

• FOREWORD •

*“All knowledge is heresy. Yes, you heard me correctly.
It is the nature of dark religions to thrive on ignorance.”*

ANDRAAX
DATE UNKNOWN



his sourcebook is the first of a trilogy of adventuring guides for the *Shadow World*. Together, the three volumes will detail a ‘grand campaign’: a living play or novel in which the player-characters are the heroes of a great quest. These books will document a long journey encompassing many events linked together and drawing the characters through a progression of crises and triumphs. It all ends with a cataclysmic confrontation with one of the ultimate evils of the Shadow World.

IMPORTANT NOTES FOR THE GM

Unlike most ICE adventure scenarios, the *Grand Campaign* is a directed series of events. It must be understood by both the GM and the players that, while there can be subplots and sidetracks, the main purpose of the group is a much larger scheme. Deliberate attempts to derail the campaign will only ruin the game for everyone. On the other side of the coin is a reminder to the GM that he must not ‘push’ the players along too quickly. Allow them to pursue other activities for an adventure or two; don’t lay a heavy hand on the plot. If the PCs seem confused or at a loss, subtle help might be in order. However, never resort to blatant maneuvers (e.g., do NOT do this: “A Loremaster appears in the middle of your room and hands you a map to the citadel. She says that you had better hurry or there will be ‘trouble’.”)

This book and the ones to follow are organized in ‘Parts’ not unlike Acts of a play (beginning with Part V; Parts I-IV are general information and background material), and within each Part are ‘Sections’ which correspond more or less to scenes. In addition, there will be ‘Encounters’: these designate specific events which will precipitate the use of rules to arbitrate the situation. An Encounter can be anything from a run-in with a shopkeeper to a planned raid on a Dark Priest’s tower to coming face-to-face with an Ordainer.

While only this book and the *Shadow World Master Atlas* (and of course *Rolemaster* or the FRP rules of your choice) are really required to run this Grand Campaign, it is strongly suggested that the GM owns the following Shadow World books: *Emer*, and *Jaiman*. These are available at hobby and bookstores, or can be ordered directly from ICE. These books will not only provide valuable background material, but have other adventure ideas which the

GM will find useful to fill out the campaign. Also helpful (but not as critical: *Norek*, *Quellbourne*, and *Eidolon*.

To those who might own copies of the *Iron Wind* or *Cloudlords of Tanara*: these materials may prove useful—but have a care! They are set in earlier times, and in some cases the dates (and even a few facts) in these early chronicles are muddled.

It is important that players do not read any of the material in this book unless it is specifically designated for player consumption. The following material is for the GM's information only, though he may photocopy certain parts of the Character backgrounds and other marked text for player use.

GENERAL REMINDERS

At critical points in the campaign text we remind the GM to make certain 'atmosphere' rolls: weather, *Essænce*, 'random' encounters on the road and in cities. These are certainly not intended to be the only times the GM makes these rolls.

WEATHER AS 'ATMOSPHERE'

The GM is encouraged to make weather checks daily. General weather descriptions are given in *Jaiman*, and a chart is provided in the *Rolemaster Character & Campaign* book, page 109. Weather is an important part of the 'feel' of a gaming environment, and can help the GM in describing prevailing conditions. GMs are also reminded to enrich their *Shadow World* with sights, sounds, smells and textures of the world. Bring it to life every day!

OTHER ENCOUNTERS

Depending on how long the GM wishes to draw out the campaign (ICE plans to release Part Two of the *Grand Campaign* later in 1994), he might wish to include several side encounters interspersed with those detailed here. Enough is provided in these pages and in other published books to provide ample material for a GM to keep the PCs adventuring in Jaiman alone for many sessions.

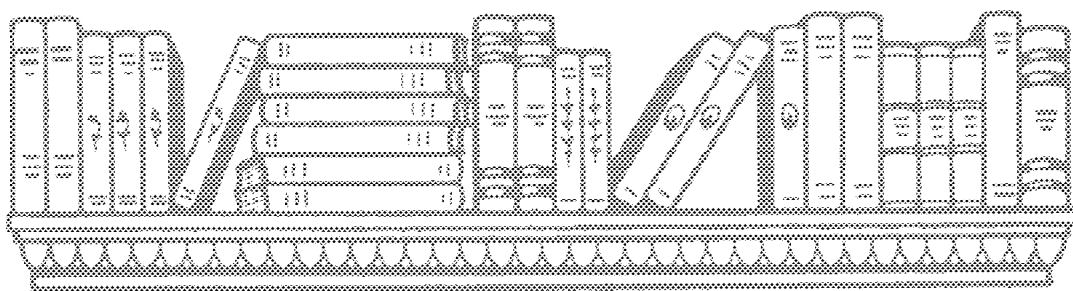
KEEP A CALENDAR

It is important for the GM to make and keep a careful record of the progress of the characters along their quest. This not only helps the GM keep organized in her own timeline, but it is critical to match the movements of the characters with event going on in the rest of the world. The explosive political situation in Haalkitain alone warrants this; many things are going on elsewhere as well.

• PART I •

AN OVERVIEW

THE QUEST AND ITS CONTEXT IN THE WORLD



Mountains of lava spewed from the tortured earth, washing over verdant lands in a burning tidal wave. Shattered ruins lay where boulders had been hurled like a rain of pebbles to crush glittering cities. Oceans vaporized. The Sun and the Five Moons were lost behind a black cloud of soot.

At last two stood upon the planet which had become one vast battlefield. Kadæna, Empress of the Galaxy and Queen of the K'ta'viiri race, faced her opponent: the rebel Utha. They had the look of siblings but for the glaze of hate in Kadæna's violet eyes, and the haunted mask which Utha's face had become. He held in his bleeding hands a sword. A strange barbaric weapon for a time when ships flew between the stars and the people of his race could slay with one thought of their telepathic minds, but the Soulsword was all that could protect him from She who wore the Shadowstone.

Pulsing with a thirsty crimson light, that gem lay upon Kadæna's breast, held by a heavy chain of black iron. Kadæna thrust her hands forward, palms out at waist height, her bearing one of readiness. "Here we stand at the end of all things, my cousin. Are you well pleased that you have brought about the downfall of your people?" Her words were barbed with psionic knives, but Utha was beyond feeling.

"You destroyed us long ago, My Queen. Better that we die now than live on as a mockery of what we should have been."

"You wanted my throne!" Her hands snapped forwards and from her fingers lashed twisting bolts of white-hot energy, arcing towards her opponent.

But they splashed aside harmlessly: the sword shielded Utha. It diverted those deadly charges, but it took its own toll on his strength. The earth trembled. He took an unsteady step closer to his cousin.

Again Kadæna attacked with lightning, again the Soulsword absorbed the energy.

The black blade began to glow with a faint silvery light.

Utha raised the sword, his sinewy shoulders protesting, every muscle trembling with fatigue.

“No!”

The sword flashed in a mighty horizontal arc, severing the beautiful Kadæna’s head.

Groaning in its own pain, the earth opened at her feet, and the Shadowstone tumbled from Kadæna’s shoulders into a fiery crevasse. The Empress of the Galaxy’s body trembled, then disintegrated to dust, floating to the smoking ground.

Utha stood silent for a moment to gather his strength. He touched a finger to his forehead and vanished from that battlefield. The most difficult task was yet to do.

The Battle for the Shadow World

The End of the First Era (≈ 112,000 years ago)

The Quest spans the continents of Jaiman and Emer (and beyond) in a series of challenges physical, mental and spiritual which match the characters against the Jerak Ahrenreth, the Secret Circle of Evil as old as this Era.

Of course it is implausible that a group of young lords could possibly defeat a cult as powerful and devious as the Secret Circle. The goal of this great quest is merely to strike at the weakest point in the circle and hopefully forestall their plans for dominance. As one can tell by reading the background on this evil order (found in the Emer supplement), it is comprised of a number of factions. It is not a seamlessly unified whole, and there are weaknesses which can be exploited. Several members have schemes to further their own power at the expense of others of the cult; in the end these individual ambitions could be the undoing of the whole. The Circle is also largely dependant on huge crystal fragments which allow the members to focus and direct Dark Essænce. The destruction of the crystal would cripple their power base.

On this first leg of the campaign, the characters meet and travel across the continent of Jaiman. As their journey progresses through a series of encounters, they gain insights into themselves as well as the greater role they must play in the saga of the Shadow World. Following (in a very abbreviated form) is a synopsis of the events of this first phase of the campaign. While many things mentioned in this section will be somewhat obscure at this stage, it will be a handy reference later as the details are filled in. Player-character names appear in italics.

LETHYS:

The gathering of the Company takes place in Lethys, a thriving seaport in on the southern coast of Jaiman. They probably meet in a tavern, the Library, or some similar place. They witness an assassination by the Cult of Stars. *Morden* is given a confusing verse in a dream. From there the group sets sail to the island library of Nomikos (for several reasons), where the deeper meanings of early memories are revealed. En route they encounter pirates.

POINT-BY-POINT SUMMARY:

- The characters meet (at tavern or library)
- Witness assassination by the Cult of Stars
- *Morden* is given a cryptic verse in a dream
- The party decides to go to Nomikos
- Encounter with pirates en route

NOMIKOS LIBRARY

Nomikos Library is guarded by Chamgramai monks (*Rælen* beware). Research done: scrolls by Zener Morndaak (rumored to now live in Tanara).

Their information leads them to want to go to Tanara, so they set sail there. However, a Flowstorm has other plans, and the next thing they know they plow into the desert of Zor...

POINT-BY-POINT SUMMARY:

- Nomikos is guarded by Changramai (warning to *Rælen*)
- Research done: scrolls by Zener Morndaak, now rumored to live in Tanara.

- Set sail for Tanara to visit Zener for more info.
- Essænce storm wrecks ship in Zor

ZORIAN WASTES

Trekking through the Zor Wastes, the PCs encounter a ruined city of Zor, and many creatures and hostile beings residing within. They clash with the Priest of Dansart—one of the Priests Arnak first mentioned in the Iron Wind. They are captured, but escape with the aid of a Loremaster. They pass through a Portal, which takes them eventually to Haalkitane. They were allowed to escape by Vaag t’Kang, who can magically track them. He hopes that they will unearth useful secrets for him.

They appear in the sewers beneath Haalkitane, and Terek’s pendant guides them out.

POINT-BY-POINT SUMMARY:

- Encounter mutants and wild dogs
- Captured by Messengers of Ulkaya (servants of a Priest Arnak)
- Imprisoned in the citadel of Dansart; meet apprentice Loremaster
- Audience with the cruel Priest Osaran
- Vaag t’Kaang releases the prisoners (unbeknownst to Osaran) so he can track them to secret information
- Escape via a portal
- Emerge from portal into ancient sewers; as they near an exit, *Terek’s* pendant indicates going another way.

HAALKITAINE/LORDS PASSAGE

Exiting the sewer group and ship survivors split up. They are rewarded by Sæn, the Loremaster apprentice.

After resting in the capital of Rhakhaan (and possibly becoming embroiled in the political situation there) they resume their journey towards Tanara. Along the way through an underground passage, they encounter incredible creatures—and the Phoenix Sword (which Ty can use). A Doombringer pursues the PCs through the sewers/labrynth. They flee through a tunnel under the mountains and emerge in Tanara

POINT-BY-POINT SUMMARY:

- Emerge from the sewers in Haalkitane
- Survivors split up (crew and other passengers go their way)
- PCs are rewarded by Sæn the Loremaster apprentice
- Return to sewers to follow the pull of the pendant
- Encounter with Uthgool in sewers
- Find Phoenix Sword (Ty can use it)
- Doombringer appears and pursues the party through a tunnel under the mountains
- Emerge in Tanara

TANARA

The group emerges from their underground odyssey only to be captured by the xenophobic Dúranaki. They are taken before the High Council of the Dúranaki, led by T’kaal Arain.

Terek was exiled for teaching his Myri friend Kel how to read; an act considered to be treasonous. Over T’kaal’s objections, Terek is sentenced to death, and the others are to be banished after he is executed.

Meanwhile, spies for the Priest Lyak have reported the appearance of the characters, and they will be trailed. Kel (with a group of domestic Myri and rebel Dúranaki who are living in exile) comes to the group’s rescue, and they flee, pursued by Dúranaki, and then

Messengers of Al-Athuul. They use the gift of the Loremaster to escape.

POINT-BY-POINT SUMMARY:

- Arrive at Morndaak’s house only to find him dead
- Dúranaki arrive at the scene and take the PCs prisoner on suspicion of murder
- The entire group is trailed by Messengers of Al-Althuul and a Priest Arnak (of Lyak)
- The PCs are imprisoned in a cave while the Dúranaki prepare to fight their trackers
- PCs escape by summoning a Navigator using the reward they received from Sæn in Haalkitane (the reward is free passage to Gryphon College)

GRYPHON COLLEGE

The group arrives at the cloistered enclave, and are tentatively welcomed. There, they learn more about their quest, the Phoenix Pendant, and the Jerak Ahrenreth. They also meet meet Kalen and Jad.

POINT-BY-POINT SUMMARY:

- The party is given hospitality at Gryphon College
- Meet Lord Kalen Avanir and his Squire Jad. (A very observant PC might notice a resemblance between Jad and the evil Arnak priest Osaran; this will be significant later in the campaign)
- Zaris, matriarch of the College, helps attune the Phoenix pendant and Sword
- Decide to go to the Mur Fostisyr via the lakes with a stop in Saralis to look for Elor Once Dark, a renowned Loremaster.
- Leave by boat.

THE SARALIS FRONTIER

The group journeys through the central lake region and face dangers both monstrous and arcane. Arriving in Saralis, they cross a bizarre rural landscape and deal with otherworldly beasts, an ancient trap, and woman with a dangerous hunger. Finally, they meet a man of whom they have heard quite a bit. He might aid them on their way.

POINT-BY-POINT SUMMARY:

- Travel through the straits from southwestern lake into the middle lake
- Attacked by a Kraken
- Land on the northwestern shore and travel north
- Encounter a Soulslayer and 4 Vancu brought by an Essænce Storm from Folenn to jaiman.
- Encounter the Spiral of Death—from which Elor may rescue them
- Guests at Elor’s house—he tells them to go around the mountains, through Lu’nak

LU’NAK

This eerie forested land holds hidden dangers, but also an escape towards the Land of Blue Light. They arrive at the coastal town of Kelfour’s landing, and manage to buy passage to the Mur Fostisyr—but the price is high.

POINT-BY-POINT SUMMARY:

- Forced into the Forest of Dír by Messengers of Syrkakang
- Attacked by Shards in the Forest of Dír
- Find safety in a temple in the forest

- Temple has secret passage down to a tomb where a body (Enris Joor) and the Windblade (useable by *Ræk* or *Vania*) lies
- Passage from the tomb leads underground to the coast.
- Follow coast to town of Kelfour's Landing
- A Ky'taari craftsman offers to take the PCs to the Mur Fostisyr in his ice sloop —his price: the rescue of his sister who is imprisoned in the Aalk Gaath (Citadel of the Dragon)

MUR FOSTISYR

Before reaching Tælen's goal, they must help another Ky'taari rescue his sister—and confront a powerful being who has lived in this icy land for millennia. Tælen might also find a great treasure in an unlikely place. They flee the lord of the manor, aided by the Udahir.

The journey continues as the characters reach Dawnwater's Edge, and Tælen receives guidance from his Mistress. But their arrival has precipitated a crisis, and the group is forced to depart once again.

