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1. PRIESTS ARNAK

OSARAN, HIGH PRIEST DANSART

Age: Immortal (Appears 20), **Ht/Wt:** 6'4"/190, **Hair/Eyes/Build:** Blond/hazel/slender, **Dmnr:** Charming/cruel; **Race/Sex:** Iylar/M.

Hits: 152. **Melee:** 154bs. **Missile:** 122 Netherbolt.

AT(DB): 11(48). **Sh:** (Y*). **Gr:** N/A

Lvl: 45. **Profession:** Sorcerer/Evil High Priest. **Stats:** Ag-99; Co-97; Me-95; Re-94; SD-91; EM-100; In-102; Pr-101; Qu-101; St-91. **AP:** 102. **PP:** 1206 (201 x 6).

Skill Bonuses: ArmH 6; ArmL 12; ArmM 6; ArtA 69 (Act 124); ArtP 27; AthB 26; AthE 26; AthG 50 (Climb 82); AwarP 28 (Alert 53, SenAmb 53); AwarSch 42 (Observe 101); AwarSen 48 (RealAw 80); Comman 27; Comm 44 (Sig x); Cra 20 (Rmas 91); DS 57 (DirS 122); In 62 (Dipl 77, Lead 112, Psp 86, Sed 122); LorG 33 (CultL 42, RegL 42); LorM 37; LorO 35 (DeviL 50); LorT 10; MAST 23; MASw 29; OutA 56 (AnmHd 116, Ride 90); OutE 41 (WeathW 71); PowA 73 (Attune 123, PowPc 91, Runes 111); PowM 57 (Chan 92, SpellM 92); SciAB 25; SciAS 23 (Chem 53); SCon 18; SpecA 16; SpecD 0; SubA 41 (Amb 65[8]); SubM 52 (Disgu 82); SubS 53 (Hide 101, Stalk 101; TechGen 20; TechP 30); Tech Voc 30 (Admin 101, Tactics 95); Urb 22; Weap1HK 6; Weap1HEd 56 (bs 154, da 146), Weap2H 6; WeapM 31; WeapMA 17; WeapPA 6x; WeapT 12.

Spells:

Directed Spell OB: 122 (*Netherbolt*; *Desert Curse*). All Base Sorcerer to 30th. Evil Cleric Dark

Channels and Curses. All Essence Open and Closed, all Base Arnak† to 50th.

Items: *Blade of Shadows:* A Sorcerer's blade, +30 bastard sword, *Of Slaying* all foes, wielder cannot be stunned, wielder may "Call the Dark Essence." By uttering these words, he channels raw Essence through the sword. The effect is a *Nether Bolt*, 300' range, 3x hits, all non-evil spells cast on the holder while the sword is drawn must make a RR (at caster's level) vs. 50th level. If they fail by more than 50, the caster must make a spell failure roll (otherwise, the spell simply fizzles).

Dagger of Elfslaying: +30, if the attacker gains a critical, he rolls an additional Slaying critical, adding +10 for every crit level above an "A."

Desert Robes: Wearer is immune to natural heat and cold, casts invisibility 8x per day, adds +100 to hiding, will *Deflect* and *Bladeturn* up to a total of 8 missile and melee attacks a day.

High Priest Ring: x6 PP Enhancer, allows wearer to cast four *Netherbolts* 200' each day, allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before, allows the user to speak Dyar, Erlin and Iylar and Arcane tongues with fluency, protects wearer as AT 11 (-50), will summon and control all dogs/hounds/wolves within 100 miles, opens all doors in Tower of Dansart. *Controls Weather* within 100 miles. -150 deflect/Bladeturn.

Helm: full helm of bluish steel (worn only when in battle).

SEBIS, PRIEST DANSART

Age: Immortal (appears 25), **Ht/Wt:** 6'6"/195, **Hair/Eyes/Build:** Black/Green/Slender, **Dmnr:** Cruel, Haughty. **Race/Sex:** Dyar Elf/M.

Hits: 108. **Melee:** 67da. **Missile:** 78da.

