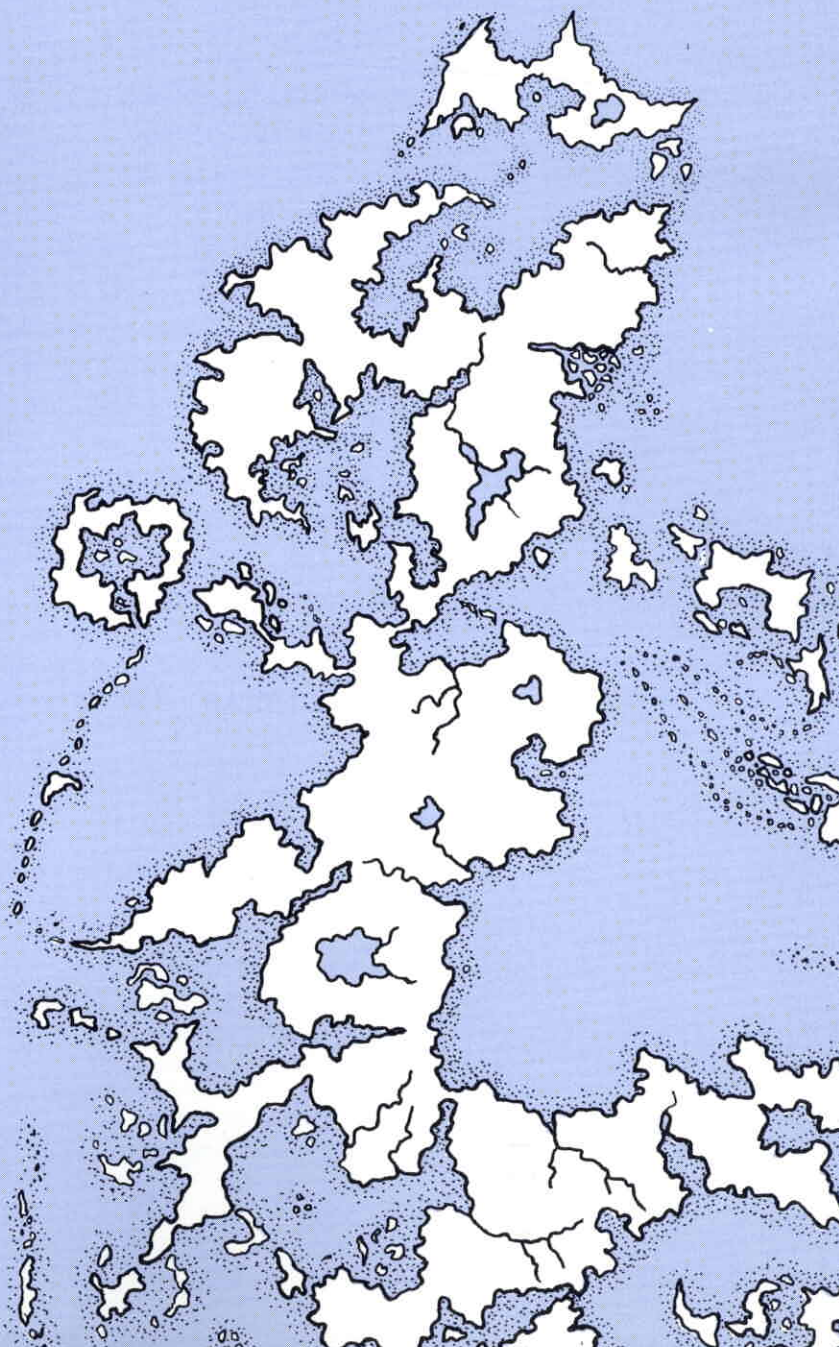


Shadow World™

MASTER ATLAS WORLD GUIDE



SHADOW WORLD™

• FOREWORD •

This is the Master Atlas to Iron Crown Enterprises' *Shadow World*™ series, the primary guidebook in an ongoing sequence of books and games designed to detail specific sections of the planet of *Kulthea*.

The concept for *Shadow World* is multifold:

- To provide a complete and cohesive fantasy world, with enough background so that a GM can set up a rich, detailed campaign with minimal preparation.
- To provide complete system information keyed to the *Rolemaster*™ and *Fantasy Hero*™ FRP systems (both immensely popular, both without background support).
- To provide conversion notes and so arrange the material that GMs may still find the background material useful and are able to convert the system data as needed.
- To design the world scheme in such a way that *Kulthea* can be united with a GM's existing world, whether the *Shadow World* becomes a part of his campaign, is used in portions to supplement the GM's adventure plans, or is the springboard for a whole new campaign.

Each book will cover an area of the world, whether it is an island, in an isolated keep, or like an atlas encompassing an entire realm. Although there will be great variation from package to package, all will fit into the overall mosaic which is this world.

While the size and scope of these modules may vary, each is designed around the *Fantasy Hero* and *Rolemaster* Fantasy Role Playing systems, and all character statistics, as well as spells, combat abilities, etc., will be provided along the guidelines of those systems. Of course, if the GM should wish to alter some of the statistics and situations, he should not feel that these are absolute restrictions; however, care must be taken to maintain the play balance which has been established.

We hope you enjoy your sojourn into the *Shadow World*.

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SHADOW WORLD

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BOOK I

• WORLD GUIDE •

• INTRODUCTION •

...we 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 reflected off of a long lake ahead. But scattered across the valley were dark patches which raced across the rolling hills, sliding like ethereal snakes. They were only 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 I have never been so afraid before or since. We were in the presence of the Unlife.

From the Visions of Andraax
Nomikos Library, Jaiman

This is the first tome in the two-volume set which makes up the *Master Atlas* of *Shadow World*. Within is a brief history of this turbulent world, an overview of the planet itself, geologically, environmentally, and even astronomically. The flows of Essence are charted and explained, including many helpful pointers for the Gamemaster. The Lords of Orhan — those venerable gods of the Great Moon — are introduced, including specific system information, appearance and personal items.

Later sections discuss the reclusive Loremasters, the aloof yet ever-present Navigators, and other widely-known organizations. Prominent characters from those groups — as well as a selection of lesser individuals whom the players might encounter — are profiled in detail.

Towards the back of the *World Guide* is an Appendix including spell lists for Navigators and Loremasters, several maps depicting Essence Flows and natural forces, and a glossary of terms.

PART I

• THE WORLD •

It is only after centuries of study in other planetary systems that we have been able to decipher the mystery of our own home. The strange and unique perturbations of our world have finally been isolated: Kulthea is on the threshold of a radically different universe. This planet stands just outside of a gateway to a plane of existence which has physical laws we cannot begin to understand. The basic rules which govern the conservation of energy and [untranslatable] mean nothing there. Thus, Kulthea is a place, perhaps not unique, but certainly unusual. We have access to energies—flowing through this invisible and intangible corridor—which have no explanation. We only know that they exist, and are powerful beyond our reckoning. A few of us can even channel this power...

Fragment of a First Era Record
transcribed from a Lords of Essence
Speaking Crystal
(approximately 130,000 years old)
Nomikos Library Special Collection

KULTHEA IN CONTEXT

Kulthea's diameter is approximately 8600 miles, making its circumference about 27,000 miles. Though it is the seventh planet of fifteen, its orbit (averaging 98 million miles) places it well within the normal limits for a viable ecosphere about a G-type star. The planets in four of the first five orbits are all 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.



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)

Most of the nearby planets are visible in the Kulthean night sky at various times. Diverse Shadow World cultures have their own names for these glimmering celestial bodies.

THE WORLD: KULTHEA

Kulthea is a world unique in many ways. A planet of surpassing beauty and light, it is also haven to a night of unspeakable evil. This is the Shadow World, a sphere of sharp contrasts and looming darkness.

THE LANDS

While the world has a relatively large percentage of land to ocean, the land areas which exist are fragmented and scattered. Most land masses are better described as large island chains rather than true continents, although there are a few of the latter. The world is large (about 27,000 miles in circumference), but a dearth of some of the heavier elements — and other factors — serves to counter its size as far as gravity is concerned. The lack of metals has also had an effect on the development of most civilizations: inhabitants have been forced to turn to means other than technology to improve their lives. There are no known chemical explosives or ways to manufacture such without the direct use of Essence.

It is apparent that the world was cruelly tortured by unusually heavy volcanic and seismic activity in her infancy, explaining the extensive and severe mountain chains and the large number of islands of volcanic origin. There are also many active volcanos about, as well as countless dormant ones. Both poles are (for the most part) covered by solid ice caps which grow and recede with the seasons. There are considerable glacial formations near each pole.

THE WATERS

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.

Coral reefs are also the bane of many a sea navigator, common off the coasts of most of the major island chains within 5,000 miles of the equator.

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.

THE 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.

MAGNETOSPHERE

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 luminous 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 somewhat by the Flows of Essence, for the bands of magnetic force — which should flow in a fairly straight line in a N-S direction over the planet — are often warped as much as 20° along their route. The 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.

THE FLOWS OF ESSENCE

Perhaps the most fascinating aspect of the world is the Essence, that force which allows 'magic' to exist in its myriad forms. The Essence is an unseen, normally undetectable aura projected by all things. It is a form of radiation produced mainly by living things. Certain beings, through aptitude and training, have learned to tap the Essence of their environment and to mold it to suit their purposes. Alternately, some utilize the Essence of their own 'psyche' and channel it in effective ways.

FLORA AND FAUNA

Just as there are elements common to many worlds, there are species very similar in nature to ours in the world of Kulthea. Most flora and fauna of the world are much like that of Earth, with differences depending on climate and locale. Plants, animals and other creatures unique to a given location will be detailed there, as is appropriate.

PEOPLES OF THE WORLD

The intelligent races living on the world are myriad and varied. Most are isolated from each other by barriers: mountain ranges, broad seas, and the invisible ramparts of Essence. Races are thus unaware of each others' existence. Long ago the lands of the world were one continent, and the human inhabitants were homogeneous. There was a resurgence in tectonic instability, however, and, amid violent earthquakes, the continent was broken. Continental drift took over, and peoples were sundered; set adrift to evolve in isolated microcosms. This instability also accounts for the existence of certain peoples and animals in some areas, while the same beings and creatures are unheard-of and virtually legendary in others.

PART II

• THE PAST OF KULTHEA •

Ūtha was the first of his kind: the masters of the Flows. Power was in their hands, and the shaping of the lands was for them an easy task. The world was yet young and warm with red-hot rock which ran like rivers across the steppes. Ūtha and his people were wise and sought to temper the wild earth and still her uneasiness. But there were those among the masters, led by a woman, Kadæna (I. "the slayer"), who sought to disrupt their ways, and there arose a great conflict. This was the First Era.

Lydek Terisonen
2267 Third Era (of Ire)

1 • A BRIEF HISTORY

The above is an excerpt from the annals of one of the great Loremasters, Lydek Terisonen. These fragmented tales are the only certain information available from the First Era, as other Loremasters will not speak of that time. Lydek vanished from the world two hundred years ago. (He is rumored to reappear occasionally, it is said that he is insane.) The annals of that Era recall the Lords of Essence and the conflict which arose between them over the forming of the World. Definitive knowledge of the events of the First Era is scanty, as nearly all of the records kept during that period were destroyed in the final cataclysm, an upheaval which set the lands in the shapes which have changed little since.

It is believed that the Lords of Essence were as men in their natural form but were able to assume any shape they desired at will, for they held awesome powers over the Essence. The Lords were perhaps not in the beginning possessed of their powers, but instead were imbued with their abilities by some freak flare in the Essence. Thus, it is possible that at the time, only one small segment of the society developed such powers and was thus able to dominate other groups. In fact, it is a widely accepted belief among the Sages of Nomikos (who have devoted lifetimes to the study of the Lords of Essence) that there were two groups of Lords, one led by Ūtha and the other, who called Kadæna their mistress. These two orders existed for quite some time unaware of each other, gathering power and followers. Years passed, and it was discovered that indeed their Essence skill could be genetically inherited. Some of the Lords left their lands, and their power was spread amongst other people. One thing, however, was not inherited: all of the first Lords stopped aging after they gained their powers, and indeed proved to be immortal, dying only if killed by violence.

After thousands of years, Kadæna and her followers developed the power to shape the land, and they began to modify their environment as they saw fit. It was not long before this came to the attention of Ūtha, for Kadæna's idea of a fit environment was a land tortured by earthquakes and cut by rivers of lava. After many years

of unsuccessfully attempting to control Kadæna's whimsical destruction indirectly, Ūtha decided that the only way that the World would survive was through the death of Kadæna and the obliteration of her evil order. Thus it was that the two met, each with the strongest of his kind. The ensuing struggle was one that shook the World to its core. Continents sank; lands long under the seas were thrust up again. Entire races were destroyed by flames and tidal waves. It is said that the battle lasted for an entire year. At the end, when the great smokes and plumes of steam began to clear, every man and woman of each order was slain. Here again, however, there are conflicting tales. Some say that members of both groups escaped to hiding places far away, fearing that their side would be defeated and that they would be killed; they may be hiding still. There is little question that both Ūtha and Kadæna and all of the immortal first Lords are dead, for if they had lived, their power would be felt. Now the only users of Essence are pale shadows of the powers which once walked the land. Thus ended the First Era.

The Second Era dawned with the slow healing of the lands and the gradual dispersal and condensation of the mile-high clouds of steam — mists generated from the evaporation of much of the waters of the oceans in the great fires and explosions each Order had cast upon the other. Slowly, plantlife began to grow again on the new lands as they were cleansed by rains. Animal life recovered and multiplied. The levels of the sea rose, and lands which had been connected were sundered by new waterways. The few peoples who survived the cataclysm were without order or civilization, barely clinging to life itself. Though this was a tranquil period for the earth compared to the time of the battles of the Lords of Essence, the planet groaned and sighed as it settled into its new form. Winds and tides suddenly shifted; the orbits of the moons were unstable, and the flows of Essence were ever-changing, making travel anywhere perilous. The duration of this period is uncertain, but the Loremasters say that it lasted for perhaps one hundred thousand years. It was in the last two thousand years of the Era that sudden and startling changes began to take place.

THE APPEARANCE OF THE LOREMASTERS

Without fanfare or apparent synergy (though all at approximately the same time), Loremasters appeared across the Shadow World. They wore many guises, spoke every tongue, and held knowledge critical to the survival of these infant peoples. No one but the Loremasters themselves know from where they came, or indeed how many they were; Loremasters will not speak of their origins. There is no doubt, however, that they are unmatched masters of the Essence, except by the Lords of Essence themselves. (Perhaps they are descendants of those masters of the Flows.) Able to tap into the Flows at will, they use those energies to transport themselves great distances and channel the colossal forces of nature. Rarely do they indulge in such displays in the manner of the original Lords. It is rumored that the Loremasters are immortal even as were the first Lords of Essence, or as are the rustic Elven-kind are now, but this, too is not known for certain. Loremasters tend to wander from place to place, rarely staying with a single culture for more than a decade or two.

Under the tutelage of the Loremasters, civilizations flourished. Peoples learned the ways of language, agriculture, and the working of stone and metals. Centuries elapsed, and Loremasters came and went from various lands, always available to teach. They taught only things which their students were readily able to grasp; no great leaps of social advancement or technology were offered. It is entirely possible that these teachers were not different generations of Loremasters but the same group, circulating through the widely separated lands and only returning to places that they had been after many hundreds of years.

THE COMING OF THE UNLIFE

With the help of the Loremasters, many civilizations arose on a firm footing, settling the wide lands and exploring all about them. The world seemed a peaceful place — until the coming of the Unlife and the return of Shadow to the world.

The Unlife feeds on destruction, upon the deaths of individuals and societies with equal fervor. It is a thirst unquenched and unslakable. Indeed, the more it consumes, the more it seems to require. It has no source, but it is everywhere, waiting for a tool to open the door and allow it to enter. Through the surviving followers of Kadæna, who for long years licked their wounds in hidden places, the Unlife found its instruments. These souls, desperate for power — for even a shadow of the strength they once had — eagerly accepted the offers of energy from the Unlife and grew strong in dark places, gathering to themselves minions of many types and creating others to suit their needs. Cults and Orders of varied origins and membership took form, but their purposes were dark and evil. It was during this time that the Great Demons were first fashioned by the most powerful of the Lords.

Soon the young mannish peoples were presented with choices: they were offered great knowledge by these new Cults, more than the Loremasters were willing to impart. Some servants of the Unlife impersonated the Loremasters, gaining the confidence and trust of the naïve cultures in this way. The teachings of the false sages were different, however. They spoke of the ways of warfare and whispered tales of hostile peoples — imagined enemies who were readying to attack. Thus were the seeds of suspicion sown.

The Loremasters attempted to rectify those misdeeds, but they seemed too few and were unable (or unwilling) to assault the minions of the Unlife with force. Some peoples responded to their warnings, however, and the battle lines were drawn for the conflict which would end the Era.

THE WARS OF DOMINION

Almost as a unit, the peoples and creatures under the sway of the Unlife arose and attacked those who remained free of dark domination. Great Demons and hosts of creatures, led by Priests, Essence Masters and the elite servants of the Unlife lashed out and attempted to destroy utterly what the Loremasters had nurtured for so long.

The wars lasted for nearly three hundred years, and though the powers unleashed during this conflict were as nothing compared to those used in the battle of the Lords of Essence, much was destroyed that had taken long years to build.

There were many valiant leaders in the wars, and many who fell before the chill Shadow of the Unlife. Terrors unnumbered and unspeakable walked the lands and flew in the high airs. In desperation, some of the Loremasters turned from their unspoken creed of refusing to act directly and matched their strength against the minions of the Unlight. Most perished in this effort, though without this aid the Peoples would almost certainly have fallen. In the end the Loremasters and the Peoples of Light were victorious and defeated the forces of the Unlife, though at great cost.

The victory of the Free Peoples had a high price: entire cultures and species were wiped out, Ilmaris Terisonen and Tethior the Smith were killed (along with many other valiant Loremasters and Sages) and Andraax was driven insane. The Lords of Orhan returned to their Moon.

Greatly-weakened survivors retreated once again into themselves, concentrating only on the necessities of survival. This marked the end of the Second Era.

THE THIRD ERA

(AND THE WINDS OF SHADOW)

Brief was the respite for the peoples of Kulthea, for barely had a thousand years passed when new minions of evil sprang into existence. These servants, however, seemed bent upon ways other than brute force to achieve their ends. Deception and subterfuge were the tools of these new Cults. Few in number and lessened greatly in power, the Loremasters moved among the lands more as simple gatherers and purveyors of information, speaking a word here or there of warning, advice, or encouragement. Their lordly past was forgotten to all but a very few.

Chill winds now blow out of the north, harbingers of a new assault. Dark religions grow and flourish, gathering new followers with each passing day. The servants of the Unlife take many forms in myriad lands, but their foul purposes run parallel, seeking the destruction of all life itself. This is the Third Era and the Time of the Shadow.

2 • TIMELINE

NOTE: This timeline in some ways is prejudiced towards Jaiman and Emer, mentioning specific events and individuals associated with those areas. This in no way implies that events of equal importance are not occurring in other areas of the world; they are just not documented here.

THE FIRST ERA

c. 0 — First arising of the Altha on the World.

c. 10,000 - 12,000 — Althan culture develops a technology which allows them to conquer the stars. The World becomes the center of an explosion of interstellar colonization. Many planets become homes for seedling cultures.

- c. **15,000** — First discovery of the Essence by the scientists of Altha. Genetic manipulation enhances latent abilities to control the force. Members of the K'ta'viir family show special aptitude. Curiously, the Essence in its pure form can only be found in or near Kulthea. However, the K'ta'viiri become true Psionics, able to tap their own energy reserves.
- c. **16,000** — After a series of battles across the stars, the K'ta'viir family rules a large portion of the galaxy in a vast Empire, maintaining control by virtue of their superior Psionic/Essence powers. Their dynasty survives for millennia.
- c. **29,000 - 30,000** — The Emperors are increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. This perverse trend culminates in the Ascension of the Empress Kadæna in c. 30,000.
- c. **30,000 - 30,250** — Rebellion against the K'ta'viir begins, instigated by Ūtha, a cousin within the family. Political, technological and Psionic powers are used in a sweeping attempt to overthrow the current Empress-goddess. Although the rebellion is successful, the result also brings about the complete downfall of the Civilization. Worlds are destroyed or their populations reduced to a primitive existence.
- c. **30,250** — Final conflict of Ūtha and Kadæna. Large areas are laid waste as the Uruths destroy the remaining K'ta'viiri. Survivors include a few pockets of men and races of experimental nature devised by the K'ta'viiri. There are also hints that a few of the K'ta'viir and Uruths survive, placing themselves in cryogenic freeze to awake at a later time.

INTERREGNUM

- c. **1-100,000** — (Called the "Long Night") The World begins a slow return to stability. Many lands are lost beneath the waves as the clouds condense. Only the most sturdy peoples survive the period, and most are held at the lowest level of civilization.

THE SECOND ERA

- 1 (Second Era)** — (c. 100,000 years after the end of the First Era) Founding of the College of Loremasters by Kirin T'thaan, Ilmaris Terisonen, and Andraax. All three are supposedly Elven, though Andraax is actually a Lord of Essence. They travel the World, recruiting promising members, training and educating, and so begin to bring the World out of the *Long Night* (c. PreImp - 12,400*). The College is based on the isle of Karilôn, the location hidden.

2,000 SE — First appearance of servants of the Unlife.

2,530 SE — Founding of the Library of Nomikos in southern Jaiman.

3,300 SE — Founding of the first Guild of Navigators, a secretive group which offers guaranteed safe travel as a service — to anyone who can afford their fee.

3,451 SE — Birth of Tethior the Smith ("The Alchemist"), the greatest enchanted forger to live.

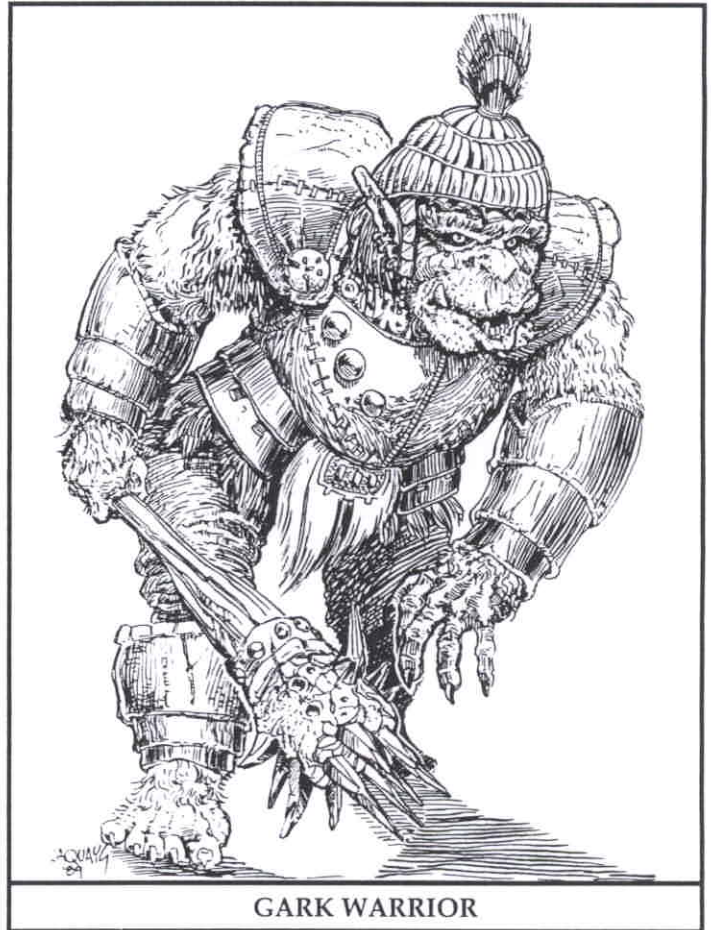
c. **3,470 - 6,000** — Tethior and his brother Krelj create a number of powerful items to aid in the fight against the Unlife.

4,790 SE — Tethior creates the Great Orbs: Four Masters and eight access spheres.

5,410 SE — Fall of the Tanarans.

6,450 - 6,825 SE — Wars of Dominion. Even the Lords of Orhan come to Kulthea to join in combat against the legions of the Unlife. After centuries of strife, the dark forces are destroyed or rendered ineffective, and the the Unlife is driven back into the Void. Unfortunately, there is no way to ensure that it cannot re-enter the World at some future time. Enchanted, immortal Guardians are set at the Gates of the Void.

* *PreImp and Imp dates refer to "Pre-Imperial" and "Imperial" dates of the Terran Empire of ICE's Space Master.*



GARK WARRIOR

THE THIRD ERA

c. **1-2,000 TE** (PreImp 5,575 - 4,575) — A relative peace for the inhabitants of the World. The weakened Loremasters try to gather the Faithful once again. Slowly, realms are rebuilt, and trade across Jaiman and even much of Emer is re-established.

c. **3000-4000 TE** — The Lords of Orhan return, having vanished after their aid in the Wars of Dominion. They are more aloof from political affairs than before.

4,166 TE — The conquerer Ugus Fost (ruler of most of NW Jaiman) is murdered and his realm destroyed by a demonic force, suspected to be *Shards*.

4,650 TE — The city of *Eidolon* rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship.

5,030 TE — The Shadow-gate in SW Mulira is destroyed, causing widespread destruction and strange after-effects. The area is a wasteland.

6,050 TE — (Imp 475) *The Present*.

PART III

• THE LANDS •

Clouds of ash and smoke covered the globe in a shroud of twilight. The oceans boiled and the lands were aglow with molten rock. The fragile life of the world hid in what few refuges could be found... and waited.

Ages passed. From the tortured works of the Conflict, new lands arose from the steaming seas. Green shoots sprouted from cooling black earth, and life began anew.

Tale of the World
Andraax
Nomikos Library, Jaiman

The enclosed map reveals the prominent land masses of Kulthea's western hemisphere. It is accurate in general, though the areas shown may not be the only lands which actually exist.

In this section some general attributes of the various land types will be discussed. Later tomes will focus more closely on specific areas.

1 • GEOGRAPHY

A brief overview of the lands which make up this hemisphere is in order. While details are not possible, a summary of the land types and principal features is within the scope of this work, as is a description of the major continental forms.

GREATER LAND MASSES

There are fourteen areas which might classify as true continents or continental groupings on Western Kulthea: Jaiman, Emer, Mulira, Govon, Gaalt, Palia, Folenn, Murlis, Mythenis, Iyxia, Thuul, Agyra, Falias, and Kelestia. These names are the ancient Lords of Essence titles (like those of the moons), and in many cases the inhabitants are unaware of the original name of their continent.

Each of the continental masses is actually the fusion of several tectonic plates and is divided (usually along those lines) by mountain ranges and similar geological buckling. Most mountains on Kulthea are relatively young and therefore steep, tall and treacherous to pass. They provide effective barriers between regions and serve to further isolate groups of the planet's inhabitants.

NOTE: *Certain terms are used to describe the climate and nature of the continents mentioned below. In the Vegetation section can be found an elaboration of flora types found in these locales. For clarity, they are listed below with brief explanations. Mean temperatures are not necessarily the extreme, but an average of the temperature during the hottest and coldest periods.*

Tropical: Hot and humid, this climate is most often found in proximity to the equator and near rivers and/or coastal regions. Isolated Tropical climes may also be encountered in sheltered valleys, or where unusual situations (e.g., hot-air vents from underground) create an unnaturally warm environment. Humid tropical climes average about 80° year-round.

Subtropical: Warm, often associated with coastal areas. This climate is almost always one rich in plant and animal life (though not so diverse as the rain-forest environment. Mean temperatures range from 40° to 80° F. These areas frequently border actual tropical regions.

Temperate: Nearly 40% of the non-polar lands on the *Shadow World* fall into this category. With mean temperatures ranging from 20° to 70°, this climate supports deciduous and coniferous trees, most crops, and is comfortable for most races native to Kulthea. Warm and cool temperate regions can be quite diverse, depending on local topography and weather patterns.

Arid (hot): Such areas have temperature ranges from 60° to 90° F, and are usually either deserts covered with waves of sand dunes, or great cracked flats of salt or parched earth. The life which exists here is suited to such an unforgiving climate.

Sub-polar: These chilly areas are either tundra or snow-covered plain, in the north or south near the polar regions. Average temperatures in the cold wasteland areas range from -10° to 40° F. Brief thaws are the only break in an often frozen, dreary landscape.

Polar: The temperature never approaches freezing and rarely cracks 0° F in these frozen lands, perpetually coated in snow and ice. Only the hardiest beasts can survive here, dependent on oceans for food.

JAIMAN

While in size a small mass of land rather far north, Jaiman has had a powerful role in the world history, being the home of many Loremasters and the center of several historic conflicts — the story of which shall be told at some later date. Jaiman is actually two parcels of land: a larger, eastern form and a crescent-shaped western portion which is traditionally independent from the east because of its mountainous nature and strong Essence flow between the two. Much of northern Jaiman is sub-polar, while the more southern areas enjoy cool temperate climates.

EMER

Lord of the western continents, Emer dominates the map. It is the legendary home of the *Masters of Emer*, an ancient cult of godlike beings who supposedly dominated all of Emer, ruling from a great palace in the central island of Votania. The Masters are long gone from Emer (if they were ever there) though tales of the ethereal gods persist, and Votania remains a haunted place. (The central mountains have never been scaled). 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.

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.

GOVON

Though situated in the middle of the southern hemisphere, much of Govon enjoys tropical or subtropical weather. Areas along the many rivers and lakes are dense with rain-forest and other deciduous growth, with some of the northern areas are given over to desert.

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 coasts 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), with some temperate areas inland and a few pockets of subtropical climate in the southernmost regions.

PALIA

Palia — partially because of its more southerly location and partly because of its protective mountains — has a generally milder climate than Gaalt. The central western isles bridge with the Iyxian cluster, and powerful flows of Essence wash over those regions. These islands are subtropical to tropical, and some of the southwestern areas are the most verdant on the planet.

FOLENN

An Isolated, 'C'-shaped land, Folenn has had little contact with the rest of the hemisphere, being held apart by a powerful north-south flow along the island chain just to the west of the continent. Folenn is thought of by some (the few who think of it at all) as a shadowy land on the edge of the earth. True, it resides against the *Malvin Tesea* (I: "Endless Sea") which divides the East and West, yet Folenn is still a realm of this hemisphere, and only those who have been there can speak truly about the nature of that land.

MURLIS

Most scattered of all the continental groups, Murlis includes (according to accepted records) 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. Every imaginable climate can be found in this cluster, from desert to tropical to polar.

MYTHENIS

A sprawling continent of contrasts, Mythenis lies to the far south and west of the hemisphere, a mountainous heartland sprouting numerous peninsulas and countless strings of islands. The shores along the north are amazingly temperate for the latitude, while the southern regions are blanketed with snow throughout most of the year. Mythenis is also subjected to considerable volcanism; clouds of ash are not uncommon in the eastern regions. Earthquakes too are chronic: the Mythenian mountain range is along a major fault line and grinds against the south polar plate with alarming frequency.

IYXIA

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 Essence, they 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.

THUUL

This great ring of land was formed ages ago by the impact of a huge meteor, changing forever the face of all Kulthea. What remains, however, is a continent which looks like it was designed for no other reason than defense. While no king has ever been able to claim dominion over this mighty expanse, the strange treasure found at the very heart of the Ring of Thuul is no disappointment.

Powerful Essence surrounds the Ring, 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. In the very center is an isle known only 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. Is it the result of the meteor fall? Is it a work of the Lords of Essence? A natural formation? Even the Loremasters do not know.

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.

AGYRA

A large area of land riddled with rivers, bays and lakes, Agyra's southern regions are mostly arid and semi-arid, growing increasingly fertile as one moves north to the warm temperate climates as it touches the sister continent of Mulira.

FALIAS

Lying to the south of Emer, Falias comprises a large 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.

KELESTIA

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 displays 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*. Northern Kelestia is largely tundra, with limited agricultural capability except near the southern mountains in more sheltered vales. The southern section of the continent is quite lush, however, being primarily temperate in nature.

THE POLES

Beneath the thick snow and ice of both polar regions lurk actual physical continents — though the greater part of their actual coastline is deeply concealed. The South Pole has somewhat less severe temperatures and a wider variety of animal life. It is also the larger of the two polar areas. Wide sections along the coastal areas are actually free of snow during the southern hemisphere 'summer'.

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.

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.

Some islands have no permanent home: their relation with the Shadow World is even more tenuous. Linked with the Flows of Essence, 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.

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.

UNDEREARTH

This is but 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 EAST

The Eastern Hemisphere is rarely referred to at all except by the very knowledgeable, and even by them as an unknown. While not believed to be particularly evil or horrible, the East is a place which is almost impossible to get to — and far more difficult to return from. It is said that Andraax went East, and he is now insane.

2 • CHARACTERISTICS

The following paragraphs delve into the aspects of the lands of Kulthea: general types of vegetation, geologic instability, and mineral composition (featuring unique and interesting elements).

VEGETATION

Book II has listings of unique, beneficial, and dangerous plants, but by its nature, the material there is very specific. Here, however, we touch on the general types of flora and where they might be found.

The color 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 can further guide the GM in his decision.

- 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-leafed 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 times 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-leafed deciduous dwarf shrubs.

VOLCANIC AND SEISMIC ACTIVITY

As noted earlier, Kulthea is a world rocked by frequent disturbances from within. The unstable tectonic plates grind against one another, vying for dominance. The powerful lunar gravity tugs at the planet. The map in the back shows plate boundaries, the most likely areas for seismic activity — though nowhere is safe.

Volcanic action, while more frequent in those regions, is also scattered all over the globe. Volcanos exist in three basic states:

- 1) 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.
- 2) 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.
- 3) 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.

See the vulcanism map which shows concentrations of subsurface magma and areas of current volcanic activity. The dots do not show actual volcanos, but the relative density indicates likelihood of live or dormant volcanos in the area.

Flow-storms (see page 20) can also trigger volcanic eruptions and earthquakes. The force of the Essence is enough to rend the earth itself.

SPECIAL ELEMENTS

The peoples of Kulthea have unearthed a number of unique elements. From them they have created some materials with interesting properties.

Arinyark: A bluish-green mineral which absorbs and retains raw Essence radiations.

Eog: 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 in addition, certain pure types of Eog have the power to locally inhibit the Flows of Essence: white Eog can limit the powers of Dark Essence (originating from the Unlife) while black Eog can inhibit or even nullify all other Essence. The metal has a dull silvery luster.

Ithloss: 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. In appearance Ithloss is, a light golden color.

Keron: 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.

Laen: An extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Can also be tinted, and (vary rarely) is naturally colored.

Rularon: 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. It is very soft, malleable, and enchanted.

Shaalk: 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. Some of the most important tomes of the Lords of Essence were made with Shaalk pages. Shaalk can also be made into protective garments, as parts of certain tools, and even lightweight armor.

Xenium: 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, but perhaps its most fabulous application is the city of Eidolon, suspended in the clouds above the great Sharhya River Delta in northern Emer.

PART IV

• THE WATERS •

More mysteries, more history may lie in the deeps of the seas than in all the lands of the world.

Loremaster Kirin Tethan
The Record of Years
Karilôn Archives

Kulthea's hydrosphere — including the countless inland seas and lakes — constitutes about 70% of the planet surface. While much of the ocean is shallow continental shelf, there are several very deep trenches, some knifing more than ten miles into the depths of the planet.

FRESH-WATER BODIES

Shadow World harbors a number of large lakes and fresh-water 'seas', the result of the convoluted terrain and unusual weather conditions. In addition to the larger bodies noted on the map, there are countless smaller lakes. Mighty rivers tumble down from lofty peaks, too many to mention even the largest here. They will be mapped as we tour Kulthea in later publications.

THE SEAS

While a large percentage of Kulthea's surface is covered by oceans, most are rather shallow and dotted with island chains. Some regions of the great seas are as much as ten miles deep. The seas of the western hemisphere were named by the Lords of Essence as follows: Malvin Tesea ("Endless Sea"), Fárok Tesea ("Forbidden Sea"), Dom Usuiv ("Shallow Ocean"), Tairken Usuiv ("Broken Ocean"), Thrôk Tesea ("Guardian Sea"), Kemm Usuiv ("Glass Ocean"), Hulkane Arûs ("Barren Waters"), Loom 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.

GREAT DEEPS

One of the most enduring mysteries of the *Shadow World* is the nature of the Great Deeps — and what may lurk there. Legends tell of monstrous creatures which make their homes in the darkest depths of the seas, yet sojourn to the surface to wreak havoc with the fragile ships and coastal homes of men. There are stories also of races even stranger: water-breathing men — aquatic cultures which thrive in the semi-dark depths and find the idea of living on land as bizarre as men would find trying to make life in the upper airs.

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

The most common ocean hazards — especially near coastlines — are hidden reefs 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.

WHIRLPOOLS

The extreme and complex tides of Kulthea, conspiring with the thermal water changes and wind patterns, create numerous and variable maelstroms across the planet. These are among the most terrifying obstacles a seagoing Navigator must be particularly wary of. Once a ship is caught, greater whirlpools are difficult for even the most powerful Navigators to escape.

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 700 feet 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 one is never safe from these floating hazards.

PART V

• THE CLIMATE •

My fellows, know this: gone are the days when Kulthea was a garden. The chill breath of the Unlife is freezing our world to death.

Lydek Terisonen
Speech to the Assembled Loremaster Council
Karilôn
2250 Third Era (of Ire)

Like everything else on the Shadow World, weather changes occur in extremes. Shifting wind and water currents cause abrupt and dramatic mutations in prevailing conditions. Temperatures are moderate into areas quite close to the poles, given proper prevailing conditions. While the planet has discernable seasons and consistent temperature ranges in a given area, there are periods when norms are abandoned and completely aberrant weather occurs.

CALENDAR

The various perceptible celestial events which mark the passing of time on Kulthea are discussed in this section.

SEASONS

As mentioned elsewhere, Kulthea has four celestial 'seasons', based on the planetary rotation and tilt. Their formal beginnings and endings are largely ignored however (except by astronomers) in favor of the much more obvious pentennial phases of 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 planet equator. There are a 'summer' and 'winter' Solstices, the latter signifying the first day of the calendar to year to many Kulthean cultures.

Equinox: where the sun passes the planet equator (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 this pattern, however, most cultures have adopted seasons which mirror the five months, each seventy days long. These are listed as follows, beginning with the winter solstice:

Winter: The period of deepest cold.

Spring: Weather grows warmer; planting season.

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

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

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

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

WEEKS

There is a shorter period marked by many of the more sophisticated Kulthean cultures, the ten day span which is delineated by the phases of Varin, the Second Moon.

LOREMASTER CALENDAR

Interestingly, the Loremasters ignore Varin for record-keeping purposes, using Orhan exclusively to divide the Kulthean year. Dates are recorded as "day 45, Orhan 4, 5090 TE" 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. The Scribes of Nomikos and all the Navigator Guilds also use this simple but effective calendar system.

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 Essence Foci, thus attracting the more violent meteorological effects.

ESSENCE INFLUENCE

The Flows of Essence 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 Essence can act just like a sheer, mountainous ridge against a weather pattern. Jet-streams often travel along Essence Flows.

PART VI

• THE MOONS •

The Night of Dark Prophecy arrived for the cliff city of Dirjalain.

As the Priest Arnak had predicted, five full Moons hung clustered in the cloudless sky: five perfect orbs gleaming silver, deadly light upon the frozen lakeland. The Loremaster Su-karak stood consulting with Lord Fulthor, the two of them apart from the rest of us on the citadel wall. We others of the High Cordinate stamped our feet in the cold and made weak jokes about the priests being foolish followers of that false Dark Cult.

Then the first tremor came; it was only a vibration in the great stones of the citadel, but it stopped our conversations in mid-word. Fulthor looked with alarm at the Loremaster, but Su-karak stared out across the plain. "We should have heeded the warnings," he said quietly.

"Abandon our city? Admit the priest was right? Never!" Fulthor raged, cold vapor billowing from his lips. "Could not the mighty Loremasters have prevented this, or even predicted it with surety?"

"Some things are beyond our power to prevent — or even fully understand," Su-karak replied. "I did warn you that there could be quakes with this alignment. Dirjalain is an ancient place with aged foundations —"

Another tremor came — stronger this time — and cracks appeared in the wall.

"We had better go." Su-karak held up his hand; a ring glittered in the moonlight.

"Agreed," said Hurkonis, one of my fellows. He drew a black disc from his robes and held it aloft.

An instant later, a golden shimmering column appeared in the air next to him. A tall Elf stepped out of the Portal, dressed in black and holding a beautiful jewelled sextant in his hand. "You require a Navigator?" he asked blandly. Just then a third tremor struck, causing us to stagger over the unstable floor. Cries of terror could be heard in the city below. The Navigator cocked an eyebrow. "If I may be so bold, I suggest immediate 'jump' to safer ground."

"We must not leave!" Fulthor shouted. "Stand firm!"

"With the very earth unstable?" Hurkonis snapped. He turned to the Navigator. "North, to Haalkitaine!"

The black-clad Elf looked distracted for a moment. "Very well, you have sufficient gold in reserve. Prepare!"

"I will not go!" cried the Lord of the city.

"Look!" The Loremaster pointed out across the ice-covered lake. As the earth began to tremble again, it looked as if the surface of the lake was bulging upwards, several hundred feet from the shore. Great cracks shot from the center, branching and growing. Steam rose from underneath in huge, luminous plumes... then, from the broken jumble there slithered a huge, glistening tentacle — thick as a man and growing larger as yard after yard rose from the icy waters. Another trunk-like appendage arose, and another. The city shook, and stones fell from the walls.

"A Great Beast of the Unlife!" Su-karak staggered back as if physically struck. "Flee! Go now before the Darkness falls!" He made a gesture with his hand and vanished.

The Navigator turned south, adjusting his sights in his Compass, oblivious to the destruction around him. Great boulders shook loose from the mountain above and cascaded down over the tortured city. Then a high-pitched keening wail echoed across the ice, eerie and alien. The hideous creature was suddenly closer, its spectral tentacles reached out towards Fulthor. He screamed as the choking darkness enfolded him —

In a flickering of light the buckling tower fell away, and we stood in a peaceful garden in distant Haalkitaine.

"That was rather close," smiled the Navigator. "I must charge you extra for hazardous work."

From The Fall of Dirjalain
Nomikos Library, 5079 Third Era

The Five Moons of Kulthea have played a dominant part in forming the mythos of most cultures, and even influence the daily lives of the inhabitants of the Shadow World.

ORHAN

By far the largest of the Kulthean moons, Orhan also has a unique characteristic: it has an atmosphere. Just over 3,500 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 exact distribution of continents and oceans is uncertain, as the moon is almost invariably shrouded in thick clouds. One face is never seen by the inhabitants of Kulthea.

The Great Moon (as it is sometimes called) orbits nearly on the ecliptic at a distance of 270,000 miles, and is responsible for considerable tidal activity on the world. There are also powerful Flows of Essence 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. Interestingly, Orhan is always full on the Winter Solstice.

Orhan is the reputed home of the *Lords of Orhan*, superhuman beings who have limited interaction with the inhabitants of the Shadow World. Whether or not Orhan is inhabited by other intelligent life (or if the Lords actually originate from there) is yet to be verified, as the few Kultheans who claim to have visited Orhan tell incredible tales which no sane man would believe.



EISSA, GODDESS OF DEATH

The wild tales are true, however, as a few Loremasters know. Orhan is a paradise perpetually bathed in a soft golden radiance during the day and a breathtaking violet twilight at night. A race of beautiful humanoids (along with a selection from some of the other races, including Fauns and Elves) serves the Lords of Orhan, tending farms and maintaining the homes of the Lords. These structures — like all those on the Great Moon — are invariably fashioned of some beautiful and rare material: the most subtly veined polished marble, lustrous porphyry, even semiprecious stones and crystal are used as building materials here. 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 600 miles in diameter). Since it orbits more closely (125,000 miles away), Varin has a discernable disc. It also orbits on the ecliptic, in a period of ten days. This provides a secondary calendar subdivision for Shadow World inhabitants. This moon has a strange, mottled orange 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 190,000 miles (note that it is also inside the orbit of Orhan) and is quite small: 350 miles in diameter. It is a featureless rock ball with a silvery grey appearance. An interesting aspect of Charón is its polar orbit. 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.

Because of Charón's unusual orbit, it and Orhan rarely conjunct; fortunate considering the tidal and meteorological disruptions, and the strange and bizarre Essence aberrations which occur during those periods.

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. Beneath the shining icy surface are myriad caves and tunnels — hiding places for the unspeakable.

It is shunned by the Lords of Orhan. When Charón passes close the inhabitants of the Great Moon are especially vigilant.

MIKORI

With a diameter just shy of 100 miles and a distant orbit (520,000 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.

PART VII

• THE FLOWS OF ESSENCE •

A river of power, the Essence flows through time and space, touching everything with energy. The master of the Flows is lord of the Shadow World. We are its masters.

From a lecture,
Navigation Introductory Course
Nexus

The fundamental element which makes Kulthea unique is the Flow of Essence: powerful energy fields which stream over, through and around the globe. While not unique to the Shadow World, the Flows are more powerful here than in any other known location, and their radiation has produced a singular environment.

Invisible to all but those trained in their detection, the Flows are neither magnetic, gravitational, electrical nor nuclear. Essence is an energy from another universe where the laws of physics differ from the rules throughout the rest of the cosmos. Kulthea itself hangs in a threshold to that universe, and while the planet itself seems firmly anchored in our dimension, the energies from that other plane are somehow able to pass through — bringing with them things both wonderful and terrible.

1 • THE NATURE OF POWER

It might be appropriate here to review the three realms of power which can be tapped on the Shadow World, and how they differ from each other in origin and application.

ESSENCE

Essence is that which is common to all things, living and dead, organic and inorganic. It represents a force and an order which define the ways of the world. Changes in the patterns of the Essence dictate the flow of events, and the course of life itself. It is a power beyond the total grasp of any being.

Nonetheless, some who become one with the Essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of Essence can be both beautiful and lethal, affecting one or many. In the end, however, normal patterns will prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the Essence. Being essentially inert, they inhibit the usual extension of one's life essence, creating difficulty for the spell user seeking to alter patterns outside his body's immediate sphere. This ability to mold the Essence is a prerequisite to the successful casting of spells. Inorganic substances — particularly metals — provide stronger protection against the powers of the Essence. No shield, however, can completely defy that which is the basis of all things.

CHANNELING

Channeling represents the power of the deities as channeled through their followers or other spell users. It is spiritual and religious in nature and is independent of the Essence. (Although the deity himself may draw power from the Essence to supplement his own stores, his followers gain strength directly from him and have no contact with the pervasive Essence.) A spell user of this realm may draw his strength from his respective deity, and often does not require that deity's 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.

Inorganic substances — notably metal — interfere with the drawing power from the gods.

NOTE: For more on Channeling, see p. 21.



MENTALISM

The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which masters of spells strive to use the "Essence of their minds" in ways few contemplate. By using the very personal power locked within themselves, Mentalists are able to channel the power of the Essence through their own mental corridors, thus manipulating and altering the reality which surrounds them. In a sense, they act as minute imitations of the gods themselves, giving power not to Clerics, but retaining it and directing its manipulation. Mentalists are masters of the Essence within their own minds.

Because Mentalists are not deities, however, they work within the limitations of their worldly bodies — their own senses and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own Essence does not yield the wide-reaching power of the other realms. Nonetheless, the power of the Mentalist can reach great heights. They are the masters of thought, gatherers of Presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed... for it is the Mentalist who seeks to fulfill the destiny of his own mind.

ARCANE POWER

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, but only the Lords of Essence (unless one could consider the Lords themselves gods). Those beings could tap the power of their minds and the power 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. In a way, the three 'hybrid' followers (Sorcerers, Astrologers and Mystics) are actually precursors of the more specialized magics of the current Era.

Those capable of tapping into the united Essence (referred to by many as the *Arcane Power*) have a unique flexibility and sensitivity; perhaps they are descended from the Lords of Essence. In any event, the ability to tap the Arcane Power is extremely rare and much sought-after by the mighty.

A NOTE ON TELEPATHY

Telepathy (the Psionic power available to some characters in the universe of *Space Master*) differs from the realm of Mentalism in one important way. Mentalism is a permutation of the Essence and is exclusive to creatures of the Shadow World (or other 'threshold' worlds). Only those of Kulthean origin can tap the Essence — even if it is their own personal Essence.

Psionics, on the other hand, is a power which originates in this universe and is comfortable anywhere in it. Users of Psions can be found throughout human space, and no doubt beyond. It was the unique ability of the Kadænans (later known as the K'ta'viir) to use both Psionics and Essence, allowing them to rule the sprawling Galactic Empire for so long.



ESSENCE CHANNELS

2•BARRIERS

Even as the Essence can be a means of transport, it can be a powerful wall. Essence 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 Essence 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 Essence 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 victim wandering away without being aware that they have been diverted. It sometimes appears as a shimmering mist, a distortion, or an amorphous darkness.

3•FOCI

A very important aspect of the Essence is its tendency to form foci, both permanent and temporary. These concentrations of pure Essence 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 center of the island. This permanent focus not only provides enhanced power to the inhabitants, but wards off errant lesser Flows and Flow-storms.

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 Essence 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'.

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 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 enhance benefits. Mentalism users might receive some reduced benefits, perhaps with a successful Meditation.

4•TRANSPORT

Transportation utilizing the Essence can take several forms, from instantaneous relocation to slowly riding the Flows themselves. Because the relationships of space and time are different in the universe of the Essence, distance is meaningless. The only limit is the power to open the gate, the user's familiarity with his destination, and skill with the spell.