POINT-BY-POINT SUMMARY:

- Across the straits to the Aalk Gaath
- Climb cliffs from the shore to get to it, rescue Tirilin, Luklin's sister, and steal the sword Ashaanaar (it calls to Rælen)
- Hunted by the White Dragon as they leave
- Rælen 'summoned' by his goddess to her secret temple
- They group sees a Herald of Night
- At the temple, they see the goddess Ariana
- An Ordainer attacks, and the goddess opens a portal for the party to escape; Ariana tells *Rælen* to remain with the group for now.

URULAN

They arrive in a haunted place cloaked by mists, and only have a few moments to get their bearings before they are attacked by Night Hounds. They are observed by a otherworldly watcher, and flee to ancient ruins for safety. It is there that they meet a spirit and learn their location.

Heading south, they observe an ominous project underway, but may not understand its significance until much later. Finally, a chance encounter with a shipwrecked sailor offers a plan to escape to civilization.

POINT-BY-POINT SUMMARY:

- The party arrives at the ruins of Ar-Talisen (an ancient elven city); they realize they are in Urulan
- Having heard of settlements to the south, they head there, and have an encounter with Night Hounds and an Althoi
- They pass by mines of the Steel Rain
- Encounter with an Epsilon Drone (a mechanism built by the Lords of Essænce)
- They encounter Kesien, who disappeared with *Leena's* brother Ærik. He urges the PCs to flee the area.
- Encounter first mate of a captured sky sloop while observing a pirate base. They help her reclaim her ship, and they return to Eidolon

ON TO SEL-KAI... AND EMER

The group has a glorious arrival in the glittering city of Eidolon. Surrounded by Elves and Shay, everything seems secure... until someone spots a specter of the past. Their quest has just begun.

POINT-BY-POINT SUMMARY:

- Receive a reward from the sky sloop's owner; see Vaag t'Kaang in Eidolon
- R&R in Sel-kai

• PART II •

THE PLAYER-CHARACTERS



he bedroom was dark and silent... absolutely silent.

The boy lay unmoving in his bed. His terror rendered him unable to move or even breathe.

Ty felt silly for being so afraid. Eleven-year-old princes should not be afraid of dreams. But still, he was afraid

That shadow by the wardrobe—did it have substance or not? Darkness seemed to move and flow around the polished wood doors.

There *was* something there!

Standing at the foot of his bed, not a shadow, but a shrouded figure! Ty's heart thumped in his chest, but he remained motionless. How had this intruder gotten in? By magic? The palace had many wards against even such intrusions.

Then the shadow spoke. The boy felt every his muscle tense as the silence broke.

"Greetings Ajkar Tyrus Faslurin, Lord of Elchar, third son of Emperor Talus Arej Malvion Faslurin VII,." The visitor had a soft, unexpectedly melodic voice.

Realizing that there was no point in hiding under the covers, Ty sat up to face his visitor. "What do you want?" he asked, proud that he managed to keep his voice steady. Sweat ran down his sides in warm trickles, yet he shivered.

The visitor stepped forward so that he stood in a shaft of moonlight cast from the tall windows. With a long-fingered hand he slowly pulled back the hood of his cloak. His face was white in the pale light, white and beautiful. His hair was raven-black, and fine pointed Elven ears protruded from beneath the thick locks. "To see you."

The dead hearth-fire leapt up to light the visitor in angry red.

The Elf smiled. With a terrible crash, the windows splintered outwards in whirling glass shards, and a gust of wind exploded through the room Papers to fly and bedcurtains furl in the maelstrom. Amidst this fury of wind and sound and fire, the visitor casually stepped closer around the bed. Ty scooted up towards the headboard, but suddenly the Elf was next to him. He seized one of the boy's hands

in his own. The visitor's flesh was cold and hard as marble.

"Let go of me! The guards will be here any minute!"

"Brave little lord," the Elf smiled, exposing perfect white teeth. It was a leer of total malice, somehow... inhuman.

The visitor dug his fingers into Ty's hand, and he gasped as sudden pain lanced up his arm. His hand felt like it was being stabbed by knives.

"Look!" The Elven man whispered, his face close, his breath cold and dead like wet ash.

Young Ajkar Tyrus tore his blue eyes from the pale amber ones of the Elf and looked down. Blood oozed from around his fingernails, pooled at the tips, and began to drip onto the white bedsheet. Slowly the Elf raised Ty's trembling hand to his lips and licked up a few droplets of bright blood. To Ty's horror, the Elf's eyes began to glow with an inner red light.

Then he vanished.

It was as if he had never been there. The boy's bloody hand fell to the bed, numb and tingling. A cold wind swirled through the room, causing the curtains to furl lazily.

Ty realized with a start that a huge white owl was sitting on the broken window-sill, amber eyes staring fixedly at him for a long moment. Then it spread its great wings and was gone.

Tyrus cried out as he awoke from the nightmare, his shirt soaked with cold sweat. He frantically looked about the room, but the fire was out, the window intact. It was only a dream! Shivering, he raised his hand to wipe the perspiration from his forehead. Dark red stains rimmed his fingernails. He looked up. A huge white owl stared at him as it sat on the outer windowsill. It spread its great wings and was gone.

It was just the first of many visits by the Pale Man.

A Dream of Ajkar Tyrus Faslurin
Prince of Rhakhaan

1•CREATING CHARACTERS

The GM and players are welcome to use their own characters for this quest, but it is clear that the campaign will be more exciting when the characters have personal goals along with the greater purpose. The GM is strongly urged to customize the character backgrounds with goals along the lines of those included with the provided characters below.

Additionally, the GM may wish to use the backgrounds included below to further flesh-out the characters. The more interesting and 'three-dimensional' the character, the more fun the players can have.

Once the group has been settled, the GM will also need to review the adventures to get an understanding of how the adventures may need to be adjusted for optimal character enjoyment. (Some adjustment would be inevitable if the adventures are to be personally interesting to the player-characters).

2•THE PROVIDED CHARACTERS

Below are ten complete character backgrounds. They are meant to offer the group a selection of interesting individuals to play; it is suggested that the actual group not number more than six-seven at the outside.

Stats given below are for the character's starting level; obviously stat mods will change as the stats go up (or down).

CHARACTER SPELL LISTS

The spell using PCs should have starting lists; however, the choice of these is left up to the player.

All Pure and Hybrid Spell Users should be given four lists to start with; the Semi-spell users should be given two lists. Subsequent lists should be gained according to the usual acquisition method.

THE GM CRIB SHEET

The following page is a quick reference guide for the GM to help her keep track of the characters, remind her of their goals, secrets, possessions, and special abilities. It might be helpful to photocopy the sheet and clip it to the inside of the GM screen for easy referral.

RÆK TORREN

- Laan (high-man) Healer
- From Kaitaine, family of cotton traders
- Descendant of a member of the secret *Order of the Cloak* (Ahn Sye Zonar)
- Immune to spells of Zonar, partially so to those of other orders
- Gates and Portals of the Order will open for him
- Sexual orientation unacceptable in his society
- Left home to seek his fortune rather than marry

LEENA ÆRIEN

- Linær (fair Elf) bard
- From Linæri isles of Lys; daughter of a Lord there
- Older brother Ærik left to travel Emer with friends Kesien and Orrel; he has disappeared
- Leena left home to find her brother and to adventure

RÆLEN THIROK

- Ky'taari (half-elfen) Warrior Monk/Chanramai Novitiate
- Wishes to save his homeland (The Mur Fostisyr) from the Iron Wind
- Would like to find the lost sword Ashaanaar and return it to the high priestess of his people
- Must avoid the Changramai, to whom he owes 5 years service

VANIA KIRILIN

- Dryad Animist
- Agent sent from the Emerald Forest
- On a mission to learn more of events in the world
- Special abilities and restrictions

JYMSAN IXATA•CENTARUS

- Loar (high Elf) Mage
- Conjurer from Námar-Tol
- Obsessed with technology (like many of his race)
- Somewhat hedonistic and flirtatious

NUKITI MELENKA

- Nuyani Thief
- 4th son of wealthy landowner in Nuyan Khôm
- Traveller/adventurer because he has no inheritance
- Wishes to find the Sceptre of Khôm which was stolen from his people.
- Likes to drink

MORDEN N æ K

- Itanian Mentalist
- 'Warlock' of Itanis
- Father unknown, thus he is a disgrace to his society (father is really Andraax)
- Has set out to find his father
- Special K'ta'viir abilities
- Has dreams of the Ahrenreth, Eye of Agoth, Schrek, etc....

AJKAR TYRUS FASLURIN

- Zorian (high man) Fighter
- Prince of Rhakhaan (3rd son)
- Has nightmares of the White Mage (who he knows only as the "Pale Man")
- Is fascinated by lore and Loremasters
- Is afraid of white owls

TA'A NÆR

- Shay Rogue
- Amazon of Sarnak
- Mistake on her part caused death of fellow warrior - initiate
- Exiled herself from her people

TEREK AL-ARAIN

- Dúranak Mystic
- Eldest son of a member of the Dúranaki High Council
- Defied cultural rule that Myri are their inferiors: he taught his Myr friend Kel to read and was exiled for it
- Possesses a pendant (which he does not know is the powerful Phoenix pendant)
- Has information on pendants, swords, etc., penned by a scribe of Nomikos

AJKAR TYRUS FASLURIN

PRINCE OF RHAKHAAN (ZORIAN FIGHTER)

Ajkar Tyrus Faslurin ('Ty') would provide significant muscle for the group. A 'front-line fighter,' he is a skilled and hardy warrior. Though a youth, he already has an imposing presence.

BACKGROUND

The third son of Emperor Jerrin Arej Malvion Faslurin III, Ajkar Tyrus (his friends call him 'Ty') is itching for adventure. Because he is the third in line, he is not closely supervised. This allows him the freedom to travel the countryside in relative anonymity. Ty is frustrated at home, the Imperial Palace a warren of intrigue and politics. While intelligent and boyishly handsome, he lacks social skills. He is also somewhat uncoordinated right now (except when in melee), having so recently grown into his size. The young prince is also haunted by strange, terrifying dreams (see the introduction to Part II). The Visitor described there is none other than the evil being who has been known as the *White Mage*, and visits Ty (and the other heirs) in dreams. He is paving the way to controlling Rhakhaan again, but this time through terrifying dreams, a power he recently achieved. The dreaming power does not allow the White Mage to know Ty's actions and locations yet, but he is slowly gaining more power. The only way that Ty can break the spell is to confront the Visitor within his dreams. This he will not have the power to do until much later in the quest, but he will have the opportunity, for the White Mage is also known as *Phæniis Rhyn*, one of the Eight of the Jerak Ahrenreth.

TRAITS/DEMEANOR

Ty is outwardly cocky, but actually rather shy. He is confident in his swordsmanship, but is also interested in history and fascinated by Loremasters. His tutors have almost convinced him that he is stupid, however, so he is hesitant to speak up when intellectual topics are discussed. He also has a slight stutter which grows worse when he is nervous—adding to his reluctance to speak.

As noted above, Ty is usually an awkward youth, incapable of even walking without bumping into something. This apparent lack of grace does not add to his popularity around court. He has the usual contingent of young female followers, but he covers his shyness by behaving boorishly around them. But when in combat, he becomes as confident as a seasoned warrior and graceful as any dancer.

PERSONAL STATISTICS

Race: Zorian

Height: 6'4"

Weight: 210 lbs

Build: Muscular, big boned.

Eyes: Emerald Green

Hair: Blond/straight

Age: 18

Profession: Fighter

Languages: (s/w) Rhaya (8/7); Erlin (5/5); Iylar (2/3); Shay (3/1); Kugor (2/2)

Current Level: 1

Hits: 36 (Base: 31)

Power Points: N/A

Stats:	Temp	Pot	Stat Md	RceMd	TTl Md
CO	90	99	+10		
AG	45	98			
SD	66	80			
ME	75	82			
RE	45	90			
ST	99	100			
QU	86	94			
PR	80	90			
EM	58	76			
IN	60	60			
AP	95	99			

Spells: None

SPECIAL SKILLS/ABILITIES

Ty has one 'special ability'—if it could be called that. It is a knack for knowing completely random trivia. This knowledge comes from extensive reading he did as a boy; not the texts he was suppose to read for his tutors (and thus his reputation for being a dullard) but arcane histories and essays found in the deep recesses of the ancient Haalkitane Palace libraries. Ren Thryask, a Loremaster known to visit Haalkitane, steered the eager Ty towards many of these tomes. As a result, Ty's head is full of fascinating but fragmented tidbits of potentially priceless information.

This ability must either be handled by the GM through rolls, or—provided he doesn't get obnoxious with it—by the player asking if Ty has a chance of knowing about a given item/event/location. Anytime Ty is confronted by a unique item, place, person, name, etc which might have a tale behind it, Ty should have a 5-10% chance of recalling something about the thing. His recollection, if successful, could be as little as a related word or name, or as much as a perfectly recalled description or historical context. It should be noted that while Ty's recollections are never wrong, they should often be quite fragmentary.



POSSESSIONS

Ty has the following special possessions when he starts out. Note that the sword, armor and shield are enchanted and part of a set made for him as a prince of Rhakhaan. All are of a red-gold metal; the armor and shield are very lightweight but strong, and bear the crest of the Phoenix. Ty polishes his equipment religiously every night.

Ring: A gold signet ring bearing the crest of the Phoenix. It adds +10 to DB and +10 to RRs vs Channeling.

Sword: *Harbinger*, +10 Bastard Sword of a red-gold alloy, glows red within 100' of Undead.

Armor: Metal breastplate and greaves (AT 18). The breastplate is beautifully made with an enhanced form-fitting design. Because of the special alloy, the Quickness penalty is halved (-10), and the maneuver penalty is also halved (55 max, 10 min)

Shield: Protects as a full shield but weights only 8 lbs. Halves all damage (reduces criticals 2 steps) from directed fire attacks.

FOR THE GM ONLY

Ty could rightfully wield the Phoenix Sword, the magical weapon designated for the guardian of the Emperor. As such, this heirloom can be used by anyone of the royal blood or one designated by the ruler of Rhakhaan. The sword has been lost for centuries, but adventures in this book may take the company very near the sword's resting place.

About the dreams: the GM needs to continue the theme begun with the dream told in the beginning of this section, now that Ty is older, the terrors may have to become more 'sophisticated.' Occasionally (not too often!), a white owl will show up in reality, which should give the youth quite a scare. In the later books, Ty will be given hints which he can use to fight the White Mage on his own terms.

TA'A NØER

AMAZON OF SARNAK (ROGUE)

Ta'a Nøer is a female warrior: an Amazon from the coastal realm of Sarnak in western Emer. Her training includes weapon skills, some martial arts, and a variety of abilities which make her at home scouting in the wilderness as well as skulking in urban environments.

BACKGROUND

Ta'a Nøer, daughter of a respected noblewoman, showed great promise as a youth, and soon made a name for herself in the sparring court. She had few rivals, though her arrogance was also rarely matched. But Ta'a's rise to prominence met with tragedy.

Ta'a was fifteen when, while involved in a wilderness trial with a fellow Warrior-initiate, her error in judgement led to an accident in which her co-dependant warrior was killed. Ta'a was not directly responsible, but her 'sister' would not have died had Ta'a not been careless.

Stricken by horror and grief, she panicked. Ta'a was unable to face the tribunal which would lead inevitably to discommendation (expulsion from society such that all record of your existence is wiped from records—considered worse than death), and she couldn't bring herself to commit ritual suicide. She fled before anyone discovered the death, and has lived in exile as a mercenary since then.

