

Perilous Lands

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS POWERS & PERILS CONTINENT

The Site Book



Powers & Perils

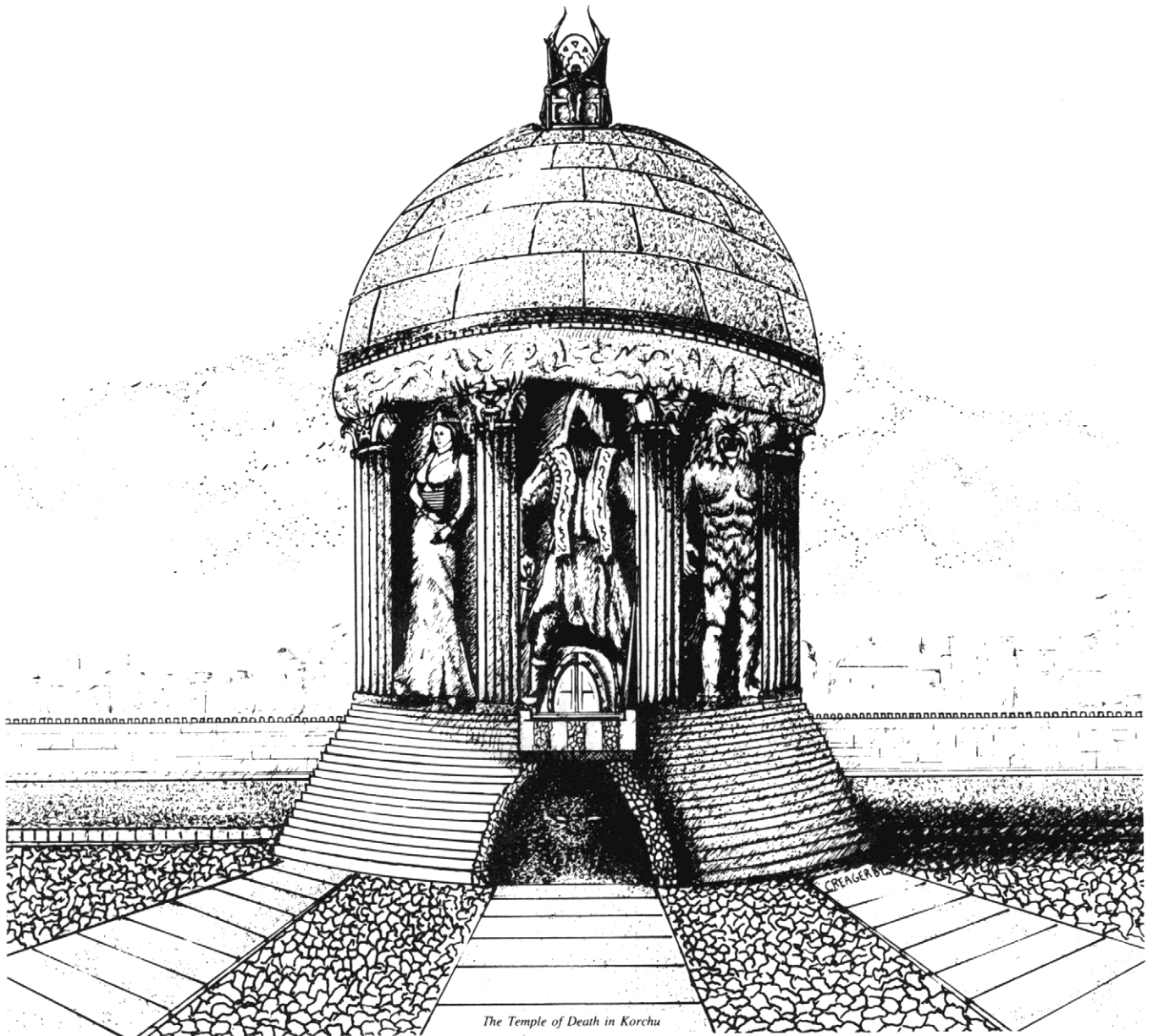


The Avalon Hill Game Company

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THE SITE BOOK

INTRODUCTION

This book outlines seventeen, major encounter sites that are located on the continent. The details provided for each, except the Tower of the Dead and Doom Manor, give the Referee an idea of what they are like and allows him, with his own creative input, to produce adventures of his own within the framework of the Perilous Lands world.

Sites are listed in numerical order, based on the number found in its hex in the Map Book, i.e. the site with a **1** in its hex is listed first, the site with a **17** is listed last. (*Consult the index to find a list of the sites and the page they are found on.*)

THE SITES

The descriptions that follow detail the seventeen sites. Where the information given does not fit your world, modify it. Where you feel that greater detail is necessary, add to it. The sole purpose of this book is to help you to create a detailed and vibrant fantasy world. We hope it is of value.

THE DARK CITY

Location Number—1

Map Number—2

The name of the Dark City, known only to the adepts who rule there, is *Mavali a'Kekon*. Millennia before the advent of man's history, it wreaked havoc on existence and held man, a newborn and savage race, enthralled to the service of Chaos. Through the intervention of Metatron and Tehuti, its dark power was shattered and its masters were set to slumber beneath supernatural sands. This great battle, the last unleashing of godly power in the Middle World, occurred more than 4000 years ago. From that time, until some 200 years ago, the Dark City slept.

In the year 899SA a shaman of the Pa'Nylasa uncovered a legend about a city of power buried in timeless sands. He saw this as his chance to take over the Nylasa on the death of the Holy Shaman. Following the legend, he discovered the dunes that concealed the city. Through arcane rituals, and the casting of dark magics that twisted the essence of his soul, he challenged the judgment of the gods and breached the sandy cage that held the Dark City at bay. When an entrance was revealed, he turned from his warriors, like a man possessed, and entered the Dark City. He was not seen again.

Once awakened, the evil city shook off its lethargy, repaired its power and prepared for conquest. Within three years its minions were among the Pa'Nylasa (*subverting the tribesmen to the path of darkness*). The Pa'Nylasa became cat's paws in their campaign to achieve mastery over all existence. Under the careful guidance of the Dark Elder, the first and ultimate peril of man is again free to test the readiness of fate.

ATTITUDES AND GOALS

The acolytes of the Dark City are inhuman and immortal. They use mankind as an expendable resource. Their goal, in the service of Ba'en'kekon, is the irrevocable destruction of the Middle World, all life and all light. With the total victory of darkness, the acolytes will assure themselves of godhood, Chaos will win dominance and mortal existence will end.

POWERS AND FORCES

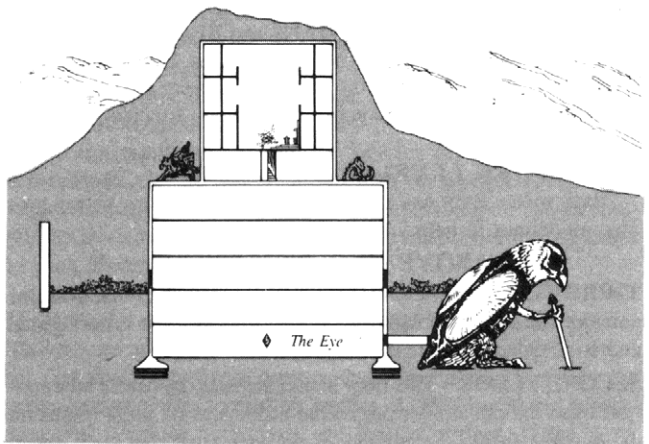
The Dark Elder rules the city. He is an immortal wizard who has only recently (1089SA) been awakened by his servants. He is imbued with the force and substance of darkness—to the point that his physical reality is questionable. He has the powers and attributes of a Spiritual Edimmu in addition to his magical powers.

NOTE—*The Dark Elder is usually encountered in the body of a physically perfect, Pa'Nylasa warrior. (When this "vessel" ages or is badly damaged he changes vessels.) In a physical form the Dark Elder may use his "Dark Touch" with the same effect as the*

Each Site Listing includes the site's history, a description of its layout, notes that detail its basic alignment, goals and attitude, the forces likely to be found in it and, in some cases, ideas on how its forces should be used. Some listings also include details for non-player Characters who are the central figures at the site.

At the end of the Site Descriptions the book gives the Referee suggestions on how to set up an adventure. These suggestions include ideas for laying the foundation, establishing the forces that Players must deal with and balancing the adventure such that the party has BOTH a chance of success AND a deadly challenge to face.

A cut-away view of the Dark City



touch of a Spiritual Edimmu—though it derives its power from a different source. In spirit form his touch is EL3 Hand of Death and he has the same resistance to damage as a Spiritual Edimmu. (While in this form, he may not regenerate mana or energy. He requires a physical form to do so. For further information, see the Dark Elder character details at the end of this section.)

The Dark Elder is served by 12 acolytes who are less advanced members of his race. All of them are chaos-oriented wizards. Their MEL equals 1D3*+8. Their EL in all Chaos spells is equal to their (MEL/3)+1, rounded down. Beyond this, each of them has the following statistics:

HPV 20	OCV CEL+2	DCV CEL	CEL 1D3	
S 40(+2)	St 10	D 20(+1)	A 5(-1)	C 50(+2)
I 60	W 50	E 40	Em 9	Ap 6
MR 9	NAV 2	MDV 17-19	EnL 100	CDF 7-8
MEL 1D3+8	EL 4-5	Casting Ability	MEL x 12	
Height 68"	Weight 160lbs	Age	at least 4000 years old	

NOTE—*In rolling 1D3 above, roll it once and use the result wherever 1D3 or CEL is found.*

All acolytes cast Darkness (1-4) or Darkling Light (5+6), roll 1D6, innately, have a fanatical tie to Chaos and a creature tie to the Kekoni. They are susceptible to light and silver as specified for Beasts of Chaos and have mastered an unknown rite of longevity. Each is over 4000 years old and appears to be MEL+20 years old. (*They have a strangely twisted appearance and are clearly non-humans who have been magically altered in some way.*)

Each Acolyte is served by 12 initiates. The initiates are Pa'Nylasa warriors, craftsmen and maidens who serve the wishes of their master and the Dark Elder. All are thralls with no will of their own. They carry out their orders to the total exclusion of anything else. Only death will prevent them from obeying an order. When they are not obeying an order, the thralls are vacant and unaware of their surroundings—a tool waiting to be used.

In addition to the residents above the city contains Vampire Bats and Worms, Darks Serpents and Kekoni. There should be at least 1 Kekoni and 2 Darks Serpents. The number of other creatures is left to the Referee's discretion.

SITE DESCRIPTION

The Dark City is located in a sandy valley ringed by hills. The encounter area is a great tower that appears to be a circular dune in the middle of the valley. The rest of the city has been claimed by the sand. Its former residents are dead. Of its ancient race, the Dark Elder and his acolytes are the only survivors.

The great tower, as shown in the illustration, has three levels above ground and five below. The top level is reached by climbing the dune. In its roof is a portal that can be opened to allow a person to drop down to the third floor.

The first floor entrance is concealed by an **MEL15/EL5** Illusion that makes the sand appear to cover the tower. If this Illusion is not believed, the party sees an area where the sand has been removed to reveal a barred metal door.

IMPORTANT—The sand surrounding this tower acts as **BL1** Slow Death poison on any HUMAN in contact with it. When contact ends the poison's affects cease to accumulate. Losses suffered to that point are retained but no further losses occur. This sand has **BL2** Death effect on NON-HUMANS and **BL4** Immediate Death effect on chaos oriented or aligned non-humans. **MDV**, not Poison Resistance, is used to resist the sands. Roll every turn that a person is in contact with the sand to see if he is affected, i.e. once every four phases.

THE TOWER LEVELS

Each tower level has a purpose. The descriptions below provide guidelines to help you design these levels.

ABOVE GROUND LEVELS

THIRD FLOOR—The third floor is a storage level that contains corridors and alcoves. It is only used for storage. It is not lighted and is prowled by vampire bats.

SECOND FLOOR—This floor houses initiates. Its usable area consists of a continuous corridor on the inside and six large rooms on the outside. Inside the corridor is an open shaft that leads down to the main altar room on the first floor and up to the third floor. It ascends and descends at a 90 degree angle. (*One or two hand-grip ladders are set in the wall for climbing up and down. Place them as you wish.*)

FIRST FLOOR—This is the administrative and common ritual level. Its central altar room is used to celebrate rituals for the uninitiated, give orders to Pa'Nylasa visitors and select new initiates from those who are offered to the city. Other than the altar room, the floor contains corridors and rooms for visitors and initiate guards.

NOTE—*One Darks Serpent is always in the first floor altar room. It guards the staircase down and consumes visitors who are sacrificed to it.*

UNDERGROUND LEVELS

NOTE—*Negative numbers are used for these floors. The lower the value of the negative number, the lower the floor. Thus level -3 is beneath level -2 and above level -4.*

LEVEL-1—This level houses the tombs of former acolytes. It also contains a major altar room (*the Altar of the Damned*) where sacrifices are conducted to fuel the growth of the Dark City's power. A small portion of this level, near the altar, contains holding cells for future victims.

NOTE—*The only entry into the tombs is through low, narrow crawlways. Each tomb is separated from the crawlway by an ancient, barred grating. The metal of these bars is rusted. The crawlways are infested with rodents and vipers (placed there to protect the tombs from robbers).*

LEVEL-2—This level contains the apartments of the Acolytes and rooms for housing initiates. Other areas on this level are the library, kitchen, dining hall, altar room and storage rooms.

LEVEL-3—"The level of doom." The secret rites of the cult, with the Dark Elder as the principal celebrant, are performed on this level. (*This is the highest level of the tower that the Dark Elder ever enters.*) The major rooms on this level are the Audience Chamber of the Dark Elder, altar rooms, guard rooms and cells.

LEVEL-4—The private apartments of the Dark Elder are on this level. Its major rooms are his personal suite, library, ritual room and storage areas. The floor is warded by a Kekoni (*the Dark Elder's personal familiar*) who dwells in the Ritual room and will attack any one, except the Dark Elder, who enters this floor or the floor below.

LEVEL-5—THE EYE OF DARKNESS, the soul of the city and the key to its power, is enshrined in a major altar room at the center of this level. Entry to the level can only be gained by the Dark Elder (*in his spiritual form*) without alerting the guardian of the floor. The entry of any physical entity onto this level alerts the guardian and leads to his attack.

NOTE—*The guardian of the floor is a DOUBLE normal size Darks Serpent. It is placed randomly but always remains within 60 feet of the Eye of Darkness. The Kekoni from the floor above is not subject to attack if he enters the floor.*

Other rooms on this floor are used for the storage of treasure. Its major purpose is to serve as a focus when the Dark Elder casts magic or communes with the essence of darkness.

SPECIAL NOTE

The Eye of Darkness is one of the eyes of Ba'en'kekon. It is a mystical presence with a physical weight of 150 pounds. It is immune to damage from any source and cannot be banished. If it is touched, the person who touched it suffers from **EL10** Darkling Light until he negates the eye or is consumed. Regardless of strength, once the Eye is touched it cannot be released except as specified below.

To negate the power of the eye it must be torn from its setting (roll **S**) and placed in the outstretched hands of a shrouded statue in the center of the room, 40 feet from the eye. When this is done, the bearer may release it and damage that he has suffered from the eye, short of death, is negated. (*To take the eye from its setting to the statue requires a W + A roll in every phase. Success allows the person to move. Any other result means that he is deluded by the power of the eye for that phase and cannot move.*)

Victory has the following results:

- A) The wards of Metatron and Tehuti return to full strength.
- B) The Dark Elder and his Acolytes return to their slumber.
- C) All creatures, supernatural forces and initiates in the tower are killed.
- D) Surviving party members appear outside of the tower with a compulsion to flee the valley and no memory of their adventure.
- E) The Dark City's power over the Pa'Nylasa is broken.

CHARACTER NOTE

THE DARK ELDER Master of the Dark City, High Priest and Servant of Ba'en'kekon, he who is power.

(*The physical statistics below apply for the Dark Elder when he wears a physical body. In spiritual form he is treated as a Spiritual Edimmu.*)

HPV 28	OCV 8	DCV 6	CEL 5	
S 28(+1)	St 42(+2)	D 13	A 25(+1)	C 39(+2)
I 80	W 56	E 24	Em 10	Ap 3
MR 10	NAV 0	MDV 23	EnL 95*	CDF 11
MEL 15	EL 5(10)**	Casting Ability 500		
Height 78"	Weight 252 lbs	Age 24@		

*The physical limit of the body. When he casts more than this amount, in a day, the body is burned to a cinder.

****EL5** in all Chaos spells and general skills, **EL10** in Darkness Powers. He may use Darkling Light as either a cast spell at **EL10** or an innate power at **EL3**. (*He also has other innate powers as explained before.*)

@The apparent physical age of the body that the Dark Elder is wearing. In spiritual form, he has a dark, vaguely humanoid, form with burning red eyes that bespeak his spiritual power.

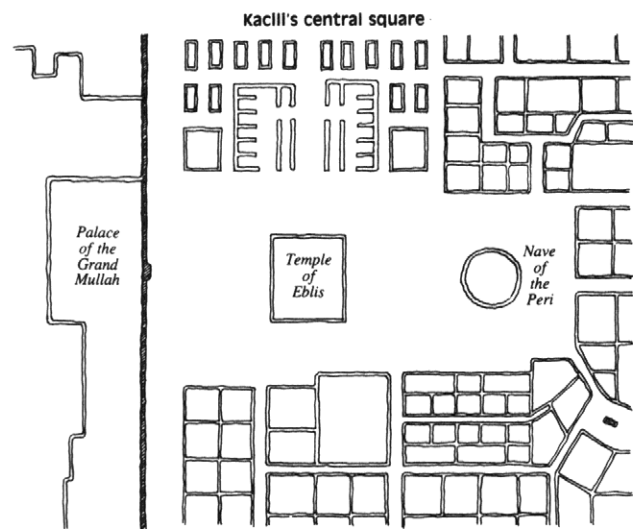
EXPERTISE

Trained wizard, **EL80** Tongue of Darkness and Read and Write Tongue of Darkness, **EL60** Nylasa and Armorer, **EL40** Sair'a'cili, **EL11** Underground Survival II, **EL2** Desert Survival, Fighting Dagger and Broadsword.

EQUIPMENT

EL5 Magic Chainmail, Amulet of Light Immunity (**EL5**), Scepter of Darkness (**MEL10/EL5** Darkness Powers), Familiar Key to contact his familiar (*the Kekoni Srilmalon*), Broadsword, Fighting Dagger, Helmet.

The Dark Elder has the afflictions of a Beast in spiritual form. He is protected from these afflictions when he wears his amulet



KACILI
Location Number—2
Map Number—2

Kacili was founded in the year 109SA by an A'ud mystic, Maiyan al'Qabar. It promulgates a faith that seeks to placate the forces of the desert that the A'ha'kacili tribes most fear, the Children of Eblis (*The Jinn Races*). Over the centuries the faith has won adherents throughout the desert. Today it is the only faith of the A'ha'kacili. They obey its precepts and the edicts of the Grand Mullah of Kacili. (*Grand Mullahs have shown that they can, and will, use their power to resolve tribal disputes and call Jihad to the desert—uniting all the tribes for a great holy war against some enemy.*)

NOTE—The religion placates the Jinn Races through worship and sacrifice. The major temples that serve this purpose are in Kacili. The high festivals of the faith are held in the late spring, early fall and middle of winter. Each lasts for one week. The character of these festivals is as follows:

- 1) The **SPRING** festival is the most arcane and bloody. It seeks to placate the ire of the Jinn before the dangerous summer season is upon the tribes.
- 2) The **FALL** festival thanks the Jinn for allowing the tribes to survive. Some human sacrifices are made at this time. It is a happy time of thanks when a great deal of feasting and trading occurs.
- 3) The **WINTER** festival thanks the Jinn for allowing the winter rains to find the desert. If it has been a wet winter, this is a joyous festival with feasting, trading and magnificent entertainments. If the rains have failed, it is a solemn affair with many human, and other, sacrifices aimed at turning the anger of Eblis.

ATTITUDES AND GOALS

The driving force of this religion is its dedication to placate the Jinn Races so that other life, especially human life, can survive. The servants of the faith are fanatical in the performance of their sacred duties.

The goals, vis-a-vis "foreign affairs," vary with the attitude of the reigning Grand Mullah. At most times, the servants of the faith concentrate on their religious duties and ignore foreign entanglements. Under an aggressive Grand Mullah, war, aimed at adding new lands and converts to "the one faith," is inevitable. Leadership of this kind can endanger every nation that borders on the Great Desert.

and a human body. He prefers this safety, especially when danger threatens.

This wizard is an amoral sociopath who wants to be a god. He lets nothing bar his path to divine power. The mainstays of his existence are his greed, an overwhelming thirst for power and his insatiable lust for dominance over humans. He is a perverse, evil and driven creature who is an incredible danger to mankind.

NOTE—The current Grand Mullah is a sickly man of 64. His likely replacement, Ali ben Mahmed, will be a "warrior's mullah," i.e. an aggressive leader who will call Jihad to the desert. (His goals are the eradication of the Robari and the conquest of the Rogizini Empire.)

POWERS AND FORCES

The citizens of Kacili are servants of the temples, religious authorities, guardsmen and merchants. Except for specific times during the day (*noon to dusk*) and major festivals, no other person is allowed in the city. It is sacred ground that cannot be defiled with the presence of the uninitiated.

Jinn are common in Kacili. They like the environment of the city. It is a capital crime to harm a Jinn for any reason, including self-defense. Only a servant of the faith, in defense of the faith, to protect holy grounds or succor sacred personages, can set himself against a hostile Jinn. Others who do so are heretics and suffer as such if caught.

Other than the Jinn, some of whom are the servants of various Mullahs, the city only has human forces. These are the various Mullahs, some of whom are magic-users, and the guardsmen of the Grand Mullah. From noon to dusk, and during festivals, the normal range of city encounters applies. At all other times, guardsmen and religious authorities are most prevalent. If the party members are discovered to be outsiders, they will be hunted down. If caught they are subject to punishment for heresy.

SITE DESCRIPTION

Kacili is built on a circular pattern. Its main avenues radiate out from the central area like the spokes of a wheel. In the outer fringes of the city are markets, bazaars and dwellings for servants, laborers and initiates. Inside a curtain wall is a middle area that contains the dwellings of craftsmen, acolytes of the faith and guardsmen. Neither of these areas is restricted.

The central hub of the city is the restricted section of the city. It contains the Temple of Eblis, the Blessed Nave of the Peri, the Palace of the Grand Mullah and a large, open bazaar (*see the diagram above*). The bazaar contains high-class shops, the residences of the wealthy and the homes of powerful mullahs and military leaders. The basic descriptions of the three buildings of greatest importance are as follows:

THE TEMPLE OF EBLIS

This temple is located in the geographic center of the city. It is a square structure (60'x60') of black stone with four, doorless, entrances—each facing one of the cardinal directions (*north, south, east and west*). The temple has three stories above ground and no basement levels.

The first floor of this building is a large altar room used for daily worship of Eblis and ritual sacrifices during the festivals. The second floor is a residence and training area for future Mullahs. It has no other function. The third floor contains the offices, libraries and altars of the temple priests of the temple. It also contains a large chamber used for planning religious events and administering temple affairs. The office of the High Mullah of Eblis is near this great hall.

THE BLESSED NAVE OF THE PERI

The nave is a 100 foot tall circular spire that faces the eastern entrance of the Temple of Eblis. It is constructed out of white marble. At the ground its diameter is 40 feet. At its summit the diameter is 15 feet. Its highest floor is open to the air through arched, uncovered windows. Each of the structures eight floors has four windows.

The nave houses the Wives of Eblis (*select virgins who are sacrificed to Eblis in the spring*). It is dedicated to the beneficent forces of the desert and is used for ceremonies that ask them to aid man in his constant struggle for survival. Daily prayers are spoken from the top of this tower and, when there is one, the edicts of the Grand Mullah are made known to all.

The Nave has three stories underground. They contain storage vaults, a passage to the Palace of the Grand Mullah and the Treasure of the Desert, respectively.

NOTE—The treasure of the desert contains items that have been offered to Eblis or the Peri over the centuries. It is guarded by mechanical traps. Only the Grand Mullah knows how to enter the treasure room without springing these clever traps. Those who go with him are blindfolded and led by a wife of Eblis. When the treasure party leaves these wives are given to Eblis. Until the placement of the treasures in the nave, during the spring festival, they are kept on display in the Palace of the Grand Mullah.

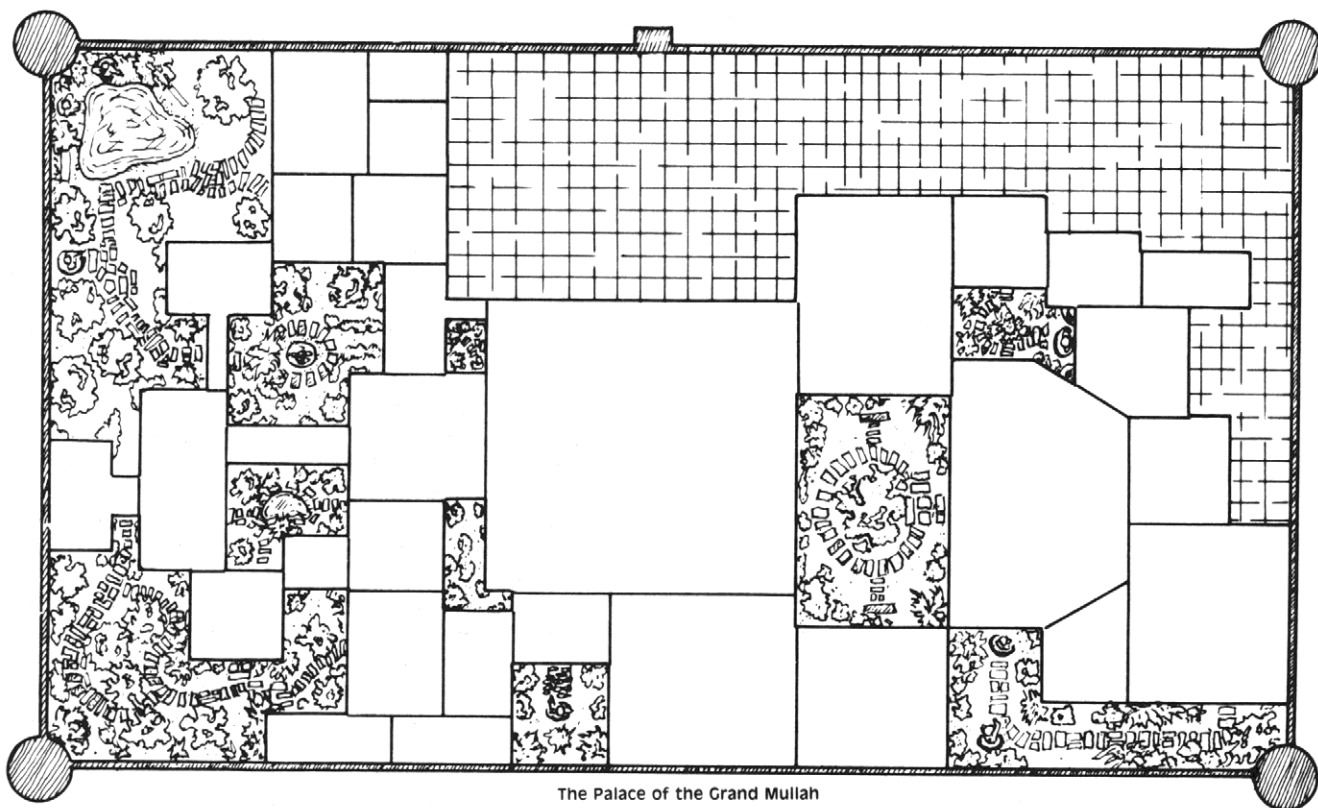
THE PALACE OF THE GRAND MULLAH

This palace is a monumental structure no more than two stories in height. At its longest it is 400 feet long and, at its widest, it is

200 feet wide. The palace is built of white marble with black veins. It is located opposite the western entrance of the Temple of Eblis because, in Kacili ritual, man came out of the west to find the power of Eblis awaiting him in the desert.

