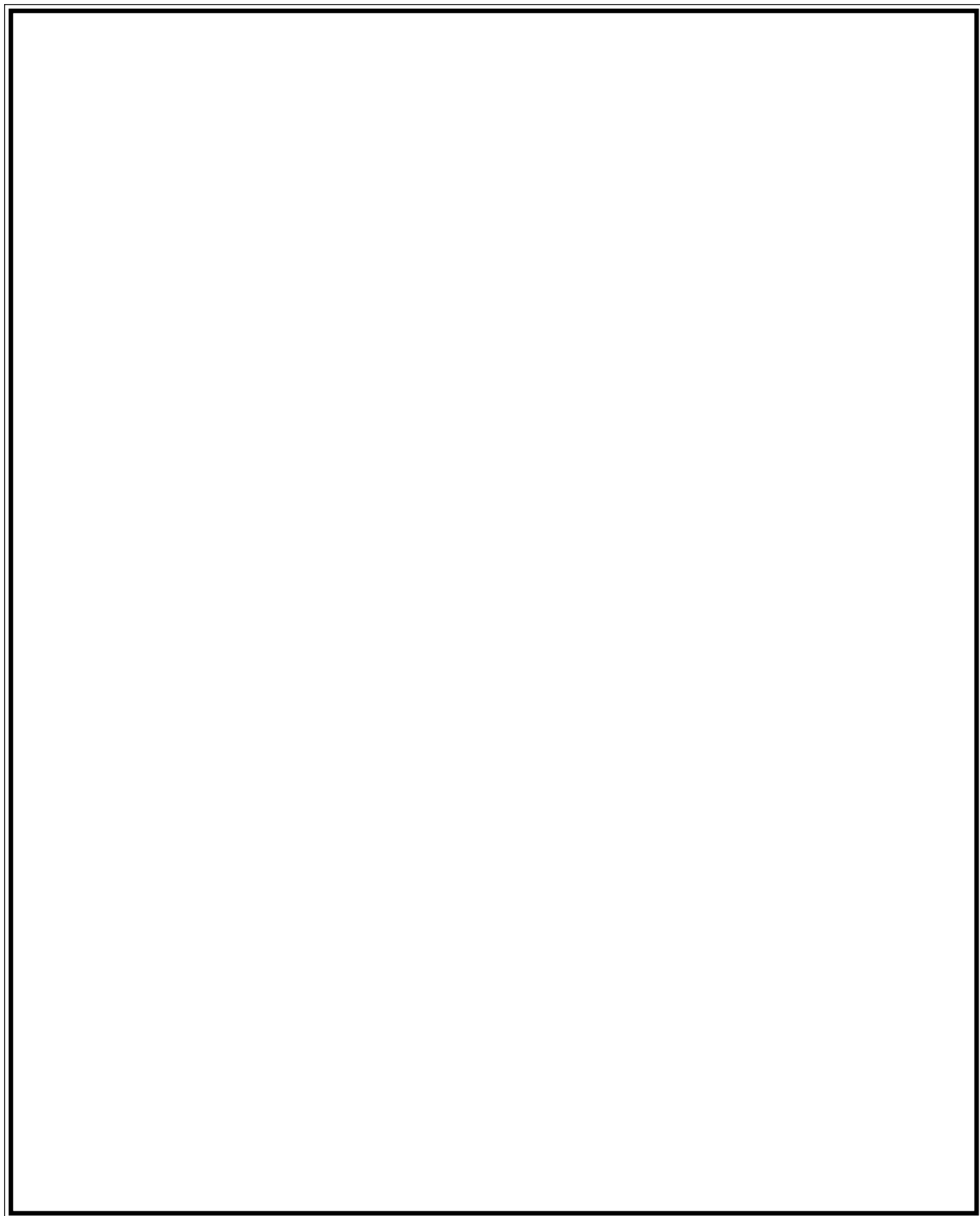




• U r u l a n •

• PART XIV •

URULAN

*Echoes of whispers in
hallowed halls of stone
escorts to the unwary
Now the spirits walk alone.*

*Six hearts turned black
by ugly words
the land is broken
by foolish lords.*

*Thoughts unspoken
a mild deception
so it began:
the way of good intention.*

ANDRAAX
DATE UNKNOWN,
POSSIBLY LATE SECOND ERA



Except for a few small Elven villages along the western coast, this large island is nearly deserted.