TRAITS/DEMEANOR

Ta'a is typical of her culture: beautiful in a severe way, arrogant, disdainful of all men. A competitive relationship between Ta'a and



Tyrus Faslurin is almost inevitable; whether it is friendly or antagonistic is up to the PCs. She is not afraid of combat, and in Ta'a's case she almost seeks it out too eagerly: driven by the nagging guilt of her crime as a youth.

PERSONAL STATISTICS

Race: Shay/Laan

Height: 6'

Weight: 160

Build: Lean/muscle

Eyes: Green

Hair: Brown

Age: 22

Profession: Rogue

Languages: (s/w) Arlak (7/6); Erlin (5/2); Shay (4/2)

Current Level: 1

Hits: 22 (Base: 21)

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	88	97			
AG	94	100			
SD	55	80			
ME	47	79			
RE	80	82			
ST	94	98			
QU	99	100			
PR	71	85			
EM	69	80			
IN	100	102			
AP	75	81			

Spells: N/A

SPECIAL SKILLS/ABILITIES

Sailing: 3 picks

Swimming: 4 picks

Stalk and Hide: 3 picks

Forage: 3 picks, useful in forest/mountainous regions

POSSESSIONS

Spear: A beautiful +10 weapon, it has an alloy tip and a shaft of rare black Dír wood. It is unbreakable by normal means.

Shield: Very lightweight, it protects as a full shield but only encumbers as a target shield. It is reinforced hide (stained black) stretched over a lightweight metal frame.

Leather Breastplate and greaves: A finely made set of armor, the leather is dyed black and reinforced by metal straps and rings. As a result, it is AT 10 with an additional +10 to DB.

Comp Bow: A laminated bow, it is of fine workmanship.

FOR THE GM ONLY

Ta'a has an innate intuitive ability to 'Detect Ambush' (*Spell Law*, p 58), and though this ability also works indoors with a 30' range, she is only right 50% of the time. That is, she never falsely suspects ambush, but she has a 50% chance of failing to detect one. It does not work unless there is actually a thinking being (or at least a beast) waiting.

Note: should the PC begin to abuse this ability by asking too frequently, it might 'burn out' for several weeks...

TEREK AL-ARAIN

DÚRANAKI MYSTIC

As one of this reclusive, nocturnal race, Terek has unusual skills and attitudes. Part of the nature of a Mystic is that they are solo operators, and Terek's cultural background only reinforces this tendency. But Terek is driven by a desire to learn about the larger world, and the mystery of the pendant hanging around his pale neck also drives him.

BACKGROUND

As the eldest son of Zerin Al'Arain (a member of the Jyaad Council and cousin of the famous warrior-mystic T'kaal Arain), Terek is considered something less than nobility, but more than a mere aristocrat. This is the nature of the class/caste system of the Dúranaki: classes among their own people, the absolute distinction between them and the Myri.

Terek is a bit of a rebel in this unusual society, and his defiance of cultural rules have led to his exile from the Dúranaki lands.

While the Myri are just as intelligent and capable as the Dúranaki, they consider them to be mentally inferior; little more than bright pets, in fact. Romantic relationships or even close friendships between the races are forbidden.

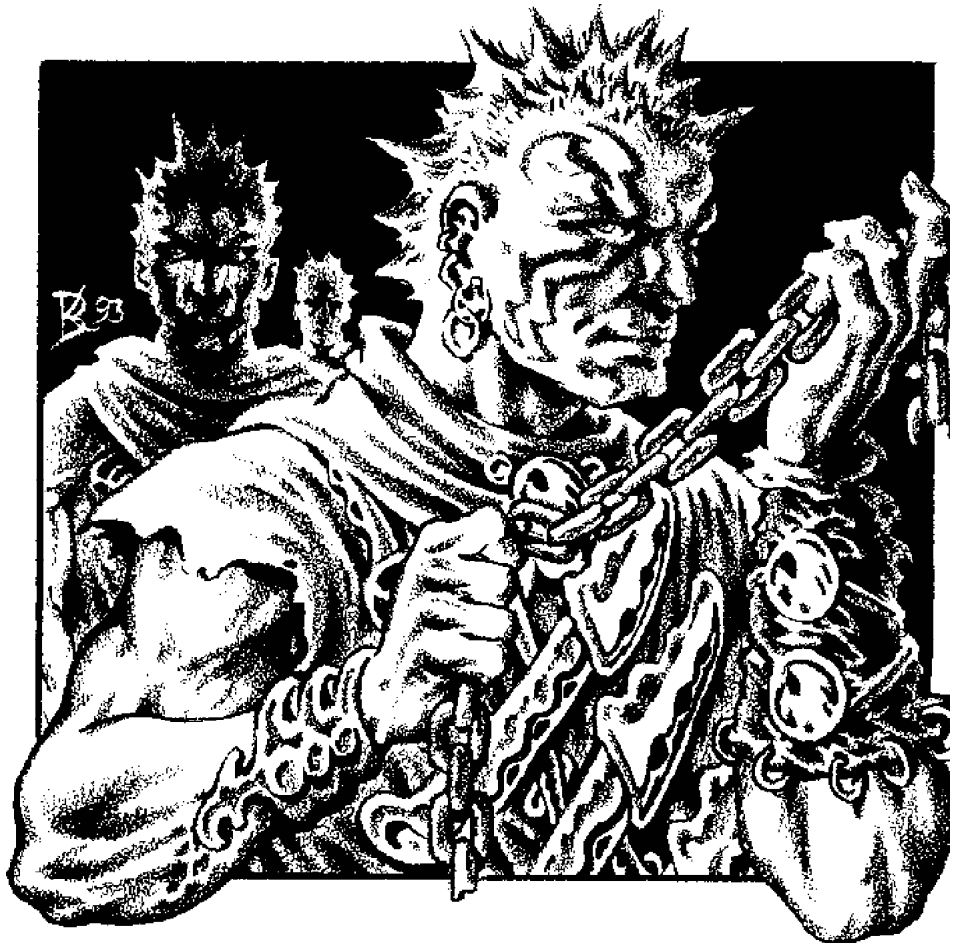
Terek is (or was) leader of a group of youths who work to break down the barrier between the races. They meet in secret with Myri friends, ostensibly educating them (but in reality the greater gain is how they learn about each other's culture).

Terek was caught teaching his Myri friend Kel how to read—and

exiled for this strictly forbidden act. The rest of his circle (known amongst themselves as the "White Hand") went deeper undercover and have almost disbanded.

Meanwhile, Terek crossed the Grey Mountains and took up residence in Haalkitane. Over the last few months he has pieced together some information about the pendant. Excerpts of the most important passage appear below:

...For many years only petty warlords ruled the lands of Jaiman, despite the efforts of the Loremasters and a succession of powerful individuals all determined to unite at least a significant portion of the continent. Meanwhile a dark force known only as the Lorgalis the White settled on the isle of Ulor, and in but a few years fortified it and then seized the lands of Xa'ar and Ly-Aran. It was feared that this Lord—suspected to



be a servant of the Unlife—would soon send his armies swarming over all Jaiman. He as yet did not have a foothold on the main shores of the continent; any action to stop him would have to come soon.

The High Council of Loremasters met and debated the problem, deciding at last that stronger guidance was needed. Loremaster Kirin T'thaan objected, but the majority held the day: Order was necessary or the Unlife would prevail. Andraax took thought and travelled to the Land of Valemarna—home of the Lord Alchemist. The two united their skills and knowledge, and the Alchemist toiled for many years in the design before the Six Crowns came forth. These items were of surpassing power, empowering the wearer with arcane abilities and the insight of rulership. The Crowns were of the Essænce— one

with the Flows and so able to tap the unlimited forces of the World. Within each Crown was a Pattern, and by that pattern were the very Lands organized. Borders were set and maintained by the power that was within the Crowns. They could not be violated. Only the strong could tap the full powers of the Crowns—the six Lords destined to rule as selected by the Loremasters—and only the reigning Monarch's designated heirs would be able to wear the Crowns and claim their lands. With the Crowns came Swords, powerful tools of the chosen champions of the Kings; and in addition were six Pendants, amulets to be borne by appointed advisors to each monarch—men and women of wisdom to temper the fiery spirits inherent in the passionate rulers. The Crowns of course would also do this.

Varis Faslurin was first given the Phoenix Crown, and with it was granted central Jaiman: the realm of Rhakhaan...

All seemed to go smoothly for many turns of years. For a dozen centuries the Six Realms grew rich, powerful and secure, each country with defined borders, friendly with its neighbors and presenting a united front against any military assaults by forces of the Unlife. The Crowns were mighty artifacts indeed, but as such they tended to weigh heavily on their owners after a time. The same attributes which allowed a given ruler to maintain absolute control over his or her land also tended to restrict his thought patterns (necessary to prevent border disputes and expansionism). Of course, the entire situation was somewhat subjective and artificial. Rulers began to don their Crowns less and less frequently—realizing that while they did not wear the Crown they felt greater freedom of thought. When this occurred, the agents of the Unlife saw their opportunity to sow dissent. The Swords and Pendants were not restrictive like the Crowns—though each held a spirit of its own. Only the Crowns controlled the very land and held the borders.

Each ruler knew intuitively that—even though he or she did not wear the Crown and so could not exert the mystical Earth-Essence power over their land—while the other monarchs wore their Crowns, they had no desire to assault a neighbor. It was only when two or more leaders abandoned their Crowns that strife was possible; or when there was an outside threat. All knew that the Crowns brought security, but stifled initiative. The more self-assured grew impatient and desired to expand their lands. The Crowns would not allow it. Dissatisfaction arose.

This problem was exacerbated by the arrival of certain men, seemingly with great knowledge and wisdom, from the east. They were more free with their lore than the almost grudging, always condescending Loremasters. These Wise Men counseled the removal of the Crowns, saying instead, "Who rules when you wear the Crown? Not you, my friend, but the Loremasters far away. They control you as a puppeteer manipulates a wooden dummy! Would you have such a master?"

The plans of Andraax and the Alchemist began to crumble before their eyes.

The first to fall was Zor, the largest of the Six...

The Tanarans were the next to succumb...

Even as the Tanarans were being seduced by the words of the Sorcerer Sages, Saralis and U-Lyshak were suffering similar fates. Both fell to the seduction of treachery, and once-great realms descended into barbarism.

Meanwhile the King of Rhakhaan was listening to the advice of a man who called himself the Magician. The Mage, a powerful magician and clearly a knowledgeable man, counselled King

Arej Faslurin IX that there were vast lands—since left nearly vacant by the Zorians which were ripe for conquest. Arej was reluctant at first (the Crown's power still held him somewhat in thrall), but after a few years of careful maneuvering, the Magician had his way. The old lands of Southern Zor were annexed—and the Phoenix Crown of Rhakhaan was entombed in a vault. Soon other ideas came to Arej's head: he was too tolerant of Elves; those immortal creatures were taking advantage of him. Only two realms remained on Jaiman anyway—and why shouldn't Rhakhaan rule the entire continent?

All the while the Loremasters agonized over their failure and were in doubt over how to correct it. Andraax suggested drastic corrective measures while others counselled restraint: too much damage had been done already through interference; only more pain could result.

It was not long before Arej declared himself Emperor of Jaiman and attacked Urulan. The war lasted for a hundred years and was inconclusive. Though the Unicorn Crown protected the borders of Urulan, her people suffered from the isolation. In addition, there were many Elven settlements in Tanara and southern Rhakhaan, all of which were either destroyed or their inhabitants persecuted. Finally, Arej died—assassinated by an unknown murderer, his plans unfulfilled. The realm fell into anarchy, a number of heirs vying for power...

Rhakhaan declined into a small, threatened land for many years, and it was only with the Ascension of Ajkara III some four hundred years later that the country achieved unity again. Hardly had she inaugurated her court, however, when the Magician appeared. Whether a descendant of his questionable predecessor or the same man, he somehow made his way into Ajkara's inner circle of advisors. She, however, had somehow acquired the Phoenix pendant, and the aid of one Jeril Sumnari, a Loremaster. Sumnari and the Mage were frequently at odds, and Ajkara was wise enough to play one against the other. She even survived an attack by a spectral creature described (according to records) as the "Wraith Lord", apparently a powerful manifestation of the Unlife. Ajkara was only saved by the Phoenix Pendant. Soon afterward Ajkara renounced her rule and fled with Sumnari to an unknown destination. She left no heir and Rhakhaan was sundered into its provincial holdings—which warred amongst themselves until the entire fabric of the civilization was destroyed.

*602 Third Era of Ire
Lerianis, Scribe of Nomikos
From a Scroll found in Gryphon College*

TRAITS/DEMEANOR

The Dúranaki are xenophobic, a tendency that Terek fights, though not always with complete success. He has a hard time overcoming a deep suspicion of those who look different than he does. Ironically, the Dúranaki—with their strange costumes and spiked, colored hair—stand out in a crowd of other races.

Terek is usually a quiet individual. He has a soft tenor voice and rarely speaks unless asked a question or he has something very pressing to say.

As with most of his culture, Terek is fastidious (even compulsive) and sensitive about his personal grooming. While most Dúranak men do not have facial hair (and so he has no need to shave), Terek washes thoroughly (in private when possible), his hair must be perfect, and he often dons colorful face paints.

PERSONAL STATISTICS

Race: Dúranak

Height: 5'8"

Weight: 140 lbs

Build: lean

Eyes: blue/green

Hair: brown (bleached white w/blue streak)

Age: 21

Profession: Mystic

Languages: (s/w) Erlin (5/4); Ranaka (7/7); Rhaya (6/4)

Current Level: 1

Hits: 17 (Base: 16)

Power Points: 2

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	75	90			
AG	96	99			
SD	67	79			
ME	91	95			
RE	83	88			
ST	79	82			
QU	85	95			
PR	94	100			
EM	96	99			
IN	45	52			
AP	73	88			

SPECIAL SKILLS/ABILITIES

Stone Lore: (5 picks) Because of his youth as a cave dweller, Terek has learned to identify rock formations, stone and gem types, and understand the general origins of earth and stone varieties (e.g., he can tell NW Jaiman clay from SE Jaiman clay...)

Caving: (5 picks) Terek gains a bonus for locating cave entrances and exits, and other spelunking-related skills

Trickery: (3 picks) As the regular skill.

POSSESSIONS

Kynacs: All Dúranaki receive a set of these treasured weapons, and training in their use. They are normally worn on a black leather harness: three Kynacs (throwing daggers) and one Long Kynac. For exact parameters, see chart In Emer Atlas Addendum pp 64-65 or use the Rapier table for kynac (when thrown only) and Rapier +15 for Long Kynac.

Bracer: large black leather bracer with silver studs which conveys *knowledge* of the Mystic Base List Hiding, and 1x a day allows free casting of one spell on that list at +5 levels.

Phoenix Pendant: This mighty item has only limited powers until it can be attuned to the wearer (a process it may take some time to understand). Current powers are listed first; full powers [in brackets] acquired after attunement.

1. x3 PP enhancer [x5]
2. Wearer resists Essence as a 15th [30th level; Dark Essence as 60th] level.