The diagram above shows the palace. Its central section, the main palace, is a two-story, 80 x 100 foot area with a two level basement. This is its most ancient section. All of the activities of the Grand Mullah, other than festival rituals that require his appearance in the temples, are conducted here. This includes examination of the liturgy, trials, military planning, diplomacy, etc.

The other sections of the palace have been added over the centuries. These additions are suites, walled gardens, museums, libraries, leisure halls, etc that are connected in a maze-like, haphazard manner due to the fact that each was added at the whim of a different autocrat. (Tradition demands that each Grand Mullah commission an addition to the palace on the tenth anniversary of his reign. Over the centuries, some thirty rulers have carried on this tradition, placing their addition where they liked. The years of a Grand Mullah's reign are measured in a number of Winter Festivals, i.e. when ten winter festivals pass, he has reigned ten years.)



CHARACTER NOTE

ALI BEN MAHMED High Mullah of Eblis, future Grand Mullah of Kacili.

HPV 24	OCV 8	DCV 11	CEL 6	
S 30(+1)	St 24(+1)	D 36(+2)	A 51(+3)	C 40(+2)
I 40	W 68	E 50	Em 33	Ap 44
MR 13	NAV 0	MDV 20	EnL 108	CDF 8
MEL 6	EL 3	Casting Ability 75		
Height 67"	Weight 161 lbs	Age 34		

NOTE—Ali has the innate ability to cast Whirlwind spells (EL3). This is a fanatical power that aligns him with the Jinn. According to rumors his mother was a Jinn Princess and his father was a war chief of the Mochutti. As a boy, he was found wandering in the desert and, because of his power, was taken into the city by Mahmoud ben Wazir, the reigning Grand Mullah.

EXPERTISE

EL80 Sair'a'cili, Sair'Kacili, Read and Write Sair'Kacili and Jeweler, **EL60** Tongue of the Jinn, Trained wizard, **EL3** Elder Powers, **EL4** Healing, Cure Disease and Negate Curse, **EL2** General Skills, **EL10** Horsemanship, **EL9** Desert Survival, **EL8** Scimitar, **EL6** City Survival, **EL5** Tulwar, Fighting Dagger and Shield.

EQUIPMENT

Fine Cloak, **EL2** Magic Scimitar modified for damage and hit chance, Scalemail, Helmet, Jeweled Necklace, Amulet of Healing (**MEL10/EL4**), Fighting Dagger.

Ali ben Mahmed is an ambitious man, dedicated to the growth of the faith and the conquest or conversion of its enemies. He intends to eradicate the Robari and conquer the Rogizini Empire when he becomes Grand Mullah. Though he is impatient for glory, he is devoted to the reigning Grand Mullah. (the man who saved him from the desert, raised him as a son and saw to his training as a mullah) He will do nothing to further his plans until his "father" dies a natural death. Until then, he is vulnerable to his enemies,

especially the High Mullah of the Blessed Nave (*a 53 year old man who has no wish to be passed over and is not in favor of war*). Many plans are in progress to see that Ali never becomes Grand Mullah.

MAHMOUD BEN WAZIR Grand Mullah of Kacili
 HPV 17 OCV 3 DCV 3 CEL 3
 S 8 St 12 D 15 A 6 C 45(+1)
 I 57 W 30 E 24 Em 48 Ap 12
 MR 10 NAV 0 MDV 20 EnL 75 CDF 8
 MEL 9 EL 4 Casting Ability 100
 Height 66" Weight 146lbs Age 64

NOTE—*Mahmoud has recently come down with an incurable wasting disease. It will kill him within the next two years. (He will lose one point from all characteristics each 1D3* weeks. When S is zero, he can't move, when his St goes he is in coma and when C is zero he is dead.)*

EXPERTISE

EL80 Sair'a'cili, Sair'Kacili, Treasure Secrets* and Read and Write Sair'Kacili, **EL45** Jeweler and Tongue of the Jinn, Trained wizard, **EL6** General Skills, **EL5** Peace, **EL4** Elder Powers, **EL1** Law Powers, **EL7** Musician (*Lute and Harp*), **EL11** City Survival, **EL6** Desert Survival, **EL2** Horsemanship, Scimitar and all Bows, **EL1** Rhetoric, **EL0** Fighting Dagger.

EQUIPMENT

Clothing, Ring of Office (30GC), Sandals, Ritual Dagger.

*Knowledge of the traps in the Nave and the means for bypassing them.

Mahmoud was born in Kacili. He spent 10 years as the High Mullah of the Blessed Nave before becoming the Grand Mullah of Kacili (1081SA). His reign has been one of gentleness and peace. As much as his faith allows, he is a kind, generous and peaceful man who wishes no one ill. Due to his physical condition there is

little he can do about the power struggle in the city, though he would give anything to stop the confrontation between the High Mullahs.

RIZA WAZIR

High Mullah of the Blessed Nave

HPV 18 OCV 5 DCV CEL 3
 S 18(+1) St 26(+1) D 33(+2) A 18(+1) C 28(+1)
 I 33 W 60 E 51 Em 14 Ap 20
 MR 10 NAV 0 MDV 15 EnL 88 CDF 6
 MEL 8 EL 3 Casting Ability 82
 Height 72" Weight 159lbs Age 53

EXPERTISE

EL80 Jeweler, Sair'a'cili and Sair'Kacili, **EL50** Sign Language, **EL47** Read and Write Sair'Kacili, **EL40** Merchant, **EL35** Tongue of the Jinn, Trained Wizard, **EL4** General Skills, **EL3** Elder Powers, **EL8** Executioner, **EL7** City and Desert Survival, **EL6** Horsemanship, **EL5** all Bows, **EL4** Scimitar and Rhetoric, **EL2** Shield.

EQUIPMENT

EL4 Magic Metal Helmet, **EL3** Mana Storage Wand, **EL4** Magic Scalemail, Scimitar, Fighting Dagger, Fine Robes, Three rings (2SC, 1GC, 13GC).

Riza Wazir is the youngest brother and chief adviser of the Grand Mullah. He opposed Mahmoud's saving Ali ben Mahmed from the desert and has opposed Ali's advance through the hierarchy of the faith at every turn. Riza believes Ali is a dangerous man whose influence will damn the faith. He also believes that he, not Ali, should become the next Grand Mullah (*on the basis of seniority and a proper heritage*). Riza has solid connections with various merchants in the city who want Kacili to be open for trade and settlement by all. He supports this desire, for the wealth that it will bring him and the powerful supporters that it brings to his cause. The goal of the cabal, secretly led by Riza, is to see to it that Ali precedes the Grand Mullah on the road to death.

SHURIKAL (The City)

Location Number—3

Map Number—4

The cornerstone of Shurikal was laid in the year 402SA. Under Markan the Bloody the city won dominance over the Shurani. Since that time, with few interruptions, the pernicious influence of Shurikal has intimidated its barbarous servants and commanded the hatred of its neighbors. Secure in its hidden valley, Shurikal is one of the most evil influences in the world today. It is devoted to searching out the magics of evil and bringing pain and death to all who deny the omnipotence of the Holy Triad (*Kototh, Shurikal and Kotarl*).

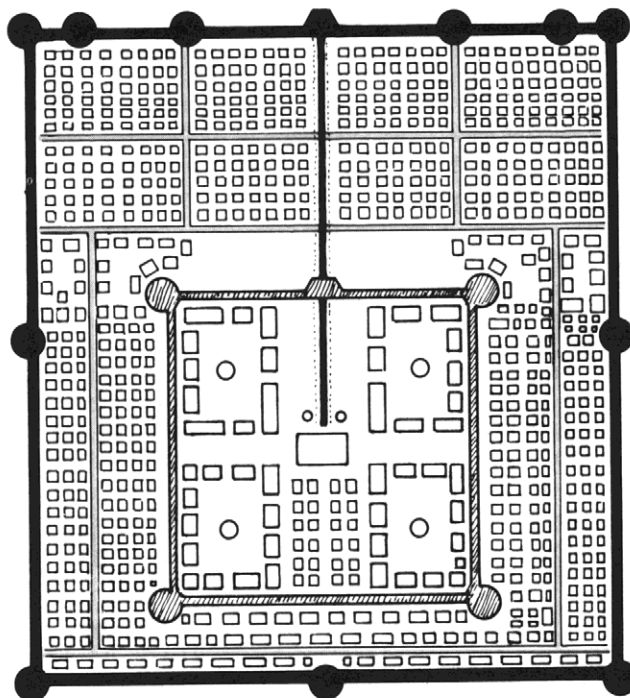
NOTE—*See Shurikal in the Culture Book for details on the history of this cult. The histories of Aredan and Ro'babza are also valuable as background.*

ATTITUDES AND GOALS

Shurikal's Caste of Power is dedicated to returning the Holy Triad to the full power and majesty that is their birthright. Through centuries of mystical research they created the Tome of Kototh and the Rite of Immortal Birth. With them, they created a ruler who was an avatar of Shurikal. Without the knowledge in these tomes, they no longer have this power.

The Shurani believe that they alone worship the true gods. They are dedicated to spreading the worship of the Holy Triad and eliminating the worship of other deities, even if they must exterminate mankind to do it.

The goals of the cult are to find the Tome of Kototh and the Rite of Immortal Birth, create a new Shurikal and, during an upcoming conjunction of the spheres (*sometime between 1103SA and 1107SA*) with the power of a living Shurikal, cast the awesome rites in these tomes to form avatars of Kototh and Kotarl. (*Success in this will precipitate total war between the gods and is likely to mean the end of mortal existence.*) To this cult, above all else, the Triad must live. Consequences of their rebirth are of no importance to the masters of Shurikal.



The city of Shurikal

POWERS AND FORCES

The city of Shurikal is a tightly organized and restricted religious center. The city is organized into 1,001 covens with 13 members each (13,013). One hundred and one of these covens make up the Caste of Power. The remaining 900 are guardsmen, people who serve the Caste of Power and slaves.

The covens of the Caste of Power are the Master Coven (*the Great Master and the twelve most powerful priests in the Caste*), 12 Holy Covens (*each containing thirteen full initiates*) and 88 Low Covens (*composed of acolytes in training, temple virgins and temple*

craftsmen). Members of the Master Coven are powerful wizards. The Great Master is the most powerful (MEL13). The others are MEL1D6+6. Their training is in elder magics, especially those spells that kill or grant the caster control over others.

In the Holy Covens 4 out of every 13 members are magicians (MEL1D6+2). Their training is as specified for Master Coven members. The goal of Holy Coven magicians is to win a position in the Master Coven and, eventually, become the Great Master.

NOTE—*The coven organization in Shurikal is a control measure. Each coven has assigned duties, an assigned residence and wears distinctive symbols to set them apart from other covens. Members of the administrative and guard covens know these symbols and can control the population, and spot interlopers, with this knowledge.*

Except for the Festival of the Omnipotent Triad, non-coven members are not allowed in Shurikal without the written invitation of a member of the Master Coven. Invited guests are carried to their host in a closed palanquin escorted by a coven of the guard. They are not allowed to see the city and none of the city's citizens are allowed to see them. Anyone who is found in the city, who has no right to be there, is guilty of sacrilege.

In addition to the city's human inhabitants the temple compound is populated by Great Serpents and Dae'ta Koti. These serpents are allowed free reign of the city at night. It is death for any citizen, except Master and Holy Coven members, to harm them.

NOTE—*The streets of Shurikal are deserted at night. The guards stay in watchrooms on the walls with the ladders drawn up. Citizens stay in their dwellings with the doors locked and barred. They will not open a door for any reason at night. (By custom, the old and sick are left in the street by their relatives when they are no longer of value. They are usually eaten during the night, i.e. "taken to Kototh.")*

The main city is surrounded by a tent camp. The residents of this camp are warriors, craftsmen and others who wait for a chance to enter Shurikal and serve the Holy Triad. Each morning criers move through the village calling out the needs of the faith and announcing the edicts of the Great Master. Those "lucky people" who meet the needs of the city, and who are selected at the gate, join the elite in the city.

SITE DESCRIPTION

The major site in this city is the Great Temple of Kototh. It is reached on the Holy Road (a road made of basalt blocks and lined with human skulls) and is located in the center of the temple compound.

The temple compound is surrounded by a black stone wall. The wall contains serpent holes to allow serpents to pass into the city proper. The floor of the compound is a tiled structure that tilts up at a two degree angle (starting at the black wall) until it reaches the great temple. From the black wall, the Great Temple appears to be a massive edifice all but floating in the sky.

NOTE—*The area of the compound is about 100,000 square feet. With a 2 degree incline, the floor of the compound is 22 feet higher at the Great Temple than it is at the wall.*

The Great Temple is a monumental structure. It has four, twenty foot, stories above ground and three basement levels. It is 200 feet $\times$ 150 feet with a height of almost 90 feet. Some forty feet away from its open entrance, on the north side of the building, are two 80 foot tall spires that are used in the "Flight to Kototh" ritual. (In this ritual two temple virgins appear on top of the spires, after climbing up the inside. At the height of the ceremony they dive in unison smashing themselves into the ground.) The general purpose of the floors of the temple are as follows:

ABOVE GROUND FLOORS

FOURTH FLOOR—This is the residence of the Great Master. It contains the offices of the government, audience chambers, libraries and staff rooms. Only members of the Master Coven, the Holy Coven and the Guard have access to this floor.

THIRD FLOOR—The administrative level for the Caste of Power. The floor opens onto two large balconies, facing the north, and contains libraries, bedrooms, a large dining hall and the harem of the virgins (where the temple virgins live until it is their time to fly).

SECOND FLOOR—This is a barracks level used by young initiates of the Caste of Power and the Temple Guard. It contains rooms, dining halls, libraries, a weapon practice hall and other training facilities.

FIRST FLOOR—This level is used for worship by common citizens, important ceremonies and holy festivals. It is the only part of the palace that any resident can enter. Its main altar room, dedicated to Kototh, is open to the north. It also contains major altars to Kotarl and Shurikal and minor alcoves dedicated to other Kotothi deities.

UNDERGROUND LEVELS

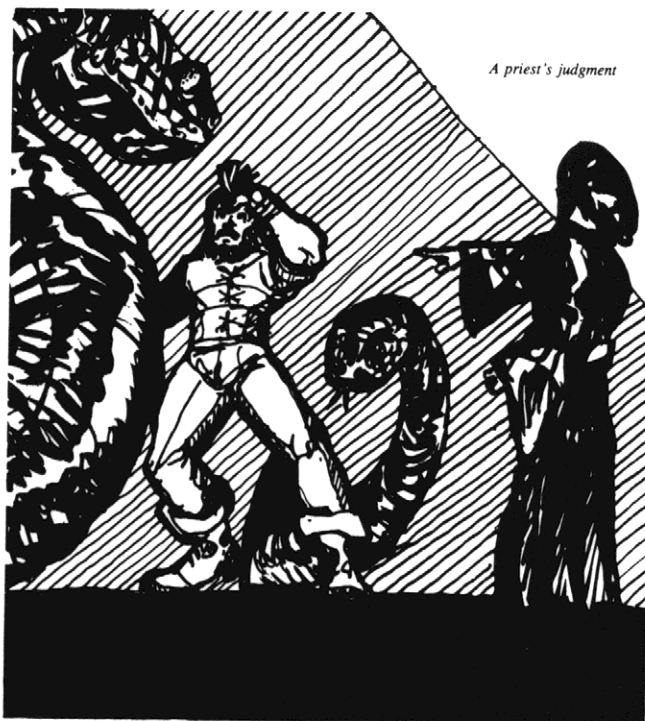
(As specified for the Dark City, the lower the value of the negative, the lower the floor in relation to the others.)

LEVEL-1—This level contains the warren of the temple serpents, a residence area for Kotothi creatures from the Cavern of the Trolls, a large torture chamber, cells and two large rooms used for sacrificial rituals.

NOTE—*The Cavern of the Trolls is two miles northeast of the city. It is connected to this level by a tunnel that leads to a large cavern complex, the outer exit of which is the home of a large tribe of trolls. There are other denizens of this complex and, in all likelihood, other ways out of it (though none are known at this time).*

LEVEL-2—This level is used for minor magical rites, acolyte training and initiation tests for entry into one of the Holy Covens. (Each candidate must pass tests of his will, intelligence, empathy, mental attitude and power. Failure in any of these tests is fatal.)

LEVEL-3—This level is called "the Lair of Secrets." Only members of the Master Coven are allowed here. It is the repository of the greatest secrets of the faith, the great library of Kotarl and the treasure vault of Shurikal. It has many traps for the unwary. In the center of the level is the High Altar of Omnipotent Kototh. Only the Great Master is allowed in this room. It is entered by walking along a trapped hallway. Once the room is entered, the entire floor is a magical trap that only a person with great will and extensive magical experience can hope to master.



CHARACTER NOTE

ARION KOTAS Great Master of Shurikal
HPV 25 **OCV 12*** **DCV 7** **CEL 7**
S 32(+2) **St 18(+1)** **D 9** **A 12** **C 48(+2)**
I 54 **W 76** **E 45** **Em 9** **Ap 30**
MR 9 **NAV 0** **MDV 22** **EnL 124** **CDF 10**
MEL 13 **EL 5** **Casting Ability 160**
Height 79" **Weight 253lbs** **Age 40**

*Including +2 for skill as Assassin.

EXPERTISE

EL80 Shurani, **EL60** Kotothi tongue, Troll Tongue, Read and Write Kotothi Tongue and Herbalist, Trained Wizard, **EL4** General Skills, **EL6** Storm Powers, Telepathic Powers, Smokeless Flame, Flaming Death, **EL5** Concealing Mist, Hatred, Desert Powers, Quarrels, Forgetfulness, Shape-changing and Travel Powers, **EL8** City, Badlands, Hill, both Underground and Mountain Survival, Tracking and Rhetoric, **EL7** Executioner, **EL6** Assassin, **EL5** Hammer, **EL4** Plains Survival and Hand-to-hand, **EL3** Fighting Dagger.

AVALON

Location Number—4

Map Location—6

Since the Convocation of the Gods sundered the True World Avalon has been the center of Faerry civilization in the Middle World. It is a mystic kingdom concealed from the eyes of all save the Sidh. A normal man could sleep on its walls without knowing unless the Faerry chose to encounter him. Such is the power of Faerry.

Avalon is ruled by Oberon and Titania—the Dual Monarchs of the Faerry Sidh. When they are in residence, the kingdom sings with their power and its pleasure at their presence. Avalon is one of the few areas in the Middle World that retains the nearly sentient essence of the lands of the True World. It is alive and splendid. From the smallest gnat to the tallest oak, the realm sings its life to all who can hear.

NOTE—This kingdom is a direct passage into the land of the Faerry Sidh in the Lower World. Fully revealed, it is a portion of that land, a reflection of the royal forest of Oberon. In this area, to translate from the Middle World to the Lower (if it is possible for your character to do so) one need only wish to do so or agree to the journey if asked. No special magic or power is required, a thought will suffice. The same rule does not apply to the return journey. Once you are in the Lower World power is required to leave it.

ATTITUDES AND GOALS

The entire realm is dedicated to the mores of Faerry and preservation of their lands. They use their powers towards these ends and do little that is not for their personal enjoyment, protection or edification. (See *Book Three of Powers and Perils for the attitudes of the Faerry Sidh and those creatures found in association with them.*)

POWERS AND FORCES

The denizens of this realm are Faerry Sidh, Cu Sith, Cait Sith, Sidh Boars, Searbhani, Peists and human servants of the Faerry (Humans serve as fighters, craftsmen, etc). All Faeries are innate magic-users, as specified in Faerry Common Knowledge. Other creatures that are present in Avalon are their friends and servants.

NOTE—The Referee can add other Elder or Sidh creatures to round out the encounters in the area. If Kotothi creatures are present they are raiding the kingdom and are always hostile.

SITE DESCRIPTION

The kingdom is a heavily forested area that surrounds the source of the river Kira. On the northern shore of this lake is the palace of Oberon. To non-sidh eyes, the palace appears to be a large hill or circular barrow. Faerry craft on the lake appear to be dead logs. No sign of faerry habitation is evident if the Illusion (**MEL16/EL6**) is believed.

The approaches to this realm are shrouded by a mist that deludes the senses. Everything within ten miles of the palace is affected. Any non-sidh creature that enters it must take one Empathy roll

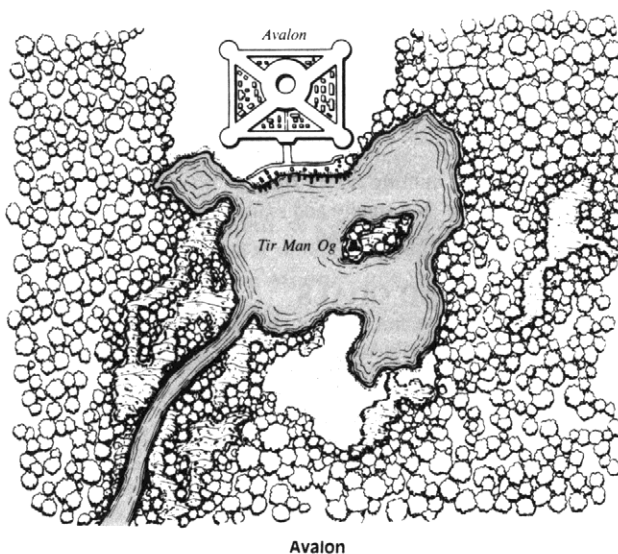
EQUIPMENT

Scalemail, Metal Helmet, Hammer, Fighting Dagger, fine robes, crown (12GC), signet ring (23GC), **1D6** Natural Magic Materials*.

*Roll on the Plant list only. He will be carrying 2 doses of each item determined. All are enhanced if possible.

Arion Kotas was born to the Apina tribe. His youth was spent learning to fight and kill. Despite immense potential, he cared little for the life of a warrior and thirsted for power, knowledge and wealth. At the age of 17 he left his tribe and became the apprentice of a member of the Caste of Power. Later, with his master's elevation to the Master Coven, Arion won a place in the Caste of Power (at the age of 22). During the next ten years he rose to the highest circles of the Caste through magical combat and assassination. At the age of 32 he killed his old master and took his place in the Master Coven. Four years later he slew the Great Master, walked the Serpent and became Great Master of Shurikal (in the year 1095SA).

Arion is a stubborn, arrogant and conniving man with no compassion whatsoever. He will do anything to increase his personal power and demands obedience from his underlings. He never accepts less than unquestioning obedience.



per mile he travels in it. Success allows him to travel in the direction of his choice if he is not affected by the mist. Any other result means that he is unable to find his way even if he is not affected by the spell.

Anyone who is affected by this spell (**MEL12/EL6**) believes he is making progress and loses track of time. If the person is not affected by the spell, i.e. any type of failure, he knows that he is being deluded but is unable to find his way unless he makes his roll. (At the Referee's discretion, unaffected players may apply *Forest Survival + Tracking* to this roll instead of *Empathy*.)

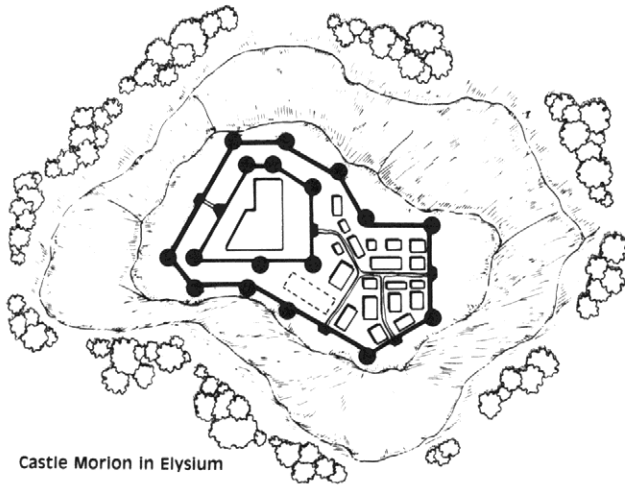
NOTE—This spell has no effect on creatures with innate power in *Tracking*, *Mana Sensing* or *Mana Reading*. It never affects any Sidh creature including those who serve Kotothi.

SPECIAL NOTE

TIR MAN OG

Tir Man Og is "the Isle of the Ever-young." It contains human abodes, shared by the denizens of Faerry, and is part of the Lower World. Any man who sets foot on the isle feels total peace and contentment. It is impossible for a man to be unhappy on this island. From the moment of his arrival, he will cease to age.

The residents of this island are humans who chanced upon the island, were sent there after doing a service for Faerry or who have a connection with one of the Faerry Sidh. The majority of its residents, if not all, are men. It is visited often by Faerry and Elf Sidh, most of whom are female and is a happy land where contention, distrust and violent emotion cannot exist.