Those who ventured into the vast eastern lands reported a sense of unease; a feeling that the land itself did not welcome them. This led some Loremasters to hypothesize that the Unicorn Crown still existed and is being worn in a secret enclave by an heir of the King. When the powers of the known Crowns failed on the 23rd of Fall in 6051, this should have also dispersed the menacing power of the land. However, if anything the sense of forboding has increased. Those gifted with the

Essænce have said that it ebbs and swells, and seems stronger in some areas than others, there it is obvious now that the feeling of being observed by a malevolent presence remains.

1•THE RUINS OF AR-TALISEN

The group steps through the portal in a sunlit room to a shadowy chamber in a land clothed in mist. This room appears to have been a temple of some sort, but two of the walls have collapsed, along with most of the stone roof. There is no sign of the portal, and it is suddenly, ominously quiet. They emerge from this room to find that it is set on a low hill in what appears to be the center of a vast ruined city.

Tumbled remains of beautiful Elven villas and palaces. Many structures include glimmering Orhan Marble. The might serve as sanctuary against some evils, but with walls tumbled, archways broken and columns fallen, there is little structure to hold back an attack.

■ **PC Roll:** A successful *Hard* (-10) *Architecture* roll will identify this as a city in Urulan.

There are no other immediate clues as to the whereabouts of the group: the sun is hidden behind thick clouds and mists, and the temperature is an indeterminate cold. However, as the group picks through the rubble, they will find engraved plaques and proken pediments with lylar runes etched on them. Eventually, they will realize where they are. Towards noon, the sun will burn partway through the mists, revealing the central mountain range running north-south through the center of the land.

The logical thing to do would be to head south; that is where the remaining settlements are said to be, or at least they could hook west towards Tanara.

ENCOUNTER: NIGHT HOUNDS

Packs of these eerie creatures maraud through the wilds of Urulan at night. See *Master Atlas* pg 68 for details. They are ravenously hungry and will attack even well-armed parties. They dislike fire, but can overcome their fear.

ENCOUNTER: AN ALTHOI

One of the Agothu, the demons from the Outer Void (see *Master Atlas* pg 78) has noted the appearance of the characters through a magical portal and will appear to observe them for a while.

■ **PC Roll:** A Successful *Extremely Hard* (-30) *Perception* or *Light* (+10) *Sense Reality Warp* means that a character will see the hideous creature floating just at the edge of vision (50 feet away or so) in the mists. It will retreat when seen. The Althoi will visit two or three times a day for a couple of days, then lose interest. It will not attack. If attacked, it will probably just leave.

MINES

The group has been journeying south, knowing that eventually the mountains will be climbable or they will come far enough so that they will find civilized community. But before that happens, they are to encounter an installation of the Steel Rain. (See Part ???).

The intention of this encounter is not for the players to confront the Steel Rain in force, but to have a minor brush with them. The biomechanical Iron Warriors are controlled by a telepathic computer brain, under the direction of the three Priestesses of the Steel Rain. As a result, they do not respond as individuals, and lack the ability to react to unexpected input. When the group first encounters any Iron Warriors, they might just be ignored. Only when they begin to interfere with operations will they get into trouble.

THE MINES

■ **PC Roll:**

The works of the Steel Rain might first be heard, as the machines engaged in strip-mining are extremely loud. They also are belching noxious smoke which could be seen for miles, though on most days these fumes mingle with the ever-present mists.

The outer mines are huge craters, roughly circular, where machines spiral down into the earth,



2•THE STEEL RAIN

gashing at the rock and tearing up the desired ores.

The inner mines are no less extensive, but lie underground. The entrance is a bunker-like structure on a nearby hillside

3•FRIEND OR FOE?

ENCOUNTER: AN EPSILON DRONE

■ PC Roll: .

ENCOUNTER: IRON WARRIORS

■ PC Roll: .

KESIEN ERMENEL

Age: 30 (Appears^a 20) Eyes: Blue/metallic green. Hair: Blond. Build: Muscular. Height: 6'3". Race/Sex: Iylar (Linær). Skin: Very Pale. Demeanor: Emotionless Dress: black synthetic coverall. True Attitude: Slave to the Silver Claw. Home: Lys.

Kesien's stats and abilities have been artificially altered by the cybernetic implants and prostheses. One eye is artificial, as is one arm. He was in the the early stages of transformation, however, so the changes will not be obvious until the group gets close. He will not fight them, and will flee if they try to detain him.