AT(DB): 11(36). **Sh:** (Y*). **Gr:** N

Lvl: 22. **Profession:** Mentalist/Priest Arnak. **Stats:** Ag-95; Co-84; Me-81; Re-67; SD-45; Em-65; In-96; Pr-99; Qu-97; St-88. **AP:** 83. **PP:** xx (136 x x).

Skill Bonuses: ArmH 4; ArmL 11; ArmM 4; ArtA 30 (Act 33); ArtP 8; AthB 20; AthE 20 (Swim 29); AthG 38 (Climb 44, Fly 41); AwarP 12; AwarSch 20 (DetTrps 41, LocSct 47; Surveil 44); AwarSen 14 (RealAw 17); Comman 18 (Subd 38); Comm 27 (Sig 57); Cra 11; DS 2; In 35 (Lead 38); LorG 20 (CultL 29, RegL 29); LorM 2; LorO 14 (DeviL 29, DragL 17); LorT 14 (PoisonL 23); MAST 21 (Box 24); MASw 11; OutA 23 (Ride 29); OutE 16 (StarG 19, WeathW 56); PowA 32 (Attune 35, PowPc 38, Runes 35); PowM 28 (Chan 33); SciAB 11 (BMath 23); SciAS 9 (Ast 34); SCon 10 (Medit 25, StunMn 22); SpecA 10; SpecD 0; SubA 34 (Amb 68[12]); SubM 21 (PLocks 24); SubS 20 (Hide 38, Stalk 38); TechGen 6; TechP 13 (Arch 18); Tech Voc 13 (Admin 28, Appr 18, Tactics 58); Urb 6; Weap1HK 4; Weap1HEd 40 (bs 43, da 67), Weap2H 4; WeapM 30 (sb 36); WeapMA 4; WeapPA 4; WeapT 46 (da 78).

Spells: Base Seer True Sight, True Perception, Mind Visions, Past Visions to 20th, 4 each Open and Closed Mentalist to 10th, all Base Arnak† to 20th.

Items: Priest Arnak Ring, +20 dagger, leather breeches and jacket that protect as AT 11. **Notes:** assigned to the Rhakhaan/Zor border area.

HIGH PRIEST THARGONDAAK

Age: Immortal (appears 35), **Ht/Wt:** 6'5"/195, **Hair/Eyes/Build:** Black/Grey/Fit, **Dmnr:** Cool. **Race/Sex:** Dyar-Laan/M. (A.k.a. "The Pale Man")

Hits: 146. **Melee:** 104ma. **Missile:** 85da.

AT(DB): 2(119). **Sh:** (Y*). **Gr:** N

Lvl: 38. **Profession:** Animist/Priest Arnak. **Stats:** Ag-95; Co-98; Me-83; Re-77; SD-93; Em-80; In-102; Pr-98; Qu-98; St-99. **AP:** 99. **PP:** 1146 (191 x 6).

Skill Bonuses: ArmH 14; ArmL 16; ArmM 14; ArtA 41 (Act 96, Dance 44); ArtP 17; AthB 31; AthE 41 (Swim 79); AthG 56 (Acro 88, Climb 62, Contor 59, Fly 120, Ski 80); AwarP 32 (Alert 57, SenAmb 33); AwarSch 55 (DetTrps 119, LocHid 79, Observe 119, Surveil 119, Track 110); AwarSen 42 (RealAw 66); ComMan 27 (Subd 83); Comm 32 (Sig 50); Cra 19 (Rmas 99); DS 10; In 42 (Bribe 45; Dipl 57, Lead 92, Psp 66, Sed 92); LorG 22 (CultL 31, RegL 31); LorM 29 (CircleL 47); LorO 34 (DeviL 66, DragL 89); LorT 28 (HerbL 52, PoisonL 88); MAST 14; MASw 16; OutA 71 (AnmHd 132, Ride 111); OutE 69 (Cave 93, Forage 72, StarG 93, WeathW 133); PowA 49 (Attune 79, PowPc 109, Runes 52); PowM 37; SciAB 17 (BMath 23); SciAS 13 (Chem 58); SCon 39 (Medit 81, StunMn 100); SpecA 23; SpecD 0; SubA 59 (Amb 114[25]); SubM 41 (Camo 71, DTraps 44, Disgu 87, PLocks 81); SubS 61 (Hide 127, Stalk 127); TechGen 20 (FAid 44, Sail 44); TechP 21; Tech Voc 21 (Admin 46, Nav 46, Tactics 110); Urb 14; Weap1HK 49 (ma 104); Weap1HEd 50 (bs 53, da 98), Weap2H 14; WeapM 35 (sb 41); WeapMA 12; WeapPA 14; WeapT 51 (da 85).