Castle Morion In Elysium

ELYSIUM

Location Number—5

Map Location—6

Elysium dates from the Convocation of the Gods. It is the center of elven might in the Middle World and the location of the royal palace (*Morion*) of Finvarra, King of the Elf Sidh. It is named Elysium after the realm of Lugh in the Lower World.

Elysium is ruled by Finvarra and Morgana. It is a land of forested hills. The elves in it revel in the dance, the hunt and the favored activities of Elfdom—war and magic. At night, the land is alive with the sound of hunting horns and the silvery passage of their royal rides. Theirs is a stately and exuberant land that holds great joy, and sufficient peril, for all.

ATTITUDES AND GOALS

The Elves of Elysium live a joyous life of riotous activity that is filled with both intellectual and physical challenges. In Morion,

riding their woods or seeking their enemies, the elves fight the near immortal's constant war against boredom and win. Throughout their land, they pursue and enhance the three things that Elves hold most dear—adventure, knowledge and beauty.

These Elves are dedicated to preserving their realm and continuing their ancient war with the Trolls and other Kotothi creatures. They do what they must to achieve both ends.

NOTE—*The Troll War has continued, due to mutual hatred, disgust and betrayal, for an unknown number of millenia. It cannot end until one or both races is exterminated. Neither side seeks peace. The thought is repugnant to both.*

POWERS AND FORCES

Any Sidh creature, fay horses, Searbhani, Peist or Tonah can be encountered here. Kotothi creatures present are raiders and should be encountered in large numbers. The Referee may add human servants of the Elf Sidh. Most of them are present because of their ability to use iron against the enemies of the Sidh.

Like Avalon, Elysium is protected by magical mist. The mist (**MEL12/EL6**) does not delude people into wandering randomly. Instead it leads them into traps and ambushes in a random direction away from Elysium. For those whose presence is not wanted, Elysium can be a horrible place. It is a portal, as specified for AVALON, to the realm of Daenn in the Lower World.

NOTE—*A Donaran army once found its way to this forest. Few of them lived to see home again.*

SITE DESCRIPTION

Castle Morion appears, to non-sidh eyes, as a beautiful hill festooned with tall trees. In fact, it is one of the most effective and beautiful fortifications in the Middle World. Within its walls is a great palace and space for all of the Elf Sidh in Elysium. It is also the focus for entry into the Lower World. To walk through its gates is to enter the realm of Daenn in the Lower World. No law, chaos or balance oriented being can pass through the gates of Morion.

KRIL SHRANDOR

Location Number—6

Map Location—6

Kril Shrandor is the Dwarf's citadel in the Middle World. It is as old as Avalon and Elysium. This kingdom is located in the high ranges of the Elder Mountains. The caverns of the Dwarves extend from the middle of Mt. Shrandor to its root. Some scholars say, and they are right, that the lower passages mystically extend to the throne of Dvalinn in the Lower World.

ATTITUDES AND GOALS

Dwarves rarely interfere in the lives of others and accept no interference in their affairs by anyone. In general, they are gruff and honest. They can live with, and can definitely live without, most other races. Their only hatred is towards Goblins, who they tend to kill on sight. Other races are attacked if they interfere in dwarven affairs or are a threat to do so.

Dwarves seek to live in peace. They defend what is theirs and punish those who infringe on them. To steal from a Dwarf, or force him to create something, is one of the most dangerous things that a person can do. As a race, Dwarves tend to be unforgiving and capable, in both physical and mystic ways, of making those that harm them suffer for their action.

POWERS AND FORCES

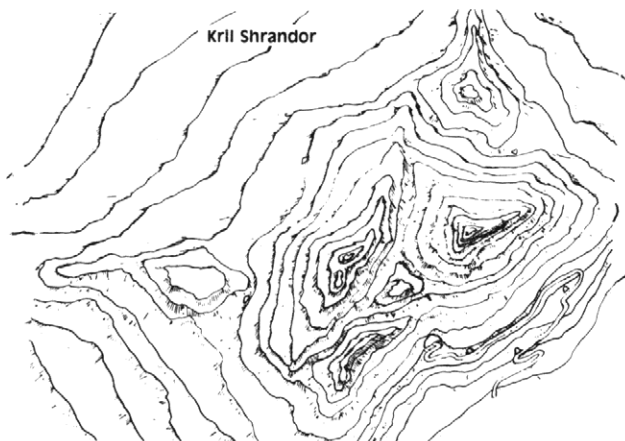
The only residents of Kril Shrandor are Dwarves. At his discretion, the Referee may add various types of wild animals who serve as watchdogs for the Dwarves (*bears, dogs, and wolves are the best choices*). Important parts of the city are protected by runes. Areas protected in this way are entrances to mines, important forges, treasure rooms and areas that have social significance for the population as a whole, i.e. altar rooms, meeting halls, etc.

SITE DESCRIPTION

Kril Shrandor is contained within Mt. Shrandor. It has one visible entrance, a massive portal located 2,000 feet above a ravine. This entrance is reached by ascending the mountain on a steep and narrow trail. It is always guarded by **2D6** Dwarves, in chainmail with metal shields and metal helmets, who are armed with axe, hammer or sword.

NOTE—*In case of attack the portal can be closed. It is a heavy metal door that is impervious to physical damage (due to the magic of its metal). It can be affected by magic attacks. Against these, it has **MDV40**, **HPV100** and **AV16**. It would take a great Dragon or a powerful magic-user to shatter this portal.*

In addition to the main entrance, six secret passages exit from various levels of the city onto the trail, the ravine floor and the other side of the mountain. The mountain is honeycombed with pas-

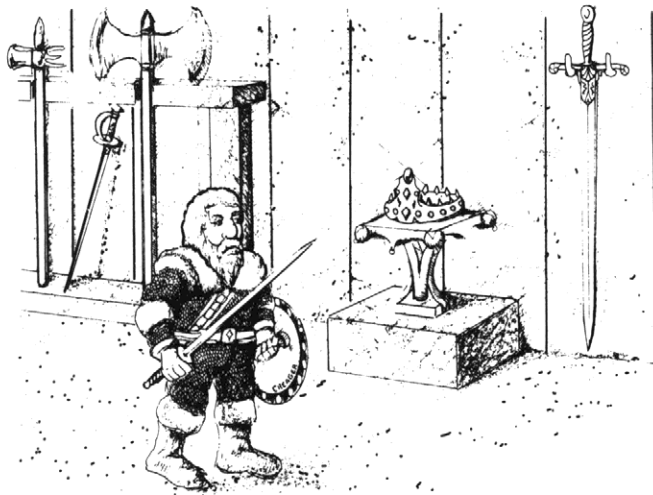


sages. It would be almost impossible for an invading force to conquer, given the fact that it is the residence of hundreds of Dwarves who will not take kindly to the idea.

NOTE—The main entrance opens when the words "Open in Dvalinn's name" are spoken in the Tongue of the Dvalinn. It may also be opened with a successful Open Prison spell.

SPECIAL NOTE THE TREASURE OF KRIL SHRANDOR

The treasures in this city are the greatest concentration of wealth in the Middle World. The total value is said to be more than one million gold coins. The most prized item (to the Dwarves) is the Crown of Dvalinn, which is worn by their king. It has five, large, perfect Diamonds and twenty smaller, perfect stones of different types, all set in an ornate crown of white gold. In the human world, it would be valued at 75,000 GC (more than the annual income of many nations).



The treasure vault of the Dwarves

TEMPLE KOTA

Location Number—7

Map Number—6

In ancient times, this site was the center of a cult that served Kototh by fostering his bestial children. Through mystic rites, they called horror into the world. In the year 308SA the temple grounds, except for the Monolith and the Temple of Pain, were devastated by a major earthquake (caused by a terrible rite that the adepts were casting at the time—an invocation of the physical presence of Kototh).

After this terrible event the adepts found themselves in need of laborers to rebuild their temples. They captured barbarians to perform this labor and serve as sacrifices to Kototh. Eventually, this led to their destruction. In the year 311SA their greatest priest captured Gilyan a'Balzair, a master warrior of the Shamira clan. When he awoke in chains, Gilyan refused to accept slavery. He led the slaves in a great revolt that killed all of the temple priests except one, who was left wounded and dying.

With the shattering of the cult the last priest invoked Kototh, beseeching him to protect the mysteries of the temple. His prayers were answered by the arrival of Great Serpents, a clan of Great Apes and an immense Elder Dragon—the guardians of Temple Kota. (Unfortunately, the priest did not profit from his success, as the new owners were a bit hungry when they arrived and required a small snack.)

ATTITUDES AND GOALS

The guardians protect the treasures of the area and work to survive. The master of the area, by right of power and closest connection to the God Kototh, is the Elder Dragon who lives to the east of the monolith in a cave.

POWERS AND FORCES

At the request of the priest who failed him, Kototh sent many of his children to Temple Kota. The major guardians are:

- 1) a DOUBLE normal size Elder Dragon.
- 2) a DOUBLE normal size Great Serpent.
- 3) Three 1.2 x normal size Great Serpents.
- 4) a DOUBLE size Great Ape male and nine 1.2x normal size males. The large male has seven 1.6x normal size females. The others have 2 normal females each. There are 35 members in this clan.

The Dragon lives in a cave to the east. The Great Apes and the smaller Great Serpents live in a cavern to the west. The large Great Serpent lives in one of the ruined temples, at the bottom of a staircase next to a ruined altar (the altar used by the last priest in invoking Kototh's aid).

The area around Temple Kota is also inhabited by Kotothi forces that are not associated with the temple. These include a goblin tribe and a 1.6x normal size Mountain Giant, to the south and north of the site respectively. Finally, the temple area, especially the Monolith and the Temple of Pain, are protected by magical wards.

SITE DESCRIPTION

The temple compound is located on a small plateau surrounded by tall mountains. It can only be reached through a few passes. (See the illustration) The encounter areas in this site are the Monolith, the Temple of Pain, the Shattered Temple, the Cavern of the Ape and the Dragon's Cave. They are described below.

THE MONOLITH

The Monolith is the focus of the area's magic. It is a 200 foot tall, white stone column, wrapped by a three-headed, black serpent (a stylized carving of Kototh).

If the Monolith is touched, or the sword on top of the Temple of Pain is removed, a ward is activated. It begins to fill the plateau with MEL20/EL5 Choking Moisture that has the appearance of darkness. This sphere of moisture expands, with the monolith at its center, at a rate of:

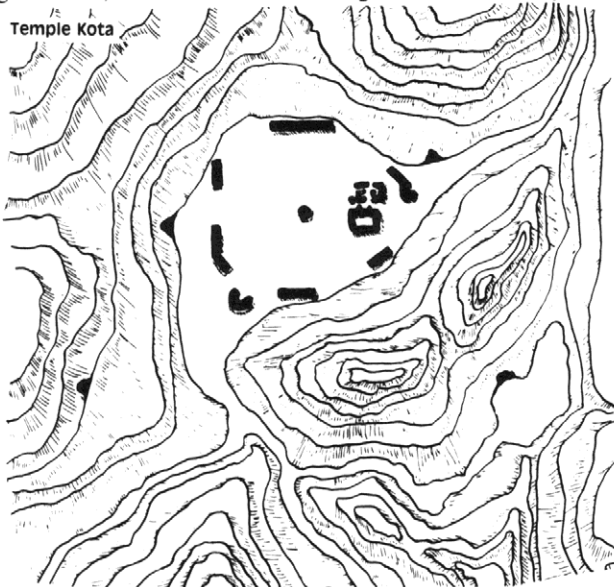
NORMAL RADIUS + (2 to the turn power hexes)

This expansion continues until the plateau is filled by the ward. The result of the formula above is ADDED to the previous turns radius, thus the cloud expands from a radius of 8 to a radius of 18 on the second turn.

EXAMPLE—The normal radius is 6. This, plus 2, is the first turn radius. At the start of the second turn, the effect expands from its radius of 8 to a radius of 18. In the third turn, it expands from 18 to 32 hexes. This continues until the plateau is full.

THE SHATTERED TEMPLE

This temple is what remains of the cult's ritual center. It contains fallen stone, the detritus of centuries (heavily covered with slime), an old altar and a down staircase. On the altar, under a clear glass cover, is a thick book with a red gem set in its leathery cover.



Any person who passes within 6 hexes of this book alerts the large Great Serpent. (*The large serpent lives at the bottom of the staircase and guards the book on the altar.*)

NOTE—*The serpent is a Lower World Great Serpent with the blessing of Nebeth. He has EL2 immunity to all forms of magic and total immunity to any powers that affect the mind of the victim. The floor he lives on is 80 feet below the altar. After he is alerted it takes him 8 phases to reach the altar. He is tied to the book. He will never move more than 8 hexes away from it. He uses his powers to draw enemies to him if they are farther away than this.*

IMPORTANT—If the book is taken the Great Serpent can, and will, track it until it is recovered and returned to its proper place on the altar.

THE TEMPLE OF PAIN

This temple was a treasure house and research center. It contains treasure, books, equipment for various experiments and the remains of those who died in the escape of the slaves.

The temple door is guarded by two Fire Lion* statues. Any person who moves to within 2 hexes of either statue has a BL8 chance of activating them. On success, the activated guardian takes fleshy form and attacks any living creature that he sees. In all cases, humans and elves are attacked before other creatures and the guardians will not attack each other.

*See the Special Note for details on Fire Lions.

The door of the temple appears to be made of gold. Anyone who touches it with his bare flesh has an MEL12/EL4 chance of Paralysis. If he is affected, he is stuck to the door and unable to move in any way. His companions may tear him from the door. If they do, an applied strength of 70 is necessary to free him. Anyone released in this way takes 2D10 hits without any reduction for armor and is unable to use the arm or leg that was in contact with the door until the damage is healed (*a severe dislocation results*). Until released, persons in contact with the door lose 1 energy point per phase.

The roof of the temple has an altar and four statues. On the altar are two golden candlesticks and a sword. The statues are automatons (MEL12/EL4) whose touch causes Petrification (MEL12/EL4). They are restricted to the roof and will try to prevent anyone from taking the sword. Another ward (MEL12/EL4) on the roof negates the power of flight for any flyer who is above the floor and within 100 feet of the temple.

The interior of the temple is also protected by wards. The Referee will decide what Elder and Chaos powers are contained in the ten wards of the interior and what treasures they protect.

THE CAVERN OF THE APE

This cavern network's major residents are thirty-five Great Apes and two Great Serpents. Other minor creatures may be present in side passages and caves. The treasure scattered about the ape's dwelling area is twice that specified for Great Apes. The leader of the Great Ape clan is a DOUBLE normal size Great Ape with a spiked club (+2WSB, 10 pounds, FV 15) that he uses with an EL of 7. The layout of the cavern, and its other denizens, is up to the Referee.

THE DRAGON'S CAVE

The entrance to this cave is 20 feet high and 14 feet wide (*large enough to let the Elder Dragon pass*). It has a large central floor, the lair of the dragon, and adjoining alcoves and passages that are too small for the Dragon to enter.

The treasure in the lair is twice the normal treasure for an Elder Dragon. At least one of the gems present is a large, perfect gem. The others are no smaller than medium in size, i.e. if small is rolled the gem is medium, if medium is rolled it is large and if large is rolled it is large and perfect.

NOTE—*Dragons are closely tied to their hoard. They remember the exact position of any item in it and can tell if something is missing. Also, if they are away, they can sense someone pilfering their hoard and return.*

SPECIAL NOTES

THE BOOK

The book in the Shattered Temple is the Kotothi Tome of Summoning. It contains rituals of great power (MEL18/EL9) that allow the user to summon Kotothi creatures from the Lower World. Any Kotothi, up to and including Kototh, can be summoned under the proper conditions if enough power is used. (*This place is crucial for the more powerful rites of summoning. The book can not be used to summon any creature with more than an intellect of 6 if it is used from any other location.*) This book is totally immune to anything except Astral Fire.

THE SWORD ON THE ROOF

This is the War-sword of Finvarra (*an ancient blade stolen from the Elves by the Daoine Sidhe millennia ago*). The cult acquired it as payment for a favor it did for a King of the Daoine Sidhe. It is held on the roof to prevent its use by any who would harm the Kotothi. No mortal can use it. In the hands of anyone except Finvarra it weighs 150 pounds. Any person who fights through the wards that protect it and returns the sword to Elysium becomes an Elf-friend and may ask the Elves for any single boon that he desires.

NOTE—*If the reward asked is ridiculously high, the person loses the favor of the Elves. If they give it to him, a curse will accompany the boon (see Bans in Permanent Magic). They may simply say that the act is not within their power and refuse the player anything. In either case, his presence is no longer desired in Elysium.*

IMPORTANT—The Kotothi do not want this weapon to get to the Elves. If it is taken they will hunt down the party and try to destroy them. Their first priority is to recapture the weapon. The principal hunters will be Trolls and Daoine Sidhe.



FIRE LIONS

HPV 25	OCV 8	DCV 9	NWI -6
S 35(+2)	St 25(+1)	D 40(+2)	A 60(+3)
MR 18	NAV 3	MDV 12	
EnL 55	CDF 7	CL 2	
DTV -4*	HC	NA	INT 5

APPEARANCE—Fire lions are immense beasts, fully five feet high at the shoulder with an average weight of six hundred pounds. They have thick, dense fur and fire-red streaks in their heavy manes. Their claws and teeth are silvery, large and sharp. All in all, they are quite formidable.

SPECIAL—Fire lions were formed by Kototh from the essence of fire and the heart of the waste lion. They are a rare and deadly breed designed to combat and destroy the Sidh. The teeth and claws of Fire Lions was the effect of Iron on any target that they strike. They have the power to track the Sidh (MEL8/EL4) innately and prefer to include them in their diet.

The main power of the Fire Lion, for which it was named, is its innate ability to cast MEL8/EL4 Flaming Death against its enemies. In addition, it has total immunity to all forms of fire except Astral Fire and EL4 immunity to all Sidh Magics. It is truly a deadly beast.

CHARACTER NOTE

(The following descriptions give the basic statistics of the largest creatures on this site. They may be modified if the Referee chooses to do so.)

THE ELDER DRAGON

HPV 176 OCV 48 DCV 5(9) NWI -16
S 220(+7) St 120(+5) D 4(-1) A 3(-1)
MR 5(21) NAV 12 MDV 60
EnL 180 CDF 27 CL 1*
DTV -18* HC 170% INT 9

Innate Fire Ball and Fire Darts—MEL14/EL14

Elder Magic—MEL17/EL8

*This is one of the great dragons of Kototh. As such, it is summonable but will ALWAYS resist. Only a mage of great power would dare to summon such a monster.

THE GREAT APE

HPV 60 OCV 18 DCV 2 NWI -8
S 104(+4) St 48(+2) D 6 A 4(-1)
MR 9 NAV 2 MDV 8
EnL 36 CDF 6 CL NA
DTV -8* HC NA INT 5

NOTE—This ape has EL7 with his club. His "EL" can only be used offensively.

THE GREAT SERPENT

HPV 100 OCV 29 DCV 3 NWI -10
S 150(+6) St 66(+3) D NA A 3(-1)
MR 5 NAV 6 MDV 40
EnL 120 CDF 16 CL NA
DTV -12* HC NA INT 7

Uses Fascination at MEL11/EL6. Reduce the FV of weapons that strike the serpent by 3 (BL12 chance to effect magic weapons). The Serpent has BL12 Paralytic Poison and can spit it 3 hexes.

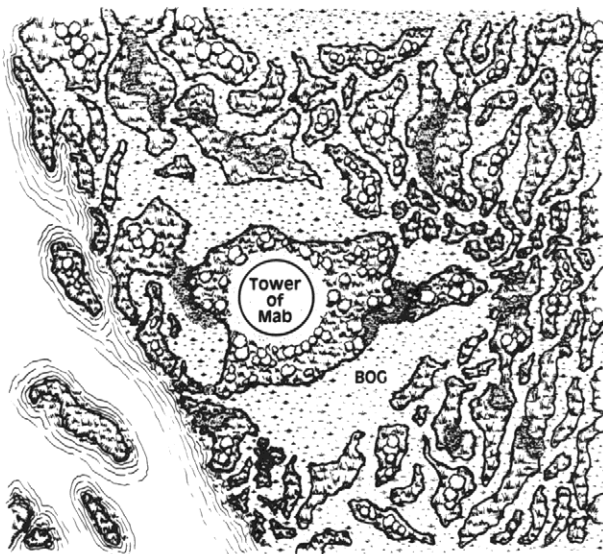
DOOM MANOR

Location Number—8

Map Number—6

Doom Manor was created by a great, somewhat demented, mage shortly after the fall of the Empire del'Nord. It was given life to insure that, after the death of the old mage, no smelly barbarian would defile the residence he shared so happily with his wife and students. It is a sentient, fully-aware manor surrounded by a solid wall of stone.

NOTE—Doom Manor has been designed as a scenario. It will not be described completely in this volume. For the complete scenario, see *Heroes Magazine*, volume one, number two.



THE KINGDOM OF MAB

Location Number—9

Map Number—7

This area is ruled by Mab ab'Mab and controlled by vicious Kotothi creatures under his command. His tower is a focus for entering the Kotothi realms of the Lower World and a place of immense danger.

The presence of Mab in the Middle World resulted from a success by Temple Kota in the year 293SA. This cult called him up from the Lower World. After his summoning, Mab chose to stay—to extend the dominion of Kototh in the Middle World. He views himself as a Prince and the Viceroy of Kototh in the Middle World (other Kotothi forces would argue the point most violently).

Mab's domain is a festering and poisonous swamp northeast of the great forest. Except for the stubborn presence of the Nethagen he has driven man out of the area. His swamp is not a place where man survives easily. In fact, only hardy and dangerous men have any chance of surviving at all.

NOTE—Mab accepts worship by the Kona and uses them for his purposes. His forces are constantly at war with the Nethagen, especially the clan that Jaj Split-skull is a member of. He intends to exterminate this tribe.

ATTITUDES AND GOALS

The swamp exudes the pure evil, despite and hatred that are the essence of the Kotothi. Mab and his servants are dedicated to enhancing this "Kotothi purity" and extending it into the Great Forest. In doing so, they plan to eradicate human, sidh and elder forces whose presence offends them. The tower of Mab is a staging ground for massive raids against their enemies. Left to work his evil, unchecked, Mab could succeed in extending the dominion of Kototh to a large part of the Middle World.

POWERS AND FORCES

Mab is a demi-god with some magical ability. He is worshipped by the Troid Folk and served by a large number of Goblins and Sprites, who see him as a means to achieve power and exact vengeance on their enemies. In addition to the forces above, Mab has allies among the Daoine Sidhe. These allies are served by Baobhan Sith and Cu Sidhe. All of the Daoine Sidhe and Baobhan Sith have sworn fealty to Mab until the Great Forest is taken. The Daoine Sidhe serve him as leaders, magicians and advisers.

The swamps around the tower can contain any Kotothi creature who is normally encountered in swamps. Those with intellect serve Mab occasionally, but are not solid allies of his host. No more than ONE Elder Dragon should be present if one is present at all.

NOTE—The possible Kotothi encounters, from *Powers and Perils*, are as follows:

DAY

Dirailla'ta, Elder Dragon, Beithir, Dae'ta Koti, Hydra, Athach and Great Serpent.

NIGHT

Dirailla'ta, Elder Dragon, Beithir, Dae'ta Koti, Hydra, Athach, Great Serpent, Daoine Sidhe, Grundwergen, Troid Folk, Baobhan Sith, Wood Trolls, Goblins, Cu Sidhe and Sprites

SITE DESCRIPTION

The focus of this site is the Tower of Mab. It is a 60 foot tall tower with a diameter of 50 feet with four levels above ground and one level below. It is built on an island surrounded by a trackless swamp.

The river of Dread divides into hundreds of meandering channels as it flows through this area. For parties without Swamp Survival, this swamp is a guaranteed way to find death. If they are not killed by its vicious residents, they are likely to wander aimlessly until they die.

The tower is an ill-kept, black stone structure partially covered with slimy vines. Its massive portal, which faces southwest, hangs open at all times (*almost daring the unwary to enter*). The basic purpose of its floors are:

ABOVE GROUND FLOORS

FOURTH FLOOR—The rooms of Daoine Sidhe, Baobhan Sith and Sprites are on this floor. It has access to the roof via two staircases and always has **1D3+1** Cu Sidhe in its corridors.

THIRD FLOOR—This level is used for prisoners, to perform rites that the perverted sidh who live above enjoy and to plan raids. The guards on this floor are Cu Sidhe, Goblins and Sprites. When Mab is present, some Trolld Folk are also present.

SECOND FLOOR—This level is the abode of the tower's Trolld Folk. They are scattered randomly in its passages and rooms. At least **2D10 + 20** are on this floor at all times.

FIRST FLOOR—The ground level is the main guard area. It is inhabited by Goblins and Kotothi creatures from the swamp (**1D3*** creature encounters) who are visiting the tower. The residents of this level have two primary concerns:

- 1) Amusing themselves as their race most prefers.
- 2) Killing anyone who tries to enter the basement without the permission of Mab ab'Mab.

UNDERGROUND LEVEL

LEVEL-1—This is the home of Mab ab'Mab, his elite guard and his pets. It contains his throne, personal quarters, an altar room that doubles as a torture chamber, the barracks of his guards, storage rooms and cells. This level is rectangular (50×100 feet) and extends to cover most of the solid portion of the island through various tunnels.

The guards on this level are **2D6** goblins (*armored in scalemail and 1.6x normal size*), **2D10 + 5** Trolld Folk (*armored in scalemail*), **1D3** Daoine Sidhe and three creatures (a **DOUBLE** normal size Cu Sidhe, a Grundwergen and a Dae'ta Koti). They are spread throughout the area. At least one of the creatures, i.e. Mab's "pets," is with him at all times. (*His favorite "pet" is his Grundwergen.*)

THE DESERT OF SIGHS

Location Number—10

Map Number—8

This 40×20 mile desert is a noxious land whose essence has been perverted by Chaos. Only chaos desert creatures and animals are encountered here. Both the Robari and the A'ha'kacili agree—no wise man enters this land for any reason.

During the day, if moving through the desert, any entity who is not chaos-aligned rolls on the Magic Table (**BL0**), adding his **MDV** to the roll. If he is affected, he suffers (roll **1D2**):

- 1) **ELO** Heat
- 2) **ELO** Desiccation

The effect of these powers can only be cured by a Dispell Magic or Negate Curse spell. In all cases, the effect begins at dawn and ends at dusk, or with the victim's death, whichever comes first.