3. Firerunning at will.
4. Wearer takes half damage from magical fire and heat at all times (criticals reduced two steps). [Wearer may immolate at will, and is at that time immune to flame and heat, and takes half damage from cold]
5. [Wearer's soul is stored in pendant at the instant of death and can return to the body w/o need of lifekeeping or lifegiving when body is repaired (body is essentially 'lifekept').]
6. [Summon the *Absence of Cold* once per day. Effect is like a *Firestorm*. Flammable materials ignite 90% of time; Fireball 300' radius, 3x damage (pendant must be ground zero) Criticals are one less in severity than indicated.]
7. [Unleash *Fire Channels* 1x per day. Treat as *Firebolt 300'*, x6 damage. Fires as a cohesive beam of red energy. Possible target Blindness; Puncture critical. Can be very destructive to inanimate objects.]

FOR THE GM ONLY

The Phoenix Pendant is of course an extremely powerful weapon, and Terek should—initially—be strongly discouraged from thinking that what he has is actually it.

Once Ty sees the pendant he will of course be interested in it (the real pendant is theoretically the property of the Emperor of Rhakhaan, given to a trusted Mage to use in the defense of the realm). An unlikely bond *could* be formed between these two.

The Nameless One (who is in fact Tethior the Smith, a fact known to no one on Kulthea except perhaps Andraax) will know where the Phoenix Pendant is and may take a dispassionate interest in the keeper...

VANIA KIRILIN

DRUID OF TALAEN (ANIMIST)

Vania is of the People of the Forest.. She hails from the mystical *Emerald Forest* in central Emer, a shrouded place ruled by a powerful Dryad named Kel.



BACKGROUND

Vania will not reveal her true home to any but close confidants. Outwardly she appears very like an Erlin Elf; only very knowledgeable and perceptive might notice the telltale signs of her dryadic nature (The People of the Forest can be considered a hybrid race of Erlin and Dryads; though they are not a true cross-breed).

Vania's master Kel has a network of semi-intelligent birds and small beasts which report the goings-on of the outside world, but his animal observers can only tell so much. What he has heard concerns him. He has sent out several human agents to learn more. Vania can report at irregular intervals when one of Kel's forest friends makes contact.

TRAITS/DEMEANOR

Sent by Kel to discover what is happening in the world, Vania is one of several of her kind now travelling about this region of the world. She has a warm and compassionate personality, yet conveys an air of reserve. While she does not behave in a secretive manner, she is not forthcoming about herself, and in general is quiet and reserved among humans. While her original charge does not include becoming involved with outside politics, joining this group provides her an ideal opportunity to learn a great deal. As the adventures progress, her desire to right wrongs will slowly draw her deeper into events. If she consults with Kel, he will be cautiously supportive.

PERSONAL STATISTICS

Race: Forest Being

Height: 5' 3"

Weight: 100

Build: Slender

Eyes: Green

Hair: Auburn

Age: 35 (Appears ≈16)

Profession: Animist

Languages: (s/w)

Current Level: 1

Hits: 25 (Base: 27)

Power Points:

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	90	92			
AG	95	100			
SD	65	65			
ME	70	73			
RE	56	60			
ST	80	88			
QU	90	99			
PR	83	90			
EM	75	84			
IN	90	96			
AP	85	90			

SPECIAL SKILLS/ABILITIES

Foraging: Vania has the equivalent of five bonus picks in Foraging.

Animal Tongues: Vania can speak to any small bird, or small mammal (squirrel, rabbit), though the average bird or mammal is only intelligent enough to communicate basic images or thoughts. Vania can communicate fluently with the semi-intelligent beasts under Kel's influence, who can carry fairly sophisticated messages

either to Kel, or to others of their kind. E.g., "tell all the squirrels in this wood to watch for an Elf in a black cloak." is a request that semi-intelligent animals could handle; they would watch diligently for as long as weeks. A regular beast might remember seeing an Elf pass nearby within the last day or so, but could not be expected to remember his attire, or be expected to keep watch for more than a few hours before 'forgetting.'

Weakness near Iron: Vania—like the rest of her dryadic race—suffers in the close proximity of iron. Weapons of pure iron are *Of Slaying*. If Vania is wearing more than a few ounces of iron, her effective level for PPs and spell-casting is halved. Prolonged contact may even reduce her temporary Con (GM discretion).

POSSESSIONS

Staff: A branch of the Tree: x3 PPs for Channeling, allows *Great Merging Organic* (Animist Base Nature's Movements, SL pg 54) 1x per day.

Dagger: of green laen, +25.

Familiar: (Optional, GM discretion) A semi-intelligent ferret named Swinky.

FOR THE GM ONLY

The GM should take care that Vania's special ability to communicate with animals does not get out of hand, and that her communication with Kel does not become more than intermittent reports. He will not give her any guidance; remember that Kel is intelligent and powerful but not terribly 'worldly'; he is naïve. Certainly, he should not be available to rescue the PCs should they become endangered (perhaps later, if they are very near the Forest, but he would never travel to Jaiman). There is also a slight chance she will run into other agents from the Emerald Forest, but these are likely to be random encounters.

On the other hand, Vania's animal communication can be used to add spice to the plot. At some point, one of Kel's birds will be found killed; other animals report seeing an evil bat-like creature...

JYMSAN IXATA-CENTARUS

CONJUROR FROM NÁMAR-TOL (LOAR MAGE)

A carefree young man, Jymsan has the body of an athlete. This is no coincidence, as he is somewhat frustrated as a Mage, having wanted to be a warrior as a boy. He trained with the broadsword and is a passable fighter. His wish now is to combine his abilities with his desires and become a Warrior-mage.

GM Note: Should the GM wish to use the Rolemaster Companions, he is welcome to allow Jymsan to be a Warrior Mage.

BACKGROUND

Sons of Loari Nobles, Jymsan Ixata-Centarus and his older brother represent the marriage of two powerful Námar-Tol families. His mother, Marina Centarus, is indeed of the famous Centarus family and as such Jymsan is related to Prince Rylec Qaterris of Eidolon—as well as the merchant Baron Kitteran Centarus. He only brags about this association occasionally.

Jymsan shares his race's obsession with anything smacking of technology. He carries a number of semi-useless trinkets with him (including a compass which works erratically because of the planetary magnetic field fluctuations), a small clock, and an electric lamp powered by a crude chemical battery. It will operate for about 20 hours, casting the equivalent of a 'light' spell (an odd item for a mage).

TRAITS/DEMEANOR

As an Elf, Jymsan is somewhat resistant to weather extremes. He wears a short tunic draped over one shoulder, sometimes with a

purple hooded over-robe. He has an athletic build and very proud of it. He takes every opportunity to show off his beautiful body.

Always desiring to test himself, Jymsan might be constantly challenging Ty (or Ta'a) to arm-wrestling or other feats of strength. He is frequently concerned about his appearance and spends a considerable amount of his allowance (where practical) on clothes.

Unlike some of the other members of this entourage, Jymsan is a fairly well-adjusted young man, self-confident and outgoing.

Depending on the nature of the campaign, he is also somewhat of a hedonistic boy, enjoying the pleasures of the flesh and the indulgence of drink. When the time comes for work, however, Jymsan knows when to be serious.

PERSONAL STATISTICS

Race: Loar Elf

Height: 6'4"

Weight: 200

Build: Lean; muscular

Eyes: Grey

Hair: Black

Age: 25 (appears ≈ 18)

Profession: Mage

Languages: (s/w)

Current Level: 1

Hits: 23 (Base: 21)

Power Points:

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	80	89			
AG	93	96			
SD	67	69			
ME	85	90			
RE	66	75			
ST	90	94			
QU	92	95			
PR	70	84			
EM	99	100			
IN	53	75			
AP	98	99			

SPECIAL SKILLS/ABILITIES

Engineering: 5 picks; more at 2/5. Jymsan makes a roll to get an understanding of the technology encountered. For each technology level above the characters, increase the difficulty by 20; for each level below, decrease by 20. Jymsan and the Loari are currently at level 6.5 (on the brink of level 7). Most Lords of Essance artifacts are of level 13-15. The Steel Rain tech level is currently about 10. (10-6.5) * 20 = 70.0, so Jymsan would be at a -70 to getting more than the most basic intuitive understanding of Steel Rain equipment.

POSSESSIONS

Goldknuckles. They will fire a *Shock Bolt* 1x per day per level without need to prepare. They are fired by crashing them together, arms outstretched towards the target. If he spends an extra round



concentrating, he gains point-blank. At 3rd level, 3 *Shock Bolt* 'charges' can be used as a single *Lightning Bolt* instead of the 3 *Shock Bolts*.

Earring: A gold hoop, it is a x2 PP enhancer for Essence.

Allowance Ring: Jymsan wears a signet ring which allows him to draw up to 100 gp per month from Banks of Sel-kai, Rhakhaan Imperial Banks, the Emerald Bank of Kaitaine/Haalkitaine/Lethys and Námar-Tol banks. The Emerald bank is Elven-owned; Loari in Kulthea have gained considerable wealth through bold and innovative banking, including a system which allows swift inter-branch communication.

FOR THE GM ONLY

When the PCs encounter the Steel Rain, Jymsan will be openly fascinated by these creatures combining biological and mechanical functions. While he is vain enough to think that he would never allow himself to have machines wedded to his body, he is intrigued by the idea. As the campaign proceeds, Jymsan's interest should be encouraged by the GM (but in a manner such that the PC understands that this is part of Jymsan's character; the GM is not condoning the interest, as it could obviously lead to danger). But this biotechnology is far beyond what the Loari are capable of, and he knows that it could be priceless knowledge if taken home.

Jymsan might be seeking an item known as the Magesword, an item designed for use by a Warrior-mage...

NUKITI MELENKA

NUYANI THIEF

A personable mercenary, Nukiti (his nickname is 'Keety') would make a valuable addition to the group.

BACKGROUND

Fourth son of a wealthy Nuyan Khôm landowner, Nukiti Melenka has little to look forward to in the way of inheritance. He took to travelling, but his money ran out in Kaitaine. Having little other

choice besides begging or pleading with his father for money, he began to take an interest in 'creative acquisition' (thievery). Since then he has made himself comfortable though not rich. He has his own moral standards of thieving, and is against physically harming his victims (he prefers institutional targets).

Although it is not at the top of his list of desires, Keety would certainly like to be the one to find the Scepter of Khôm, symbol of the rulership of Nuyan-Khôm, stolen some thirty years ago. By returning home with such an item, he would win honor and glory, and his father's approval. (The scepter lies in the Ahrethrôm, so if Keety survives to the culmination of the quest, he might get that wish.)

TRAITS/DEMEANOR

Short, somewhat stocky, but very light-footed and agile, Nukiti bears the distinctive appearance of the Y'nar: black, straight hair, 'flat-tened' features, epicanthic folds over amber eyes.

'Keety' is normally a very serious young man, intent on his job. He has a weakness for Loari wine, however, and has gotten into trouble more than once after drinking too much. (He and Jymisan could be a dangerous combination in a city: they would be in the nearest well-stocked tavern before anyone else could turn around.) Hangovers can also really interfere with doing your best work: it's hard to pick a lock with your head pounding and your hands shaking.

He is loyal and friendly, and while his goal is to gain riches (and thus respect back home) he will remain faithful to the group against all but the most seductive temptation of wealth.

Nukiti actually left home because of a disagreement with his father over a trivial topic. However, he is dishonored now and feels that he cannot return without gaining wealth and fame. When asked about his family, he is evasive.

PERSONAL STATISTICS

Race: Y'nar

Height: 5'5"

Weight: 145 lbs.

Build: Stocky

Eyes: Amber

Hair: Black, worn in a short flat-top

Age: 27

Profession: Thief

Languages: (s/w)

Current Level: 1

Hits: 21 (Base: 19)

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	90	95			
AG	96	101			
SD	84	89			
ME	56	70			
RE	84	88			
ST	88	93			
QU	98	98			
PR	75	85			
EM	67	80			
IN	87	87			
AP	75	82			

POSSESSIONS

Boots: Of Water, wall and limbwalking (all times) and Dodging (1x a day, -50 to one bow attack).

Lock Pick Kit : w/shaalk tools (+15)

SPECIAL SKILLS/ABILITIES

Basic Mathematics (5 Picks)

Star-Gazing (5 Picks)

FOR THE GM ONLY

Because of the location of the sceptre, Nukiti has little hope or resolving his personal quest until late in the large picture. You may wish to litter the trail with clues to spur his interest.



MORDEN N æ K

WARLOCK OF ITANIS (MENTALIST)

Shunned by his people, Morden is a man with no father. He is trained as a Warlock (Mentalist), but until the mystery of his conception is unraveled he cannot be allowed to enter the College of Warlocks.

BACKGROUND

His mother was treated with fear and some disdain, as she became pregnant without a parenthood agreement (breeding is strictly controlled). Morden was almost killed at birth, but proved to have such potential that the original judgement by the council was set aside.

He was given training and a focus crystal, but never felt in harmony with the other warlock trainees. He also began to display errant ('wild') powers. Rather than suffer longer, he decided to set out and discover who his real father is.

TRAITS/DEMEANOR

Morden looks in all ways like an Itanian—except for his striking violet eyes. He is quiet and reserved, almost painfully shy. This comes in part from the ostracizing as a child.

PERSONAL STATISTICS

Race: Itanian (chocolate skin)

Height: 5'10"

Weight: 160 lbs.

Build: Lean

Eyes: Blue/violet in certain light

Hair: Straight black

Age: 24

Profession: Mentalist

Languages: (s/w)

Current Level: 1

Hits: 18 (Base: 17)

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	82	85			
AG	75	90			
SD	89	94			
ME	80	90			
RE	86	95			
ST	75	87			
QU	95	98			
PR	99	101			
EM	88	91			
IN	74	80			
AP	81	85			

SPECIAL SKILLS/ABILITIES

Sense Crystal: Morden—through his focus crystal—can sense the proximity and direction of a Secret within 50 miles.

Destroy Crystal: By using his own crystal, Morden will be able to shatter the Focus.

Sense Dreams: Occasionally, Morden will pick up Andraax's nightmares. These are terrifying, disjointed visions (including the Focus Crystal of the Ahrenreth, the Eye of Agoth, and Schrek himself) which awaken Morden and leave him shaken and terrified. He will also be so emotionally distraught that he has no PPs for that following day.

GM Note: The GM should roll percentile dice every night to determine whether Morden dreams. If the roll is 96-00, Morden has a dream-vision (and no PPs the next day).

Morden will somehow begin to suspect that these are someone else's dreams—and that they are those of his father. He will not make the connection to Andraax for some time, though. (Remember, Andraax is not a household name; few have even heard it).

K'TA'VIIR ABILITIES (see *For the GM Only* below)

NOTE: The following abilities are latent, and unless Morden chooses to try appropriate activities, he will never know he has such abilities.

1. Natural night vision allows perfect sight in equivalent to a normal clear night, 10' even in pitch dark.
2. Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the Mentalist powers of Voice.
3. Acute hearing allows isolation and analysis of any sound within 1000' under normal circumstances, and through up to 10' of solid (non-dampening) material.
4. Superb synapse development allows for blinding reactions: +10 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).

5. Due to unusual joint design, gain a +10 to all static maneuvers involving the hands (locks, repair/construction) or feet (Balance). Also gain a +15 bonus to Contortions, being able to realign many joints.