GM Note: Leena's brother Ærik and his friends were captured by agents of the Silver Claw. Orrel Ermenel has died, Kesien escaped but is paranoid and insane, living in the Urulan wilderness. He will be encountered late in this phase of the campaign. Most unfortunate, however: Ærik has been turned into an Iron Warrior. Parts of his body have been 'enhanced' with magical/mechanical additions, and a combination of spells and technology have rendered him a shadow of his former self. Any memories of his family are deeply buried. Leena will not learn this yet: she will be forced to confront her brother in the later phases of the campaign in Emer.

4•THE SOUTHERN COAST

■ PC Roll: .

While observing the Pirate Base, they hear a commotion behind them. They catch a haggard-looking young woman: she is the first mate of the *Cloudminder*, a skyship captured by the Pirates.

The *Cloudminder* was caught in a storm and had damage to some of her sails, so set down nearby for repairs. The pirates captured the crew before they knew what was happening. The Captain was killed, but several crew members are imprisoned—needed to train the pirates to man the *Cloudminder*.

If the PCs help her to free the crew and recapture the ship (now repaired) they will get a hefty reward from the ships owners (the

ENCOUNTER: PIRATES OF THE WHITE SWAN

Docks and camp 1/2 page

■ PC Roll: .

JEREL, THE "WHITE SWAN"

Age: ?120 (Appears^a 25) Eyes: Green. Hair: Black. Build: Slender. Height: 6'1". Race/Sex: Dyar. Skin: Fair. Demeanor: Charming Dress: Black leather armor, black silk clothes with a white swan emblem. True Attitude: Pragmatic. Home: Southern Urulan.

A.

Hits: . Melee: . Missile: .
AT(DB): (). Sh: (). Gr: .
MovM: +. PP: (x).

Lvl: . Profession: . Stats: St-; Qu-; Em-; In-; Pr-; Ag-; Co-; Me-; Re-; SD-. AP: .

Skill Bonuses: Amb; Chan; Climb; DisTrap; DirSp; ManeuvArmor; M/A St; M/A SwT; Perc; PickLock; Ride; Rune; S&H; S&W; Swim; Track

Acrob; Act; Admin; AdrMv; AdMath; Alch; Animal; Anthp; Appr; Arch; Astro; AthlG; Attn; BscMath; Begg; BtPlt; Brawl; Bribe; Camo; Cav; Chann; CirclLr; Chem; Contort; Cook; Craft; Dance; DemnLr; DetTrap; Diplom; DisrmFoe; Disguis; Diving; DragLr; DrugTol; Engrng; Falsif; 1stAid; Fletch; Flying; Forage; Frenz; GambL; HerbLr; herd; Juggl; Ldrshp; LocScrt; LockLr; Math; Medit; Music; Nav; PlayInstr; PoisonLr; PwrPercep; PubSp; RMas; Sail; Seduct; SenseRealWp; Signal; Sing; Skat; Skii; Smith; SpellM; StarG; Stra&Tac.; StunMan; Subdu; Surveillance; Trade; TrapBuild; TumbL; WeathWatch.

Languages (S/W):

Spells: Base Spell OB: . Directed Spell OB: (*Sunfires True*). All ???
Open and Closed

Item:

Item: .

Item: .

O

5•FLIGHT FROM URULAN

The PCs escape aboard a captured skyship

ENCOUNTER: AN AIRBARGE

URULAN

Once a beautiful Elven empire, Urulan is now a wilderness. Encounters with:



Denizens of Urulan										
Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks (Prim/Sec/Tert)	# Enc	Outlook (IQ)
Night Hnd	5	140	Dash/20	VF/FA	M/—	80G	4(30)	60MBi/GBreath	2-10	Bellig.(NO)
Epsilon D	(20)	30	FSpt/120	F/VF	M/I	120	20(80)	None	1	Inquis. (HI)
Althoi	30	60	20	MD/FA	L/LA	200	11 (40)	+60 MGrapple/+40 SStinger/Spells	1	Aloof (VH)
Mind-eatrs	5	80	60	FA/VF	S/—	70	3(30)	50SCI/Special	2-20	Hostile (LI)
Name			Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Cassia Tendes			6	85	1(15)	N	N	99 broadsword	35 dagger	15
Laan Fighter, Swim40; Brawl20; Gamb115; Ldrshp40; Nav60; Sail75; Signal25; Trade54; WeathWatch55.										
Jerel (The White Swan)			15	115	11(55)	Y	(Y)	135 broadsword	85 dagger	20
Dyar Rogue. Swim45; Brawl60; Gamb165; Ldrshp80; Nav80; Sail75; Signal45; Trade70; WeathWatch80. +25 sword, enchanted tunic										
Other Pirates (Average)			3	35	1(10)	Y	N	55 shortsword	—	15
Dyar or Shay Fighter.										
*Note: DB's are applicable vs elemental spells as well because of deflector shields.										