NOTE—Chaos derived Desert Powers cast in this area have a +10 chance of success, i.e. a 33 is a 23. Any other Chaos spell cast in the area has a +5 chance. Any Law spell cast in this area has a -10 chance of success, i.e. 62 is 72.

Placed randomly throughout the desert are areas of Grasping Sand (**MEL4/EL4**). These sand pits rise to grab a person **1D6** phases after he enters them. Unless the person has Mana Sensing, Mana Reading or makes an **EM + (Desert Survival x 5)** roll he is unable to tell this sand from any other. (*The diameter of each patch of sand is 2D10x50 square feet. You may place the pits as you desire, i.e. in any form between 100 and 1000 square feet in size.*)

CHARACTER NOTE

MAB AB'MAB Son of Mab ab'Kota, Master of the Swamp, Lord of the Tower, "Viceroy of the Middle World," Prince of the Kotothi.

HPV 31	OCV 12	DCV 16	CEL 8	
S 39(+2)	St 48(+2)	D 110(+5)	A 60(+3)	C 35(+2)
I 40	W 96	E 30	Em 12	Ap 2
MR 13	NAV 3	MDV 23	EnL 96	CDF 12
MEL 15	EL 5*	Casting Ability 330		
Height 60"		Weight 165 lbs.		Age —Unknown

*All magical skills are innate powers. He is a trained natural magician who can draw from energy level or casting ability. (*When the power comes from his EnL use the Casting Speed for an EL5 Innate Power. When it comes from his Casting Ability normal Casting Speed applies and the EL cast may be EL5 or less.*)

EXPERTISE

EL80 Tongue of the Kotothi, **EL80** Goblin Tongue, **EL80** Jeweler, Trained Wizard, **EL5** Purification, Knowledge, Illusion Powers, Detection, Elemental Powers (Earth), Permanent Magics, Innate Power (**EL5**) in Hatred, Quarrels and Forgetfulness, **EL17** Throwing Dagger, **EL11** Sword, **EL10** Executioner, **EL8** Swamp, Forest, Underground II, Lower World Survival and Climbing, **EL6** Axe, **EL5** Swimming, **EL4** Battle Axe.

EQUIPMENT

EL5 Magic Scalemail, **EL4** Sword modified for Damage Plus, two Throwing Daggers with **BL2** Immediate Death poison (*one dose coating*), royal cloak with silver threading, two armbands (*each with a large ruby set in silver*).

Mab is the son of Mab ab'Kota (*God of the Trolld Folk*) and the daughter of Gwnn ap Nudd (*God of the Goblins*). His appearance merges that of the Trolld Folk with Goblin form. He has the short, solid build of the Goblin (*though by their standards he is quite tall*) and the long arms and angular features of the Trolld Folk. By human standards, his appearance could only be described as hideous.

Mab is a greedy, sadistic and evil megalomaniac. He is dedicated to the extermination of non-kotothi races and believes that he is ready to be a god. He intends to win power and status through the conquest of the Middle World.

At night, the desert surface is scoured by whirlwinds. Each whirlwind is **MEL4/EL1D6**. They attack any creature they come upon who is not aligned with Chaos. They are immune to physical attack. The only options when they attack are to outrun them or to defeat them magically (*Dispell Magic or Negate Curse*). For the purpose of your game, they can be viewed as Chaos Wind Demons who only exist at night in the desert.

NOTE—There is a **25%** chance per night that the party encounters whirlwinds.

ATTITUDES AND GOALS

This section is not really applicable. The "goal" of the desert is to destroy all living things who do not serve Chaos who have the temerity to enter it.

POWERS AND FORCES

This desert is the home of many Chaos creatures. Its main residents are Scorpion People, poisonous insects, Scorpion Beasts and Desert Lions. It is also known to contain Basilisks and many Demons, especially Heliophobic Demons and Harab Serapel.

SITE DESCRIPTION

The focus for this adventure is the Hills of Seth, a low range of hills that is home to an ancient tribe of Scorpion People. Their location is marked by a weather-worn monolith that, from a distance (*when approached from the south*), appears to be the face of Seth. The entrance to the Lair of the Scorpion is beneath this stone. In this lair are many Scorpion People, their ancient leader (*fearfully known to local tribesmen as "the Old Woman of the Desert"*) and an immense treasure.

THE ALTAR OF SETH

The central chamber in the Lair is the Altar of Seth. All major passages lead to this chamber. The Altar of Seth serves as an altar room, the throne room of the "Old Woman" and the treasure vault of the tribe. The force of the tribe is always ready to protect this chamber. To reach it, conquer and escape with their lives a party must work together with skill, cunning and courage. If they do, the gain should more than exceed the danger. If not, they will not live to regret their inadequacy.

CHARACTER NOTE

THE OLD WOMAN OF THE DESERT Queen of the Scorpion People, Ageless Mistress of the Desert of Sighs, High Priestess of Seth.

HPV 27	OCV 9	DCV 2	NWI 10
S 30(+1)	St 48(+2)	D 6	A 7
MR 9	NAV 0	MDV 35	MEL 25
EnL 250	CDF 16	CL 1	EL 8*
Height 61"	Weight 100 lbs.	Age—at least 6000 yrs	

*She is **EL8** in all innate powers of a Scorpion Woman. Her tail has lost its poison ability with the passage of time. She is a trained wizard with

MEL12/EL4 in all Chaos Powers, except Necromantic Powers and Lichcraft, and a Casting Ability of 190.

EXPERTISE

EL80 Jeweler, **EL80** Tongue of the Desert, **EL70** Read and Write the Tongue of the Desert, **EL17** Desert Survival, **EL14** Tracking.

NOTE—The Referee may assign her any other skills that he desires.

EQUIPMENT

Clothing, jeweled coronet (12GC), jeweled necklace (41GC) and three rings (2SC, 1GC, 23GC)—the most valuable ring is set with a medium-sized black diamond.

The Old Woman rules her tribe despotically. She serves Seth, her creator and master, in all things. Under her rule, the desert and all its denizens are death to those who are not of Chaos. She is a dedicated and deadly enemy of all.

NOTE—The Old Woman of the Desert is revered by her tribe. She was the first scorpion person created by Seth and is the mother of their race. When referring to her, they call her "the Royal She" or "the Eternal Mother of all."

THE TOWER OF POTEH

Location Number—11

Map Number—8

The Tower of Poteh is surrounded by miles of lifeless desert. People without magical aid, a high level of Desert Survival or good Empathy could enter this desert and be lost forever. It is full of sharp, twisting ravines, high dunes and featureless plains of deep sand. It is not a place for one who knows nothing of the desert.

ATTITUDE AND GOALS

This site is a focus of Balance in the Middle World. It serves as a repository for dangerous items that the forces of Balance have taken from their original owners. Balance intends that they remain within the tower so that their power can not fuel a conflagration between the powers that would disturb Balance.

POWERS AND FORCES

The tower is protected by Balance-aligned guardians and wards. The basic guardians present are:

Boubas	Automatons	Time Stop wards
Merkabah	Oblivion wards	Servants of Balance

NOTE—The Boubas are on the roof and wandering the upper corridors. Merkabah can be encountered outside in their chariots or on any level without them. Automatons are placed at specific places in the rooms and corridors. The magic wards, Oblivion and Time Stop, are on altars that contain major items. The Servants of Balance are soldiers and wizards who have learned of this tower and have chosen to dedicate their lives to seeing that its purpose is fulfilled. In the entire tower, there will be **1D3*** wizards (**MEL1D6+3/EL½ MEL**, round up) and **2D6** soldiers (**CEL1D6+2**). They are concentrated on the lower levels of the tower.

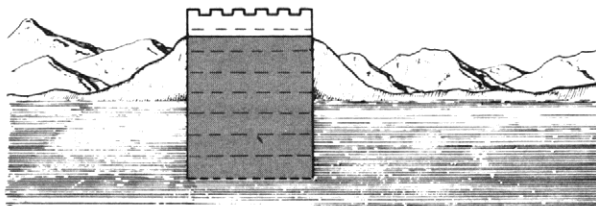
In addition to these protectors, many of the items in the tower are dangerous in and of themselves. Only the most powerful named and special items, tomes, books, scrolls and other items are kept in this tower. For the uninitiated, contact with some of these items could be fatal.

SITE DESCRIPTION

The tower is a smooth grey structure, **20** feet tall with a **100** foot diameter. Over the years sand has formed a dune around it, concealing more than 40 feet of its actual height.

The tower can only be entered by scaling the dune and climbing up to the roof without the use of magic. The wards negate any spell in operation within 10 feet of the outer surface of its walls. (Any person who has any kind of innate power, including ALL Special Attributes, is knocked out for **3D10**—(**CB x 2**) minutes the first time that he enters the sphere of this protection. Others must make an Em roll. If they make it, they are stunned for **2D10**—**CB** turns. Persons with Mental Invulnerability are not affected in any way.)

The Tower of Poteh



The tower has eight levels. The deeper into the tower that a person travels, from the roof down, the more potent the items that are confined on that floor and the more deadly the defenses that protect them. The lowest level of the tower contains the central focus of its might and can serve as a portal into Oblivion an Upper World, Balance realm far beyond the Balance Marches. This floor is guarded by **1D3*** Merkabah and a **DOUBLE** size Sentinel Beast.

NOTE—Persons who willingly enter Oblivion retain their senses and their ability to function. All others, including those that are sent by a spell or an abysmal failure, are frozen in time, unable to do anything and totally unaware of their surroundings. The presence of this portal is important in that it will allow valiant players to rescue their compatriots from Oblivion, or enter the Upper World, if they choose to do so.

SPECIAL NOTES

TOWER ORGANIZATION

The Referee should decide how the tower is organized. The organization indicated above orders the items by potency. As Referee, you may choose to organize them by type, alignment or purpose instead. The method used is entirely at your discretion. All of the methods above can be rationalized and have equal validity.

THE ITEMS IN THE TOWER

Some items that are part of the Powers and Perils world are definitely in this tower. Four of the most powerful are described in the sections below. You may ignore or modify them if you do not wish to have such items in your world.

1) THE SCEPTER OF DARK CHAOS

This mystically-powerful, sentient rod allows a trained wizard to command the forces of Dark Chaos. He can sense the presence of powerful beings and magic items within 40 miles of his location with the rod. It detects their alignment, their relative power, and

the distance and direction they are from the user. Further, it may be used to telepathically communicate with any beings in the area who speak or understand the Tongue of Darkness. Finally, the user casts Darkness Powers at TWO levels higher than his normal **EL** and all Chaos Powers, excluding Necromantic Powers and Lichcraft, at ONE **EL** higher.

NOTE—*In the hands of a trained magic-user, the scepter does not show its sentience. It remains a tool to be used.*

If the scepter is touched by an untrained person, it attacks that person at **MEL18/EL9**. If success results, the person loses **2D10+10** energy points and is enthralled by the scepter. He will be unable to put it down until he rolls **W/3** or less. (*One roll is allowed each time that the power of the staff is used, or every hour, whichever yields the greatest number of rolls.*)

In untrained hands, the scepter's full sentience is unleashed. It is capable of using Darkness Powers at **MEL18/EL9** without the direct volition of its bearer. It will compel its bearer to take it into the open air by the shortest possible route. Once it is there, as soon as it is night, it will summon forces of Dark Chaos into the area. Their arrival will mean the death of the bearer. The scepter will consume him with Darkling Light and it will be carried away.

NOTE—*The Scepter and a companion ring were created for the Dark Elder almost 5000 years ago. When both are in his hands, his power is devastating. They were taken by Balance when that city was set to slumber. The ring was lost. The scepter was placed in confinement in the tower.*

The ring is in L'p'nth. It is attracted to the scepter regardless of the distance that separates them. It tends to draw its wearer to the scepter. Should the wearer find the scepter, their combined power grants him physical might, innate magical powers and a fanatical tie to Chaos. They will also consume his soul. What remains, after the two work their way with the bearer is a Dark Golem a walking being of solidified darkness with great magical power and no humanity whatsoever.

2) THE DAGGERS OF OBERON

A matched set of daggers made for Oberon by Finvarra and Dvalinn. They are magicked with flight and unerring accuracy. They can be cast at any target that the caster can see or sense. Regardless of the actual range, they always roll to hit as if they were thrown from point blank range. Both daggers are **EL10** Throwing Daggers modified for Hit Chance and Damage Plus. The **EL** of the caster does not apply when they are thrown.

When both daggers strike the same target at the same time their combined effect is a **4D10+10** Deadly Hit AND an **EL2** Lightning Bolt that automatically effects the target. (*The daggers may be cast to strike together on any phase that the caster does nothing else. Counting the phase that is required to impress them in the first place, this means that two phases are required if you wish to cast both daggers at the same target.*) If only one dagger strikes its target, it has the effect rolled for its hit.

After the daggers are cast, and their hits are resolved, they fly from the target and return to the caster—wherever he may be. In flying towards a target, or to their caster, the daggers have **EL10** Flight. They track the target, or their caster, no matter where he moves to. They have the ability to pass through any intervening obstacles between them and their target (*shields, armor, rocks, doors, etc*) that is not magical. Only magic armor and shields provide any defense against these weapons. Normal armor and shield **AV**'s are ignored. Helmets, magic or not, are also ignored. Finally, natural armors will apply at ½ their listed **AV**, rounded down.

To cast these daggers, the user must concentrate on the appearance of the target while he is holding them. This will take a full phase. Once they have been impressed with this image they can not fly against any other target until they are used against that creature.

DISADVANTAGE

These daggers are only usable by someone with Mana Sensing and another Innate Power. When they are cast the caster expends 3 energy points to throw one dagger, 7 to throw both at separate

targets and 10 to throw both at the same target. These points are leeches away when the daggers are given the impression of the entity that they are to slay. If the caster is NOT a Faerry, an additional **1D6** is drained PER dagger that is thrown. Ten percent of the loss, rounded down, for non-faeries only, is permanent.

In using these daggers the caster must roll **W+Em**. If the result is success the daggers are impressed and fly at the desired target. Partial Success indicates that the impression is sufficient to fly, but the daggers will strike a random target (*the image is not precise so the daggers pick someone*). Failure means that no meaningful image is received and the daggers do nothing. Regardless of the result, the energy loss specified above is paid each time that the caster tries to use the daggers.

3) FIREFANG

A deadly broadsword created by Toval Marech. When it was used in the Valley of Shame it was instrumental in defeating the Cerulean Army. Its wielder, Sir Ranal of Karan, used it to slay more than **300** Ceruleans before its power consumed him. This weapon is death, both to its wielder and to Chaos.

Firefang is an **MEL17/EL8** Broadsword modified for Damage Plus only. When a target is hit he can be affected by an **MEL17/EL3** Fire Dart in addition to the damage scored by the blow. When a blow kills its target the wielder gains **1D6** energy points. Each time a hit fails to kill the target the wielder loses **2D10** energy points. Each phase that neither of the above applies, and the sword is out of its scabbard, the wielder loses ONE energy point.

Once this weapon is drawn the wielder must keep it unsheathed and seek chaotic enemies to slay until he rolls his Will or less. (*One roll is allowed per killing blow or per five turns, whichever allows the most rolls. Success allows the weapon to be sheathed. Unless it is sheathed immediately, the opportunity to do so is lost.*)

IMPORTANT—While this weapon is in hand, the bearer is sheathed in flame and has **EL7** Immunity to all forms of fire, except Astral Fire, and total immunity to Hell-Fire Darts.

This weapon is DEDICATED to the destruction of chaotic enemies. It will not generate its fire darts and has a diminished damage plus against other enemies. (*Its energy draining liability remains the same regardless of the enemy that is fought.*)

FATAL DISADVANTAGE

Use of this sword can kill its wielder. If his **EnL** is reduced to ZERO or less he crumples to powder and dies. If it is doubled by his success, he is uncontrollably berserk and may no longer attempt to sheath his weapon. When his **EnL** is three times normal, he is consumed in a pillar of fire.

THE SERPENT CROWN

According to legend, the serpent crown dates from before the dawn of man. It was created by Kothoth as a gift for his son Nebeth (*God of the Serpents*). When the power of Law drove Nebeth into the Lower World the crown was lost and, after its use by an early society of man, it was taken to the Tower of Poteh.

The Serpent Crown gives the wearer the ability to command Diraila'ta, Dae'ta Koti, Great Serpents, Hydras and most (75%) poisonous vipers. They recognize the wearer as their father, master and god and cannot disobey his commands. He also gains **EL80** in the Kothothi Serpent tongue.

When the crown is found the person closest to it must roll **W** to resist putting it on. If he puts it on, he is allowed one **W** roll per day to take it off. If he is subverted, he will never take it off.

IMPORTANT—No person except the wearer can take this crown off without success casting a Negate Curse spell against **EL5** Immunity, an **MDV** of **30** and the **MDV** of the wearer.

EXAMPLE—The wearer is **MDV10**. A wizard wants to remove the crown. He must have a Negate Curse spell of **EL5** or more to have any chance. If he does, he casts at his reduced **EL** against an **MDV** of **40**.

Each day that a person wears this crown he must roll his **W** roll. If the result is failure, and success is rolled on the Magic Table (**B1.10**), he is subverted by the crown. From that point on, his ac-

tions must be aimed towards increasing his personal power, destroying the enemies of the Kotothi and amassing as much wealth as he can get.

Once a wearer is subverted he gains the following attributes:

- 1) His body begins to take on reptilian characteristics.
- 2) Over a two month period:
S, St and C are increased by 50%, rounded up.
D, A and Ap are decreased by 50%, rounded down.
W is doubled.
- 3) After the two month period is over:
The wearer is totally immune to Kotothi poisons.
The wearer gains **EL10** Immunity to other poisons and drugs, including Poison spells.
The wearer gains an **NAV** of 4 and the ability to see in the dark.

NOTE—This crown is deadly. Over a period of years it changes its wearer into a living avatar of Nebeth, the Serpent Son of Kototh. Anyone who is subverted by this crown, and is not saved in some way, loses his humanity and, in time, his very soul.

THE TOWER OF THE DEAD

Location Number—12

Map Number—10

This tower is located in an almost unreachable valley deep in the Elder Mountains. It is warded by legions of the dead, zombies, chaos monsters and evil mercenaries. Its master is the Great Lich, Nilgeranthrib, the most potent Chaos mage in the Middle World. With his magical society, the Black Ring, he is working to avenge himself on the descendants of his enemies and to extend his infernal dominion to the farthest reaches of the known world.

NOTE—Full details on this site are available in an exciting adventure module, **TOWER OF THE DEAD**, which is available as a separate package. See that item for more information and a challenging adventure.

THE HAUNT

Location Number—13

Map Number—11

The Haunt contains three major sites, the ruins of Zindama (the ancient capital of the Empire del'Nord), the Cave of Souls (a portal to hell where the souls of the dead may be encountered and questioned) and Villa Armas (the home of an ancient wizard who laid a deadly curse, which backfired, on the barbarians who destroyed the empire of his birth).

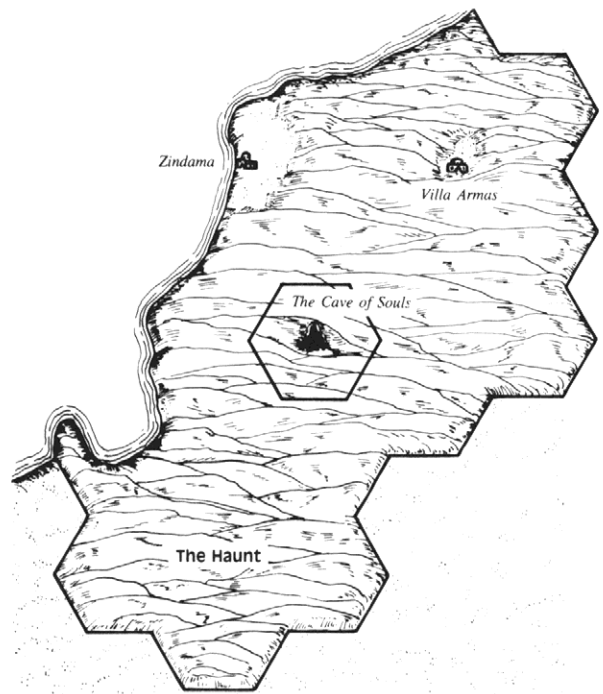
This area was sacked a millenia ago. Its conquest took more than four years, including a three year siege of Zindama. Of its 300,000 citizens more than 30% were killed. The remainder were driven into the wilds or enslaved. In this environment, a central focus of the spiritual world overwhelmed with vengeful spirits and the wrongfully slain, the spectral forces of Hecate found a home. With the unwitting aid of Armas's spell, the ruins of Zindama and the hills around it became a spectral terror. Each night, the spirits of tens of thousands live out the last days of their lives in an eternal search for spiritual release and/or vengeance.

NOTE—The barbarians who border this land would rather die than enter the Haunt. Except for the brave, the foolhardy or the stubborn, no living man enters this land if he knows what awaits him.

ATTITUDE AND GOALS

There are two types of spirits in this area. The first are harmless ghosts who spend their nights reliving the last days of their lives. They are locked in a cycle of continual repetition. They cannot pay any attention to the living unless magically compelled to do so.

The second type of spirits are Spiritual Edimmu. They like all spirits in this area, retain an illusion of their old form. Unless a Player sees one sneaking a look at him, they are indistinguishable from the ghosts. They pretend to follow the patterned existence of the ghosts until they are in position to ambush the living. When they are, they attack to possess or slay their victim.



The ghosts have no goals that they are aware of. The Edimmu want to possess the living and wreak vengeance on those who were responsible for their fall. They are walking death for the living.

POWERS AND FORCES

During the day, Zindama has normal Ruin encounters. The remainder of the Haunt has Hill Encounters. At night only Ghosts and Edimmu can be encountered in Zindama. Only Ghosts and Hellhounds are encountered in the hills, except in lairs. Other creatures flee Zindama or keep to their lairs at night. (If the Referee has the party encounter other creatures at night, they will defend their lairs to the death. Under NO circumstances will they leave it.)

NOTE—If the party enters Zindama at dusk they may notice the flight of its diurnal creatures. It is up to the Referee to determine the chance of this.

In the hills, at night, packs of Hellhounds (**1D6+1**) are encountered on the ancient roadways and villages. The ghosts can be encountered anywhere. The closer the party is to the Cave of Souls, the greater the number of ghosts.

IMPORTANT—During the day Zindama looks like a large ruin. At night, the magic of Hecate weaves a compelling illusion that makes the city appear whole. Because of its extreme potency, anyone who believes in the Illusion (any roll greater than **W/2**) treats it as physical reality in ALL ways. They can walk up stairs that aren't there, open doors that shattered centuries ago and be bruised by walls that have fallen. Physical reality is suspended for those who believe the illusion.

Once this illusion is believed the believer is enthralled. He is INCAPABLE of disbelieving it for any reason until dawn. It may NOT be dispelled or negated by any spell. Its affect on party members may be if an unaffected magic-user is willing to cast his spell against **MDV50**. Any Abysmal Failure results in his possession by a Spiritual Edimmu unless he rolls **W/2** or less. (If he makes this roll he passes out for **2D6—StB** hours.)

SITE DESCRIPTION

Zindama was a port city with a population of 50,000. It has ruined walls on three sides and is open to the sea. The harbor contains the hulks of 43 large ships and over one hundred smaller vessels. Its avenues are littered with the detritus of centuries and the broken skeletons of more than 10,000 people. Most of its walls have fallen and are fire-stained.

NOTE—During the night this damage disappears and thousands of spirits walk the avenues.

Villa Armas is an old villa with a broken curtain wall around it. Its gardens are overgrown and weedy. All of the manor windows are broken and the doors stand open. It holds secrets to aid the party, and danger that could slay them.

The Cave of Souls is entered through a cleft in the side of a hill (15 feet high and 1-2 feet wide). Within is an immense cave with misty tunnels leading in all directions. Mystically, these tunnels lead to the Chaos abodes of the Upper World. The widest tunnel, leading north, has the most spirits near and in it. It leads to Hecate's realm.

When a Player is in the main cave any dead person that he thinks of, by name or appearance, will appear. The spirit can be asked ONE question and he MUST answer truthfully. If he is asked more than one question, he is replaced by a Spiritual Edimmu who attacks the person responsible.

NOTE—*Exceeding the limit above abuses Hecate's gift (allowing the living to seek information from her spirits). The Edimmu is sent to show her displeasure.*

SPECIAL NOTES

ZINDAMA

The Empire del'Nord worshipped the Elder Gods. In the city of Zindama this worship was deeply ingrained. Law was a new faith that was accepted by the peasantry and hated by the nobility. All public temples in the noble area are Elder. In the slums, there are three small temples dedicated to Law. These temples resist the power of Hecate and, if discovered, may be used as sanctuaries by the party. *(The Referee may have them inhabited by creatures of the ruin who have discovered their beneficial power and have chosen to use them as lairs.)*

Certain buildings in Zindama belonged to a secret cult that worshipped Hecate. These buildings serve as a focus for her power in the city. The most important of them is the Reaver's Inn, in the harbor district.

The royal palace, certain manors and other dwellings contain treasure and Edimmu. When the Referee details these places he should balance the forces such that the greater the potential gain, the greater the power of the defenders.

VILLA ARMAS

The Villa is in the northern section of the Haunt. It is empty during the day. At night **1D6** Ghosts, **1D2** Spiritual Edimmu and **2D6** Hellhounds prowl the villa and its vicinity. Hidden in the villa is the *Scepter of the White God* which may be used to resist Hecate's power and save the souls of the Haunt from their living death.

THE TEMPLE OF THE HILLS

Location Number—14

Map Number—12

The temple is an ancient site that was dedicated to Law gods by the peasants of the Empire del'Nord. When Zindama fell, priests from that city, with their guardsmen and some loyal followers, fled to this temple bearing knowledge and treasure. Since the arrival of the Zindamans, the temple has been dedicated to the preservation of knowledge and the service of the gods of Law. They have remained dedicated to these tasks for 1000 years.