Spell lists: All Base Animist, Evil Cleric, 6 each Open and Closed Channeling. Also has the power to manipulate Dreams and cause nightmares, all Base Arnak† to 30th.

Items: High Priest Ring: x6 PP Enhancer, robes: subtract 80 from DB, mace +15.

YANDAR VIT, PRIEST THARGONDAAK

Age: Immortal (appears 30), **Ht/Wt:** 6'4"/195, **Hair/Eyes/Build:** Black/Grey/Slender, **Dmnr:** Quiet, Condescending. **Race/Sex:** Dyar-Laan/M.

Hits: 84. **Melee:** 25da. **Missile:** 34da.

AT(DB): 2(36). **Sh:** (Y*). **Gr:** N.

Lvl: 13. **Profession:** Sorcerer/Priest Arnak. **Stats:** Ag-96; Co-84; Me-89; Re-86; SD-91; Em-96; In-97; Pr-78; Qu-96; St-67. **AP:** 84. **PP:** 267 (89 x 3).

Skill Bonuses: ArmH -3; ArmL 9; ArmM -3; ArtA 34 (Act 55); ArtP 9; AthB 15; AthE 17 (Swim 26); AthG 40 (Climb 46, Fly 43); AwarP 12 (Alert 31, SenAmb 22); AwarSch 24 (DetTrips 42, LocHid 45, Observe 68, Surveil 68, Track 27); AwarSen 14 (RealAw 17); ComMan 24; Comm 40 (Sig 43); Cra; DS 14; In 26 (Brib 29, Dipl 50, Trad 29); LorG 26 (CultL 35, RegL 35); LorM 30 (CircleL 33); LorO 20 (DeviL 23, DragL 23); LorT 3; MAST -3; MASw 9; OutA 40 (Ride 46); OutE 24 (Cave 42, WeathW 30); PowA 38 (Attune 44, PowPc 41, Runes 41); PowM 39; SciAB 26 (BMath 44); SciAS 18 (AMath 68, AlChem 33, Anth 23, Ast 23, Chem 38); SCon -9; SpecA 12; SpecD 0; SubA 26 (Amb 38[4]); SubM 9 (DTraps 12, Disgu 15, Forg 24, PLocks 15); SubS 26 (Hide 47, Stalk 47); TechGen 14; TechP 18 (Arch 28); Tech Voc 18 (Admin 23, Appr 33); Urb 3; Weap1HK -3; Weap1HEd 16 (bs 19, da 25), Weap2H -3; WeapM 28 (sb 34); WeapMA 9; WeapPA -3; WeapT 28 (da 34).

Spells: All Base Sorcerer, 3 each Open and Closed Channeling and Essence to 10th, three Base Arnak† to 10th.

Items: Priest Arnak Ring, +15 dagger.

Notes: Currently tutoring the Viscount Ridgeston, heir to a Duchy in Rhakhaan.

DARYEN CHOY, PRIEST THARGONDAAK

Age: Immortal (appears 25), **Ht/Wt:** 6'8"/185, **Hair/Eyes/Build:** black/grey/slender, **Dmnr:** scholarly. **Race/Sex:** Dyar/M.

Hits: 100. **Melee:** 84da. **Missile:** 35hcb.

AT(DB): 4(37). **Sh:** (N). **Gr:** N/A

Lvl: 11 **Profession:** Evil Cleric/Scribe. **Stats:** Ag-92; Co-74; Me-86; Re-87; SD-37; Em-22; In-98; Pr-58; Qu-90; St-94. **AP:** 94. **PP:** 231 (77 x 3).