• PART XV •

SEL-KAI



1•ARRIVAL

ENCOUNTER:
THE

Vaag t'Kang) amulet worn by a shadowy Elf (He will appear later as an important Diplomat in Sel-kai).

(suggest going to Eidolon for some side-adventures and the interlude)

2•INTERLUDE

Eidolon is pretty... expaensive. Characters can take a ferry down to Sel-kai City where they can find comfortable lodgings at a reasonable price. If they ask just about anyone, they'll hear that The Cold Barley Soup Kitchen is a tavern where they can get good food and good gossip. The city offers many diversions, and the characters could use a rest. But it will not be long before the spectre of their destiny rises again to demand their attention...

To be continued in

PART TWO: THE FALL OF NIGHT

And concluded in

PART THREE: THE HOPE OF DAWN

• PART XVI •

CHARTS

FANTASY WEAPONS CHART

Weapon Special	Type	Wt.	Len.	F	RANGE MOD (in feet)					Tbl Used	ARMOR MODIFICATIONS					
					10	25	50	100	150		20-17	16-13	12-9	8-5	4-1	
Baw Can be used as an ice axe.	1HS	4-5	2-3	5	—	—	—	—	—	Handaxe	+15	+15	+10	+10	+10	
Chegain Returns to trained user (need glove)	TH	1.5	2	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	
Cabis Basically a throwing weapon.	1HS	2-3	1.5-2.5	4	0	0	-10	-25	—	Handaxe	-10	-10	-10	-10	-10	
Dag A very large bladed weapon.	1HS	5-6	3-4	6	—	—	—	—	—	Falchion	+10	+10	+10	+10	+10	
Gé Treat any criticals as both K and G.	TH	4-6	4-5	8	as Bola					Bola (2x Dam)	+10	+10	+10	+10	+10	
(a super bola)																
If fumbled, roll a “DG” on thrower.																
Irgaak Roll criticals twice applg all results.	2H	5-6	5-6	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	
Kalta Loari Dart Pistol. Fire 2x/rnd (missile & melee). Can be poisoned. 10 dart clip.	1H	1.5	.5	4	—	—	-15	-40	-80	Light Crossbow	-20	-15	-10	0	+5	
Kynac A great throwing dagger.	1HS	1-2	1-2	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	
Long Kynac A great long dagger.	1HS	2-3	2-3	3	-20	-20	-20	-50	—	Rapier	+15	+15	+15	+15	+15	
Saren Loari sword; resembles Terran katana	1/2HS										Falchion	+5	+5	+15	+15	+20
Shangkana Okinawan cereal beater.	1HC	2-3	2.5-3	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	
	2H	2-3	2.5-3	7	—	—	—	—	—	Flail	-5	-5	-5	-5	-5	
Typh If fumbled, roll a “DK” on thrower.	1HC	4-5	3-4	6	0	0	-10	—	—	Flail	-10	-10	-10	-10	-10	
Yarkbalka I fumbled, roll a “CS” on thrower.	1HS	4-5	3-4	6	—	—	—	—	—	2-H Sword	-10	-10	-10	-10	-10	

Type: 2H = Two-Handed Weapon; 1HS = One-Handed Slashing Weapon; 1HC = One-Handed concussion Weapon;; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt: Weight of weapon in pounds.

Len.: Length of weapon in feet.

F: Fumble Range (a fumble occurs if unmodified attack roll is less than or equal ro this number).

RANGE MOD: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (— means not allowed.)

Table Used: The AL&CL attack table used to resolve attack.

ARMOR MOD: Modifications to the attack roll based upon the armor of the defender.

Special: Varies for each weapon.

TRILOGY PLOTLINE

Well, boys and girls, here is my plot outline for the second and third books. Sorry about things petering out at the end of book one, but It was hard to get inspired considering the unpleasant events surrounding publication of the story. For that and books 2 and 3, you are on your own. You can also refer to my web page where I am running a campaign and will be uploading random goodies.

Few but the most knowledgeable Loremasters know of the existence of the Jerak Ahrenreth, a deep secret lurking behind veil after veil of serving cults and false façades.

There are essentially three major forces of evil and destruction:

The Jerak Ahrenreth: A cult which serves its own ends, desiring to wield power and subvert the peoples of the world. Once, under the direction of Ondoal, served the Unlife, but the powerful personalities and diverting words of Schrek have altered the course.