NOTE: For more on travel utilizing the Essence, see Part XIV.

5•FLOW-STORMS

One of the most terrifying characteristics of the Flows of Essence is a storm of their causation. Flow-storms can be triggered by any one of a number of events: a conjunction of the moons, a solar flare, and a very large expenditure of Essence are a few examples. The resulting concentration of power causes an imbalance, resulting in the Essence equivalent of a hurricane.

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 quadrupled randomly, and the actual effect of a given spell might be warped, diminished, or increased radically. Sometimes a flow-storm is relatively 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.

A Flow-storm, once formed, will track along normal Essence-flows until it runs out of momentum (a process which normally requires from 1 to 100 days) or collides with a major Essence focus. Existing somewhat like fixed hurricane 'eyes', major foci will normally shatter the storm. Great storms, however, will merely feed on the focus and grow. This is how a planet-wide storm builds.

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 Essence force of its own, and the flow between it and Kulthea is strong. 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.



PART VIII

• CHANNELING •

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

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

As the largest of the six and sixty stood forth, the foul lords of Gaath settled to divide the soils. This, the leader of the Ku'ul, or so it is said, was one called Shar Ti; he wore deep brown, with a helm of shimmering crimson. He ate the brains and bowels of Ugus Fost, taking the organs from the living body of his mannish foe. So darkness devoured Lu'nak.

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

— the Annals of Kuriac Su (4166 TE)
Transcribed by Elor Once Dark

The origins of Channeling power are different than those of the Essence, which flows over and through Kulthea. It comes from the personal energies of individuals, whether they be local 'gods', the Lords of Orhan, or other powerful entities which may actually exist on other planes or dimensions.

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. Quite possibly, a PC worshipper of a Lord will go his entire mortal life without even seeing 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 be a problem 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.

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 ARTIFACTS

PCs who are of Channeling may be able to channel from inanimate objects, such as holy sites (see below) or amulets (see above). 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.

EFFECTS

Should a PC wish to 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 skill in Channeling, and be required to make a successful roll in order to receive extra points and/or abilities from the holy place or 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 Essence, and environment can be factors).

CHANNELING

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 Essence focus, they receive their powers through the worship of a god who does get his energies from the Essence, 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 Channeling 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.

PART IX

• GODS •

We entered the forest clearing as the sickle of Orhan was rising above the dense treetop foliage. The obelisk was there, just as the tales had said. But of what use was it? Garrik rushed to the pillar. This was all his idea...

"Well, what is it?" I asked Garrik finally as we circled the five-sided pyramidal obelisk. It stood almost twice our height. The smooth, pale grey stone was inscribed with swirling symbols. I shivered, and not with the chill of the night. It was a cool evening, but my chills came from an unease over being in this huge dark forest in the middle of the night.

Garrik had assumed his most officious linguist expression and peered intently at the runes. "I believe it is a monument to some Lord of Orhan or another. Something about 'night' and 'sleep'..."

"Fine, now let's get out of here. It's five miles back to the river, and —"

I stopped when I saw Garrik's face, then I looked in the direction of his open-mouthed stare.

There at the edge of the clearing were horrors as I hope I live long yet never see again. I could not even see how many there were, but they made a sickening, slimy-wet sound, and the stink that drifted towards us was a foul stench of rotting flesh.

"Destroyers... Destroyers of the Older Ones..." Garrik was mumbling, but I didn't understand his meaning. Nor did I care at the moment, only wanting to run — and far. But I couldn't! Somehow rooted to the spot, I could not make my legs carry me away. A mist of darkness enclosed the clearing, blurring the trees and even dimming the thin silvery light of Orhan. The unearthly, formless creatures drew nearer, and I began to sense something even more terrifying than their hideous appearance: an alien touch on my thoughts, some foul mind invading my own...

Then through the vaulted corridors of the forest I heard a thunderous gallop, and a misty-white glow appeared far off but rushing towards us with unreal speed. The shadowy mist wavered, and several of the creatures drew back, leaving trails of loathsome slime matting the grass in their wake.

All at once a great light burst into the clearing, at the center of which was a rider all in black but astride a mighty white unicorn. The darkness fled to the perimeter, gathering the protective shadows there. We stood by the obelisk, frozen in fear and wonder.

The rider, tall and stern with sable hair, drew a sword glittering like a clear winter night. It glowed with a pure light and from its tip flared a ray of cleansing white fire. The foul creatures were burned in a flash of light, leaving only smoking trails of their grotesque ooze.

Garrik cried with joy, even as I was still trying to recover my senses, rushing to the rider, calling out his name. Then I realized: Reaan, the Master of Dreams, had saved us from this living nightmare.

Tale of Ranzi Arain, Duranaki Prince
As told to Randae Terisonen
4750 Third Era

Deities are an integral part of the history of Kulthea, and there are countless such beings of various power levels, scope, and influence all over the globe.

A discussion of the nature of gods is crucial at this point, as they are not really a 'race' like Men, Elves, or even Lugrôki, yet they are physical beings. Immortal in the truest sense, gods do not age or grow old (though they can choose to appear as older beings if they desire) and they cannot be killed, even through violence. A god can only be 'slain' (permanently rendered disincorporate) should the focus of his power be destroyed — a feat nearly impossible for even another god.

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 borne from the mating of gods with mortals in the distant past). Gods also have the unique distinction of — according to lore — having predated the Lords of Essence. A god is an independent being whose spirit is truly immortal, and will (apparently) survive in one form or another until the end of time.

Some Loremasters theorize that the gods are actually manifestations of the Flows of Essence: entities of pure energy who have 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 able to mate with any of the intelligent races and parent offspring. (A child of such a union is often manifested in an extremely powerful, long-lived and beautiful member of the other parent's race.)

One thing is clear: they are not the Lords of Essence, though at times a Lord would impersonate a god, or set up a realm in which he or she desired to be considered a god. Gods on Kulthea are a group unto themselves, with strengths and weaknesses unique to their association.

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 Essence 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. More on this in **Local Gods** below.

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 Essence 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 Essence from the First Era, they predate even that time. Besides, the Lords of Orhan draw power from within themselves, whereas the Essence-masters mainly tap into the Flows for their energies. In fact, the Orhanians are immune to many Essence powers, and 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 (unless 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 populated 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.

NATURE OF THE LORDS

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 almost never would they allow 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.

POWERS COMMON TO ALL THE LORDS

1. The Lords can transport themselves instantly between Orhan and anywhere on Kulthea; they can also fly at high speeds (riding the Flows of Essence) 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 (all of their personal items and clothing are enchanted and change size with them).
2. All lords resist attacks as *Large* Creatures, and when they are in their 12' tall form, they resist as *Super-large* creatures. They resist spells as per their noted level. Attaining a "Stun" result against a Lord only forces them to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Lords can *Haste* themselves at will for the duration of any melee.
3. 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 (though not personal items — those are left in a heap) 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.
4. 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.
5. Lords resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Lords never suffer any 'partial effects' from spells.
6. Lords are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists (in *RM*) and/or martial skills. GMs may also wish to give various Lords certain High Level Spells from *RMC I*. A few suggestions are included but should not be considered limitations.
7. Lords can — theoretically — communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

GM NOTE: Notations in parenthesis 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: ? **Eyes:** Grey. **Hair:** White. **Build:** Muscular. **Height:** 6'6"
Race/Sex: Godlike Being/M. **Skin:** Ruddy **Demeanor:** Aloof. Commanding. **Dress:** Flowing, toga-like garment. **True Attitude:** Reserved, Cautious. **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 Essence. While this isn't strictly true, he is able to manipulate the paths of the lesser Flows. Appearing as a man of middle years yet hale, he is beardless, and 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 judgement is final. He presides over the Conclave of Orhan: the gathering of the Lords to debate a major issue.

Hits: 960. **Melee:** 630ma* **Missile:** 560lb*.

AT(DB): 20(210)*. **Sh:** Y60*. **Gr:** A/L*.

MovM: 115. **PP:** 9000 (1500 x 6).

Lvl: 210. **Profession:** Cleric/Fighter. **Stats:** St-120; Qu-117; Em-120; In-121; Pr-120; Ag-118; Co-120; Me-110; Re-116; SD-108. **Will:** 550. **AP:** 110.

Skill Bonuses: Climb180; Swim180; S&H240; Perc360; Rune110; S&W210; Chan400; DirS480; Amb30; AMov100; Acro100; Act240; Admin240; Arch150; AthlG240; Craft150; Dance120; Diplom210; Lead480; Music165; PubSp360; RMas120; Seduct240; Sing145; SpellM130; Stra&Tac360; Subdu360.

Spells: Base Spell OB is 240; Directed Spell OB is 480. Though technically a Cleric, Kuor has access to all spells on every Channeling and Essence-related list (including *RMC* Archmage lists). Kuor has been known to cast *Absolutions Pure* and his own Cruel Channeling: *Kuor's Wrath*, which reduces the target's Temp Stats to 10.

Special Abilities: As all Lords of Orhan (above).

Scepter of Orhan: A great scepter of platinum, ebony and adamant, it strikes as a +60 Holy mace, doing triple damage and double criticals. If Kuor desires, he may strike the earth with the Sceptre and cause *Tremors* (30th lvl Mage Earth Law). The sceptre also glows with a blue-white radiance. *Blinding* all creatures of the Unlife within 100'.

Crown of the Lords: x6 PP, a glittering crown of gold, platinum and jewels, it adds 100 to DB and projects a powerful aura about the wearer.

Bow of Wrath: +40 Longbow with 5x normal range. All arrows shot from it deliver (in addition to the regular attack) a point-blank +100 Lightning Bolt, x5 damage.

Armor: Full Plate armor of an alloy known only to Iorak the Orhanian Smith, it provides an incredible defensive bonus. It is a beautiful silver color, covered with intricate etching.

Shield: Of clear Laen with a rim of silver, it is a full shield, weightless, and enchanted to offer full protection vs dragon-breath. It is +80 to frontal DB, +50 vs directed spells.

VALRIS

Age: ? **Eyes:** Pale grey. **Hair:** Black. **Build:** Slender. **Height:** 6'1". **Race/Sex:** Godlike Being/F. **Skin:** Pale. **Demeanor:** Aloof. Quiet. **Dress:** Flowing garments of light grey or white. **True Attitude:** Serene. Scholarly. **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 Mentalists, though of course does not channel power directly to pure users of Mentalism — they tap their own 'Essence'. Astrologers also often follow her.

Hits: 700. **Melee:** 300bs*. **Missile:** 360ja*.

AT(DB): 17(200). **Sh:** (Y). **Gr:** (A/L).

MovM: 75. **PP:** 19,200 (2400 x 8).

Lvl: 200. **Profession:** Astrologer (Also Scholar/Sage). **Stats:** St-105; Qu-108; Em-112; In-120; Pr-120; Ag-110; Co-110; Me-122; Re-120; SD-115. **Will:** 560. **AP:** 118.

Skill Bonuses: S&H150; Perc250; Rune200; S&W180; Chan250; DirS200; Act130; Admin140; Chem80; Cook120; Craft90; Dance160; Diplom120; Math70; Medit230; Music150; Nav100; PubSp140; RMas120; Seduct150; Sig140; Sing135; SpellM160; StarG220; WeathW190.

Spells: Base Spell OB is 200; Directed Spell OB is 400. (Valris' favored spell is *Starhand*, a +30 Firebolt which has the appearance of a blue beam of light.) Valris has access to all Astrologer (Sage from *RMC I*; Moon Mage from *RMC III*) Base Lists, as well as all Open and Closed Mentalism lists.

Special Abilities: As all Lords of Orhan (above).

Girdle: A fabulous accoutrement of woven silver, gold and platinum threads, it is sewn with diamonds and other precious gems which form the various constellations in the sky, overlapping in a changing pattern. In addition, the girdle provides +60 to DB and acts as AT 17.

Tiara: Eyes of the Ages. Her tiara is in the form of a simple headband of silver open at the front. It has two large teardrop shaped black pearls suspended from the band so as to lie just over her temples. They are indeed 'eyes', allowing Valris to see into the past and future.

Ring: One of the Four "Rings of the Elements" made by Iorak, this one is of Air. x8 PP.

Starsword: A +40 Holy sword, the *Starsword*, it is of clear Laen tinted dark blue. When looked at carefully, though, it has the disconcerting appearance of a 'window', with a panoramic view of the night sky inside.

Javelin: Of clear Laen tipped with a silvery alloy, it strikes as a +50 lance with a 1000' range (no range penalties). It is also *Of Slaying* anyone Valris wishes (one target at a time).

REANN

Age: ? **Eyes:** Dark grey. **Hair:** Black. **Build:** Slender. **Height:** 6'8". **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Sleepy; Sardonic. **Dress:** Various garments, always black. **True Attitude:** Alert, yet Weary. **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, Reaan 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.

Reaan also has a wry sense of humor and has been seen in Jaysek's company (in his rare appearances during the day).

Reaan 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.

Hits: 720. **Melee:** 420bs*. **Missile:** 420lb*.

AT(DB): 20(210). **Sh:** Y30. **Gr:** (A/L).

MovM: 115. **PP:** 15,750 (2250 x 7).

Lvl: 180. **Profession:** Seer/Ranger. **Stats:** St-110; Qu-118; Em-118; In-119; Pr-120; Ag-118; Co-110; Me-116; Re-108; SD-111. **Will:** 505. **AP:** 117.

Skill Bonuses: Climb100; Swim100; Ride210; DTraps200; PLocks210; S&H280; Perc220; Rune110; S&W120; Chan250; DirS125; Amb20; MAS120; MASw120; Acro180; Act240; AnTr160; Cav170; Cook130; Craft115; Dance200; Diplom210; Diving170; FAid155; For120; Herd135; Medit155; Music140; Nav170; PubSp120; RMas100; Sail90; Seduct130; Sig110; Sing190; SpellM90; StarG120; Stra&Tac145; Subdu180; Track250; Tumb160; WeathW280.

Spells: Base Spell OB is 180; Directed Spell OB is 360 (Starfires True). Reaan has access to all Seer and Mentalist Base Lists, as well as the Mystic Lists *Confusing Ways*, *Mystical Change*, and *Hiding*, all Open and Closed Mentalism lists and all Ranger Base Lists. (Also all Dream Lord base Lists from *RMC III*.) Reaan also has a unique 'Fatal' Channeling (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Reaan's Sleep." The effect on those who fail varies: anyone of the Unlife is immediately slain; those not following the Unlife are immediately cast into a deep and unwakeable slumber. Only the successful casting of the spell "Awake" or Reaan himself can reverse the spell.

Special Abilities: As all Lords of Orhan (above).

Bow of Sleep — +60 Longbow with 3x normal range. Arrows shot from the bow are *Of Slaying* creatures of the Unlife, but will not kill any other being or beast (criticals are ignored; hits are not), instead sending them into a deep slumber for 3 hours or until awakened. The arrows themselves are magical manifestations, not physical objects at all. As he draws the bow, they form crystalline-looking shafts which steam with a chill mist.

DarkSword — +60 Dark Laen Sword which strikes as 2-handed, delivering a cold critical in addition to any other. It is also *Of Slaying* servants of the Unlife.

Steed — Dirsus, a powerful white Unicorn, is not technically one of Reann's items, but is an important aide. He is highly intelligent, able to ride the Flows at great speed (≈ 600 mph) and travels with Reann to and from Orhan (able to either teleport or hurtle along that flow at speeds which allow him to make the trip in mere minutes. Dirsus is a *Large Creature*, takes 400 hits, is AT 11 (90), and attacks: 250HHorn/180LBash/150LTs.

Amulet of Dreams — A large cabochon moonstone set in a rim of platinum and suspended from a chain of silvery alloy, this pendant is a x7 spell enhancer. It allows Reann to 'see' the dreams of any one target per minute within 100 miles. He can also view any dreams the target has had within the last 10 days.



REANN, GOD OF DREAMS

EISSA

Age: ? **Eyes:** Grey/Blue. **Hair:** Blonde. **Build:** Slight. **Height:** 5'10". **Race/Sex:** Godlike Being/F. **Skin:** Pale. **Demeanor:** Somber. **Dress:** Flowing black hooded robes with a white gown underneath. **True Attitude:** Restrained, Pensive, yet not Unhappy. **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.

Hits: 600. **Melee:** 300qs. **Missile:** —.

AT(DB): 11(200.) **Sh:** Y*. **Gr:** N.

MovM: 70. **PP:** 19,440 (2160 x 9).

Lvl: 180. **Profession:** Cleric/Healer. **Stats:** St-100; Qu-108; Em-120; In-120; Pr-116; Ag-109; Co-113; Me-108; Re-97; SD-118. **Will:** 485. **AP:** 117.

Skill Bonuses: Perc180; Rune150; S&W220; Chan320; DirS120; AMov150; AD100; MAs1210; MASw220; Acro150; Dance200; Diplom150; Lead160; Medit140; Music165; PubSp180; RMas130; Sing190; StarG100.

Spells: Base Spell OB is 180; Directed Spell OB (Lightning Bolt) is 360. Eissa has all healing spells on any list, and all Base Clerical Spells. Eissa also has a unique Fatal Channeling (For effectiveness, treat as Absolution Pure on the Clerical Base Channels list): "Eissa's Call." Anyone failing is 'dead', though their body slides into a deep coma. Their soul is stored in Eissa's Staff if she wishes — or (in the case of creatures of the Unlife only) destroyed.

Special Abilities: As all Lords of Orhan (above).

Mere of Life: Allows Eissa to view any of her adherents who call upon her for help.

Staff of Doom: A 6' long rod of clear laen which can be used as a +30 quarterstaff. It can hold as many as 12 souls; Eissa uses the staff to transport souls to and from Oblivion, and to aid her in returning them to a body on Kulthea.

Keys: A set of six keys, two of which (The Key of Life and the Key of Death) open the Gates of Oblivion. One, a key never used, is the Key to the Void.

Necklace: A chain of gold with three suspended teardrop diamonds (each 2" long). The necklace is a x9 PP enhancer.

PHAON

Age: ? **Eyes:** Amber. **Hair:** Golden Blond. **Build:** Muscular. **Height:** 6'10". **Race/Sex:** Godlike Being/M. **Skin:** Tanned. **Demeanor:** Egotistical. **Dress:** short tunic of white cloth trimmed with gold. **True Attitude:** Well-meaning, yet Self-confident. **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.

Hits: 900. **Melee:** 560ma. **Missile:** 500ja.

AT(DB): 17(210). **Sh:** Y*. **Gr:** A/L*.

MovM: 65. **PP:** 10,800 (2160 x 5).

Lvl: 180. **Profession:** Mentalist/Fighter. **Stats:** St-120; Qu-117; Em-101; In-103; Pr-119; Ag-115; Co-119; Me-108; Re-99; SD-110. **Will:** 320. **AP:** 118.

Skill Bonuses: Climb270; Swim180; Ride300; S&H90; Perc270; S&W180; Chan270; DirS270; AMov180; AD100; MAST180; MASw180; Acro270; Act180; AthlG200; Dance150; Diplom135; Diving180; Lead270; Music145; PubSp300; Seduct270; Sing180; SpellM180; StarG100; Stra&Tac195; Subdu270; WeathW180.

Spells: Base Spell OB is 180; Directed Spell OB is 270. Phaon has the Mentalist Lists *Brilliance*, *Self-healing*, *Spell Resistance*, *Sense Mastery*, *Speed*, *Mind's Door*, *Movement*, *Mind Control* and *Mind Speech* to 50th level, (the Mana Fires lists and High level spell *Hellscape* from *RMC I*).

Special Abilities: As all Lords of Orhan (above). Phaon is also immune to all forms of heat (including dragon fire-breath).

Winged Steed: The Pegasus *Shurok* is an immortal beast, highly intelligent. His air speed—over 200 mph—is partially due to his enchanted nature. He can mentally summon and command any Pegasus or Steerdan within 5 miles. *Shurok's Stats:* **Lvl:** 30; **Base Rate:** 200 (ground) 3000 (air); **Max Pace:** Dash; **MnvBns:** 80; **Hits:** 300; **AT(DB):** 12(100); **Attacks:** 150 Lba/ 100LMTs/ 100Lbi. *Shurok* is a Large Creature.

Scepter of the Sun: A great golden mace set with yellow sapphires and inlaid with wood and onyx. The scepter strikes as a +50 Holy Mace, delivering double hits and a Plasma critical of equal intensity as the regular crit. The head of the mace (a single large globe of yellow laen) glows with a bright light, blinding all creatures of the Unlife within 300' (they are at -90). The scepter can also cast Sunfires True, but Phaon uses the *Plasma* Attack and critical tables (*RMC III*), x6 damage.

Javelin: +60, of a golden alloy. Can be thrown up to 500' without distance penalty; returns instantly to wielder. Bursts into flame in flight and strikes delivering an additional Plasma critical of equal severity as the regular crit.

Armor: (only worn into battle) Breastplate and greaves of a lightweight yet resilient golden alloy, +50.

Circlet: A golden band set with a single large yellow sapphire, it protects Phaon's head as a full helm and negates head and neck criticals 75% of the time. It is also x5 Mentalist PP.

Sandals: Of golden dragonskin, they allow Phaon to fly at speeds of up to 100 mph and run at 50 mph.

ORIANA

Age: ? **Eyes:** Violet, gold-flecked. **Hair:** Golden blonde. **Build:** Statuesque/Voluptuous. **Height:** 6'3". **Race/Sex:** Godlike Being/F. **Skin:** Lightly tanned. **Demeanor:** Caring; Sometimes Amorous. **Dress:** White gown. **True Attitude:** Serene; Empathic. **Home:** Orhan/Mur Fostisyr.

Goddess of Love and Fertility (and Spring), Oriana is great 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 first 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 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.

Hits: 720. **Melee:** 360bs. **Missile:** 420ts*.

AT(DB): 20(160). **Sh:** (Y). **Gr:** N.

MovM: . **PP:** 17,280 (2160 x 8).

Lvl: 180. **Profession:** Mage/Monk. **Stats:** St-110; Qu-110; Em-118; In-110; Pr-119; Ag-116; Co-105; Me-110; Re-111; SD-113. **Will:** 480. **AP:** 118.

Skill Bonuses: Climb180; Swim180; Ride90; S&H90; Perc270; Rune270; S&W270; Chan360; DirS360; AMov180; AD100; MAST270; MASw270; Acro270; Act180; Admin180; Arch180; Cook90; Craft90; Dance180; Diplom180; Lead150; Medit120; Music180; PubSp210; RMas145; Seduct360; Sing270; Ski180; SpellM210; StarG220; Subdu180; Track250; WeathW230.

Spells: Base Spell OB is 180; Directed Spell OB is 360 (Firebolt). All lists dealing with fire, including Mentalist *Brilliance* (Mana Fires from *RMC I*), all Base Monk to 50th.

Special Abilities: As all Lords of Orhan (above).

Sunsword: +40 Holy broadsword, it flames on command and can thus give an additional Heat critical.

Pendant: A golden sunburst with a large cabochon of yellow crystal set in the center. It will cast Sunfires True at will, 3x normal power. It is also a x8 PP enhancer.

Bracers: Gold-alloy wrist bracers which add 80 to DB and allow Oriana to parry missiles as frontal melee attacks. They also generate an energy field which protects at AT 20.

Ikasha: Gold-alloy throwing star. It strikes as a +40 broadsword, and returns magically to the wielder. 5x range.

Tiara: Golden filigree diadem set with yellow stones. It protects as a helm and negates head criticals 60% of the time.

CAY

Age: ? **Eyes:** Azure. **Hair:** Brown, curly. **Build:** Muscular. **Height:** 6'10". **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Light-hearted, Playful. **Dress:** Plain tunic. **True Attitude:** As Demeanor. **Home:** Orhan.

Lord of physical strength and athletic prowess, Cay appears as a sinewy yet (surprisingly) not exceedingly bulky 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.

Hits: 900. **Melee:** 600sp. **Missile:** 600sp.

AT(DB): 11(330) / 20(250). **Sh:** (Y). **Gr:** (A/L).

MovM: 130. **PP:** 10,800 (2160 x 5).

Lvl: 180. **Profession:** (High) Warrior Monk/Mentalist. **Stats:** St-121; Qu-121; Em-104; In-101; Pr-118; Ag-121; Co-116; Me-110; Re-105; SD-98. **Will:** 260. **AP:** 120.

Skill Bonuses: Climb270; Swim270; Perc180; Chan180; DirS360; Amb70; AMov270; AD100; MAs490†; MASw490†; Acro270; Act180; AthlG290; Cont210; Dance240; Diving150; Frenzy200; Lead180; Music120; PubSp180; Seduct360; Sing180; Stra&Tac180; Subdu360; Trick160; Tumb240.

Spells: Base Spell OB: 180; Directed Spell OB: 270 (Lightning Bolt from bracers). Cay has access to all Monk Base Spells and Essence *Shield Mastery* to 50th level (and Paladin Base lists from *RMC I*).

Special Abilities: As all Lords of Orhan (above). Also, Cay can regenerate 18 hits per round, cannot be stunned or forced to parry. His bare skin is AT 11. Cay's unarmored DB is based on his 121 Qu, his 100 Adrenal Defense, and his ability to *Deflect* and *Bladeturn* up to 180 attacks per round (!), subtracting 100 from them.

† Cay can engage up to four foes in melee combat with no subtraction to his bonus. Also, he delivers 4x the damage shown on the Martial Arts charts and should use the "Breaking 150" rule if at all possible (see Appendices).

Spear: Fashioned of Dir-wood with an adamantine head, this Holy weapon strikes as +40 Mtd Lance when used in melee, can be used to parry missile weapons, and if thrown has a range with no penalty of 600'; returning by instant *Long Door* to the wielder. (Cay rarely uses his spear except when armored).

Bracers: Four bands of a dark silvery alloy worm around ankles and wrists, these bracers allow Cay to parry weapons without harm. The wrist bands will also, when struck together, unleash a devastating *Lightning Bolt* (300' range, x5 hits) 5x per day.

Gé: A bola-like weapon, it has a range of 300', strikes on the Flail table +50 and is *Of Slaying* creatures of the Unlife. It returns safely to the wielder's carry pouch after each throw.

Armor: Full plate of overlapping grey plates.

Chain: A simple gold neck-chain, it protects vs neck criticals 85% of the time. It is also a x5 PP enhancer.

ILOURA

Age: ? **Eyes:** Hazel. **Hair:** Auburn. **Build:** Full-proportioned yet not overweight. **Height:** 6'2". **Race/Sex:** Godlike Being/F. **Skin:** Ruddy. **Demeanor:** Warm, Hospitable. **Dress:** Green and brown robes. **True Attitude:** Caring, Motherly. **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.

Hits: 640. **Melee:** 320qs. **Missile:** 320 (special).

AT(DB): 17(180). **Sh:** N. **Gr:** N.

MovM: 105. **PP:** 14,000 (2000 x 7).

Lvl: 160. **Profession:** Animist/Ranger (Druid). **Stats:** St-109; Qu-112; Em-120; In-121; Pr-113; Ag-116; Co-114; Me-108; Re-110; SD-114. **Will:** 515. **AP:** 113.

Skill Bonuses: Climb240; Swim160; Ride320; S&H450; Perc240; Rune240; S&W300; Chan320; DirS320; AMov160; Acro160; Act200; Admin140; AnTr320; Cav160; Cook320; Craft240; Dance240; Diplom180; For320; Herd320; Medit240; Music240; Nav320; PubSp160; RMas120; Sail160; Seduct120; Sing240; Track320; WeathW320.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Earthbolt — uses Icebolt attack and Impact Critical). All Base Animist, Ranger (and Druid and Beastmaster from *RMC I*, Arcane Coven Base lists from *RMC III*) lists to 50th level. Iloura also has an unusual 'Fatal Channeling' (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Reaan's Sleep." The effect on those who fail is that they are turned into a tree or other large plant form appropriate to the environment. Only Iloura can change them back.

Special Abilities: As all Lords of Orhan (above). Iloura can command any and all foliage within a 5 mile radius to do her will (within its ability).

Earthstaff: A tall staff which is ever shifting and (seemingly) growing. It takes on the appearance of various types of tree, always with a leafy branch or two sprouting from the top. It is a x7 PP multiplier, can be used as a +40 Quarterstaff, and can shoot 'rootlings': small roots which attack a target by growing at incredible speed and entangling him. Rootlings strike on the Grapple/Grasp/Envelop Table (Huge). If one gets a critical on the first attack, it gets to attack again every round, with the target no longer getting and DB due to Qu or other avoidance abilities. The Rootlings will not kill unless ordered by Iloura; just immobilize.

Robes: Flowing green and brown robes, they add 200 to Iloura's Hiding bonus while outdoors (they change color to match their surroundings) and are of an enchanted material which protects as AT 17.

Garland: A crown of living leaves and flowers, the garland protects Iloura's head as a helm and prevents head and neck criticals 70% of the time.

SHAAL

Age: ? **Eyes:** Blue. **Hair:** Blue-white. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Godlike Being/M. **Skin:** Pale (almost white). **Demeanor:** Stern; Angry. **Dress:** Naked or draped in a rough kelp garment. **True Attitude:** Impatient; Quick-tempered. **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 has blue-white hair, 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.

Hits: 700. **Melee:** 500sp*. **Missile:** 540net*.

AT(DB): 17(180). **Sh:** N. **Gr:** A/L.

MovM: 125. **PP:** 12,800 (1600 x 8).

Lvl: 160. **Profession:** Sorcerer/Fighter. **Stats:** St-117; Qu-120; Em-112; In-115; Pr-118; Ag-117; Co-116; Me-112; Re-113; SD-106. **Will:** 445. **AP:** 114.

Skill Bonuses: Climb160; Swim320; Ride: S&H; Perc; Rune; S&W; Chan320; DirS320; Amb30; AD60; Acro160; Act80; Admin160; AnTr240 (sea only); Diving320; Lead160; Medit160; Nav320; PubSp160; Sail320; Seduct160; Subdu240; WeathW210.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Water Bolt). Shaal has all Base Sorcerer, and any list which deals with the control of liquids and weather — as long as it is weather over or adjacent to a body of water — to 50th level. (Also the High Level Spell *Hellsea*. *RMC I*) Shaal also has a unique Fatal Channeling (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Shaal's Demand." Anyone failing is completely dehydrated as Shaal sends your body's water back to the sea. The remains are a pile of powdery chemicals; difficult to recover. He also controls sea creatures, and his influence extends wherever there is water (lakes, rivers, etc.), though his power is significantly reduced outside of the greater seas.

Special Abilities: As all Lords of Orhan (above).

Trident: A fearsome weapon, it is not only a +60 *Holy* weapon that strikes as a spear to deliver 3x normal damage, but can fire "Tribolts 300": a simultaneous Ice, Water and Steam Bolt (steam bolt uses Firebolt tables). All are equally effective in air or underwater.

Net: A net with a 300' casting range, it is of unbreakable living fibers.

Natural Armor: Shaal's skin transforms to scales when he goes into combat, conferring him with AT 17.

Crown: A diadem of silver and coral, it is a x8 PP enhancer, and protects as a full helm, also cancelling head criticals 70% of the time.

JAYSEK

Age: ? **Eyes:** Hazel. **Hair:** Dark Brown. **Build:** Slight. **Height:** 6'8". **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Pouting; Sullen. **Dress:** Dark, monochrome clothing. **True Attitude:** Self-possessed. **Home:** Orhan. **Aka:** The Poet.

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 prophecies.

Jaysek composed (or has claimed to compose) many of Kulthea's alphabets. He is the patron of Illusionists, Mystics, Seers and some Scribes.

Jaysek at one time took an interest in the *Duranaki* race in Tanara, and has adopted their favored weapon: the Kynac.

Hits: 700. **Melee:** 460rp*. **Missile:** 420rp*.

AT(DB): 18(180). **Sh:** Y*. **Gr:** A/L.

MovM: 115. **PP:** 13,720 (1960 x 7).

Lvl: 160. **Profession:** Seer/Mystic. **Stats:** St-115; Qu-120; Em-118; In-113; Pr-121; Ag-118; Co-109; Me-118; Re-107; SD-114. **Will:** 490. **AP:** 122.

Skill Bonuses: Climb120; Swim160; Ride240; DTraps220; PLocks240; S&H290; Perc320; Rune320; S&W320; Chan320; DirS320; Amb60; AMov90; AD60; MAST160; MASw160; Acro150; Act380; Appr210; Arch160; Chem90; Craft240; Dancel60; Diplom240; Fals180; Lead180; Math90; Medit240; Music160; PubSp320; RMas240; Seduct260; Sing160; SpellM190; StarG150; Subdu180; Track200; Trick145; WeathW240.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Fire Bolt). Jaysek has all of the Mystic, Illusionist and Seer Base Lists, as well as the Loremaster Lore-related lists (and all Sage Lists — *RMC II*).

Special Abilities: As all Lords of Orhan (above).

Long Kynac: A long knife fashioned of *Keron* alloy, it strikes as a rapier. This kynac is also +50 (rapier table), is *Of Slaying Demons*, and cannot be fumbled.

Kynacs (4): Shorter, throwing versions of a Long Kynac, these are all +40 (rapier table) and have 3x the normal throwing range (up to 150' w/no penalty; up to 300' at only -25). They return safely to the wielder (Jaysek can throw all four in one round, at up to two foes).

Armor: Black Dragonskin with platinum fittings.

Orb: A fist-sized sphere of crystal, allows the user to cast all Seer spell lists freely and in combinations. It is intelligent and has a personality of its own — with a wry wit.

KIERON

Age: ? **Eyes:** Blue. **Hair:** Dark Brown. **Build:** Slight. **Height:** 6'8". **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Playful; Mocking. **Dress:** Highly varied clothing. **True Attitude:** Self-infatuated. **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 short tunic of sheer silk.

He is somewhat of a lustful god, appearing in many attractive forms — including that of a beautiful woman — to seduce unwary Kultheans.

Hits: 700. **Melee:** 520rp. **Missile:** 500lb.

AT(DB): 4(260). **Sh:** (Y). **Gr:** N.

MovM: 118. **PP:** 14,560 (2080 x 7).

Lvl: 160. **Profession:** Bard. **Stats:** St-115; Qu-120; Em-119; In-113; Pr-121; Ag-118; Co-109; Me-118; Re-107; SD-114. **Will:** 495. **AP:** 122.

Skill Bonuses: Climb220; Swim160; Ride150; DTraps260; PLocks300; S&H320; Perc320; Rune190; S&W200; Chan300; DirS320; Amb60; AD80; MAST240; MASw240; Acro190; Act280; Appr250; Chem190; Craft200; Dance320; Diplom210; Fals260; Gamb240; Lead160; Medit160; Music320; Nav140; PubSp240; RMas210; Sail180; Seduct320; Sig160; Sing320; SpellM; StarG160; Subdu250; Track180; TrapB160; Trick280; Tumb160; WeathW230.

Spells: Base Spell OB is 160; Directed Spell OB is 320. He knows all Bard and Mentalist Base lists, Mystic Base *Confusing Ways*, *Hiding*, and *Mystical Change*, and all Open and Closed Mentalist lists to 50th level (and all Montebanc lists from *RMC III*).

Special Abilities: As all Lords of Orhan (above).

Quindera: A lute-like instrument, very complex to play but with a unique sound. He is a master of its subtleties.

Rapier: +50, of Keron alloy, it is an unusual weapon for Kulthea, but Kieron is skilled with it and a match for the best swordsmen. It is a *Holy* weapon.

Main Gauche: A defensive weapon, it casts *Total Deflect True*, subtracting 100 from all attacks in every direction. He can also use it as a shield and to parry any attack.

Lockpick Kit: An assortment of magical devices which aids in picking almost any lock.

Cloak: A black, hooded, full-length garment which can change color to match the surroundings; adds +100 to hiding.

Longbow: A beautiful bow of a pale wood, it is +60, 3x normal range. He has 30 arrows of the same wood, with tips of laen, each *Holy*.

TERIS

Age: ? **Eyes:** Light Brown. **Hair:** Blond, curly. **Build:** Slender. **Height:** 6'4". **Race/Sex:** Godlike Being/M. **Skin:** Lightly Tanned. **Demeanor:** Hyperactive, Childlike. **Dress:** Short, diaphanous tunic. **True Attitude:** Serious about his duties, but little else. **Home:** Orhan.

Messenger of the gods, he appears as a beautiful 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 Navigators.

Hits: 500. **Melee:** 380qs. **Missile:** 360lb.

AT(DB): 4(250). **Sh:** Y. **Gr:** N.

MovM: 125. **PP:** 10,080 (1680 x 6).

Lvl: 140. **Profession:** Mentalist. **Stats:** St-110; Qu-121; Em-105; In-95; Pr-120; Ag-120; Co-103; Me-104; Re-96; SD-99. **Will:** 225. **AP:** 118.

Skill Bonuses: Climb140; Swim140; Ride280; Perc280; Rune140; S&W280; Chan280; DirS280; AMov210; AD70; MAST280; MASw280; Acro200; Act155; AthlG140; Dance165; Diplom130; Diving210; Fals180; Fletch190; Lead160; Math145; Medit280; Music200; Nav280; PubSp280; RMas130; Sail110; Seduct210; Sig260; Sing100; Ski250; SpellM240; StarG280; Subdu100; Track170; WeathW200.

Spells: Base Spell OB is 140; Directed Spell OB is 280 (Lightning Bolt). In addition to the Base, Open and Closed Mentalist lists, Teris has access to all Navigator Spell lists.

Special Abilities: As all Lords of Orhan (above).

Staff of Remembering: A short, silver staff, the gold head of which is a pair of spread wings, with a crystal sphere held between them. It will serve as a +50 *Holy* Quarterstaff, but its main purpose is as a recorder: it speaks, and will perfectly record any message, to be replayed when Teris desires. It will even produce holographic images.

Shield of Essence-Riding: A long, oval shield of pale golden wood, it will float in front of Teris to defend him, or alternatively, he can stand on it and it will carry him at high speeds.

Longbow: Of the same golden wood as the shield, it is +40 with twice the normal bow range.

IORAK

Age: ? **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:** Sturdy cloth/leather garments. **True Attitude:** Gentle, Uncomfortable among others. **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.

Hits: 750. **Melee:** 480ths. **Missile:** 460hcb.

AT(DB): 20(260). **Sh:** Y. **Gr:** A/L.

MovM: 119. **PP:** 17,680 (2210 x 8).

Lvl: 170. **Profession:** Alchemist. **Stats:** St-118; Qu-113; Em-121; In-118; Pr-111; Ag-119; Co-110; Me-120; Re-109; SD-116. **Will:** 500. **AP:** 108.

Skill Bonuses: DTraps340; PLocks340; Perc255; Rune340; S&W340; Chan300 DirS340; Admin170; Appr340; Arch290; Chem310; Craft340; Fals300; Fletch260; LeatherW340; Math310; Medit255; RMas320; Smith340; SpellM210; StoneC200; TrapB330; WoodC340.

Spells: Base Spell OB is 170; Directed Spell OB is 340. Iorak has all Alchemist, Mage, (and Runemaster and Arcane) Base Lists, as well as all Open and Closed Essence lists.

Special Abilities: As all Lords of Orhan (above).

Tools: Special, enchanted tools for smithing and crafting.

Mask: A curved sheet of clear laen, it is held in front of Iorak's face by a headband device. The mask is intelligent and speaks, even as it can display (as a visual overlay) the components and powers of any magic item. The mask protects Iorak's face (head, neck) against heat, cold, and other dangers.

Ring: x8 PP enhancer.

Gloves: Heat/cold resistant gloves which allow Iorak to grasp something with the strength of a vise or powerful tongs.

Forge: Iorak's smithy and forge complex is like nothing known on Kulthea — a vast compound of buildings suited for every imaginable (and some unimaginable) type of crafting. Iorak also supervises mining on Orhan for the raw material he needs.

Sword: A two-handed blade of a strange blue alloy, it is a +60 Irgaak (total +65, all criticals doubled), casts *Total Deflect True*, and can deflect any spells cast against the wielder.

Heavy Crossbow: An enchanted weapon, it reloads every round, delivers 3x hits, has 3x range.

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.

4•LOCAL GODS

Few gods have the personal energy to be truly global powers (the Lords of Orhan 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 (usually by some enchanted means).



PART X

• THE UNLIFE •

Nyrdru, High Priest of the Galthon, had taken refuge in the Temple of Night, but none of his Demonic servants remained to guard the way. Led by the reluctant Loremaster Kedrik, we quickly destroyed the heavy stone doors of the unholy place and charged in. He stood at the far end, his back to the marble altar, his once-handsome face now the snarling visage of animal rage and hatred. A twist of his hand and a bolt of dark energy arrowed toward our party. Kedrik, however, was ready for such an assault, and the deadly force was splattered like water against a scintillating energy shield the Loremaster cast before us.

Then Kedrik raised his hand, and mouthing words in the ancient tongue of the Lords, he summoned a spell to Absolve the Dark Priest. Nyrdru gave a cry which was a sound no human should be capable of; a shriek whose origins were beyond the Wall of Darkness and could only have been the utterance of the Unlife. Nyrdru's body arched in a convulsion of agony, and—frozen on a contortion of pain—his skin and clothing began to disintegrate, revealing an empty shell within. It was as if his outer appearance was all that remained of him. Burning through in several areas with an orange light, he was soon unrecognizable, and in only a few moments there was nothing left but a heap of smoldering bits of cloth. He had been utterly consumed by his insatiable master.

Turis of Eidolon
From "The Purge of Galthon"
T.E. 450

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.

1•THE NATURE OF EVIL

When evil is referred to in the Shadow World, it does not mean the small injustices one man commits against another; not 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.

It has been theorized that without the 'Positive Essence', the 'Negative Essence' of the Unlife could not exist. It is even believed that, should the Unlife somehow succeed in its horrible plan to absorb the entire Essence of the world, it would itself be destroyed. In some strange manner, this might be what the Unlife desires: complete annihilation.

ROLEMASTER SPELL LISTS

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 nature of the spell lists. However, 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 Essence will not even be aware of the nature of the Evil lists, 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. 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.

GM NOTE: 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-Essence) 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 'Essence 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-Essence 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.

2•ORIGINS

This anti-essence 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, but 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. The Unlife perceived a window through which to attack, and did so without hesitation.

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 Essence can barely detect the Unlife as a 'void' or an absence of the usual 'background' Essence which is everywhere.



AN AGATHU EXITS A PORTAL

Thus the Unlife must utilize servants and strange — often indescribably hideous — manifestations to work towards its ultimate, unspeakable goal. Most of these 'manifestations' are in the form of the demons described in the Inhabitants Guide, but others can take almost any shape — depending on the purposes of the Unlife.

PART XI

• ORGANIZATIONS •

In the early part of the Second Era the Iylari (I. "First Thinkers;" the Noble Elves) asserted their dominion over large portions of the World. The East had already been laid waste; the continent of Emer was largely wilderness. Jaiman, however — as well as the Vashaanic and Ronic lands to the south — were widely populated with the Immortals.

Although the Iylar Lords rarely dominated the Ruyari (I.: "Lesser Thinkers" ; the mortal peoples) by force, they were often royal advisors and even rulers over mortals by default. The Elves were not held in fear in most lands, but were respected for their inevitable wisdom.

The Iylari of the period dominated much of the Habitable Lands. Their Smiths were skilled beyond imagining. It was about 4790 SE that the Iylar craftsman Tethior fashioned the Great Orbs (also called the Ilarsiri, 'eyes of far vision'). These magical devices were reputedly among the most powerful artifacts ever created, their capabilities variable depending on the mental prowess of the wielder. At the least they allowed the user to see across great distances and gulfs of time. It was said that they could be used for darker purposes as well, aspects unintended by their maker. Four Master Orbs there were, and sixteen lesser ("Access") spheres. The Master Stones were nearly five feet in diameter, and set in great pedestals of stone or wrought metal. The Access stones, only capable of communication with the Masters, were two feet across, and usually found berth in a graceful metal pedestal formed like a many-branched tree. Of all Tethior's creations (which include the Six Jaimani Crowns, the Pendants and the Images), the Master Orbs were the most impressive.

Krelij was Tethior's brother, and also a master smith. In some ways he surpassed his older sibling, yet he always seemed jealous of Tethior's creations. While Tethior made items which brought vision and insight, Krelij was always at work on tools of war. Although at first not evil in nature, Krelij was short-tempered and secretive. His greatest works were probably the Narselkin, fabulous swords designed to combat the evil remnants of the Unlife. In the end, Krelij succumbed to those very temptations, and became sundered from his brother. He travelled in the Northeast where the Unlife was strong, and in analyzing it to determine its weakness he was ensnared. The Narselkin were pure and true however, weapons to stand against the Implementors of the Lords of Essence.

The final fate of either brother is unknown. One tale speaks of a confrontation in which Krelij, insane with jealousy, tried to murder Tethior. The elder brother slew Krelij in self defense, wielding one of the Narselkin.

Notes on the Ilarsiri
(and Additional Commentary regarding
Tethior and Krelij the Smiths)

Andraax,
6214 Second Era

Copied from the original scroll in Nomikos by Loremaster Seris Forle, 1256 TE

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 of such sweeping power and fame that their name is known across the planet. True, some might be known only in legend in certain areas, or their actual nature may be shrouded in rumor and misinformation, but one could speak the name of the order virtually anywhere and it would be recognized. A few selections from this elite group are included here.

1•LOREMASTERS

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 to the peace and stability of the world would be jeopardized by their inaction.

Almost never prominent personalities, yet so often to be found operating beneath the colorful facade of a realm's government, Loremasters are the great 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.

Keep in mind that Loremasters rarely take sides, unless one faction is clearly operating according to the wishes of the Unlife. He never condones aggression against other governments or peoples (unless in defence or when assaulting a Dark Realm). Loremasters operate more freely than Navigators, often not contacting superiors at Karilôn more than once or twice a year. Navigators are on more of a tight reign, 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 saged mortals. The only exception is Kirin Tethan, the only surviving Founder of the Order, who holds a permanent seat. 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.

HOME OF THE LOREMASTERS

Karilôn is a unique island grouping located far out in the *Loorn Tesea* (I: "Lonely Sea"). It does not appear on the *Shadow World* Map, because it cannot be located by anyone save those whom the Loremasters allow. One of the few who have been allowed to visit and return is Relis Charishaang, an Elven Bard who earned the gratitude of the Loremasters by saving one of their members from certain death. Following is a page from his journals, describing his arrival at Karilôn in the company of the Loremaster Luronen Moje:

"Nine days west out of the great port of Kaitaine in southwest-ern Emer, in the 38th day of Orhan Five, 5923, Third Era.

"I had believed we were sailing westward throughout the night, but my view of the stars had become increasingly obscured by clouds for the last few hours. Then the sun broke over the glass-smooth ocean... directly off the bow!"

"I had little care to wonder at our mysterious about-face, however, for the bright rays of Phaon's Sceptre illuminated a sight of unmatched beauty: all about us the sea steamed with a low morning mist, but off the starboard bow tremendous clouds of fog billowed up from the ocean hundreds of feet into the pale sky, aglow with golden-red light. As they gave way I perceived substance within the mist. Cliffs rose up ahead; a rocky plateau set amidst a cluster of verdant isles. Beautiful structures and groves of trees dotted the lower islands, and above this hidden cloister rose Karilôn Castle, home of Lore."

THE LIBRARY

Perhaps the only center of knowledge more extensive than that of Nomikos, the Library of Karilôn consumes a massive building, including several basements and vaults. It is not as large in sheer number of volumes as Nomikos its focus is different.

THE COUNCIL CHAMBERS

The Tower of the Winds is over 600 feet tall, the central keep in a mighty castle of marble. At the very top of this tower is a great domed chamber, constructed with an array of protective enchantments, wards and devices. The Tower is probably the most secure structure in the entire world, both against attack and spying.

THE GREAT STONE

The Loremasters possess one of the four Master Orbs mentioned in the text at the beginning of this Part. It rests in a secret chamber deep under the foundations of the Tower of the Winds, in the rocky isle itself. Only the Council and a few chosen guardians are aware of the presence of the orb, for it is a powerful device — and perilous to use, even for the mighty. The Loremasters also have four of the sixteen Access stones, scattered across the globe in secret holdings.

THE LOREMASTER COLLEGE

One of the larger islands in this hidden cluster is devoted to the College of Loremasters — a teaching institution where youths from across the world are gathered and trained in the ways of the Order.

LOREMASTER PERSONALITIES

On the following pages are a few Loremasters: some Council Members, some 'field agents' who might be encountered by the adventurers anywhere on the World.



TETHAN

ANDRAAX

Age: ? (Appears ≈35) **Eyes:** Violet. **Hair:** Black, streaked with Silver. **Build:** Robust. **Height:** 6'3". **Race/Sex:** Lord of Essence (Althan)/M?. **Skin:** Tanned. **Demeanor:** Varies: sometimes reserved; other times manic, paranoid, other insanities. **Dress:** Full-length, hooded flowing black robes. **True Attitude:** Secretive. **Home:** ?.

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.

Andraax was one of the original three founders of the Loremasters and as such is obviously an immortal. However, he has none of the typical Elven features (pointed ears, etc.), and some claim that they have noticed six fingers on his hands. He is, in fact, one of the Althan K'ta'viir: a Lord of Essence. 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 recognizable form — has the look of a Lord of Essence: smooth, tanned skin with no facial or body hair, hands with six long, dextrous fingers, small round ears, and the thick black scalp hair. 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 been known to assume a number of guises — including a female form. He could be encountered anywhere, in any guise. It is said that the only thing which remains the same about his appearance are his unmistakable violet eyes.

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; Perc1800; 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 *RMCI*, 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.

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 criticals.)