Skill Bonuses: ArmH -5; ArmL 5; ArmM -5; ArtA 28 (Act 60); ArtP -2; AthB 11; AthE 11; AthG 31 (Climb 34); AwarP 9 (Alert 15); AwarSch 10; AwarSen -6; ComMan 14; Comm 20; Cra 16 (Rmas 26); DS 0; In 23 (Dipl 55); LorG 36 (CultL 45, RegL 45); LorM 13; LorO 30 (DeviL 33); LorT 13; MAST -5; MASw 5; OutA 21 (Ride 24); OutE 22; PowA 34 (PowPc 61); PowM 13; SciAB 18; SciAS; SCon -21; SpecA 5; SpecD 0; SubA -3; SubM 25 (Disgu 40); SubS 18 (Hide 27, Stalk 27); TechGen 9; TechP 19; Tech Voc 19 (Admin 44); Urb 2; Weap1HK -5; Weap1HEd 32 (bs 35, da 84), Weap2H -5; WeapM 26 (sb 32, hcb 35); WeapMA 8; WeapPA -5; WeapT 24 (da 30).

Spells: All base Evil Cleric to 10th, four Open & Closed Channeling, all Base Arnak† to 20th.

Ring: x3 PP Enhancer, cast 3 **Firebolts** 100/day, wearer understands any written text in Dyar, Erlin, Iylar, Rhaya, Iruaric, Emer and Shay, speaks Dyar, Erlin and Iylar with fluency, Detects Magic, halves adverse effects of fire and cold, protects as AT 4(-10).

AERYK, HIGH PRIEST YARTHRAAK

Age: Immortal (appears 30), **Ht/Wt:** 6'4"/195, **Hair/Eyes/Build:** Black/Green/Slender, **Dmnr:** Wise, friendly. **Race/Sex:** Dyar-Loar/M.

Hits: 136. **Melee:** 145bs. **Missile:** 126typh.

AT(DB): 11(89). **Sh:** (Y*). **Gr:** N.

Lvl: 41. **Profession:** Sorcerer. **Stats:** Ag-100; Co-89; Me-95; Re-86; SD-90; Em-100; In-102; Pr-97; Qu-99; St-95. **AP:** 94. **PP:** 1464 (183 x 8).

Skill Bonuses: ArmH 13; ArmL 20; ArmM 13; ArtA 60 (Act 106); ArtP 23; AthB 25; AthE 44 (Swim 100); AthG 45 (Climb 51, Dive 48); AwarP 24 (Alert 49, SenAmb 47); AwarSch 44 (Observe 104); AwarSen 26; ComMan 27; Comm 35; Cra 23 (Rmas 82); DS 53 (DirS 91); In 48 (Lead 72, Psp 69, Sed 75); LorG 32 (CultL 41, RegL 41); LorM 19; LorO 9; LorT 9; MAST 13; MASw 20; OutA 46 (Ride 52); OutE 39 (WeathW 90); PowA 69 (Attune 105, Rune 99); PowM 53 (Chan 63); SciAB 33 (BMath 54); SciAS 21 (Chem 71); SCon 22 (Medit 66); SpecA 21; SpecD 0; SubA 11; SubM 17; SubS 42 (Hide 90(140), Stalk 90); TechGen 17; TechP 27; Tech Voc 27 (Admin 95, Tactics 77); Urb 15; Weap1HK 13; Weap1HEd 49 (bs 145), Weap2H 13; WeapM 39 (sb 45); WeapMA 17; WeapPA 13; WeapT 20 (typh 126).

Spells: Directed Spell OB: 90. Knows all Base Sorcerer and Evil Cleric to 30th, 10 Open and Closed Essence and Channeling Lists, mostly utility spells, all Base Arnak† to 50th.

Items: Lord Ring of Yarthraak: A silver ring set with an opalescent gem, x8 PP enhancer, **Nether Bolts** 200' 4x/day, understand any written Text and read 8x normal speed, Speak Elvish and Arcane tongues fluently, Command sea creatures, Breathe underwater, Protect wearer as AT 11 (-50), See underwater as clear air. Robes: Sea-green hooded robes, they can change to any color desired, adding +50 to hiding.