ATTITUDE AND GOALS

The temple people consider those from nations that were not civilized when the Empire del'Nord lived to be barbarians. While they are fair and merciful, they never give a barbarian felon a second chance. Such felons are banished from the temple or killed. Civilized felons are informed of their error and treated with compassion. If they err again they are placed in a cell for **1D6** days to consider their evil. On a third offense they are banished. Non-humans and Chaos-oriented or aligned persons are NOT allowed in the temple. If they insist on entering, or sneak in, they are killed. The temple people are a passivistic group who will defend their archives to the death.

In addition to the Scepter, the Villa contains treasures that would normally be found in the home of a wealthy man.

THE CAVE OF SOULS

Unless the party enters the Upper World the cave is only valuable as an information source. When the adventure is created, it should be written such that the party can learn about this place.

IMPORTANT—Unless the specified taboo is violated, the spirits may not attack the living while they are in the main cave. They can suffer no harm unless they bring it on themselves by violating the taboo or leaving the main cave.

SAVING THE HAUNT

To save the souls of the Haunt the following actions must be taken in any order:

A) The Hound's Tooth Crown, located in a hidden temple in the Reaver's Inn, must be taken to the Temple of Enki in the southern slums of the city. There, it must be placed on the altar and struck with the Scepter of the White God. When this is done both the crown and the scepter are destroyed. Until it is done, the crown's guardian Edimmu will try to get it back.

IMPORTANT—No Edimmu or Ghost can enter the Temple of Enki.

B) When Villa Armas fell its master laid a death curse on his captors while they tortured him. Impressed by his courage, the barbarians made his head part of a battle standard. They lost this standard while they were looting Zindama. It is located in an alley **100** feet from the eastern gate of the city under a large pile of rubble. Its position can be determined magically (*detection*) or with an **I+EM** roll (*to observe that no ghost or Edimmu is within 50 feet of it*).

The standard must be found and taken apart. After it is, the skull of Samos d'Armas must be taken to a Law temple and buried in its hallowed ground.

C) The party must destroy the Royal Sword of the Empire del'Nord, located on the throne in the royal palace. It must be taken to an armorer's forge, heated until it is white-hot and then broken to be destroyed (*this requires skill as an Armorer*). After this is done, the fragments of the blade must be buried on the palace grounds and the hilt must be taken to the Cave of Souls.

IMPORTANT—Only when all three tasks are completed will the spirits of the area be freed. The adventure should provide the party with opportunities to learn what they must know to be victorious. The clues need not be obvious but they must be present if the party is to have any chance of victory.

POWERS AND FORCES

The temple has 800 members. Of these, 40 are priests and monks and 80 are guardsmen. The remainder are women, children, craftsmen, farmers and other necessary people.

The inner cell of the temple is composed of an Abbot and 8 initiated priests. The Abbot is **MEL9/EL3**. The priests are **MEL1D6+2/EL1/3MEL**, round up, in their General Skills and **MEL** Law Powers. The temple guardsmen are highly trained, normal humans. All are **OCV4**, **DCV4**, **HPV10**, **DTV -2**, **MR10** and **EL4** in their combat skills. They have scalemail, banded shields, leather helmets and a weapon of the Referee's choice.

In addition to the human forces, the temple has 25 guard dogs (**Dog III**). The main treasure vault and altar rooms are guarded by Mushrussu. There are TWO Mushrussu on the grounds. They are sacred to the people of the temple. *(The Mushrussu wander at will through the temple grounds. All of the temples initiated priests speak the Tongue of Lawful Fire and can communicate with them.)*

SITE DESCRIPTION

The main encounter area is the temple. Outside of it are simple buildings, fields and herds that are tended by its members. The temple is set in the side of a hill whose entire face is carved with religious figures and runes. Its entrance is a barred, metal gate covered on either side by secret rooms with hidden firing slots.

NOTE—Each side room has four guards in it. When the door is attacked they fire heavy crossbows in alternating order, allowing them to get two shots, one from each side, per phase as long as they can see a target to shoot at.

The interior of the temple has three levels that surround a central cavern. Each level has straight corridors cut back into the hill leading to small rooms and cells. The upper levels are reached by climbing ladders which can be pulled up when the temple is attacked. The Mushrussu and guard dogs live on the ground level. During a battle, they attack invaders who get in while the human defenders fight from the galleries with missile weapons (primarily heavy crossbows and javelins). The central cavern is both an altar room and a deathtrap for any invader.

The basic purpose of the three levels are:

THIRD FLOOR—This floor houses the archives. The residents consider it to be the most important floor in the temple.

SECOND FLOOR—This is a residential area. It contains barracks rooms, work rooms, dining halls and storerooms.

FIRST FLOOR—This level contains the treasure vault, altar rooms, the kennel, barracks rooms for the guardsmen and ritual rooms. The central cavern is the most important room and the hub of temple activity.

SPECIAL NOTE

The knowledge in this temple includes clues about how to save the spirits in the Haunt and a book detailing the "Legend of the Island," (including how it can be found and accounts of its great treasures). The book also mentions, in poetic verses, "they who walk as mountains."

H'SS'R MOUNTAIN

Location Number—15

Map Number—14

The central peak in this circular area of hills and mountains is the site of a major citadel, occupied by the Demi-God Slidranth and his minions. The hills around this peak are inhabited by forces of Law and Balance who try to contain the power of Slidranth within the citadel and prevent potential allies from entering his realm. It is a land where confrontation, especially at night, is almost constant.

Slidranth is worshipped as a God in southern L'p'nth, especially by the men of L'd'm'. He is known as the Bandit on the Road to Death, the Master of Darkness and the Leech. His powers are most potent in these areas. His current avatar has resided in the Middle World less than two years. He is the son of Vlad Stonehand on a Zarunese noblewoman. Before giving birth, this woman was kidnapped by a mage from L'p'nth and, through months of strange rites, Slidranth was drawn into her womb to consume and replace the soul of her child.

NOTE—The nature of Vlad Stonehand fated his child to be the perfect vessel for Slidranth. The mage divined this to be true, bided his time and struck when a child was conceived.

ATTITUDE AND GOALS

Slidranth is cold, humorless and unemotional. His objective is to dominate the Middle World and become the Paramount God of Chaos. He seizes the souls of the magic-using community to further this endeavor—seeking out the spirits of recently slain magic-users and offering them life in exchange for their service. Those that agree become his pawns and work to accomplish his ends. Those who don't are dead.

NOTE—Servants of Slidranth can be told from the truly living by the coldness of their flesh and a tiny red spark in the back of their eyes. Slidranth keeps them thus to remind them of their subservience and to facilitate his use of them. In all other ways they are truly alive and can be killed like any other mortal.

When servants of Slidranth accomplish a task for him he does one of three things:

- 1) If the wizard accomplished his task efficiently, Slidranth keeps him as a pawn and assigns another mission.
- 2) If the wizard is inefficient, such that Slidranth must help him complete his mission, Slidranth cuts his losses and allows the "incompetent" to live again as a free man.

Beyond this encounter site knowledge the archives contain the ancient knowledge of the Empire del'Nord, the location of Novarask, a historical analysis of the local area over the last millennia and other valuable information.

CHARACTER NOTE

COSTAN MARCOM

Abbot of the Temple

HPV 16	OCV 1	DCV 4	CEL 1	
S 14	St 12	D 32(+2)	A 20(+1)	C 35(+2)
I 63	W 40	E 14	Em 30	Ap 80
MR 11	NAV 0	MDV 19	EnL 75	CDF 7
MEL 9	EL 3	Casting Ability 90		
Height 63"	Weight 164lbs	Age 39		

EXPERTISE

EL80 del'Nord*, Read and Write, and Sign Language, **EL70** Armorer, **EL60** Jeweler and Tongue of Lawful Fire, Trained Wizard, **EL3** General Skills, Cure Disease, Fire Powers, Healing, Preservation, Sanity, Revelation, Painlessness, Truth, Negate Curse, Dreams and Healing Light, **EL0** all other Law Powers, **EL0** Hand-to-hand.

EQUIPMENT

Fine robes, sandals, signet ring (20GC).

Costan became Abbot in the year 1098SA on the death of his father. He is a gentle man who detests violence. If he can avoid it, while still protecting the temple and his followers, he will never resort to violence. In all cases, he seeks a peaceful compromise before a violent victory.

- 3) If the wizard fails, or completes the task at an exorbitant cost, Slidranth consumes his soul. He is not a compassionate god.

NOTE—Slidranth's attitude is that of a cost-effective businessman. If he profits, he hangs on to his asset. If the asset proves to be of marginal value, he lets it go. If it is a liability, he cuts his losses without pity and gets what he can out of it.

POWERS AND FORCES

Slidranth is the son of Ba'en'kekon on a daughter of Vizranuh. He is the God of Leeching Darkness, a strange form of darkness that leeches energy from any creature that it touches. He is a natural wizard and the Middle World's most powerful force of Chaos. In addition to Slidranth, the citadel contains Soul Daivas, Kekoni and other mystical forces. He is served, in the world beyond the citadel, by the religious cult of L'd'm' and magicians who have chosen him over death.

This immense chaos force is contained by forces of Law and Balance. These include magical wards placed by Law Wizards, large tribes of Bouba and Molani and an immense, almost cultured, pack of Zehani Wolves who are advised by a powerful Balance Wizard.

SITE DESCRIPTION

The citadel of Slidranth is located on the western face of Mt. H'ss'r (Heissur), the tallest mountain in the region. It has an elevation of 12,000 feet. The citadel is at the 9,000 foot level. The slopes of the mountain are steep. For the last 1000 feet or so up to the citadel they are also icy. Only experienced and well-equipped climbers could hope to climb them. It is one of the most difficult slopes in the world.

The only "safe" avenue of approach to the citadel is a large cavern whose entrance is 2,000 feet up the eastern face of the mountain. Through sloping chimneys and tunnels, this cavern ascends to the lowest level of the citadel. It is inhabited by chaos-aligned creatures who are normally encountered underground. At its highest levels, Kekoni and Soul Daivas are common.

The citadel is a ten level fortress with forty foot high curtain walls around its compound. At its highest point, the top of the central spire, it is 120 feet in height. At its widest, the ground level of the central spire, it has a diameter of 100 feet. Spaced around the central spire (connected to it with stone bridges) are four smaller towers. Each of these towers is 48 feet in height and 40 feet wide.

On the ground level there are smaller buildings, intended to house soldiers and servants. The whole compound is backed by the mountain and surrounded by a curtain wall.

NOTE—Two thousand years ago, a King commissioned the construction of this citadel. After thirty years of effort, it was completed by his Grand Vizier. The king, now a senile old man, moved in with his guard, favored nobles and family. The Grand Vizier, in search of power, created the heart of darkness soon afterwards and drew Slidranth into the Middle World. The fate of the unfortunate denizens of the citadel is unknown. None have been seen since Slidranth descended from the heavens and took possession of the citadel.

SPECIAL NOTE

THE HEART OF DARKNESS

The Heart of Darkness is a large, perfect Black Diamond that beats and pulsates like a living heart. It is the focus that allows Slidranth to reside in the Middle World in defiance of the other gods. Without it, he could not manifest his presence and would be unable to return the dead to the Middle World.

To destroy the heart a party must reach the top floor of the central spire, find its way through that floor's maze and defeat the magical wards protecting the heart. When they reach the central core of the floor, they must find a way to reach the heart, which is suspended in mid-air 20 feet above the floor.

Once a person reaches the heart he must drive a silver pin, purified SPECIFICALLY for this purpose, through the heart. This will cause the heart to discharge random bolts of MEL12/EL6 Darkling Light every phase for 20 phases. If a bolt passes through a hex that contains a living being he can be affected. When the power discharge ends the stone drops to the floor. What is left is a large, flawless Black Diamond with a silver pin through its center.

NOTE—This gem is worth at least 100GC. If the pin is removed and dark rites are cast into it, it can again be made into the Heart of Darkness.

THE DARK JOURNEY

When a person dies his soul travels from the place of his death to the reward that his life has earned him. He is said to "walk the road of death." Because the essence of his being is in the Middle World, secure from attack, Slidranth can interrupt this journey when he chooses to do so. What happens when this occurs is described in the Journal of Riza the Lesser, a magician who experienced the touch of Slidranth.

(The following is an excerpt from the Journal of Riza the Lesser, court magician of the Emir of Assin.)

Barely had the bite of the blade ceased to pain me when I found myself upon a road, like a shimmering beam of light in a sea of darkness. As I made my way, the shades of other men seemed to journey with me, though they paid no heed to my presence. Clearly, I was dead and, given the events of my life, headed for a fate most foul. With this realization, my spirit was seared by an indescribable sensation, a burning cold felt to the core of my being. At the same time my senses, for could I truly be said to have ears, "heard" the faint sound of bells that seemed united in both discord and un-earthliness. Looking about me, I found myself alone. When I again turned my attention to the path that laid before me, I saw him.

In some eldritch way, I now stood upon a precipice. Behind me lay the road, stretching down to what I knew to be the joys of mortal existence. Before me, filling the horizon, were a pair of red eyes that clearly spoke of power. From nowhere, and everywhere, a voice spoke, "Riza, wizard of Assin, would you live?" Needless to say, I was taken aback by this yet, when the question was repeated, I answered in the affirmative. Immediately the voice responded, "To live, you must swear fealty to me until you have done what I would have you do. Do you give your vow, Riza Sheiran of Assin?" With the force of this question, my wits returned and I tried to question him—to no avail. Finally, to avoid eternity, I agreed. The last that I heard, ere I awoke on the field of my death, was "Then you are mine and life is yours."



Slidranth makes his offer

NOTE—The compliance of the wizard is required in this. Slidranth may not gain usable control over him unless he agrees. To do so, in Slidranth's view, is not worth the effort it would require.

LEECHING DARKNESS

This is a power used by Slidranth and, if you wish, a new spell for your campaign. It can not affect entities who have innate darkness, leeching or death powers. It is not negated by Light but can only effect a person who surrounds himself with Light if its EL is greater than or equal to that of the Light spell.

Leeching Darkness has the radius and duration of DARKNESS and the Leeching effects specified for LEECHING (without the requirement that the target be unconscious or helpless). Its Base Mana Cost is SIX.

IMPORTANT—This spell only remains up as long as the caster has mana to regain AND there are targets within its radius (at the start of each phase of its duration). When either condition is untrue the spell ends.

NOTE—The caster is the center of this effect. It moves with him if he moves. If he tries any other magic while this spell is in effect any failure is Abysmal. Abysmal Failures with this spell result in the Darkness Leeching the caster.

CHARACTER NOTE

SLIDRANTH

HPV 37	OCV 10	DCV 11	CEL 5
S 63(+3)	St 45(+2)	D 33(+2)	A 80(+4)
I 150	W 100	E 45	Em 0
MR 14(36)*	NAV 2	MDV 31	EnL 200**
MEL 12	EL 6(10)@	Casting Ability 300	CDF 10
Height 82"	Weight 205 lbs	Age 2***	

*Slidranth, when he chooses to fly, forms wings of darkness that allow him to move at the speed above. There is no Mana Cost for his use of this power.

**This is the portion of his power that he can use through the vessel he is inhabiting.

***The physical age of his mortal body is 2. Its effective maturity, due to the accelerated aging that Slidranth's possession causes, is 20. (As a conduit for Slidranth, the body has not reached its prime. When it does the world could be in trouble.)

@All spells are innate powers. He has EL6 in all Darkness Powers, Leeching and Wounds and EL10 in Leeching Darkness, Telepathic Powers and Travel Powers.

ZEPHANDA LIAN

HPV 22 OCV 8 DCV 9 CEL 6
S 24(+1) St 20(+1) D 38(+2) A 18(+1) C 42(+2)
I 80 W 64 E 12 Em 48 Ap 25
MR 11 NAV 0 MDV 26 EnL 106 CDF 9
MEL 12 EL 5 Casting Ability 185
Height 68" Weight 164 lbs Age 50

Wizard, Zehani Brother

EXPERTISE

EL80 Donaran, Jeweler, Herbalist, Armorer and Wolf Husbandry, **EL60** Primal Tongue and L'p'nth, Trained Wizard, **EL6** General Skills, **EL5** Clairvoyance, Damage Reversal, Speed, Watchful Sleep, Travel Powers and Fate, **EL4** Forgetfulness, Telepathic Powers, Tongues, Wildness and Vengeful Horror, **EL3** Healing, Music, Sanity, Tracking and Revelation, **EL14** Mountain and Hill Survival, **EL12** Tracking, Healer and Wolf Healer, **EL6** Hand-to-hand and Composite Bow, **EL5** Club, City and Desert Survival.

THE DARK LANDS

Location Number—16

Map Number—22

The Dark Lands are composed of feudal estates. The single thing of importance to its masters is magical power. Depending on the attitude and personality of the master of an estate, commoners range from loyal freemen with no authority to abject slaves with no hope. By the mores of this society, non-magic-users are property to be disposed of as their master desires.

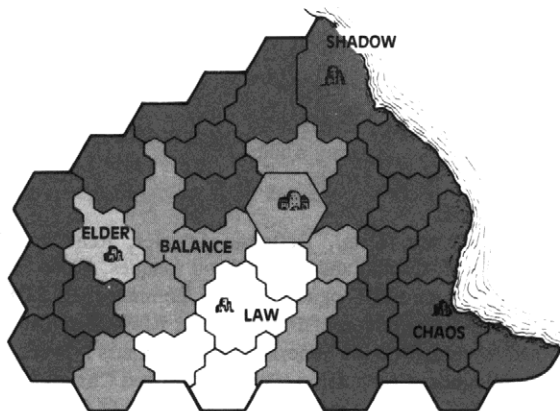
This realm was created by a group of noble wizards who were expelled from Katai with their personal slaves and retainers. Due to the nature of their banishment, they resolved to create a realm where magic could exert its rightful dominance over mortal man. This they did. Their descendants, led by the Immortal High Elder who founded the Dark Lands, rule the land with an iron fist and, in some cases, thirst for more.

ATTITUDE AND GOALS

In the 800 years of his life the High Elder has dedicated himself to sublime isolation from the mortal world. His attitude is not shared by the young wizards of the land. Under the influence of the Sorceress, the Dark Land's second most powerful magic-user, they wish to end the High Elder's reign, conquer the continent and divide it among themselves. They restrain themselves out of fear of the High Elder's power. Until he is eliminated their dreams will come to nought.

When the High Elder dies, or is assassinated, the Sorceress will rule (*by right of power*). After purging her enemies from the realm she will implement her plan for conquest. Even if she is defeated, the onslaught of the Dark Lands could mean a major dark age for the entire continent.

The Dark Lands



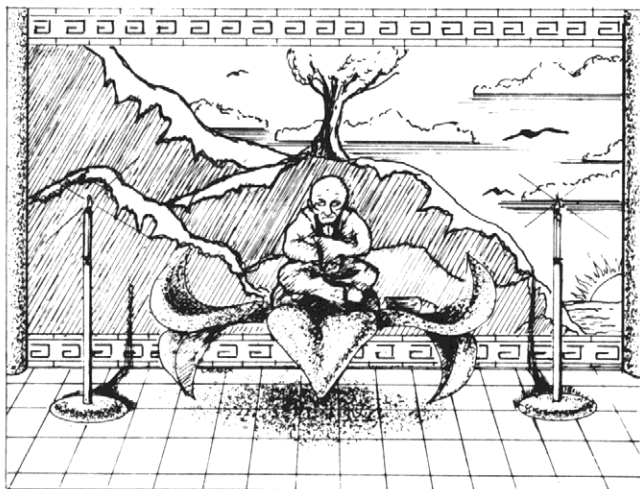
EQUIPMENT

Club, Composite Bow, Skin clothing, Ring of Tongues*, **EL6** Arrows modified for damage plus only (**2D6**).

*This ring allows a wearer who understands the Primal Tongue to understand ANY tongue spoken to him if the speaker is within range of an **EL5** Tongues spell. It may not be used to gain permanent understanding of that tongue.

Since coming to L'p'nth over 20 years ago Zephanda has devoted his life to the Zehani Wolves of this mountain. He is dedicated to them, as a brother. He is also dedicated to opposing the onset of darkness that Slidranth's victory promises. Zephanda is one of the major bulwarks against the power of Slidranth.

NOTE—When met, Zephanda appears to be a slightly demented hill barbarian. His hair is streaked with silver, not unlike the coloring of his wolf brothers, and his eyes have a feral intensity that is quite unusual. Though he approaches openly, and is both quiet and gentle, few men have the will to meet his gaze for long.



Ki'ama Marob, the High Elder

POWERS AND FORCES

The High Elder is the most powerful mage in the world (**MEL30/EL9**). He is **EL9** in all general skills, Balance and Elder Powers and **EL5** with all Law Powers. In his eight centuries, he has been a voracious student of the magical arts. The citadel of the High Elder is located in the middle of the Dark Lands. His wards create perennial spring in his land. He is guarded by sixty highly-trained warriors. The 900 citizens of his domain are happy, contented and comfortable as his servants. The average statistics for the High Elder's guardsmen are **HPV 18, OCV7, DCV6, SB +1, StB +1** and **DB +1**. They have **EL5** in their weapons.

The other 32 wizards in the Dark Lands vary in power, the size of their holdings and orientation. The map shows their basic orientations. Including the High Elder, 9 are Balance, 4 are Law, 19 are Chaos, 1 is Elder and 1 is a Shadow Weaver. Each wizard has a body of armed guards and some have supernatural familiars. See the special note for details.

SITE DESCRIPTION

The realm is divided into 33 estates. Each estate-holder is an independent ruler who owes fealty to the High Elder. The central focus of each is its village and wizard tower. Except for the High Elder's realm, the statistics for size and population are determined as follows:

A) Village population = **MEL x 100** people. The population of the fief as a whole is 4x this number. The number of guards each wizard has equals **MEL x 5**. For the Sorceress, it equals **MEL x 10**.

B) The chance that a wizard has a supernatural familiar of some kind equals **MEL x 10%**.

C) The approximate diameter of each wizard's fief, in miles, equals his or her Mana Level.

NOTE—Lands that are not possessed by another wizard are held in trust by the High Elder. Currently, the realm is nearly full (which is one of the reasons for the discontent of the young wizards).

SPECIAL NOTE THE WIZARDS OF THE DARK LANDS

The table below gives basic statistics for the 29 lesser wizards of the Dark Lands.

CASTING							
NO.	MEL	EL	ABILITY	ML	ORIENT.	AGE	SEX
1	9	4	135	17	Chaos	50	M
2	8	4	125	17	Elder	29	M
3	8	3	120	16	Chaos	45	F
4	8	3	115	16	Chaos	39	M
5	8	3	115	15	Balance	61	M
6	7	3	110	15	Balance	55	M
7	7	4	100	14	Law	37	F
8	7	3	100	14	Chaos	41	M
9	6	3	90	15	Chaos	25	M
10	6	3	78	14	Balance	32	M
11	6	3	75	14	Law	30	M
12	6	3	70	13	Chaos	38	M
13	6	3	70	13	Balance	26	M
14	5	3	66	13	Chaos	29	F
15	5	3	60	12	Law	39	M
16	5	2	56	12	Chaos	36	M
17	5	2	50	12	Balance	20	F
18	5	2	48	11	Chaos	27	M
19	5	2	44	11	Chaos	25	F
20	4	2	44	11	Law	31	M
21	4	2	40	11	Chaos	28	M
22	4	2	38	11	Balance	16	F
23	3	2	36	12	Balance	16	F
24	3	2	30	11	Chaos	24	M
25	3	2	27	10	Chaos	26	M
26	3	1	24	10	Chaos	22	F
27	2	1	20	10	Chaos	23	M
28	2	1	18	10	Chaos	20	M
29	2	0	16	9	Chaos	34	M

CHARACTER NOTES

THE HIGH ELDER KI'AMA MAROB ex-Count of Marob, Keeper of Omael's Word, Master of the Paths of Time.

HPV 21	OCV 7	DCV 7	CEL 6
S 10	St 24(+1)	D 18(+1)	A 14
I 88	W 60	E 32	Em 40
MR 10	NAV 0	MDV 34	EnL 117
MEL 30	EL 9	Casting Ability 450	
Height 63"	Weight 126 lbs	Age 813*	

*Ki'ama appears to be 81 years old. Despite his longevity, he will die a natural death within the next 200 years if he isn't killed first.

EXPERTISE

EL80 Katai, Read and Write Katai and Primal Tongue, **EL75** Jeweler, **EL70** Herbalist, **EL60** Primal Tongue, Zen'dali, Sarghut and Kil'maun, **EL50** Armorer, Trained Wizard*, **EL9** Rhetoric, **EL7** Healer, **EL4** Fighting Dagger, Throwing Dagger and all Swords, **EL3** Singer, Dancer and Musician.

*See the Powers and Forces section.

EQUIPMENT

Gray robe, sandals, the Amulet of Time, Fighting Dagger.

NOTE—The Amulet of Time slows the passage of time for the wearer. Per fifteen years that pass, approximately, the wearer ages one year. If it is removed, the aging effect that it has prevented strikes its former wearer immediately. In the case of the High Elder, this will mean his immediate death.

Ki'ama Marob is a placid, serene and brilliant man who is dedicated to freedom and balance in all things. As long as "his children" do not interfere with the rights of their brethren he allows them to do as they wish. He is aware that there is discontent but is morally unable to stop it unless his enemies' actions disturb the balance of the land. To act before this would be to impose his wishes on their rights. This he will not do.



Shalena and Movasa Sha'han greet an emissary from Katai's Ming I.

MOVASA SHA'HAN		Sarghut Outcast, Shadow Weaver.		
HPV 37	OCV 13	DCV 6	CEL 7	
S 60(+3)	St 51(+3)	D 5(-1)	A 12	C 36(+2)
I 131	W 97	E 10	Em 18	Ap 12
MR 10	NAV	MDV 27	EnL 133	CDF 5
MEL 4	EL 5	Casting Ability NA		
Height 82"	Weight 246 lbs	Age 20		

NOTE—Movasa Sha'han is an innate natural magician and shadow weaver. He has never been trained. All of his magic is cast from his Energy Level. His EL for learned spells, other than Shadow Powers, is EL2.

EXPERTISE

EL80 Sarghut, **EL30** Katai, Shadow Weaver, 1 Law Spell, 2 Balance Spells, 2 Chaos Spells, 3 Elder spells (all of the Referee's choice), **EL15** Plains and Forest Survival, **EL10** Tracking, **EL7** Scimitar and Tulwar, **EL5** Hand-to-Hand and Horsemanship, **EL2** Horse Archery and Composite Bow.

EQUIPMENT

Scimitar, Scalemail, Leather Helmet, Buckler, Composite Bow, two silver armbands set with jewels, barbarian clothing.