POSSESSIONS

Mindstone: Similar to that of all Warlocks of Itanis, Morden's crystal looks like a piece of quartz hung from a leather thong. It has a symbiotic relationship with the owner. It has the following powers:

1. x3 PP enhancer (becomes x4 at 5th level, x5 at 10th)
2. Detects Essænce: A Mindstone will respond to the presence of raw Essænce by glowing and giving off a faint warmth.
3. Keyed to owner: if any but the attuned wearer touches the stone, he takes a point-blank Lightning Bolt attack (+35, no DB, AT1 if touched by a bare hand).
4. Protection: Adds +30 to wearer's RRs vs all mental attacks and probes. By concentrating (no PP use required) wearer has a +90 chance of detecting magical illusion (+50 to see through the illusion).
5. Ranging: Allows user to 'focus' mental power to extend range by +10% per extra round of concentration up to the level of the caster. (Note: change from Atlas Addendum).
6. Aiming: Allows user to 'focus' mental power to increase potency by +5 per extra round of concentration up to a maximum of +30 for non-directed spells and +50 for non-directed spells.
7. Storing: User may store one spell up to his own level in the stone; the spell may then be cast instantly on command, or set to trigger on its own in a specific predetermined situation (situation must be general and obvious).

FOR THE GM ONLY

Morden is really the son of Andraax, who impregnated his mother while she slept. He is, therefore, half K'ta'viiri, and possesses certain special powers which are latent at this time. They will manifest themselves only as the situation dictates.

Morden will have a special link to the great crystal focus of the Jerak Ahrenreth, and as such will sense the proximity of a 'Secret'.

Note the disadvantage accompanying Morden's dream-visions: about 5% of the time Morden will have no PPs. This is an important balancing feature because of all of the young Warlock's other powers and should not be ignored. A creative player can use this disadvantage and make it into an interesting personality trait: perhaps Morden is not only without PPs on those days, but he is emotionally troubled, nervous, twitchy, paranoid...

RÆK TORREN

LAAN HEALER

A male Laan hailing from the city-state of Kaitaine, Ræk Torren is a Channeling Healer with some fighting skills. He also has a troubling secret.

BACKGROUND

Ræk is the eldest son of the Torren family of cotton traders. His mother died nine years ago soon after the birth of his sister; he also has two younger brothers. Ræk's father rules the family much like the business: with a strong and calculating manner.

Just before she died, Ræk's mother called him into her chamber.



He was but a boy of eleven and did not understand much of what she said—references to the Old Empire and a beautiful order turned to evil—but he did remember the phrase *Ahn Sye Zanar*: the Order of the Cloak. She gave him an enchanted bracelet (it fit his wrist perfectly, as it continues to do, and it will not come off) and a beautiful black, red-lined cloak. She told him that it was his duty to seek out his origins and work to right the wrongs done by the evil agents now claiming to be the Order of the Cloak: the Inquisitors of Zanar. She died two days later.

The Master Healer Sheren Taas took Ræk under her wing when he was a youth of thirteen, when he displayed a strong potential healing gift. This was fortunate for Ræk, for he took little interest in the family business (to his father's disappointment). Ræk proved an apt pupil with one exception: he displayed an emotional block which prevented him from forming the bond necessary to transfer serious wounds from others onto himself. At first, Sheren assumed that the problem would work itself out, but as Ræk grew older and it did not improve, she grew concerned. It was not until the youth confessed his secret (see *Traits* below) that she understood. With her help he has gained some self-acceptance and access to transferring abilities. His patron god is Bæris, a Spirit of Orhan who is completely understanding and compassionate (more so than some of the Lords)

Rather than agree to marry the daughter of an allied house, whom he did not love, Ræk abdicated his inheritance and left Kaitaine to seek his fortune—and to gain a better understanding of himself..

TRAITS/DEMEANOR

Ræk Torren is a quiet, polite young man, intelligent, articulate and very handsome. While he is an imposing figure, he moves with a masculine grace. There is sometimes a vague sense of melancholy about him, which can make others uncomfortable.

Most of the time, however, Ræk is simply soft-spoken, doing a good job of remaining on the periphery of any conversation. He does have a beautiful baritone singing voice when he can be convinced to use it.

Finally, Ræk has a secret which he has told no one except his mentor. Sheren accepted Ræk for what he was, but she was unable to protect him from the attitude of intolerance which pervades his culture. Ræk has come to realize that he is what his people call a *sherikaan*, a lover of men.

This homosexual orientation has various levels of acceptance in Kulthea. Most Elven tribes are blasé about it (considering that few remain completely constrained to one orientation throughout their immortal lives). Interestingly, most mortal tribes also do not hold up their own prejudices against the Elves. The Dúranaki are openly supportive; most other cultures range from trying to ignore it to actively persecuting those caught 'in the act'. It is socially unacceptable and/or morally wrong but not illegal in Nuyan Khôm, Rhakhaan, most of Hæstra and the western states of Jaiman. The Rhiani cast out *sherikaan* tribesmen. In Sel-kai it is quietly accepted, while in Vajaar and among the Y'kin it is illegal and punishable by death. In Kaitaine it is illegal (subject to a small fine but rarely enforced, and then only agaibst prostitutes); those known to be *sherikaan* (a slang, uncomplimentary term is *sherk*) are frequently socially ostracized, however.

Also, the degree of acceptance varies depending on the prevailing deity. Among the Lords of Orhan: Kuor: disapproval; Valris: neutral; Reann: neutral; Jaysek & Kieron: acceptance (and indulgence, esp. by Kieron); Eissa: neutral; Phaon: disapproval; Oriana: mild disapproval; Cay: strong disapproval; Iloura: indignant distaste (it is 'unnatural'); Iorak: no opinion; Teris: complete acceptance.

PERSONAL STATISTICS

Race: Laan

Height: 6'3"

Weight: 220

Build: Medium (big-boned)

Eyes: Blue

Hair: Black

Age: 22

Profession: Healer

Languages: (s/w)

Current Level: 1

Hits: 39 (Base: 34)

Power Points: 2

Stats:	Temp	Pot	Stat Md	RceMd	TTl Md
CO	95	100			
AG	67	90			
SD	65	72			
ME	85	85			
RE	84	89			
ST	93	95			
QU	98	99			
PR	88	96			
EM	45	79			
IN	96	101			
AP	97	100			

SPECIAL SKILLS/ABILITIES

First Aid: (4 picks)

Architecture: (3 picks) Ræk studied this as part of his schooling in Kaitaine

Herb Lore: (4 picks) As part of Healer training, Ræk learned the rudiments of healing herb capabilities and application.

POSSESSIONS

Armor: A full suit of black leather (does not encumber at all) with metallic fittings; it is AT 4 and heals itself.

Bracelet: x3 spell enhancer; it also allows Ræk to transfer one wound equivalent to 5th level or lower from someone up to 10' per level away, once per day. It is of silver with red inlays and bears runes in Old Emer, an item of the Order of the Cloak.

FOR THE GM ONLY

Ræk is a descendant (through his mother) of one of the members of the lost *Ahn Sye Zanar* ("Order of the Cloak"), one of the Eight Orders of the lost Emerian Empire. While this will have little effect during this first phase of the campaign in Jaiman, but once in Emer it may become of value. Ræk is immune to all ill effects by any weapons or spells of the Order of the Cloak, and suffers on half effect from that of other Orders. All gates and portals of the Ahn Sye Zanar will open for him. Ræk will not initially know of these powers, though records in Emer with this information might be available. The GM may develop this subplot even further as the campaign progresses.

Regarding Ræk's orientation: for players or gaming situations where this aspect of a character is inappropriate, the GM may change the nature of the character, although characters should not be discouraged from playing Ræk. This personality trait is included not to promote role-playing sexual encounters (since he is even more unlikely to have one than the average heterosexual character) but to encourage players through role-playing to gain a better understanding of discrimination and how to combat it.

On the other hand, if players and GM feel comfortable with this aspect, there is ample material for inter-character dynamic tension. For instance, Ræk might find himself drawn to the handsome, charming (and potentially available) Jymsan.

Ræk's psychologically related spell-casting troubles can be included as an ongoing part of the character or played down, as the GM and player wish.

LEENA ÆRIEN

ELF OF LYS (LINAERI BARD)

A female Linær Elf of Lys, Leena is a talented musician and scholar—but you would never guess it. She instead appears to be a somewhat dizzy young woman.

BACKGROUND

Leena Ærien hails from the Lys province of Elas (See *Emer Book*, pg 42), and wears the oak sprig symbol on all of her tunics. She is the youngest daughter of Lord Barin Ærien, who owns a palace and vineyards.

Her life has been a carefree one in Lys, never wanting for anything. Unlike most of the other PCs, her home life has been blissful and serene. The only troubling event in an otherwise pastoral life was the departure of her older brother (the middle child of three) two years ago. Ærik left Lys with two friends (brothers Kesien and Orrel Ermenel) to journey around Emer. Mainly Ærik wanted to see



Námar-Tol, but agreed to go with the brothers to see other sights. Nothing has been heard from them since they departed Kaitaine over a year and a half ago and the parents are worried.

Over her mother's objections and her father's concern for her safety, Leena departed Lys to seek her lost brother (and in search of adventure).

Finding nothing at Kaitaine, Leena continued north and intended to make her way to Sel-kai. However, rough weather and storm damage in the Melurian Straits forced her ship to turn north to Jaiman. They anchored in Lethys.

TRAITS/DEMEANOR

While highly intelligent and talented, Leena's behavior might tactfully be described as 'distracted.' The less circumspect would mutter under their breath that she was a 'dumb blonde Elf girl.' Neither is true, of course; this is a façade that Leena creates to catch others off-guard. Whether she does it consciously or it is purely second nature is a matter worthy of speculation. In either case, her performance is flawless.

More specific examples of Leena's behavior follow: hair-tossing, ogling attractive males while making cooing noises, singing at inappropriate times, talking to herself about inane topics, and constantly asking anyone nearby if her hair/tunic/jewelry/etc. looks alright. When you are speaking to Leena, she will frequently stare off into space, see something that interests her, and interrupt you to draw your attention to it. She has a tendency to giggle for no apparent reason.

PERSONAL STATISTICS

Race: Linær

Height: 5'9"

Weight: 100

Build: Slender/shapely

Eyes: Blue

Hair: Blonde, worn either halfway down her back or worn 'up'

Age: ? (appears ≈20)

Profession: Bard

Languages: (s/w)

Current Level: 1

Hits: 28 (Base: 26)

Stats:	Temp	Pot	Stat Md	RceMd	TTI Md
CO	90	94			
AG	95	98			
SD	56	70			
ME	67	85			
RE	75	75			
ST	85	89			
QU	97	98			
PR	93	98			
EM*	100	101			
IN	80	84			
AP	98	100			

**Note: Leena is considered an Essence-based (Amthorian) Bard here; if the GM or player would rather use the Mentalism-based bard, switch her Empathy and Presence stats.*

SPECIAL SKILLS/ABILITIES

Singing: 5 picks

Music: 3 picks

Play Instrument (Harp): 5 picks

Martial Arts (Sweeps & Throws): 1 pick; gain at 2/5

POSSESSIONS

Cloak Pin: a lovely oak leaf and acorn pin where the leaf is gold and the acorn a large beryl with silver cap. At a touch the wearer becomes Invisible. Useable 1x per day, lasts only 1 hour. Also a +1 PP enhancer.

Harp: Enchanted instrument, will not slip out of tune.

FOR THE GM ONLY

Leena's brother Ærik and his friends were captured by agents of the Steel Rain. Orrel Ermenel has died, killed by the cruel experiments of the Steel Rain. Most unfortunate, however: Ærik and Kesien have been turned into Morthrog. Parts of their bodies have been 'enhanced' with magical/mechanical additions, and a combination of spells and technology have rendered them shadows of their former selves. Any memories of his family are deeply buried. Leena will be forced to confront her brother in the later phases of the campaign.

RÆLEN THIROK

CHANGRAMAI NOVITIATE
(KY'TAARI WARRIOR MONK)

Rælen Thirok is a Changramai who has left the monastery in Emer to work against the Priests Arnak of Jaiman. These priests have nearly destroyed his Ky'taari people.

BACKGROUND

Young Rælen left the Mur Fostisyr as a boy to become a Changramai, but now that he has earned his White Sash, he wishes to return to his devastated homeland. This goes against the nature of

the Changramai, who are mercenary bodyguards. Rælen owes a considerable sum to the Changramai in return for his training, and he is therefore not an 'official' Changramai and dares not wear his white robes. He cannot remove the triangular Changramai red tattoo on the back of each hand, so wears gloves. The monastery does not wish to harm him (that is wasteful); they do want to force him to adhere to his contract: five years of service to the monastery to repay them for his elite training. (They refused his request for a deferral, suspecting that he would not live to fulfill it).

Rælen wants to fight against the Syrkakar in the Mur Fostisyr, and is en route to there from Emer when he encounters the other PCs in Lethys. He will be convinced to join them to the Library to learn more of the Priests Arnak.

TRAITS/DEMEANOR

Like most of his Ky'taari kin, Rælen is naturally friendly and outgoing. However, his flight from the Changramai order has made him more cautious and suspicious of strangers. He is a bit naive, idealistic, and selflessly loyal to his friends.

PERSONAL STATISTICS

Race: Ky'taari (half-elf)

Height: 6'1"



Weight: 180 lbs

Build: Medium

Eyes: Blue

Hair: Pale Blond

Age: 18

Profession: Warrior Monk (or Monk)

Languages: (s/w)

Current Level: 1

Hits: 32 (Base: 30)

Power Points: ???

Stats:	Temp	Pot	Stat Md	RceMd	TTl Md
CO	85	95			
AG	90	99			
SD	86	89			
ME	65	78			
RE	50	70			
ST	95	97			
QU	100	101			
PR	99	100			
EM	89	91			
IN	69	79			
AP	88	93			

SPECIAL SKILLS/ABILITIES

- Skating: 5 picks
- Skiing: 5 picks
- Subduing: 3 picks
- Contortions: 3 picks
- Body Damage Stabilization (optional, from RMC II): 10 picks

POSSESSIONS

- Headband: a band of black leather with a silver clasp, this powerful enchanted device protects as if the wearer had on an enchanted helm.
- Boots: Allow wearer to run on sand or ice as normal solid ground. Also, for any Martial Arts Strike critical which mentions the word ‘kick’, all hits damage is *tripled*.

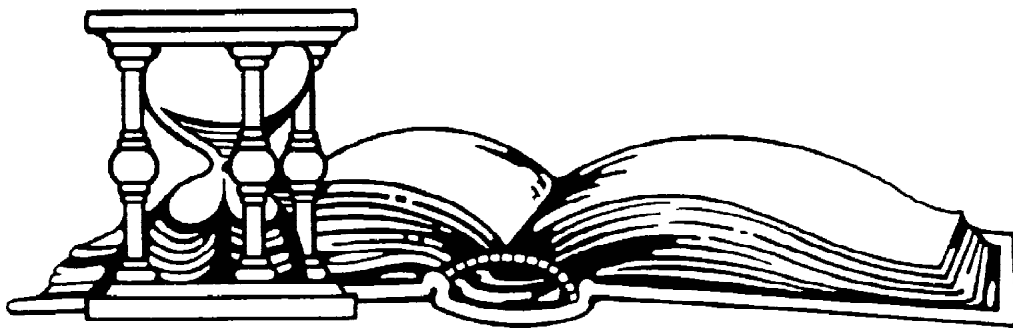
FOR THE GM ONLY

Rælen must go to the Kaldaraak-Vaar (“Dawnwater’s Edge”) in the Mur Fostisyr, where Arianna will appear before him and charge him to aid his friends in their (as yet undefined) quest. “You can help your people best by remaining with your fellows, for theirs is a purpose which in the end will prove more perilous and momentous than events in our small land.”