KIRIN TETHAN

Age: ? (Appears ≈40) **Eyes:** Hazel. **Hair:** Blond. **Build:** Medium. **Height:** 6'4". **Race/Sex:** Iylar (Linari)/M. **Skin:** Fair. **Demeanor:** Saged; Somewhat aloof. **Dress:** Green Robes with gold trim. **True Attitude:** Trustworthy; Sometimes Cynical. **Home:** Karilôn.

As First Speaker of the Loremaster Council, Kirin is among the most politically powerful individuals on Kulthea. He is one of the oldest Loremasters (being the only surviving Founder aside from the allegedly insane Andraax) and thus has earned his permanent seat.

Hits: 180. **Melee:** 150. **Missile:** —.

AT(DB): 12(100). **Sh:** (Y). **Gr:** Y.

MovM: +25. **PP:** 1680 (280 x 6).

Lvl: 80. **Profession:** Seer. **Stats:** St-87; Qu-90; Em-98; In-98; Pr-102; Ag-92; Co-98; Me-101; Re-100; SD-95. **Will:** 115. **AP:** 96.

Skill Bonuses: Ride100; S&H110; Perc180; Rune210; S&W190; Chan120; DirS100; Act135; Admin180; Arch90; Chem140; Diplom160; Lead180; Math110; Medit165; Music80; Nav95; PubSp170; RMas130; SpellM100; StarG80; Stra&Tac110.

Spells: Base Spell OB: 80. Directed Spell OB: 160 (*Sunfires True*). All Seer Base, Mentalist Open and Closed, and Loremaster Base lists to 50th level.

Scepter: Symbol of the Loremasters, this sceptre is fashioned of many rare metals and has at the core of its head a huge, multifaceted diamond. It is an artifact of the Lords of Essence, an enchanted, highly intelligent device which is capable of storing limitless amounts of data in its faceted core. It 'read's manuscripts and retains the data, and also records audio input. Only the council is aware of the sceptre's powers: it is in effect a complete duplicate of all the tomes in the Karilôn libraries.

Armor: When going into battle, Kirin wears a fabulous set of green dragonskin armor.

Diadem: This circlet is a x6 PP enhancer, and protects the wearer's head as a full helm. It also doubles the wearer's level for RR purposes vs mental attacks, and can cast one *Mirror Mind* spell per day.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

T'VAAR DEKDARION

Age: ≈1500 (Appears ≈25). **Eyes:** Blue. **Hair:** Blond/short. **Build:** Very Muscular. **Height:** 6'6". **Race/Sex:** Half Ilyar (Linæri)/Dūranaki/M. **Skin:** Fair. **Demeanor:** Surly, Impatient. **Dress:** Black leather or silk. **True Attitude:** Fair; somewhat Impetuous. **Home:** Karilōn/Tanara.

A true master at unarmed combat, T'vaar attended the *Changramai* school of combat philosophy, an almost monastic establishment devoted to the martial arts. He was reputedly the most adept student ever to graduate — and was quickly recruited by the Loremasters afterwards. T'vaar is a permanent member of the Loremaster Council and director of the defenses of Karilōn.

While he seems brusque and insensitive, Dekdarion is actually very compassionate (though he chooses to hide it).

Though Half-elf, T'vaar prefers the dress of his native Tanara: high black leather boots, snug-fitting silk trousers and sleeveless shirt, also black. He sometimes streaks his pale blond hair with blue or purple — also after the manner of his human culture. He is unusually large for a Dūranaki, and muscular for an Elf. In fact, his powerful stature and ruggedly handsome features more resemble a lord of one of the tribes of High Men, though the distinctive Elven ears reveal that ancestry.

Hits: 225. **Melee:** 320*. **Missile:** 265typh.

*Melee is Martial Arts Weapons Kata with his Shangkana (see items)

AT(DB): 1(235/185). **Sh:** N. **Gr:** (A/L).

MovM: 30. **PP:** 900 (180 x 5).

Lvl: 61. **Profession:** Monk. **Stats:** St-102; Qu-103; Em-99; In-94; Pr-100; Ag-101; Co-101; Me-97; Re-96; SD-100. **Will:** 95. **AP:** 102.

Skill Bonuses: Climb120; Swim110; PLocks90; S&H180; Perc160; Rune75; Amb50; AMov120; AD70; MAS1280; MASw280; Acro130; Act80; Admin135; AthlG100; Cont90; Dance120; Diplom100; FAid100; For80; Frenzy100; Lead150; Seduct110; Sig130; Sing86; Ski105; Stra&Tac185; Subdu200; Track140; TrapB70; Tumb100.

Spells: Base Spell OB: 60. Directed Spell OB: N/A. Knows all Base Monk spells to 50th; Open Mentalist lists to 20th; All Loremaster Base Lists to 50th.

Special Abilities:

Haste: T'vaar can Haste himself for a duration of 10 rounds, with no preparation, once per hour.

Strength: T'vaar may channel energy reserves into very brief displays of superhuman strength (lifting huge portculli, bending iron bars, etc) once per hour.

Shangkana: A flail similar to 'nunchaku', it is only fully effective in the hands of a skilled martial artists trained in its use. This one is Holy and +45, fashioned of gold inlaid Dir wood.

Typh: A devastating throwing weapon, the Typh strikes as a flail — this one as a flail +25. This one also returns to the caster's hand.

Throwing Stars: Strike as +20 short swords, T'vaar has 12 and can throw two per round, at two targets (within 30° of each other).

Bracers: A set of four golden bracelets, worn on the ankles and wrists, these powerful items not only act as enchanted greaves, but add +50 to the wearer's DB, and cast a Deflections True (subtracting 100 from all attacks) because of the invisible deflective energy they provide. Total DB: 150.

Collar: of Keron and black shaalk, it cancels the effect of neck criticals 75% of the time.

Headband: A beautiful item made of black dragonskin and platinum, it protects as a full helm and annuls head criticals 50% of the time.

Earring: An amethyst stud earring, it casts *Slyears* at will and can translate over 300 languages and dialects. It can translate any known language.

Boots of Leaping: Allow 50' lateral (standing) and 20' vertical jumps, 5x/day each.

Ring: A gold ring, set with a large ruby. It is a x5 PP enhancer and can also store six spells up to 20th level each.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

Yael Ziriv-Kari

Age: ≈2000 (Appears ≈30). **Eyes:** Violet. **Hair:** Black. **Build:** Slight. **Height:** 5'2". **Race/Sex:** Iylari/F. **Skin:** Fair. **Demeanor:** Hyperactive; Impatient. **Dress:** Flowing robes of deep blue or purple. **True Attitude:** Dedicated. **Home:** Karilōn.

A pixieish woman (who may actually have Fairie blood), Yael is a diminutive Council member with strong convictions which she is not afraid to voice. This is her fifteenth term on the Council (being re-elected repeatedly after her required alternating terms in the Field). She has an excellent grasp of the worldwide situation.

Normally contemplative, she often turns to the Lady of Orhan *Valris* for advice and aid, and generally gets it.

Hits: 120. **Melee:** 140da. **Missile:** —.

AT(DB): 1(150). **Sh:** N. **Gr:** N.

MovM: +20. **PP:** 1320 (165 x 8).

Lvl: 55. **Profession:** Astrologer. **Stats:** St-69; Qu-99; Em-96; In-101; Pr-101; Ag-93; Co-85; Me-97; Re-95; SD-91. **Will:** 100. **AP:** 97.

Skill Bonuses: S&H140; Perc130; Rune110; S&W160; Chan80; DirS145; Act100; Admin130; Diplom160; Lead115; Math90; Medit120; Music80; PubSp85; RMas90; Sing80; SpellM125; StarG130; Stra&Tac70.

Spells: Base Spell OB: 110. Directed Spell OB: 220 (Starfires True). Yael knows all Astrologer Base lists to 50th, Open and Closed Channeling to 30th, selected Mentalist lists to 30th, all Base Loremaster to 50th.

Ring: A large faceted Amethyst set in platinum, this ring allows Yael to cast an enhanced (5x hits, 500' range Firebolt) Starfires True 5x per day.

Necklace: A glittering teardrop Amethyst set in a platinum pendant chain, it is a x8 PP enhancer.

Dagger: +30 dagger of laen which strikes as a short sword.

Belt: Belt of silvery metal links, it creates an energy shield adding 100 to DB vs physical attacks, 30 vs directed spells.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

VURKANAN TYES

Age: ? **Eyes:** Grey. **Hair:** Black. **Build:** Slight. **Height:** 6'6". **Race/Sex:** Iylar/M. **Skin:** Fair. **Demeanor:** Quietly aloof. **Dress:** Black and white combinations. **True Attitude:** Objective but Dedicated. **Home:** Varies (Emer).

A travelling Loremaster, Vurkanan has been known to frequent Western 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 young 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 artefact, 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: ? (Appears ≈25) **Eyes:** Hazel. **Hair:** Brown. **Build:** Slender. **Height:** 6'7". **Race/Sex:** Iylar-Northman/M. **Skin:** Fair. **Demeanor:** Confused. **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 always seems flustered and 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,

***GM NOTE:** Randae is a Loremaster who might be encountered by the Players. He is somewhat unusual for a Loremaster, though, behaving in a manner not becoming one of that order.*

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.

MALIM PELAX

Age: ~500 (Appears ~30) **Eyes:** Green. **Hair:** Golden blond. **Build:** Muscular. **Height:** 6'3". **Race/Sex:** High Man (Zorian)-Erlini (Wood-Elf) /M. **Skin:** Ruddy. **Demeanor:** Blasé; Pompous. **Dress:** Deep Blue Tunic/breeches/boots. **True Attitude:** Self-confident. **Home:** Varies (Palia/Gaalt).

Pelax is somewhat of an errant factor in the Loremaster Order. He is a flamboyant personality, and a powerful Magician. A Pure Magician and master of the Elements, Pelax is confident in his own abilities to the point of being pompous. Contributing to his flashy reputation is his flying boat, and his propensity for attracting unwanted attention.

Hits: 110. **Melee:** 160. **Missile:** —

AT(DB): 1(90/190 with Deflections). **Sh:** Y*. **Gr:** N.

MovM: +15. **PP:** 1200 (120 x 10).

Lvl: 40. **Profession:** Magician (Magus). **Stats:** St-85; Qu-99; Em-100; In-94; Pr-81; Ag-95; Co-88; Me-96; Re-90; SD-64. **Will:** 50. **AP:** 95.

Skill Bonuses: Perc110; Rune140; S&W120; Chan50; DirS170; Act70; Appr65; Chem40; Diplom50; For65; Lead80; Math20; Nav90; PubSp80; RMas110; Sail100; SpellM100; StarG70; Stra&Tac75; WeathW65.

Spells: Base Spell OB: 80. Directed Spell OB: 170. Knows Mage Base *Fire, Light, Water, Wind Law*, Essence Open and Closed, and all Loremaster Base to 50th level. (Also Knows All Arcane Base lists from *RMC I* and Magus Base lists to 30th from *RMC III*.)

Belt: A belt of linked metal squares, it adds 50 to DB, and reduces all Essence attacks against the wearer by 30.

Augmentor: A curious amulet, it is a massive ruby in a flat-faceted cut, set in an ornate ring of platinum-iridium alloy. The item is a x10 PP multiplier, allows the wearer to bathed in an *Alkar* (Channeling *Light's Way*: an aura which make the wearer appear like a god, and adds 25 to DB). In addition, it is intelligent, can speak with a booming baritone (the gem flickering with a deep red light as it does) and can store up to 3 30th level spells, casting them when the wearer wishes. Lastly, should the wearer be killed, his soul is transported into the gem and the body is held in suspended animation until healed or completely destroyed.

Sword: A *Magesword*, this weapon strikes as a +35 broadsword, and is *Of Slaying* beings who use Channeling or Mentalism. It will absorb any spell directed at the wielder (spell must resist vs 70th level or be absorbed); wielder may then cast the spell back at any target with its original bonus (sword will only hold one spell at a time).

Boat: An unusual mode of transportation, this craft — named the *Cloudminder* — is a flying ship, capable of airborne movement because of the thin plates of anti-gravity Xenium covering the lower hull. It is 40' in length, resembling a longboat with a deep and ornate keel, a small cabin and two lateen sails. It is always manned by a pair of youths who are Pelax's personal servants and bodyguards.

KEDRIK BULARIS

Age: 33. **Eyes:** Grey. **Hair:** Black with a grey streak. **Build:** Medium. **Height:** 6'4". **Race/Sex:** High Man/M. **Skin:** Fair. **Demeanor:** Reluctant, seemingly cowardly at times. **Dress:** Tunic/breeches/boots of grey shades. **True Attitude:** Cautious. **Home:** Emer/Varies.

Kedrik Bularis is a relatively young but talented Loremaster. An excellent pupil in the College, he graduated early and was rushed to a crisis area. Though a believer in the code of non-intervention, Bularis quickly became embroiled in the conflict and was forced to act directly against a priest of the Unlife.

Returning ashamed and penitent, he was nonetheless praised by the Council for his actions. As is typical, however, he was transferred from the people whom he saved and who now considered him a god.

Hits: 128. **Melee:** 180ma. **Missile:** 210hcb.

AT(DB): 15(70). **Sh:** Y. **Gr:** A/L.

MovM: +30. **PP:** 576 (96 x 6).

Lvl: 32. **Profession:** Cleric. **Stats:** St-97; Qu-98; Em-89; In-100; Pr-87; Ag-101; Co-90; Me-95; Re-97; SD-99. **Will:** 70. **AP:** 91.

Skill Bonuses: Climb60; Swim40; Ride70; Perc120; Rune50; S&W100; Chan140; DirS164; Act60; Admin30; Chem65; Dance35; Diplom70; FAid90; Fletch80; For95; Lead80; Medit70; Nav90; PubSp100; RMas50; Sail60; Ski45; SpellM70; StarG70; Stra&Tac55; Subdu90; Track110; WeathW70.

Spells: Base Spell OB: 64. Directed Spell OB: 164 (Absolution Pure). Knows all Base Loremaster lists to 30th, Cleric Base *Channels, Life Mastery, Protections and Repulsions* to 30th; Other Channeling: *Spell Defense, Detection Mastery, Lofty Movements, Weather Ways, Concussion's Way* to 30th; *Blood, Bone, Organ, Muscle, Nerve Law* to 20th.

Staff of Tog: An incredibly powerful (and unsubtle) item, its primary powers are rarely employed by its discreet owner. Constructed by a Sorcerer, it will cast any of the six 50th level Sorcerer Base list spells a total of six times per full cycle of Orhan (70 days). Thus, six *Quakes True* could be cast, or six *Absolution Pures* and one *Implosion*, etc. The period is gauged from the New Moon. It also serves as a x6 PP multiplier for a Sorcerer, Cleric or Mage.

Double Crossbow: A compact weapon which nevertheless has the full range and power of a full-sized heavy crossbow, it also has two stacked bows and twin triggers. Thus, two shots can be fired before reloading. There is a 'safety' switch, and a device also holds the loaded quarrels in place, so the bow may be carried primed and loaded.

Mace: A shaft of grey *vitran* wood is topped by four bladed silver prongs. These prongs hold in the center of the mace-head a massive sphere of Jet (about 5" in diameter). There is a pommel set also: a moonstone. The mace is *Of Slaying Undead* and +30. It also detects Undead, the moonstone glowing more brightly depending on the number and proximity.

Bracer: A silvery grey metal band 6 inches long, worn over the forearm, it will cast an enhanced *Shield* spell at the wearer's thought.

Armor: Garments of a cloth-laminate with woven metal fibers, it encumbers as mere clothing, yet protects as full chain.

2•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 transportation service. By utilizing arcane devices, they provide swift, relatively safe transport to anyone who has the money to afford their prices. *For more on Navigators and their rates, see Page 54.*

Obviously, Navigators are masters of the Essence, 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 Essence 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 make every attempt 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.

On the other hand, 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 utter failure of such attempts is quite well-known. The retaliation has been swift and sure: one king who had a Navigator killed vanished soon after 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 flamboyant (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 Essence 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 Essence Flows with a sort of second sight — hence the dreamy, distracted look.)

THE DARUNI OLANIN

One of the more "down to earth" Guilds, the Daruni Olanin 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 Olanin 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 *Cypharia* 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 appear as aged men (their real appearance is open to speculation, as these men seem to always remain the same age for centuries), in flowing black or grey robes, each with an ornate wooden hand-telescope. Their professional background is frequently in Magician, Astrologer or the Sorcerous arts.

SOME NAVIGATORS

Following is a selection of specific Navigators who might be encountered on the Shadow World.

IARSANG

Age: ? (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 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. This 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: ? (Appears ≈18). **Eyes:** Deep Blue. **Hair:** Pale Blond (shoulder length). **Build:** Slender but Muscular. **Height:** 6'6". **Race/Sex:** Lylar-High Man/M. **Skin:** Fair. **Demeanor:** Coldly Aloof. **Dress:** Black uniform. **True Attitude:** Controlled. **Home:** Nexus.

A beautiful youth, Sulfear 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.

Sulfear 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.

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*). Sulfear 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, Sulfear'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 Sulfear's request. The sword will also Long Door to his hand at a thought, form up to 30 miles away.

Ring: Gold with a yellow diamond set, it allows Sulfear 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 small metal darts with the same effectiveness as a Light Crossbow. It holds clips of 12 darts, and can be fired 2x a round (missile and melee phase).

POREL

Age: ? (Appears ≈80). **Eyes:** Blue. **Hair:** White. **Build:** Medium. **Height:** 6'2". **Race/Sex:** Human/M. **Skin:** Fair; Wrinkled. **Demeanor:** Mild yet Gruff. **Dress:** Long Blue 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, though, when — about to cast a spell to Teleport them — he suddenly turns and says from under his bristly brows "Now *where* was it you wanted to go?"

Hits: 125. **Melee:** 180bs. **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 Essence, through solid objects, and 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.

UNIR FALAKANG

Age: ≈300 (Appears ≈20) **Eyes:** Emerald green. **Hair:** Red-brown. **Build:** Muscular. **Height:** 6'9". **Race/Sex:** Faun/M. **Skin:** Tanned. **Demeanor:** Teasing. **Dress:** Brown leather kilt; Green Surcoat. **True Attitude:** Constrained, professional. **Home:** Nexus/ NE Palia.

One of the Daruni Olkanin, Unir is one of the few of his people to possess the perseverance to achieve the status of Navigator. While no less of a capable guide than his professional brethren, he does maintain the playful demeanor of all Fauns. He restrains himself admirably, but the sexual drives (and mysterious attractiveness) of his race are still very present — if for the most part kept below the surface.

Unir is one of the most 'human' Fauns, having only the small goat-horns and distinctive curly auburn hair; his lower body is entirely human. He wears a short kilt of tanned leather with an elaborate belt of gold with wood and lapis inlays, and a simple surcoat of green cloth. He usually goes barefoot (Faun feet, even when human, are very tough). Unir's special racial attributes are represented in the system material.

Hits: 200. **Melee:** 290dag. **Missile:** 210gé.

AT(DB): 3(120). **Sh:** Y. **Gr:** N. **MovM:** 25.

Lvl: 30. **Profession:** Animist/Ranger. **Stats:** St-102; Qu-97; Em-95; In-100; Pr-101; Ag-99; Co-100; Me-96; Re-87; SD-89. **Will:** 80. **AP:** 96. **PP:** 720 (90 x 8).

Skill Bonuses: Climb90; Swim35; Ride110; S&H90/140; Perc120; Rune60; S&W90; Chan50; DirS135; Amb10; AMov60; MAsT80; Acro60; Act70; AthlG90; Dance120; Diplom80; FAid75; For75; Frenzy50; Herd50; Music130; Nav85; PubSp70; Sail80; Seduct210; Sig110; Sing80; StarG90; Stra&Tac55; Subdu140; Track145; Trad70; Trick65; WeathW90; WoodC40.

Spells: Base Spell OB: 30. Directed Spell OB: 135 Earthbolt (Firebolt attack + Impact crits). All Navigator Base to 50th, Animist Base to 30th, Ranger Base *Inner Walls*, *Nature's Guises*, *Moving Ways* to 30th; Channeling *Barrier Law*, *Light's Way*, *Concussion's Ways* to 20th.

Dag: (RM special weapon; strikes as a +10 falchion), Unir's Dag is a weapon of dark wood with a silvery alloy edge. It is +30 (in addition to the +10 weapon bonus) and

Headband: A woven leather and gold braid headband which acts as a full helm.

Compass: A Daruni Okanin Compass, it is a large golden amulet as described above.

Gé: (RM special throwing weapon; strikes as a +10 bola, crits are K and G). A dangerous toy, Unir is a master of it. His Gé is +20, and if it gets a head, neck or shoulder crit above "A", the target is beheaded.

Cloak: Deep green full-length wool cloak, it adds +50 to hiding while outdoors.

SUMENDAR

Age: ≈150 (late middle-age). **Eyes:** Pale Blue. **Hair:** Grey. **Build:** Paunchy. **Height:** . **Race/Sex:** High Man/M. **Skin:** Fair (flushed cheeks). **Demeanor:** Aloof; somewhat blustering. **Dress:** Black uniform of the Vurn-Kye. **True Attitude:** Superior. **Home:** Nexus.

One of the Guides of Vurn-Kye, Sumendar is a pompous old man who, while hale, is clearly showing his age. His black uniform bulges a bit in areas, but he is not to be trifled with. His attitude most of the time is of a bored, patronizing uncle.

Hits: 90. **Melee:** 130(bs). **Missile:** 110da.

AT(DB): 1(90). **Sh:** N. **Gr:** N. **MovM:** 5.

Lvl: 41. **Profession:** Magician. **Stats:** St-87; Qu-95; Em-100; In-94; Pr-80; Ag-85; Co-93; Me-98; Re-98; SD-92. **Will:** 70. **AP:** 65. **PP:** 735 (7 x 105).

Skill Bonuses: Climb45; Swim60; Ride90; S&H90; Perc140; Rune110; S&W80; DirS210; Act80; Admin90; Diplom120; Lead65; Math65; Nav145; PubSp60; RMas100; Sail50; SpellM80; StarG110; WeathW80.

Spells: Base Spell OB: 82. Directed Spell OB: 210 (Airbolt). Knows all Base Magician and Navigator to 50th, All Open and Closed Essence to 30th.

Saber: A Beautiful sword of Keron with silvery inlays, it is +35. *Of Slaying Lûgroki*, and has a scabbard of gold.

Compass: The sextant-like device of the Guides of Vurn-kye.

Cloak: A knee-length black cloak of lightweight material. It has a shorter, outer cloak which can double as a hood in inclement weather (a rarity with Navigators).

Dagger: +20, it can be thrown and will return by Long Door to the wielder. It also has 2x the normal dagger throwing range.

Ring: This platinum ring, set with a blue diamond, gives Sumendar free use of any spells on the Wind Law list.



SUMENDAR

ARONĒ

Age: ≈2000 (Appears ≈25). **Eyes:** Green. **Hair:** Blonde. **Build:** Statuesque. **Height:** 5'10". **Race/Sex:** Iylar/F. **Skin:** Fair. **Demeanor:** Diffident. **Dress:** White gown, trimmed with gold at the hem, sleeves and neck. **True Attitude:** Reserved. **Home:** Cypharia Sisterhood Headquarters, Cymar Island.

AronĒ has served as a Navigator for her guild since her indoctrination as a youth. She is a member of the *Order of Cypharia*, a Navigator Guild consisting entirely of Immortal females.

She is a master of illusion, and will frequently employ her powers to protect her clients (something which she is not required to do, but AronĒ takes a personal interest in her people.

Hits: 100. **Melee:** 120ky. **Missile:** —.

AT(DB): 1(150*). **Sh:** Y*. **Gr:** N. **MovM:** 25.

Lvl: 33. **Profession:** Illusionist. **Stats:** St-90; Qu-101; Em-101; In-91; Pr-99; Ag-99; Co-65; Me-96; Re-87; SD-80. **Will:** 70. **AP:** 100. **PP:** 693 (99 x 7).

Skill Bonuses: Climb15; Swim80; Ride90; S&H120; Perc160; Rune70; S&W80; DirS171; Act85; Chem40 Dance80; Diplom95; Lead70; Medit45; Music80; Nav95; PubSp60; RMas35; Sail70; Seduct80; SpellM120; StarG90; Subdu70; WeathW85.

Spells: Base Spell OB: 66. Directed Spell OB: 171. All Base Navigator and Illusionist to 50th; Selected Essence to 30th.

Compass: A scepter-like rod about 18" long, fashioned of crystal with golden handle and a fanciful dragon head. The eyes of the dragon are rubies, and the entire rod is ornately decorated. In addition to serving the usual Compass duties, it is a x7 PP enhancer.

Belt: Golden belt adds 50 to DB.

Long Kynac: +30, it is a Defender weapon, allowing the wielder to parry up to 3 foes (within an arc of 180°) with full bonus parry.

Tiara: a simple gold ornament set with a single teardrop diamond, it protects as a full helm and casts a 50th level *Mirrormind* (Mentalist Mind Mastery) to defend the wearer.

FACTS ABOUT THE NAVIGATORS

The truth is, 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 Essence are at the heart of the Navigators' ability to safely Teleport with such regularity.

CAPSULE HISTORY

A few smart entrepreneurs in the early Third Era discovered the first Compasses (varying in appearance with the subcultures that created them) and, perceiving the potential for enormous profit seized numbers of them and destroyed those which they could not use. As time went on and several such organizations sprang up there began to be competition, and with that came sabotage, undercutting and other nasty practices, thus little profit for the Guilds. About a thousand years ago the current heads of the Guilds realized their predicament and decided to unite into a single union, in doing so increase their credibility and reap huge profits. With few exceptions, the situation has remained stable since then, the Navigator Guild Alliance meeting regularly to maintain harmony among the Guilds and coordinate territories.

A side activity of the Guilds is locating and either 'acquiring' or destroying unauthorized Compasses, which are, of course, a threat to their monopoly.

Through the years there have also been occasional 'renegade' Navigators. They are hunted down by the Alliance, and usually relieved of their lives. There is always some tension between Guilds, each suspecting that others are secretly planning to destroy them and take absolute control. A certain balance has settled in though, and the Guilds operating today are basically the same entities which were in existence 1000 years ago. The Loremasters can claim some responsibility for this, as they realized the potential dangers of several Guilds with such awesome powers in all-out competition. Of course, Loremasters don't have to pay exorbitant Alliance travel fees...

COMPASSES

Though they can differ in the full range of their power, the Compasses all perform basically the same task — generating a safe 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 Essence Flows for power and guidance. *Jumps* using a Compass are almost risk-free.



RECRUITING

New Navigators are often recruited from various world cultures, though this process is not advertised; an agent of the Guild is sent to a promising area, where he lives for perhaps months, seeking gifted young students of the Essence, carefully analyzing the personality and skills of a prospective Navigator before even approaching him or her with the proposition. Lives of Navigators are not easy by any means, often involving long weeks of travel among strangers, constant heavy responsibility, and permanent separation from family and friends of youth. Navigators rarely operate in or near their native lands, this primarily to enhance their aloofness further. Navigators are permitted to marry, but subject to the approval of the Guild. They rarely do anyway, as their job demands protracted absences and a virtually nomadic lifestyle.

THE NAVIGATORS' PURPOSE

A question often arises: what does the Alliance do with their vast wealth? Though it is not advertised, the Navigators spend considerable sums on projects coordinated by the Alliance — most of them bizarre semi-technological or arcane contrivances. The Loremasters keep a watchful eye on the Navigator projects, fearing that one day the Alliance's thirst for technical and ancient knowledge will be their undoing.

NEXUS

The headquarters of the Navigators Guild Alliance rests on the unique isle of Nexus, a powerful node of Essence protected by barriers both natural and ethereal. In the center, constructed upon a great mountain where three sheer ridges come together, stands an immense citadel. This ancient structure is actually a small city, embracing more than a dozen castles, each the headquarters of a Navigator Guild. While many of the Guilds have centers in other parts of the world, all have embassies here, and use the tremendous Essence power gathered at Nexus as a Jumping-off point. The leaders of the Guilds hold an annual Conclave to discuss the state of their trade, review policy and any major disciplinary action which may be required against a Navigator, Guild, or outsider.

The very center of the Nexus complex holds a massive domed building, its hemispherical roof 500 feet across. The structure houses but one huge chamber, in the center of which is suspended a gigantic globe of Kulthea, 200 feet across and accurate in every detail. It rotates around its axis, and the room is lit such that night and day on the world are accurately portrayed. Luminous rivers curl across the surface of this incredible sphere, imitating the snaking Flows of Essence across the real world. Tiny luminous points of light show where Navigator obelisk beacons are located.

This incredible chamber is the heart of the Navigators' information system, allowing them to coordinate their efforts and instantly dispatch their agents when called. Few but members of the Guilds have ever seen this extraordinary device; it is an unforgettable sight.

3 • SCRIBES OF NOMIKOS

The Great Library of Nomikos has no equal in Jaiman certainly, and perhaps in the whole hemisphere. The Scribe-emissaries from this library complex are ubiquitous, appearing in their creme-colored robes in most unusual places (usually accompanied by a squad of formidable *Changramai* warriors and a Navigator) to do 'research'. Smug and tight-lipped, Scribes never divulge free information. It is said that the greatest bribe is not enough to convince a Scribe to reveal even the smallest datum. "Harder than getting the day of the month from a Scribe" is a common saying in many lands.

GM NOTE: *Scribes of Nomikos who go abroad to gather data are frequently Sages by profession; those who compile the information at the Nomikos Library complex are usually either Sages or Scribes.*

LOCATION OF NOMIKOS

The Nomikos complex is located in the southernmost part of the Jaiman continent on the large island of Ormian. The island is a self-sustaining community, including the Scribe hierarchy and supporting society of farmers, fishermen and craftsmen. In addition, the wealth of the isle is assured through library use fees, making the entire populace quite well-off.

THE LIBRARY

A high bluff overlooking the Port of Ormian is the site of the Library, actually a complex of buildings which covers nearly half a square mile. There are also numberless subterranean vaults delved deep into the stone of the bluff.

ABOUT BOOKS

Throughout this text (and elsewhere in the *Shadow World* supplements), the term 'book' will be used. It is important that the GM and players understand that books in a society such as this are not mass-produced; nor are they printed and bound in a hard cover. Many are not even made with paper!

Instead, most manuscripts are hand-copied on individual pages using treated sheep or goat skin (real parchment), and bound together between wood covers with a thong or piece of rope. Others are on sheets rolled and stored in a protective tube, or on a wood or ivory dowel and secured with a ribbon.

If paper is used for writing on, it is relatively coarse and made of cotton fibers, very strong but thick and uneven.

Manuscripts are not small, either. Most 'books' are at least one foot wide and one and a half feet tall. Larger tomes could easily exceed three feet wide and four high. Theft from Nomikos — if even considered — would not be easy.

RULES OF THE LIBRARY

When one enters the complex, he must sign a contract agreeing to abide by the rules of the Library:

1. To pay 1 gold piece per day in the complex plus surcharges if using the special collections.
2. To pay repair fees as set by the Library for unintentional damage to books.
3. To pay fines set by the Library if caught attempting to deface, disassemble or steal a book.
4. To follow without question instructions from any Library official, including Security personnel.

Although book access varies depending on the collection, *no book* is ever allowed outside of the complex. There are reading and copying carrels available for storage of books to those making extended visits — sleeping rooms are available for rent, but the rule barring removal of books is absolute. Patrons caught trying to smuggle books out of the library are severely fined and permanently barred from the library. *Changramai* warriors — fearsome experts at unarmed combat — guard the exits to the Library. It is said that they can see things invisible and know a liar by his voice. They are not to be trifled with.

THE COLLECTIONS

The library is made up of three basic parts: Public Collection, Research Collection, and Special Collection.

Public Collection: The largest of the collections in sheer number of volumes, it is designed for public consumption. This contains language translations, maps of various areas of the known world (*GM discretion how much of this is to be revealed*), and histories. Several copies of each book are available, and books may be 'checked out' to the reading areas for as long as a month for study and copying.

Research Collection: Only scholars with approved research proposals are permitted in the research library (though admittance is not difficult, there is a 10-day waiting period). Many rare and original manuscripts are kept within the research complex, and there is a copying service available should a researcher need access to passages of manuscripts for an extended period of time.

Special Collection: The most closely guarded collection, only those with permission of the Librarian may have access to its books. No one but the Scribes are actually allowed into the stacks; researchers consult a catalog of books, select what they desire, and scribe-assistants gather the materials. All Special Collection books are viewed in special cubicles, under the close scrutiny of a Scribe.

4•DRAGONLORDS

If the Great Drakes are the mightiest intelligent creatures on Kulthea (and perhaps they are) then this elite is the mightiest of the mighty. While all dragons are intelligent, sentient beings, these Dragonlords are all of surpassing cleverness and strength. Each is master of Arcane Power and could stand against a Lord of Essence as equal. While — as noted elsewhere — dragons are not by nature ‘evil’ creatures, all that is known of the Dragonlords indicates that they follow a path of cruelty and domination of other peoples.

They have lived for thousands of years, having survived the Wars of Dominion. Some rule lands, while others hold only their citadel and operate in more subtle ways to gain power and ever greater wealth. All follow the true Unlife and draw strength from it, though they are not its slaves. All of the Dragonlords have the power of shapechanging, allowing them to assume human form. This has advantages in that they were 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 Second and Third Eras. It is believed that an order of the five most powerful Lords was formed sometime in the Second Era, its purpose to promote the dominion of the dragons. The Master Smith Krelj aided the Lord 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 five, 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 humans (mortal or immortal) do.

THE DRAGON HELMS

The helms, though similar, are reputedly different in subtle ways to suit their masters. Each, however, is designed to resemble the stylized head of a dragon. The common powers of the helms are listed below:

1. Allows wearer (assuming he is a Dragonlord) to utilize his breath weapon at full potential while in human form — with one drawback: the breath is now ‘enchanted’, so all persons and items with resistance to enchanted fire, cold, etc., may apply that resistance.
2. Helm can be invisible if desired (except when the breath weapon is used, at which time the helm momentarily becomes visible).
3. Wearer may become a dragon without damaging the helm (it enters a spectral existence, remaining with the dragon but non-corporeal. Wearer may utilize his breath weapon normally while in dragon form.
4. Helm cannot be forcibly removed unless the wearer is dead.
5. Wearer resists damage as a *Large Creature* (**Rolemaster Rules**) while in human form.
6. Wearer has his full Dragon sense abilities (*See Invisible*, +100 to perception, superior hearing and smell) while in human form.

THE FIVE DRAGONLORDS

While there are others who might be called “Dragonlords” and other Dragon Helms may exist, these are known in lore as the Five Dragonlords of Kulthea. Professions are listed as part of their profile, but many possess other lists, sometimes from other realms of Power (to reflect their Arcane abilities). Dragonlords are also formidable warriors in human form. They often have super-human abilities, a reflection of their superior nature even while wearing the guise of a human.

All of these dragons possess wings and are able to fly at considerable speed. They may enhance their velocity by riding Essence currents, and can attain cruising speeds of over 200 miles per hour (more when attacking, diving, etc). Though the hides of these creatures differ in hue, all are somewhat ‘metallic’ in sheen and protect their owner in basically the same manner. The lords also share a feature with their lesser brethren: blood (called *Lugruth*) which becomes a devastating acid when exposed to the atmosphere, dissolving metal and organic material (glass/sand/crystal are unharmed) on contact. After 10 rounds of exposure to air, however, the blood neutralizes.

GM NOTE: More on Oran Jatar can be found in the ICE⁺ module “Iron Wind”, and further details of the other Dragonlords will be revealed in future **Rolemaster Shadow World Books**.



ORAN JATAR

DRÜL CHURK

Age: ? (Appears ≈30) **Eyes:** Emerald Green. **Hair:** Dark Brown. **Build:** Robust. **Height:** 6'3". **Race/Sex:** Gas Drake/M. **Skin:** Tanned. **Demeanor:** Jovial. **Dress:** Green Hooded Robes or Green tunic and sandals. **True Attitude:** Quick-tempered. **Home:** Molaac Rúan. **Aka:** The Green Dragon.

Drul Churk loves plants and generally has little fondness for animal life. While he usually appears good-natured, his violent temper can erupt without warning. Master of a secret underground complex on the Isle of Molaac Rúan, his power structure is more subtle than most, relying on spies, espionage, and intrigue to manipulate affairs to his liking.

Molaac Rúan itself is a garden, covered with myriad varieties of flora tended by Churk's many Druidic and Animistic followers. His above-ground palace is mostly arboreums filled with growing green things from other climes. Some are powerful healing herbs; many are deadly.

Human Form:

Hits: 425. **Melee:** 280bs. **Missile:** 210lb.

AT(DB): 11 (180). **Sh:** Y30*. **Gr:** A/L. **MovM:** +30.

Dragon Form:

Hits: 420. **Primary:** 310HCl. **Secondary:** 210HBt.

AT(DB): 12 (120). **Sh:** N. **Gr:** N. **MovM:** VF/VF.

Lvl: 50 (70). **Profession:** Animist (Druid). **Stats:** St-102; Qu-101; Em-86; In-101; Pr-100; Ag-101; Co-99; Me-87; Re-96; SD-90. **Will:** 85. **AP:** 91. **PP:** 1470 (210 x 7).

Skill Bonuses (in human form): Climb90; Swim80; Ride110; S&H100/200 outdoors; Perc210; Rune80; S&W130; Chan140; DirS240; Amb±15; Act90; Admin130; AnTr60; Arch100; Cav70; Chem80; Cook85; Diplom70; For160; Medit110; PubSp105; RMas80; SpellM80; StarG100; Stra&Tac90; Track210; TrapB75; WeathW105.

Spells: Base Spell OB: 100. Directed Spell OB: 240 (Earthbolt). Drül Churk Knows all of the Animist and Ranger Base, Channeling Open and Closed (Druid Base Lists and Arcane Shapechanging Ways) to 50th level.

Special Abilities:

Resistance of form: As with all the Dragonlords, Drul Churk resists attacks as a Super-large creature; Large Creature in human form.

Breath Weapon: x7 +70 cloud of tiny spores which explode on contact (treat as *Fire Ball* but use impact criticals) in a cone extending up to 200' and 70' across at the furthest extent. Usable up to once every 6 rounds, total of 7x per day.

Swordstaff: A 6' long staff with golden head which transforms into a wooden sword. It is a x7 PP enhancer and will cast five *Earthbolts* per day (treat as *Firebolts* with Impact criticals) with 5x hits. The sword is +35 and will not harm living plants.

Longbow: +35 longbow with 2x normal range. All arrows fired from it are *Of Slaying Humans*.

Ring: A wooden ring which allows the caster to pass through even the most dense, overgrown vegetation unimpeded. The plantlife will also close behind him, blocking the way to pursuers.

SULTHON NI'SHAANG

Age: ? (Appears ≈30) **Eyes:** Amber. **Hair:** Mahogany. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** Fire Drake/M. **Skin:** Ruddy. **Demeanor:** Charismatic. **Dress:** A variety of fine garments, though he prefers reds and ambers. **True Attitude:** Dynamic, Assertive. **Home:** Ri'shariv Ja'miil (I: "Fiery Red Mountain"). **Aka:** Lord of the Black Valley; The Red Dragon.

Sulthon Ni'shaang is among the most 'human' of the Dragonlords, seeming the most like men in his thought patterns and motivations. He is ruler of a large, enclosed valley which was once devastated by volcanic activity. The area is now verdant and filled with growing things — all except the great volcano in the center. Honeycombed with halls, tunnels and chambers, it is a vast fortress.

Sulthon commands a large force of Lugrôki and evil human warriors, and also a group of *Skyriders*: cruel, foul men who ride winged fell beasts. These are his messengers and chief servants. He also has at his call 6 Heralds of Night, ultimate harbingers of terror. And finally, Sulthon is a master of Demonic control — a perilous activity, but one with unique compensation.

Human Form:

Hits: 210. **Melee:** 250bs. **Missile:** —

AT(DB): 18 (80/180). **Sh:** (Y*). **Gr:** (A/L). **MovM:** +30.

Dragon Form:

Hits: 500. **Primary:** 320HCl. **Secondary:** 240HBt.

AT(DB): 12(140). **MovM:** VF/VF.

Lvl: 60 (80). **Profession:** Evil Magician (Warrior Mage). **Stats:** St-101; Qu-103; Em-103; In-98; Pr-101; Ag-101; Co-102; Me-96; Re-99; SD-99. **Will:** 130. **AP:** 96. **PP:** 2520 (360 x 7).

Skill Bonuses (in human form): Ride90; S&H120/190; Perc260; Rune180; S&W170; Chan60; DirS210; Amb±10; Act95; Admin130; Chem50; Craft65; Lead90; PubSp100; RMas90; Seduct80; SpellM110; StarG60; Stra&Tac120; Trick135.

Spells: Base Spell OB: 120. Directed Spell OB: 210 (*Firebolt* and *Sunfires*). Mage, Evil Mage, (Magus) Base lists to 50th, all Open and Closed Essence lists to 50th.

Special Abilities:

Resistance of form: As with all the Dragonlords, Sulthon Ni'shaang resists attacks as a Super-large creature; Large Creature in human form.

Breath Weapon: x8 +80 *Fire Ball* in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day.

Staff: A 7' tall staff of mahogany, it holds in its clawed top a fist-sized chunk of amber. In the center of this unusually clear gem is imprisoned a large and beautiful dragonfly. The staff is a x7 PP enhancer and protects the holder from all heat and cold attacks, also will cast 7 each *Bladeturn* and *Deflections* per day (spells which subtract 100 from a specified melee or missile attack, respectively). In addition, 7x per month the dragonfly may be summoned: an intelligent insect, spectral in nature (it cannot be harmed by physical attacks) which can fly at 300mph. It is an intelligence gathering device, as the holder of the staff can see through the dragonfly's eyes at will. The dragonfly can remain out for 7 days, after which it dissipates and returns ethereally to the gem. The dragonfly can go anywhere a normal dragonfly could (e.g., in an open window but not inside a sealed chamber) and is invisible and silent, but can be detected magically.

Sword: Of Amber laen, this broadsword is +35, and has the power to channel "Sunfire". Not to be confused with the Mentalist spell, this is more powerful: caster may channel the 'power of the sun' 7x per day. This may either be used as a cruel strike in melee, delivering — if the normal attack delivers *any* critical — an "E" Heat and Cold Critical (roll separately from regular crit; also use "Plasma" from *RMC III* if available); or it can be used as a distance weapon, resulting in a fiery ray of energy erupting from the end of the blade, 300' range. Use *Firebolt* Table, 7x hits (or *Plasma Bolt* from *RMC III*) and employ both Heat and Cold criticals. A devastating weapon.

Ring: Gold ring with a ruby set, it is a ring of *Demon Mastery* (Evil Magician, Dark Summons list), allowing the wearer who already knows the list to greatly increase his powers. He can control up to 18 'pales' of demons (18 Pale I or 3 Pale VI or 6 Pale III, etc.) demons, his range is 1 mile per level, and the chance of non-control of a summoned demon is only 1x the demon's pale (instead of the normal 5x).

Amulet: A golden chain with seven large garnets suspended from it in ornate settings, it stores 7 spells, each up to 30th level.

Robes: Crimson robes with ornate trim, they have the ability to protect as AT 18, with a supplemental DB of 20.

Cloak: Full-length hooded cloak, it allows the wearer to become *Invisible* and *Silent* at a thought, and even if visible adds +70 to all hiding rolls.

ULYA SHEK

Age: ? (Appears ~20). **Eyes:** Grey. **Hair:** Long, Blue-black. **Build:** Statuesque. **Height:** 6'2". **Race/Sex:** Sea Drake/F. **Skin:** Fair. **Demeanor:** Cold; Aloof. **Dress:** Robes of black silk. **True Attitude:** Imperious. **Home:** Lord of "Isles' End" in the far west of Thuul. **Aka:** The Black Dragon; Empress of Lu'horgu.

The only female among the Dragonlords, Ulya is no less of a power than her brethren. In fact, despite being a woman, she insists on being called 'Lord'.

Ulya resides on a great island realm on the very borders of the *Malvin Tesea* — where it is said that 'the cloth of the world unravels and shadows become more real than the land itself'. In truth, however, her land is very real (though there are many elemental disturbances). Her control also extends beneath the waves, where undersea cultures control empires of the Deep.

One of her most interesting tools is her submarine boat (dubbed the *Silverfish*) which she uses to prowl the sea lanes and disrupt trade routes. The *Silverfish*'s fanciful design has allowed it to be mistaken for a sea creature, and the oceans near her home are said to be haunted by a terrifying sea monster.

Ulya also has an unusual hobby. Considering herself to be an enlightened 'scientist', she has carried on extensive experiments in modifying human and humanoid subjects. Her research is rather gruesome and her results often monstrous.

Human Form:

Hits: 180. **Melee:** 230trident. **Missile:** 190net.

AT(DB): 15(120). **Sh:** Y30*. **Gr:** A/L. **MovM:** +35.

Dragon Form:

Hits: 470. **Primary:** 310HCl. **Secondary:** 220HBt.

AT(DB): 12(130). **MovM:** VF/VF.

Lvl: 60 (80). **Profession:** Evil Mentalist. **Stats:** St-101; Qu-104; Em-85; In-88; Pr-104; Ag-102; Co-101; Me-98; Re-99; SD-78. **Will:** 80. **AP:** 101. **PP:** 2400 (400 x 6).

Skill Bonuses (in human form): Climb80; Swim250; Ride120; S&H100; Perc240; Rune90; S&W125; Chan140; DirS120; Act130; Admin100; AnTr90; Chem110; Diving125; FAid140; Lead110; Math85; Nav130; PubSp90; RMas75; Sail145; Seduct120; SpellM110; StarG80.

Spells: Base Spell OB: 120. Directed Spell OB: 220 (Water Bolt). Knows all Mentalist, Lay Healer, and Evil Mentalist Base to 50th level, all Open and Closed Mentalist to 50th.

Special Abilities:

Resistance of form: As with all the Dragonlords, Ulya Shek resists attacks as a Super-large creature; Large Creature in human form.

Breath Weapon: x8 +80 cloud of black, acidic gas (treat as *Fire Ball* but all Heat criticals are actually Acid) in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day. (Half range underwater.)

Trident: Made of a lightweight blue-green alloy, the three barbed tips of the trident are of blue laen. The weapon is +40. The trident also has a 300' throwing range, returning to the caster by Long Door at a command (bringing a skewered target if desired — and the target fails his RR). Being underwater does not reduce the Trident's range. Finally, it can cast *Triad of Water* (Magician base Water Law) with a 300' range and +30 additional bonus.

Net: A 'gladiator's net', it is skillfully woven of lightweight cables and fibers, and can be thrown accurately up to 30'. If the net achieves a critical of 'C' severity or greater, it delivers an "E" Electricity crit to the target, and another "E" every round the target is entangled or alive.

Armor: An amazing suit of opalescent scaled armor, it is very lightweight yet protects as AT 15 with a +30 bonus.

Collar: Linked squares of silver with mother-of-pearl inlay, it is a beautiful ornament and a x6 PP enhancer. It also protects the neck: 50% of all neck criticals are cancelled.

Submarine: A strange and unique machine, it is 200 feet long, can carry a crew of 40. The craft is constructed of a silver-green metal, and has a rather fanciful design, being covered with jagged fins like a great fish. Close up, however, it is clearly a construct, with visibly overlapping plates and row upon row of rivets. It is powered by what is known as a Zirix crystal, which can drive the *Silverfish* at up to 40mph. The ship is not designed for extended underwater trips, however, the air needing to be refreshed every 24 hours. The craft is very powerful, and its cruelly pointed nose can reduce a wood-hulled ship to splinters.

VORIIG KYE

Age: ? (Appears ≈ 70 or 25*) **Eyes:** Silver. **Hair:** Silver-grey. **Build:** Slight (or muscular). **Height:** 5'10" (or 6'6"*) **Race/Sex:** Air Drake/M. **Skin:** Pale (or Tanned*). **Demeanor:** Retiring*. **Dress:** Threadbare robes*. **True Attitude:** Reclusive. **Home:** Ordye Throg ("Sky Keep"). **Aka:** The Silver Dragon.

Voriig Kye, while not the oldest of the Dragonlords, assumes a human form of an old man who wanders the isolated isles of Vog Mur (NE of Emer) conversing with the many varieties of tropical wildlife found there. His purposes are inexplicable, and whether he harbors secret plans to expand his realm (or whether he even exerts any real influence over that land) is unknown.

In dragon-form, Voriig has a shimmering silvery hide (and has been called "The Silver Dragon" by those few who have seen him.

* Voriig has an alternate human form: that of a muscular, tanned young man with silver hair. In that guise, wearing a silver tunic and sandals, he travels the seas about Vog Mur (though is never seen on the land) seemingly searching for something. The Dragonlord's carrack has blue sails and flies a silver flag.

Human Form:

Hits: 190 **Melee:** 240th. **Missile:** 180kynac.

AT(DB): 14(120). **Sh:** Y30*. **Gr:** A/L. **MovM:** +25.

Dragon Form:

Hits: 450. **Primary:** 290HCl. **Secondary:** 200HBt.

AT(DB): 12(110). **MovM:** VF/VF.

Lvl: 40 (60). **Profession:** Astrologer/(Druid). **Stats:** St-103; Qu-102; Em-95; In-101; Pr-102; Ag-100; Co-99; Me-98; Re-95; SD-80. **Will:** 100. **AP:** 78/101. **PP:** 1715 (245 x 7).