Movasa is the son of a Raut warrior. As a young man he became aware of his power and used it to destroy his enemies. The shamans, terrified by his potential, determined that he was a devil and ordered his death. After slaying his executioners Movasa, now an outcast, fled. After a year's travel as an outcast his band found the Dark Lands and he was accepted into its councils by the High Elder. His goal is vengeance against the Raut who harmed him and the unification of the Sarghut into a single great tribe under his leadership. He is working with the Sorceress to advance this goal.

NOTE—Movasa's guard consists of 20 Sarghut outcasts. All of them are mounted bowmen with EL4 in the scimitar.

THE SORCERESS SHALENA Mistress of the Tower of Seven Perils, Leader of the Dark Lands Expansionists, Fallen Priestess of Lilith.

HPV 29	OCV 5	DCV 8	CEL 3
S 5(-1)	St 51(+3)	D 33(+2)	A 56(+3)
I 68	W 64	E 51	Em 33
MR 13	NAV 0	MDV 24	EnL 128
MEL 13	EL 6	Casting Ability 170	
Height 70"	Weight 140 lbs	Age 40	

EXPERTISE

EL80 L'p'nth, Katai, Deftness, Jeweler, Read and Write L'p'nth, Katai, Chunai and supernatural tonques, **EL60** Sarghut, Kil'maun, Chunai and Tongue of Lilith's Command, **EL52** Tongue of Darkness and Tongue of Fiery Chaos, **EL50** Disguise Artist, Trained Wizard, **EL6** all General Skills, Darkness Powers, Fascination, Wounds, Compulsion, Paralysis, Shape Changing, Disintegration, Hell Powers, Quarrels and Petrify, **EL14** City and Forest Survival, **EL8** Throwing Dagger, **EL7** Musician and Hill Survival, **EL6** Rhetoric, Dancer and Plains Survival, **EL5** Desert Survival and Fighting Dagger, **EL4** Hand-to-hand.

EQUIPMENT

Crystal of Fascination, Fighting Dagger, fine clothing, jeweled necklace, two gold bracelets, three jeweled rings, **EL4** Balance Immunity Ring.

NOTE—The Crystal of Fascination increases her Eloquence and Empathy by 18 each when she uses it to convince someone to do something for her. It also grants her total immunity to Fascination, Suggestion or any other form of mental compulsion. With the statistics above, and this amulet, her Influence Chance is 120% before modifiers.

The Immunity Ring has the effect specified for Immunity against any Balance Powers. She made it soon after her arrival in the Dark Lands.

IMPORTANT—If the Crystal is removed Shalena will again come under the influence of the Insatiable Mistress's curse. She wears it always. Except when she is using it to influence someone, it is hidden under her robes. It is a sphere of fine crystal, two inches in diameter, that hangs from a golden chain.

Shalena is a priestess of the Royal Line of L'p'nth. As she grew into her duties she developed an overwhelming lust for wealth, power and the luxuries that go with them. This led her to contest the Insatiable Mistress for control of the Temple. She was defeated. As her punishment, she was made the victim of a Forgetfulness curse and was sold into Katai, through smugglers, as a slave.

Shalena was a slave in the worst parts of Scaloo, Pamau and Ci'jian for four years. By chance, she had a rendezvous one night with a noble who wore an amulet of great beauty. When he went to sleep, she robbed him. Attracted by the beauty of the amulet, she put it on. Instantly, she remembered who she was and was furious at the action of her sisters.

Since waking from her mental prison Shalena has worked to forge her vengeance. From her base in the Dark Lands, she has built a strong following among the land's wizards and the Kill'maun barbarians to the south. She has commercial ties with many of the eastern pirates and her name is known to criminal organizations and chaotic secret societies in Katai and Chunrey. Her goals are world conquest and bloody vengeance on her sisters in L'p'nth. The only thing that stands in her way, in her mind, is the High Elder.

NOTE—Shalena has 130 guardsmen. Thirty of them are Kill'maun barbarians with spear and bow, eighty are light troops with spear and leather armor. The other twenty are armed with glaives, chainmail and metal helmets.

SVEN REDHAND

Law Wizard, former Djani Viking.

HPV 38	OCV 15	DCV 10	CEL 9
S 46(+2)	St 76(+4)	D 10	A 20(+1)
I 54	W 48	E 18	Em 36
MR 10	NAV 0	MDV 19	EnL 78
MEL 10	EL 4	Casting Ability 115	CDF 9
Height 88"	Weight 264 lbs	Age 46	

EXPERTISE

EL80 Djani, Seaman, Navigation, Read and Write Djani, Katai and Tongue of Light, **EL60** Armorer, Zen'dali, Rhuselska, Yapanza, Katai and Tongue of Light, **EL50** Jeweler, **EL40** Carry-ing, Trained Wizard, **EL4** Healing, Might, Sanity, Sustenance, Tracking, Water from Stone, Storm Powers, Open Prison, Sea Powers, **EL2** General Skills, Revelation, Painlessness, Negate Curse, Dreams and Healing Light, **EL14** Ocean Survival, **EL13** Battle Axe, **EL12** Bastard Sword, City, Tundra, Plains and Forest Survival, **EL8** other Heavy Sword and Axe forms, **EL6** Shield, **EL5** Horsemanship, Throwing Dagger and Hand-to-Hand.

EQUIPMENT

White robes, gold circlet, iron armband.

NOTE—This is his "walking around equipment." When he expects a confrontation, or is going to kill someone, he is armed with bastard sword and shield or a battle axe and wears **EL3** magic chainmail and a metal helmet.

From the age of six Sven Redhand rode the waves, under his father's tutelage, as a Viking. His family hails from Sokkvabek on the island of Goidan. During his early years he earned a fine reputation as a warrior and leader of men. When he was 17 his

father gave him command of his own ship and, from the prow of the Red Harvest, he became the terror of the Western Seas. (Stories are still told in Sokkvabek of his exploits.)

At the age of 30, while raiding north of A'Korchu, Sven was forced to run before a storm. After weeks battling this maelstrom his vessel was shattered against the rocky shoals of a northern peninsula. He was sorely wounded. His crew was killed. Sven was found at death's door by the Rhuselska, who took him in and healed him. After months with this people, he heard of the Temple in the Hills and visited them. He impressed the Abbot of this temple and received his first education in the mystic arts at the age of 32.

After three years of study Sven thirsted for more knowledge. He set out to find Novarask. After months of wandering, he was befriended by a Yapanza family. He spent three years in the tundra and earned a powerful reputation among the Yapanza. When he was 38 his adopted clan went to a great "thing" (meeting of the clans). There Sven talked to a trader from a land called Katai and heard the legend of the Dark Lands. This seemed to be the place he had been searching for and, with his clan, he went there (after a journey of epic proportions). He has been in the Dark Lands ever since. Sven is a strong supporter of the High Elder's policy of isolation.

NOTE—Sven has fifty guardsmen. Twenty of them are fanatically loyal Ipanza warriors. The others are locals that he has trained to use broadsword, scalemail, leather helmets and banded shields.

THE ISLAND

Location Number—17

Map Number—12

The brothers Geror settled this land in elder times, before the God Wars and the Convocation. As time past the sea ate away at their land, as it did all lands. The brothers, being greedy, were aghast at this loss of property. They begged their father, Utgard Geror, to intercede with Tiamat, the sea, and save their island. Utgard Geror called on his brother, Kototh. Together they engaged their sister Tiamat in a game to decide the fate of the island. If Tiamat lost, she would grant each of her brothers a boon. If she won, the island was hers to take. As the game progressed, Utgard and Kototh backed themselves into a corner, such that a single move would insure Tiamat's victory and no other move would be of any value. When Tiamat went to make the winning move, she found that the key piece that she needed to move was missing. Benevolently, her brothers postponed the game until she found it—on her promise to leave the island inviolate until the game could continue. The next day, Utgard placed the key piece, which Kototh had stolen while Utgard distracted Tiamat, in the hands of his son. Until it is returned to the sea, the island will be left untouched by the waves that pound its beaches.

Thus, through Kototh's cunning and Utgard's wit, Tiamat was tricked into promising to leave the island inviolate. For untold millenia the island has remained untouched and the brothers Geror have revelled in luxury and labor.

NOTE—Kototh, never one to act selflessly, gained from this game as well. In payment for his part in the game, he won the gratitude of his brother Utgard and the service of the giants who call him god.

ATTITUDE AND GOALS

The brothers Geror are arrogant, talented and haughty Mountain Giants. Over the millenia they have created, and hoarded, great wealth. They will continue to do so as long as they live. They are misers with little compassion for others. Visitors to their land are treated with cunning viciousness. When possible, they are made to feel welcome so the Giants can be amused by their chagrin when they discover how much danger they are really in.

POWERS AND FORCES

There are EIGHT brothers. The eldest brothers, located in the two castles that do not have access to the sea, are DOUBLE normal size. The other brothers are 1.6x normal size.

In addition to the brothers, the Referee will determine a number of Kotothi creatures who are their subjects and servants. These forces are smaller giant forms, especially Earth Giants, and Goblins.



Island Geror

SITE DESCRIPTION

Each brother has his own castle. The largest castle, in the center of the island, is the home of the eldest brother. All of the castles are designed to be a comfortable abode for its owner. Thus the central castle, the home of a 44 foot tall giant, is built at 7-8 times the scale of a human castle.

EXAMPLE—An average human room has a 10-12 foot high ceiling. In this castle the ceilings are 60-80 feet in height. A human stair is about 8" high. Each step in this castle is 4-5 FEET in height. A good size manor house in a human castle would be 120×100×60. This giant's house, with the same number of rooms scaled to his proportions, is 900×750×450 feet.

SETTING UP ADVENTURES

A proper set-up is important. It gives Players an idea of what they face and why they must face it. Some important factors that you should include in your adventures are:

- 1) A logical introduction that points towards the site the party will adventure in.
- 2) Events that give the party a reason, or need, to undertake the adventure.
- 3) Balanced, winnable conditions, such that the party faces an intense and compelling challenge without being hopelessly out-matched.
- 4) A dramatic climax, or series of climaxes, that heighten the party's feeling of accomplishment, and serve as an enjoyable memory whether they succeed or not.

The factors above are not of equal importance in the creation of an adventure. However, all of them have an impact on the emic attachment that your Players can invest in. The more detailed, precise and interesting the environment, the more the Players can become a part of, and truly enjoy, the adventure. Given, as I believe, that role-playing is a game experience that transcends previous gaming standards, to a point that it is a contest between minds testing the total intellect of its participants—it is important that the participants be provided with sufficient "fuel" for the battle. In this way, they can make the most out of each event and have a truly remarkable experience.

SPECIAL NOTES THE TREASURES

Each giant has the maximum number of treasures for a mountain giant of its size. Items the giant made himself is of exceptional quality. The items they make most often are weapons, armor and jewelry. The servants of the giants also have treasure, using the size multiple for the giant they serve. In all cases, it is up to the Referee to determine the exact treasures that are present and how they are defended.

SPECIAL GIANTS

The southernmost Giant whose castle is on a road is a dedicated smith. He only makes weapons and armor. He ignores "invaders" unless they make pests of themselves. If they interrupt his labors, he leads his retainers against them, operating with grim efficiency, intelligence and cunning until the party members are dead or driven away.

The northernmost brother is a curious, intelligent and friendly giant. If no attempt is made to rob him, he could befriend the party if they intrigue him. When he tires of them, or they become a nuisance, he arranges for them to die in some subtle and clever way. Until then, he sees to their needs, treats them well and instructs his servants not to harm them. (*The time that it takes the Giant to tire of the party depends on how they handle the situation. It could be weeks, years or minutes.*)

The other six brothers have the character described previously. This is especially true in the case of the eldest brother.

THE GAME-STONE

The eldest brother has the Game-Stone. It is a black marble triangle inscribed with the runes of Tiamat. The Game-Stone is the missing piece whose absence from the game board compels Tiamat to leave the island alone. If it is thrown into the sea, she will win the game (*which is set up as it was millenia ago*) and turn on the island with a vengeance. Immediately, the island will begin to suffer tremors. Within twelve hours (roll 2D6) it will be assaulted by storms, tidal waves and earthquakes. Before the day ends, the island will fall into the sea. Anyone who is on it when the storms begin will die with no hope of salvation whatsoever.

ENCOUNTER POSSIBILITIES

The seventeen sites in this book are unique in the possibilities that they present for adventure. In all cases, after fully detailing a site, the Referee must create logical, pre-adventure events that:

- 1) Inform the party about the site.
- 2) Intrigue them with the possibilities of the site.
- 3) Create situations where they can gain information about the site, specifically evils that their intervention could prevent or cure, profits to be gained from the challenge, an idea of what they are up against and any other information that you feel is important given the specific adventure.

It is important, in determining which site to develop, that the Referee fit his choices within the framework of his campaign. The places that a party can gain information about are, to a great degree, a factor of that site's notoriety level, the education of the party and the area of the continent that your campaign is set in.

EXAMPLE—The central nation in your campaign is Donara. The party knows about the Tower of the Dead. If they are literate, or have appropriate life experience, they could know about Temple Kota, Avalon, Kril Shrandor and Elysium. If any party members are merchants, seamen or traders, they may have heard of Kacili and Shurikal.

Where Katai is your campaign center the party may have heard of the Dark Lands. They are not likely to know of the other possible sites, unless one of the characters is a scholar who has studied a part of the world that is influenced by a specific site or sites.

NOTORIETY

The table below can be used to get an idea of which parts of the world know about which adventure sites. The number listed for each site is its NOTORIETY LEVEL. This number, squared, yields a radius around the site, in miles, where people are DEFINITELY aware of it. Within this area, some citizens will know its exact location and have details about the forces that dwell there. This is the first zone.

The radius of the first zone times TWO equals the radius of the second zone. This zone, beginning at the end of the first zone, is an area where the site is legendary. It may, or may not, be believed to exist. Some citizens in this zone know the site is more than a legend and have a general idea of where it can be found. Unless the individual is a scholar of its history, or the area it is in, his knowledge will be vague. To most citizens, it is a story to be told over a roaring campfire—not a physical reality to be feared.

Areas that are outside of both zones have no knowledge of the site. Informed citizens may be aware of a legend about such a place, or specific incidents that stem from it. They will not know any details or have proof that it is more than a myth, though their stories could provide adventurers with important clues if they choose to seek it out.

With the above introduction given, the Notoriety Level of the various sites is as follows:

NOTORIETY TABLE

SITE NAME	NOTORIETY
The Dark City	8
Kacili	15*
Shurikal	11*
Avalon	6**
Elysium	8**
Kril Shrandor	6***
Temple Kota	5
Doom Manor	6
The Tower of Mab	7
The Desert of Sighs	5
The Tower of Poteh	4
The Tower of the Dead	20
The Haunt	9
The Temple in the Hills	4
H'ss'r Mountain	8
The Dark Lands	10
The Island	15

*These sites are the capitals of their nations. As such, their existence is known, though their importance as adventure sites may not be.

**Initiates of Treaus, persons with a tie to the Sidh and scholars of the Sidh races know about these sites.

***Kril Shrandor is known in Caldo and most of the Kaz. It is also known by scholars of dwarven lore.

EXAMPLE—Temple Kota has a notoriety level of 5. People who live within 25 miles have precise knowledge of its existence. Those from 26-75 miles away deem it to be a legend. People more than 75 miles away do not know it exists.

By comparison, the Tower of the Dead has a notoriety level of 20. Anyone within 400 miles knows it exists. Those from 401-1200 miles away know it as an evil legend. Persons who dwell more than 1200 miles away are blissfully unaware of its existence.

IMPORTANT—This section should only be used as a guideline. There are logical exceptions to the rule for all of them. Do not consider this to be a binding rule. It is not intended as such.

ADVENTURE BALANCE

The site information lists forces present at each site. The Referee must determine what is actually there, where it is and how it reacts. This control allows the Referee to make his scenarios challenging and winnable. Without this control, certain adventures, such as the Towers of the Dead and Mab, would be very difficult for any party due to their immense power.

There are some basic methods that can be used to maintain game balance and provide winnable scenarios powerful opposition is faced. They are:

1) The main power or powers at the site can operate under limitations restrict their ability to use, or quickness in using, their powers.

EXAMPLE—In Tower of the Dead Nilgeranthrib enjoys killing enemies physically. He only uses his magical powers when magic is used against him or his device is in imminent danger of being discovered.

2) The site can have a traitor. Some person or group integral to the power of the site can be secretly hostile to its master, through personal hatred, greed or ambition. In such cases, the party may receive aid from the traitor. Such aid should take the form of information and passive aid that does not directly involve the traitor in battling his master.

EXAMPLE—In Tower of the Dead, Maubar wants to take over. He may not interfere with the party and could clear their way for them. There is also an informer in the tower and a black ring member who wants to escape. All three people can aid the party under the right circumstances.

3) The physical layout of the site can have a "security" flaw that, if discovered, will give the party an advantage.

EXAMPLE—When the party reaches the tower stairs in Tower of the Dead they can travel directly to the fourth floor, allowing them to bypass the intervening floors if they choose to do so.

4) In an earlier part of the adventure the party can be given a chance to discover magical devices and/or information that will improve their chance of success. Such things must be found through party action and must fit the "mythos" of the site and the adventure. They should never be given to the party, they must be won.

EXAMPLE—In Tower of the Dead the party can find Life Sword and the Crown of Release, both powerful items for combatting the Dead and Liches.

5) In your adventure major confrontations should be staged such that the party is aware of their options while they still have freedom of action. The full force of an enemy should only be brought into play against the party if their actions play into its strength, make it angry or are hopelessly incorrect for the situation.

NOTE—It is essential that the Referee take the time needed to assure that his adventure is logically consistent and balanced. To maintain the flavor of your world, you must be sure that the elements of the adventure fit it and that it fits the parameters of the situation created. Finally, the Referee must assess the strength of the forces in an adventure and fine tune them to the competence and size of the party, such that the adventure is a challenge without being a fait accompli in either direction.

The accomplishment of these goals is a difficult task for the designer. In essence, within the framework of your world, you must outline, and set stages for, a novel. Design it such that, given good decisions, actions and luck some characters will be alive when the final page is reached.



The Storyteller

AREAS OF THE PERILOUS LANDS

Certain parts of the continent are tied to various alignments or forces. In these areas, human habitation is rare and survival is difficult. In some of them, Human Encounters should be rolled using the WILD column of the Motivation table in Powers and Perils. In the others, barbarism is the rule and warfare between man and the supernatural is endemic.

The sections that follow detail the major areas of this kind. How the Referee chooses to utilize these areas is left to his discretion. In all cases, if the information is used, the Referee should vary the probability that various types of encounters will occur, i.e. in a wild Elder area most encounters are likely to be Elder.

THE SHURAI MOUNTAINS

BARBARIAN

The southern Shurai Mountains, and their adjoining badlands area are deadly. The people who dwell in these lands (*the Shurani*) revel in vicious cruelty. The creatures of the land are no better. This a powerful stronghold of Kotothi forces and, through the deep caverns near the city of Shurikal, a portal to major Kotothi regions of the Lower World (*including, after a terrible journey, the throne of Kototh itself*).

The dominant Kotothi creatures in this area are Trolls, Rock Trolls, Ogres, Earth Giants, Chimearas and Wyverns. Of these, the Trolls are, by far, the most prevalent.

THE SOUTHERN JUNGLE

BARBARIAN

This jungle is the homeland of the Izza, Ghazai, Kakana and other tribes. Supernaturally it is a bastion of Kototh with many Great Serpents, Dae'ta Koti, Great Spiders and Great Apes. The area is extremely dangerous at night. Somewhere in its depths, probably in Ghazai lands, is the Lost Temple of the Serpent Son which is a focus for the power of Kototh in the area.

THE GREAT DESERT

BARBARIAN

This area is the stronghold of the Jinn. In all but its eastern areas, their power dominates the area's other residents. Though Chaos forces are also present, they are of secondary importance in the western and central parts of the desert. In the east, Chaos rules the desert. The closer one gets to the Desert of Sighs, the more powerful Chaos becomes in the desert.

Kacili legend states that, on a high hill in the mystical center of the desert, is the ancient city of Jherabad—the city of the Jinn. No man knows where it lies, or if it exists at all. It is said to be the capital of Jassein el Cassin, the son of Cassiel and King of the Jinn Races in the Middle World.

THE WILD FOREST

WILD

This forest, north of the Kolar Peninsula, west of Donara and south of Treaus, is a Sidh realm. The majority of its residents are Sidh forces, their allies and their enemies. Man, as a power to be reckoned with, has a minimal presence in the area. The forest itself is an eldritch place that retains the power, life and vitality of the true forest. By itself it can be dangerous. With the addition of its powerful denizens, it is deadly.

THE ELDER MOUNTAINS

WILD

These mountains are divided into two parts by the nation of Caldo. They are bounded on the south by Zarun, Iravoy, Donara and the Wild Forest and on the north by the Zen'da Plains and the Kaz.

The eastern section of these mountains are the domain of Kotothi mountain creatures, especially rock trolls, goblins and ogres. Other creatures who dwell there, including man, live an existence that is, at best, tenuous. The focus of Kotothi power in this area is Temple Kota. In its far eastern margins, where Kototh begins to give way to Chaos, there is believed to be a lost temple dedicated to Nergal and Allatu, the rulers of hell. (*The Temple of Nergal found by Nilgeranthrib more than 500 years ago.*)

The western section of these mountains is controlled by elder forces who are hostile to the forces of Kototh. These include Dwarfs, Norggen, Vily, Searbhani and Tonahs. The central power in the region is Kril Schrandor. Kotothi forces in the area are hidden and

often in large numbers (*invading forces awaiting a chance to destroy their enemies*).

THE GREAT FOREST

BARBARIAN

The lands of the Fierazi are a stronghold for Elder forces, especially Centaurs, Dryads, Vily, Satyrs and Tonahs. Though the Sidh are present, they are relatively rare and of secondary importance. If any force can be said to rule this area it is the elder forces of nature represented by Tonahs, Vily and Dryads. In addition to its beneficent forces, the Great Forest is populated by Wood Trolls, Goblins, Ogres and the Daoine Sidhe. Most owe fealty to, or serve, the wishes of Mab. They are hostile to man and determined to conquer the area for Kototh.

The Great Forest contains many ruins dating from the fall of the Empire del'Nord. At least two of these ruins are the ruins of ancient cities. The others are manors, fortresses and temples. One of the city ruins was a ruin when the Empire was young. It was built by an ancient race that was driven into the western seas by the growth of man. According to the few scholars who study this ancient time, they could be the same as the ancient race of monsters who ruled Goidan in the past. (*The most knowledgeable scholar of this period, Zadal Troven of Dirla, considers this to be a certainty. He also believes that he has discovered a key to unlock the mystery of that race's disappearance.*)

THE SWAMP OF DREAD

WILD

This is the Kingdom of Mab and a stronghold of Kotothi swamp creatures. Supernatural encounters other than these forces are rare and human survival in the area is unlikely (*though the Nethagen have managed to exist on the brink of extinction for centuries*). The area is inimical and poisonous. Without skill and experience, it will slay those its creatures fail to kill.

THE KAZ

BARBARIAN

A twisted area where various forces wage a continual war for dominance. Human existence in the area is difficult. To survive, men must be as violent and cruel as the supernatural enemies that they face. It is not for nothing that the Kazi have gained a reputation as one of the deadliest peoples in the world. They must be if they would survive.

The "good" forces of the Kaz are tonahs and dwarfs. The "evil" forces are Rock Trolls, various Demon forms, Kotothi and Chaos Giants, Trolls and Gargoyles. The most powerful are the Gargoyles and the Trolls. (*Luckily for man, battles between Gargoyle and Troll are almost as common as either's attacks on mankind.*)

THE NORTHERN HIGHLANDS

BARBARIAN

This area, north of the Temple of the Hills, is the home of Giant-kind. It is an area where giants of all types, ogres and trolls are often encountered. According to legend locked in the depths of its vastness, at the root of the original mountain, is the throne of Utgard Geror and a key that, if used, will free the great giants to walk the Middle World once more. (*This place is believed to house the greatest treasure in the world. Accounts vary about this treasure. It is unclear, from legend, whether it is a vast hoard or a single item.*)

THE WASTED LANDS

WILD

Before the rise of Cerul, possibly before its foundation, there was a great city in this land. This city ruled an empire with a grip of iron. Throughout the centuries, its high altars ran red with the blood of men. At the height of its power its savants set a great rite of chaos magic into operation in order to conquer the entire Middle World. They summoned the power of Vizranuh and he destroyed them, leaving the Wasted Land as a memorial to their efforts.

The Wasted Lands are shunned by Ceruleans. Given a choice between death and exile into this area, they choose death. Those who have entered this land, and returned, report that it is a noxious area of badlands populated by Demons, Edimmu, Ghosts and Soul Daivas. Some of them caught sight of the towers of the ancient city. None have dared to pass through its gates.

THE VALLEY OF THE DRAGON BARBARIAN

This valley is located in the northern part of Draca'epi lands. Its major resident is an **DOUBLE** size, Shamanic Dragon who considers the valley to be his and protects it from any who seek to disturb it. For more than five centuries this Dragon has ruled the valley. To the Draca'epi, it is a test of valor to enter this valley and return with a scale from the Dragon. (Most warriors settle for a fragment of one that the Dragon has shed.)

THE HILLS OF MAROB WILD

Though these hills are located in a densely-populated land, their interior is wild. According to the writings of a former Count of Marob, Ki'ama Marob, they are the Heart of Balance and location of the Citadel of Eternity. The most common encounters in these hills are Bouba, Molani, Bush Warriors and Zehani Wolves. Chaos and Law creatures are encountered as invaders. The presence of Elder creatures is rare. Most of those that are present are tonahs. Animals are abundant in these hills. On the average they are 1.2 times the normal size for their species.

THE FROZEN LANDS BARBARIAN

This land is the domain of the Ice Kings and creatures of cold. It is hostile realm of tundra where winter is an assault on all life instead of an inclement period of normal dimensions. Its dominant creatures are Kotothi forces of cold, ice and storm, especially giants.

NOTE—*The basic rules do not cover the full range of these creatures. The Referee may add those that he feels would be appropriate. He must also add a Tundra encounter table.*

THE WORLD'S MAJOR CALENDARS

On the Perilous Lands continent there are seven barbarian and twenty-one civilized calendars. This section details basic factors about these calendars and, where necessary, provides some historical background on the reason for its creation.