Typh: A special throwing weapon, it has the effect of a -10 Flail. Usually a fumble of this weapon means a "D" Krush on the thrower, but with this item it is only a regular fumble.

Boots: Soft boots allow the wearer to walk or run on water, sand, swamp or any slippery wet surface as dry solid ground.

Runesword: An artifact of the Second Era, this sword has several abilities: +20, Special Bastard Sword (as Bs or -10 2-handed sword), can parry missile weapons, silvery green blade delivers a Disruption critical of same severity as regular crit, Holds four runes on either side of the blade, allowing the user to place up to a total of eight runes (max 20th level each) on the sword. The runes may be cast instantly while holding the sword.

KORIANAS, PRIEST YARTHRAAK

Age: Immortal (appears 21), **Ht/Wt:** 6'2"/170, **Hair/Eyes/Build:** Black/Blue/Slender, **Dmnr:** Pompous, cruel. **Race/Sex:** Dyar.

Hits: 89. **Melee:** 87da. **Missile:**

AT(DB): 11(34). **Sh:** (Y*). **Gr:** N

Lvl: 17. **Profession:** Seer/Priest Arnak. **Stats:** Ag-95; Co-77; Me-80; Re-85; SD-65; Em-78; In-88; Pr-98; Qu-89; St-65. **AP:** 91. **PP:** 113.

Skill Bonuses: ArmH -4; ArmL 7; ArmM -4; ArtA 15; ArtP 6; AthB 13; AthE 15 (Swim 21); AthG 34 (Acro 37, Climb 37, Fly 37); AwarP 14 (Alert 36); AwarSch 22 (LocHid 37, Observe 66, Surveil 31); AwarSen -1;

ComMan 14; Comm 25 (Sig 40); Cra 11; DS 2; In 6 (Lead 9); LorG 32 (CultL 41, RegL 41); LorM 11; LorO 11 (Devil 17, DragL x); LorT 11; MAST -4; MASw 7; OutA 25 (Ride 28); OutE 12 (StarG 15, WeathW 36); PowA 28 (Attune 34, PowPc 31); PowM 26; SciAB 19; SciAS 17; SCon 18 (Medit 50); SpecA 6; SpecD 0; SubA 24 (Amb 48[8]); SubM 4; SubS 24 (Hide 66, Stalk 66); TechGen 8; TechP 13; Tech Voc 13 (Appr 43, Tactics 23); Urb 6; Weap1HK -4; Weap1Hed 37 (bs 40, da 87); Weap2H -4; WeapM 26 (lb x); WeapMA 4; WeapPA -4; WeapT 7.

Spells: Base Seer True Sight, True Perception, Mind Visions, Past Visions to 20th, 4 each Open and Closed Mentalist to 10th, all Base Arnak† to 20th.

Items: Blue-grey clothes, grey boots, protect as AT 11.

Ring: Priest Arnak Ring. Dagger: +15, magic. **Notes:** Currently deployed along the old U-Lyshak coast.

† Priest Arnak Lists are optional custom spells available for PDF download at www.ironcrown.com or www.eidolonstudio.com.

2. THE SILVER DAWN

MIRA DOM VURL

Age: Immortal (appears 25), **Ht/Wt:** 5'7"/115, **Hair/Eyes/Build:** Brown/Blue/Slender, **Dmnr:** Warm, Caring. **Race/Sex:** Erlin/F.

Hits: 73. **Melee:** 37da. **Missile:** 69lb.

AT(DB): 1(74). **Sh:** (Y*). **Gr:** N.

Lvl: 18. **Profession:** Evil Mentalist. **Stats:** Ag-85; Co-67; Me-80; Re-76; SD-67; Em-55; In-84; Pr-99; Qu-92; St-56. **AP:** 89. **PP:** 464 (116 x 4).