Skill Bonuses (in human form): Climb95; Swim80; Ride60; DTraps75; PLocks95; S&H100/180; Perc200; Rune80; S&W120; Chan100; DirS240; Ambt20; AMov80; AD60; MAST180; MASw200; Acro140; Act130; Admin90; Arch80; Diplom100; Lead75; Nav90; PubSp120; RMas90; Sail100; Seduct90; SpellM80; StarG170; Stra&Tac70; Subdu120; WeathW80.

Spells: Base Spell OB: 80. Directed Spell OB: 240 (Lightning Bolt). Knows all Astrologer, Evil Mentalist (and Druid) Base to 50th; Open and Closed Mentalist to 30th.

Special Abilities:

Resistance of form: Voriig Kye resists attacks as a Super-large Creature; Large Creature in human form.

Breath Weapon: x6 +60 Ionized gas cloud (treat as *Cold Ball* but use Electricity criticals) in a cone extending up to 150' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day.

Two-Hand Sword: A +35 "Unholy" silver sword with a diamond pommel, it will take on the appearance of a silver walking-cane when Voriig utters the command-word.

Kynacs: Three +30 kynacs, with 3x the normal range. Each is *Of Slaying* one of the following: Mages, Clerics, Mentalists.

Telescope: A large device located in a tower of Ordye Throg, it allows Voriig to essentially have access to the Seer Base list True Sight, except the ranges are extended: *feet* in the spell description are *miles* for the Telescope. The curvature of the planet is magically compensated. Voriig must use his own PPs, and must look through the telescope to utilize the powers. Certain places are shielded from the telescope's sights, and powerful Essence Flows can also interfere with it.

Cloak: Grey cloak which will change color at a thought to blend with the wearer's surroundings. Adds +80 to Hiding.

Ring: Platinum/iridium ring with a blue diamond set. It is a x7 PP multiplier and allows Voriig to cast *Lightning Triad* 3x a day: A 300' range spell which causes a three-pronged fork of lightning to arc from the caster's palm, striking up to 3 targets (they must be all within 60° of each other). Caster's full bonus can only apply to one attack; the other two are halved.

ORAN JATAR

Age: ? (Appears ≈ 40) **Eyes:** Red. **Hair:** White. **Build:** Average. **Height:** 6'4". **Race/Sex:** Cold Drake/M. **Skin:** Very Pale. **Demeanor:** Haughty. **Dress:** White robes of wool trimmed with satin and clasps of pale silver. **True Attitude:** Impatient. **Home:** Aalk Gaath in Mur Fostisyr. **Aka:** Lord of Aalk Gaath; the White Dragon.

Reputedly the creator of the Dragon Helms (with the aid of Krelj the Swordmaker), Oran Jatar is also master of the cults of the Dragon and the Snow Lion in the desolate lands of the Mur Fostisyr. He remains in his citadel there and maintains a significant power base in the region, though his actual ties to the Unlife (known there as the "Iron Wind") are indeterminate.

He looks like an albino, though his strength should not be underestimated. In Dragon form, he has a silver-white hide.

Human Form:

Hits: 150. **Melee:** 210bs/th. **Missile:** 170gé.

AT(DB): 18 (80). **Sh:** Y20. **Gr:** A/L. **MovM:** 25.

Dragon Form:

Hits: 400. **Primary:** 250HCl. **Secondary:** 200HBt. Also Breath (see below).

AT(DB): 12 (140). **Sh:** N. **Gr:** N. **MovM:** VF/VF.

Lvl: 50 (70). **Profession:** Sorcerer/Alchemist. **Stats:** St-101; Qu-99; Em-100; In-98; Pr-100; Ag-100; Co-99; Me-83; Re-78; SD-87. **Will:** 90. **AP:** 87. **PP:** 1260 (210 x 6).

Skill Bonuses (in human form): Ride90; S&H120; Perc200; Rune130; S&W120; Chan120; DirS270; Amb20; Act120; Admin110; Appr115; Arch90; Chem105; Craft180; Lead90; LeatherW145; Math110; Medit130; PubSp140; RMas150; Smith300; SpellM180; StarG160; Subdu100; TrapB220.

Spells: Base Spell OB: 100. Directed Spell OB: 270 (Any Bolt or Ball). Knows Base Alchemist and Sorcerer Spells, all Open and Closed Essence & Channeling (Arcane Bladerunes) to 50th.

Special Abilities:

Resistance of form: Oran Jatar resists attacks as a Super-large Creature; Large Creature in human form.

Breath Weapon: X5 +50 *Cold Ball* in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day.

Armor: A laminate of unusual materials allows this armor to protect as a +30 metal breastplate and greaves while not interfering with Jatar's Spellcasting abilities.

Shield: +30, casts a *Spell Shield True* at will..

Sword: +35 clear laen 'Unholy' sword of Changing (can be a cruel broadsword or 2-h sword at will). Called the *Dragon's Claw* because of it's unusual jagged blade and fanciful guard.

Gé: +20, of Elfslaying.

Amulet: x6 PP; allows all alchemy operations to take but half the normal amount of time; allows one additional power to be placed in an item at no cost.

5 • SKYMERCHANTS OF SEL-KAI

It is said that the Prince of Sel-kai is the richest man on all Kulthea. Although this is probably not the case, the Prince is undoubtedly one of the wealthiest *merchants* ever. Certainly he has one of the grandest homes: the floating city of *Eidolon*, capital of Sel-kai.

Sel-kai, a large island in northern Emer, is an independent realm ruled by a man known as the *Prince of Sel-kai*. While granted for life, this position is not hereditary. The Prince is elected by the Lords of the 15 Merchant Guilds of the island and rules as an absolute monarch. His powers are only limited by certain checks and balances which can be exercised by the convened Lords of the Guilds. Sel-kai is a government based on trade; the system has worked fairly well for nearly two thousand years, so there is little initiative to change it.

EIDOLON

Constructed in 4625-50 TE, Eidolon is a triumph of engineering and imagination. It is the creation of the 23rd Prince of Sel-kai, and now floats a half-mile above the Sharhya River Delta along the north coast of Sel-kai. The population of Eidolon is small (about 10,000), being little more than the Prince's palace and cluster of beautiful, glittering residential towers. The 'lower city' and seaport is twenty times the size of Eidolon, and that is where most of the administration of the merchant realm is performed.

THE SKYSHIPS

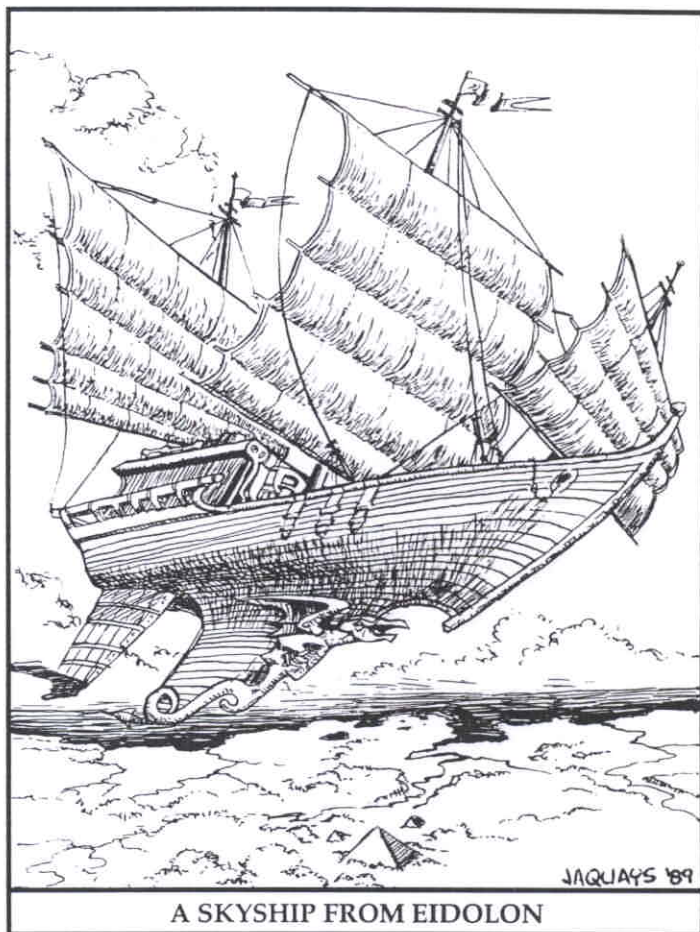
The Prince owes his wealth to his fleet of skyships: sailing vessels which ply not the water but the air. Fitted with special keels and their undersides plated with the magical alloy *Xenium*, the ships are able to fly at speeds exceeding 80 mph, making them easily the fastest mode of common travel on the Shadow World (besides a risky Teleport or an expensive Navigator-directed 'Jump').

Even the skyships are not completely free to travel where they will, however. The stronger Essence Flows play havoc with *Xenium's* anti-gravity properties, and an encounter can mean severe turbulence — even a complete levitation failure (and a fatal crash). As a result, skymerchant captains must be skilled pilots and 'Aerogators', able to steer their craft clear of such flows. Many lands are difficult to get to, and a few are completely inaccessible by skyship (as they are by most other means).

Skyships are also able to sail on water (necessary for docking at more mundane ports than the airborne Port of Eidolon), and can be anchored either in water like a normal ship, or hovering just above the land.

Larger skyships will carry passengers; Eidolon is naturally a center for such departures and arrivals. Booking passage elsewhere is possible — mostly at other large seaports where Skyships will dock for trade purposes. A skyship captain will not alter his normal trade route to suit a passenger, though chartered ships are available at Eidolon (for a prohibitive fee; a Navigator might be cheaper).

Over the years there have been several attempts to capture skyships — coveted prizes indeed. A few have even been successful, but most end in disaster after an angry prince launched his warfleet to secure retribution, even at the expense of the ship.



A SKYSHIP FROM EIDOLON

TRADE

The merchant ships of Sel-kai trade mainly in rare merchandise from remote lands. Perfumes, fine fabrics, jewels, works of art, and enchanted weapons are among the priceless cargoes of the skyships. The crews of the ships — in addition to having the unique training necessary to pilot such craft — are invariably effective security guards both for their ships and their cargo. Occasionally, however, a shipment will be of such value that it warrants extra security. *Changramai* warriors are not an unheard-of sight on board a skygalley, and sometimes a Navigator is even (grudgingly) retained to assure favorable conditions.

6 • HERALDS OF NIGHT

Harbingers of the Unlife, these messengers of terror are among the most frightful of the servants of Darkness. Coming forth only at night, they sweep their foes before them in a dark wave of fear. They are servants of various powerful Evil factions on Kulthea, including the Dragonlords. 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. All bear swords with strange powers: glittering two-handed blades of dark glass. Below is a typical Herald.

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. **Demeanor:** Emotionless. **Dress:** Black breastplate and greaves. **True Attitude:** Possessed. **Home:** Varies.

Heralds wear black armor and usually a short black leather kilt-like garment. Studded black thigh-boots, bracers and headband complete the uniform. They have 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 hate all humans and Elves — and will attack a non-evil Unicorn on sight 90% of the time.

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. **Will:** (200). **AP:** 95. **PP:** 240 (60 x 4).

Skill Bonuses (in human form): 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 the 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/I. **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. They are designed in mockery of Valris' *Starsword*, which is similar in appearance. 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. Target gets a RR, but is 'touching', and the swords are 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.

Headband: Protects as a Full Helm.

Bracers: Allow wearer to cast up to four each Bladeturn and Deflections per day.

Boots: Allow wearer to utilize Leaping and Landing (Mentalist Movement list) at will.

Armor: +40 breastplate and greaves.

Cloak: Adds +30 to DB, +80 to hiding at night.

GM NOTE: All of the Heralds' items are very evil, and should a non-evil person attempt to use them they must make successful RRs vs 20th lvl Channeling for each item or suffer the following effects:

1. First failure: nausea; -10 to Strength for the day.
2. Second Failure: severe nausea, -25 to all activity.
3. Third Failure: incapacitating nausea (-50 to all activity), Temp Co and St drop by 1-10 points.
4. Fourth Failure: Target is unable to move (activity at -100) and Temp St, Con, Qu and Ag drop by 3-30.
5. Successive Failures: as Fourth until a Stat reaches 0, at which point the character is in a coma and Permanent stats are affected (see ChCl, pg 6-7).

Removing and discarding the item(s) will stop the process but not reverse Stat damage.



HERALD OF NIGHT

PART XII

• TRAVEL ON KULTHEA •

I was jolted awake as my horse came to a sudden stop. It must be almost dawn, I thought, shivering. Rubbing my tired eyes, I pulled my cloak closer and peered into the gloomy twilight ahead.

My two forward bodyguards looked nervously over their shoulders at me, then up towards the snow-dusted pass. At the fore sat Iarsang the Navigator astride his grey stallion, absolutely immobile on the road. He was silhouetted between the rising cliffs of raw stone, even his horse statue-still.

One of the guards rode back. "The Navigator has asked that we wait here while he clears the barrier, m' Lord." "Very well," I nodded. He returned to his position.

Jad, my young Squire, rode up next to me, his palomino jittery. "Why have we stopped?" he whispered.

"Must be some sort of Barrier," I answered, trying to sound knowledgeable.

"What do you think he's up to? I haven't seen him do one thing yet to justify his fees."

"Who knows the ways of Navigators?" I shrugged, "At least this one isn't as condescending as Tar-esiir."

"Well, I'm not sure he knows what..." Jad's voice died off, distracted by a light ahead.

Iarsang rose in his stirrups, arms extended up and to his sides. The Compass on his wrist glowed suddenly with a coruscating, prismatic light. A sudden wind stirred the scrubby pines and pulled at our cloaks.

The guards had to reign in their horses to control them as the light from Iarsang's Compass grew to illuminate the entire pass. I felt a tingling as the hairs rose on my neck. Lightning crackled through the clouds above — and a seething wall of energy was suddenly revealed. A formidable barrier closed the pass to us: a Greater Flow of Essence swept through the cliff to bar our way.

Iarsang brought his arms together in front of him, and slowly began to spread them in a parting motion. The thunder was deafening and the very earth seemed to tremble as Iarsang fought against the Flow.

Then, with a final push of his hands there came a last rush of air — and the winds and lightning ceased with startling abruptness.

Before us shimmered a long corridor lined with whirling lights. It was what the inside of a tornado of light might look like — eerily silent.

Iarsang turned back to us (his stoic horse sidestepping obediently) and with a smile said, "The corridor will last but a few minutes; let us proceed, please."

"I think he just earned his money," I whispered to the gaping Jad, "and be so kind as to close your mouth."

Kalen Avanir
From his travel journals of Emer

As has been stressed before, there are many forces both natural and supernatural which divide the world of Kulthea into discreet areas, making travel over long distances nearly impossible. That is the case only for 'unskilled' travelers, however.

1•NAVIGATORS

Scattered throughout the world are a number of arcane organizations commonly known as *Navigators*. At least one of these groups is composed completely of Elves, though many have mortal memberships. The function of Navigators in the world is, as one may guess, to guide the unwary through barriers otherwise thought to be impassable. In fact, virtually all of the groups work in cooperation, each sending a representative to an annual meeting at which basic policy is laid down and any infractions of their code are judged and punished. *For more on the organization of this group and their "Guild" divisions, see pg 41.*

These 'Guilds', as they are called, while treated warily by nearly all the peoples of Kulthea aware of them (even those who interact with them regularly) are grudgingly accepted as a necessary element if there is to be any kind of long-distance, reasonably safe and reliable travel. Besides the Navigators, only the Loremasters seem able to traverse the world with ease, sailing through reefs and shoals with impunity, and riding the Flows of Essence where the land prohibits conventional travel. As part of their Code, the Navigators favor no one, instead charging all a high price for their services of guidance and Essence manipulation.

Navigators are businessmen above all things, and they are notoriously unsympathetic to people with no money in tight situations, although they have been known to accept payment in magic items — after criminally undervaluing them. In the event that a vessel or caravan accompanied by a Navigator is attacked by raiders or bandits, the Navigator will not fight unless he or she is personally threatened. That instance rarely arises, partly because of the famous vengeance inflicted upon those who attack Navigators, and partly the fact that Navigators wield very real power over Essence. It is said that none is less than a superb fighter should he opt to draw steel.

CONTACTING A NAVIGATOR

There is one common way to contact a Navigator, should one have the cash and the inclination to travel. Black stone obelisks, one foot square and usually twenty feet tall, are scattered across the lands of the world. They are unmarked, shiny black, and virtually indestructible. Simply place a hand on one and say, in just about any language, something to the effect of "I require a Navigator" and one will magically appear within minutes. He or she will then discuss terms and payment (almost inflexibly cash up front).

If the assignment is to be for some time in the future and/or another location, the client is given some sort of token in exchange for a hefty deposit, which the Navigator to whom the assignment is made uses as a locator focus so that he or she is certain to arrive at the location of the client's cargo/passengers. In any case, the actual Navigator for the journey is often not the Navigator who assesses the charges (though they are of the same Guild — see below).

MODES OF TRANSPORT

Conventional transportation such as riding animals or sea vessels are almost never supplied by the Guild, and in fact such for the Navigator must frequently be provided by the client. The Navigator, however, will advise the ignorant client on what mode of transport is most appropriate. (Should a client wish special transportation, the Guild may arrange it, at a ridiculous price. If it is provided, they are invariably bizarre.)

It is possible to make most of a journey via direct *Jump* (as the Navigators refer to 'Teleport'), but long Jumps, especially those involving large numbers of people, are tricky and correspondingly (more) prohibitively expensive.

Particularly wealthy clients are sometimes rented personal Navigator Beacons by a Guild, considerably more convenient than the obelisks, and considered status symbols in the larger, more sophisticated societies.



NAVIGATOR OF THE CYPHARIA

NAVIGATORS AND THE PLAYERS

PCs are of course welcome to hire Navigators to ensure safe travel, keeping in mind their inflexible rates and policies. To calculate the cost of a Navigator-directed trip:

- Use a standard unit of one person or 100 lbs cargo.
- Charge 1 gp. per mile per unit over land; 1 gp. per 10 miles per unit by sea.
- An additional flat rate of 100 gp. per unit per Jump — as deemed necessary by the Navigator — is charged, with a surcharge of 10 gp. per unit per mile of Jump travel over 50 miles. (Nearly all Jumps used at the Navigator's discretion to bypass barriers and perilous areas are less than 50 miles.)

On very rare occasions, a discount for a very easy trip, or a special surcharge for an extremely perilous or complex journey is imposed. Obviously, Navigators must be trained, and 'Novice' Navigators are given easy sea journeys to supervise. (No one tells the passengers that the Navigator is a 'Novice'). Should there be trouble, they can contact a Master Navigator in seconds, so there is little chance of a real disaster. On such trips, the Novice Navigator charges only one tenth of the normal fee — with no explanation to the amazed and happy client. The decision to send a Novice is made at the beginning of the trip, by the assessor Navigator who first appears.

Safe arrival of the personnel/cargo to the destination is guaranteed, barring interference by non-natural events such as raiders or beasts, and occurrences unrelated to the journey, such as random spoilage of the cargo, or the death of a passenger due to unrelated events such as assassination or illness. If the expedition is attacked, the Navigator will of course cheerfully *Jump* them to safety — after terms have been agreed upon.

Weather on such guided journeys is never unpleasant enough to delay the trip or risk harm to those involved — the Navigators apparently exercise limited weather control in addition to all their other powers. If a Navigator has ever failed to deliver his charges safely due to his own failure, it remains a complete secret. If asked what will be the compensation if the charges are not delivered, the Navigator will inevitably smile condescendingly and say, "The charges *will* be delivered." And that is the end of that.

2•PORTALS

The Lords of Essence have created a network of *Portals* (or 'Gates' as they are sometimes called) linking points on the globe. These doorways allow someone who enters to instantly be transported to another location, exiting at another Portal. The manner of operation of these gateways is unknown; while some are very predictable two-way corridors between points, others seem random, transporting the unwary not only across vast distances but through time.

Many take the form of crude trilithons isolated in the wilderness, while others appear as gleaming silvery ovals on ornate pedestals. Some are concealed underground, or are even disguised as normal doors in ancient structures. Some are always 'active' — meaning that should someone step through one, they will be instantly teleported to the other end of the portalway — while others must be activated by a magical phrase or item. Generally, active Portals are easily noticeable by a strange, 'substantial' darkness covering the entire opening; looking at the darkness for too long a time can cause queasiness. These also give off a barely audible thrumming sound/vibration. There is an occasional Portal, however, that appears completely normal, and is instantly activated as one walks through it. A skilled Essence-user can perceive any of these Portals, however, using Detection spells to pick up the Essence disturbance, present to some extent even around 'dormant' Portals.

In addition, Portals occur naturally throughout the Shadow World: bizarre, shimmering tears in the fabric of space, opening a portal to another place. These natural Portals can be created by Flow Storms, the backlash of intense Essence use, or even unusual celestial alignments. The Portals sometimes 'heal' themselves over time, closing the gateway. They can also be closed by a powerful Essence user.

3•ESSENCE CURRENTS

Different than instantaneous Teleportation, this is more like riding upon a swift current of river. Indeed, this is called among the experienced *riding the Flows*. It is believed to be the method by which the Lords of Orhan travel to Kulthea (when not in a big hurry) and it is on these currents that the Essence Airboats sometimes fly. The Great Drakes are masters of these corridors, able to speed themselves through the air by utilizing them. Loremasters and Navigators know these ways well, and use them frequently. Though a useful tool, they are strong and fickle, and an inexperienced Essence user could find himself swept along — or even completely destroyed — by tapping into a Flow not completely understood.

4•VEHICULAR TRAVEL

Most societies on the Shadow World are bereft of 'technology', existing on a level between a Stone Age and late Iron Age technical sophistication. However, the use of Essence — and sporadic recovery of lost technologies — has allowed some groups to create 'machines.' Some of these are incredibly beautiful and sophisticated, yet none are powered by anything more advanced than water, man or animal. Most such machines are devoted to enhancing personal travel across the huge, often treacherous, globe.

BY SEA

Many realms base their economies on their ability to navigate the maze-like sea lanes of Kulthea. Some have come to rely on the Navigators as regular guardians, paying the high price in return for guaranteed (relative) safety. These states have merchant fleets made up of ships of every size and description. However, none but the most aggressive of these trade empires will brave the great open seas — even the Navigators will not promise to protect a ship from pirates or the monstrous creatures from the Deeps.

MERCHANT SHIPS

Sailing ships are the norm for trade vessels: galleys, caravels, carracks and dromons dominate the seagoing vessel types.

In a world as strange and diverse as Kulthea, however, virtually anything is possible. The Arctic Ky'taari favor sloops which sport light alloy ice runners, enabling them to skim across the ice flows of their homeland as easily as the chill coastal waters. The Spice merchants of Tlel-batair travel the Emerian coast in multi-sailed catamarans: incredibly fast and complex craft.

WARSHIPS

Without the use of gunpowder (atmospheric factors on Kulthea neutralize it), naval warfare on the Shadow World is mostly restricted to the relatively crude combat of oared galleys with rams and catapults. Such ships as biremes and triremes (named for the banks of oarsmen) jockey for position and attempt to ram and sink each other. Most often these battles occur in protected bays or other relatively calm waters — in fact the reason for the battle is usually a strategic coastal city. The boarding party is also a common tactic, especially with the ramming ships. Most oared galleys are not stable enough for the open sea, tending to capsize easily.

More bizarre encounters occur between swift sailing vessels armed with ballistas and powerful spell-users. Although spell users are certainly rare and few would lend themselves to such a mundane pursuit as weapon for a sailing ship, when armed with fireballs or other spells of destruction they can be devastating.

SUBMERSIBLE VEHICLES

In most lands talk of such "submarine boats" is met with disbelief: such ships are the stuff of fantasy. However, there are indeed submarine boats of more than one design plying the depths of the Shadow World. At least one is owned by the Navigators, and some are said to be survivors of long ago, where technology was more advanced.

Still, though these vehicles exist, they are extremely rare and access to them is carefully controlled by the owners. Naturally, many kings who do not own such unique ships would do almost anything to possess one.

BY AIR

An interesting, widespread aberration of the prevailing technology is the development of airborne vehicles. Designs of these are dominated by helium filled blimps or dirigibles: propeller or sail driven lighter-than-air machines.

There are other ships, the undersides of their hulls covered with thin plates of the rare alloy *Xenium*, an anti-gravity substance. The sky-city of Eidolon owns a great number of these ships, necessary to even reach the airborne metropolis.

LIGHTER-THAN-AIR SHIPS

Balloons, dirigibles, and blimps make up this class of air vehicles, used by several of the more advanced cultures. Very few are used for anything more than recreation or surveillance, however. Cargo dirigibles have been constructed, but the perils of Kulthean weather make long air journeys in such vehicles impractical. Many use the unique gas bags of the *balloonpod*.

ESSENCE AIRBOATS

Although these strange craft are quite rare, they are not unheard-of. Graceful craft resembling elegant ships with diaphanous sails, these boats ply the airs like other ships cleave the waters. They are able to fly because the underside of their hull is plated in the blue-grey alloy *Xenium*, which emanates a powerful anti-gravity force.

The largest fleet of airboats is owned by the Prince of Sel-kai, lord of that merchant realm.

AIRBORNE VEHICLES

Similar to the Essence Airboats in principle (mainly the fact that they depend on *Xenium* for lift), these craft are mechanically powered. Some of these ships have *airscrews* instead of sails: propellers powered by great springs or even crude steam engines. These ships are extremely rare and their existence seem to only persist in ancient books in Nomikos and Karilôn libraries.

PART XIII

• CONNECTION TO OTHER WORLDS •

...the rainforest seemed to close in upon us with the darkness, trees and vines whispering as we passed. Even the Loremaster, Luronen Moje, seemed uneasy, occasionally hesitating on the narrow path to listen with those superhuman ears. "We shall be at the Gate soon," he whispered.

The Great Moon Orhan rose in the sky, an intermittent presence through openings in the forest canopy. I began to feel a prickling on my skin like before a storm — and all of the usual forest-sounds had ceased. The leaves had even stopped their incessant whispering.

Then the trees parted and we were at the edge of a clearing. Directly ahead a massive ruin rose, carved of some green stone and polished to a dark gloss. A stairway marched up to a gigantic colonnade where great pillars supported only the sky.

This was a center of power, a focus-point of the Essence. It was also a Gate through which we could pass to other places — even other times, if we wished.

Luronen put his foot on the first step — and a powerful gust of wind ripped through the clearing, tearing at the trees. Then a shimmering green light erupted between the columns. A fork of lightning stabbed down out of the cloudless sky, dancing through the pillars — and around a figure in the center of the Gate. Someone had arrived.

From the Tales of Relis Charishaang
Nomikos Library, Jaiman

The world, though large and wild, is only the beginning for those who desire to explore beyond the fringes of our 'normal' existence. Time, space, and even other dimensions offer limitless vistas of new horizons to investigate.

1•PORTALS TO OTHER WORLDS

The most powerful (and dangerous) of the Portals on Kulthea serve a dual purpose: as *Major Portals* they exist also as passages to other worlds or dimensions. These are one method by which forces of the Unlife gain entry to the world — though they are not the only means of access.

Towards the end of the Wars of Dominion, some Loremasters and other powerful users of Essence decided to attempt to close all the Major Portals. They soon found, however, that attempting to close the Gateways only disrupted the Balance of Essence and created major Flow disturbances.

2•ISLES OF TRANSFER

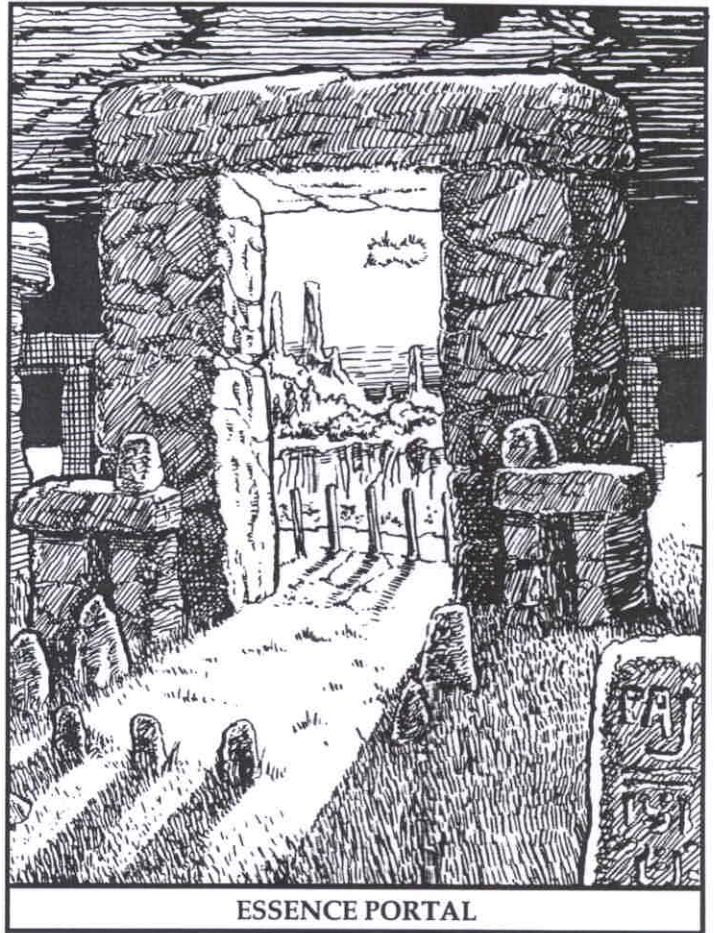
A phenomenon which defies even the Loremasters' explanation, there are islands which seem to exist on the very brink of another time or place. More than Portals, they may exist in several places at the same time (or, several times in the same place... or even several places in several times...). Islands can drift from one space/time to another, or be fixed with access to the same set of 'universes'. In any case, they are dangerous and for the most part unpredictable. The majority of them are fortunately isolated in the Malvin Tesea, and a Navigator will steer far clear of them.

GM NOTE: in addition to the obvious use of Portals to tie in the Shadow World with an existing campaign, a GM could utilize these Isles of Transfer to link the worlds in a less predictable and more mystical way. Players would have little or no control over their shift, and might not even be aware of the change for some time.

3•SPACE TRAVEL

Although Kulthea is a fantasy world, the GM may wish to integrate elements of science-fiction into the plotlines. This is very easy using *Space Master*, as it is fully compatible with *Rolemaster*.

Kulthea is known in the Imperial time of *Space Master* as Ceril VII, located at coordinates 35X, 20Y, 80Z. It is technically under the jurisdiction of the Inner Province of Devon, but this claim is contested by at least one other house as well as the Imperium itself. Access to Kulthea is restricted by Ducal order, and there is an orbital station in place about the planet. (This station is visible as a point of light over the western hemisphere, in geosynchronous orbit over Votania in Emer.) A small lunar base on Orhan was considered for a brief time, but the idea was dismissed for reasons which remain unclear.



ESSENCE PORTAL

Should a GM decide to interface Kulthea with a SF universe, several factors must be considered and resolved. These include (but are not limited to): the Lords of Orhan and other gods: how much power they could exert over technology. Could a Lord crush a starship? If a Kulthean is removed from his world, could his spells still work? What about the eastern hemisphere — obviously a spacecraft could easily scan the entire planet; how much effect does the Essence have in space? Is Essence the cause of many 'ion storms' in the Ceril system?

PART XIV

• APPENDICES •

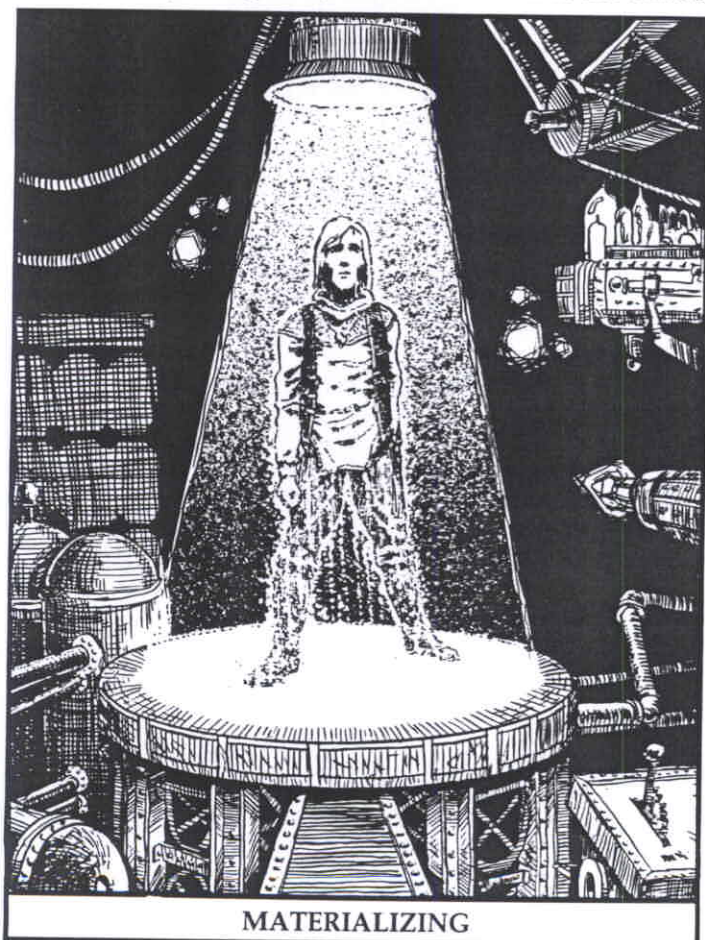
The following section offers a variety of aids for the GM, including New 'Arcane' spell lists for the exclusive use of Loremasters and Navigators, a combat option for GMs using the more powerful NPCs, and maps depicting various attributes of the Shadow World.

1 • TECHNOLOGY

GM NOTE: The nature of the Shadow World is such that a GM wishing to insert an element of Science-fiction is easily able to do so. For system purposes, the possession of *Space Master* (for *Rolemaster* users) or *Star Hero* (for *Fantasy Hero* users) is going to be important — especially if the SF element is going to be pervasive and important.

ANCIENT MACHINES

As has been hinted, the Lords of Essence were not only masters of the mysterious powers on Kulthea, but they were also space travellers, commanding incredible technologies. The Lords were destroyed, but many of their artifacts survive — most installations are buried deep underground, hidden in sealed vaults and bunkers.



MATERIALIZING

EXTRATERRESTRIALS

Kulthea, while a quarantined world (Ceril VII in Terran Empire Space in the *Space Master* milieu), and a place buffeted by energy storms which wreak havoc with delicate systems, is a suspected location of artifacts of great value. As a result, it is visited by agents of various factions in the Empire, all of whom seek answers to the many riddles of the world. The PCs may encounter 'landing parties' from these factions of diverse levels of hostility. Such an encounter could serve as the scenario for an entire campaign.

2 • SPELL LISTS

Two groups which are key to the scheme of Kulthea are the Navigators and the Loremasters. Both of these associations — through rigorous training and aptitude — have access to lists which are Arcane in nature. *No one* without the full regimen of training could possibly learn these lists. Those within the circles of these groups may choose the Arcane lists as their Base Lists (in fact, to be learned at all, they must be chosen as *Base* Lists). Thus, while they theoretically retain one of the other Rolemaster professions, they are also a hybrid with either Loremaster or Navigator lists. Note that a Loremaster or Navigator is actually some other profession initially, then chooses the additional discipline afterwards.

LOREMASTERS

The Oldest group which still exists on Kulthea, the Order of Loremasters is revered and respected by virtually every culture on the Shadow World. They command an interesting array of Arcane lists, aiding them in their search for knowledge. These are detailed in the following section.

NAVIGATORS

Navigators are unique in their role in the scheme of the Shadow World, and their powers are similarly remarkable. Once a Novice has been brought up in the ranks of a Navigator Guild, he has the training and abilities to develop himself in ways no other inhabitant of Kulthea can. These aptitudes and opportunities are reflected in the singular skill costs and Arcane lists of spells noted below.

COMPASSES AND NAVIGATOR SPELLS

The Navigator's compass is an invaluable tool for several reasons, for it allows the Navigator to more readily detect and utilize Essence Flows. He may cast any of his Navigator Base spells without power point expenditure and only a 1% chance of failure (unless overcasting). Navigators casting spells from other lists must use their own PPs. A Navigator without his Compass must rely on his own power points, and is only able to cast Base Navigator spells at three levels below his real level.

LOREMASTER BASE LISTS

TRANSPORT

- 1) Landing *
- 2) Leaving (100')
- 3) Short Door (10')
- 4) Long Door (100')
- 5) Merging c
- 6) Teleport I
- 7) Long Door (300')
- 8) Leaving True
- 9) Great Merge
- 10) Safe Teleport
- 11) Long Door (1000')
- 12) Safe Teleport II
- 13) Passing
- 14) Returning
- 15) Open Portal
- 20) Lord Safe Teleport
- 25) Safe Teleport True
- 30) Open Portal True
- 50) Mass Safe Teleport True

TRANSPORT

- 1) **Landing (F*)** D:until lands R:100' Allows the target to land safely in a fall up to 100'/lvl (of caster), and to take that distance off the severity of any longer fall.
- 2) **Leaving (F)** D:— R:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 3) **Short Door (F)** As *Leaving*, except movement range is 10' and caster can pass through barriers by specifying exact distances.
- 4) **Long Door (F)** As *Short Door* except for range of 100'.
- 5) **Merging (F)** D:C or V R:10' Target can merge into any solid inanimate material (up to 1' in depth), is inactive but aware of surrounding activity. The caster can exit at any time up to the duration, everyone else must emerge after a set time (up to 1 hr/lvl).
- 6) **Teleport (F)** As *Long Door*, except movement range is 10 miles/lvl. This is very risky. The following chances for failing exist: Never seen place (only described)=50%; Been briefly (1 hr)=25%; studied (24 hr)=10%; Studied carefully (1 week)=1%; Lived in (1 yr)=.01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for number of feet).
- 7) **Long Door (F)** As above, except movement range is 300'.
- 8) **Leaving True (F)** As *Leaving*, except movement range is as far as caster can see (horizon; *Leaving* off-planar is not possible).
- 9) **Great Merge (F)** As *Merging*, except caster may turn within the material and see outside the material if within 6" of the surface (cannot cast spells).
- 10) **Safe Teleport (F)** As *Teleport*, except should the spell fail, the target is 'bounced' safely back to his departure point. Each attempt per day doubles subsequent failure rate.

LIVING LORE

- 1) Detect Evil c
- 2) Detect Curse c
- 3) Mind's Lore I c
- 4) Power Analysis
- 5) Life Lore
- 6) Death's Tale
- 7) Spell Analysis
- 8) Curse Tales
- 9) Detections c
- 10) Hate Analysis
- 11) Mind's Lore III c
- 12) Analysis
- 13) Death's Tale True
- 14) Mind's Lore V c
- 15) Analysis True
- 20) Life Lore True
- 25) Mind's Lore True c
- 30) Mind's Lore Master c
- 50) Living Lore Master

- 11) **Long Door (F)** As above, except movement range is 1000'.
- 12) **Safe Teleport II (F)** As *Safe Teleport*, except two targets may be sent simultaneously.
- 13) **Passing True (F)** D:1 min/lvl R:V Target may pass through as much inanimate material as the duration allows at a rate of 10'/rnd.
- 14) **Returning (F*)** D:— R:S Caster is returned to a pre-determined place (similar to Teleportation) caster must live in the place for 30 days (meditating 16 hours each day) to define it as his "place of returning". Only one place may be defined at any one time; to change it, the new place must be defined as above.
- 15) **Open Portal (F)** D:1 min/lvl R:10' Caster may open one already existing portal and link it to any other portal he has been to.
- 20) **Lord Safe Teleport (F)** As *Safe Teleport*, except movement range limit is 100 miles/level.
- 25) **Safe Teleport True (F)** As *Safe Teleport*, except with no movement range limit.
- 30) **Open Portal True (F)** D:1 min/lvl R:V As *Open Portal*, but Caster need not be at a Portal; only to designate a portal as end-point.
- 50) **Mass Safe Teleport True (F)** As *Safe Teleport True*, except Caster may transport the number of targets equal to his level.

LIVING LORE

- 1) **Detect Evil (I)** D:1 min/lvl (c) R:100' Caster can detect true evil in an animate or inanimate target within a 5' R of chosen spell center: detection radius may be moved so long as caster concentrates.
- 2) **Detect Curse (I)** As *Detect Evil*, except caster can detect curses.
- 3) **Mind's Lore I (M)** D:1 rnd/lvl (c) R:50' Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be rolled for each piece of information that the target knows.

- 4) **Power Analysis (I)** D:— R:100' One person may be examined to see if he has power, which realm the power is from, a general idea of his origin, and its basic outlook.
- 5) **Life Lore (I)** D:— R:100' Caster can determine nature and type of any one target; he will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the given species.
- 6) **Death's Tale (I)** D:— R:S Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased: he also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- 7) **Spell Analysis (I)** D:— R:100' Provides analysis of an active spell, giving its duration and the profession of its caster and its type (not its level or exact name).
- 8) **Curse Tales (I)** D:— R:10' Caster can determine the origin of any 1 curse, including the name of the one who bequeathed it.
- 9) **Detections (I)** D:1 min/lvl (c) R:100' Caster may detect any or all of the following: Evil, Hate (emotion of hatred, either in the living mind, or in an object forged with great malice), Good (true "good" in an animate or inanimate target within a 5' R of the chosen spell center), Blessings, Curses, Essence, Channeling, Mentalism, Invisible objects. Detection radius may be moved so long as caster concentrates.
- 10) **Hate Analysis (I)** D:— R:10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate): the degree and other details of such hatred can also be acquired.
- 11) **Mind's Lore III (M)** As *Mind's Lore I*, except 30% of knowledge is obtained.
- 12) **Analysis (I)** D:— R:100' As all of the above *Analysis* spells combined.
- 13) **Death's Tale True (I)** D:— R:S Caster gets a vision of the events surrounding the death of any 1 dead being within 10'. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age (but still basically intact, such as a skeleton).
- 14) **Mind's Lore V (M)** As *Mind's Lore I*, except 50% of knowledge is obtained.
- 15) **Analysis True (I)** As *Power Analysis*, but caster gets very detailed information (the parents of the target, the location of his birth, and its basic purpose if any).
- 20) **Life Lore True (I)** As *Life Lore*, but caster gains knowledge of target's specific skills, and a basic history (where target lived for any period of time, place of birth, etc.).
- 25) **Mind's Lore True (M)** As *Mind's Lore I*, except all knowledge about a specific topic is obtained.
- 30) **Mind's Lore Master (M)** D:C R:300' As *Mind's Lore I*, except caster can scan target's mind and gather information about any topics he wishes.
- 50) **Living Lore Master (M/I)** D:10 min/lvl R:300' Caster may use any of the spells on this list freely for the duration of the spell.

LOREMASTER BASE LISTS

LOST LORE

- 1) **Jewel Origins** (I) D:— R:T Gives a general idea of the place of origin of a gem (where it was mined and where it was cut/finished). Caster can also assess the value of jewels and metals to within 10% (allows him to calculate different values for the cultures he is familiar with).
- 2) **Item Analysis I** (I) D:— R:T Caster has a 10% chance for each ability of determining what enchanted abilities the item has. This includes all bonuses and and item powers that are not spells.
- 3) **Power Analysis** (I) D:— R:100' One item or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
- 4) **Significance** (I) D:— R:T Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- 5) **Origins** (I) D:— R:T Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- 6) **Light Lore I** (I) D:— R:10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not of darkness/evil: will not give specific capabilities.
- 7) **Dark Lore I** (I) D:— R:10' Caster can ascertain the origin point and nature of any 1 item or of "darkness" or evil: he will not learn specific capabilities.
- 8) **Study V** (P) D:C R:S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall. Caster also reads/learns at 5x the normal rate.
- 9) **Item Analysis III** (I) As *Item Analysis I*, except there is a 30% chance for each ability.
- 10) **Significance True** (I) As *Significance*, except it determines the exact cultural and historical significance.
- 11) **Light Lore III** (I) As *Light Lore I*, except that caster can ascertain the origin point and nature of any 3 "holy items." Or caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item": caster also learns item's specific capabilities.
- 12) **Dark Lore III** (I) As *Dark Lore I*, except caster can ascertain the origin point and nature of any 3 items of evil or darkness. Or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness.
- 13) **Study True** (P) As *Study V*, except caster can read as fast as he can glance at a page.
- 14) **Item Analysis V** (I) As *Item Analysis I*, except there is a 50% chance for each ability.
- 15) **White Lore** (I) D:— R:100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 'Holy' item: it allows caster to visualize all who have possessed the item.
- 20) **Black Lore** (I) D:— R:100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness: it allows caster to visualize all who have possessed the item.
- 25) **Origins True** (I) As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.
- 30) **Item Analysis True** (I) As *Item Analysis I*, except all abilities are known automatically.
- 50) **Lost Lore Master** (I) D:— R:100' Caster may utilize any or all powers on this list on a number of items equal to his level.

LOST LORE

- 1) Jewel Origins
- 2) Item Analysis I
- 3) Power Analysis
- 4) Significance
- 5) Origins
- 6) Light Lore I
- 7) Dark Lore I
- 8) Study V c
- 9) Item Analysis III
- 10) Significance True
- 11) Light Lore II
- 12) Dark Lore II
- 13) Study True c
- 14) Item Analysis V
- 15) White Lore
- 20) White Lore True
- 25) Origins True
- 30) Item Analysis True
- 50) Lost Lore Master

WORD LORE

- 1) Study I c
- 2) Learn Language II c
- 3) Language Lore
- 4) Study III c
- 5) Decipher I
- 6) Learn Language III c
- 7) Study V c
- 8) Decipher II
- 9) Passage Origin c
- 10) Study True c
- 11) Decipher III
- 12) Translate
- 13) Learn Language V c
- 14) Decipher V
- 15) Restore Manuscript
- 20) Learn Language True c
- 25) Restore Manuscript True
- 30) Decipher True
- 50) Word Lore Mastery

WORD LORE

- 1) **Study I** (P) D:C R:S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.
- 2) **Learn Language II** (P) D:C R:S Doubles the rate at which the caster can learn a language (speaking and reading).
- 3) **Language Lore** (P) D:— R:S Caster knows what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
- 4) **Study III** (P) As *Study I*, except caster can read at 3x normal rate.
- 5) **Decipher I** (P) D:— R:S Caster has a 10% chance of deciphering a given coded passage or signal. Chance may be modified dependant on familiarity with and complexity of code.
- 6) **Learn Language III** (P) As *Learn Language II*, except rate is 3x.
- 7) **Study V** (P) As *Study III*, except caster reads at 5x normal rate.
- 8) **Decipher II** (P) As *Decipher I*, except caster has a 20% chance of deciphering.
- 9) **Passage Origin** (P) D:C R:S Caster can read a piece of text and tell if it has been translated, the name of the author, the location of the original writing and the date.
- 10) **Study True** (P) As *Study III*, except caster can read as fast as he can glance at a page.
- 11) **Decipher III** (P) As *Decipher I*, except caster has a 30% chance of deciphering.
- 12) **Translate** (P) D:— R:S Caster is able to translate a passage even if he does not know the language. He must have at least a brief passage of that language with a translation, however.

- 13) **Learn Language V** (P) As *Learn Language II*, except rate is 5x.
- 14) **Decipher V** (P) As *Decipher I*, except caster has a 50% chance of deciphering.
- 15) **Restore Manuscript** (F) D:— R:T Caster is able to reverse the damaging effects of time on a manuscript, removing stains, repairing tears and other damage. At least 90% of any given page must still be present to restore the rest. Manuscript must be less than 10 years x restorer's level old.
- 20) **Learn Language True** (P) D:P R:S If the caster has access to a being that knows a certain language, then he can learn the language as well as the given being knows it by touching the being and concentrating for 24 hours.
- 25) **Restore Manuscript True** (F) As *Restore Manuscript*, except it will work on a manuscript of any age, and will reconstruct pages (and text) with as much as 50% missing.
- 30) **Decipher True** (P) As *Decipher I*, except caster has a 100% (open-ended) chance of deciphering any passage or set of signals, no matter how complex or arcane.
- 50) **Word Lore Mastery** (P) As *Learn Language True*, except Caster need only touch the person for an instant; or as *Translate*, except Caster does not need a reference translated passage; he learns the language from the book while reading it as *Study True*.

LOREMASTER BASE LISTS

LORE MASTERY

- 1) Afterthoughts
- 2) Recall
- 3) Write I c
- 4) Calculate I c
- 5) Observation
- 6) Write III c
- 7) Truth I
- 8) Correlation
- 9) Calculate III c
- 10) Copy
- 11) Truth III
- 12) Write True c
- 13) Deduction
- 14) Calculate True c
- 15) Total Recall
- 20) Observation True
- 25) Copy True
- 30) Correlation True
- 50) Lore Mastery

LORE MASTERY

- 1) **Afterthoughts** (I) D:— R:S Allows caster virtual total recall of any conversation or writing he's encountered within a period = 1 day/lvl.
- 2) **Recall** (P) D:— R:S Caster gets a 50% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).
- 3) **Write I** (P) D:C R:S Caster can write in any language he knows from *Learn Language* or *Translate*. (Word Lore).
- 4) **Calculate I** (I) D:C R:S Allows caster to calculate very simple basic mathematics (very simple equations).
- 5) **Observation** (P) D:— R:100' Caster gains insight or facts by observing a person or thing with intense concentration (i.e. room, item, etc.).
- 6) **Write III** (P) As *Write I*, except caster can write at 3x normal speed.
- 7) **Truth I** (I) D:1min R:10' Caster knows when anyone in range is lying.
- 8) **Correlation** (P) D:1 topic R:S Caster is able to correlate known facts to obtain conclusions (i.e. help is given by GM based on a roll).
- 9) **Calculate III** (I) As *Calculate I* except caster can perform moderately difficult calculations (e.g., geometry and algebra).
- 10) **Copy** (F) D:— R:T By placing one hand on a manuscript page and another on a blank page, caster is able to cause an exact duplicate of the page to be created. Only one page may be copied per spell.