Throughout this campaign, Rælen must avoid being captured by the Changramai and forcibly returned to the Monastery (or he must pay them the lump sum of 50,000 in gold—about what he would earn in 5 years for them). While every Changramai monk would not recognize Rælen on sight, all have been sent his likeness, and there are several agents actively looking for him.

Rælen would like to find the lost Sword Ashaanaar to present to the A-Ryaan, but has no idea where it might be. (it is cursed and in the form of a dagger, in the Citadel of the Dragonlord)

• PART III • HISTORY



A Dialogue: Four voices speak in the darkness.

Voice One (A beautiful, liquid baritone): “Thank you all for attending.”

Voice Two (A lilting, High-elven tenor): “I assume this is not an official meeting of the Circle.”

Voice One: “You are correct, Astrologer. I wish to confer regarding your predecessor to this hallowed group, the Lord Ondoval.”

Voice Three (A female voice, but one with harsh tones): “We discussed him at the last gathering of the Full Circle; he has retreated to his fortress at Ahrentorg and is of little concern to us.”

Voice One: “We failed to consider fully the extent of his powers. I am afraid that a few of our esteemed order are unable to realize the threat Ondoval may pose to our plans.”

Voice Four (Another Elven voice, slightly deeper; every sentence tinged with casual derision): “That explains four empty chairs.”

Voice Three: “Let us discuss, then! Lay before us the evidence of threat, Elder Mind!”

Voice Four: “I am more interested in why the Elder Mind has chosen not to invite half of our order to this meeting. That may be a threat as great as an insane Lord of the Ess  nce in a distant citadel.”

Voice One: “As head of the Circle my reasons for whom I summon to council are my own, I    n Shiin.

“To answer you, my dear, I need only remind you of Ondoval’s origins—and that he possesses the Book of Gates. I believe that with it he may have already recovered an item of consummate power... the Shadowstone.”

Voice Three: (After an uncomfortable silence): “You have evidence of the existence of this item? I was led to understand that it was lost at the end of the First Era when Utha defeated the Empress Kad    na.”

Voice One: “Indeed, that is the tale. However, who is better capable of recovering the Shadowstone? Ondoal is of their kind, a Lord of the Old Race, and with the Book of Gates he might travel to any time or place. He could literally journey to the past and take the stone.”

Voice Three: Assuming he had the power to do so, what evidence do you have that he *has* done so?”

Voice One: I need only call your attention to the upheaval of a few days ago. The disruption of the Flows was not a natural aberration. The tremors and storms were caused by interference with our planet’s ancient defense.”

Voice Two: (Incredulous) “You are suggesting that one of the Eyes of Utha has failed?”

Voice One: “I am suggesting that Ondoal has taken one of the Eyes—the orbs which shield our world from the Flowstorms of Space. Their protections are beyond the Pales; only being armored by an item from before the Interregnum such as the Shadowstone could protect such a thief.”

Voice Two (thoughtfully): “The Flows *have* been seriously disrupted, and after storms began to subside, the entire globe seems to be more thinly protected—as if one of the Eyes is now forced to do the work of two...”

Voice Three: “That is insane! No one could want to destroy the Eyes; to do so would leave the world open to—”

Voice One: (interrupting) “To the ravages of the Void.”

Voice Two: “Only a servant of the Unlife itself could be so crazed. He invites his own destruction. That is madness.”

Voice One: “That is my assertion. Ondoal is indeed mad.”



Below is a timeline of events, including very recent happenings and a guide for future events so that the GM can update the world situation as the players adventure.

1•TIMELINE

The following list combines a number of general events with those more specific to Jaiman.

THE FIRST ERA OF IRE

- c. 0—First arising of the Altha on the World.
- c. 10,000 - 12,000—The Althan culture develops a technology which allows them to reach for 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. K’ta’viir family especially shows aptitude.
- c. 16,000—After a series of battles across the stars, the K’ta’viir family rules the galaxy in a vast Empire, maintaining control by virtue of their superior Psionic/Essence powers. Their dynasty survives for millennia.
- c. 30,000 - 30,250—Rebellion against the K’ta’viir (the Imperial family of the Altha) begins, instigated by Utha, a cousin within the family. Political, technological and Psionic powers are used in a sweeping attempt to overthrow the current Emperor. Although the rebellion is successful in the end, the result also brings about the complete downfall of the empire. Many worlds are destroyed or their populations reduced to a primitive existence.

- c. 30,250—Final conflict of Utha and Kadæna. Large areas are laid waste as the Uruths utterly destroy the remaining K’ta’viiri. The flows of Essence are altered to confine the East by a last effort of Utha himself (placement of the ‘Eyes of Utha’). 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

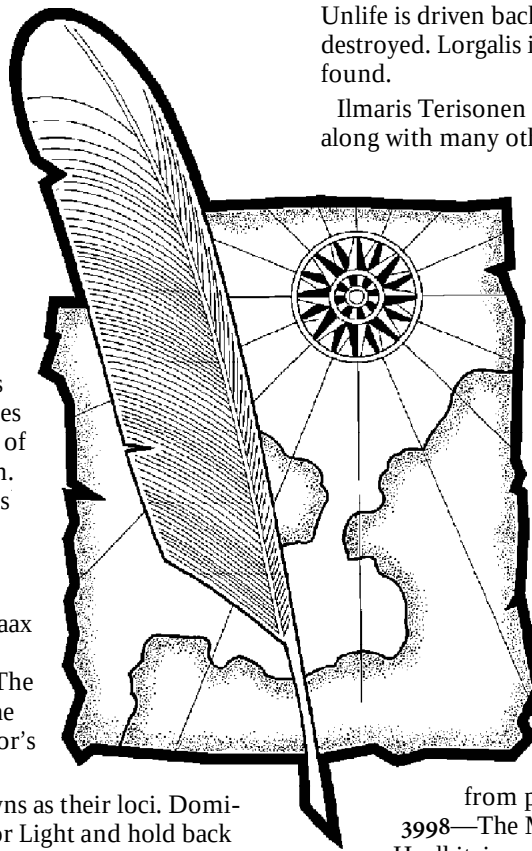
(100,000 YEARS OF ANARCHY)

The devastation of the Conflict was such that civilization was wiped out across the entire planet. The most advanced, sheltered societies were reduced to a stone age subsistence. Disease and famine swept the globe as entire species were wiped out. Lands were reformed by vulcanism (triggered by the Conflict forces). Dark races (Trolls, Garks, Lugrôki) held sway in many areas, thwarting any attempts by other peoples to organize and build.

THE SECOND ERA OF IRE

- 1—Founding of the College of Loremasters by Kirin T’thaan, Ilmaris Terisonen, and Andraax. All three are supposedly Elven, though Andraax is of course a Lord of Essence. From Karilôn, they recruit promising members, training and educating them, and so begin to bring the World out of the Long Night.
- 1000—Andraax forms the first Dancú Ahrenreth, dedicated to maintaining the balance.

- c. 1000—Strange Wizards and Knights on mighty steeds are seen purging the wilds in central Emer, driving out the ubiquitous Gark and Lugrôki hordes. They claim to be servants of the Masters of Votania.
- 1073—A quartet calling itself the “Masters of Emer” claims all of central and northwestern Emer. Their home is the mist-shrouded isle of Votania in central Emer. Lordly beings, the Lords are not Elven, yet appear to be immortal. They rule through an order of warrior-priests (the Xiosans) but appear for festivals, riding out of the sky on enchanted chariots drawn by Pegasi.
- c. 1300—Founding of Haalkitain City in Jaiman (it is little more than a collection of huts and a temple to Kuor).
- c. 2000—Appearance of the Unlife. Its manifestations are still few, however, and ill-formed.
- c. 2500—Alleged establishment of the Changramai Monastery in the Choak mountains of northern Emer... On Jaiman, the Steardan (winged horses) are domesticated.
- 2530—Founding of Library of Nomikos. They recruit Changramai Monks as guards.
- 3300—The first Guild of Navigators is formed. They claim Nexus as their home.
- c. 3300 - 4000—The Navigator Guilds spring up across the globe (or at least the western hemisphere), unite and set up a sophisticated network of summoning obelisks.
- c. 3400—Lorgalis arrives on Ulor and begins to build a following.
- 3451—Birth of Tethior the Smith, the greatest enchanted forger to live. He and his brother Krelj create a number of powerful items to aid in the fight against the Unlife.
- 3750—Lorgalis the White annexes Ly-Aran. He leads a fleet to the shores and secures the land with a mighty army. The rest of Jaiman continues to be divided into dozens of petty fiefs and kingdoms.
- 3835—Lorgalis the White, after two years of sea and land battles, defeats the armies and fleets of Xa’ar. He controls the Bay of Ulor and all sea trade in western Jaiman. The Loremasters, fearing that Lorgalis is of the Unlife, seek ways to stop his advance.
- 3840 - 3909—At the request of the Loremaster Council, Tethior and Andraax retire to the Alchemist’s forge in Arion and create the Six Crowns for Jaiman. The Vault of the Crowns is located under the island in central Jaiman, beneath Tethior’s Forges and Fortress.
- 3910—Six realms arise with the Six Crowns as their loci. Dominating Jaiman, they wield their items for Light and hold back the Unlife (including the assaults of Lorgalis) for a long period. Even the Flows of Essænce are altered, creating sea lanes for the trade ships to escape the pirates of Ulor.
- c. 4000—The Order of the Priests Arnak is formed... Krelj and Oran Jatar make the Dragon Helms.
- c. 4200—The fleets of the “Lord of Encla Turic” assault the Tai-Merian coast.



- 4790—Tethior creates the Great Orbs: four Master and sixteen Access spheres.
- 4980—Zor has become an overly proud land and seeks to overcome Rhakhaan. In their lust for power, however, the Zorians meddle in things from the First Era. In a devastating cataclysm central Zor is laid waste.
- 5410—Fall of the Tanarans (the original Cloudlords were of Dúranaki stock). The Halls of the Cloudlords are closed. The Steardan are lessened in succeeding ages.
- c. 5900—A plague sweeps Saralis.
- 6201—U-Lyshak breaks into two lands; the western region is ruled by a Priest-King (Arnak) who institutes human sacrifice as part of a new religion.
- 6203—An *Ordainer* appears in SW U-Lyshak and leads an army of evil creatures southwards. Mortals flee before this demonic monster.
- 6210—The capital of U-Lyshak—Cynar—is sacked and burned.
- 6450 - 6825—Wars of Dominion. Ordainers lead armies of unspeakable horrors from the bowels of the earth and beyond. Shards and Kæden, Xyr, Dark Priests and demons of every type destroy life with zealous efficiency and unmatched power. On Jaiman, Lorgalis leads a massive fleet to the eastern regions while armies swarm across the lands to the west.

The Masters of Emer are revealed in their full majesty as Titans and join the forces of Light. Even the Lords of Orhan come to Kulthea to combat the legions of the Darkness. The Unlife is driven back into the void, all of its powerful servants destroyed. Lorgalis is supposedly killed, but his body is never found.

Ilmaris Terisonen and Tethior the Smith are dead, however—along with many other valiant Loremasters and Sages. The Masters of Emer have vanished, and the Lords of Orhan return to their refuge. Andraax is allegedly driven insane.

THE THIRD ERA

- c. 1 - 2000—A period of relative peace for the inhabitants of the World. The weakened Loremasters try to gather the Races of Light once again. Slowly are realms rebuilt, and trade across Jaiman and even much of Emer is re-established. Andraax remains in hiding. Votania is a haunted place, shrouded by clouds of mist.
- c. 1500 Appearance of the Magician in Haalkitain. Rhakhaan, spared the devastations of the Wars (because the Kings kept faithful to the Crowns, it is said), annexes much of the surrounding land.
- c. 3000—The Lords of Orhan reappear, having vanished after their aid in the Wars of Dominion. They are more aloof from political affairs than before.
- 3998—The Magician (or his successor) returns to Haalkitain and is welcomed.
- c. 4,000—Rhakhaan now controls nearly all of Jaiman. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan... *The Iron Wind is born as an arm of the Unlife, and its servants, the Priests and Messengers Arnak, begin their dark task.*

- 4008—Kelir VI names himself Emperor of Jaiman. War is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and several Rhakhaan emperors.
- c. 4000 - 4500—While the two mighty realms fight to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.
- 4166—The conqueror Ugus Fost (now ruler of most of NW Jaiman) is murdered and his realm destroyed by a demonic force. *It is the Shards.*
- c. 4300—NW Jaiman falls under the yoke of a lord known only as the 'Syrkakang.' *Approximate time period of events and situations described in "The Iron Wind."*
- 4515—The Emperor of Rhakhaan (the first to refuse the Phoenix Crown) is assassinated after only three years as monarch; the realm, without a strong heir, is politically fragmented. The inconclusive (but mutually debilitating) war with Urulan is broken off.
- 4578—*The Seer of Urulan is lured into a trap by members of the Jerak Ahrenreth; he is slain and replaced by Iæn Shiin of the Secret Circle.*
- c. 4520 - 5000—The weakened Urulan falls prey to sea-raiders and eventually disintegrates as a nation. It is said also that strange 'tree-demons' murdered a large percentage of that Elven population. Rhakhaan fares better, but her borders retreat to nearly where they once were when the Emperor wore the Crown. Meanwhile, the Syrkakang spreads his dominion to the northern border of Rhakhaan.
- 4650—Eidolon is completed and rises majestically into the sky over Northern Emer.
- 5087—Aj kara III ascends the throne of Rhakhaan at the age of 27. A powerful, charismatic woman, she quickly consolidates power, and within a few years Rhakhaan enters a new renaissance. The coastal city of Lethys is brought under control and both it and Haalkitain are rebuilt. The Syrkakang is pushed back into the desert. There are also tales that the Syrkakang is battling armies of a great Fire-drake.
- 5090—The Magician again returns to Rhakhaan. While Aj kara is deaf to his words, he finds eager listeners among the Haalkitain Court. Rhakhaan annexes most of Meluria.
- 5103 - 5110—Rhakhaan reopens the ancient road under the Grey Mountains and eventually annexes Tanara.
- 5110 - 5115—The Y'kin of southern Tanara are subdued.
- 5121—Aj kara narrowly escapes an assassination attempt and is forced to flee Haalkitain when many nobles revolt.
- c. 5121 (until 5340)—Rhakhaan survives the departure of its Queen, but the massive realm continues on a slow decline. A series of puppet monarchs are placed on the throne, controlled by coalitions of nobles. Perimeter holdings operate more and more defiantly. Tanara and Meluria retake their independence.
- 5340—Ilred II takes the Throne of Rhakhaan, but refuses the Phoenix Crown. He does, however, use his military clout to break the power of the nobility. Ilred institutes reforms which strengthen the power of the monarch once again.
- 5347—The Magician appears in Haalkitain, offering his services to Ilred. The King, wary of tales of the Mage and attentive to counsel by his friend the Loremaster Uli Tarka, turns the Magician away.
- 5350—King Ilred is slain while visiting a frontier province, killed by a crystalline throwing star. He is succeeded by his teen-age son Fiilig, with Tarka acting as regent. Fiilig, counseled by Uli, also refuses the Phoenix Crown.
- 5380—Fiilig dies under mysterious circumstances. His younger brother Yurin petitions to be named heir but the King's son Alaek is named. Alaek's reign begins unevenly, with the realm attacked repeatedly by wild men of Zor and Lugrôki. Desperate, he dons the Crown. The invaders, mysteriously disoriented, are easily driven back and the old borders are re-established. However, Alaek's personality gradually changes and he becomes a cruel, tyrannical monarch. His reign is long and considered by many to be a dark period in Rhakhaan's history.
- 5450—A Dragon is seen over the city of Lethys.
- 5499—Population of the Isle of Plasidar is wiped out to the last man. A Seer in Lethys gave a name to the massacre: *Kæden*. The word is ancient, the meaning unknown.
- 5625—The cult of Andaras rises, this time in Lethys.
- 5704—A Dragon is seen again, the mighty beast terrorizing the city of Eidolon. Yet it does no damage and vanishes into the clouds. Some claim that it had a human rider. Rumors abound that the Prince of Sel-kai is subsequently blackmailed into paying a 'protection' ransom.
- c. 5800—The Priests Arnak, after a long period of inactivity, begin their works in earnest again.
- 5840—The High Priest of Athimurl completes the destruction of Quellbourne in northern Jaiman.
- 5892—Ilred IV ascends the Rhakhaan throne and once again refuses the Crown of the Phoenix.
- 5894—A terrible plague sweeps Rhakhaan, killing nearly 30% of the population (including the King's wife and three sons). The plague has little effect on surrounding lands, despite an ineffective quarantine.
- 5899—Ilred IV dies in his sleep; is succeeded by his daughter Italana VI, who accepts the crown and welcomes the Magician.
- c. 6000—Empress Italana VI of Rhakhaan (at the urging of the Magician) declares herself Empress of Jaiman; she annexes Meluria and Zor. There is some resistance from the former...
- 6020—Snow-demons (backed by forces of the Syrkakar) sack the Ky'taari capital city in the Mur Fostisyr. The Ataarn is killed and sword Ashaanaar stolen. The A-Ryaan and surviving monks retreat to the Kaldaraak-Vaar. The Arnak Priest Gaath moves his evil throne to the Ataarn's Palace.
- 6023—The Dragonlord Sulthon Ni'shaang drives the forces of the Syrkakang back into Lu'nak... Halek Ianis ascends to the Princedom of Helyssa.
- 6031—The Udahir of the Mur Fostisyr are under siege by the Syrkakar. Because of the unique defensive capabilities of their volcanic home, however, they can hold out almost indefinitely.
- 6035—The Navigators place the Mur Fostisyr under military quarantine: they will not transport anyone there.
- 6038—The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak.
- 6039-40—(Ice-winter) An unusually harsh winter with deep snows continuing into spring causes hardships throughout eastern Jaiman. Snow-gark attacks on the Dúranaki become intolerable. The warrior T'kaal Arain gathers a force and mounts a series of counterattacks, driving the Garks northward.
- 6042—T'kaal Arain succeeds his aging mother as Head-of-Family. He begins steering the Council of Families towards a greater awareness of the larger political situation in Jaiman.