Skill Bonuses: ArmH -7; ArmL 1; ArmM -7; ArtA 23 (Act 32); ArtP 1; AthB 10; AthE 14 (Swim 35); AthG 28 (Climb 34, Fly 31, Skate 37); AwarP 6 (Alert 28, SenAmb 10); AwarSch 26 (LocHid 56, Observe 72, Surveil 29, Track 29); AwarSen -9; ComMan 11 (Subd 46); Comm 29 (Sig 61); Cra 8 (Cook 13, Draft 23); DS 31 (DirS 75); In 28 (Dipl 31, Lead 31, Sed 58); LorG 18 (CultL 27, RegL 27); LorM 2; LorO -3; LorT 33 (Herb 77, Poison 39); MAST 14 (R2 41); MASw 1; OutA 16 (Ride 34); OutE 24 (Forage 56, StarG 27, WeathW 54); PowA 23 (Attune 26, PowPc 26); PowM 21; SciAB 13 (BMath 16); SciAS 9 (Chem 34); SCon -9; SpecA 3; SpecD 0; SubA -9; SubM 17 (Disgu 41); SubS 22 (Hide 68(88), Stalk 68); TechGen 28 (FAid 88); TechP 10; Tech Voc 10 (Admin 15, Tactics 15); Urb 1; Weap1HK -7; Weap1Hed 12 (da 37); Weap2H -7; WeapM 30 (lb 69); WeapMA -2; WeapPA -7; WeapT 1.

Spell lists: *Cloaking, Brilliance, Mind Mastery, Solid Manipulation, Shifting, Movement, Mind's Door* to 20th level; Evil Mentalist base *Mind Death* and *Mind Disease* to 20th; Lay Healer *Concussion Mastery* to 10th level. **PP:** 144.

Items: Brooch: x4 PP enhancer, bracelet +50DB, +15 longbow, +10 dagger, 6 mist-orbs, cloak, +20 to hiding.

NIREL DOM VURL

Hits: 91. **Melee:** 90St-R4/102Sw-R3. **Missile:** 112chakram.

AT(DB): 9(103). **Sh:** (N). **Gr:** N.

Lvl: 14. **Profession:** Monk. **Stats:** Ag-96; Co-94; Me-63; Re-53; SD-87; Em-65; In-58; Pr-98; Qu-99; St-93. **AP:** 95x. **PP:** 102 (51 x 2).

Skill Bonuses: ArmH 9; ArmL 15; ArmM 9; ArtA 10 (Sing 13); ArtP -2; AthB 27; AthE 29 (Swim 41); AthG 44 (Acro 47, Climb 50, Contort 47, Fly 47, Skate 53,

Tumbl 47); AwarP 4 (Alert 24, SenAmb 18); AwarSch 25 (Observe 63, Surveil 28, Track 28); AwarSen 6; ComMan 22 (Subd 62); Comm 18 (Sig 21); Cra 13; DS 8; In -2; LorG 8 (CultL 17, RegL 17); LorM -11; LorO -11; LorT 6 (HerbL 15); MAST 58 (MaStR4 90); MASw 64 (MaSwR3 102); OutA 28 (Ride 52); OutE 13 (Forage 22, WeathW 16); PowA 20; PowM 13; SciAB 4; SciAS 2; SCon 21 (Abal 24, ACon 24, ALand 24, ALeap 24, AQuick 24, ASpeed 24, AStab 24, AStr 24, Medit 24, StunMn 55); SpecA 17; SpecD 0; SubA -4; SubM 14 (DTraps 17, PLocks 17); SubS 24 (Hide 36, Stalk 36); TechGen 7 (FAid 25); TechP 2; Tech Voc 2; Urb -4; Weap1HK 14; Weap1Hed 31 (bs 34); Weap2H 14; WeapM 41 (sb 50); WeapMA 2; WeapPA 14; WeapT 59 (chakram 112).

Spells: Monk Base *Evasions, Body Reins* to 10th; Open Mentalist *Cloaking* to 10th.

Items: Brooch: x2 PP enhancer, quilted armor acts as AT 9 but no encumbrance, bracelet, +15 chakram, 5 mist-orbs.