INTERACTION

- 1) Change Lore
- 2) Study Manner
- 3) Change to Kind
- 4) Seduction
- 5) Escape
- 6) Change
- 7) Misfeel c
- 8) True Change
- 9) Assume Role
- 10) Unpresence c
- 11) Misfeel True
- 12) Assume Skill I
- 13) Escape True
- 14) Nondetect
- 15) Assume Skills III
- 20) Lord Change
- 25) Assume Skills True
- 30) Role Master
- 50) Metamorphosis

- 11) **Truth III** (I) As *Truth I*, except duration is 3 minutes.
- 12) **Write True** (P) As *Write I*, except caster can reproduce the manuscript up to 1 day x his level later in perfect reproduction. This is equivalent to a +100 to *Forgery* skill.
- 13) **Deduction** (P) Similar to *Correlation*, Caster is able to study what events and data do *not* say and deduce conclusions from what is lacking.
- 14) **Calculate True** (I) As *Calculate I* except caster can perform exceedingly difficult mathematics (e.g., calculus, trigonometry, non-euclidian geometry, inter-dimensional flux dynamics, etc.).
- 15) **Total Recall** (P) As *Recall*, except recall is automatic and in effect gives the caster a photographic memory.
- 20) **Observation True** (P) As *Observation*, except any and all detail in even a large situation may be noticed.
- 25) **Copy True** (F) As *Copy*, except caster may make the duplicate as much as 1 hour x his level later; he may also do the number of pages equal to his level with one casting of the spell.
- 30) **Correlation True** (P) As *Correlation*, except no roll is involved and obtaining conclusions is automatic.
- 50) **Lore Mastery** (I) D:10min/lvl R:S Caster has continuous access to *Total Recall*, *Calculate*, *Observation True*, *Truth*, *Correlation True*, and *Deduction*.

INTERACTION

- 1) **Change Lore** (P) D:— R:100' Allows caster to analyze the form of another being for future use with *True Change*.
- 2) **Study Manner** (I) D:— R:300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a change type spell.
- 3) **Change to Kind** (F) D:10min/lvl R:10' Caster can alter target's form to the form of any desired humanoid race.
- 4) **Seduction** (M) D:10 min/lvl R:10' Caster is able to Emotionally sensually or sexually seduce another member of similar race (GM: impose penalties for incompatible race, members of same sexual persuasion; bonuses for attractive caster, etc). Target is attracted to caster and there is a 90% chance he will answer any question asked, or perform any action not self destructive or otherwise alien to his nature.
- 5) **Escape** (F) D:— R:S Allows caster to escape from any non-magical bindings (manacles, ropes, etc) in one round.
- 6) **Change** (F) As *Change to Kind*, except alteration can be to any organic form within 1/2 to 2x target's current mass; does not obtain any special abilities.
- 7) **Misfeel** (P) D:C R:S Caster appears to be of any race, profession, and level he chooses to magical or mental detections.
- 8) **True Change** (P) As *Change*, except a specific being can be duplicated if the being has been *Studied*.
- 9) **Assume Role** (P) D:10min/lvl R:S Caster can take on the voice and all mannerisms of a *Studied* target.
- 10) **Unpresence** (P) As *Misfeel*, except target appears to have no presence.
- 11) **Misfeel True** (P) D:10 min/lvl R:S As *Misfeel*, except caster does not have to concentrate.
- 12) **Assume Skill I** (P) D:1 rnd/lvl R:S Caster possesses any one non-magical skill of a *Studied* target.
- 13) **Escape True** (F) As *Escape*, except caster can escape from any magical bindings in one round. Bindings get a RR of sorts, but must roll over 100 (use level as bonus) to defeat spell.
- 14) **Nondetect** (P) D:1min/lvl R:S Caster and objects on his person cannot be detected by any "Detect" spells.
- 15) **Assume Skill III** (P) As *Assume Skill I*, except caster possesses any three non-magical skills.
- 20) **Lord Change** (F) D:1hr/lvl. As *True Change* except caster may assume a form up to 20 times or as little as one-twentieth his own mass.
- 25) **Assume Skills True** (P) As *Assume Skill I*, except caster possesses all non-magical skills, and Duration is 10 min/lvl.
- 30) **Role Master** (P) D:until cancelled R:S Caster develops an entire false persona and places his own persona in his subconscious. To all detection (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster can control his actions, but he is only able to return to his own abilities after a 1 round delay. The false persona can be a specific person (caster may have all non-magic skills and memories) if *Study*, *Study Manner* and *Mind's Lore True* have been cast on that person.
- 50) **Metamorphosis** (F) D:until dispelled R:S Caster may assume any living form he wishes (and has *Studied*). He also gains any racial abilities of that form (e.g., he would gain a dragon's breath-weapon but not a wizard's spells). Creature is assumed to be caster's level; caster may change shape at will, the alteration requiring 1 round.

NAVIGATOR BASE LISTS

MASS TRANSPORT

- 1) **Human Scale** (I) D:— R:S Caster may know exact weight of any object by placing it in his hand.
- 2) **Destination Study** (I) D:— R:S Caster studies a location, allowing him to *Teleport* there with a 0% chance of mis-teleport failure (mis-teleport means a teleport which misses the target, possibly placing persons inside solid rock; etc.). Such teleport is still subject to the usual spell failure rules.
- 3) **Long Door II** (F) As *Leaving* on Transport list except caster may send two targets past physical barriers by specifying distances.
- 4) **Leaving III** (F) As *Leaving* on Transport list except three targets may be sent.
- 5) **Long Door III** (F) As *Long Door II* except three targets may be sent.
- 6) **Leaving V** (F) As *Leaving* on Transport list except 5 targets may be sent.
- 7) **Long Door II** (F) As *Long Door II* except the distance is 300'.
- 8) **Leaving III** (F) As *Leaving III* except the distance is 300'.
- 9) **Teleport II** (F) As *Teleport* (Essence Lofty Bridge, movement distance 10 miles/lvl), except caster may send two targets.
- 10) **Long Door III** (F) As *Long Door III* above except the distance is 300'.
- 11) **Mass Leaving** (F) As *Leaving II* except the range is 30', distance is 300' and a number of targets equal to the caster's level may be sent.
- 12) **Teleport III** (F) As *Teleport II* above, except caster may send three targets.
- 13) **Mass Long Door** (F) As *Long Door II* except the range is 30', and a number of targets equal to the caster's level may be sent.
- 14) **Teleport V** (F) As *Teleport II* above, except caster may send five targets.
- 15) **Teleport 3' Radius** (F) As *Teleport II* above, except caster may send all matter within three feet of himself — including himself if he desires.
- 20) **Lord Teleport** (F) As *Teleport II* above, except caster may send up to 20 targets.
- 25) **Teleport 10' Radius** (F) As *Teleport 3' Radius* above, except caster may send all matter within 10'.
- 30) **Mass Teleport True** (F) As *Teleport II* above, except caster may send as many targets as his level within 100'.
- 50) **Teleport 50' Radius** (F) As *Teleport 10' Radius* above, except caster may send all matter within 50' of himself.

TRANSPORT SELF

- 1) **Leaving** (F) D:— R:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 2) **Fly** (F) D: 1min/lvl R:S Caster can fly at a rate of 150' a round (10mph).
- 3) **Short Door** (F) As *Leaving*, except caster can pass through barriers by specifying exact distances.
- 4) **Long Door** (F) As *Short Door* except for range of 300'.

MASS TRANSPORT

- 1) **Human Scale**
- 2) **Destination Study**
- 3) **Long Door II** (100')
- 4) **Leaving III** (100')
- 5) **Long Door III** (100')
- 6) **Leaving V** (100')
- 7) **Long Door II** (300')
- 8) **Leaving III** (300')
- 9) **Teleport II**
- 10) **Long Door III** (300')
- 11) **Mass Leaving** (300')
- 12) **Teleport III**
- 13) **Mass Long Door**
- 14) **Teleport V**
- 15) **Teleport (3' Radius)**
- 20) **Lord Teleport**
- 25) **Teleport (10' Radius)**
- 30) **Mass Teleport True**
- 50) **Teleport (50' Radius)**

- 5) **Jump** (F) Similar to *Teleport*, except caster can use a located Essence Flow as a guide and teleport to a range of 10 miles/lvl; chance of mis-teleport failure is a set 1% even if caster has never seen the destination.
- 6) **Long Door** (F) As *Long Door* above except for range (1000').
- 7) **Returning** (F) Caster is instantly Teleported to Nexus, no range limitation, no chance of mis-teleport failure.
- 8) **Departing** (F) Caster is instantly Teleported to a Navigator obelisk of his choice. Caster must start from the Globe Chamber at Nexus. No range limitation, no chance of mis-teleport failure.
- 9) **Long Door** (F) As *Long Door* above except for range (3000').
- 10) **Long Jump** (F) As *Jump* above except for range (100m/lvl).
- 11) **Safe Jump** (F) As *Jump* above except there is no chance of mis-teleport failure. Used in tandem with a *Flow Guide Spell*.
- 12) **JumpReturning** (F) As *Jump* above except caster may Jump to a chosen location, study it for a minute and return to his departure point. This allows him to *Study* the area for safe teleporting.
- 13) **Trans-Flow Jump** (F) As *Jump* above except caster may Jump through an Essence Flow without harm. (Attempting to do so would otherwise mean a 50% chance of mis-teleport failure — see Essence Lofty Bridge *Teleport* rules).

TRANSPORT SELF

- 1) **Leaving** (100')
- 2) **Fly** (150'/rnd)
- 3) **Short Door** (10')
- 4) **Long Door** (300')
- 5) **Jump** (10m/lvl)
- 6) **Long Door** (1000')
- 7) **Returning**
- 8) **Departing**
- 9) **Long Door** (3000')
- 10) **Long Jump** (100m/lvl)
- 11) **Safe Jump**
- 12) **JumpReturning**
- 13) **Trans-Flow Jump**
- 14) **Long Safe Jump**
- 15) **Jump Twice**
- 20) **Focus Jump**
- 25) **Jump True**
- 30) **Jumping**
- 50) **Jump Mastery**

- 14) **Long Safe Jump** (F) As *Safe Jump* above except range is 100 miles/lvl.
- 15) **Jump Twice** (F) As *Jump Returning* above except caster may Jump to two chosen locations and study both (perhaps in order to choose one to bring clients to).
- 20) **Focus Jump** (F) As *Safe Jump* above except range is unlimited, however, it carries the caster to the focus of the *Jump Flow*.
- 25) **Jump True** (F) As *Safe Jump* above except range is unlimited.
- 30) **Jumping** (F) As *Jump True* above except caster may Jump to a chosen destination that he can see; thus the horizon on a clear day is theoretical range. Caster may continue to Jump every round for up to 10 minutes/lvl.
- 50) **Jump Mastery** (F) As *Jumping*, except caster need not see his destination, but must have a vague idea of where he wishes to go.

NAVIGATOR BASE LISTS

GATE MASTERY

- 1) Open
- 2) Lock
- 3) Portal
- 4) Jamming
- 5) No lock
- 6) Disarm I
- 7) Undoer
- 8) Tunnel
- 9) Open True
- 10) Great Tunnel
- 11) Lock True
- 12) Disarm II
- 13) True Tunnel
- 14) New Gate
- 15) Undoer True
- 20) Lock Master
- 25) Trap Master
- 30) Door Master
- 50) Gate Master

GATE MASTERY

- 1) **Open** (F) D:— R:T When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a 'Magic Lock' will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.
- 2) **Lock** (F) D:— R:100' Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- 3) **Portal** (F) D:1rnd/lvl R:T Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 4) **Jamming** (F) D:P R:50' Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable).
- 5) **NoLock** (F) D:P R:10' Will vaporize a non-magic lock up to 3" thick and 12" square (or as much as possible in those dimensions). Lock vanishes in a puff of smoke.
- 6) **Disarm I** (F) As *Open*, except its chances concern disarming traps.
- 7) **Undoer** (F) D:P R:10' Will vaporize a non-magic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6").
- 8) **Tunnel** (F) D:1min/lvl R:T Opens a portal 3'x6'x10'/lvl in any solid surface, through which anyone can pass.
- 9) **Open True** (F) As *Open*, except that there is an 80% chance a normal lock will open, and a 100% chance a magic one will.
- 10) **Great Tunnel** (F) D:10min/lvl R:T As *Tunnel*, except portal is 10' x 20' and up to 100'/lvl deep.
- 11) **Lock True** (F) D: 1hr/lvl R:100' Door is locked and unopenable by any but caster.
- 12) **Disarm II** (F) As *Disarm I*, except chances are 40%/90%.

WEATHER MASTERY

- 1) Fogsight
- 2) Know Winds (100 miles)
- 3) Weather Prediction
- 4) Wind Lord
- 5) Fog Call
- 6) Calm Water c
- 7) Canopy
- 8) Weather Prediction (100miles)
- 9) Cloud Call
- 10) Wind Mastery
- 11) Calm Water True
- 12) Part Water c
- 13) Clear Skies
- 14) Weather Prediction (1000mi)
- 15) Lightning Call
- 20) Clear Skies True
- 25) Storm Call
- 30) Weather Master c
- 50) Weather Master True

- 13) **True Tunnel** (F) D:V R:10' As *Tunnel*, except portal is 10' x 20' and up to 1 mile/lvl deep. Tunnel opens before caster and closes behind him as desired.
- 14) **New Gate** (F) D:P R:T A doorway (8'x5') is created in any wall up to 6"/lvl deep.
- 15) **Undoer True** (F) As *Undoer I*, except any single door is vaporized.
- 20) **Lock Master** (F) D:— R:T Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
- 25) **Trap Master** (F) As *Lock Mastery*, except its chances concern disarming traps.
- 30) **Door Master** (F) As *Lock Mastery*, except its chances are "100%" (open-ended) concerning locks and disarming traps, and if successful, the door simply opens.
- 50) **Gate Master** (F) D:1rnd/lvl R:V Caster can utilize any one of the lower level spells on this list each round.

WEATHER MASTERY

- 1) **Fogsight** (P) D:10min/lvl R:S Caster can see through any fog as on a clear day.
- 2) **Know Winds** (I) D:10min/lvl R:S Caster is aware of all wind activity in range.
- 3) **Weather Prediction** (I) D:— R:S Allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.
- 4) **Wind Lord** (F) D:1rnd/lvl R:10'R Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts 30 from all missile attacks. Once set, the direction of the breeze will not change.
- 5) **Fog Call** (F) D:1min/lvl R:10'/lvlR Caster causes fog to arise that obscures nearly all vision into the R subtracting up to 50% from all missile attacks.

- 6) **Calm Water** (F) D:C R:100'R All water within a 100' R is calmed; waves are cut by 20' in the center and less towards the perimeter.
- 7) **Canopy** (F) D:1hr/lvl R:20'R All within radius of caster are protected from precipitation, unpleasant winds, heat or cold.
- 8) **Weather Prediction** (I) As *Weather Prediction* above, except caster has forecast for 100 mile radius.
- 9) **Cloud Call** (I) D:1hr/lvl Caster can summon clouds and/or fog in a 10 mile/lvl radius around himself. Density is up to caster.
- 10) **Wind Mastery** (F) D:1hr/lvl R:50'/lvlR Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by and amount equal to 1 mph x his level (e.g. if the wind speed is between 5 and 35 mph). By directing the wind against incoming missile attacks he can subtract 1 for each mph of wind speed (e.g. he can create a brutal and changing cross-wind). Note that caster can also control the direction of the flow of gases and/or clouds.
- 11) **Calm Water True** (F) As *Calm Water*, except radius is 100'/lvl and waves are cut by 50'.
- 12) **Part Water** (F) D:C R:100'/lvl Caster can part water up to 100' deep and 100'/lvl long and 20' wide (at top and bottom).
- 13) **Clear Skies** (F) D: 1 min/lvl R: 1 mi R Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
- 14) **Weather Prediction** (I) As *Weather Prediction* above, except caster has forecast for 1000 mile radius.
- 15) **Lightning Call** (E) D:— R:100' Caster can cause a lightning bolt to strike a target within the range. Results are determined on the *Lightning Bolt Table* (1-10x hits). There must be a storm within 1 mile that is heavy enough to cause precipitation or lightning.
- 20) **Clear Skies True** (F) As *Clear Skies*, except range is 1 mile/lvl, and duration is 1 hr/lvl.
- 25) **Storm Call** (F) D: 1min/lvl R:1miR Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires: effects will vary according to circumstance (and the GM's discretion). *Example: A 30th lvl caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the Gamemaster may wish to have random rolls to determine possible lightning strikes vs. exposed targets.*
- 30) **Weather Master** (F) D:1min/lvl (c) R:1mi/lvl Caster may indicate the weather conditions in the area, modifying wind speeds by $\pm$ mph x his level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.
- 50) **Weather Master True** (F) D:1hr/lvl R:10mi/lvl Caster may utilize any or all of the spells on this list.

NAVIGATOR BASE LISTS

PATH MASTERY

- 1) **Compass** (I) D:— R:S Caster instantly knows the direction of Polar North.
- 2) **Path Tale** (I) D:— R:S Caster acquires visual image of any user(s) of a given path within period = 1 hr/lvl.
- 3) **Hazard Sense** (I) D:10min/lvl R: 50'R Allows caster to detect any hostile, thinking force within 50': provides direction, but not distance of danger; must be used outdoors.
- 4) **Mind's Map** (I) D:— R:S Caster is able to match his location with that on any map he has seen and extrapolate locations from the map as a guide (assuming the map is accurate).
- 5) **Path Finding** (I) D:C R:1mi Caster learns the location(s) of any path(s) within 1 mile; must be used outdoors.
- 6) **Clear Path** (I) D: 1hr/lvl R:10' Caster is able to cause all minor obstructions (e.g., foliage, small rocks, etc.) to be cleared from an existing — if overgrown — path.
- 7) **Navigation** (I) D: 1hr/lvl R:S Caster is able to navigate (or Aerogate) flawlessly.
- 8) **Dry Earth** (F) D:permanent R:10' Caster can cause a muddy or even flooded (by less than 1' of water) path to become dry and solid as he passes.
- 9) **Long Eye** (U) D:1 min/lvl (c) R:100'/lvl Caster's point of sight may be moved independently up to 100'/lvl away (moves at 10'/rnd), if he is physically able to go there (i.e. he could not send his point of sight through walls or closed doors). The point of vision can rotate.
- 10) **Bridge** (F) D:1min/lvl R:10' Caster can create a temporary bridge across an otherwise impassable cleft, waterway, etc. Bridge appears as a misty tongue of some crystalline material able to bear considerable loads.
- 11) **Hazard Sense True** (I) As *Hazard Sense* except range is 300', and caster gains nature and direction of threat.
- 12) **Path True** (I) D:C R:S Allows caster to ascertain the proper path, and course along that path that he seeks (e.g. he will always know the best way to Syclax).
- 13) **Pathsight** (I) D:C R:10 miles/lvl Caster is able to mentally (as in *Long Eye*) follow a path to its 'end' (if in range) travelling at high speed (100mph).
- 14) **Make Path True** (F) D:1min/lvl R:10' Caster can create a path through any sort of foliage or broken landscape. Though large rocks cannot be moved, small rocks will shift to form a solid bed. Path reverts to its former condition after caster and party have passed.
- 15) **Bridge True** (F) D: 1 hr/lvl R:10'/lvl As *Bridge*, except for range and duration. Bridge may be dispelled at any time.
- 20) **Path Tale True** (I) As *Path Tale*, except caster has image of all users of paths in range for the last number of days equal to the caster's lvl.
- 25) **Long Eye** (U) As above, except the range is 1mile/lvl.
- 30) **Pathsight True** (I) As *Pathsight*, except range is limited only by end of path (GM discretion).
- 50) **Path Master** (IF) D:1hr/lvl Caster is able to utilize any and all spells on this list.

PATH MASTERY

- 1) Compass
- 2) Path Tale
- 3) Hazard Sense
- 4) Mind's Map
- 5) Path Finding c
- 6) Clear Path
- 7) Navigation
- 8) Dry Earth
- 9) Long Eye c
- 10) Bridge
- 11) Hazard Sense True
- 12) Path True c
- 13) Pathsight c
- 14) Make Path True
- 15) Bridge True
- 20) Path Tale True
- 25) Long Eye (1mile/lvl)
- 30) Pathsight True
- 50) Path Master

FLOW MASTERY

- 1) Detect Focus
- 2) Detect Flow
- 3) Locate Focus
- 4) Locate Flow
- 5) Tap Flow I
- 6) Locate Focus
- 7) Locate Flow
- 8) Part Minor Flow
- 9) Flow Guide
- 10) Tap Flow III
- 11) Locate Focus True
- 12) Locate Flow True
- 13) Divert Flow
- 14) Flow Rider
- 15) Tap Flow True
- 20) Flow Channels
- 25) Part Major Flow
- 30) Flow Channels True
- 50) Master of the Flows

FLOW MASTERY

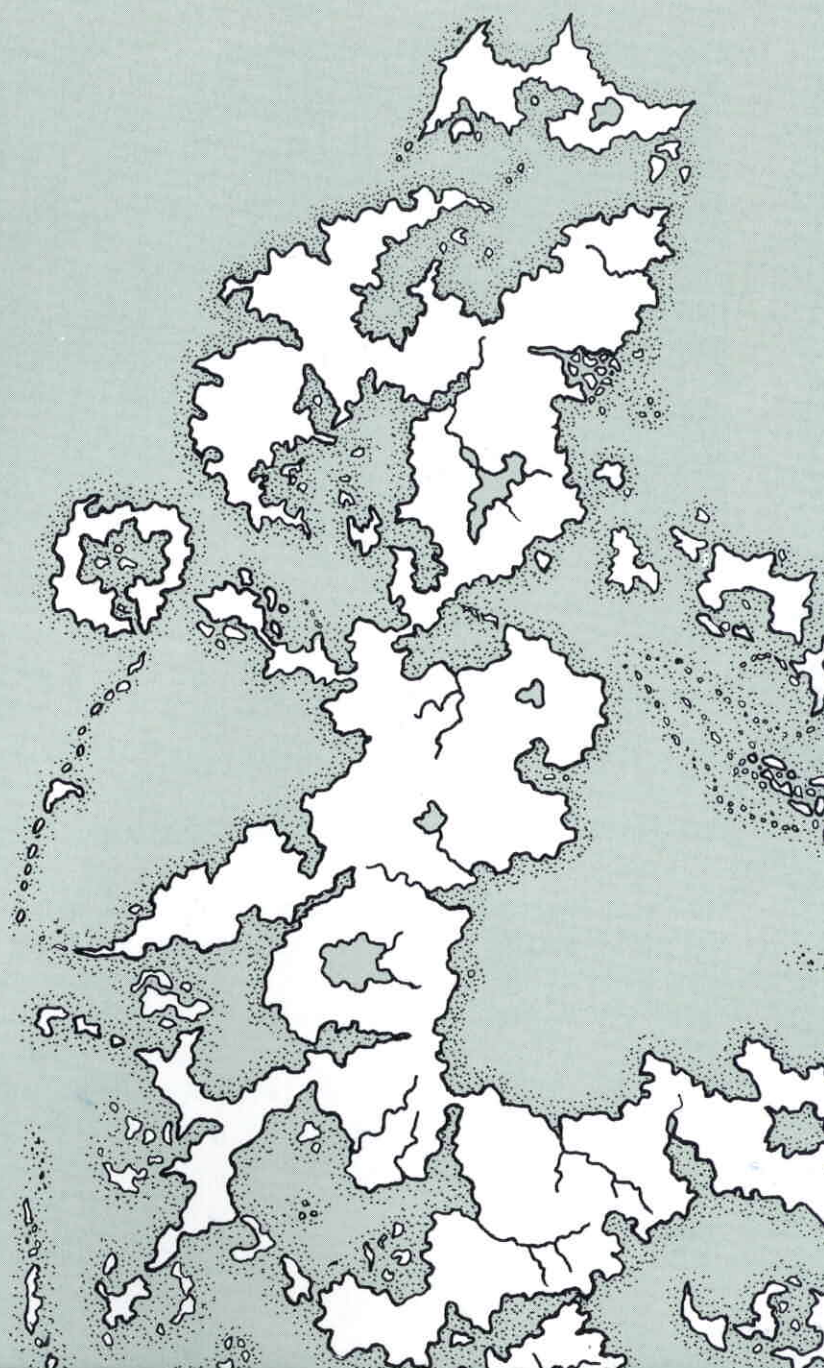
- 1) **Detect Focus** (I) D:— R:1mile/lvl Caster is able to determine the direction of the nearest Essence Focus within range.
- 2) **Detect Flow** (I) As *Detect Focus*, except caster can detect any part of a Flow.
- 3) **Locate Focus** (I) As *Detect Focus*, except caster knows exact location of the Focus-point.
- 4) **Locate Flow** (I) As *Detect Flow* except caster knows exact location and extent of the Flow in his range.
- 5) **Tap Flow I** (F) D:— R:T Caster touches a Flow and his PP supply for the day is replenished.
- 6) **Locate Focus** (I) As *Locate Focus* above except range is 100 miles/lvl.
- 7) **Locate Flow** (I) As *Locate Flow* above except range is 100 miles/lvl.
- 8) **Part Minor Flow** (F) D:1min/lvl R:T Caster may open a safe corridor through a minor Essence Flow (which might otherwise prove harmful to pass through).
- 9) **Flow Guide** (I) Allows caster to utilize a *Teleport* spell in complete safety by keying in on guiding Essence Flows.
- 10) **Tap Flow II** (F) As *Tap Flow I* except caster receives double his normal daily PPs.
- 11) **Locate Focus True** (I) As *Locate Focus* except range is 1000 miles/lvl.
- 12) **Locate Flow True** (I) As *Locate Flow* above except range is 1000 miles/lvl.
- 13) **Divert Flow** (F) D:C R:T Caster may divert a Flow slightly along its path. he may not move its foci, but the actual flow between points can be 'bent' slightly, up to 1° of arc per 100 miles from a Focus. This allows flow-riding casters to control their destination somewhat. The Flow slowly returns to its natural configuration after the caster stops concentrating.

- 14) **Flow Rider** (F) D:V R:T Caster may enter a Flow and fly along its lines of energy at 50-500mph (speed is up to caster). Caster need not concentrate and may remain in the flow as long as he wishes until reaching one of its Foci. He cannot remain motionless, however, and upon reaching a terminal Focus is expelled.
- 15) **Tap Flow True** (F) D:10min/lvl R:100'/lvl Caster touches a Flow and is able to subsequently tap its power for the duration, thus having access to virtually unlimited PPs.
- 20) **Flow Channels** (F) D:— R:T Caster may — while in contact with a Flow — channel its energy into a bolt of destructive power. Bolt attacks on the *Lightning Bolt* table +100, x10, using the Electricity and Impact Criticals (and Disruption from *RMC III*). Range is 300'. Note: Spell failure results in a +100 roll on the Spell Failure Table plus a "C" Electricity critical.
- 25) **Part Major Flow** (F) As *Part Minor Flow*, except Caster may open a way through even very powerful flows. The effect is always pyrotechnic.
- 30) **Flow Channels True** (F) D:1min/lvl R:10'/lvl As *Flow Channels*, except Caster need not concentrate between channeling, and can move away from the actual Flow.
- 50) **Master of the Flows** (F) D:1 hr/lvl R:V Caster may access any of the lower-level spells on this list.



MASTER ATLAS

INHABITANTS GUIDE



BOOK II

• INHABITANTS GUIDE •



• INTRODUCTION •

This is the *Inhabitants Guide*, one of two volumes which make up the Master Atlas to *Kulthea* — the *Shadow World*.

The first section of this book is devoted to general information regarding abbreviations and codes found throughout both books.

The bulk of this tome, however, is obsessed with descriptions of the inhabitants of the Shadow World: the unusual plants, animals, and peoples which make the planet of *Kulthea* vibrant and unique. In addition to charts linked directly to the text scattered throughout the book, there is a large, general Beast Chart in the back of the book. At the very back is a complete index to every animal, vegetable and race found between these covers.

It should be noted that while there are many beasts similar to those found in *Creatures & Treasures* or the *Bestiary*, the beast and racial stats are not necessarily the same. Where they conflict, the GM should use the stats found here. For additional material, however, *Creatures & Treasures* is an excellent resource for *Rolemaster* players, and the *Bestiary* for *Fantasy Hero* players.

INHABITANTS GUIDE

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PART I

• SYSTEM NOTES •

"The appearance of chaos is merely indicative of a more sophisticated system which turns out to be — in fact — based upon very simple laws."

Andraax
Notes on the Essence
Nomikos Library, Jaiman

The following section includes an explanation of codes found throughout the Shadow World Guides and books. A listing of general abbreviations is followed by a key to the various tables and charts in the Inhabitants Guide. Next is an example of the detailed NPC listings in the World Guide, with abbreviations of the stats, skills, and combat abilities.

1 • ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

GAME SYSTEMS AND SUPPLEMENTS

AL/CL *Arms Law & Claw Law*
B *Bestiary*
C&T *Creatures and Treasures*
ChL/Cal *Character Law & Campaign Law*
FH *Fantasy Hero*
RMC I-III *Rolemaster Companion volumes I thru III*
RM *Rolemaster*
SB *Spell Book*
SL *Spell Law*
SM *Space Master*
SWI *Shadow World — Inhabitants Guide*
SWW *Shadow World — World Guide*

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 piece(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 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 to gain access to the files 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* Books.

KEY TO THE BEAST ENTRIES

The statistics given describe typical or average creatures. Many statistics for a given creature are actually given for a family of related creatures.

These rules assume several different environments of activity for creatures: on land, in the water, and flying in the air (and in certain rare circumstances, movement underground). 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, then on the following line any statistics which change in another environment are given.

TYPE

This is the generally accepted name for the given type of creature. If the movement statistics for it are not land movement, the type of movement is given in parenthesis (e.g., fly, swim, burrow, etc.)

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 wishes he may use **Level Table** to vary the exact level of the creature; just roll (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, just use level 0. Creatures with lower levels than the average can be considered to be the "young" of their type, while those with higher than average levels can be the "leaders" or "adults".

Use the Level Table on page 12 to determine modifiers.

MOVEMENT STATS

These movement statistics assume average quickness and encumbrance for the particular monster and may be adjusted 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 MM bonus (Movement and Maneuver Bonus). To determine a creature's movement rate for a given round, the GM should first decide on the creature's pace (up to the maximum allowed) and then the base movement rate can be multiplied by the movement rate multiplier given in the Pace Chart below.

PACE CHART			
Code	Pace	Movement Rate/Pace Multiplier	Normal Maneuver Difficulty
Walk =	Walk	1x	none
Jog =	Fast Walk/Jog	1.5x	routine
Run =	Run	2x	easy
Spt =	Sprint/Fast Run	3x	light
FSpt =	Fast Sprint	4x	medium
Dash =	Dash	5x	hard
Var =	Varies due to armor	—	—

Base Rate: A creature's base movement rate is the distance which the creature may normally move each round at a "walking" pace. Base rates less than 1' are given as 1' (usually Tiny creatures)

Max Pace: The Pace given in the statistics is the maximum allowed pace for the given animal. In flight, 'Fspt' and 'Dash' may only be used if in a dive.

MM Bonus: The Movement and Maneuver Bonus is used if the GM 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 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.

$$\text{Distance moved} = \text{Base Rate} \times \text{Pace Multiplier} \times \text{Maneuver Roll Result} / 100$$

Speed (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 helps determine a creature's "First Swing 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 the modifications for Charge/Lunge or Flee/Evade.

SPEED CHART				
Code	Rate	DEFENSIVE BONUS MODS		
		(MS) Base	(MS) Flee/ Evade	(AQ) First Swing Pt.
IN=	Inching	-25	0	0
CR=	Creeping	-20	0	0
VS=	Very Slow	-10	0	0
SL=	Slow	0	0	0
MD=	Medium	10	5	-5
MF=	Moderately Fast	20	10	-10
FA=	Fast	30	15	-15
VF=	Very Fast	40	20	-20
BF=	Blindingly Fast	50	25	-20

COMBAT STATISTICS

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.

Crit: 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:

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

Base Hits: A creature's Base Hits is the number of concussion hits which an average creature of the given type can absorb before becoming unconscious.

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. The first number is the Offensive Bonus for that attack.

ATTACK TYPE CODES

The next two (or three) letters indicate the type of attack:

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

Some attacks such as Dragon Breath are treated as Elemental spell attacks and use the following code without an attack size code:

FBolt	=	Fire Bolt
IBolt	=	Ice Bolt
SBolt	=	Shock Bolt
WBolt	=	Water Bolt
LBolt	=	Lightning Bolt
CBall	=	Cold Ball
EBall	=	Earth/Explosion Ball (10'R, use Cold Ball table, Impact crits.)
FBall	=	Fire Ball
LBall	=	Lightning Ball
NBall	=	Nether Ball (see IG Appendices or RMC III)
PBall	=	Plasma Ball (see RMC III)
SBall	=	Shock Ball (20'R, use Cold Ball table, Elect. crits)
CCone	=	Cold Cone (50'base, use Cold Ball table)
FCone	=	Fire Cone (use Fire Ball Table)
GCone	=	Poison Gas Cone (30' length, 50' base, varying effects)
LCone	=	Lightning Cone (use Fire Ball table, Elect. crits)
PCone	=	Plasma Cone (see RMC III)
SCone	=	Shock Cone (50'base, use Cold Ball table, Elect. crits)

Unless stated otherwise, "Cones" are breath weapons, each of which covers a cone-shaped area which originates from the creature's mouth and extends for a length of 50' with a base diameter of 30'. Cones from flying beasts can be treated as "balls" against targets on the ground.

Fire Breath ('FBr'), Plasma Breath ('PBr'), Shock Breath ('SBr'), and Lightning ('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. Gas Breath ('GBr') and Cold Breath ('CBr') may usually only be used as cones.

For SBall, LBall, LCone, and SCone increase the severity of any criticals by one against metal armor types (usually AT's 13-20).

SPECIAL ATTACK CODES

Finally, the last code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parenthesis or brackets indicate special attributes of that particular attack, while other codes indicate the creature's overall attack pattern.

Nothing — If no code outside parenthesis or brackets is given, that attack is one of the options available for the creature to use if it is appropriate for the situation (as determined by the Gamemaster).

— This number, #, is the % 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 in the **next** round of combat as the attack which obtained that critical.

(#) — If this number, #, of creatures attack as a group, this attack may be used. For example, (12) indicates that if 12 of these creatures attack as a group they may use the given attack.

(#x) — This number, #, indicates 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. Usually no more than two of these attacks may be used against any one foe, but a maneuver roll may allow use of more.

(#D) — This number, #, indicates how much to increase the concussion hit damage normally given 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 is used instead of the normal critical. The critical codes are:

S	=	Slash
P	=	Puncture
K	=	Crush
U	=	Unbalance
G	=	Grapple
T	=	Tiny Animals
H	=	Heat
C	=	Cold
N	=	Nether
ST	=	Martial Arts Strikes
SW	=	Martial Arts Sweeps & Throws
LP	=	Large Creature (Physical)
SLP	=	Super-Large Creature (Physical)
LS	=	Large Creature (Spells)
SLS	=	Super-Large Creature (Spells)
E	=	Electricity
I	=	Impact
PL	=	Plasma

[Critical] — If this attack inflicts a critical, the given critical type is used **in addition** to the normal critical. The critical codes are given above.

KEY TO THE LONG NPC ENTRIES

In the Inhabitants guide are a number of important personalities from the Shadow World. An explanation of the various parts of those entries follows.

TYM THE BRAVE

Age: 17. **Eyes:** Blue. **Hair:** Blond. **Build:** Slender. **Height:** 6'1". **Race/Sex:** Kytaari/M. **Skin:** Tanned. **Demeanor:** Cocky, relaxed. **Dress:** White pants and tunic. **True Attitude:** Scared. **Home:** Mur Fostisyr.

The above is a summary of Tym's basic physical and mental appearance.

Tym is a young warrior of the Kytaari people, a lad who, while seeking adventure, has no desire to lose his head.

Above is a brief summary of Tym's history and outlook, and any special information which would aid the GM in running him as a realistic personality.

Hits: 83. **Melee:** 90bs. **Missile:** 110 ts.

AT(DB): 1(65). **Sh:** N. **Gr:** N. **MovM:** 20.

Lvl: 5. **Profession:** Monk. **Stats:** St-89; Qu-99; Em-93; In-45; Pr-94; Ag-96; Co-80; Me-35; Re-63; SD-88. **Will:** 25. **AP:** 97. **PP:** 10.

The above paragraphs list Tym's RM combat bonuses, his Level and Profession (secondary professions in parentheses refer to those found in RMC I-III, which the GM may opt to use if he has those supplements). Tym's stats follow, including the optional stats of Will and Appearance. Lastly, his total Power Points appear.

Codes: Some of the codes are self-explanatory: **Lvl** (level), **Hits**, **Sh** (Shield), and **MovM** (Movement and Maneuver bonus). The more complex statistics are described below.

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

OB's (Offensive Bonuses): Two offensive bonuses are given for each character: the **Melee OB** for the character's most often used melee weapon and the **Missile OB** for the character's most often used missile weapon. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category. *Weapon abbreviations following OB's:*

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
 ma mace
 ml mounted lance
 pa pole arm
 qs quarterstaff
 ro rock(med./lg. 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

- Animal and unarmed attacks are abbreviated using codes from the Animal Statistics Table in *AL/CL*: the first letter gives the attack size (T=Tiny, S=Small, M=Medium, L=Large, H=Huge); the second two letters give the attack type (Ts=Trample/Stomp, Gr=Grapple, etc.).
- “MASw” or “Msw” stands for Martial Arts sweeps and throws, “MAst” or “Mst” stands for Martial Arts strikes, and “MA” stands for both types of Martial Arts. The letter before the “M” in one of these types of attacks indicates the attack’s “Rank” (i.e., “S”=Rank 1; “M”=Rank 2; “L”=Rank 3; “H”=Rank 4). “ik” stands for ikasha: a throwing weapon (use short sword attack table) with no penalty to 100’ and short bow penalties after that.
- “WE” stands for any weapon, including Martial Arts (Rank 4).
- An “*” indicates that the weapon has some special effect (e.g., a damage multiplier, an additional critical, an unusual range, etc.).

Skill Bonuses: Climb25; Swim40; S&H30; Perc32; AD30; MAST70R4; MASw50R3; Acro20; AthlG25; Dance40; Seduct26; Ski15; WoodC20.

Listed here are all of Tym’s skills. A key to the abbreviations is found in the Skill Table following.

Spells: All Base Monk Lists to 10th level.

Here is noted all of Tym’s spells known. Keep in mind that, while he knows the lists to tenth, he can only cast spells up to his own level (5) with relative safety.

Special Abilities: None

Most normal people will have no special abilities as such, but powerful beings with such abilities will have them listed here.

Ring: A x2 PP enhancer, it is a plain gold ring.

Snow Boots: A pair of white fur boots which add +30 to all climbing and moving maneuvers on ice or snow.

All of Tym’s magical or otherwise special items are listed last.



STORM GIANT

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, but 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 **MERP** or **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

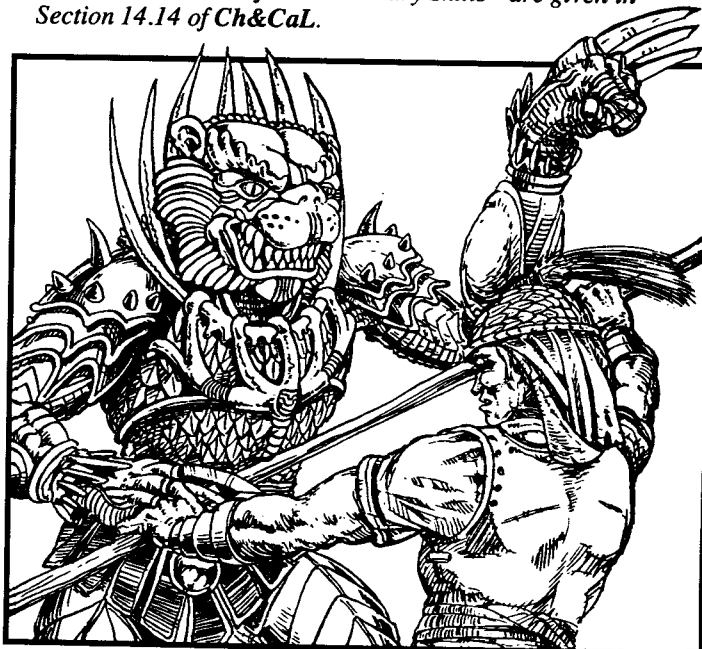
Abbr	Name	Stat Mod(s)	Type
none	Melee	ST/ST/AG	hand to hand attack
none	Missile	AG/AG/ST	bows, slings, etc.
DB	Defensive Bonus	QU	DB derived from shields, magic, adrenal def., etc
Climb	Climbing	AG	Primary Skill
Swim	Swimming	AG	Primary Skill
Ride	Riding	EM/AG	Primary Skill
DTraps	Disarm Traps	IN/AG	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	Develop as Mathematics
AthG	Athletic Games	ST/AG/QU	As Acro. (Fighters 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	Falsification	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	Star-gazing	IN/ME	Secondary Skill
Stone	Stone-carving	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	Wood-carving	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*.



Ansilius: Pollen is lvl 6 special poison (var. C) — inhalation produces violent behavior together with memory loss: mild: 1/2-1 hr; 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 perform almost every kind of violent depravity imaginable. Amnesia claims their memories of the events, but victims do not forget so easily.

Clivimis: 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 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, purple bell-like flowers hang from small, delicate stalks. In springtime they disperse a pollen that severely burns the lungs when inhaled. A season of bedrest and healing must follow to prevent death.

Deadly Milk-white Trumpet: 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: 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.

Exploding Mushrooms: 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. In late autumn the mushrooms burst, disseminating great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores.

Lævenus: 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.

Spinewood: Spine irritant is a lvl 5 special poison (var. E) — mild: -50 to maneuvers; moderate: convulsions; serious: blindness; extreme: death.

A low-growing, shrubby tree, 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: Pollen 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 groundcovering 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: 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.

SENTIENTS

The violence manifested by many of the dangerous plants is an unwitting response to the pressures of evolution. True choice is the prerogative of only a few dwelling within the arboreal world.

Sentient Tree: 20'R drowsiness and sleep (RR).

Warped and awakened by the power of the Unlife, these gnarled trunks gather shadows about themselves like dark foliage. Malicious and spiteful, they hate all creatures who walk or run, desiring to destroy all such life. Their grasping branches can be surprisingly quick and strong, and the most powerful of them can dominate an entire forest. They can also give off a scent which causes drowsiness in humans, rendering them easily captured.

TRAPPING PLANTS

Those who run on legs, slither on scales, or fly with wings are threatened by trapping plants. Flesh and blood forms an integral part of their diet, and these flora have devised many tricks with which to obtain both.

Dartspore: Proximity produces euphoria; blossoms fire a spray of deadly dart-spores up to 10'. Dead victims are dragged close and consumed by root-tendrils.

One of the most insidious and frightening denizens of the plant world is the Dartspore. Several beautiful lily-like blossoms and long, slender leaves sprout from a central cluster. 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, the plant — being 'conscious' of a presence — can actually aim a blossom at the victim, firing the spray of barbed, needle-sharp spores, tipped with poison. The result is instant death. Its victim downed, the plant sends myriad tiny roots up into the corpse to digest the prey. Note that the root structure extends to at least ten feet around 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. Any metallic accoutrements are left on the surface to be claimed by birds or small woodland animals (such are not worth the Dartspore's effort). Large items are left to rust. 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.



DREAMVINES

Dreamvines: *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 shriveled black leaves, dreamvines grow among the exposed roots of the greatest trees. Prolonged contact with the leaves (while lounging on them) brings a dreamy joy followed by slumber, allowing the vines to twine around their victim, sinking hair-like roots securely into his flesh. Death comes swiftly even if the sleeper awakes, since euphoria saps his will to escape.

Fly Trap, giant: *Trap shuts in 1 rnd; digestive acids deliver 5-10 hits/rnd.*

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 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: *Trap closes in 1-2 rnds; digestive acids deliver 2-4 hits/rnd.*

Smaller cousin of the giant sundew, grippershrubs rarely grow large enough to threaten a grown man, but many possess sufficient size to harm dogs, goats, and stray children. Its sticky leaves are resilient, resisting cuts and the blows of blunter tools, but they burn readily when exposed to a hot flame. Marshes darkened by evil powers shelter numerous grippershrubs, but they thrive in any swampy area.

Pitcher Plant, giant: *Stomach acid delivers 10 hits/rnd.*

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.

Sundew, giant: *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.

3 • UNUSUAL PLANTS

The preceding sections have dealt exclusively with flora which is either beneficial or inimical to other life. Here we include plants which are simply unusual.

Balloonpod: *A plant which grows huge balloon-like pods.*

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.

Blastnuts: *exploding seeds.*

Large, roughly spherical nuts about 4-6" in diameter, these grow on vines along the ground like squash. However, should the nut be stepped on or struck against a hard surface, it will explode (Fireball Table, 2x damage, impact crits).

Bubble Kelp: *sea-plant which grows air-filled bubbles to float on water.*

This undersea plant generates air-filled sacks along the stalk which buoy the plants up from the sea-bottom. This variety of kelp does not even require nutrient from the ground, and, as older plants die off in the top, has been known to cluster in 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: *tree with opening fronds.*

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 a 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 forest animals find the tender bark delicious, while the leaves are poisonous.

Chameleon vine: *tall grass which changes color.*

Unique grass 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 Essence is no doubt involved.

Driftfrond: *floating airborne plants.*

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 6 inches to 3 feet across.

Island Tree: *palm which floats on gas bags.*

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.

Mistmoss: *generates thick (harmless) fog.*

Mistmoss is somewhat rare, except in deep forests or jungles. It looks like brownish-green moss, growing in large patches on the forest floor. However, it constantly gives off a thin trail of steam, a side effect of its peculiar photosynthesis. When disturbed, however, (such as stepped on) it gives off thick plumes of fog which continue for several minutes. A 1' diameter patch of mistmoss can generate 5000 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 generate such a cloud only once per day.

Sirenflower: *petals create eerie song.*

This interesting plant comes in several varieties, though the song 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 gravesites and ancient battlegrounds.

Stickvine: *sticky bulb at end of vine.*

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 function, 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: *flammable seed pods.*

A useful plant which 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.

4•POISONS

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 and specifically associated with living creatures. In this case, a poison's source and form will depend on plant, animal, or monster that uses it. Creature-based poisons are described using other criteria, notably:

- the attack level (in terms of a base level and a variability factor);
- the type of effect; and
- the degree of severity (which includes restrictions, modifications, or ranges pertaining to the severity of effect).

Often the attack level of a poison is given as a *base attack level* and a *variability* code (A-H) in parentheses. This variability refers to the *Level Table* below.

LEVEL TABLE

(Roll D100, open-ended)

Level Code from the Statistics Tables

Roll	A	B	C	D	E	F	G	H
≤ 01	Young Helpless Creature (e.g., baby, egg, etc.) -3							
02-10	-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	+2	+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

To determine the actual attack level of a poison, first roll (1-100 open-ended) and cross-index the result with the "variability" code letter. The resulting modification is then added to the "base attack level" to obtain the actual attack level. For simplicity purposes, a Gamemaster may wish to just use the base attack level as the actual 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

For convenience's sake, we classify poisons in the following six effect categories:

- | | |
|-----------------------|-----------------------|
| — Circulatory Poisons | — Nerve Poisons |
| — Conversion Poisons | — Reduction Poisons |
| — Muscle Poisons | — 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*, p. 51, 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 the poison affects the target. Individual poisons may modify the roll (e.g., a +20 venom would subtract 20). The potential victim adds his Con stat to the roll, hoping for an adjusted result of 101+. Should he get 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; 03-05 = 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 Trevor 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. Trevor 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. Trevor 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, Trevor experiences mild, moderate, severe, and extreme effects. Sometime later, his already clouded brain fails. Trevor dies with a smile on his contorted 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 VARIETY	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 rds and lasting 1-50 hours.

Moderate or secondary effects occur after 3-30 rds 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 rds. 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 rds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild effects occur in 5-50 rds. They center on queasiness and an upset stomach (2-20 hits; -20).

Moderate effects kick in after 10-100 rds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rd.).

Severe effects take place in 20-200 rds 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 rds. Area affected is fully transformed, with all the associated results, including the possibility of death.

MUSCLE POISONS

Mild effects occur in 3-30 rds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rd).

Moderate effects come to pass in 5-50 rds. 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 rds. They center on mild loss of thought and motor coordination (-20).

Moderate effects hit in 1-20 rds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.

Severe effects strike in 2-20 rds. 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 81-00).

Extreme effects set in 2-50 rds. Victim dies due to brain failure.

REDUCTION POISONS

Mild effects beset victim in 10-100 rds. They center on great pain (4 hits/rd until unconscious).

Moderate effects occur in 20-200 rds. Victim begins bleeding through pores at a rate of 3 hits/rd.

Severe effects occur in 30-300 rds. 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 rds. Victim is struck with mild euphoria (-20).

Moderate effects strike in 2-20 rds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1-100 rds).

Severe effects occur in 1-100 rds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rds), 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 rds, leaving victim dead due to respiratory failure and associated oxygen starvation.