- 6043—Italana dies and her son Jerrin III takes the throne of Rhakhaan, but refuses the Phoenix Crown. His younger cousin, Frelik, steals the crown and retreats north, claiming to be the true King. Gark raiders attack the Myri lands in the Tanaran foothills.
- 6044—Dansart forces harass the northern borders of Rhakhaan... Prince Halek of Helyssa sends an explorer ship to Ulor—supposedly a lifeless island since the Wars of Dominion. The ship fails to return.
- 6045—T'kaal Arain becomes First Speaker for the Dúranaki.
- 6045-6048—Frelik, aided by mercenaries from Saralis, assaults the northern borders of Rhakhaan. He makes slow progress southwards.
- 6046—*Agents of the Steel Rain arrive on Urulan. They join forces with the K'ta'viir woman Jenkyna.*
- 6047—Keniv Kirian—descendant of Alæc—emerges from the High Vales of the Grey Mountains. He leads a new group of Cloudlords much more benevolent than his predecessor Sten Kirian. They send scouts to nearby realms to observe but not make contact... yet.
- 6048—T'kaal Arain narrowly avoids an ambush by unknown assassins in the Grey Ice foothills. Saralis raiders cross the Pelyar mountains into Helyssa.
- 6049 —
- Winter*—Prince Halek of Helyssa is slain while on a hunting trip; the realm is plunged into anarchy. Prince Halek's son Kier vanishes that same evening and a search is begun. The Priest of Yarth accepts the Regency and maintains order.
- Spring*—Yinka armies attack the southern Myri villages, breaking a thousand year old peace. The Bucolic people are unprepared and many are killed. A meeting is held and the Myri begin to arm themselves.
- Summer*—Yinka attacks intensify; a major assault on the river town of Ulir is turned by an appearance of a corps of knights astride flying horses: the Cloudlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Yinka incursions are deterred by a Dúranaki presence. Cloudlord sightings continue.
- Autumn*—Yinka attack the Sulini village of Shenin, but are turned back. Sulini are joined by Elven reinforcements from Urulan.
- Fall*—Agents of the Priest of Yarth are seen as far east as the Grey Mountains, seeking Prince Kier... The remote Yinka temple of Chakor is burned. There are no survivors, but rumors spread that it was Cloudlords' work... Randæ Terisonen sees The Nameless One in Haalkitaine.
- 6050 —
- Winter*—Frelik's armies reach the border of Prevan, a province just north of Haalkitaine. Emperor Talus Arej Malvion Faslurin VII orders his Lord Captain north with 4 legions to finally crush the would-be usurper. Cloudlords assault the Yinka city of Achren, burning the city and sending Yinka fleeing into the hills.... Several minor earthquakes rock central Jaiman.
- Spring*—Slowed by a long winter, the Emperor's forces reach Prevan even as Frelik the Usurper attacks the provincial capital. The Usurper is turned back.
- Summer*—Forces of Dansart from the Zor Wastes seem to aid the Usurper's armies. Frelik reveals the crown to the Rhakhaan generals, casting doubt amongst them (but the Usurper still does not dare to put the crown on).

Four of the Jerak Ahrenreth hold an informal meeting.

Autumn—The Priest of Yaarth, claiming that Prince Kier is dead, seizes control of Helyssa. United with the forces of Lorgalis, he sweeps east towards Rhakhaan.

Fall—The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslurin finds that his defenses are strained. Almost nowhere on Jaiman is unaffected by war.

The Storm Wizard, fearing the fall of Rhakhaan and subsequent collapse of civilization on Jaiman, gathers his powers. The conflict must be slowed.

6051 —

Winter—With unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelik the Usurper renews his call for Jerrin's abdication... In the Mur Fostisyr, the Ky'taari are heartened by the heavy snows and redouble their guerilla strikes against the occupying Syrkakar.

The Loremasters suspect artificial intervention in the weather, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.

Spring—The snows begin to melt, but heavy rains further slow progress of any forces in the Rhakhaan conflict.

Summer—The Arnak Priest of Dansart sends his evil Messengers of Ulkya against the northern provinces of Rhakhaan. More strange warriors emerge from Zor to harass the Imperial forces (they are mutants bred by Dansart).

Autumn—The Dragonlord Sulthon Ni'shaang consolidates his hold over Wuliris. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other's throats indefinitely) and considers a move south into the Zorian wastes..

Fall —

5*21—At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince Kier Ianis appears in his homeland amidst a tremendous surge in the Essænce. He is wearing the Sea-drake Helm. Under Kier's leadership (and using the powers of the Helm) the armies of Yarthraak are driven back or destroyed.

5*22—Night skies above Jaiman are illuminated by unprecedented flowstorm activity. The most intense disruptions are above the center of the continent. These storms are accompanied by minor but frequent earthquakes.

5*23—The main powers of the Sea-drake Helm fail. Kier retreats into hiding and initiates a guerilla offensive against reduced and disorganized armies of Yaarth.

Winter —(The Present) The Dragonlord Sulthon Ni'shaang takes the initiative against depleted Zor and the Syrkakang, and seizes lands to the west and south. Earthquakes accompany volcanic eruptions in Ja'miil Targ.

The Jerak Ahrenreth meets to discuss the deeds of Ondoval and how to salvage their own plans for domination. They remain at odds with the Priests Arnak, the Dragonlords, and other shadowy factions.

2•RECENT EVENTS

3•FUTURE EVENTS

• PART IV •

THE GREATER POWERS

AND THEIR IMPACT UPON THE QUEST

“As we have seen, the Unlife acts through many minions and hides behind many names. In the North and throughout Jaiman it is served by black cults led by priests, servants of what there is called the Iron Wind.

“The Iron Wind is known only as a power—and only through its minions. Among these are the Priests Arnak (of High Imla Arna—“The Evil High Priests”), and they are the first to enter a given land that is marked for conversion. They wear the garb of the culture they infiltrate and spread the power of their master not through violence, but by intrigue and knowledge of the superstitions of the people...

“Few who have seen these priests will speak of them, but what reports there are seem to indicate that they may be of Elven character. They are learned in geography, language, mathematics, religion and the arts... Some have aspired to become advisors of the secular leaders, but the more powerful perhaps remain—like their masters—in the shadows.

“The Priests are of six distinct orders, and carry rings to identify themselves accordingly. These rings embrace great power, but their force is channeled toward multiplying the power of their masters. Each ring is tied to its brethren, and the presence of a bearer is known by his comrades such that the pain of one is spread amongst all: Priests Arnak are but tentacles of the larger body, the Order.

“Unlike the subtle Priests Arnak, the Messengers bear only death. These assassins understand not such human things as compassion or pain, save only how to use them on others. They appear singly, or in groups of no more than six, riding great fell creatures through the night. They are known to be accompanied by familiars: intelligent animals who serve their will.

The Loremaster Elor Once Dark
c. 1200 Third Era

This quest brings the PCs in conflict with the major forces of evil in the Shadow World: the Unlife, the Dragonlords, and the Demons of the Void. All represent a threat to Kulthea, though each has different goals and represents a different kind of menace. It is important to understand the motivations and the ultimate powers behind the many dark forces whom the characters will encounter.

Following is a discussion of the influential players who will be important in this phase of the Grand Campaign; some will remain factors throughout the quest, but their particular influences in this part of the Quest are emphasized here.

1•THE AGOTHU

The Agothu are so alien to the Shadow World (and, indeed, corporeal life as we know it) that their motivations are incomprehensible. Few even understand the source of the Agothu, much less their nature. However, these beings have a link to Kulthea, in the form of Schrek, one of the Jerak Ahrenreth. He is the unholy offspring of a mating between a Lady of Essænce and Agoth itself. It cannot be guessed at how this was accomplished, but the hybrid creature was borne and lived in the Void for millennia before entering the universe of the Shadow World. Now he holds sway over the evil cult of the Secret Circle, and his plans for its future are equally opaque. One thing is known by a few: he seeks a powerful item from this universe: a huge yellow gem known as the *Eye of Agoth*.

2•THE PRIESTS ARNAK

At the beginning of this Part is recorded an excerpt from the notes of the Loremaster *Elor Once Dark*; in it he aptly describes the Priests and their Messenger-servants. Below is a breakdown of the six orders and the specific nature of the Messengers (which varies from cult to cult).

The priests and their minions worship the darkness of the Unlife.—its ultimate goal being the complete destruction of civilization and the onset of the pure totality of nothingness. It is true that most of the servants of the Unlife do not fully understand its purposes—seeking only ‘order’ in the face of chaos. Those who do comprehend the aspirations of this evil force are truly mad.

Six shadowy figures lead six cults of cruelty... these are the High Priests Arnak. Beneath each High Priest lies a structure with two branches. One includes the lesser priests, and their secret subcults. The other consists entirely of the unsubtle :Messengers, cruel enactors of the High Priests’ will.

It should be noted that while the appearance of the Messengers (in their cruel spiked accoutrements) cannot be mistaken, the Priests are the picture of subtlety. Recruited from Elves (to appear as Loremasters) or the target races, they are welcomed into their respective cultures so that they may thoroughly subvert their victims. It is only after it is too late—as in the case of the Ky’taari—that they cast off their illusions and abandon subtlety.

THE HIGH PRIESTS’ RINGS

Each of the six High Priests Arnak wears a ring which conveys special powers. In addition, each ring may have specialized powers; these are detailed in the description of that Priest.

Powers:

1. x8 PP Enhancer
2. Allows wearer to cast four *Netherbolts* 200 feet each day.
3. Allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before.
4. Allows the user to speak Dyar, Erlyn and Iylar (the three main Elven tongues) and Arcane tongues with fluency.
5. Protects wearer as AT 11 (-50).
6. Very Evil: Every time one of the ring’s powers is used (including being put on, since certain powers are automatic), the non-evil wearer must make an RR vs 36th level, using his In stat bonus. If he succeeds, no side effects. If he fails, however, 10-20 points are lost from the wearer’s *Essænce Soul*, an artificial number initially equal to his PP stat. When the PP stat reaches Zero, the PC becomes Evil. Because of the nature of these High Priest rings, the PC will come into mental contact with the Iron Wind (an aspect of the Unlife). He must make a RR vs 60th level using his In stat bonus. If he fails, he dies; if he succeeds, he is insane and completely enslaved by the Unlife.

Each ring also has additional powers individually suited to the wearer’s focus.

Note: Complete powers are given for priests the PC might encounter in the appropriate sections.

THE LESSER PRIESTS' RINGS

Each of the dozens of the Priests Arnak wears a ring which conveys special powers of subterfuge, deception and even brute force. These rings also allow wearers to identify each other—even though they might be of different orders. Though they vary slightly from order to order, their nature is generally along these lines:

Powers:

1. x2 PP Enhancer
2. Allows wearer to cast three firebolts 100 feet each day.
3. Allows wearer to understand any written text, even if he has never seen the script of the language before. (Does not convey the ability to speak the language, or understand it in it's spoken form, however.)
4. Allows the User to speak Dyar, Erlin and Iylar (the three main Elven tongues) with fluency.
5. Detects Magic.
6. Allows wearer to halve the adverse effects of fire and cold.
7. Protects wearer as AT 4 (-10).
8. Evil: Every time one of the ring's powers is used (including being put on, since certain powers are automatic), the non-evil wearer must make an RR vs 18th level, using his In stat bonus. If he succeeds, no side effects. If he fails, however, two things happen: a) The High Priest is aware that some stranger is using one of his rings. He does not know exactly where, but has an idea within 50 miles. b) 1-2 points are lost from the wearer's *Essence Soul*, an artificial number initially equal to his PP stat. When the PP stat reaches Zero, the PC becomes Evil. 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.

LYAK

Charged with corrupting southeast Jaiman, the Cult of Lyak was instrumental in the fall of Urulan and the Cloudlords. Their work continues, however.

Symbol: Hawk

Orientation: Riverine cultures

Current Focus: Tanara & Urulan

THE PRIESTS LYAK

Priests Lyak are currently installed in all cultures in Tanara: the Dúranaki, Myri, Sulini and Y'nar are all coming under the Dark influence of the Iron Wind.

The High Priestess Lyak resides in a tower on the spur of land extending east to the north of Tanara. Her predecessor destroyed Urulan, and her programs of subversion are slowly rending asunder the few cultures left in Tanara.

MESSENGERS OF AL-ATHUUL

The Messengers and their birds (both familiar and mount) reside in a great roost in the eaves of the Lyak Tower, ready to serve the Priestess at a thought.

YARTHRAAK

The order holds sway over southwest Jaiman, a cool temperate region inhabited largely by coast-dwelling cultures.