A'KORCHU LUNAR

It is the year 2566 in the Korchi calendar. Their reckoning of time is based on the cycles of the moon. The calendar dates from the foundation of the first dynasty in the year of the Black Moon. In this year, Mo'kar Man'su came to power through rites of dark magic, forming a blood alliance with the Beasts of the Abyss during a lunar eclipse. His descendants, the royal line of A'Korchu maintain a blood tie to these forces to this day.

BAL'SANI SOLAR

It is the year 6319 as the Bal'sani reckon time. Their calendar dates from the creation of the first men by the gods (*they say*). These men were, of course, Bal'sani. As time passed their numbers grew until they were more than the rocks of the mountains. Finally, at the order of their gods, the royal clans drove lesser men out of the sacred lands so that the homes of the gods would be left in peace. Since this time (the year 1000 on their calendar) the Bal'sani have been dedicated to a single cause—making sure that lesser men never return to the land of the gods.

BHAMOTI SOLAR

It is the year 997 in this calendar. Bhamoti's calendar is used by Bhamotin and the Rizeeli. It dates from the Miracle of Bhamot. The legend is:

During a severe winter the villages were starving. Bhamot, the greatest hunter in the land, swore that he would find meat and would not return until he had more than two hands could carry. With this vow he entered the rough lands of the interior. A full month passed and, when search parties failed to find him, he was given up for dead. Because of his reputation, and the fact that he sacrificed himself in a quest to save his brothers, a pyre was built in his honor on the highest hill on the island. As soon as it was lit, the winds died and the sun blackened. From the center of the flames, Bhamot strode out to his people dressed in fine robes with hair the color of the sun. In a voice that filled the island he told of his adventure and revealed the mystery of the sacred pillar. From that day, until he mounted the sky in flames, Bhamot led the people in the service of the true god—Metatron.

THE EASTERN FOREST BARBARIAN

This forest, located east of the Sarghut and north of Katai, is a stage for continual warfare. It is populated by supernatural forces and barbarian tribes who seek to dominate those who fail to follow the proper path. Most forest creatures are present in this area. The dominant powers are Vily, Serpent Women, Demons, Elves, Sprites, Goblins and Vereghina. Balance creatures are rare here. In fact, it could almost be viewed as a place where the god wars continue unabated.

FINAL NOTE

This book details major areas of supernatural influence on the continent. It does not cover every area where this influence is felt—only those where the power is obvious and commonly known. The Referee may detail other areas where the powers are more subtle, where they await awakening or where they lay bound by their enemies. Such places should feature in your world and, in various parts of this supplement, are clearly implied, i.e. the Lost Race of Goidan, the Spirit of the Lake in Fomoria, the Gods of Kolar, etc.

The lands detailed in this work are intended as a foundation for your gaming pleasure. Where the data provided is insufficient for your needs, expand on it. Where it does not fit the world that you choose to run, change it. As always, you must be the final arbiter of fate. Mold this supplement into the exciting realm that best fits your desires.

CALDAN SOLAR

This calendar dates from their conquest of the Citadel of the Giants, the current site of the city of Caldo. It is the year 761 to the Caldans. The reasons this victory is of importance to the Caldans are that it eliminated the last Kotothi stronghold in their land and, as a reward for freeing the Dwarven slaves of the Giants, it earned them the Dagger and the Jewel.

CERULEAN DYNASTIC

The Royal Calendar of Cerul records time in terms of the number of years that the reigning dynasty has ruled. Currently it is the 311th year of the Patani.

NOTE—*Both the Katai and the Rogizini calendars are used in this empire. The Katai calendar is common in the east, the Rogizini calendar is dominant in the west.*

CLIMAN DEMONIC

According to the priestesses of Shaitan the Climan calendar attunes Clima to the sacred cycles of hell. By their reckoning it is the 906th year of Sammael's Blessing. The actual beginning of the calendar dates from the ascension of the first Ghova to her hoary throne.

DAWANAN ASTRAL

Dawana's calendar began with their repudiation of all ties to the Lemasan state. It records time based on the rising of various constellations and major stars. It is the year 807 in Dawana.

DIRLLARAN SOLAR

After their victory in the Battle of Smra's Fen, the wizards of Dirllaran saw the need for a symbol to mark the independence of their land. The Dirllaran calendar was created to fill this need. It is the year 682 in this calendar.

DJANI SOLAR

With the formation of the Kingdom of Djaneshorg a new calendar came into force throughout the land. It is the year 337 by the Djani calendar.

DONARAN SOLAR

The Donaran calendar was created by Xalan Horse-Brother. It begins with the arrival of the holy Don in the Bra'mani hills. According to legend, Don came through infinity riding on the tail of a comet. With him were the lady Sam and the evil one. When they were discovered among the fires of their landing, the evil one killed many warriors with lightning bolts. To preserve the people, Don

slew the evil one and, with his Lady Sam behind him, asked forgiveness for the deaths. Impressed by his honor, and the ominous portents of his arrival, Xalan took him under his wing and the Cult of Don was born. It is the year 315 in Donara. Since the civilization of the host, the memory of Don is revered but he is no longer worshipped.

FOMORIAN

It is 899 in Fomoria. There calendar dates from the Rising of the Spirit of the Lake and Enki's gift of law to the people of Fomoria. The calendar is viewed by some as a sacred record of their covenant with Enki.

GHAZAI

According to legend the unity of the Ghazai is the gift of the Jungle Serpent (Kototh). In the form of a jungle asp he came upon the warrior Barinda and laid him low with a bite that did not slay. Under the spell of the serpent, Barinda took to his wives and fathered a son—the first king of the Ghazai and the royal son of the jungle serpent. It is the 632nd year since this king unified the Ghazai. Since his birth through venom, it has become a tradition for Ghazai kings to only lie with their wives when sacred venom flows in their veins. (Needless to say, over the years, the Ghazai royal line has developed a powerful resistance to the effects of snake venom. Most of them are also expert snake handlers.)

GOIDANESE

The Royal Calendar of Goidan dates from the arrival of the Armagh. It is the year 801 by this calendar. The land also has a seasonal calendar which records the cycles of the year with great precision, without recording the passage of years. It has become common in Goidan to make temporal references using both of these calendars, i.e. the drying of the mud in the year 801=early spring in the year 801.

KACILI

This calendar dates from the founding of the A'ha'kacili's sacred city. It is the year 991 by their reckoning.

KATAI

Katai's calendar dates from a mythical year called the year of the fateful decision. According to legend, all the families of man lived in the holy valley of Sai'tremira on the river Kodai (near the site of modern Choundeu). With time, the resources of the valley were stretched beyond all limits and famine stalked the land. A great number of the people, losing all trust in fate, set out to find better lands and were lost. Finally only the two largest families kept faith with providence and remained. The gods, touched by their loyalty, showered them with good fortune, gave them the key to true knowledge and, as a sign of their perpetual favor, gave a golden hue to the people of the land. And as a final gift to his children, the greatest god, whose name is beyond mortal ken, descended to the earth. As his gifts he placed the first sword in the hands of Kata the Elder and named him master of the north. To Chun the Silent he gave the tools of an artisan and mastery over the lands of the south. Thus were the Golden Lands born and thus were the peoples who founded Katai and Chunrey rewarded for their fealty to the gods. The calendar of Katai is used in Katai, Chunrey, Regis Baya, Choshai and the eastern Cerulean Empire.

LA'CED

This calendar, used by the Empire of the Ced, the Confederacy of Aratad, Xian, Iravoy and Nerid, dates from the foundation of the Empire of the Ced. It is the year 1483 as they reckon time.

LEMASAN

It is 1203 by the Lemasan calendar. The calendar begins with the first unification of Lemara, the jeweled home of man, under the priests of Sscavhi. It is tied to the rites of their common faith and devotions. The calendar is used in Lemasa, Ma'Helas and Taolisa (even though two of those states no longer heed the rule of the emperor).

L'P'NTH

L'p'nth's calendar is also used by the Noya'bova. It records the celestial cycles of Lilith. Each 198 year era has 14—14 year cycles, a beginning year (*the year of ease*) and an ending year (*the year of the savage feast*). All units in the calendar, from the era down to the hour of the day, are named for gods, goddesses and forces that serve Lilith. Of the fourteen great names, only Lilith, Princess Naamah, Lemashtu and Molikan are, in truth, gods. The others are demi-gods and great demons in the service of one of the four gods above. Their names are Sier (*the bloody duchess*), Zarana (*soul-shaker*), Driana Proban (*the perpetual servant*), Shevold (*the irresistible*), Sanqui (*the drinking sword*), Blaras (*the black count*), Melin (*the skulker*), Marslan (*the insatiable*), Ti'van (*lady in the shadows*) and Mou'lan Kri'gair (*the prophet*). Lemashtu, Zarana, Driana Proban, Sanqui, Blaras, Melin and Marslan are the Seven Dukes. Ti'van is the consort of Molikan, Sier is a consort of Lemashtu and the Queen of the Lamia, Shevold is a Duchess of the Succibi and Mou'lan Kri'gair is a handmaiden of Lilith—the intermediary of man with her mistress. (*As female deities, these four are favored over the Seven Dukes in state worship.*)

NOTE—Mou'lan Kri'gair was the leader and founder of the cult of Lilith. Under the subtle leadership of this imperial courtesan, it had a permanent impact on the land of Katai and nearly overthrew an emerging dynasty. She was a brilliant woman wholly committed to the service of her chosen mistress—Lilith.

NOVARASK

After the assassination of Avang Ironfist his successors made every effort to excise the traditions of the empire Del'nord from the land (*to avert the rise of future conquerors in the city*). Part of this effort was the creation of a new calendar, dating from the death of Avang. It is the year 801 by this calendar.

NYLASA

In the Nylasa Coalition it is the 259th year of the She-tiger. Their calendar dates from the birth of the Shaman who put their tribes back on the road to greatness. She is a revered saint in the eyes of her people.

The Pa'Nylasa use a different system. Their calendar is that of the Dark City, which dates from the alliance of its ancient race with the god Ba'en'kekon. It is the year 4680 by this calendar.

RO'BABZAN

This calendar dates from the awakening of the sleeping city. It is a precisely-detailed, seasonal reference that is of great value to farmers. By its reckoning, the year is 971.

ROGIZINI EMPIRE

It is the year 2213 by the Rogizini calendar. The calendar is one of the most widespread calendars in the world. It is used by the empire, Gom, Ja'xon, Dechat, No'mal and the western Cerulean Empire. The calendar was created by Maoun the Conqueror, Emir of Rogh'sa and founder of the Rogizini Empire. It, like many of his policies, is a revered sign of imperial divinity in this land.

ROBARI

At the beginning of time a warrior god was set upon by the demons of the desert and their master Seth. Though he slew thousands, he could not stand before the black power of Seth while beset on all sides. In time he fell, mortally wounded. As death sought to claim him, his life's blood percolated into the womb of the earth. From this meeting of earth and divine essence two great treasures were born; the Robari and another—as yet unknown (*but believed to be a place where extreme wealth can be gained*). The Robari calendar dates from the death of this god, whose name is not known. It is the 6319th winter of the dying god's death.

SALAQI

The Salaqi calendar dates from the finding of the Sea-star, a powerful special item that was the gift of Manannan to the Salaqi kings. It is used in Salaqara, Ticas and Shiben. By its reckoning it is the year 1100.

DEMONIC

SOLAR

SEASONAL

SEASONAL

SOLAR

SEASONAL

LUNAR

NOTE—The Sea-star is a star-shaped, blue jewel set in green gold and engraved with the sigil of Manannan and the forms of various sea animals. It grants its user the following powers:

- 1) The ability to summon sea mammals (dolphins, whales, etc).
- 2) **MEL14/EL7 Sea Powers** and **MEL14/EL4 Storm Powers**.
- 3) +10 Intelligence, Stamina and Empathy.
- 4) Innate awareness to his surroundings, such that the wearer can never be lost or ambushed while he wears the star.
- 5) The ability to speak and understand any human language at an **EL** equal to **I+EM**. The ability to speak and understand the tongue of any sea creature with an **EL** equal to **EM**.
(The Sea-star was not among the treasures taken by the Donar host in the Rape of Salaq. It is believed to be lost in the haunted palace of Salaqara.)

SHANDAN

The Shandan calendar dates from the foundation of the Empire of Shenab. It is the year 461 by this calendar.

SHURIKAL

Shurikal's calendar tracks time by counting the years of each monarch's reign, i.e the 23rd year of Ka'khab, the 113th year of Shurikal, etc. No other record of the passing of the years is kept by the people of Shurikal.

SEASONAL

ROYAL

A GLOSSARY OF THE GODS

The descriptions in this book mention various gods. The purpose of this section is to delineate the attributes and alignment of these gods. This section **DOES NOT** provide full details. It gives the Referee an idea of the basic character and powers of a particular god, and thus an idea of what that god's worshippers could be like.

THE GODS OF CHAOS

THE COURT OF ABADDON

ABADDON—Lord of Death and Destruction, the Destroying Angel of the Apocalypse, Demon of the Abyss, Personification of Hell, Master of the Alal, Lord of the Demonic Locusts*.

*Demonic Locusts are a supernatural force of destruction that, when summoned, consume everything in their path. Full details on this force will be added at a later date.

CHORONZON—Most High Lord of Chaos, Dweller in the Abyss, Lord and Essence of Terror, the Cat of Slime, Fire of Hatred and Father of Corruption.

NERGAL—Lion-headed Lord of Hell, God of the Dead, Ruler of the Summer Sun, Master of Pestilence and Disease, God of War, Patron of Fever, Consort of Allatu, the Harvester.

RAHAB—the Personification of Death, Son of Abaddon, Champion of Destruction, Lord of Insolence, Master of Primordial Waters.

DUMA—The Stillness of Death, Lord of Silence, Prince of Hell, Demon of Vindication, Marshal of the Alal.

CHAOS—the Beast, Monster of Confusion and Disorder, Marshal of the Beasts of Chaos, Servant of Choronzon.

MURMUR—Duke of Hell, Lord of the Necromantic Arts, Teacher and Master of Philosophies.

ALLATU—Queen of the Dead, Goddess of Hell, Consort of Nergal, the Unforgiving Queen, the Star of the Dead.

NAMTAR—Herald of Death, God of Disease, Lord of Pestilence, Master of Plagues, he who crouches by Nergal, the Provider of Death.

BA-EN-KEKON—the Soul of Darkness, Lord of Silent Terror, Champion of Entropy.

BARBATOS—Marshal of the Harab Serapel, Duke of Hell, Lord of Hidden Knowledge, Master of Language, Servant of Murmur.

TEOSAN

It is the year 1509 by the Teosan calendar. It dates from the ascension of the first emperor to be recognized as the anointed son of Enki.

THALIBAN

The Thaliban calendar is used in Thaliba, Porta, Marentia, Zarun and Ba'Rual. By its reckoning it is the year 1633. The calendar dates from the foundation of the Thaliban empire, specifically the reign of Kiros the Mighty—Thaliba's most successful conqueror. The cyclical events that are featured in the full calendar, which is only used in Thaliba, are based on the Thaliban Mysteries of Light which are only known to the Society of Light and the emperor.

VALHANI

This calendar was created by Norgal the Mysterious to celebrate, and help formulate, the Valhani Mysteries. The full variety of its cyclical events and the names of power that are hidden within it are only known to the high priests of Valheim, the Swordmaster of the Society of Tyr and a powerful, law wizard who lives as a hermit in the mountains east of Valheim. It is the year 927 in Valheim.

NOTE—The wizard, Norbert the Demented, is one of the most powerful mages in the world. (At the age of 54, he ranks third behind the ruler of the Dark Lands and Nilgeranthrib.) He is an **MEL20/EL8 Law mage** in all Law spells.

SOLAR

SOLAR

SEASONAL

THE COURT OF AHRIMAN

AHRIMAN—The Principle of Chaos, the Most Evil Mind, Father of Evil, Patron of Death and Destruction, the Universal Enemy, Father of Aeshma Daeva, Lord of Az, Reaver of the Soulless, the Self-created master.

AZ—Consort of Ahriman, Demon of Disorder, Enemy of Reason and Life, the Insatiable force that must be Satiated, Lady of Greed, Queen of Disorderly Motion, Mother of Daivas, the Weapon and Fate of Ahriman.

AESHMA DAEVA—the Fiend of the Wounding Spear, Lord of the Daivas, Dragon Rider, Lord of Lust, Lechery, Anger and Revenge, Child of Chaos, First Born of Ahriman, Master of the Storm. (5)

ADRAMELECH—the bearded, peacock-winged lion, Enemy of Gods, Lord of Guile, Ambition, Malice and Mischief, King of Fire, the Fiercest Spirit, Eater of Children.

ASTAROTH—Consort of Aeshma Daeva, Queen of Lust and Perversity, the Shining Lady in Darkness.

SETH—Lord of Darkness, Marshal of the Storm, King of the Desert, the Essence of Earthly Chaos, Warrior against the Sun, the Power Perverse, Champion of Contentment and Revenge.

MERESIN—the Boiling Spirit, Marshal of the Aerial Powers, Lord of Thunder and Lightning, the Meridian Devil, Son of Aeshma Daeva.

LYSSA—the Forgotten Mistress, Mother of Gods, Goddess of Mad Fury, the Reaver of Man, Maker of the Inner Storm.

VIZRANUH—God of Nothingness, Eater of Souls, the Personification of Hunger, the Negation of Existence, the Demon Death, Servant of Ahriman.

SLIDRANTH—the Leech, Bandit on the road to Death, Lord of Leeching Darkness, Master of Darkness, Tempter of the Powerful, Lord of the Frozen Fires, Patron of Evil Ambitions.

MEPHISTOPHELES—he who loves not the light, the Principle of the Negative, Lord of Liars and Self-destruction, Sword of the Tempter, Master of Temptation, the Collector of Souls, Stalker in the Night, the Corrupter of Life, Master of Eternal Torments.

MASTEMA—the Embodiment of Hatred, Prince of Evil, Lord of Hostility and Condemnation, the Soul of Rage, Patron of Injustice, the Damning God.

THE COURT OF SAMMAEL

SAMMAEL—the Evil Prince, Lord of Chaos in the Air, Master of Volcanoes, Sovereign of Sin, Grand Vizier of the Lands of Woe, Demon of Anger, Marshal of the Marching Hosts, the Poison Angel, God of Defiance, Patron of Rebellion, Treachery and Courage, the Proud Emperor.

BELZABOUL—Chief of Demons, Prince of Devils, Lord of Insects, Master of Chaos, God of Decay and Gluttony, Primate of the Pseudothei*, the Envious Spirit, Servant of Sammael.

*The Pseudothei are demons who pretend godhood and entice mortals to worship them. Full details on these demons will be added at a later date.

LILITH—the Night Hag, Mother of Man and Demons, the Immortal Enemy, Mistress of Vampiric Spirits, the Screech Owl, Enemy of Infants, Queen of Incubi and Succubi, Bride of Sammael, Goddess of the Immortal Evils, the Kiss that ends all.

PRINCESS NAAMAH—Mother of Demons, Seducer of Life, Princess of the Succubi, Mother of Aeshma Daeva, Mistress of Sammael, Goddess of Unnatural Lust, the Bloody Mistress.

LEMASHTU—Lord of the Seven Dukes, Master of the Akhkharu, Consort of Lilith, the blood lusting Lord.

NOTE—*The Seven Dukes are the Great Akhkharu who serve as the Marshals of Lilith's hosts and the Viceroy's of her lesser domains.*

MOLIKAN—Quester in Darkness, Lord of the Incubi, Master of Damnation, the Patron of Perverse Evils.

NOTE—*The last four deities in this court are worshipped as the Court of Lilith in the nation of L'p'nth. Cosmologically, they owe fealty to Sammael but are quite independent in their actions.*

INDEPENDENT CHAOS GODS

HECATE—the Lady at the Crossroads, Goddess of the Moon, Mother and Mistress of Hellhounds, the Invincible Queen, Queen of Black Magics and Sorcery, Giver of Riches, Victory and Wisdom, Driver to Insanity, the Terror of the Tomb, Goddess of Ghosts and Edimmu, the Watcher of the Gallows, Mistress of Untimely Death, Patron of Human Sacrifice, Lady of Suicides, Mistress of Poltergeists, the Howler.

SHAMSHIEL—Lord of the Seirim*, Seducer of Mankind, the Disintegrating Master, Patron of War, God of Quarrels, Blood and Wounds, Reveller in Destruction, Lord of Weaponcraft, Teacher of Finery and Cosmetics, Lord of Hell, the Master Warrior.

*The Seirim are powerful Ahuras who fell from grace due to their perversity and arrogance. Full information will be added about them at a later date.

TIAMAT—the Eternal Sea, Mother of Gods, Enemy of Man, Serpent of Ocean, Eater of the Land, Mother Goddess of the Mer*, Lady of Shipwrecks, Harvester of Sailors, Mistress of the Heavens.

*The Mer are a humanoid race that dwell in the seas. Full details will be added about them at a later date.

APSU—Consort of Tiamat, God of the Depths, Master of the Rites of the Sea, Lord of Subterranean Waters, Master of Ocean, Lord of the Watery Dead, Reaver of the Skies.

KINGU—Son of the Eternal Sea, Lord of the Myrmidons, Marshal of the Seas, God of the Mer, Boat-breaker, God of Deadly Waters, the Wave Warrior.

TIELLA—the Sea Hag, Daughter of the Raging Seas, Consort of Kingu, Treasurer of Ocean, Mistress of Monsters, Goddess of Powers, Lady of the Elder Seas, Undying Queen of the Mer, Mistress of the Watery Realms, the Gentle Death, Keeper of the Watery Dead.

GODS OF LAW

THE COURT OF METATRON

METATRON—Father of Ahuras, Lord of the Hierarchs, Chancellor of the Heavens, Lord of Covenants, the Sustainer of Man, the Liberator and Scribe, Man's intermediary in the Heavens, the Eternal Judge, Lord of Order, Supreme Lord of Life, Master of Death, the Pillar that is Purity.

LABBIEI—Healer of the Land, Regent of the Sun, Overseer of the Evening Winds, God of Prayer, Love and Joy, Master of the Healing Arts, Lord of Science and Knowledge, Bane of Kototh in the Heavens, the Scoffing and Jesting Lord.

GAVREEL—the Anunciator, Bane of Nergal, Lord of Resurrection, God of Mercy, Master of Vengeance, Lord of the Dead, Giver of Revelations, Lord of Justice, God of War, Protector from Insanity, the Reconciler.

SABBATHIEL—Soldier of the Sun, Lord of Repentance, Righteousness and Sanctification, Master of the Heavens, Viceroy of Metatron, Giver of Patience, Prince of Light, Marshal of the Host, Patron of Soldiers, God of Government, the Loyal Master, Midnight Warrior, God of the Law, Lord of the Morning.

ARATHRON—Lord of Alchemy, God of Medicine, Master of Invisibility, Patron of Artisans, the Left Hand of Knowledge.

ABRAXAS—the Mediating God, Prince of the Aeons, Lord of the Days, God of Healing, Warrior against Pain and Illness, the Soothing Master, Lord of Healing Light.

SRAOSHA—Protector of Man, Lord of Obedience, God of Discipline, the Undeceiveable and Unsleeping God, Warrior against the Storms, Warden of the Holy Paths.

ARCAN—the Charioteer, Lord of the Kerubim, Rager against Chaos.

ATUESEUL—Bane of the Beasts of Chaos, Marshal of the Angels of Fury, Lord of the Amaliel, the power that brings terror to terror's lord.

THE COURT OF ASHUR

ASHUR—God of the Wind, Lord of the Storm, the Avenger, Patron and Enemy of Man, Servant of the Righteous, Guardian of the Tablets of Destiny, he who holds the fate of all, Upholder of Truth and Justice, the Lawgiver.

ENKI—God of the Waters, Lord of Immortal Wisdom, Turner of the Flood, Lord of Magical Knowledge, Instructor in the Arts of Survival, Patron of Man, Deliverer from Disease and Demons, Father and Councilor of Gods, the Dead and Undying God.

INANNA—the Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, she who commands fear in men, she who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, the Warrior Queen.

TARITU—the Dying Goddess, Shield maiden of Inanna, Lady of the Chase, Patron of the Flowering Field, she who tempts stone to cry, the Stalking Beauty.

MUSHRU—Father of the Mushrussu, Lord of the Ravaging Flame, Servant of Inanna, Keeper of the Sacred Tongue, Guardian of the house of Inanna, Son and Enemy of Kototh.

VAHAGN—Son of Ashur, God of Fire and Lightning, the Realm Warrior, Champion of Order, Lord of Might, Patron of Adventurous Deeds, God of Invincible Power, the Eternal Warrior.

YAVISHTA—the Divine Blacksmith, Artisan of the Gods, Lord of Terrestrial Fire, God of Volcanoes, Teacher of the Mechanical Arts, Lord of Pleasure, Armorer of the Gods.

CEDALION—Lord of the Forge, Servant of Yavishta, the Divine Dwarf and Eternal Artisan, Master of Metals, the seeker of perfection.

GODS OF BALANCE

TEHUTI—the Supreme Master of Balance, the Eternal Sleeper, Spokesman of the Gods, Keeper of the Divine Record, Lord of Invention, Inventor of Science, Literature and Wisdom, the Measurer, the Creator of Existence, the Invincible Master of the Astral Paths, Preserver of the Dead, Lord of Time, Master of the Unalterable Laws, Judge of the Combat of the Gods, Lord of the Word, the Spirit of Truth and Master of Eternity.

ORMAZD—Lord of Balance, Judge of Man, Lord of the Convocation, Commander of Truth, the Ruling Mind, God of Thoughts, Champion of the Lesser, Bane of the Great.

SARAMEYA—Master of the Astral Winds, the Eloquent Gambler, Protector of Heroes, Messenger of Tehuti, Warden of the Stones, Lord of Boundaries, Patron of Animals, Lord of Fraud and Theft, God of Travellers and Commerce, Watcher on the Roads, Patron of Shepherds, he who is swifter than thought, Patron of Spies and Assassins.

SOQED HOZI—the Sword of Balance, Lord of the Merkabah, Prince of the Astral Fires, Marshal of Balance, Lieutenant in Time, the Fist of Tehuti.

OMAEI—Perpetuator of Life, Multiplier of the Species, Master of Fecundity, Weaver of Destiny, Brother of Fate.