SPECIAL HERBS

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

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

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

Compass Code: Last code in sequence shows area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.

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

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT
Sense Enhancement					
Agaath	fM30NW	berry	chew	5gp	Breathe with low oxygen (25% +) 12 hrs. Once per day.
Alzo	mD10U	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for three rounds.
Basira	mF20S	bud	boil/inhale	15gp	Allows one to perceive Essence Flows, and enchantments. Imbiber's eyes glow red. (1 hr).
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr).
Furk	aW10M	leaf	boil/inhale	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs. 1x/day.
Hristo	cC5N	leaf	crush/burn	30gp	Allows mental summons of one known sentient friend (100 feet x level of user).
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour).
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all flame and heat for 1-10 hours.
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds.
Nira	hO60U	root	chew	60gp	Haste (3 rnds).
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds) user takes 20 hits due to drug reaction 10 rounds after being taken.
Paran	tU5SW	stem	boil/inhale	80gp	See invisible things or beings for 10 minutes. 1x/day.
Resha	hV20SE	flower	chew	90gp	Allows mental contact with friend.(10 miles x level of imbiber) Contact lasts 6 rounds.
Rud-tekma	hJ6S	fruit	eat	25gp	Bonus of +20 when casting spells or for over-casting attempts.Lasts 1 hr. Maneuver and melee bonus -20. 10% chance any spell will be cast on nearest unintended target.
Selig	mF30U	fungus	chew	18gp	Enhances hearing 1 hr.
Somuren	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).
Gort	hJ25S	leaf	powder/inhale	2gp	Mild euphoria. Add 10 to all Presence RRs. (1 hr). Psychologically addictive.
Zapic	hJ4S	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds).
Concussion Relief					
Akbutege	sO82S	leaf	chew	12sp	Heals 1-10
Akunga	tOssSE	leaf	salve	8gp	Heals 2-20
Anneke	ch15N	flower	chew	30gp	Heals 5-50
Bayla	eV90N	lichen	boil/inhale	50gp	Heals 1-100
Blenna	cC7N	fruit	eat	70gp	Heals 10-100
Darric	cm80U	berry	chew	10gp	Heals 10 (instant effect)
Forb	fm85NE	berry	chew	40gp	Heals 10 and relieves 2 rnds accumulated stun
Kenja	tD80U	leaf	brew/drink	3sp	Heals 1-4
Morue	fh20NW	root	chew	80gp	Heals 50
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20
Raman	sO40W	leaf	chew	10sp	Heals 1-10

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT
Rigni	cM90E	lichen	crush/poultice	120gp	Heals 3-300
Sheku	aD5M	berry	place in mouth	140gp	Heals all hits. Instant effect. Imbiber stunned for one round due to shock.
Shuab	eW10M	leaf	poultice	30gp	Heals 2-20. Doubles healing of all major wounds. Antiseptic.
Antidotes					
Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis
Bevolin	mO20SW	leaf	brew/drink	45gp	Antidote for Ghida
Deon	hO5S	root	eat	110gp	Antidote for Loryaak
Eshetu	mT20M	grass	poultice	80gp	Antidote for Kadah
Ikbai	mF2U	crystal	dissolve/drink	300gp	Antidote for any poison if taken within one hour.
Nega	mS80N	leaf	brew/drink	80gp	Slows effect of any poison 10x. Lasts 24 hours.
Radoje	tH90U	root	crush/rub	10gp	Cures infections.
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below 10th level.
Siri	aW10SE	root	chew	80gp	Antidote for Luku
Tevy	mO20S	leaf	boil/inhale	25gp	Antidote for Vyurk. Cures Hurothgaar
Stat Modifiers					
Alaec	aD2SW	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat.
Azele	fG1NE	bud	chew	340gp	Allows one to increase any one stat's potential by one point. Effect permanent. User can only use the drug once in his lifetime, or body will reject (all stats drop by 5-50).
Sahn	cA3NE	flower	chew	500gp	Allows one to increase any one stat's potential by 4 (up to 100), but 10 must be deducted from any other one stat of the imbiber's choice. Effect lasts one year exactly.
Specific Repairs					
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open.
Arrine	mF30U	stem	rub	10gp	Doubles rate of healing fractures
Baalak	hO3U	reed	br/dr	160gp	Repairs one shattered bone. Takes one minute.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance versus cold and pneumonia.
Chuma	hO15S	root	crush/rub	12gp	Doubles rate of healing for sprains, torn ligaments, cartilage damage.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant).
Crale	tC30N	berry	chew	65gp	Restores hearing.
Curfalaka	hJ12U	fruit	eat	40gp	Mends muscle damage.
Daral	tO90U	leaf	poultice	1gp	Cures fever.
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour.
Dorub	cC30U	cone	cr/boil/poultice	60gp	Nerve repair (one limb) takes one hour.
Efrid	hJ10S	flower	place in mouth	250gp	Massive nerve regeneration. One hour.
Ghiloa	eG2NE	flower	crush/soak	10gp	Cures frostbite.
Gursamel	tS3N	stalk	cr/po	30gp	Mends bone. Takes one minute.
Hegheg	hS12U	root	bo/cr/poultice	25gp	Heals cartilage damage
Inexes	mD20SW	leaf	poultice	70gp	Stops bleeding of any one wound instantly.
Iolar	cO60SE	mix	salve	10bp	Depilatory (removes hair in area applied).
Irit	mM20NE	berry	salve	5sp	Local anesthetic. Lasts 4-5 hours.
Irona	hJ20SE	leaf	boil/inhale	85gp	Cures mental disease. Takes one day.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). Lasts five hours.
Jervie	mC20W	seed	cr/boil/poultice	145gp	Major organ repair (not brain). Takes one day.
Jes	hI16N	flowers	salve	255gp	Joins limbs. Takes one day.
Kadir	aD80M	stem	powder/dissolve/dr	3bp	Analgesic.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbiber is at max hits due to drain on body.
Milinka	aD10U	root	salve/rub	12gp	Mends bone. Takes one hour.
Nayeek	mS10W	flower	place in mouth	30gp	Lifekeeping (one hour).
Nizzar	mV15S	root	poultice	80gp	Repairs one bone shatter. Takes one day.
Nyasani	tF3M	flower	boil/dr	240gp	Regenerates one eye. Takes one day.
Nya	eG1NE	flower	place in mouth	850gp	Lifegiving for Elves. Will acts as Lifekeeping on anyone, lasting 10 days.
Orlian	ff30NW	leaf	poultice	30gp	Preserves one limb.
Pok	tU2U	mushroom	place in mouth	200gp	Regenerates brain tissue. Depending on area and extent, any lost accumulated experience is not regained.
Reslyn	tO35SW	kelp	poultice	90gp	Cures blindness (if eyes not destroyed). Instant effect.
Rumar	fM25U	berry	chew	60gp	Relieves up to 3 rounds accumulated stun. Takes effect one round after ingestion.
Salufa	mO3W	flower	place in mouth	1000gp	Lifegiving.
Sappora	mM15E	root	chew	2gp	Stun relief 1 round. Acts instantly.
Savarhet	tD20U	clove	place in mouth	380gp	Will regenerate any damaged nerves and organs. Takes one day.
Sebrun	cF45N	root	chew	5gp	General anesthetic. Lasts 10-12 hours. Level 5 attack.
Sek	hJ60M	nectar	boil/inhale	20gp	Relieves coma, if any related damage previously cured.
Shlorp	tU10U	mushroom	place in mouth	160gp	Lifekeeping (10 days).
Shuab	tM80S	leaf	poultice	35gp	Heals up to 3rd degree burns in ten rounds. One dose will treat one square foot of area.
Shumaran	sW20E	clove	place in mouth	1200gp	Lifegiving.
Starza	tC23U	resin	dissolve/soak	25gp	Cures frostbite. Heals 2-20 cold related hits.
Sterhen	tH40S	nut	eat	60gp	Stimulant. Add 10 to quickness for 5 rounds. Assures wakefulness for next 10 hours.
Suman	mD8N	gold berry	place in mouth	200gp	Lifekeeping 30 days.
Takino	mD40S	berry	crush/poultice	15gp	Blood vessel repair.
Telpi	tT30NE	grass	poultice	45gp	Stops bleeding (up to ten hits/rnd). Victim cannot engage in strenuous activity without reopening wound.
Tesh	mC75SE	resin	dissolve/poultice	80gp	Repairs ear. Takes one hour.
Torrain	fH20NW	root	chew	20gp	Cures concussion.
Tovo	sB10W	leaf	boil/inhale	5sp	Mild stimulant. Assures wakefulness for 5 hours.
Trice	tO10SE	kelp	poultice	200gp	Will heal up to two square feet of fourth degree burns. Victim must recuperate one day.
Trimas	tU8U	mushroom	eat	150gp	Regenerates appendage (finger or toe takes one week; arm or leg one month).
Turfiik	sW10U	leaf	boil/poultice	50gp	Regenerates one bone (and attached tissues such as cartilage and tendon). Takes one day.
Ujama	tM30U	leaf	poultice	10gp	Repairs sprain. Effect immediate.
Vaniro	mH80N	berry	cr/rub	20gp	Restores heart action.
Wor	aD30NE	cactus sap	poultice	60gp	Skull repairs. Takes one minute.
Wumbar	sB35U	fruit	crush/rub	120gp	Joint repair. Effect immediate.
Zaklar	tM80U	leaf	boil/inhale	3sp	Restores free breathing.
Zan	cO20S	stem	crush/rub	250gp	Spine repair. Takes one minute.
Zorm	mS15N	grass	poultice	150gp	Shatter repair. Takes one round

TO COMPUTE HERB 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 Market/Availability cost multipliers below:
 - 1/2x if market oversupplied in good
 - 1x if normal/cosmopolitan market
 - 2x if rural market
 - 3x if isolated/black market
 - 10x if insulated/inaccessible market
- (3) When selling an herb to a merchant or interested (and rich) individual, employ two more factors (it's not that bad, really):
 - (a) If the herb is not 'universally' available it may be hard to sell, particularly where cheap local equivalents are available.
 - (b) Prices are computed as normal where there is a demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.
 - (c) Unless otherwise stated, (due to culture, locale, circumstance, etc., etc.) PCs deduct 50% of the price when selling the herb.
- (4) Weights should be calculated at 1/2 ounce per dose. This might vary in certain cases within the GM's discretion.

FINDING AN HERB IN THE WILD:

- A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.
- B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.

- C) For a group which separates into smaller units, each group makes a separate roll. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.
- D) Formula: #doses = [(1-100) on open-ended D100] + modifiers + frequency # -100] divided by 5 OR the frequency #, *whichever is LOWER*.
- E) Modifiers:
 - Searching in area searched in last 6 months: -50
 - Searching in compass code area adjacent to home of herb: -50
 - Each Animist in group: +30
 - Each Ranger in group: +20
 - Each additional searcher: +02
 - Each day spent unsuccessfully searching: +05

DEPENDENCE:

When used too frequently most herbs will cause either dependence or a negative allergic reaction in the imbiber. The frequency necessary and ramifications should be determined by the GM. However, use of any of these herbs on the average of more than once per day for more than a week is 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.

POISONS AND DISEASES

Name	Affliction	Source	Form	Appearance	Effect	Level	Frequency
Bahaar	Disease	People	Bacteria	Invisible	Pneumonia/slow death	3	Rare
Dartspore	Poison	Plant pollen	Powder	Yellow	Instant death	10	Moderate
Dereath	Disease	Mosquito	Virus	Invisible	1-2 months incapacity	20	Rare
Erink	Poison	Grain Extract	Fluid	Clear Brown	Body Paralysis 2-10 months	4	Moderate
Gaggur	Poison	Plant Sap	Fluid	Green	Instant Death	10	Very Rare
Ghida	Poison	Spider Venom	Fluid	Blue	Coma	3	Rare
Hurothgaar	Disease	Sheep	Bacteria	Invisible	Cruel Skin Rash	5	Common
Idus	Poison	Berry	Juice	Red	Convulsions 1-10 hours	5	Moderate
Jubled	Poison	Flower	Powder	Blue	10-100 Hits	10	Rare
Kadah	Poison	Clam Extract	Juice	Beige	Joints Fuse (in 10 days)	2	Rare
Kadæna	Disease	Unknown	Virus	Invisible	Insanity (brain deteriorates)	4	Very Rare
Loryaak	Poison	Mushroom	Juice	Brown	Bleed to death through pores	4	Very Rare
Luku	Poison	Moss Extract	Powder	Brown	Death in 6 Rounds	5	Rare
Maceo	Poison	Snake Venom	Liquid	Clear	1-100 Hits	2	Common
Meerk	Poison	Fish Venom	Liquid	Clear Green	Suffocation in 18 rounds	4	Moderate
Nehrum	Poison	Kelp Extract	Liquid	Clear Blue	Loss of Free Will (1-4 hours)	10	Rare
Ory	Disease	Wild Birds	Bacteria	Invisible	Fatal Dehydration in 1-10 Days	5	Very Rare
Perolk	Poison	Leaf	Paste	Green	3-30 Hits	5	Common
Quilvort	Poison	Berry	Juice	Yellow	5-50 Hits	8	Moderate
Rasik	Disease	Old Ones' Places	(radiated)	Invisible	Sickness to Slow Death (1-100d)	1	Rare
Rochan	Poison	Spider Venom	Liquid	Purple	Instant Death	20	Very Rare
Skalan	Poison	Shaskan Venom	Liquid	Clear	Instant Death	20	Very Rare
Taryiank	Poison	Bat Venom	Juice	Clear	Unconsciousness 1-10 minutes	5	Common
Vyurk	Poison	Pollen	Powder	Yellow	Sneeze to Death	5	Rare
Yosis	Poison	Plant Sap	Fluid	Green	Blindness 1-10 Days	10	Moderate

PART III

• CREATURES •

Lightning tore through the curtains of rain, and the icy winds swept the already tortured ocean into a fury of foam. All about, I could see the tips of icebergs — strange bobbing islands luminous in the electrical light. Day or night, it was impossible to tell, and 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.

Then, as if things were not hard enough, I saw a strange blue-white light through the misty dark sky. I knew what it was from personal experience; one of the few to survive to see it twice. Bursting through the dirty grey ceiling of clouds, a huge monster dove upon the lead ship.

Even above the shriek of wind I heard the Ice Dragon roar, all wings and limbs as it swept out of the sky. Bathed in a misty glow, it hovered — unphased by the tempest — before the galley. 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 suddenly a sinking mass of crystal. One flap of its great wings and the beast was gone. The remaining two of us counted our few blessings in this cruel place.

Turoj Mareskion
Captain's Log,
The Velution Princess

This section will describe the various fauna of the Shadow World, concentrating more on fantastic beasts: those with which the GM and players — because of their mundane background — might not be so familiar.

GMs wishing more detailed information on all sorts of creatures are referred to the **Rolemaster** supplement *Creatures and Treasures*. **Fantasy Hero** users should refer to the *Bestiary*.

1 • AQUATIC BEASTS

The denizens of the deeps are myriad. They are also remote and elusive, being of another sub-world. The very clever or the extremely shy often escape detection altogether, so one can only guess at their nature or their numbers. Others, however, are more evident. Of those, the list below provides a sampling.

SEA DRAKES

These incredibly powerful beasts are the lords of the ocean. They are described in detail under the 'Dragons' section.

SQUID

Large: 8'-30' body; 9'-30' tentacles; "ink" cloud.

Giant: 30'-50' body; 30'-90' tentacles; "ink" cloud.

Squid are invertebrates, with fresh-and-salt water 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 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 1500' in length. The body size for Small and Medium squid is double that given above. The base speed for a squid is 1.5x that given in the table and its Max Pace is "FSpt".

Squid have a 'beak' at the junction point of the tentacles, used to crack shells and otherwise open prey's stubborn defenses. The very rare giant squid has been known to attack seagoing ships.

OTHER SEA MONSTERS

Dragon Turtle: *Emit fiery breath (FBr; 1x/min; 30x/day; bolt range 200'; cone length 100', cone base 50'); spray steam (WBr; 1x/3 rds; bolt range 150'; use waterbolt table; add heat crits of 1 lesser degree of severity); base movement 100% in water, 20% on land; 2'-3' prehensile tongue, 3'-5' neck, 15'-25' body.*

These huge carnivorous beasts are essentially giant terrapin-like creatures protected by great, spined shells and long, coiling necks. Although they have beaks like snapping turtles and use quick flicks of their whip-like prehensile tongues to down most prey, they are capable of directing flames born by a fiery breath. Some (50%) emit bolts of steam through their nostrils.

AQUATIC BEASTS

Type	Lvl	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Squid/Octopuses										
Small	1A	40*	Run/30	MF/MF	S/—	20B	1(50)*	40SGr100/30TPi†	1-2	Normal
Medium	3B	60*	Run/20	MF/MF	M/—	40D	1(30)*	60MGr100/40SPi†	1-2	Normal
Large	6D	80*	Run/10	MD/MF	L/II	70E	1(30)*	80LGr100/60MPi†	1-2	Normal
Giant	10E	100*	Run/10	MD/MF	H/SL	130F	1(20)*	100HGr100/80LPi†	1-2	Normal
Sea Monsters (all swim)										
Dragon	10G	140	FSpt/30	VF/VF	H/LA	250H	12(40)	60LBi/70LCI/50HBa/50FBall*	1	Protect(VL)
Salamander										
Dragon Turtle	15G	100	Spt/10	MF/FA	H/SL	400G	20(30)	70HPi/110wp(4D)/70FBr/80WBr[Heat]*	1	Inquis.(IN)
Giant Hellbender	4D	75	Spt/10	MD/VF	M/I	130F	7(20)	70MBa/60MBi/70LGr†/Special§	1	Hungry(NO)
Hippocampus	6F	90	Dash/20	FA/MF	L/I	140G	4(30)	50MBa/40MCI(2x)	1-5	Carefree(MD)
Red Jaw	3C	90	FSpt/30	FA/VF	M/—	80D	4(30)	70MBi/Special	1-5	Bellig.(NO)
Sea Serpent	15G	100	FSpt/20	MF/FA	H/SL	400G	16(30)	90HGr/150HCrt/80HBi/90WBr[Heat]	1	Aggres.(LO)
Sirrush	10G	150	Dash/10	VF/BF	H/SL	350G	12(40)	80LCI/100LGr/150HBi†/Spells	1	Greedy(SU)
Spineshark	5E	100	FSpt/20	FA/VF	L/I	200E	11(40)	70LBa/120HCl(dorsal fin)†/70LBi	1-5	Hungry(NO)

* — Special.

Dragon Salamander: *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; 21'-30' (including a 7'-10' tail).*

Dragon salamanders (a.k.a. "salamanders") are reddish gold or red serpent-like beasts. 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 fully amphibious lifestyle, dragon salamanders are commonly found near steaming waters or molten lava, their favorite playgrounds.

Giant Hellbender: *Primarily aquatic carnivore; drowns foes; 5'-8'; 2-6 young.*

The giant hellbender is a slimy, loathsome, four-legged amphibian that spends little or no time on land. Preferring to lurk in stagnant pools or in the mud of freshwater shallows, it awaits opportunities for ambush. The blue-grey creature strikes quickly, darting from below and unbalancing its prey. Those small enough to fit into its eighteen-inch wide jaws are swallowed whole, while larger victims are wrestled beneath the water. Using its sharp claws and a powerful, vise-like bite, the hellbender immobilizes the adversary, drowns it, rises back to the surface with the body, rolls over, and proceeds to feed on the kill using its chest as a dinner table. Although these creatures have little stamina, they can go for weeks without eating.

Hippocampus: *Aquatic serpentine horse; 11'-15'.*

Sleek, powerful, and noble, the hippocampus is the lordliest of the sea-steeds. It resembles a horse, but has the hind parts of a sea serpent. Its forelimbs end in great webbed feet, which sport arrays of curving claws.

Red Jaw: *Colorless aquatic scavengers; light-producing fin growths illuminate 100' rad; 4'-6'.*

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. 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).

Sea Serpent: *Exclusively aquatic; live in coastal caves; spray steam (WBr; 1x/3 rds; 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 related 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 are prone to crushing ships (max 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.

Sirrush: *Agile climbers; nest in caves, breaks, or glens; electrified breath (SBolt; 200' range; 1x/min; 10x/day); employ spells (6xlv 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. They like to set clever ambushes and prefer to hunt at night, using their long, grappling tongues and a myriad of illusion spells. Sirrushes possess all the "Illusionist" base list (Ess).

Spineshark: *Strong knife-edged dorsal fin; 16'-20'.*

Spinesharks are nightmarish creatures. 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: *Any number of water creatures can be created by varying the character of terrestrial races. Sea dogs, sea lion, sea horses, and sea witches are examples of familiar beasts that have aquatic qualities. By giving them fins, scales, tails, and/or the ability to breathe under water, ancient Lords of Essence have made them live underwater.*

Undying, yet subject to death, the one-horned beast can be slain by the sword. Legend says that only the pure of heart can befriend and ride such beasts. The unicorn stoops to bloody its horn with fierce violence should less innocent figures attempt to curtail its freedom.

The Unicorns of Kulthea appear as great pure-white steeds, slender yet strong and agile. The hue of their beautiful horn can vary from gold to silver to a shimmering black-pearl color. All are highly intelligent, and follow their own mysterious paths.

GREAT SPIDERS

Lesser: *Arboreal; bite accompanied by a 2nd lvl muscle poison (variability B) or a 3rd lvl reduction poison (variability A); 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); 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); loners; use spells (3xlv PP); 11'-20'.*

Giant spiders are huge predatory arachnids, the largest variety of venomous, eight-legged web-spinners. Armed with both reduction and muscle poisons, they lurk in large trees or rocky defiles, suspending themselves above their complex web traps. Groups 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. Then, the spiders close on their victim, injecting a muscle poison. The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinner-time. Just before being consumed, 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.

Major individuals of this race are often ascribed to be, at least in part, demons. Clearly enchanted, they are exceptionally large and are capable of casting spells. They augment their already considerable hunting skills and superb senses of smell and hearing with knowledge of the "Essence's Perceptions", "Detecting Ways," and "Spirit Mastery" lists (Ess, "Open" and "Closed"). Hunting as nocturnal loners, they live in remote regions, setting long-lived traps in caves and well-defined channels. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their two to three hundred foot wide webs is astounding.

GREAT SERPENTS

Huge and ever-hungry, these snakes are unabashed predators that possess all of the powers of their smaller, venomous cousins, without being in any way timid.

Horse Viper: *Bite accompanied by 5th lvl muscle poison; can spray venom (2nd lvl muscle poison; RR vs blinding; range 30'); move in groups of 1-5; 16'-25'.*

The horse viper and the horned snake are two of the most bizarre and legendary serpents. The larger horse vipers are grass-dwelling hunters that occasionally venture onto farms in search of food. They feed on rodents, eggs, sheep, small cattle, and folk unwary enough to challenge them. (In fact, the snake's name is derived from the practice of hunting these creatures from horse-back.) Stalking in the mild hours of late afternoon and early evening, these creatures slither through crops or tall grass, using their yellowish-brown coloring for camouflage. When they strike, they attack in one of two ways. Horse vipers fell smaller victims with a single, lunging bite. For larger prey, they reserve a spitting

attack which immobilizes or slowly kills their quarry. These snakes are related to the nocturnal window viper found in urban areas.

Horned Snake: *Horned tail strike accompanied by 6th lvl conversion poison (variability D); 11'-15'.*

Horned snakes are creatures of the forest. Notable for their sharp, horn-sheathed tails, they do not bite. Instead, they spin their bodies with frightening quickness, whipping their tails about and striking like a "living arrow" (range 10'). The piercing horn conceals a venomous stinger which injects poison upon penetration. When startled or wounded, a horned snake uses a similar maneuver to flee. By speedily coiling its tail around, the snake grasps its rear end in its mouth, forms its body into a circle, and rolls off; hence the nickname "hoop snake."

UNIQUE ARTHROPODS

Gemsting (Giant Scorpion): *Nocturnal predators; stinger attack injects a 6th lvl respiratory poison (variability A); 10"-18" pincers; 4'-6' body.*

Jadeback (Giant Beetle): *Nocturnal omnivores; bite accompanied by 4th lvl reduction poison (variability B); 4"-7" pincers; 5'-8' body.*

The giant spider is not the only huge predatory arthropod (invertebrate with a segmented body). Its relatives, the gemsting and the jadeback, are two other exceptionally dangerous foes.

The gemsting (or "giant scorpion") is another 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 the sleeping victim oblivious until the final strike.

Less subtle, but no less dangerous than the gemsting, the blue-green jadeback is also a nocturnal predator. These giant beetles are well-armored and have adapted to virtually any ecosystem. Jadebacks will eat virtually anything they can get their pincers on, which includes men. Their poisonous bite can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).

RIDING AND DRAFT ANIMALS

The following are a sampling of traditional beasts of burden — and a few unique to Kulthea.

CAMEL, LLAMAS AND ALPACAS

Alpaca: *1 calf.*

Bactrian Camel (2-hump): *1 calf.*

Dromedary (1-hump): *1 calf.*

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 (100 liters) of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches.

RIDING AND DRAFT ANIMALS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crt	Hits	AT (DB)	Stationary Attacks	Charging Attacks	Carrying Capacity	Riding Bonus
Camels/Llamas/Alpacas											
Bactrian Camel	3C	50	Spt/10	SL/MD	L/—	140E	3(10)	40MBi100 *	30MBa100/40LTs†	450 lb	-15
Dromedary Camel											
Racer	4D	90	FSpt/20	MF/MF	L/—	130D	3(30)	30MBi100 *	40MBa100/40MTs†	225 lb	0
Draft	3C	60	Spt/10	MD/MD	L/—	110D	3(10)	40MBi100 *	30MBa100/50MTs†	400 lb	-5
Llama/Alpaca	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20Sbi100 *	20MBa100/40MTs†	350 lb	0
Dogs	3C	110	Dash/20	FA/FA	M/—	70E	3(30)	40MBi100 *	30Sba100/60MBi§	50 lb	—
Elephants	7E	120	Spt/10	FA/FA	H/LA	350H	12(20)	75HHo70/60LGr30/90MCR§ *	75Hba100/75HTs†	1000 lb	-10
Horses/Donkeys/Mules											
Donkey	3C	60	FSpt/40	MD/MF	M/—	90E	3(40)	40SCR60/40Sbi40*	10MBa100/20STs†	300 lb	-10
Mule	4C	90	Dash/20	MF/FA	M/—	110F	3(30)	40MCR60/40MTs§/30MBi40 *	30MBa100/40MTs†	450 lb	-10
Mustang	4D	100	Dash/40	FA/FA	L/—	120F	3(40)	40MCR80/30MTs§/40Sbi20 *	30MBa100/30MTs†	250 lb	0
Plow Horse	2B	80	FSpt/10	MF/MF	L/—	130E	3(10)	10MCR30/30LTs§/10MBi70 *	20MBa100/30LTs†	500 lb	+10
Pony	2B	70	Dash/30	MD/MF	M/—	75E	3(40)	30SCR40/20MTs§/20Sbi60 *	10MBa100/20MTs†	180 lb	+5
Quarterhorse	3C	110	Dash/30	FA/FA	L/—	110E	3(30)	30MCR70/40MTs§/30MBi30 *	30MBa100/40MTs†	300 lb	0
Thoroughbred	4D	120	Dash/20	VF/FA	L/—	100D	3(20)	20MCR60/30MTs§/20MBi40 *	20MBa100/30MTs†	200 lb	-5
Warhorse, Greater	6F	80	Dash/40	MF/VF	L/I	150G	3(40)	70MCR50/60LTs§/60MBi50 *	50Lba100/60LTs†	400 lb	+30
Warhorse, Lesser	5E	90	Dash/30	MF/FA	L/—	140F	3(30)	50MCR50/50MTs§/40MBi50 *	40Lba100/50MTs†	350 lb	+15
Kith	6F	130	Dash/30	VF/BF	M/—	140D	3(40)	70MCI60/60LBi†	—	300 lb	+10
Mairel	4E	90	Dash/30	MF/FA	M/—	100D	3(20)	40MCR50*	30MBa100/20MTs†	350 lb	+5
Ox/Wtir Buffalos	3C	60	FSpt/20	MD/MD	L/—	120D	3(20)	50MIIo100/50LTs§*	40MBa100/50MTs†	400 lb	0
Reindeer/Caribou	2B	110	Dash/20	FA/FA	M/—	130E	3(15)	40MHo50/40MBa50/40LTs§ *	30MBa100/40MTs†	350 lb	-10

Note: Encounter stats are not given for these animals since they are usually domesticated when encountered. If encountered wild they have no treasure or bonus EP and their outlooks are generally "Normal".

* The horse attacks given as "stationary" use rearing (Cr) and biting (Bi) for near stationary horses. A rider should be allowed to make a riding maneuver in order to be able to choose which attack his mount uses; biting and trampling allow the rider to attack also, rearing does not. Alternatively, horses charging a foe may attempt to knock down and trample that foe using the "charging" attacks given (once again the rider may attempt to have his mount perform this attack). The rider may also attack during a charge attack if a successful riding maneuver is made.

For partially successful riding maneuvers, allow an attack with a percentage (from the maneuver table) of the normal OB.

Carrying Capacity: This is the amount that the animal can normally carry before incurring movement/maneuver penalties (i.e., its weight allowance in encumbrance terms).

Riding Bonus: A rider gets this bonus in addition to his riding bonus when maneuvering or fighting on this type of animal.

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 the 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 like a camel can, alpacas and llamas are superb climbers and can bear goods up seemingly invincible grades.

Elephants: *1 calf.*

The biggest typical land animals, elephants are huge herbivores and may weigh up to 13,000 lb. They are not above consuming 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, feeding and drinking with their nimble trunks.

HORSES, DONKEYS, AND MULES

Donkey: *1 foal.*

Mule: *1 foal.*

Mustang: *1 foal.*

Plow Horse: *1 foal.*

Pony: *1-2 foals.*

Quarterhorse: *1-2 foals.*

Thoroughbred: *1 foal.*

Warhorse: *1 foal.*

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., 1/4 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: *1 cub.*

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 lbs. 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.

Mairel: *1-2 young.*

Not unlike a shorter version of the Terran giraffe, the Mairel is a fast runner, and while not particularly agile over rough terrain, is a good light steed. Its hide is generally light tan to brown in color.

Reindeer (Caribou): *1-2 young.*

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.

3•DRAGONS

A noble and mysterious race, dragons are among the most potent 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, be it for defense or offense. 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 bound, crawl, swim, or slither about. A large number breathe jets of water, fire, ice, or noxious fumes. Smaller sub-groups bear whip-like tails tipped with lethal stingers. All, however, share features common to dragonkind: fiery, captivating eyes; well-muscled but slender 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. Few have trouble recognizing their awful breath or the inscribed signs of their passing.

Great drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow 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, stench and acid-etched markings serve as a trail.

DRAGONS AND OTHER FELL CREATURES

Type	LVL	Base Rate	Max MM	Pace/ Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
DRAGONS (Great Dragons)											
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 Dragons)											
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.

** — 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 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 on the previous page, 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 following chart gives the percentage of primary base movement rate which may be used in other environments. In parenthesis 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' under water.

	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)

Dragons are generally very intelligent and enjoy battles of logic and wit. 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 facades. 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 others' 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, apart from their (single) mates. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate's home. There he will conduct a ritual dance (be it at sea, on ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100 years, and, six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little dragons use their sharp horns to break out of their tough, hard-rubbery shells.) It is during these long days that dragons are most fearsome.

Great drakes sleep a lot and, even when awake (50% of the time when "active," 10% of the time when "hibernating"), wile away the hours while reclining on beds of wealth in their treasure-laden lairs. Once they "clear" (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they bully 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 lay dormant for years. Some (10%) lay in one place long enough for jewels, gems, or coinage to become permanently embedded in their undersides.

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 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).

As noted, dragons are accomplished spell users. Some employ spells 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), and intuitive feeling give them the inherent ability to discern illusions (when they may make a RR as if 1/2 their usual lvl) and invisible beasts (multiply their "Presence" spell range by their lvl).

Sea drakes live in caverns with submarine entry-ways and 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). In this they are like seals. Striking from below, they can hurl 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. Their incantations 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.*

Land Drake: *Agile climbers; nest in caves, breaks, or glens; 50% use spells (2xlv PP); 20'-50' body (including 7'-15' tail).*

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).*

Water Drake: *Almost exclusively aquatic; live in coastal caves; vert leap 30', horiz leap 100'; 25'-60' body (including 8'-20' prehensile tail).*

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)

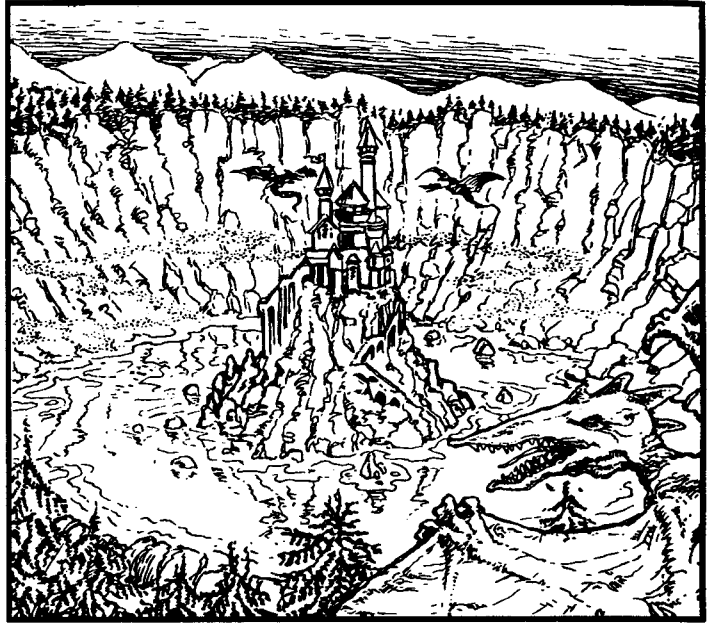
Land: *Agile climbers; nest in highland caves or huge, hollow trees; bite or tail-stinger attack injects muscle poison; 15'-30' body (including 5'-10' prehensile tail).*

Water: *Exclusively aquatic; live in submarine caves; horn or stinger attack injects nerve poison; vert leap 35', horiz leap 200'; 20'-40' body (including 7'-13' prehensile tail).*

Winged: *Nest in highland caves or atop pinnacles or giant trees; tail-stinger attack injects nerve poison; 5% in water; 15'-25' body, 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 more graceful than either dragons or lesser drakes. They are also less intelligent, scoffing at word games and trite conversation. 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: *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.*

Hydras are flightless relatives of dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare. 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 (01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9). These fanged skulls operate independently and, if killed, their neck will split and regenerate as two new heads (in 2-20 rounds). Only a cauterizing wound will stay this horrible process. One head, however, serves as the original (and immortal core). 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: *Blind and exclusively subterranean; -75 in natural daylight; moves 25'ld through packed earth, 5'ld through solid rock; crit from bite accompanied by heat crits of every lesser severity (same roll); prehensile tongue grapples from 10'; 24'-26'.*

Cave worms are colorless, legless drake-like beasts, huge and foul subterranean serpents. 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 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 they preferred delicacy is bone. Six-inch fangs enable them to tear through armor with casual unconcern, and their pungent acids act to melt their fodder.

4•FLYING BEASTS

Fell Beast: *Nocturnal hunters; nest in cliff nooks or atop rock spires; 15'-25' body, 20'-30' wingspan.*

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.

Gargoyle: *4-8 young; 5-7' wingspan.*

Winged lizards or goblins of stone, gargoyles resemble statuary when still, but rarely display uniformity. Some possess fangs while others have beaks; one is fox-sized, another man-sized; this one flies on bat wings, that one on bird wings. All covet bright, shiny things, which they hoard in concealed nooks. Gargoyles frequent monumental stone buildings, posing on the capital of a column, then moving to a cornice. Skilled counterfeits of architectural ornamentation, gargoyles are difficult to perceive and recognize except when in motion.

Griffin/Gryphon: *1 cub; 30' wingspan.*

The scent of warm blood exerts a compulsion akin to battle-lust in the savage gryphon, drawing it into combat with a swiftness unsurpassed by that of hunger. Metallic plumage clothes its eagle's head and wings, and feathers conceal the razor-sharp talons of its forequarters. Tawny fur covers its lion's hindquarters. Captured in its youth and intensely trained, the gryphon can become a fierce, loyal steed, obedient to none save its rider.

Hippogriff: *1 foal; 30' wingspan.*

Wary of men, the hippogriff dwells among the lonely crags of deserted mountains. It shares the eagle-like forequarters and wings of the gryphon, but the hippogriff's ears and hindquarters are equine. A frisky disposition leads the hippogriff to play among the winds and thermals of the sky, where it occasionally falls victim to the more fierce leonine gryphon.

Pegasus: *1 foal; 35' wingspan.*

Remote alpine valleys secure privacy for the shy pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. 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 form friendships, finding pleasure in carrying these friends on their backs.

Roc: *1-3 young; 80-120' wingspan; treat claw attacks as "magic" against large or super-large creatures.*

A survivor from primeval eras, the roc remains one of the largest birds 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. A grove of great trees supports the tangled mass of its nest at their tops. Piles of bones (and rusted weapons) testify to the roc's carnivorous nature and bloated appetite.

Stearidan: *1 foal; 35' wingspan.*

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.

Thyfur: *1-2 young; 30' wingspan; usually accompanied by rider.*

More companionable than the Great Eagles 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.



5•SHAPECHANGERS

Wherever a shapechanger exercises the aberrant possibilities of a mutable form, confusion spreads through civilization like ripples in still water. Doubt and horror grip the witness of a shapechanger's fluid metamorphosis from woman into tiger or serpent into king. Which is real: woman or cat, snake or king? The insane imagery relayed by the outraged senses persists as a hallucination straight out of a nightmare. Unwitnessed transformations permit subtler delusions. The contradictory decrees issued by a monarch, the unexplained mutiny of an army, or a new coolness displayed by one's wife all suggest the tampering deceit of a shapechanger.

FLYING BEASTS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Fell beast	12G	320	Dash/30	BF/FV	H/1a	240H	11(40)	80HCl/60LBa/90LBi	1-10	Bellig.(LI)
Gargoyle	5D	80	FSpt/30	MF/FA	M/@	80F	16(35)	60LCI/40MBi†/50We	1-10	Greedy(IN)
Griffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCI/60LBa/100MPi† Both	1-2	Bellig.(LI)
Hippogriff	9F	120	Dash/40	FA/FA	L/I	180G	8(20)	90LCI/75LPi/Both	1-2	Carefre(MD)
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)
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)

* — 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.

Note: These statistics are for the given creatures in flying mode.

SHAPECHANGERS										
Type	LVL	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Lycanthropes (stats are given for beast form)										
Werebear	8F	100	FSpt/30	FA/FA	L/II	250G	8(40)	110MBa/90LGr/75LClt/80MBi§	1	Aloof(—)
Werejackal	5E	120	Dash/40	FA/FA	M/—	80G	3(50)	60MBi	1-5	Greedy(—)
Werewolf	7F	130	Dash/30	VF/VF	M/—	130E	4(50)	Both — 70MBi/60SCI	1-5	Aggres.(—)

LYCANTHROPEs

Werebear: *Infection (10%); unharmed by non-magic, non-silver weapons while in beast form; slow to anger in bear form.*

Werejackal: *Infection (5%); unharmed by non-magic, non-silver weapons while in beast form; cowardly and sneaky in jackal form.*

Werewolf: *Infection (10%); unharmed by non-magic, non-silver weapons while in beast form; occasionally maintains the partially transformed shape of a wolf-man.*

During the hours of darkness between dusk and dawn, the phase of the moon Orhan (or sometimes the other moons, depending on the nature of the change) affects the shape assumed by lycanthropes. The new moon helps a werebeast to retain his human form, while the full moon tries to mold him into a beast. With morning, the sun’s brilliance conquers the moon’s gentler elegance, restoring to were-creatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired.

False rumors imply that wounds received from werebeasts invariably cause lycanthropy in the injured. Actually, the syndrome is rarely transmitted in this fashion (percentage chances of such “infections” are given above). Only the offspring of werebeasts consistently inherit the shapechanging skill, a phenomenon that

manifests at puberty. The first plunge into the nightworld of bestial passions drowns human reason, but practice facilitates its retention. Werebeasts progress from innocence to altruism or villainy, choosing as Men, Elves and other free-willed races do.

TRANSFORMATIONS

The werebeasts given above are a list of the most common forms. A GM may decide to use any type of animal as the base for a lycanthrope in his world. Similarly, lycanthropes are usually men in their humanoid form; but a GM may use any race he wishes.

Transformations: The chance of transformation into beast form varies depending upon the phase of the moon — normally Orhan — (at night), the lycanthrope’s “control” skill bonus (treat as a secondary skill modified by the self-control stat), and several other factors. In any “tense” situation and every time the moon rises or day breaks, a transformation roll must be made. When the lycanthrope wants to change at other times, he may concentrate for one round and may make a transformation roll. After the roll (1-100 open-ended) is made, the lycanthrope’s “control” skill (and stat) bonus is added (i.e., he does not want to take beast form) or subtracted (he wants to take beast form). Then any applicable modifications are added. If the result is negative (or 0), the lycanthrope takes on (or remains in) beast form. If the result is positive, the lycanthrope takes on (or remains in) human form.

MODIFICATIONS (to transformation rolls and control rolls):		
full moon	-100	daybreak+100
half moon	-50	daylight outdoors+50
new moon	+0	daylight indoors+25
no moon	+0	daylight underground+10
Plus any similar modifications for emotional responses due to circumstances (GM assigned)		
have taken hits	-25	
have taken a critical	-50	
see a friend wounded	-25	
see a friend killed	-50	

Control While in Beast Form: If the circumstances dictate it, the GM may require a lycanthrope to make a control roll. The lycanthrope’s “control” skill bonus, Self-discipline stat bonus, and any applicable modifications (see above) are added to a roll (1-100 open-ended). If the result is 50 or under, the lycanthrope acts as an animal of this type would; if it is 51-100, the human part has partial control; and if it is over 100, the human part has full control.

6•UNDEAD

Unnatural extension of human or bestial existence gives birth to the Undead — transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spellcaster who created them. All have passed through the gates of death and linger in the world unnaturally. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since man’s fear of the unknown is heightened by dark. Ironically, the force of life feeds this terror, since often slaughter by Undead creates Undead.

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, “Necro-

mancy”. Usually these Undead have a physical presence in the form of the bodies used to create them. Special Undead are detailed separately, with their “Classes” given in the table in parenthesis 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 “healed” at a rate of one every minute, and the Undead will become active when its “hits taken” total drops below its hits total.

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)
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/md)	1	Cruel (LO)
Corpse Lantern (IV)	10H	-	-/-	-/-	M/II#	135A	1(40)	Spell/Special(5 Con pt/md)	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)*	40MCI/Special(3 Con pt/md)	1	Bellig.(AV)
lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)*	60MBa/50We/Special(4 Con pt/md)	1	Bellig.(AV)
greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)*	110WE/90LBa/Special(5 Con pt/md)	1	Bellig.(AV)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)*	100LBI/75MCI50/Special	1-5	Berserk(NO)
Ghouls										
lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10)	25SBa100/30SCI+/10SBI+	1-10	Protect (NO)
greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40MBa/50SCI+/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)
Wild Hunt Hound (I)	1A	160	Dash/40	BF/BF	M/I#	50A	1(40)	Special(touch: 1 Con pt/md)	*	Hostile (NO)
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15)	30MBa100/Special	2-20	Berserk (NO)

* — Special

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. Undead without solid "bodies" may be destroyed by burning only when their "bodies" have pulled together enough to begin the one per minute "healing" process. 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.)

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 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 pts/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 heralds 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 lights, 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 the spirits of the fallen. When observed through magic, they take on the tattered forms of great lords and ladies with cold cruel gleaming eyes. Wights wield with chilly efficacy the enchanted weapons often buried with the dead and cast dread spells on the living who violate the burial grounds by night.

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.*

Embalmed human remains secured by many layers of wrappings, mummies often prowl the necropolis built for their interment. Concerned primarily with grave robbers, a mummy usually limits its attention to its own sepulcher, where intruders are ruthlessly attacked. 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 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.*

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: *Body size can range from 1' R to 5' R at will; body can act as a 'Cold Ball' attack.*

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, a new wraith is created, due to these fragments.

Wild Hunt Hound: *Class I: 20-2000 hounds (GM discretion); 100' R 'Fear'; touch drains 1 Con pt/rnd.*

A pack of ghostly, white hounds whose eyes and mouths glow red races across the skies and the lands on cold, windy, moonless nights. Their wild cries drive all without shelter before these tireless pursuers. The dogs do not pause to accommodate the weary, but bite deeply once, leaving the laggard to the fangs of the rest of the pack as it passes.

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.

7•DEMONS

Demons are incorporeal souls who are capable of assuming various physical shapes, forms conducive to life in any number of settings. A seemingly infinite variety of these powerful entities exist, but all fall into two broad categories which are rooted in the origin of all spirits. Most are Demons of the Essence, who owe their existence to the imperfections of the Flows of Creation. Others are Demons of the Void, who were created before or outside of that which now is: Existence. Demons of the Essence include Elemental Demons, Singular Demons, and Thematic Demons. The Outsiders and the Older Ones constitute the two branches of the Demons of the Void.

To Kulthean minds, demons are wholly unique spirits whose visages and desires may seem frightening or overwhelmingly inexplicable. This is particularly true of the Demons of the Void, for they are motivated according to alien principles or, in some cases, no discernable standards. These souls escape general description.

Many demons possess considerable intelligence and command the allegiance of numerous lesser thralls. Others are unthinking, unflinching deathdealers. Some have strong, hairless bodies and glistening skin of unusual hues, while others are spineless or even amorphous creatures. They can be immensely agile, with lithe limbs and long claws, fangs, or horns and acrobatic skills exceeding those of the nimble apes. The most familiar demons even employ the tools of mankind and are lethal duelists given to wielding a variety of melee weapons.

In coming to this plane, these creatures bring only their spirit, and thus must generally take a form in order to interact with others. This guise is not critical to their existence, but it allows them freedom of action and enables them to affect things in a physical manner. Without it, they are but unseen souls forced to rely on imagery and enchantments.

Still, with every creation and each act, the spirit of these entities risks being captured by its adopted form. Acts of great power also carry the danger of changing the form itself, regardless of the entity's desire. After a time, some of these creatures find their appearance allied with their inner being and shaped by their feelings. No illusion can change their countenance. When their spirit is fully trapped in such an unchanging form, these entities may become imprisoned outside their natural setting. Most avoid this plight, shifting from plane to plane, as summoned, by happenstance, or at their own whim.

All demons, of course, are by nature "supernatural." They do not conform to the usual laws of nature, nor do they compose a species. Unique and as a whole extremely rare, they remain enigmatic and live according to their own special rules. Kulthea's are no exception. All attempts to classify them have failed to some degree. Nonetheless, the chronicler Artsa Nay Lum proved successful in isolating two general divisions of Kulthean demons. As he noted in his immortal treatise entitled *Othersouls, the Spirits Beyond Our Kind*, every demon is either a Soul From the Essence or a Soul From the Void.

DEMONS OF THE ESSENCE

Demons of the Essence include Elemental Demons, Singular Demons, and Thematic Demons, in the order of their rarity. They all share one quality: each is a corrupt soul who has betrayed or abandoned its original conception and purpose. Each is a fallen spirit.

The most common Demons of the Essence, the Elemental Demons, spring from nature and are incarnations of the five Elements of the Essence: air, earth, fire, light, and water. Thematic Demons, the least common of these spirits, represent the underlying Flows of the Essence, the themes that govern the relationships between the elements: harmony and discord, birth and death, love and hate, envy and peace, etc. Singular Demons, on the other hand, are tied to specific places and circumstances, such as a brook in its spring bloom. They are undoubtedly the least definable of the Souls From the Essence.

ELEMENTAL DEMONS

The spirits of Elemental Demons conform to the substance of the five elemental orders. They enjoy the powers and restrictions associated with a given element. Thus, they often take unsubstantial or ever-changing forms, such as the shape of a flickering firelight, a trickling rivulet, or a spinning whirlwind. Even the relatively substantial Earth-demons can be exceptionally mobile, manifesting themselves as animated rock or plants or, more commonly, as human-like "tenders" or "keepers."

Elemental Demons command related elemental or base spells akin to their own makeup. 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"). Given to immolation, they can engulf themselves in fire at will. Light-demons wield lightning and other forms of electricity in like fashion. Air-demons and Water-demons utilize wind and water accordingly, while Earth-demons can manipulate soil and rock, summoning and casting scree or swirling mud as if they were manipulating a firestream.

Fire-demons: Fire-demons are associated with destruction and typically serve the forces of terror. The mightiest of these creatures, the Flamesouls, are corrupted demigods in the service, whose avarice and hunger for hegemony led to their fall from grace. These vile, vengeful Demons serve Kadæna, although most were imprisoned on other planes at the end of the Wars of Dominion, or were utterly destroyed. The few survivors retreated into the depths of the underworld in order to survive until they could regain strength and exploit new opportunities. They repose like a dormant curse upon the world.

Typical Fire-demons reach about 13' in height and are large, cunning creatures. Their critical strikes are accompanied by "B" fire crits and most (80%) are armed with Fire-weapons (e.g., a "Sword of Flame"), great two-hand arms that they wield in but one hand (delivering 3x damage). All Fire-demons can cast 30 power points per day of spells drawn from the Magician base list "Fire Law." Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons. When they immolate, they deliver a "D" crit to every victim within 5' of their flaming bodies.