Symbol: Sea Drake

Orientation: Coastal/island people

Current Focus: U-Lyshak (and Ly-Aran)

THE PRIESTS YARTHRAAK

At the very tip of a peninsula about 50 miles west of Cynar on the central coast of U-Lyshak stands the tower of Yarthraak. The structure rises out of the sea, seemingly extruded or grown out of the waters, a glistening, ribbed pillar of dark mother-of-pearl. This is the home of the High Priest Yarthraak, who has suffered a recent setback in his campaign to bring U-Lyshak under his yoke.

MESSENGERS OF GORATH

The Messengers of Gorath ride the waters standing atop the backs of killer whales, their steeds summoned by a magical whistle. When on land they choose a more mundane mount: a grey horse. Each wears armor of scales that shimmer like mother-of-pearl and a helm formed from a deep-sea creature's shell.

GAATH

Gaath has held most of the Mur Fostisyr ("Land of Blue Light") under a reign of terror for over thirty years. Here the schemes of the Priests Arnak have truly come to fruition, for even the sturdy peoples of this land are falling one by one.

Symbol: Dragon

Orientation: Mountain folk

Current Focus: Mur Fostisyr, Xa-ar, Saralis

THE PRIESTS GAATH

In addition to their rings, the Priests Gaath now wear bright red cloaks with golden pins made in the image of a coiled dragon. Now that the land is subjugated, they walk openly as lieutenants of the order, traitors to their own people.

The High Priest of Gaath normally makes his home in the *Aalk Gaath*, a citadel he shares with the Dragonlord Oran Jatar. However, the High Priest has temporarily taken the Ataarn's Palace in the Mur Fostisyr as his seat of power, part of the Iron Wind's final devastation of the Ky'taari as a culture. Soon, the High Priest will move to a tower in the Lu'nak, on the border of the Forest of Dír. A lesser priest of Gaath will take possession of the Ataarn's Palace at that time.

Other priests Gaath are in residence in Saralis and Xa-ar, though both of those lands remain depopulated or in a state of barbarism.

MESSENGERS OF SYRKAKANG

The Messengers of Syrkakang wear dark cloaks and armor of dragon-hide. They have helms of black steel, and their fists are enshrouded in spiked gauntlets of such fine steel that a blow from one is like a hammer strike. Their weaponry is varied as suits their task.

DANSART

This order did its job well in the Second Era, causing the destruction of the realm of Zor and laying waste to the land itself. For many hundreds of years the order dozed in the hot desert days and cool nights. But they have a new challenge: the Emperor of Rhakhaan is expanding his realm northward despite conflicts with the Usurper. And perhaps more intriguing: strange mutated creatures now venture forth from the blasted ruins of Zor.

Symbol: Desert Dog

Orientation: Desert areas

Current Focus: Zor, N. Rhakhaan

THE PRIESTS DANSART

Near the foothills of the Grey Mountains on the edge of the Zor wastes, great crevasses have opened up in the parched earth. A complex of towers is set into the side of an overhanging cliff, sheltered against the parched, windswept plains and cruel electrical storms. This is the home of the High Priest of Dansart.

MESSENGERS OF ULKAYA

Often accompanied by several large hyena-like dogs, the Messengers go muffled against the dusty air of the wastes. They have cruel clawed gauntlets which allow them to strike with the power of a desert lion.

ATHIMURL

Complementing the actions of Gaath, priests of the cult of Athimurl remain hidden beneath their disguises, ferreting out resistance to the rule of the Iron Wind.

Symbol: Snow Lion

Orientation: Taiga forest peoples

Current Focus: Mur Fostisyr; Lu'nak and Wuliris.

THE PRIESTS ATHIMURL

The Priests Athimurl remain "under cover," serving the dual purpose of routing dissidents in the Mur Fostisyr and laying the groundwork for their move eastward. Priests of Athimurl have infiltrated Quellbourne, some of Lu'nak, and are beginning to work their way into Wuliris.

Messengers of Kulag

Masters of snow and ice, the Messengers of Kulag are at home in the worst winter storms. They come upon the unwary to carry out the cruel directives of the priesthood.

Each armed with a dreaded *baw* (similar to a large ice-pick), the messengers wear armor of white dragonskin. They have reversible white/brown cloaks, boots and gauntlets with retractable claws suitable for traction on ice. Messengers of Kulag ride great white snow-cats, and their familiar is a snow-white owl.

THARGONDAAK

Charged with securing the Melurian city-states, south-central Jaiman and the Y'kin tribes, Thargondaak has its hands full. The high priest has never been able to infiltrate deeply into the Elven Forest, but he has had better success with the constantly warring rulers of Meluria. And the Y'kin need little provocation to war on their neighbors. The priest's tower is located on a rocky isle in the bay south of Lethys.

Symbol: Great Horse

Orientation: Prairie Societies

Current Focus: S. Rhakhaan/Meluria

THE PRIESTS THARGONDAAK

Priests have achieved positions of trust at varying levels among the Melurian States. One of the Prince of Lethys' inner councillors is of Thargondaak, as well as members of key religions. A priest has a position of some authority in the Lethys Library.

GM Note: The Players may encounter this Priest—Thayon Rauk—as they research in the Lethys Library.

MESSENGERS OF SHAYNAR

Like the other Messengers, they ride through the night on missions to bring fear to the indigenous peoples. Their familiar is a large black bat. Equipped for stealth, the messengers each owns a belt of invisibility and a helm of nondetection. Their weapons include a *gé* and a warhammer.

3•STEEL RAIN

GM Note: The Steel Rain will have a greater part to play in the later sections of the campaign, but the characters may very well encounter scouting Morthrog in Jaiman. Note the adventure in Urulan which does include some Morthrog. A brief overview of the Steel Rain appears here; more will be disclosed later.

This mysterious group established itself originally in Folenn (The Bladelands) far to the East. Recently, however, members of this cult discovered an Ash Gate, and passing through it emerged in the southernmost area of Emer. There they encountered the K'ta'viir woman Jenkyna, and an alliance was formed. They have combined efforts and knowledge, and their secret organization is growing. It has now gained a foothold in Jaiman. They have a small base in eastern Urulan, where metals and other raw materials are mined and smelted for transport to their main base in southern Ræl.

The Steel Rain is an independent force largely ignored so far in the larger scheme of Shadow World. Purely secular, the Steel Rain relies on an unholy fusion of magic and technology.

The group is directed by a troika of powerful females:

Jenkyna: a Lady of Essænce Jenkyna who retains knowledge of the old cyber-enhancement methods of that lost race. While an impressive presence herself, Jenkyna is overshadowed by her constant companion: hovering constantly at her side is a three-foot high lozenge-shaped machine of black metal sprouting eight wavering tentacles. It is an *Omega Drone* from the First Era, an intelligent robot of incredible technological sophistication and power.

Ulya Shek: A Dragonlord with considerable resources at her disposal, Ulya Shek is a woman not to be trifled with. In addition to her interests in the Steel Rain, she is mistress of the *Watching Sisters* in the Bladelands, and has an impressive citadel in the far west.

Despite her fascination with technology, Ulya dislikes Jenkyna's Omega Drone and frequently threatens to morph to Dragon form and destroy it. This is unlikely, however (for one thing, she doubts that even her powerful dragon-breath can penetrate the machine's energy shields).

Nemui Enkala: A Loari Elven Alchemist of considerable smithing skill is the third (and distinctly lesser) sister of the three. She was one of Tethior's star pupils and an adept Alchemist. She has also learned to comprehend (after a fashion) the technology resurrected by Jenkyna, and it is she who actually directs the construction of the biomechanical implants of the Iron Warriors.

IRON WARRIORS

The servants of the Steel Rain are an army of almost mindless automatons: biomechanical beings created from captured men and women who have been fitted with mechanical prosthetics and electro-magical brain implants. They can thus be controlled by the Steel Rain.

From the ancient installation under the mountains in the isle south of Ræl, the three women have supervised the repair of many technological artifacts from the time before the fall.

Jenkyna is slowly creating a force of biomech warriors. Northern Falias is theirs. The mountains of southern Ræl (as well as eastern Urulan now), rich in mineral resources, are being honeycombed with tunnels.

The Loremasters are aware of the Steel Rain, but currently underestimate the extent of the menace. At first the Iron Warriors were thought to be Demons of the Fifth Pale, but it was soon learned that these beings were quite different in nature. Technology is alien to the Loremasters; they are confounded by the cybernetic, spell-resistant minions and remain at a loss over how deal deal with these strange beings.

GOALS OF THE STEEL RAIN

Jenkyna wishes all Kulthea controlled through implants. Anyone captured will be so altered after she has extracted any information she needs from them (the minds of Iron Warriors are usually irreparably damaged in the cybernization process). Ulya Shek's goals are somewhat different, but she is confident that she can steer the actions of the Steel Rain when the time comes. If necessary, she will bring to bear her own servants among the Watching Sisters.

4•JERAK AHRENRETH

Little need be discussed about the Secret Circle here; the characters will not encounter any high-ranking members of this evil order until they travel to Emer in the later stages of the quest. In the meantime, if the GM is interested in additional background, she may consult the *Emer* book.

ONDOVAL

No longer considered a member of the active Circle of Eight, Ondoval is nevertheless a very powerful force in the Shadow World. He also controls one of the eight citadels ("Secrets"), and wields indirect influence over the cabal.

SCHREK

Schrek is at the center of the Circle's

power, and the main thrust of the Grand Campaign is aimed at him. He appears to be one of the Lords of Essænce: a handsome man with coal-black hair, brown skin and glittering blue eyes, but this is only half of his origin and a false shell. He is of the Agoth—the unspeakable creatures of the Outer Void. His mind is so utterly alien that it could not even be called evil. His goal seems to be to foment chaos, and his tool is the Secret Circle.

Schrek seeks an item of great power, the Eye of Agoth, to aid him in opening a door to the Void.

THE CULT OF STARS

This is a cabal of powerful and elusive assassins, supervised by the woman Oan Lyak (also known as *Lyax Khâng* in her role as a member of the Jerak Ahrenreth). All are women, and they normally employ a black obsidian dagger with a black star sapphire, set into the pommel. Part of their mystique comes from their ability to gain access to even the highest security locations and to escape again without trace. It is feared that the assassins have acquired a set of the powerful artifacts known among the learned as *Images*, creations of Tethior the Smith. Images are small, rectangular flat objects (not unlike large playing cards but much more resilient) which act as some sort of two-way teleportation devices. More about the Images and the Cult of Stars will be discussed in later parts of the Campaign.

OTHER CIRCLE MEMBERS

Seven active members of the Circle are all powerful lords and ladies, but they move in shadow and their roles in this drama are in the later acts.

ADHERENTS OF THE SECRET CIRCLE

Twelve Adherents serve the cult, and it is possible that one or more of them will be encountered. In particular, they might see Vaag t'Kang, Gargarax and Urkanian. Of course, they PCs will likely not realize just who they are encountering. Vaag t'Kang is specifically mentioned as visiting the Priest Arnak of Dansart; he also appears in Eidolon as foreshadowing of evils to come. Right now he is in Jaiman to observe the operations of the Priests and to make alliances if possible.

5•AN DRAAX

Andraax wishes to counteract the evil influence of his brethren. He is less concerned with other evil groups, obsessed with allowing the Shadow World to develop on its own—for good or ill—as long as it is not controlled by the vestiges of the previous rulers of the planet. He still has his hands full, however, since Ondoval, the Jerak Ahrenreth as a group, and the Steel Rain are all influenced (or controlled by) survivors from the K'ta'viir.

Andraax has also been busy in Foleenn, working with the Duskwalkers. Only lately has he again turned his eye to the West.

It is important to remember that Andraax is a mentally unbalanced individual. While lucid and focused most of the time, he has lapses in which he is either unresponsive or actually hostile.

6•THE NAMELESS ONE

As noted in the *Master Atlas* (2nd Edition, pg. 152), a man who calls himself only the *Nameless One* first appeared in Zinvar in TA 5945. He has since surfaced in many places, prophesying doom.

The Nameless One's appearances are becoming more



Jenkyna of the K'taari

frequent and his doomsayings more ominous: his fame has spread from Kaitaine to Sel-kai, and every black-robed stranger is seen as an approaching harbinger of disaster: a specter to be feared.

The GM may wish to have the Nameless One appear, but since the group is not spending much time in any metropolitan areas in Jaiman, it is unlikely. Rumors of his visits might reach them, however.

GM Note: as noted in the Master Atlas, the Nameless One is in fact Tethior the Smith, who was not killed in the Wars of Dominion as everyone believed. He, like Andraax, is somewhat mentally disturbed, however.

7•THE DRAGONLORDS

Five beings whose true nature is unknown to all but a few, the Dragonlords are as a group little more than a loose association. Each is too willful and power-hungry to truly unite with any of the others for more than a brief period., although there is clearly an implied coalition in that they wear the Five Helms. It is rumored that they meet on a regular basis to at least divide up the world in such a way that they do not conflict with each other. Detailed descriptions of each Dragonlord are provided in the *Shadow World Master Atlas* (2nd ed. pp. 148-151).

Of the Dragonlords, three have a part to play in the Grand Campaign. (Sulthon Ni'shaang, while controlling parts of NE Jaiman, has only indirect influence, while Drül Churk's attention is directed to the southern lands.) Of the three who are involved, Voriig Kye rules Vog Mur off the coast of Emer; and Ulya Shek wields power in the Steel Rain; their roles will become clearer in the later stages of the Quest. Oran Jatar is a resident of Jaiman and is entangled in the plots of the *Iron Wind*, and so the Unlife itself.

ORAN JATAR

The White Dragon has formed an alliance with two of the Priesthoods Arnak—that of the Dragon and of the Snow Lion. Priests of both orders reside with him in the citadel known as the Aalk Gaath in the Mur Fostisyr (in NW Jaiman).

The history of the White Drake is a long and fascinating tale of clever alliances and subtle maneuvering. In many ways, he has chosen a path to power completely different than that of his 'brother' Sulthon Ni'shaang.

Jatar joined skills with the master smith Krelj in the Second Era and together they created the five Dragon Helms. Powerful enchanted tools, they allow the wearers to walk as men yet wield their awesome powers with almost full potency.

In recent years, Jatar has lost some of his influence with the Priests, and their destruction of the cultures of the Mur Fostisyr has been more complete than he would have liked. Unlike the Iron Wind, Jatar wishes a slave population to rule, not total annihilation. The White Dragon may have found an ally more dangerous than his enemies.

8•THE LOREMASTERS

This association continues to be the leading force in the battle against the minions of the Unlife. In addition to sending out hundreds of field operatives to explore the countryside and seek out agents of Darkness, the Loremaster Council protects governments with ideologies which flow along similar lines as their own. While the Loremasters avoid direct control (the spectacular failure of the Crowns of Tethior being an example of the flaws in that strategy), they continue to counsel monarchs and ruling oligarchies, warning against the temptations of Dark Magic and its terrible price.

9•THE NAVIGATORS

The Navigator Alliance is officially neutral in any military or political conflict, but Navigators have been known to act on their intuition when forces such as the Unlife or a truly evil cult such as Arnak are involved. While it is to their advantage to remain neutral, they could not continue to operate if the entire world had fallen under the yoke of totalitarian forces.

While it is generally to their advantage to remain their vaunted neutrality, the Navigators could not continue to operate if the entire world were to fall under the yoke of totalitarian forces. When an individual Navigator engages in an activity of questionable objectivity, they look the other way (or at worst punish with a slap on the wrist). These activities are rare however,; do not get the idea that Navigators are in the habit of helping anyone in need. Their reputation for cold-hearted detachment is well deserved.