MANU—the Personification of Fate, Architect of Destiny, Master of the Eternal Triad*, Author of the Tablets of Destiny, Brother of Omael, Shadow watcher.

*The gods in the Triad are Manu, Zehanpuryu'h and Jehudiel.

ZEHPANPURYU'H—Dispenser of Judgement, Weigher of Balance, Sword of Fate, Master of the Rites of Balance, Patron of Divination, True Son of Tehuti, the Eternal Master.

JEHUDIEL—Lord of the Celestial Spheres, Lord of the Eternal Veil*, Herald of the Edicts of Fate, Writer in the Heavens, Guardian of Existence.

*According to the prevailing cosmology the three worlds are separated from infinity by an eternal veil of impenetrable blackness. Jehudiel rules this veil and, with his spheres, writes the edicts of fate upon it.

POTEH—Master of Forgetfulness, Lord of Oblivion, God of Forgotten Knowledge, Reader of Fate, Lord of the Unknown, Knower of the Unknowable, the Eternal Void, Warden of the Forgotten Well, Dweller beyond the Veil.

THE ELDER GODS

THE KOTOTHI

KOTOTH—the Eldest Serpent, three-headed Lord of Doom, Father of Races, Lord of Jealousy, God of Cunning and Wit, the Lusting Serpent, he who hungers for the Sun, Patron of Theft, Greed and Trickery, Lord and Father of Dragons, Serpents and Worms, he whose jest is Death, Master of the Arcane, Receptacle of Dark Knowledge, Quester after Light, the Eldest Elder, Lord of Wild Growth and Choking Moisture, Partner in Chaos.

NEBETH—the Great Serpent, Lord of Fascination, Master of the Great Serpents, Lord of Slime.

MAB AC'KOTA—God of the Trolldfolk, Patron of Fishers, Lord of Torture, Perversity and Humiliation, Patron of the Dance, Master of Vengeance, Reveller in Pain.

GYWN AP NUDD—God of the Goblins, Patron of the Hunt, Master of Lies and Deceit, Lord of Hunger and Lust.

GARTUN—Father of the Great Apes, Lord of Paralysis, Patron of Poisoners, Corruptor of Beasts, Enemy of Man.

KOTARL—the Great Deciever, Perverter of Civilization, Master of Dark Knowledge, Lord and Enemy of Civilized Man.

ZURITI—the Eldest Dragon, True son of Kototh, Lord of the Elder Dragons, God of Eternal Hunger, the hoarder.

MALLEN TROW—Lord of the Stones, God of the Rock Trolls, Lord of the Trolls, Enemy of the Wood, Bane of the Tuath.

PAITCO SITH—Lord of the Beguiled, Master of the Daoine Sidhe, Patron of Blood-seekers, Lord of Dark Magics, Patron of Evil beasts, Reveller in Betrayal, the Corrupt Avenger.

LABOTH—Lord of the Worms, Eater of the Earth, the hunger without thought, he who waits.

SHURIKAL—the human son, Master of Arcane Knowledge, the Conqueror, he who revels in destruction, Patron of Barbarians, Enemy of Knowledge, Master of the Corrupt.

UTGARD GEROR—Lord of the Mountain, Master of the Frozen Wastes, High-smith of Kototh, Lord of Wit, Master of the Sudden Thought, Patron and Father of Giants.

THE COURT OF DAGDA (THE TUATHA)

DAGDA—the Sweet Singer, Patron of Bards, Lord of the Silver Hand, Spokesman of Elysium, God of the Sword, he in whom birds find peace, Master of the Musical Powers, Harpmaster, Consort of Rhiannon.

MANANNAN—God of the Elder Seas, Lord of the Burning Spear, Patron of Sailors, Bane of Tiamat.

OGMA—Lord of Poetry and Eloquence, Master of Satires*.

NOTE—A satire is a rhyme or song used by a Bard to curse the person he makes it against. Until precise rules for Bards are published Ogma may be considered to have power in all curses and bans that are cast with Sidh Magic.

NUADA—King of the Tuatha, the Spirit of Leadership, God of Influence and Charisma, the Royal Warrior.

CRIEDNE—Lord of the Brazier, Patron of the Senses.

MATHGEN—Master of Elder Magics, Lord of Wizardry, Patron of those who seek Knowledge.

MORRIGAN—Goddess of War, the dark-haired rider.

DIANCECHT—God of Healing, Master of the Soothing Arts, Patron of Herbalists.

LUGH—Son of Dagda, Creator and God of the Sidh, Master of All Arts, the Shining One, the Eternal Heir, the power of the Sidh.

FIGOL—Master of the Wild Wood, the Eternal Forester, Patron and God of Druids, Master of Divination and Justice, Runemaker.

YNGVI—Maker of the Storm, Father of Lightning, Render of Silence, Ruler of the Rains, Patron of the Wind.

LUCHTA—the Divine Carpenter, Shaper of the Wood, Patron of Craftsmen.

ULL—the Supreme Archer, Lord of Speed, the Un-erring.

BRIGIT—Goddess of Healing and Beauty, Consort of Nuada, the Gentle Flower.

GYWYDION—Lord of Transmutation, Shaper of Existence, Lord of Cleverness and Guile.

RHIANNON—Goddess of Flight, Patron of Birds, the essence of Beauty, Goddess of the Elder Tongues, Consort of Dagda, Mother of Lugh.

DAENN—the hidden one, High King of the Sidh, Master of Concealment, Lord of the Secret Paths, Son of Lugh.

FINVARRA—King of the Elf Sidh, the Silver-clad warrior, Master of Sidh Magics, Bane of the Trolls, Warrior in the Wood, Son of Daenn, Fosterling of Dagda.

OBIRON—King of the Faery Sidh, Master of the Sidh Arts, Ruler of the Knowe, Lord of the Mists, the Eternal Poet, Master of Rhetoric, Calmer of the Wild Heart.

OTHER ELDER GODS

GOIBNIU—Lord of the Smiths, God of Brewing, Creator of the Dwarves, Master of the Mountain, High King of the Wild Earth, Shield-brother of Domiel, Enemy of Man, Keeper of Hidden Treasures, Master of the Secret Paths, Father of Dvalinn, Lord of the Gnomes, Consort of Gea.

DVALINN—King of the Dwarves, Patron of Artisans, God of Metalcraft, the ultimate craftsman.

BES—Protector of Dwarves, Guardian and Master of Sleep, Author of Kindly Dreams, Lord of Luck, God of Music and Hilarity, Protector of man from Evil Spirits and Dangerous Beasts, Quieter of the Wild Thought, Soother of Pains.

DIONYSIUS—Creator of Wine, Lord of Vegetation, the Roarer, Maker of Warm Moisture, Patron of Civilization, Lord of Pleasures, Master of the Wilds of the Mind, Tempter to Abandon, God of Illusion and Masquerade, Maker of Vengeful Horrors, the bull-horned lord, God of the Maenads*, Master of Eternal Life, God of Inspiration and Ecstasy.

*The Maenads are a cult of human worshippers of this god. Their full attributes and powers will be covered at a later date.

DOMIEL—Prince of Majesty, Lord of Fear and Trembling, God of the Elements, Father of the Elemental Spirits, Patron of Pure Existence, Master of Cold, Father of Fire and Frost, Lord of the North.

BEN NEZ—King of the Air, Lord of the Wind, Master of Predatory Birds, the hawk of Domiel, Patron of the Hunt, father of the hawk.

GIRRA—the ever-burning one, Father of Fire, Master of Elemental Fire, Feeder on Impurity, Son of Domiel.

GEA—the Ancient Earth, Mistress of Prosperity, Consort of Goibniu, the essence of fertility, Goddess of Wealth, Patron of Rightful Vengeance, Mistress of Life, Enemy of Tiamat.

ZU—Lord of Elder Water, the Immortal Serpent, Brother and Enemy of Tiamat, God of Elemental Water, Quester after Knowledge, Patron of Domiel, Servant of Mimir, Lord of the Flood, Guardian of Pure Waters, Thief of the Immortal Tome*.

*Many faiths speak of a first man who won immortality for mankind from the gods only to have it stolen through his gullibility or negligence. The thief was Zu.

ODIN—Lord of the Wolf, Patron of Scavengers, Master of Elder Magics, the Far-Traveller, Lord of Inspiration, he who makes beasts of men, God of the Spear, the bringer of frenzy, Father of Hecate, Leader of the Wild Hunt, Father of the Oak, Reaver of the Sidh, Master of the Heroic Dead.

TYR—God of Courage and Wisdom, Lord of Battle, Fosterer of the Wolf, Brother of Giants, Master of Daring, Giver of Valor, Guardian of the Peace, Master of Warfare, Patron of Blood Vengeance, the One-armed warrior, Champion of the Elder Laws, Patron of Justice.

MIMIR—the thinking one, Warden of Knowledge, Father of Sweet Water, Lord of the Water Spirits, Dweller at the heart of the world, God of Prophecy, the eye-keeper, he who exacts payment, Lord of the Eternal Well, Patron and Master of Zu.

MANAKEL—the playful hunter, Lord of Aquatic Animals, Patron of the Dolphin, Guardian of man at sea, the friend of sailors, Lord of the Friendly Currents, the bringer of joy, the enemy of monsters.

EBLIS—Father of the Jinn, Warrior in the Desert, Eternal enemy of man, Most High King, Master of Enmity, Lord of Smokeless Flame, Grand Marshal of the Elder Hosts, the death seeker, Lord of the Wastes, Master of the Ifreet.

CASSIEL—Lord of the Jinn, Dragon Rider, the Bane of Man, God of Solitude and Tears, the destroyer of unity, Son of Eblis, Master of the Sudden Thunder, Warrior in the Wind.

TY'ANA—Queen of the Peri, Lady of the Cooling Rain, Mistress of the Righteous Path, Hidden Guardian of Man, Patron of the Jinn, Consort of Eblis, Keeper of the Eternal Gardens, Mother and Enemy of Cassiel, Bane of Evil in the Desert.

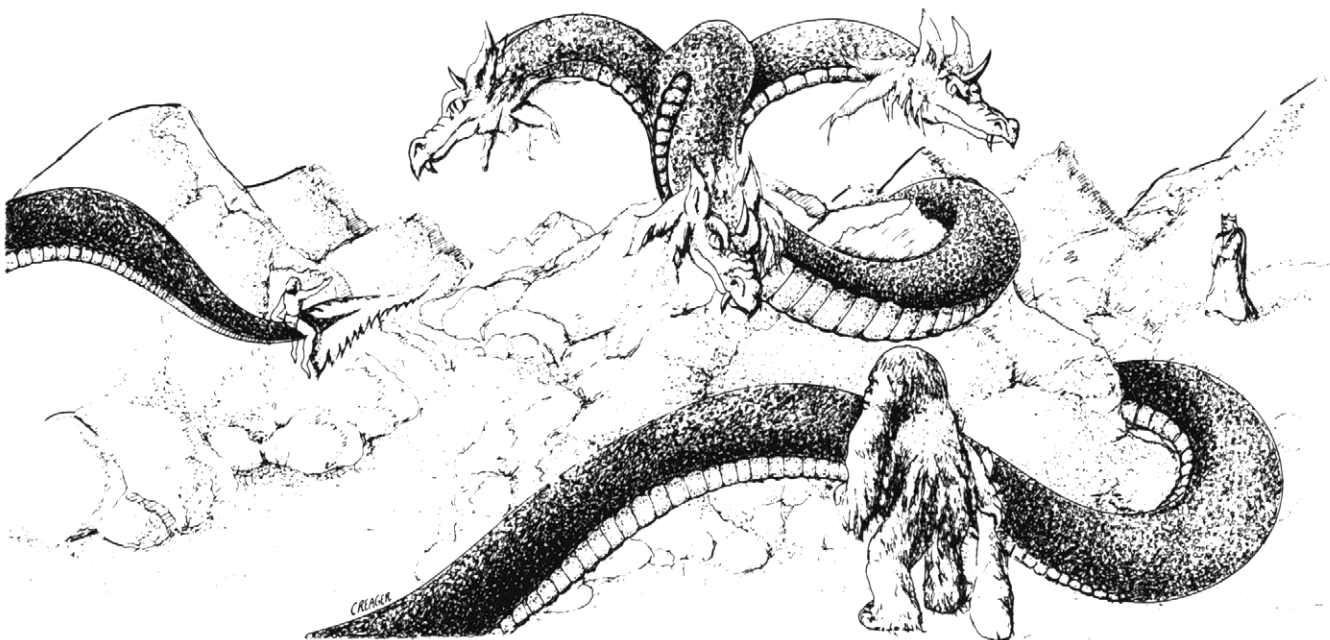
The entities above are the basic gods of the Powers and Perils world. While other deities, of lesser or more specialized importance, exist, the deities above are those that are most commonly known and worshipped. Until a complete cosmological system is available, you may use the information in any way that you like. In the future, the cosmology module will fully define these beings, give rules for using them in your world and expand important aspects of the Powers and Perils system.

NOTE—This section can be used as a limiter on Knowledge and other such spells. If the Referee desires, Players must contact a god with power in the area that they wish to gain knowledge in. To do so:

1) They must cast Knowledge for gaining information from that god's alignment.

2) The casting area must be purified beforehand.

If this option is used Knowledge must be learned separately for each alignment. As the information is gained from these deities, it is a realistic limitation. Also, if an abysmal failure results, consider the nature of the god in imposing the punishment if a bad result occurs, i.e the anger of Abaddon is much more deadly than the anger of a lesser god with gentler powers.



The god Kototh with, left to right, Mab ac'Kota, Gartun and Kotarl.

CULTURAL PARAMETERS

The tables below provide details about the seventy-one cultures in Perilous Lands. It can be used as a reference when these cultures come into play. There are two tables: the first

provides details about civilized nations, the second about barbarian cultures.

CIVILIZED CULTURES

CULTURE	G.N.I.	ALIGN.	LANG.	GOVERNMENT	POWER
A'KORCHU				Theocracy	
THE ARATAD	398	Chaos	Korchi	Democratic	159
CONFEDERACY	153	Elder	Aratad	Autocracy	70
BA'RUAL	29	Law	Ba'Ru	Monarchy	12
BHAMOTIN	125	Law	Bhamoti	Theocracy	
CALDO	84	Elder	Caldan	Dual	74
THE EMPIRE				Monarchy	54
OF THE CED	98	Elder	La'Ced		40
THE CERULEAN					
EMPIRE	974	Chaos	Cerulean*	Imperial	313
CHIOS	20	Elder	La'Ced*	Duchy	8
CHOSHAI	24	None	Katai	Feudal	14
CHUNREY	300	Law	Chunai	Feudal	129
CLIMA	220	Chaos	Climan	Theocracy	105
THE CONFEDERATION					
OF SHANDA	40	Elder	Shandar**	Democratic	36
DAWANA	76	Balance	Dawanese	Theocracy	35
DECHAT	48	None	Dechan	Emirate	23
DIRLLAR	48	Elder	Dirlla	Democratic	23
DJANESBORG	97	Elder	Djani	Feudal	46
DONARA	293	Law	Donaran**	Feudal	109
THE FOMORIAN KINGDOMS					
Aredan	27	Law	Fomorian	Monarchy	13
Ashudan	34	Law	Fomorian	Monarchy	22
Atler	38	Law	Fomorian	Monarchy	16
The East	189	Law	Fomorian**	Monarchy	81
Fomoria	219	Law	Fomorian	Monarchy	114
The Islands	50	Law	Fomorian	Monarchy	28
Musira	22	Law	Fomorian	Monarchy	9
Port Doman	21	Law	Fomorian*	Principality	9
Shestar	30	Law	Fomorian	Monarchy	12
Vahear	122	Law	Fomorian	Monarchy	65
Xan	64	Law	Fomorian	Monarchy	42
FOMORIAN TOTALS	816	Law	Fomorian	Monarchy	411
GOM	97	Elder	Gomesse	Monarchy	43
IRAVOY	23	Elder	Irava	Anarchy	10
JA'XON	36	Elder	Gomesse	Monarchy	16
KATAI					
Imperial					
Katai	485	None	Katai	Feudal	153
Shantou	237	None	Katai	Feudal	65
Sangsao	228	None	Katai	Feudal	65
Qimou	184	None	Katai	Feudal	52
Choundeu	179	None	Katai	Feudal	50
Li'jian	161	None	Katai	Feudal	45
Jiuquo	122	None	Katai	Feudal	36
Kadao	115	None	Katai	Feudal	33
Koi'lan	94	None	Katai	Feudal	27
Scaloo	87	None	Katai	Feudal	25
Tiansar	69	None	Katai	Feudal	20
Koulou	67	None	Katai	Feudal	20
Si'chava	62	None	Katai	Feudal	18
Pamau	58	None	Katai	Feudal	17
Da'qaid	55	None	Katai	Feudal	15
Ci'jian	51	None	Katai	Feudal	16
Musdao	46	None	Katai	Feudal	14
Ul'liao	41	None	Katai	Feudal	12
Dzhamou	35	None	Katai	Feudal	15
Tirat	28	None	Katai	Feudal	8
KATAI TOTAL	2404	None	Katai	Feudal	706

Culture	G.N.I.	ALIGN.	LANG.	GOVERNMENT	POWER
KIRAZAN	32	None	Kiraza	Emirate	12
LEMASA	408	Elder/Chaos	Lemasan	Feudal	142
L'P'NTH	196	Chaos	L'p'nth	Theocracy	87
MA'HELAS	91	Balance	Matan	Monarchy	37
MARENTIA	300	Law	Marentian	Monarchy	110
NERID	15	Elder	La'Ced	Duchy	4
NO'MAL	27	None	Dechan	Emirate	17
NOVARASK	8	Law/Elder	Novarischi**	Junta	4
REGIS BAYA	22	Law	Bayan	Theocracy	14
RO'BABZA	67	Chaos/Elder	Ro'babzan	Kingdom	54
THE ROGIZINI EMPIRE					
Rogh'sa***	176	Chaos	Rogizini	Feudal	69
Acghiza	138	Chaos	Rogizini	Feudal	50
Tilal	87	Chaos	Rogizini	Feudal	28
Araou	73	Chaos	Rogizini	Feudal	24
Musci	61	Chaos	Rogizini	Feudal	20
Shiazi	55	Chaos	Rogizini	Feudal	23
Shiea	49	Chaos	Rogizini	Feudal	16
Maoun	41	Chaos	Rogizini	Feudal	13
Zirinava	37	Chaos	Rogizini	Feudal	10
Assin	32	Chaos	Rogizini	Feudal	11
ROGIZINI TOTAL	749	Chaos	Rogizini	Feudal	264
SHIBEN	25	Elder	Salaqi	Duchy	10
SHURIKAL	40	Kotothi	Shurani	Theocracy	51
TAOLISA	108	Varies	Taolisan	Kingdom	54
TEOS	94	Law	Teosan	Theocracy	41
THALIBA	35	Law	Thaliban	Kingdom	18
Porta	11	None	Portan	Anarchy	7
TICASI	26	Law	Salaqi	Junta Dual	9
TREAS	24	Elder	Trean	Monarchy	11
VALHEIM	26	Elder	Valhan	Monarchy	12
ZARUN	32	None	Zarunese	Democracy	17

*The dominant language in the nation. Sizable minorities speak other languages. All citizens speak this language.

**As above except a sizable number of the population are not fluent in the dominant language though most can make themselves understood, given time. In many of these cultures the native speakers

of the dominant tongue rule in an oppressive manner.

***The Emir of Acghiza, Grand Vizier of the Rogizini Empire, controls the strength of Rogh'sa as well as his own. The Emirate of Shiazi is the former stronghold of the Shazi pirates. Some pirates still dwell there and secretly ply their trade.

TABLE DEFINITIONS

G.N.I.

Gross National Income. An approximate estimate of a culture's average yearly income. Each point of this rating is 10,000 silver coins in gross value. The general formulae used to determine it are:

Total City Population $\times$ 5SC

Total Barbarian or Slave Population $\times$ 2SC

All other population $\times$ 3SC

When these figures are determined they are totalled, divided by 10,000 and rounded off to yield the approximate G.N.I. of the nation. They do not include international trade that the nation engages in (which may be a positive or negative factor as indicated in each culture's **ECONOMY** section).

ALIGN.

The basic alignment of the nation's main religion.

LANG.

The most prevalent language in the nation.

GOVERN.

The nation's basic form of government. For precise details, see the **LEGAL SYSTEM** section of its description.

POWER

An approximate rating of the power of the nation or cultural group. The basic formula is:

$$\text{POWER} = (\text{GNI}/5(\text{RU})) + (\text{A}/1,000) * (\text{NV}/10) + (\text{HV}/5) + (\text{P}/100,000)$$

All values above, unless specified otherwise, are rounded off.

*In calculating the value of A, elite units are double value, soldiers, warriors and trained militia are normal value and militia are 1/2 value. (See the *Formula Key* for further explanation.)

FORMULA KEY

GNI = Gross National Income.

A = Number of men in army and marine formations, number of warriors that can be levied for war.

NOTE—The term **MARINE** means soldiers specifically trained for marine duty. It does not include normal soldiers that most nations include in the crews of warships that are going into combat. Only where this term is **explicitly** used will nations have **ANY** marines. In all cases, where they do exist they are elite.

NV = Naval vessels, all vessels that are part of the nation's military establishment including heavy vessels and merchants where applicable.

NOTE—Standard ship crews, if they come into play, fall into the following general ranges:

SHIP TYPE	NUMBER OF MEN
Merchant Ship	10-20
Pirate	30-60
Light Warship	50-100
Medium Warship	100-150
Trireme	250-350
Quadreme	400-500

HV = Heavy vessels. All vessels in the fleet that are rated at trireme size or larger.

P = The total population of the nation.

BARBARIAN CULTURES

CULTURE	TRIBES	ALIGN.	LANG.	G.N.I.	POWER
A'HA'KACILI	15	Elder	Sair'Kacili	26	35
ASSIRAN	5	Elder	Sair'a'cili	12	13
BAL'SANI	3	Elder	Assiran	9	11
Col'ka	1	Elder/Chaos	Balas	2	3
DJAKSCHIL	2	Elder	Djakschi	10	13
FIERAZI					
North	11	Varies	No'reas	33	40
South	13	Varies	So'reas	28	31
GHAZAI	1	Kotothi	Ghazai	7	16
GHIAMEM	3	Law/Elder	Ghiam	7	9
GOIDAN	7	Elder	Goidanese	16	22
HELVA	5	Elder	Helva	13	17
HUMAGI	4	Elder	Helva	21	27
IPANZA	5	Elder	Yapanza	7	9
IZZA	1	Law/Kotothi	Izza	11	13
KAKANA	1	Kotothi	Kakana	3	4
KALEM(KAYEE)	1	Elder	Kalem	3	4
KAMERAN	2	Law	Kameri	12	17
KAZI	8	Elder	Kazi	22	28
KLL'MAUN					
Chaotic	3	Chaos	Kll'maun	9	11
Shamanic	4	Elder	Kll'maun	11	15
Lawful	1	Law	Kll'maun	6	8
Bayan	2	Law	Kll'maun	7	9
KOLARI	5	Elder	Kolari	11	16
Kolaro	3	Elder	Kolari	9	12
MOPAZI	1	Elder	Mopazi	6	9
NYLASA	3	Elder	Nylasa	12	19
Pa'Nylasa	1	Chaos	Nylasa	4	6
OMAVOR	4	Balance	Omava	13	13
RHUSELSKA	3	Elder	Rhuska	13	17
RIZEELA	4	Law	Rizeeli	19	24
ROBARI	4	Elder	Robari	10	13
SARGHUT	3	Elder	Sarghut	24	36
TIMBAZA	1	Balance	Timbaza	5	5
VASSA	3	Elder	Vassa	12	16
ZEN'DA					
Western	7	Elder*	Zen'dali	24	33
Central	4	Elder	Zen'dali	16	22
Eastern	3	Elder*	Zen'dali	14	21

*The Noya'Bova are chaotic. The Fier'paz have a chaotic sub-cult.

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USE OF POWER

Power can be used to get an idea of a nation's relative position vis-a-vis its neighbors and to determine a basic rank comparing it to all other cultures. The sections that follow detail this factor.

RELATIVE POSITION

This factor is determined by comparing the power ratios with the largest read first. The basic meaning is:

ODDS	MEANING
Less than 2-1	The cultures view themselves as equals. Fear of the larger nation has little effect on the national policy of the smaller nation. The larger nation is unsure of its advantage and curbs its aggressiveness as a result.
2-1 to 3-1	The larger nation is more powerful but not enough to cow the smaller nation. The smaller nation handles the larger nation with care but will not be browbeaten if that nation chooses to be domineering. The larger nation is confident that it can win any war between them, but feels that it might suffer substantial losses in doing so. They will only attack if the likely gain exceeds the anticipated losses by a significant amount.
4-1 to 5-1	The larger nation has a sizable advantage over the smaller. The smaller nation bends every effort to handle the larger nation carefully. The larger nation may be domineering and/or arrogant in dealing with the smaller. The larger nation is very confident that it will win any war between them.
5-1 or more	The difference in strength is overwhelming. The smaller nation makes every effort to placate their giant neighbor. The larger feels that the smaller continues to exist at its sufferance. It is loath to tolerate any disrespect or villiany from the smaller nation.

NOTE—The information in this table only fully applies to civilized nations. Barbarian nations will be somewhat guided by it but their

attitude, and increased mobility, makes it less of a factor for them. Finally, cultures will react within the parameters that their personality and legal system would logically allow. Even outclassed 5-1, a fanatically lawful culture will be hostile to a larger, Chaotic enemy.

POWER CLASSES

The power rating can be used to determine the amount of influence a culture has in its area. The table below gives some basic breakdowns for this factor:

POWER	CLASS	MEANING
300 + up	I	The dominant military and social influence in the area, "super-powers."
101—299	II	A major power with a strong influence on its area. These nations are powers to be reckoned with.
51—100	III	These powers are important locally. Most are capable of defending themselves from aggression and can influence their neighbors.
20—50	IV	These powers are without international significance. Locally, they are of some importance but must assume a defensive posture at most times.
Less than 20	V	These powers exert little or no influence on their neighbors. They are small nations with little military power.

NOTE—To get an idea of the significance of a barbarian group, add 20 (if it is warlike) or 10 (if it is not warlike) to the power rating. This will give a true indicator of its influence on the table above.