Other Elemental Demons: While most demons and virtually all Fire-demons are associated with utter Evil, the motives and goals of other Elemental Demons vary considerably. The only common factor is their abiding allegiance to the concepts of self-preservation and the perpetuation of their collective being. Unless otherwise controlled (which is often the case), each Elemental Demon seeks to increase the power of the element it is associated with, thus coming into conflict with servants of the other elements. Air-demons despise anything or anyone who impedes the influence, and free movement, of the winds, and they will cut channels in rock or evaporate water in order to join isolated pockets of air. Light-

demons disdain darkness and typically look upon Fire-demons as allies, except in cases where flames inhibit the promotion of electricity. Water-demons guard the purity and balance of water and campaign to increase the size of seas and streams. Earth-demons oversee the building and movement of the land and assail any living creature that seeks to modify the character of the soil or lay of the topography.

THEMATIC DEMONS

Thematic Demons represent abstract rather than elemental or tangible concepts. They concern themselves with the important themes spawned by Creation. As such, they were originally conceived as caretakers of the various Flows embodied by the Essence. These fallen spirits constitute the corrupted demigods who once served as guardians responsible for the protection of all relationships, emotions, and motivations found in Existence — the foundation themes attuned to the Essence. Rather than maintaining the Balance of Things with respect to these fundamental concepts, Thematic Demons try to manipulate their associated themes, reordering instead of guarding their appointed trusts. Some even destroy or constrain Essential Flows. Having fallen from his mission, a Spirit of Hope for instance, might become a Doombringer.

Death-watchers: The mightiest of the Thematic Demons are known as Death-watchers or, as they are sometimes called, Ordainers. Others call them Moloch (although neither of the latter terms should be confused with the Demons of the Void who are known by the same names). These lordly demigods are the fallen servants of the Lord of Fate, and now serve those who feed their appetite for death and destruction. Some are united in their service to the Unlife, but all are unique in form. Death-watchers possess the power to change shape at will (1 rd prep), but they cannot hold fair form without concentration. With their corruption, they became saddled with huge, horrid visages. Their great, leathery wings suggest a primeval reptilian quality and their powerful arms and legs are covered with slimy scales.

Death-watchers can fly (30'/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 simply use their hands, which strike as maces. In any case, their immense strength yields 3x damage. Given to immolation, a Death-watcher can explode into flame or shroud himself in ice, and all within 6' receive a "D" heat or cold critical each round they remain in the terrible, flickering radius. These demons can also "ordain" a foe, tearing the target's soul from his body with a 30th lvl "Absolution" (Ess list; "Soul Destruction").

Doombringers: Among the most common of Thematic Demons, for they embody the sense of pain and hopelessness that characterizes many fallen spirits. Their presence epitomizes the haunting nature of the Demons of the Essence. Doombringers generally look like huge (12-15' tall) man-like creatures veiled in a thick, swirling mist, a foul-smelling blackness. Their features are rarely discernable; rather, they are only suggested focal points on an otherwise ever-changing face. Nonetheless, a Doombringer's vague image suggests inevitable and pitiless failure and fosters utter despair and enduring fear. They invoke a sense of doom.

Anyone gazing upon a Doombringer 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 irreversable hopelessness. The danger they present cannot be overemphasized, since it is extremely hard (-30) to avoid looking at such a creature 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. Anyone within a 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.

Procreators: The Procreators are downfallen demons who were once associated with the themes of Love and Birth. Twisted spirits, they are enamored of lust and seek to destroy the emotions and bonds they once cared for. 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 seducing their quarry with spells and soothing words. In this way they achieve their goal, which is the conception of a half human demon-child, one who will serve them for eternity. Unfortunately, their chosen mate usually (75%) dies at childbirth, although a witch or warlock will have a better chance of survival (50%). The successful offspring of these creatures appear as wild humans, but many (25%) are born misshapen and crippled.

All Procreators share similar powers. 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 spell lists and receive six power points per level (RM). Additionally, Procreators can float or fly, either as a mist or in typical form, although they do not possess wings.

SINGULAR DEMONS

Singular Demons are as varied as the landscape and all the moments and thoughts associated with the creation of powerful sites. They are souls linked to places and things. The Loremasters often refer to them as "Haunters." Some have no form of their own and must root in objects or other creatures to manifest themselves. Others appear irregularly, such as in the case of the reoccurrence of the circumstance that first brought their soul to a given spot.

The most common Singular Demons inhabit places of power and, in some cases, are actually responsible for conferring such magic on the site. They reside in enchanted stone or hibernate in the deep, mystical wells that knife into rock by ancient battlefields or wherever the Creation took a cataclysmic turn. Spirits that stand vigil over special places occasionally become Haunters, as do those souls who become corrupt because of some encounter in a given locale.

Haunters often try to drive their victims mad or overwhelm them with unbroken sleep. They may simply ward a foe away, or they possess a foe and drive him to strike his compatriots or throw himself into mortal danger. Confusion, deception, and surprise are the most common tools of these corrupt spirits.

DEMONS OF THE VOID

These exist apart from the Essence and both within and without Existence. Many live on one or more of the uncounted planes outside the bounds of "that which is," and some come from the Nothingness that predates Creation.

The Outsiders and the Older Ones constitute the two branches of the Demons of the Void. The former are extraplanar souls whose characters reflect myriad homelands wholly alien to Kulthean minds. The latter are older than anything associated with the Essence, for they were born before the World and comprise the Ancient Powers — the ultimate anathemas.

OUTSIDERS

Kulthea is but one world on one plane, a small manifestation of the Essence. It is a unique gift of the Essence of Creation and the patterned Essence which is its legacy. Just as there are many worlds hurling through the space above Kulthea's skies, there are numerous other planes that lie beyond the boundaries of Existence, outside the reach of normal consciousness. These planes are no less real than what we see or touch or feel and occasionally affect events in this world. Entities from other planes occasionally intrude here, either as visitors or in search of residence. Frequently unwelcome, these creatures upset the Balance of Things, for they are from without Existence. Their entire nature is contrary to normality.

Entities from other planes vary considerably. Some are friendly and benevolent, while others are selfish masters of mischief whose enchanted souls harbor awesome power.

Demons of the Pale: The Pale consists of the six Planes of the Known Void, varied realms which are all characterized by faint, unchanging light and unrecognizable terrain. They are the utterly horrible planes that lie at the Edge of Existence, places where life and death have no meaning. Here, Evil reigns and tortured demonic souls exist in a twisted state — without hope, yet consumed by desire. Creatures of these hellish realms are either prisoners of their own misdeeds or spirits banished due to some misfortune. All lack comfortable alignment with this "misbegotten land."

Demons of the Pale are categorized according to their home plane. Called "Pales," these six terrible realms compose a hierarchy of hideously insane existence. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest.

First Pale Demons are social creatures, given to animal-like ways and organization. These 7-foot high beasts have light grey skin and a tuft of hair protruding from the center of their otherwise bald heads. Almost purely instinctive, their actions reflect a near absence of intellect, although they use simple one-hand weapons (like clubs) and know nothing of shields.

Second Pale Demons are eight foot tall denizens from a realm of uniformly dark, murky "water." Somewhat more intelligent than First Pale creatures, they are fewer in number. They are also larger and darker (medium grey), quicker, and brighter than their lesser brethren, often making use of higher quality one-hand weaponry (e.g., swords). Hairless, they are endowed with extremely smooth hides and partial "webbing" between their long clawed toes. Huge hands and lungs adapted to drawing air out of a gaseous or liquid environment make them capable amphibians (i.e., they can breathe beneath water or in normal air).

Third Pale Demons stand nine feet tall and wield wicked, two-hand weapons. Most are completely hairless and dark grey in pallor. They have large ears and noses, both of which are formed of gnarled bone, and enjoy superb senses of hearing, smell, and reflected sound location (akin to bats). This is essential to their survival, since they exist in an eerie underworld.

Demons of the Third Pale are virtually sightless in any conditions other than blinding light (a situation which permits them to see quite well). Like bats, they are winged creatures with well-adapted flying and gliding skills.

Fourth Pale Demons are ten feet tall and markedly contrast with beasts of the Third Pale. To begin with, they have huge eyes guarded by a bony brow inset with two to four small, sharp horns. Spirits of an enchanted sphere marked by stark, unending mazes, they are intuitive but insane. Each is given superb sight (including infrared vision and imagesight), but often lacks development of other senses. Their ears and noses are malformed but relatively small, like First and Second Pale Demons, but here the resemblance ends. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. Few have any hair. Slender, agile, and strikingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack. Each possesses knowledge of all the Astrologer base lists and receives two power points per level (RM).

Fifth Pale Demons are strong, huge (11' tall), and given to using complex weapons. They are in many ways the most dangerous of the common varieties. Although related 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. Each possesses knowledge of all Open Channeling lists and receives three power points per level (RM). Fifth Pale Demons are jealous of power and forever seek to dominate others. Highly individualistic, they consider their brethren to be minions.



DEMON OF THE PALE

Sixth Pale Demons are intelligent but absolutely wild and murderous creatures. The most feared of common Demons of the Pale, they hail from a province covered in endless, fiery chasms. They resemble First Pale varieties in stature and structure, but possess black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues create a frightening visage. 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. With their recurved musculature, they are given to feats of tremendous acrobatic skill and rarely paralleled strength. Even after twisting leaps of up to one hundred feet, they can right themselves for a crushing blow or a seemingly impossible hold on a vertical rock face. They frequently accomplish the latter maneuver by driving their clawed hands and feet into the sheer and solid rock, literally gripping the torn surface. Such fearless displays of raw, dexterous power are inherent in their character, and many have been known to tear the head off of a fallen foe with one swift motion.

Demons Beyond the Pale: These hail from the indescribable reaches of the Last Planes. No spirits reside further away from the edge of Existence. Unlike Demons of the Pale, their nature is virtually unknown, for the Kulthean scholars have no understanding of their home planes.

Downcast demigods, the Demons Beyond the Pale are souls who shunned the Essence and disdained Creation. Some of these spirits were born of the Essence and later banished into the Void. They control their own, bizarre dominions and exercise control over many of the lesser demons that inhabit the Known Planes. Many struggle against their brethren — or all creatures for that matter — while others enter into uneasy alliances spawned by need and convenience. 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). For instance, 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 (e.g., in *RM*, as a 50th level *Spirit Mastery* spell from the Essence list of the same name). 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 (*RM*).

First Pale: nocturnal and almost exclusively instinctive; often found in lots of 1-20; 7'; reduce critical strike severity by 1 level.

Second Pale: aquatic; often found in lots of 1-10; 8'; reduce critical strike severity by 2 levels.

Third Pale: nocturnal or subterranean; fly; virtually blind and reliant on radar; often found in lots of 1-10; 9'; reduce critical strike severity by 2 levels.

Fourth Pale: spell users (2x level PP); often found in lots of 1-5; 10'; use large creature critical strike table.

Fifth Pale: clever and adaptable; use spells (3x level PP); loners; 11'; ignore stuns, hits/rnd; use large creature critical strike table.

Sixth Pale: move by acrobatic leaps and sprints; found in lots of 1-5; 7'; ignore stuns and hits/rnd; use large creature critical table.

Beyond the Pale: loners; strike with 2 hands/rnd as if 2 individuals; fly at up to 240'/rd; spell users (6x level PP); presence forces a RR vs fear (50' rad); can immolate (all in 5' radius receive "D" heat, cold, or electricity critical strike each rd); 12-18'; use super large creature critical strike table.

THE OLDER ONES

Demons who dwell in the Void can only take form on known planes when under a summons or by entering a Gate to the Other-worlds. Since the Gates are guarded, their passage is often tied to a pardon, a rare event typically inspired by trickery. Like Demons of the Pale, these wicked spirits take distasteful forms while in this world, thereby interacting with other beings. These forms serve as their conveyance, but are vulnerable and can be destroyed. Their "real being" or spirit, on the other hand, cannot be destroyed outside the Void.

The Older Ones are Ancient Spirits, demigods who predate Creation and have no connection to the Essence. Indeed, they mock the Essence and seek to destroy, pervert, or control everything in Existence. No demons are as detached from Kulthea, or as powerful, as these awesome spirits.

Many of the Older Ones conform to their own hierarchy of power. In this they are analogous to the Powers of Kulthea. Agoth occupies the pinnacle of this wholly mystifying union. He, or more properly it, is an all-consuming, yet ever-spawning entity, an incarnation of the Original Chaos. Essentially thoughtless and formless, Agoth is the antithesis of the Essence. He is often believed to be synonymous with the Unlife, but this is purely a matter of occasional coincidence. Agoth embodies no apparent motivation.

Agoth is served by a host of essentially randomly produced offspring, the Agothu or Gathoro, demons who act in an unpredictable but conscious manner. The Agothu are, in turn, served by two groups of lesser spirits: the Destroyers and the Conformers. The Destroyers are outwardly malevolent demons bent on the eradication of those who would oppose the ultimate invasion and domination of the Agothu. Numerous hideous subgroups of this demonic order plague Kulthea, although as a whole they remain very rare.

The goals of the Conformers is similar to that of the Destroyers; however, these demons are more insidious. Instead of simply using overt force, the Conformers infiltrate and inflict harm from within. Shadow-demons and Fairseemers are two groups within this demonic order.

Shadow-demons: The Daorgor, Culorgor, Hothorgor, Tharorgor, and the Bororgor comprise the so-called Shadow-demons, creatures who have assumed the guise of Elves and mock the character of the gifted immortals. All possess the size (5.5'-7') and skills (e.g., infravision) of real Elves, but have lost true form and have difficulty assuming a fair guise.

Daorgor, or "Grey Shadows," know all Sorcerer base lists to 5th level and enjoy high senses of Empathy and Intuition (85-102). Despising light, they can cast "Darkness" (5th level Essence list "Darkness"). Their golden-red brethren, the Culorgor, have similar abilities. Fond of fire and given to serving Fire-demons, Culorgor (or "Red Shadows") are immune to flames and prefer warm places.

Black Shadows are stronger demons. They are called Hothorgor and have black skin and silver hair. Their thick hide is extremely tough, although it appears smooth and flawless, like that of true elves. So too, does the skin of the Tharorgor. Outwardly indistinguishable from Hothorgor, these creatures wield considerably more power. No normal weapon can harm them. All Tharorgor possess at least 1 power point per level and know all the Evil Mentalist base lists (to their own level).

DEMONS

Type	LVL	Base Rate	Max.Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
DEMONS OF THE ESSENCE										
Fire-Demon (VI)	25G	90	Dash/30	FA/FA	H/SI	300H	20(60)	210We(2x)(heat)Spells/Special	1	Domin.
Death-watcher(VI+)	35G	100	Dash/30	FA/FA	H/SL	450H	20(80)	250We(2x)(3D)[Heat]/Spells/Special	1	Domin.(EX)
Doombringer (VI)	20G	80	Dash/20	FA/MF	H/SL	300H	12(60)	150We(Elec)/Spells/Special	1	Domin
Procreator (V)	12G	80	Dash/10	MF/MF	M/—	140F	3(50)	100We/Spells/Special	1	Special(VH)
Sing. Demon (IV)	10G	—	—/—	—/—	M/—	150F	20(50)	Spells/Special	1	Special(VH)
DEMONS OF THE VOID										
Outsiders: Demons of the Pale										
Pale I	1A	90	Dash/10	MF/FA	M/I	35D	1(20)	40MCI(2x)/30MBa/60MCr§/50cl(2D)	1	Berserk(LI)
Pale II	4H	110*	Spt/10	FA/FA	M/II	60F	3(30)	50MCI(2x)/40LBa/80LKr§/70bs(2D)	1	Berserk(IN)
Pale III (fly)	8H	130*	FSpt/20	VF/FA	L/II	90F	4(50)	60MCI(2x)/70LBa/105LCr§/90th	1	Cruel(MD)
Pale IV	13H	160	Dash/40	BF/FA	L/LA	120G	4(60)	60wp(2D)/70LBa/130LCr§/Spells/90We	1	Cruel(SU)
Pale V	18H	100	FSpt/20	VF/FA	L/LA#	300H	8(50)	150HBa/200HCr§/Spells/140We(2D)	1	Domin.(HI)
Pale VI	27F	150*	Dash/50	VF/FA	M/LA#	250H	12(60)	180LCI(2x)/130LBa/100MBi†/150LCr§	1	Cruel(AV)
Beyond the Pale	50G	120	Dash/20	VF/FA	L/SL	400H	20(60)	200HBa/250HCr§/240We/180We/Both	1	Varies(EX)
Older Ones										
Daorgor (I)	2H	55	Dash/20	MD/MF	M/I	45D	1(30)	50We/Spells	1	Cruel(HI)
Culorgor (II)	4H	60	Dash/30	MD/FA	M/II	65F	1(40)	70We/Spells	1	Cruel(VH)
Hothorgor (III)	7H	60	Dash/20	MD/MF	M/LA	90E	4(50)	130We/120We	1	Cruel(AV)
Tharorgor (IV)	12H	60	Dash/20	MD/MF	M/LA	150E	4(60)*	140We/Spells	1	Cruel(VH)
Bororgor (V)	20G	80	Dash/30	MF/FA	M/LA@	200F	1(70)*	175We/Spells/Special	1	Cruel(VH)

* — Special.

Note: For each of the non-Pale demons, a Pale equivalence is given for the purposes of comparison, "Dark Contacts" spells, and "Dark Summons" spells.

Of all the Shadow-demons, though, Bororgor are the most potent. Frightening yet cruelly noble, their very presence forces those within 50' to make a RR versus fear. Those who fail by 01-50 flee for 1-2 minutes, while those who fail by more are frozen in terror for 1-10 rds. Because they wear bizarre silver crowns, Bororgor are called "Silver Shadows" by the High-elves. These crowns permit them 2 extra power points per level. These they use to cast spells from the Evil Mentalist base lists, all of which the Bororgor know to 20th level.

Fairseemers: The Hothrog, Darog, Gorog, and Narog comprise the possessors of men who are collectively called "Fairseemers." They inhabit and pervert the bodies of their human victims, feeding on the host souls for knowledge and sustenance. Like the demonic elven spirits, Fairseemers possess the skills and stature they had in life, although they lack true form or the ability to incorporate pleasant features.

Hothrogs are Fairseemers whose forms combine the bodies of men and the heads of large jackals. Their hands have but two non-opposing fingers, so they cannot use weapons. Instead, they rely on their long, steely claws to tear or shred their foes. Hunting in "packs" of two to twenty individuals, they are instinctively tied to one another and often attack with suicidal frenzy (+30 OB; -20 DB and no parrying) when alone. Those who aspire to lead are less prone to such behavior but are even more brutal, having slaughtered their numerous rivals.

The more gifted Darog can wield weaponry. They also invoke greater awe; these shadowy forms appear as mere silhouettes of blackness, for they reflect no light. Although this makes them virtually invisible in shadows or deep darkness, this thirst for light can be their downfall. An "Utterlight" spell will slay any Darog failing to resist within the area of effect. Spell casters, Darog know all Evil Cleric base lists to 5th level and receive 2 PP per level.

Gorog look like 10' tall men surrounded in flame. Their skin is a dark red and their eyes are a deep and unblemished black. When aroused, their bodies burn brighter and take on an amorphous quality. While in this state they move like a dancing fire and cannot be harmed by normal weaponry. When struck by spells of cold or ice, however, they receive twice the usual damage (including two separately-rolled crits). Their flames yield an (additional) "A" fire crit whenever they deliver a critical strike. Each day, Gorog can cast up to 15 PP of spells from the "Fire Law" list (Magician base).

Narog resemble larger Gorog. Towering 11 feet tall, they have the bodies of men, with huge, flaming hands tipped with gleaming talons. Their critical strikes are accompanied by fire crits of an equal level. Worse, they can "weave" a 1' wide, 10' high wall of flame wherever they tread. Although it requires their undivided concentration, they can extend the wall by 60' per round, and the fires last from 1-10 minutes (roll once for the duration of the whole). This wall delivers a "B" fire crit (no RR) to all who pass through (1x) or remain in (1x/rnd) its confines. Narog can also breathe flames, exhaling +30 white Fire Bolts up to three times a day (100' range).

SOME OLDER ONES

Bororgor: RM Type V; Shadow-demon; exceptionally intelligent but cruel; use spells (3xlv PP); presence causes RR vs fear (50' rad); 7' tall; immune to cold; ignores stuns; cannot be harmed by normal weapons; use Large Creature critical table.

Culorgor: RM Type II; Shadow-demon; intelligent but cruel; 6' tall; immune to fire; lessen crit severity by 2 lvls.

Daorgor: RM Type I; Shadow-demon; intelligent but cruel; use spells; 5.5'-6' tall; lessen crit severity by 1 lvl.

Darog: RM Type II; Fairseemer; intelligent but cruel; use spells (2xlv PP); 6' tall; lessen crit severity by 1 lvl.

Gorog: *RM Type III; Fairsemer; intelligent but cruel; use spells (15 PP); crit strike accompanied by "A" fire crit; 10' tall; immune to fire; cannot be harmed by normal weapons but twice normal vulnerability to cold or ice; lessen crit severity by 2 lvls.*

Hodhorgor: *RM Type III; Shadow-demon; very intelligent but cruel; 6-7' tall; use Large Creature critical table.*

Hothrog: *RM Type I; Fairsemer; cruel; operate in packs of 2-20; 7' tall; lessen crit severity by 1 lvl.*

Narog: *RM Type IV; Fairsemer; highly intelligent but cruel; crit strike accompanied by equal fire crit; can weave 10'x60'x1' fire wall (delivers "B" crit; no RR) each rnd; can breathe +30 Fire Bolt (100' range; 3x/day); 11' tall; use Large Creature critical table.*

Ormloch: *RM Demon of Might; loners; exceptionally intelligent and exceedingly cruel; employ spells (5xlv PP); presence causes RR vs fear (100' rad); strike with 2 arms/rnd as if 2 individuals; hands strike as maces; strength yields 3x damage; given to immolation ("D" heat or cold crit to all in 6' rad); fly at 30'/rd; can alter size and shape, up to 15'-18' tall; immune to fire or cold; use Super Large Creature critical table.*

Ormorgor: *RM Type VI; Demon of Might; very intelligent but cruel; strength yields 3x damage; use spells (50 PP); crit strike accompanied by "B" fire crit; 13' tall; immune to fire; use Super Large Creature critical table.*

Shanth: *RM Demon of Might; loners; exceptionally intelligent and exceedingly cruel; employ spells (3xlv PP); presence causes RR vs fear (100' rad); strength yields 3x damage; given to immolation ("C" heat or cold crit to all in 5' rad); fly at 25'/rd; 12'-15' tall; immune to fire or cold; use Super Large Creature critical table.*

Thaurorgor: *RM Type IV; Shadow-demon; exceptionally intelligent but cruel; use spells (1xlv PP); 6-7' tall; cannot be harmed by normal weapons; use Large Creature critical table.*

RM NOTE: While some are masterful enchanter, all these creatures can make use of spells from the Sorcerer base list "Soul Destruction" and the Evil Mentalist base list "Mind Disease."

8•ARTIFICIAL BEINGS

Elementals and artificial beings are unnatural creatures constructed by enchantments. Composed of virtually any element or substance, they have no inherent soul. Instead, their spirit is a gift or a temporary lodger. Their bodies would not "live" but for the incantations that unite them with a wandering soul or part of the maker's own spirit.

NOTE: Elementals and artificial beings, like demons, are often conjured or "summoned forth." Symbols, runes, songs, or enchanted rituals or items may provide a means to call up such a creature. The GM may also wish to allow use of the "Summons" and "Control" spells found on the "Dark Summons" (Ess, "Evil Magician Base") list, treating the following beasts as one would demons (e.g., lesser elementals or constructs would be handled as lesser demons). Alternatively, research into similar speciality spell lists (e.g., "Elemental Summons") may be permitted. Whatever the case, unless otherwise stated, the summoner must concentrate in order to control any lesser or greater creature of this type. Manipulation of minor creatures or servants requires no such concentration.

NENG

Neng (N'ng): *Attack accompanied by acidic spit (1/rnd; +40 firebolt; range 40'); 5'-6.5'.*

Neng are demonic creations, spirits from another plane whose saliva is composed of a powerful acid. Their six inch tongues contain a hollow tube which enables them to spit up to 40' with startling accuracy. This power, coupled with their relatively normal 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.

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 mole-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 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. Omnivores, 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"). 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)

ARTIFICIAL BEINGS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Neng (IV)	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special/40FBolt*	1	Cruel(HI)
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)
Constructs										
Minor	3H	40	Run/0	VS/MD	M/I#	150A	20(0)	60We(2x)/50lcb/Special	1	Mission(NO)
Lesser	8H	60	Run/0	MD/MF	M/II#	250A	20(10)	120We(2x)/75lcb/Special	1	Mission(NO)
Greater	13H	80	Run/0	MF/VF	M/LA#	400A	20(20)	180We(2x)/100lcb/Special	1	Mission(MD)
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/80MGr/100We*	1	Varies(NO)
Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)*	90MBa/60MGr/100MGr*	1	Varies(NO)
Tar	8H	30	Run/0	SL/SL	M/LA#	130G	3(20)*	70MBa/70MGr/150LGr*	1	Varies(NO)
Brass(Talos)	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)	150MBa/50MGr/150LGr†*	1	Varies(NO)
Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)*	100LBa/60LGr/150LGr†*	1	Varies(NO)
Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)*	120LBa/70LGr/170LGr†*	1	Varies(NO)
Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)*	150LBa/70LGr/170LGr†*	1	Varies(NO)
Keron	25H	75	FSpt/0	MD/MD	M/SL#	400H	20(50)*	200HBA/90LGr/200HGr*	1	Varies(NO)
Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)*	250HBA/60LGr/250HGr*	1	Varies(NO)
Laen	35H	60	Spt/0	MD/MD	M/SL#	600H	20(70)*	300HBA/90LGr/300HGr*	1	Varies(NO)
Guardians (Air, Cold, Earth, Fire, Light, Water)										
Base Statistics	15G	—	—/—	—/MF	L/LA#	120H	3(60)	Spells/Special	1	Protect(AA)
Servants (Air, Cold, Earth, Fire, Light, Water)										
Base Statistics	5H	100	Dash/30	VF/BF	S/LA#	50F	1(60)	30Ball attack*	1	Varies(—)
Warders										
Lesser	8H	120	FSpt/30	FA/VF	L/II*	180F	4(40)	80LBI(2-3x)/Spcl(use animal type)	1	Protect(LI)
Greater	15H	90	FSpt/30	MF/VF	L/LA*	250G	11(30)	100LBI(4-5x)/Spcl(use animal type)	1	Protect(MD)
Zephyr Hounds										
Fire Hound	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70MBi/50FBreath	1-10	Bellig.(NO)
Ice Hound	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70MBi/50IBreath/30CBreath	1-10	Bellig.(NO)
Night Hound	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60MBi/GBreath	1-10	Bellig.(NO)
Storm Hound	3C	140	Dash/20	VF/FA	M/—	60G	4(30)	50MBi/60SBreath	1-10	Bellig.(NO)
Vapor Hound	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60MBi/GBreath	1-10	Bellig.(NO)
Water Hound	4D	140	Dash/20	VF/FA	M/—	70G	4(30)	50MBi/60WBreath	1-10	Bellig.(NO)

* — Special.

monkey, hurling 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 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 dull reserve of sixty discs, a shard can initiate twenty-five dual attacks over the course of fifty rounds (supply renews at rate of 4/hr).

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.

Still, the best way to attack a shard is while it is motionless. When it moves, it is virtually un-hitable (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.

NOTE: Loremasters 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 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. Given the nature of incantations, this is possible, but hardly plausible.

CONSTRUCTS

Minor: Small, lacking intelligence; often have single mission; possess built-in dart-thrower (lcb; 1x1rd; unusable in melee); 4'-6'.

Lesser: Instinctive; possess built-in dart-thrower (lcb; 1x1rd; unusable in melee); 6'-10'.

Greater: Modest intelligence; possess built-in dart-thrower (lcb; 1x1rd; unusable in melee); 11'-15'.

Constructs are creatures whose bodies consist of numerous separate parts, like a full suit of plate armor. A robot is a construct, as is a scarecrow. As such, they come in many forms, most of which mimic the human structure. Those that are tools of war or vigilance often have specialized appendages — hook-hands, wrist-

mounted dart-throwers, blade-tipped fingers, spiked toes or elbows, and the like — for a construct's weaponry is always a part of its being. Artificially animated, they are as dependent on their bodies as any creature, and usually limited with respect to mobility and flexibility. After all, a moving suit of armor is rarely mistaken for poetry in motion.

ELEMENTALS

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 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 rolled on slaying column.

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 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 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 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 rds; 7'-11'; "earth" crits against it rolled on slaying column.

Elementals are creatures whose bodies are made from one of the basic raw elements and whose form is derived from motion. They must be summoned (10' x summoner's lvl range) from an essential source (e.g., a camp-fire for a fire elemental) consistent with their composition and exist only as long as their summoner concentrates, or for a number of rounds equal to the summoner's level (whichever is longer).

Constant movement enables an elemental to maintain shape. Their spirit lodges in a focus which, like the ice in the center of a snowball, becomes the core or "heart" of the creature. Gathered material swirls around this focus, increasing in speed whenever the elemental hastens its pace or assumes a more compact form.

Since these creatures are flexible and quasi-amorphous, they are difficult to slay. One dispatches an elemental by separating it from its spirit or by killing its core. Any slowing of its movement stuns it, however, so these creatures are vulnerable to any disruption of their material flow. When an elemental is frozen or disintegrated, it cannot function. Then its spirit must make an RR or it will depart, prompting the abandoned body to return to its natural state.

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 characteristics common to its spirit. The creature's arms, legs, and head take shape with need, such as when it wishes to strike or speak. As with all creatures, they depend on their substance and cannot wield anything much more solid than their own essential base. Only earth and water elementals can carry solid objects, while air, cold, fire, and light elementals are incapable of bearing any item.

GOLEMS

Flesh: Capable of wearing garb (including armor) and using weapons; may appear as human; 4'-7'.

Clay: Ignore crush crits; 5'-8'.

Tar: Ignore crush crits; if foe delivers hits but no crit his weapon sticks in golem; 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'.

Keron: Softer weapons must make a RR each time they deliver hits (wood -50; bone -30; iron -20; steel -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 and act as living statues. They serve only their maker, responding to simple instructions (e.g., one-liners). 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 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.

GUARDIANS

Air: Intelligent; appears as stationary column of swirling air; visible only in strong light; all actions by those within it at -50; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Air Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Cold: Intelligent; appears as stationary column of swirling ice; visible in mild to strong light; all actions by those within it at -60; one must make RR (+ SD bonus) to voluntarily enter or leave; uses "Ice Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Earth: Intelligent; appears as stationary column of swirling earth; all actions within it at -70; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Earth Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Fire: Intelligent; appears as stationary column of swirling flames; all actions by those within it at -75; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Fire Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Light: Intelligent; appears as stationary column of swirling bluish sparks; all actions by those within it at -65; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Light Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Water: Intelligent; appears as stationary column of whirling water; all actions by those within it at -60; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Water Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Guardians resemble elementals, but are much more stable creatures. They are also much more intelligent, for they embody complete and fully sentient spirits. Stationary, they exist to guard a particular thing or place, a task they tend to perform quite well. Using their cunning and spellcasting powers, they can adapt to circumstances and react in a dangerously sophisticated manner. Guardians are often placed to block an enemy's passing and are quite capable of trapping an unwary traveller.

SERVANTS

Air: Flying sphere of air; its grappled victim receives a +30 airball attack (coldball table; crush crits; 1x/rd); 2'-3' diameter.

Cold: Flying sphere of icy air; its grappled victim receives a +30 coldball attack (1x/rd); 2'-3' diameter.

Earth: Flying sphere of earth; its grappled victim receives a +30 earthball attack (1x/rd); 2'-3' diameter.

Fire: Flying sphere of fire; its grappled victim receives a +30 fireball attack (1x/rd); 2'-3' diameter.

Light: Flying sphere of electrified air; its grappled victim receives a +30 lightningball attack (1x/rd); 2'-3' diameter.

Water: Flying sphere of water; its grappled victim receives a +30 waterball attack (fireball table; impact crits; 1x/rd); 2'-3' diameter.

Servants are small spherical creatures akin to diminutive elementals. Extensions of their maker/summoner's (master's) mind, they follow him wherever he goes (range = 5' x master's lvl), flying above and behind him unless ordered otherwise. They cannot speak or reason, but are quite capable of obeying simple commands (e.g., "Attack that intruder!"). In addition, servants can perform menial chores. With specific orders, they can retrieve objects at distances up to 100' x their master's level. Although they cannot manipulate items and are incapable of handling goods affixed to something, servants can pick up and carry loose objects (weighing up to 5 pounds x master's level). They will drop them only on specific command.

ZEPHYR HOUNDS

Dragon breath streams from the slaving mouths of the brutish zephyr hounds. A pack of the creatures devastates swiftly the lands through which it roams, adopting a wandering existence through necessity. Each breed of hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments (+50 to stalking/hiding).



Fire Hound: 3-5 young; 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 hound's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes. A pack of fire hounds pollutes the air and the earth with ashen residue while shedding the blood of all who cross their path.

Ice Hound: 3-5 young; 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 hound. It is very sure-footed on snow and ice with no maneuver penalties.

Night Hound: 3-5 young; 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 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 Hounds shun the sun, wandering by starlight when their coal black coats conceal their presence.



FIRE HOUND

Storm Hound: 3-5 young; 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 hounds, and their eyes glow citron yellow.

Vapor Hound: 3-5 young; uses gas breath (GBr) 3rd level reduction poison (Var. B); breath is a cone: 30' length and 20' base; each breath will fuse into a 5' R sphere after the first round and drift with the wind, lasting 1-10 rounds before dispersing; it is immune to its own breath and all reduction poisons.

Soft-footed as the breeze, these hounds stalk their prey with feline care. Disguised by thick snowy coats, they creep along the ground like small clouds to bathe victims in a fog of green vapor.

Water Hound: 3-5 young; uses water breath (WBr): it is 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 hounds are as much at home in the water as on land. Many a swimmer has found himself besieged by these blue-furred hounds both in the surf and on the beach.



SHARD

PART IV

• PEOPLES •

Though the peoples of the Shadow World are without number in their variety, they fall into one of two basic categories (aside from the Lords of Essence). All are either immortal (meaning that they can be killed through violence yet do not age past maturity) or mortal, aging and eventually passing from the world. All evolved from the father race of the Altha, a homogeneous people scattered across the globe. The ages of time and the strange, unpredictable effects of the Flows of Essence mutated the Althan race into a plethora of different beings. In addition, the Lords of Essence — Althans who developed incredible Essence powers — began to alter other races to suit themselves. This tends to explain some of the more bizarre animal types as well.

1•LORDS OF ESSENCE

Little is 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 Essence' in the Iruaric tongue (K = lord, viir = essence or power, i = plural). 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 Essence. 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.

Unusually homogeneous, the *K'ta'viir* uniformly possess brown skin (similar to tanned Caucasians) 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'viir* are very attractive humanoid specimens, all having soft, youthful features and graceful 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: K'TA'VIIR

All *K'ta'viiri* possess the equivalent of the following Special Abilities (Similar abilities can be found in *Character Lawl Campaign Law* and the *Space Master Player Book*; note that the corresponding system penalties are not included — the *K'ta'viiri* do not suffer them).

- 1) Inner eyelid (protection from dust/sand/bright light). No penalty when operating under such circumstances.
- 2) Six-digitated hands/feet. +10 to Balance rolls and manipulative rolls (Picking locks, delicate repairs, etc).
- 3) Acute sense of smell: distinguish odors at +50; 100' upwind and 3000' downwind; 200' in still air. Tracking at +25. Skill in recognition possible at 1/3(IN/ME).
- 4) Natural night vision allows perfect sight in equivalent to Terran normal clear night, 30' even in pitch dark.
- 5) Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the psionic powers of Voice.
- 6) 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.
- 7) Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain charisma-oriented Telepath Psionics (useable against own or very similar race). For other skills using Presence add a 20 bonus to that Stat.
- 8) 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.
- 9) 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. Short-term Memory Mode (memorizing a brief manuscript or conversation) has no such ill effects. It is important to note, however, that

Memory Trance duration is pre-set before entering to last, for instance, as long as the conversation, tape 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.

- 10) 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).
- 11) Due to unusual joint design, gain a +20 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (Balance). Also gain a +30 bonus to Contortions, being able to realign many joints.
- 12) 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.

2•IMMORTAL RACES

More handsome than the Mannish races, the fairer people surpass their lesser brethren in many ways. Nobler, more skillfully molded lines and slender, more graceful limbs combine with flawless skin to create the image of perfection. Keener senses and diminishment of the need for sleep allow them the freedom of clear, starlit nights for solitary rambles undisturbed by diurnal mortals. Virtual immunity to disease and the absence of aging bestow eternal youth upon Fairies, but a vulnerability to death by sword or poison snatches true immortality from their grasp. Often bloody inclinations of pride are a major hindrance to the extension of their long, fey lives.

ELVES

General Info: Males 6'-6'10", 150-200 lbs; females, 5'6"-6'2", 115-165 lbs; highly resistant to extremes of natural heat and cold; death occurs only through violence; 2 hours of meditation each day suffice in place of mortal sleep; suggested professional limitations: no profession with Self Discipline as a prime requisite stat. In addition to the height variance, Elves have elongated ears with points at the top, slightly larger eyes, and more delicate features.

Least 'alien' of the Fairie, Elves follow Mannish ways more closely than do the Fey Folk or the Spirit Fairies. Desire for power and wealth stir similar jealousies and passions within their souls, producing cities and wars and religions. Sylvan deities who rule the winds, the waters, and the growing things of the earth absorb Elven worship, although a few stray to revere shadows and tainted violence. Meditation on the balance of the world and the degree of its harmony with the divine music, a daily ritual that replaces sleep, hinders the triumph of evil in most. Many Elven cultures revere the Lords of Orhan, while others seek solace in more rustic forms of worship.



WOOD ELF AND HIGH ELF

High Elves (Iylari): *Frequently spell users, Loari often are Alchemists, Linari are frequently Astrologers, Mentalists or Mystics; all project a visible aura, more obvious at night.*

The most lordly of all the Elves, two Kindred make up the Iylar race. The first, the *Loari*, have raven-black hair, predominantly brown or hazel eye color, and often pale skin. The other group — the *Linari* — possesses golden-blond hair, blue eyes, and fair skin. A love of beautiful things, expressed by skill in building and crafting, unites with a curiosity about the nature of all creation to lure the most ambitious from the path of light. Yet, the superb armor, the bright weapons, and the lovely jewelry cherished within their graceful, marble-walled cities seem almost worth the price of a vanquished soul.

Melody and song frequent their gatherings, since even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments. Garments of white, silver or gold enhance the nobility of the High Elves' demeanor.

Wood Elves (Erlini): *Less tall than the other Elves by 2-4"; Wood Elves (their proper name is Erlini) often innately possess Ranger or Animist spell lists to 5th level.*

Most attuned to the subtle tides of forests, streams, and the creatures who roam the sylvan realm, Wood Elves wear greens and greys to blend with their surroundings. Adept at moving silently, their presence in the wood frequently goes unnoticed among the shadows of swaying branches. Sandy hair and light blue, green, or grey eyes complement their rustic demeanor. These 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 (see Half-elves below).

IMMORTAL RACES

Type	Base Lvl	Max Pace/Rate	MM Bonus	SPEED MS/AQ	Size/Crit	Hits	AT (DB)	ATTACKS	# Enc.	Outlook (IQ)
Elves										
High	5E	75	Dash/15	MD/MD	M/—	50D	14(50s)*	80Melee/100Missile/Spells	*	Varies(SU)
Wood	4D	70	Dash/20	MD/MD	M/—	50D	9(40s)*	50Melee/60Missile	*	Varies(AA)
Dark	5D	65	Dash/15	MD/MD	M/—	50D	17(40s)*	100Melee/80Missile/Spells	*	Cruel(SU)
Aquatic	5D	75	Dash/15	MD/MD	M/—	50D	3(25)	100Melee/—/Spells	*	Varies(AA)
Half	4E	70	Dash/15	MD/MD	M/—	50D	14(50s)*	90Melee/70Missile	*	Varies(AV)
Fey Folk										
Nymphs	3C	80	Dash/20	MF/MD	M/—	50D	1(20)	10Melee/30Missile/Spells	*	Protect(AV)
Sylphs	3C	60	Dash/45	FA/MD	T/—	20C	1(50)	5Melee/20Missile/Spells	*	Carefree(AV)
Thalan	10G	80	Dash/40	MF/FA	M/II	80H	11(80)	Varies	*	Aloof(EX)†
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180We(4D)/110HGr/200HCr\$/Spells	*	Aloof(HI)

* — Special; † — Suggested stats for a mutated humanoid form. Actual Thalan is highly variable.

Dark Elves (Dyari): *Similar to Loari, tend towards Magical and Clerical Arts, esp Evil lists, Sorcery, (Warlock, Witch).*

The Dark Elves are an almost invariably evil race of Elves, whose talents and tendencies lean heavily towards the magical arts, often the darker sides. They are cunning and cruel. They tend to dress in flowing garments of black and red with silver or gold trim. They are ambitious to the end. There have been rare occasions when a Dyar repented of his evil, slowly converting to a more philanthropic view of life. Some of these rare individuals have slowly transformed physically to resemble the High Elves, the race whence they originally descended.

Aquatic Elves (Shuluri): *physically resemble High Elves, but very pale, with blond or white hair. No professional restrictions, though tendency towards Mentalism.*

Aquatic Elves are a rare and elusive breed of Elves having both gills (hidden inside their throats) and lungs, able to exist equally well on land or in water. They also have slightly webbed hands, elongated, webbed toes, and an inner eyelid which helps to protect the eye while underwater. Aquatic Elves are nearly identical physically to the High Elves but are somewhat stronger from their aqueous environment. They are much like the other Higher Elves in their arts and lifestyles, except that they tend to be nearly as shy as the Wood Elves. Occasionally, an adventurous sort leaves his ocean home to explore the world above. He may even develop ambitions and goals there. Such Elves have lived this way for decades before anyone ever learned that they were any different from the Elves of the land.

Half-Elves (Ta-lairi): *Heights vary tremendously, depending on mix; no professional restrictions.*

The variety in Half-Elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races. The common different kinds of Half-Elves are noted in the chart, with stat differences.

The Ky'taari of the Mur Fostisyr and Sulini of Tanara are examples of this fusion; there are numerous other cultures whose people are — as a group — descended from an Elven-mannish mix. They are almost always mortal, though enjoying a slightly longer lifespan, remaining healthy and hale until very near the end, then aging very rapidly over the last 5 years or so, and dying.

Individuals who are children of a pure-blood Elf and pure-blood Human are often given a choice (often by Eissa, one of the few gods to have the power to grant such a choice) whether to be mortal or immortal.

FEY FOLK

Diminutive peoples who live under green knolls, beneath the sea, or among tree roots, the Fey Folk gather within their miniature domains to form noble courts ruled by queens, kings, and princes. The ephemeral concerns of Mannish cities and kingdoms hold little interest for these eternal folk, and their own jealousies, intrigues, and feuds demand most of their attention. Infrequent meetings between sprite and man may endow the mortal with the fairy gift of enhanced beauty and wit or distress him with the spite of a cruel, mischievous prank. The Fey Folk rarely display any but a capricious nature to outsiders. "Traditional" religious symbols and rituals will often cause them deep unease, since the Fey Folk believe themselves to be the only races independent of a deity.

Nymphs (Dirloi): *5-6' tall; limited strength; suggested professional limitations: spell users only due to non-violent disposition and lack of strength; dryad (tree spirit); naiad (river or lake spirit); Nereid (sea spirit); oceanide (ocean spirit); Oread (hill spirit); usually closely tied to a specific ecological or geographical feature of the type given; damage to the feature is reflected in the spirit.*

Felling a dryad's tree or polluting a naiad's stream brings death or disease to these nymphs. Born with the first sprout to emerge from a seed or the first drops to collect in a fold of the land, nymphs rarely stray far from the ecological or geographical features that give them life. Guarding the waters, trees or hills, and engaging in dances, frolics or feasts, nymphs desire little else from existence. The only impending dooms that might wrench them from their sylvan idyll are those that threaten the rural world, since the nymphs' immortality rests upon the land's health.

Sylphs (Tykili): *12-18" tall; 2' wingspan; limited strength; suggested professional limitations: Essence spell users only; may learn the open channeling list 'Weather Ways'; unaffected by natural extremes of temperature. An occasional Sylph is a powerful Magician, Illusionist, or Mystic (Warlock, Witch).*

Scantly clad sprites with rainbow-tinted gossamer wings, Sylphs lead a carefree existence among the tops of trees. Frequently possessing an influence over the weather, these fey fliers appear to usher in the frosts of winter and the rains of spring. They delight in all of the seasons, but control no more than the winds and clouds. Comprising the most fluid and informal assemblage of feys, Sylphs occasionally join forces with Mannish friends for the novelty of the experience.

THALAN

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. Little is known for certain of these beings, yet this scroll in the Library of Nomikos describes some of the legends surrounding them. It was penned by the Loremaster Andraax, who is perhaps most qualified to sort through the wild tales and half-truths which surround this rare, enigmatic, race.

They are the "born forever ones," often powerful Mentalists (Telepaths?), 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 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: where and how did their people come to be?

Andraax

TITANS

Titans (Khó-rai): 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: thousands of years—if not immortal.

Clean-shaven giants with handsome, nobly proportioned bodies, Titans drape their muscular limbs with pleated 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 Mannish 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. The echo of a forgotten whim or jealousy stirs him at irregular intervals to break his seclusion and disturb the privacy of his similarly preoccupied friends with war, seduction, or intrigue.

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 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.

3•MORTAL RACES

The vast majority of the intelligent inhabitants of the Shadow World are mannish beings: mortal, humanoid, but with many variations on the theme.

MEN

High Men: 6'-7' tall, no professional limitations; lifespan 300+ years.

The High Men tend to be even taller than the lordly Elves, but more heavily boned and physically stronger, though perhaps less nimble than the Elven-kind. Their hair is dark brown or coal black, eyes blue, grey or black, and they tend to be fair-skinned, from very pale seeming to a ruddy but still light complexion. Few of the men sport beards, and many have no facial hair anyway. The lifespan of High mortals is relatively long. They are great warriors, leaders and empire-builders, as their ambition matches their great stature.

One subgroup of the High Men is fair-haired and may have been the result of a mix with a Northman group in the distant past. However, they retain all other aspects of the High race.

Dark Men: 5'6"-6'4" tall, no professional limitations, though spell users would be rare. Lifespan: 75 years.

The Dark Tribes are a dispersed group of Common Men, distinguished by a somewhat smaller stature than others though toughened by their invariably difficult environments. They are the men of the deserts. They usually favor a culture which is nomadic, fierce, and unfortunately in many locales, evil. They are usually superlative horsemen.

Northmen: 5'10"-6'6" tall, no professional limitations, though spell users would be very rare. Magical arts are frowned upon on most cultures. Lifespan: 100 years.

The Northmen are the proud, well built, tall, and blonde peoples of the north. They are by some standards the finest horsemen in the world. They are practical, rugged, straightforward, and somewhat loud. They are warlike but usually not 'evil' in nature.

Arctic Men: 5'4"-6'0" tall, no professional limitations. Lifespan: 100 years.

The Arctic Men are a smallish people but hardened greatly by the unfriendly climate of the north. They have dark hair and eyes, and are tanned from exposure to the snow-reflected sun. They are a sparsely settled nomadic folk that keep up with the seasonal migrations of big game. They are generous, quiet, and shy, for they are seldom encountered by other races.

Mixed (Common) Men: Tremendous height and longevity range. No professional limitations overall, though certain groups might have such.

The Mixed races are widely represented in the world, being the descendants of the so-called High Men. Through years of intermarrying with the common races and the ages which have passed since their early extraordinarily rich and magical heritage, their High Man characteristics have diminished. However, they still form an extremely important and numerous contingent among the mannish races.

OTHER RACES

Type	Lvl	Base Rate	Max Pace/ MM Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Dwarves	3C	50	Spt/0	SL/MD	M/—	50E	16(35s)	60Melee/30Missile	*	Varies(AV)
Garks	2B	60	Dash/15	MD/MD	M/—	60F	3(20)	40Melee/20Missile/50SGr(tail)	C	Hungry(LI)
Trogli	2B	60	FSpt/10	MD/MD	M/—	55F	3(30)	50Melee/10Missile	*	Bellig(MD)
Goblins	2B	45	FSpt/0	SL/MD	M/—	40D	8(30s)	40Melee/20Missile		Hostile(MD)
Lugrôki										
Lesser	2B	50	FSpt/0	SL/MD	M/—	50D	8(30s)	40Melee/40Missile	*	Cruel(MD)
Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80Melee/60Missile	*	Cruel(AV)
Sea-Krals	2B	50	Dash/10	SL/MD	M/—	55D	9(30s)	50Melee/50Missile	C	Bellig(MD)

* — 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.

OTHER RACES

Dwarves: 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.

Legend and song assert the Dwarves to have been born of stone, naming them as Sons and Daughters of Earth. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the Goblins and Lugrôki, 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 ridicule 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 short and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, 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 prompts them to employ crossbows when a need for missile weapons arises.

Garks: 4'-4'6" tall; suggested professional limitations: no non-channeling spell users; average lifespan is 30 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 usually 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. 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 military Lugrôki.



Trogli: 4'6"-5'6" tall; suggested professional limitations: no spell users; fear daylight, but can become accustomed to it; average lifespan: 50 years.