Ondoal: A servant of the Unlife, he wishes to destroy the Eyes of Utha and bring about the utter annihilation of the world. He is the former head of the Ahrenreth, but struck out on his own to find the Shadowstone, an artifact last worn by Kadæna.

Schrek: Son of Agoth, Schrek desires to unite the Shadow World with the Void, a joining which would open Portals and unleash demons of every Pale and Beyond. While not as cataclysmic as Ondoal's desires, it would mean destruction of most civilizations. He is a member of the Jerak Ahrenreth, and uses them to further his own goals.

Schrek is in fact a more terrifying entity than even his cronies know, for he is a half-son of Agoth, high lord of the Demons of the Void. While he wears a fair guise, he is actually a monstrous creature. He does not seek to dominate the peoples of the world, but instead destroy them utterly, for he seeks the insanity of the Void. He controls a network of cults across Emer, and his influence within the Circle is formidable. He plans to use an upcoming ritual (designed to further 'grow' the powerful crystal) to open a gate to the Void and allow his brethren to enter.

THE GOAL OF THE PLAYERS

Note: this goal is not immediately apparent; the players must discover it as part of their travels.

To defeat or set back the Jerak Ahrenreth (Secret Circle); more specifically, they must thwart the plans of Schrek. To do this they will require the Eye of Agoth (which will allow them entry into the Ahrenthrok) and is the only item which could send Schrek back into the Void.

If the PCs play their cards right, the ritual will be disrupted and cause the Crystal — a very powerful focus of the Circle — to shatter, plunging the Ahrenthrök into darkness.

Note: Ondoal is another threat who is theoretically being dealt with along another plotline (which was originally planned as a novel trilogy).

BOOK TWO

Some of the characters have achieved individual goals, while others have less tangible ones.

Rælen may have enough money to pay off his employers? A visit to the Monastery might be in order then.

EIDOLON

From this trading and transportation hub the characters could go almost anywhere. However,

Mention the Bishop of Sel-kai (of the Church of Zanar)

NÁMAR-TOL

M

HÆSTRA: VAMPIRE WOMAN

A seemingly harmless rest stop turns deadly.

THE WHITE WOOD

A trip through the Pales (the Black Road).

Perhaps flee into the wood to get away from Heralds of Darkness?

CITY OF THE DEAD

(Pillars of Fire)

Wierd treasures, Undead, Ash Lairs, strange things in the depths of the earth. They travel underground into the Spine of Emer. Krylites and Goblins.

THE BOOK OF DAYS

The group acquires a very powerful and dangerous magical tome. With it in their hands, the GM will have to be very careful.

AHN SYE ZANAR

Encounters with the Order of the Cloak as the PCs travel through SW Khuum-kaan. They encounter the Bishop of Ardanian, who recognizes ??? for what he is: a true heir to the Order of the Cloak. The Order will be pursuing him now.

ZÆN

Emerging from the Spine, they are in southern Khum Kaan. They are drawn to the lost City of Zæn.

Maybe a rescue by Kuluku, or just use the book to get out.

LIBRARY OF ARULIS

The storehouse of knowledge of the Ahn Sye Woloka ("Order of the Eye"), this secret library has considerable information of value.

Unfortunately, it is staffed by evil members of the Order of the Eye, Mentalists or Seers or Mystics or Astrologers.

They are probably going to have to teleport out of this bind.

ENTRANCE TO THE AHRENTHROK

They are not ready, but now they know the way in.

RETURN TO EIDOLON

Rest and recover

BOOK THREE

Leave Sel-kai by land this time, head south through Silaar

THANOR

Visit the Stone Circle (E p 32), the T'loc-loc, and enter the Værken Mire (what — or who — is inside?)

ASH FOREST

The dead place with the wrecked starship. Cryogenic tubes (most destroyed)

LANKAN EMPIRE

Slaves, etc. They are at war with the Elves of Námar-Tol.

AHRE NRAAX

Volcanic island fortress run by Morloch (Ordainer) and the Adherent Vomuk. Vaag t'Kang and Shar-Bu will be visiting!

THE ISLE OF JADE

Then return to the mainland only to encounter...

STEEL RAIN

Confrontation with the Iron Warriors. In this, Leena will know the fate of her brother. They cannot hope to defeat the Iron Warriors; instead they must flee .

AHRENTÔRG

Finally, at the Ahrentôrg, the group must strike the disguised Schrek, forcing him to his real form. This will cause complete confusion, in which the PCs can hopefully escape after destroying the crystal.