Primitive cave drawings mark the stone surfaces where Trogli have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying Goblins and Lugrôki emphasize the identities of their chief enemies, although Trogli fear all things alien to the underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic. Trogli skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate Trogli raiment, but the occasional Mannish or Elven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, Trogli possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged.

Goblins: 3'6"-4'6" tall; suggested professional limitations: no spell users; excellent night sight, blinded by daylight (-75 to all activities if outdoors); extremely strong; average lifespan: 80 years.

Round-headed creatures with snub noses and wide mouths, Goblins possess greenish, yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt (and, perhaps, to hide their lack of toes — all the proper bones and ligaments are present, but the mass of flesh is not divided into separate digits), Goblins wear clumsy, stone clogs. Mechanical devices appeal to the clever cruelty intrinsic to Goblins; they have invented many machines to torture as well as those useful in warfare and siege. Utility and strength mark most of their creations, but beauty and elegance eludes them. Skilled miners, Goblins enlarge their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range may be webbed by these passages, effectively detouring travelers to longer routes. Goblins stay below ground by day, but night sees them swarming the lands in search of brutal amusement.

LUGRÔKI

Lesser: 4'-5' tall; partially blinded by direct sunlight (-50 to all activities); suggested professional limitations: no spell users; average lifespan: 100 years.

Greater: 5'-6' tall; dislike, but can operate normally in sunlight; no suggested professional limitations; same as lesser Lugrôki in other respects.

Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and a Lugrôk respects little save superior force. Most are superb smiths, but they rarely make items unassociated with war. Lesser Lugrôki are born to live, fight, and die in darkness; they hate the stars and moonlight, but 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 superior individuals have been known to be spell-casters. Lugrôki are frequently confused with Goblins due to their similar gruesome physiognomies and proclivities, but if legends are to be heeded, their origins are very different.

Sea-kral: 4'6"-5' tall; suggested professional limitations: no spell users; nocturnal, sleep by day; average lifespan is 50 years.

Sea-kral are ape-like creatures with dark grey or blue skin and a pelt of thick, white hair growing on the head, neck, and shoulders. Females possess an additional thicket that grows down the bony spine of their backs. Both genders have long arms and an extra bone connecting the wrist to the hand. Long, dextrous fingers capped by a claw-like nail aid them in becoming accomplished



LUGRÔK

craftsmen and bowmen. They build longships in which to ply the seas, raiding and plundering other vessels as pirates. Leather armor and curved swords are their usual battle garb. Their boats serve as their only home in spite of the fact that most cannot swim. Sea-kral fear the hungry waves, but derive too much pleasure from their violent way of life to abandon the ocean.

FUSION BEINGS

While mortal, and in many ways similar to men, these individuals are somewhat enchanted in nature, and some are quite probably the result of ancient Lords of Essence experimentation.

Avians (Hirazi): 5'-5'8" tall; 60-85 lbs; 12' wingspan; no suggested limits on profession; extremely resistant to natural extremes of temperature; average lifespan 75 years.

Emaciated people whose skeletons are formed of hollow bones, the Hirazi are adapted to high altitudes. The upper back and shoulders are incorporated into the wing structure, the feathers of which are a gorgeous blue. The wings fold into a flattened configuration on the back when a Hiraz is not airborne, to protect the delicate surfaces from damage. Their head hair, short and tightly curled, is silver or white, their eyes blue or grey, and their skin fair. The Hirazi spend most of their lives gliding with the winds, scorning more than minimal use of the graceful eyries they build on mountaintops. Babies with deformed wings are usually killed at birth; the injured whose wounds cripple their wings and the aged whose infirmities prevent flight commit ritual suicide.



GOBLIN

FUSION BEINGS

Type	Lvl	Base Rate	Max Pace/ MM Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Avians (Hfrazi)	3C	90	Dash/25	MF/MD	M/—	40D	1(30s)	20Melee/50Missile/Spells	C	Aloof(AV)
Centaurs	3C	110	Dash/10	FA/MD	M/—	50D	3(25s)	50Melee/60Missile	C	Varies(AV)
Fauns (Syrti)	3C	100	Dash/15	FA/MF	M/—	60D	3(20)	50Melee/50Missile/60SHo	*	Playful(AV)
Mermen/Mermaids	3C	60	Dash/10	MD/MD	M/—	50D	1(35s)	60Melee/30Missile	C	Varies(AV)

* — 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*.

Centaurs: 6'6"-7'4" tall from front hooves to head; no suggested limits on profession; average lifespan is 150 years.

Nobly proportioned men (and women) whose torso joins at the waist to the four-legged body of a horse, Centaurs rarely mire their aspirations with the greed for material possessions that so often traps Mannish beings. They strive for less tangible goods such as knowledge, power, and friendship. Interpretation of the great dance preformed by the stars century after century occupies their wisest sages, a role to which all Centaurs aspire. This fascination with the sky's luminaries makes them prefer dry climates where few clouds hide the heavens. Their architecture characteristically uses many skylights.

Fauns (Syrti): 5'6"-6'4" tall; run almost twice as fast as a man; no suggested limits on profession. Lifespan: 150 years, appearing young until they die.

Spirits of the woods and fields, Fauns are a somewhat mysterious race, and apparently have a number of sub-groups. Some possess the hind legs of a goat; others only the hooves of a goat instead of human feet, and others have normally developed human bodies. All, however, display small goat horns springing from the invariably chestnut curls that cover their pointed ears. Fauns are boyishly handsome (beardless), muscular young men with an infamous libido. They are musically talented and they shamelessly employ their enchanting voices to beguile humans into their arms.

One bizarre aspect of the race is that they are all male. Fauns mate with other humanoid females, and if the child is male, there is a 20% chance of it being a Faun.

When not following their baser passions, members of this race have been known to produce great works of art, music and poetry. Some have become skilled Alchemists and smiths. At least one is known to have been a Navigator.

Mermen/Mermaids: 6'6"-7'6" from head to fin; no suggested limits on profession; average lifespan is 80 years; 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); a small percentage (5%) are mutations that 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. Lifespan: 200 years.

The fair skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail. Comfortable above and below the waves, Merman eschew land merely because of the difficulty they experience in locomotion. They are fond of sunlight and build their manors and palaces in the shallows, away from the gloomy deeps where only the attenuated, fanged sea monsters lurk. Natots and seahorses serve them as steeds and draw their carriages, while certain fish become pets. Since cloth deteriorates when constantly waterlogged, Mermen wear strings of shells, precious stones, or gems as raiment.

GIANT RACES

Superhuman strength allows Giantish folk frequent victory over lesser foes. Yet lack of numbers, fear of daylight, or altruistic intentions diminish their threat to Mannish civilizations. Some increase the pride-swollen armies of evil lords, but most value their independence above all else and wander uninhabited tracts of wilderness.



FAUNS

Cyclops: 23'-27' tall; suggested professional limitations: no spell users; average lifespan: 120 years.

One-eyed giants who prefer solitude, Cyclops keep tidy, well-provisioned caves full of wax-sealed cheeses, dried meats, jars of honey, and casks of wine. The remains of trespassers are flung out onto the garbage heap, but their belongings find places in orderly chests and closets. Cyclops rarely seek violence, but will not tolerate any breach of their privacy. Even chance encounters in the woods and fields adjacent to a Cyclops' abode stir him to repel intruders with fury. The man who flees may live to tell the tale, but he who stands to do battle seldom escapes the compost pile. When a Cyclops meets another of his kind, both usually perform an about-face and stride rapidly away.

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 randomly picked targets.

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.

They 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).

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;

Forest: 13'-15' tall; "Nature's Lore" and "Nature's Protection" spell lists (Chan, Animist base lists) to own level (3xlv PP).

Frost: 17'-19' tall; "Ice Law" spell list to own level (3xlv PP); immune to cold; double damage from fire.

Hill: 10'-12' tall; "Solid Alteration" (Mystic base list) spell list to own level (2xlv PP); excellent diggers.

Mountain: 18'-20' tall; "Solid Destruction", (Sorcerer base list) and "Earth Law" spell lists to own level (3xlv PP).

Stone: 11'-13' tall; "Earth Law" spell list to own level (2xlv PP); tunnels through stone easily.

Storm: 18'-22' tall; "Ice Law", "Water Law", "Wind Law", and "Light Law" lists to own level (4xlv PP).

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 out of water.

GIANT RACES

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Cyclops	12G	100	FSpt/10	MF/MD	H/SL	450G	11(30)	90We*(3D)/70LGr*/110LCr§	1	Hostile(AV)
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(SU)
Fire	6F	90	FSpt/20	MF/MF	L/LA	325G	11(50s)	100We(3D)/70ro(300')/Spells	*	Greedy(AA)
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D)(2xRange)/Spells	*	Aloof(AV)
Frost	6F	80	FSpt/10	MD/MD	H/LA	350G	11(40s)	100We(3D)/60ro(250')/Spells	*	Greedy(AV)
Hill	4D	80	FSpt/20	MD/MD	L/II	200F	12(35s)	60We(2D)/70ro(100')/Spells	*	Normal(MD)
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro(400')/Spells	*	Hostile(AA)
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro(150')/Spells	*	Normal(MD)
Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180We(5D)/100ro(400')/Spells	*	Varies(HI)
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro(200')/Spells	*	Greedy(AV)
Ogres										
Small	4D	80	Dash/20	MD/MF	M/I	100F	3(20)	40We/75MBa/50MClt	*	Greedy(LO)
Large	8F	80	FSpt/10	MD/MF	L/II	160F	4(10)	70We/100LBa/80LClt	*	Bellig.(IN)
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)	70LClt/60LBa/40We/50ro	*	Hostile(LI)
Hill	10E	60	FSpt/0	SL/MD	L/LA	175F	11(20)	95LBa/85LClt/50We/60ro	*	Hostile(LI)
Mountain	10F	75	Spt/10	MD/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/65LClt/40We/60ro	*	Hostile(LO)
War	8F	70	Spt/10	MD/MD	L/LA@	250H	16(50s)	120We/80LBa/70ro	*	Hostile(AV)

* — 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).

Huge, muscular men often standing twice or thrice the height of their Mannish counterparts, Giants possess immense strength, but lessen its effectiveness with frequent clumsiness and stupidity. The smartest among them aspire to civilized life, building intricate stone castles on craggy hills and icy peaks or (as legend has it) conjuring enchanted palaces among the clouds. Unfortunately, a veneer of sophistication and ease does not guarantee benevolence. Many intelligent Giants are malicious man-eaters who disguise their proclivities from visitors, hoping trickery will net them an easy meal. Less intelligent Giants content themselves with simple caves in the wilds, foraging among the beasts and plants for food. Needy travelers can expect to receive warmhearted hospitality from these rustic folk, whose lack of wit mixes with kindness more often than does cunning.

Ogres: 8'-10' tall; suggested professional limitations: no spell users; average lifespan: 90 years.

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, Ogres resemble Giants when distance blurs details and disperses their rank odor. Garments constructed of hastily cured animal skins add to the stench, but contribute little to modesty. The fetid odor of their littered dens keeps most thieves at bay, effectively guarding the enchanted things and extensive wealth garnered within. While relaxing and quarreling at home, a clan of Ogres displays the rollicking exuberance of a band of clowns. When they leave their cave to raid the countryside, this levity yields to intent eagerness for a fight. Wood or stone clubs accompany them on these forays, but are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone.

Trolls: 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; for the purposes of trolls, direct sunlight is sunlight unobscured by clouds, precipitation, foliage, shade, etc.; given type indicates 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.

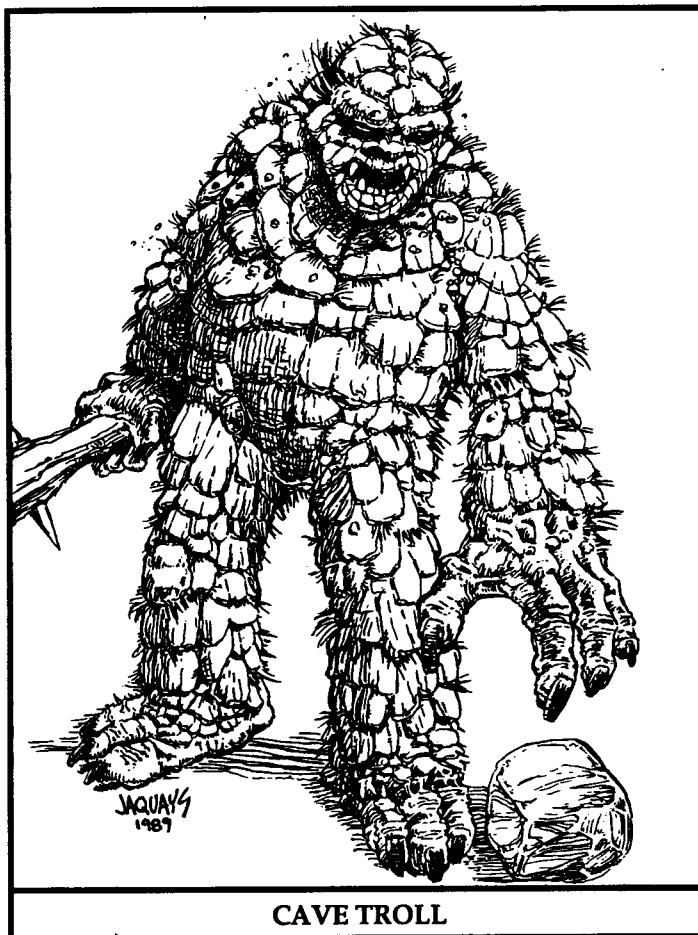
Hill: 9'-12' tall; -30 to outside in the daytime; when exposed to direct sunlight they go blind for a number of rounds equal to the time exposed.

Mountain: 12'-15' tall; can function normally in regardless of sunlight.

Snow: 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 favor war hammers; unaffected by sunlight; bred for war in any environment.



CAVE TROLL

Hideous travesties of life, Trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage. A perpetual snarl distorts the sneering maws of these battle fiends to reveal curving, blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the calcified innards of reclusive, solitary Trolls, but more formidable armor guards the dread War Trolls. Articulated plates of Adamant (a stone-like material) grow naturally from their petrified skin, warding the sharp edges of an enemy's sword with ease. 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 they were born.

PART V

• SUPPLEMENTAL CHARTS •

GENERAL BEAST CHART

Species	VL	Base Rate	Max Power MM Points	Speed MS/AD	Form	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
AQUATIC BEASTS										
Caribon	10G	100*	FSpt/20	FA/FA	M/I	120E	4(50)*	100MHo/80MBa/60MTs*/90We*/Spells	1	Playful(HI)
Dragon M	9F	120	FSpt/20	FA/FA	H/SL	500H	8(40)	150HBa/150HBi/100HCr†*	1-2	Belligerent(NO)
Dragon S	4D	80	FSpt/30	MF/MP	L/—	120G	4(40)	60LHo/50SCl(2x)/40MBa	1-2	Normal(LO)
UNDEAD										
Phantom (I)	9H	120	Dash/0	VB/VF	M/LA	30E	1(70)	Spell/Special(6 Con pt/rnd)	1	Inquis. (SU)
Phantom (II)	6F	40	Run/0	VS/SL	M/LA	90G	1(30)*	60We/50MBa/Special(3 Con pt/rnd)	1	Belligerent (MD)
Revenant (I)	2B	100	Dash/20	FA/FA	M/LA	70B	1(30)*	Special/Special(2 Con pt/rnd)	1	Timid (AA)
Phantom (I)	2B	50	FSpt/10	SL/MD	M/I#	40D	1(20)*	30SBolt/Special(1 Con pt/rnd)	1-2	Inquis. (LI)
Revenant (II)	3C	40	Spt/0	VS/MD	M/I#	55F	7(25)*	40We[Cold]/Spells/Special	1	Berserk (MD)
Lord (IV)	8H	90	FSpt/10	MF/VF	M/I#	135G	1(70)*	95We50/70LBA50(Cold)/Spells/Special		Domin. (HI)
Sovereign (IV)	10F	45	FSpt/20	SL/FA	M/LA#	150E	1(70)*	90We[Cold]/Spells/Special	1	Domin. (EX)
SHAPECHANGERS										
Changeling	3C	60	Dash/10	MD/MD	M/@	60D	3(30)*	60We/40We	1	Greedy(SU)
Doppelganger	6F	80	Dash/20	MF/VF	M/@	80D	4(40)*	100We/70We	1	Domin.(HI)
Empusa	8F	50	Dash/0	SL/MD	M/@	70D	3(50)*	80We/70We	1	Domin.(VH)
Wereboar	6E	90	Dash/30	MF/FA	M/—	120E	4(40)	70MHo/70MBa†/60STs†	1-2	Belligerent(—)
Wererat	3C	60	Dash/20	MD/FA	M/—	50E	4(30)	Both — 40MBi/30SCl(2x)	1-10	Greedy(—)
Weretiger	10G	110	Dash/40	VF/VF	L/I	150F	4(40)	95LCI/110MBa/130LBI§	1	Protect(—)
human form	5E	70	Dash/20	MD/VF	M/II	100F	4(40)	100We/60SS†(3x)/poison†	1-5	Domin.(SU)
human/snake	5E	90	Spt/30	MF/VF	L/LA	100F	11(30)*	100We/60LGr/120LCr§	1-5	Domin.(SU)
snake form	5E	90	Spt/30	MF/BF	L/LA	100F	11(30)	80LSt/poison†/70LGr/150LCr§	1-10	Domin.(SU)
human form	4D	150	Dash/30	MF/BF	L/SL	150G	1(80)*	body is 50FBall/Spells	1	Playful(SU)
snake form	10G	130	Dash/30	VF/VF	M/LA	110E	4(50)	120OB (Varies with size and form)	1	Playful(AA)
Silverscale										
human form	20G	120	Dash/20	FA/FA	H/SL	450H	16(40)	110HBi&100HCl/180HBa/120IBr/60CB†	1	Domin.(EX)
human form	20G	80	Dash/20	MF/VF	M/LA	450H	4(60)*	180da/Spells	1	Timid(EX)
Striges	5E	100	Dash/10	FA/FA	M/@	90F	3(40)	60LCI(2x)/70MPi/Spells	1-5	Cruel(HI)
Vargamor	8F	50	Dash/20	SL/MD	M/@	110D	3(30)*	70We/Spells	1	Varies(VH)
Vestice	7F	110	Dash/30	FA/FA	M/@*	130D	4(30)*	90OB (Varies with size and form)	1-2	Varies(MD)
Special										

Note: For creatures with a human form and a beast form, the stats given are for its beast form unless stats are specifically given for a human form. Most of these creatures can have any of the professions and capabilities in their human form. The attack sizes and types for creatures who can take on more than one beast form will vary; usually a OB is given and the attack types can be obtained from the animal tables.

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
FAIRY RACES										
Fey Folk										
Gremlins	3C	40	Dash/40	MD/MF	S/@	30D	3(25)	30Melee/40Missile/50SCI(2x)	*	Cruel(AV)
Nixies	3C	40	Dash/30	MD/MD	S/-	30D	1(30)	10Melee/30Missile/Spells	*	Varies(AV)
Pysk	3C	40	Dash/35	MF/MD	T/-	25D	1(45)	5Melee/20Missile/Spells	*	Playful(AV)
House Spirits	2B	30	Dash/30	MD/MD	T/-	25D	1(40)	5Melee/20Missile/Spells	*	Carefree(AV)
Rural Spirits										
Fosse-Grim	5E	80	Dash/10	MF/MD	M/-	80D	1(20)	50Melee/50Missile/Spells	*	Altru.(AA)
Undines	3C	70	Dash/20	MF/MD	M/-	60D	1(25)	15Melee/20Missile/Spells	*	Playful(AV)
Yaai	3C	80	Dash/25	MF/MD	M/-	50D	3(20)	40Melee/40Missile/Spells	*	Jumpy(AV)
UNDERGROUND RACES										
Gnolls	3C	60	Dash/20	MD/MD	M/-	40D	3(30)*	20Melee/10Missile/Spells	*	Varies(AA)
Gnomes	5E	40	Dash/30	SL/MD	M/-	50D	1(20)*	15Melee/10Missile/Spells	*	Varies(HI)
Halflings	2B	60	Dash/40	MD/MF	M/-	60F	1(40)	15Melee/40sl	*	Carefree(AV)
Hobgoblins	2C	50	Spt/0	SL/MD	M/-	60E	16(25s)	50Melee/30Missile	*	Hostile(MD)
Kobolds	1B	60	Dash/20	MD/MD	M/-	30D	9(35s)	20Melee/40Missile	*	Hostile(AV)
CARNIVOROUS MAMMALS										
Bears										
Large	10G	90	Spt/10	MF/MF	L/I	230G	8(30)	85LGr60/65LCI†/70MBi§/90MBa40	1-5	Aggres.
Small	5E	80	Spt/20	MF/MF	L/-	150F	8(20)	60LGr60/50LCI†/50MBi§/70MBa40	1-5	Aggres.
Cats										
Large	5D	100	Dash/30	FA/MF	M/-	100E	3(40)	40MC140/60MBa60/60MBi§	1-2	Aggres.
Small	3C	110	Dash/40	VF/VF	S/-	60D	3(60)	30MC130/20SBI30/Both40	1-2	Aggres.
Cheetah	3C	180	Dash/30	BF/VF	M/-	70G	3(50)	60MBa100/70MBi§/60MC1†	1-2	Aggres.
Dogs										
Large	4C	120	Dash/20	VF/FA	M/-	65G	3(40)	45MBi100	2-20	Aggres.
Small	2B	100	Dash/30	FA/FA	S/-	45F	3(50)	50SBI100	1-10	Normal
Ferret	2B	60	Run/40	MF/VF	S/-	30C	3(50)	40SBI100/40TCI†	1-2	Playful
Fishing Cat										
Land	2B	90	Dash/40	VF/VF	S/-	50D	3(50)	40MC140/30SBI30/Both30	1-5	Aggres.
Water	2B	30	Run/20	MD/MF	S/-	50D	3(30)	20SBI50/30MC140/Both10	1-5	Aggres.
Housecat	1A	80	FSpt/40	FA/FA	S/-	10A	1(40)	10TCI50/10TBI20†/Both30	1-2	Normal
Lion	5D	100	Dash/30	FA/MF	L/-	150F	4(20)	85LCI100/85LBI†/120LCI§	2-10	Aggres.
Mongoose	2B	70	FSpt/30	FA/BF	S/-	40C	3(70)	50SBI100/40SCI†	1-2	Normal
Mustelids/Civets										
Large	2B	60	Spt/30	FA/VF	S/-	45D	3(50)	40MBi60/40SCI20/Both20	1-2	Inquis.
Small	1B	70	Run/40	FA/VF	S/-	35C	1(50)	50SBI100/40TCI†	1-2	Inquis.
Otter										
Water	2B	50	Run/30	MF/FA	S/-	50D	3(40)	40SBI	1-5	Normal
Land	2B	70	FSpt/30	MF/FA	S/-	50D	3(40)	40SBI	1-5	Normal
Raccoon	2B	60	Spt/30	MF/FA	S/-	40C	3(40)	40SBI50/30SCI30/Both20	1-2	Normal
Skunk	1B	50	Run/40	MD/FA	S/-	30B	1(40)*	30SBI100/20TCI†/Special*	1-2	Normal
Tiger	5E	100	FSpt/30	FA/VF	L/-	150F	4(30)	75LCI40/50MBa60/110LBI§	1-2	Normal
Wolf	3C	110	Dash/20	FA/FA	M/-	110E	3(30)	65MBi100	2-20	Aggres.
Wolverine	2B	60	Spt/30	FA/VF	S/-	45D	3(50)	50MBi40/45MC110/Both50	1-2	Belligerent
FISH AND OTHER WATER CREATURES										
Dolphins/Porpoises										
Dolphin	8F	80	FSpt/40	VF/FA	L/-	80E	1(40)	50MBa80/40MBi20	20-100	Normal
Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100LBA30/110HBI70/150HGr§	1-5	Belligerent
Porpoise	7E	80	FSpt/35	VF/FA	L/-	85E	1(40)	60MBi100	2-20	Normal
River Dolphin	6E	80	FSpt/30	FA/FA	L/-	70E	1(40)	50MBi100	2-6	Timid
Eels										
Conger	4C	70	FSpt/30	FA/FA	L/-	65E	3(30)	70LBI100	1-2	Aggres.
Electric	2B	60	Spt/20	MF/FA	L/-	60E	3(20)*	80SBI60/40MBi20/Both20*	1-2	Aggres.
Moray	3C	80	FSpt/40	FA/VF	M/-	50D	3(40)	60MBi100	1-2	Belligerent
Fish										
Large	3C	90	Spt/20	FA/FA	L/-	35D	4(20)	50MPi100	1-5	Normal
Medium	1B	70	Spt/30	FA/FA	M/-	20B	3(30)	30SPi100/40MPi(3)	1-20	Normal
Small	0A	50	Spt/40	FA/FA	S/-	8A	1(50)	0TPi100/10SPi(6)	1-100	Passive
Jellyfish	0A	5	Walk/0	IN/IN	T/-	2	1(30)	Touch gives 1-10 hits	1-100	Passive
Lamprey	1A	30	Run/0	SL/SL	S/-	15D	3(20)	50SGr100/Special§*	1-5	Aggres.
Piranha	0A	70	FSpt/30	VF/VF	S/-	10B	1(40)	30TPi100/40SPi(6)/70MPi(20)	1-100	Aggres.
Man-o-war	3B	20	Run/0	VS/SL	L/I	40C	1(10)	50LGr100/Poison†/Special*	1-5	Passive

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Rays										
Electric	3B	40	Run/10	SL/MD	L/—	50D	1(30)*	60SBolt60/50MBa20/Both20*	1-2	Normal
Manta	3C	50	Run/20	MD/MD	M/—	40D	1(40)	40SBa100	1-10	Normal
Sawfish	4D	70	Spt/20	FA/MD	L/I	120F	1(30)	70LCI60/50MBa40	1-2	Normal
Sting	3C	60	Run/20	MD/FA	M/—	45D	1(40)	80wp100/60MSt†/Poison†	1-2	Normal
Sea Anemone	0A	—	—/10	—/MF	T/—	5A	1(30)	30TGr100/Poison§/100TGr§	1-20	Passive
Sharks										
Large	5E	100	FSpt/20	FA/FA	L/—	180F	4(20)	100LBI100	1-10	Belligerent
Small	2B	80	FSpt/30	FA/VF	M/—	90E	4(40)	60MBi100	1-20	Aggres.
Scarfish	1A	5	Run/0	IN/SL	T/—	8A	8(30)	40TGr100/30TPi§/Special§	1-20	Passive
Sword/Sailfish	4C	150	Dash/20	VF/FA	L/—	95F	1(30)	90LHo70/50MBa30	1-2	Normal
Viperfish	1A	40	FSpt/20	FA/FA	S/—	12B	1(40)	40SHo100	1-10	Aggres.
Whales										
Baleen	10G	100	Spt/10	MF/MF	H/SL	700H	8(50)	80HG50/75HBa50	2-10	Passive
Beaked	6E	90	Spt/20	MF/MF	H/LA	400G	8(40)	85HP175/60LBA25	6-10	Timid
Narwhale	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	80HH60/60LBI20/50LBA20	2-10	Normal
Toothed (Large)	9F	110	Spt/20	MF/MF	H/SL	550H	8(40)	80HBa50/90HBI50/70HGr§	2-20	Normal
Toothed (Small)	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	75LBI75/60LBA25	2-10	Timid

Note: The statistics above are for activities in water.

HERBIVORES

Anteater	1B	50	Spt/20	SL/SL	S/—	40D	3(30)	30MCI100/10TGr*	1-2	Timid(N)
Antelope-like Animals										
Small	1B	110*	Dash/40	VF/FA	M/—	55E	3(40)	20SHo80/20STs20	5-500	Jumpy(N)
Large	2C	130*	Dash/30	VF/FA	M/—	75F	3(30)	30MHo90/30MTs10	2-200	Timid(N)
Armadillo	1A	40	Spt/10	SL/SL	S/—	35D	12(30)*	20MCI100	1-2	Normal(N)
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	Aggres.(N)
Deer	2B	130	Dash/30	VF/FA	M/—	70F	3(40)	20MHo90/20MTs10	2-20	Timid(N)
Elk	4C	110	Dash/10	FA/MF	L/—	190G	3(35)	65LHo50/50LBA50/60LTs†	4-40	Normal(N)
Giraffe	2C	110	Dash/20	FA/MF	L/—	85F	3(30)	30LTs100	2-10	Timid(N)
Koala	1B	30	Spt/30	SL/MD	S/—	35B	3(30)	20TCI100	1-5	Jumpy(N)
Mole	0A	10*	Spt/0	VS/SL	T/—	20A	1(30)	10SCI100	1-2	Jumpy(N)
Mouse	3C	120	Dash/10	FA/MF	L/—	180G	4(20)	55LBA100/60LTs†	1-2	Normal(N)
Possum	1A	20	Spt/10	SL/MD	T/—	10A	1(40)	0TBi100/10TGr†/10TGr*	1-2	Timid(N)
Squirrel	2B	40	Spt/0	SL/MD	S/—	45C	12(30)	20MCI20/10TGr*	1-2	Normal(N)
Platypus**	1B	40	Run/10	MD/MD	S/—	30B	3(20)	20SP40/30SCI60/Poison†	1-2	Timid
Rabbit/Hare	1A	100*	Dash/40	VF/FA	T/—	10D	1(50)	0TBi100/10SBA(6)	1-10	Jumpy(N)
Rodents										
Large	1A	30	FSpt/10	MD/MF	S/—	15B	1(20)	10SBI100/20TBI	2-20	Timid(N)
Small	0A	20	FSpt/20	MD/MF	S/—	8A	1(30)	20TBI100/20SBI(6)	2-20	Timid(N)
Sheep(Male)	2B	110	Dash/50	FA/FA	M/—	45E	3(40)	60MBa100/50MTs§	1-10	Normal(N)
Sheep	2B	20*	Run/30	VS/MD	S/—	35C	3(20)	40MCI100	1-2	Timid(N)
Tapir/Pig	2A	90	FSpt/20	MF/MF	M/—	70D	4(20)	30MBa100/40STs†/40MCI§	1-5	Jumpy(N)
Wombat	2B	60*	FSpt/30	MD/MF	M/—	60C	3(30)	40MCI100	1-5	Timid(N)
Zebra	3C	110	Dash/30	FA/FA	L/—	120G	3(30)	40MCI50/30MBa50/30MTs§	2-20	Normal(N)

Special

** 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.

REPTILES AND AMPHIBIANS

Alligators/Crocodiles/Caimans										
Small										
Water	1A	40	Run/20	MD/MD	M/—	85D	7(20)	50MBi100/30SGr§/Special*	1-10	Aggres.
Land	1A	20	Run/0	VS/MD	M/—	85D	7(0)	30SBI50/30SBA50/50MBi§	1-10	Aggres.
Large										
Water	3C	50	Run/10	MD/MD	L/—	120E	7(10)	80LBI100/80MGr§/Special*	1-10	Aggres.
Land	3C	30	Run/0	VS/SL	L/—	120E	7(0)	40MBI30/60MBa40/80LBI§	1-10	Aggres.
Chameleon	0A	10	Spt/10	FA/VF	T/—	8A	3(50)*	0TGr100/10TBI§/20TGr§	1-10	Normal
Frogs										
Frog	0A	10*	Run/20	SL/FA	T/—	8A	3(30)	0TBA20/0TGr80/20TGr§	1-10	Timid
Toad	0A	10	Run/10	SL/FA	T/—	8A	3(40)	0TBA30/0TGr70/10TGr§	1-10	Normal
Tree Frog	0A	10*	Run/10	SL/FA	T/—	8A	3(40)	0TBA30/0TGr70/10TGr§	1-10	Normal
Gila Monster	1A	15	Run/0	SL/MD	S/—	25C	3(30)	20SCI30/10SBI70/Poison	1-2	Normal
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	110F	7(30)	60LBI50/60MBa50/90LCL§	1-2	Aggres.

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Lizards										
Small	0A	10	Dash/10	VF/FA	T/—	8A	3(60)	0TBi60/0TCi40/20Sbi(6)	1-10	Normal
Large	1B	20	FSpt/0	MD/MD	S/—	20C	3(50)	10Sbi50/20SCL30/Both20	1-10	Normal
Salamanders/Newts										
Small	0A	10	Run/10	SL/MD	T/—	5A	4(30)	10TBi100	1-5	Timid
Snakes										
Boa/Python	3C	30	Run/0	VS/MD	L/I	85F	3(0)	70MBi30/60MGr70/90LGr5	1-2	Aggres.
Cobra	2B	40	Spt/20	SL/VF	S/—	20B	1(40)	30SSi100/Poison†/Special *	1-2	Aggres.
Non-Poisonous	0A	40	Spt/10	SL/VF	S/—	20B	1(40)	20TBi100/0Sbi(6)	1-5	Normal
Pit Viper	2A	40	Spt/20	SL/BF	S/—	20B	1(40)	40SSi100/Poison†	1-2	Aggres.
Sea Snakes	1A	30	Run/10	SL/FA	S/—	10B	1(40)	30TSi100/Poison†	1-2	Normal
Viper	1B	40	Spt/10	SL/VF	S/—	15B	1(30)	20SSi100/Poison†	1-2	Normal
Tortoises/Land Turtles										
Small	0A	5	Run/0	CR/VS	S/—	20B	2(30)*	10TPi100	1-2	Passive
Large	1B	10	Run/0	CR/VS	M/—	50D	2(20)*	20SPi100	1-2	Passive
Turtles, Aquatic & Land										
Small, water	0A	30	Run/10	SL/SL	S/—	30B	12(20)*	20SPi70/30TBa10	1-2	Passive
land	0A	5	Run/0	CR/SL	S/—	30B	12(20)*	0Sbi100	1-2	Passive
Large, water	2B	40	Run/10	MD/MD	M/—	90E	12(0)*	50MPi70/60Sba30	1-2	Passive
land	3C	10	Run/0	CR/SL	M/—	90E	12(0)*	20MBi100	1-2	Passive

NETHERBALL ATTACK TABLE

	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	4	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	15C	18C	23D	24D	21D	21D	26D	27D	23C	25D	27D	29D	93-95
UM 96-97	14D	16D	20D	20D	16D	16D	20D	21D	16D	19D	24E	25E	22E	22E	27E	28E	24E	27E	28E	30E	UM 96-97
UM 98-99	16E	18E	21E	22E	18E	18E	22E	23E	18E	21E	26F	27F	24F	24F	29F	30F	26F	29F	30F	32F	UM 98-99
UM 100	18F	20F	22F	24F	20F	20F	24F	25F	23F	28G	29G	30G	26G	26G	31G	32G	28G	31G	32G	34G	UM 100

Range: 0' — 10' : +35
 11' — 50' : 0
 51' — 100' : -25
 101' — 200' : -40
 201' — 300' : -55
 301' — up : -75

(For A,B,C,D,E use Disruption criticals)
 Result Disruption Stress
 F E A
 G E B
 UM = Unmodified Roll

NETHER BOLT ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	21-30
31-35	3	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2	4	1	31-35
36-40	3	3	1	0	3	1	0	0	3	0	0	0	0	0	0	0	2	4	4A	3	36-40
41-45	5A	3	3	1	3	3	2	0	3	3	0	0	4	0	0	0	4A	5A	6A	5A	41-45
46-50	5A	5A	3	3	5A	3	2	2	5A	3	3	0	4A	4	0	0	5A	6A	7A	6A	46-50
51-55	7A	5A	5A	3	5A	5A	4A	2	5A	5A	3	3	5A	4A	4	0	6A	7A	8B	8A	51-55
56-60	7A	7A	5A	5A	7A	5A	5A	4A	7A	5A	5A	3	5A	5A	4A	4	6A	8B	9B	9B	56-60
61-65	9B	7A	7A	5A	7A	7A	6A	5A	7A	7A	7A	5A	7A	5A	5A	5A	7A	9B	10B	10B	61-65
66-70	9B	9B	7A	7A	9B	7A	7A	7A	7A	7A	8B	7A	7A	7A	7A	7A	9B	11B	12C	11B	66-70
71-75	11B	9B	9B	7A	9B	9B	8B	8B	7A	7A	8B	8B	7A	7A	9B	8B	11B	12B	14C	13C	71-75
76-80	11B	11B	9B	9B	11B	9B	8B	8B	8A	8B	10B	10B	9B	9B	11B	10B	13B	14C	16C	15C	76-80
81-85	13B	11B	11B	9B	11B	11B	10B	10B	9B	8B	10B	11B	9B	10B	12B	12C	15C	16C	18C	17C	81-85
86-90	13C	13B	11B	11B	13B	11B	12B	12B	11B	10B	11B	12B	11B	12B	13B	14C	16C	17C	19D	18C	86-90
91-95	13C	13C	13B	11B	13C	13B	14C	14C	13B	12B	13B	14B	13B	12B	14B	15C	16C	17C	19D	20D	91-95
96-100	15C	13C	13C	13B	13C	13C	14C	15C	13B	14B	14B	15C	13C	14C	15C	17C	17D	18D	20D	21D	96-100
101-105	15C	15C	13C	13C	15C	13C	15C	15C	15B	16C	16C	17C	15C	16C	16C	17D	18D	19D	21E	22D	101-105
106-110	16D	15C	15C	13C	15C	15C	15C	16D	15C	16C	18C	19D	15C	16C	17C	18D	19D	20D	22E	23E	106-110
111-115	16D	16D	16D	15C	16D	15C	16D	16D	16C	17C	18D	20D	17C	18C	18D	19D	20D	21E	23E	24E	111-115
116-120	16D	16D	17D	16D	16D	16D	16D	17D	16C	17C	18D	20D	18D	19D	20D	21D	21D	22E	24E	25E	116-120
121-125	17D	17D	18D	17D	16D	16D	17D	17D	16C	18C	19D	21D	18D	19D	20D	21E	22E	23E	25E	26E	121-125
126-130	17D	17D	18D	18D	17D	17D	18D	18D	17C	18D	19D	21E	19D	20D	21D	23E	24E	25E	27E	28E	126-130
131-135	18D	18D	19E	19E	18D	18D	19E	20E	18D	19D	20D	22E	20D	21E	23E	24E	26E	27E	29E	30E	131-135
136-140	18D	19E	19E	20E	18D	19E	20E	22E	19D	19D	21E	23E	22E	23E	25E	26E	27E	28E	30E	31F	136-140
141-145	19E	19E	21E	22E	19E	20E	21E	22E	20D	21E	22E	24E	24E	25E	27E	28E	28E	29E	31F	32F	141-145
146-150	19E	20E	21E	22E	20E	21E	22E	23E	22E	23E	24E	25E	26E	27E	28E	29E	30E	31F	32F	33F	146-150
UM 100	25E	26F	27F	28F	26F	27F	28F	29F	28F	29F	30F	31F	32G	33G	34G	35G	36G	37G	38G	39G	UM

Range: 0' — 10' : +35
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(For A,B,C,D,E use Disruption criticals)
 UM = Unmodified Roll

Result Disruption Stress
 F E A
 G E B

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. Ligaments and tendons 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

INTERNAL DISRUPTION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A near miss. No extra damage.	Glancing blow. +0 hits.	+1 hit.	+3 hits.	+4 hits.
06-10	+1 hit.	+3 hits.	+4 hits. Add +10 to your next attack.	You may attack before this opponent in the next Fire Phase. +5 hits.	+6 hits. Foe loses his next attack opportunity.
11-15	You may resolve your fire before this opponent's next round. +2 hits.	Soft strike to foe's side. You may fire before this opponent for the next three rnds. +4 hits.	Minor disruption of foe's side. +7 hits. Foe takes 2 hits per round.	+6 hits. Foe is stunned for 2 rounds.	+8 hits. Foe is stunned for 2 rounds.
16-20	Foe is stunned next round, and must parry for the next two rounds. +3 hits.	Blow to foe's side delivers +5 hits. Foe must parry next round at -30.	Blow stuns foe for 3 rounds. +8 hits.	Minor side wound causes foe to take 3 hits per round. He is stunned next round.	Minor disruption gives foe 1 hit per round. He must parry for 3 rounds.
21-35	Foe must parry next three rounds. +4 hits. Add +5 to your next attack.	Foe stunned for the next three rounds. +5 hits, and foe takes 1 hit per round.	Disrupting strike hits foe along side of chest. Foe stunned and unable to parry for 2 rounds. Foe takes 3 hits per round. +9 hits.	Blast to foe's upper leg. +7 hits. He is stunned and unable to parry for 3 rounds.	Attack disrupts foe's side. +9 hits. Foe takes 3 hits per round and is stunned for 4 rounds.
36-45	Burst muscle in foe's lower leg. Foe stunned for one round and receives 1 hit per round. Move at -50.	Disrupt foe's lower leg. Foe moves at -50 and takes 4 hits per round. +6 hits.	Major wound to lower leg. Foe takes 5 hits per round and is knocked to one knee. He is stunned for 4 rounds.	Wound foe's groin. Shocked, he is stunned for 7 rounds and unable to parry for 4 rounds. +8 hits. Add +10 to your next attack.	Blow to leg shatters several bones and shreds muscle. Foe at -70 and takes 4 hits per round. Add +10 to your next attack.
46-50	Minor flesh wound along foe's back. +5 hits. Foe stunned for two rounds.	Disrupting blast along foe's lower back. He is stunned and may not parry for 4 rounds. +7 hits, takes 1 hit per round.	Blast across foe's back tears skin. Foe takes 3 hits per round and is stunned for 5 rounds.	Disruption of foe's lower back paralyzes him from the waist down. He is down and out for 20 rounds. +10 hits.	Minor disruption to foe's lower back. Foe is stunned and unable to parry for 5 rounds. He takes 4 hits per round. +10 hits.
51-55	Minor disrupting strike to foe's chest. Foe is stunned and unable to parry for three rnds and receives 3 hits per round.	Blow to foe's chest drops him to the ground. Foe takes 4 hits per round and is stunned for 5 rounds. +8 hits.	Disruption in upper chest drops foe for 3 rounds. Foe takes 3 hits per round. +10 hits.	Blast in chest collapses foe's lungs and breaks ribs. Foe operates at -50 for 4 rounds then slips into a coma. He dies 6 rnds thereafter. +12 hits.	Foe's chest ruptured. He takes 6 hits per round. In 3 rounds he drops, and after 3 more, he dies.
56-60	Minor thigh disruption. Foe knocked down and stunned for 2 rounds. +5 hits. Foe takes 3 hits per round.	Energy dissipation shreds foe's thigh muscle. Foe takes 4 hits per round. +9 hits. Foe moves at -50.	Pulverizing blast to foe's upper thigh. +11 hits. Foe falls and is stunned for 5 rounds. He takes 5 hits/rnd and moves at -75.	Blast in upper leg. Foe falls and takes 6 hits per round. He is at -90. Add +10 to your next action.	Major groin injury. Vitals destroyed. Foe stunned for 14 rounds and takes 2 hits per round.
61-65	Blast along forearm. +5 hits. Foe takes 3 hits per round and is at -25.	Blast to foe's forearm. Hand useless. +9 hits. Foe takes 5 hits per round.	Strike rips into foe's forearm. Arm useless. Foe takes 4 hits per rnd and operates at -40. +12 hits.	Forearm destroyed. Foe takes 7 hits per round and is stunned for 5 rounds. He is at -40.	Disrupting strike severs arm above the elbow. Foe takes 5 hits/rnd and is stunned for 8 rnds. He is at -50.
66	Non-weapon shoulder bursts from inside. Arm useless; will fall off if foe takes more than 25% activity; stunned no parry for 6 rnds, +10 hits, 5 hits/rnd.	Elbow in foe's weapon arm disrupted. Joint is destroyed and arm useless. +10 hits. Foe stunned and unable to parry for 10 rounds.	Foe's knee destroyed. He loses lower leg, and takes 5 hits per round. Foe drops and is out for 10 rounds. Afterwards he is at -70. +25 hits.	Blast to the face destroys foe's eyes, ears, nose and throat. He dies after 4 painful rounds.	Burst destroys lungs. Heart explodes. Foe falls and is inactive for 3 agonizing rounds before dying. +20 hits.
67-70	Break foe's collar bone. +6 hits. Foe is stunned for 4 rounds and may not parry for two rounds. Foe at -20.	Blow to foe's neck. Foe stunned for 6 rounds and may not parry for 3 rounds. Foe operates at -10. +10 hits.	Blow to collar area. Foe is stunned for 12 rounds choking. He operates at -80. +13 hits.	Massive cellular disruption in foe's shoulder. +14 hits. Foe stunned for 6 rounds and operates at -60.	Blast inside shoulder sends arm flying. Foe stunned and unable to parry for 12 rnds, +22 hits, 6 hits/rnd. Add +10 to your next attack.
71-75	Disrupt tendons in lower leg. Foe at -50 and knocked to one knee. Foe stunned for 3 rnds and takes 2 hits per rnd.	Muscles burst in foe's calf. Foe at -50 and receives 5 hits per round. +11 hits.	Foe's calf muscle destroyed, tendons disrupted and bone shattered. Foe is at -50; takes 6 hits/rnd. Add +10 to your next attack.	Blast destroys foe's foot. He is at -50 for 5 rounds before passing out. Foe takes 5 hits per round.	Shuddering blast scraps leg. Bone, muscle and blood vessels burst. Foe knocked down, stunned for 6 rnds. He takes 6 hits/rnd. +24 hits.
76-80	Disrupt foe's bicep. +7 hits, and 3 hits per round. Foe at -30 and stunned for 4 rounds.	Non-weapon arm disrupted. Foe at -40 and takes 6 hits/rnd. He is stunned and unable to parry for 7 rnds. Arm useless.	Non-weapon arm disrupted and useless; muscles destroyed; bone fractured. Stunned for 12 rnds; takes 4 hits/rnd. +14 hits.	Foe's non-weapon arm explodes and is messily removed from his body. Stunned and unable to parry for 18 rnds, 6 hits/rnd, +20 hits.	Foe's weapon arm bursts open. It is destroyed. Foe takes 6 hits per round, and is stunned for 36 rounds. +30 hits.
81-85	Strike foe in the side. Internal bleeding delivers 7 hits per round. Foe stunned 8 rounds. Add +10 to your next attack.	Blow to foe's side. +12 hits. Foe takes 8 hits per round. He is stunned for 12 rounds and operates at -40.	Blow to side of lower abdomen. +15 hits. Internal bleeding causes 6 hits/rnd. Foe fights for 24 rnds then dies due to organ failure.	Variety of foe's abdominal organs explode. He takes 8 hits per round and is at -80 for 4 rounds before expiring. +30 Hits.	Foe's backbone shattered by blast. He falls and dies after 6 quiet rounds due to massive organ failure. +40 hits.
86-90	Disrupting blast along foe's back. Foe takes 4 hits/rnd and is stunned for 5 rnds. +8 hits.	Strike to back of foe's head. The subsequent brain disruption kills foe instantly. +15 hits.	Shot pulps foe's brain. He dies instantly. +25 hits. Add +15 to your next attack.	Shattering blast destroys foe's kidneys and severs spine. +40 hits. Foe drops, then dies next round.	Strike disrupts hip joint. Leg is lost. Foe lapses into unconsciousness, dying in 6 rounds. +30 hits.
91-95	Blow off foe's ear. +9 hits. Foe takes 5 hits per round and hearing is at -50. Foe stunned for 10 rounds.	Blast disrupts hip, destroying the joint, +15 hits, stunned for 10 rnds before passing out. Add +20 to your next attack.	Foe's chest explodes from the inside. Heart destroyed. Foe drops then dies next round. +35 hits.	Disgusting strike guts through opponent. He is disemboweled and dies instantly. Add +20 to your next action.	Foe's arm and side destroyed by disrupting blast. He is stunned and unable to parry for 8 rounds, then dies. +35 hits.
96-99	Disrupting strike to middle of face, stunned and unable to parry for 12 rnds, 5 hits/rnd. Add +5 to your next attack.	Blast blows out side of foe's head. Foe drops and takes 5 hits per round for three rounds before dying.	Blast shatters backbone and exposes upper chest cavity. Foe dies instantly. +45 hits.	Back blow sends foe reeling. Broken in half, foe drops and dies next round.	Internal explosion sends rib fragments flying. Foe drops and dies immediately. Add +20 to all actions for the next 2 rounds.
100	Strike disrupts foe's neck, severing his head from the rest of his body. Foe dies immediately. +20 hits.	Head strike destroys brain. Foe is dead.	Foe's head explodes. He is very dead, permanently.	Head shot destroys brain in a gruesome display. Foe's lifeless, headless body tossed back 3 meters.	Foe's body ripped apart by cruel disrupting blast. He is no more. Good work.

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 liquifies 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 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 foes 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. YAH!

PART VI

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The hall was clearly designed to intimidate. It was successful. Far above arched the coffered dome of the entrance hall, almost lost in shadows. Our boots echoed on the ancient marble floor; the beautiful veined patterns worn through centuries of passing scholars. Men in creme-colored robes shuffled here and there, like silent worker bees in this massive hive. Along the perimeter—less obvious in black tunics—lurked the mercenary Changramai Warriors. The best guards in the world to protect books! But these books held knowledge, something more powerful than a fortune in gold or keron. The secrets in this hall alone could topple empires as surely as any army.

Civilization was fortunate that the Scribes of Nomikos were an altruistic order. Perhaps that is how they have survived so long: neutrality was the key to survival in their business.

One of the Scribes wafted up to us, his flowing robes a pale nimbus in the dim candle-light. "Lord Avanir!" He smiled blandly. "You are expected. How may knowledge serve you today?"

Kalen Avanir
From his Travel Journals

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