MIRA DOM COR

Age: Immortal (appears 22), **Ht/Wt:** 5'6"/110, **Hair/Eyes/Build:** Brown/hazel/slender, **Dmnr:** Friendly, light-hearted. **Race/Sex:** Erlin/F.

Hits: 53. **Melee:** 31da. **Missile:** 48lb.

AT(DB): 1(41). **Sh:** (Y*x). **Gr:** N.

Lvl: x. **Profession:** Evil Mentalist. **Stats:** Ag-95; Co-65; Me-87; Re-79; SD-72x; Em-88; In-96; Pr-101; Qu-91; St-45. **AP:** 99. **PP:** 196 (49 x 4).

Skill Bonuses: ArmH -4; ArmL 7; ArmM -4; ArtA 16 (Act 19); ArtP 13; AthB 13; AthE 15 (Swim 27); AthG 31 (Climb 37, Fly 34); AwarP 17; AwarSch 15 (Surveil 27, Track 18); AwarSen 2; ComMan 14 (Subd 19); Comm 28 (Sig 46); Cra 13 (Cook 23); DS 38 (DirS 67); In 40 (Dipl 43, Sed 52); LorG 18 (CultL 27, RegL 27); LorM 4; LorO -1; LorT 24 (HerbL 48, PosionL 36); MAST -4; MASw 7; OutA 27 (Ride 33); OutE 22 (Forage 25, StarG 31, WeathW 25); PowA 35 (PowPc 38); PowM 33; SciAB 12; SciAS 10; SCon -4; SpecA 7; SpecD 0; SubA 0; SubM 6; SubS 23 (Hide 55, Stalk 35); TechGen 16 (FAid 46); TechP 16; Tech Voc 16; Urb 9; Weap1HK -4; Weap1Hed 15 (bs 18, da 31); Weap2H -4; WeapM 30 (sb 39, lb 48); WeapMA 6; WeapPA -4; WeapT 7.

Spell lists: *Cloaking, Attack Avoidance, Mind Mastery, Gas Manipulation, Shifting, Movement, Mind's Door* to 10th level; Evil Mentalist base *Mind Death* to 10th; Lay Healer *Concussion Mastery* to 10th level, Muscle Mastery to 5th level.

Items: brooch: x4 PP enhancer, bracelet, +15 longbow, +10 dagger, 5 mist-orbs, cloak, +20 to hiding.

NIREL DOM COR

Hits: 84. **Melee:** 81St-R3/80SwR3. **Missile:** 82chakran.

AT(DB): 9(83). **Sh:** (N). **Gr:** N.

Lvl: 12. **Profession:** Monk. **Stats:** Ag-99; Co-88; Me-45; Re-50; SD-80; Em-87; In-66; Pr-95; Qu-99; St-90. **AP:** 89. **PP:** 68 (34 x 2).

Skill Bonuses: ArmH 8; ArmL 16; ArmM 8; ArtA 13; ArtP 0; AthB 24; AthE 24; AthG 46 (Climb 52, Juggle 49); AwarP 3 (Alert 21, SenAmb 8); AwarSch 24 (DetTrps 27, LocHid 54, Observe 56, Surveil 27); AwarSen 5; ComMan 22 (Subd 47); Comm 18 (Sig 30); Cra 13; DS 9; In 17 (Sed 29); LorG 8 (CultL 17, RegL 17); LorM -11; LorO -11; LorT 10 (HerbL 40); MAST 51 (MaStR3 81); MASw 53 (MaSwR3 80); OutA 29 (Ride 47); OutE 20 (Forage 47); PowA 22; PowM 15;

SciAB 4; SciAS 2; SCon 25 (StunMn 55); SpecA 16 (DsArmFoeU 56); SpecD 0; SubA 21 (Amb 36[5]); SubM 15 (DTraps 18, PLocks 18); SubS 30 (Hide 68, Stalk 68); TechGen 22 (FAid 58, Sail 46); TechP 2; Tech Voc 2; Urb -6; Weap1HK 13; Weap1HEd 30 (bs 33), Weap2H 13; WeapM 42 (sb 51); WeapMA 3; WeapPA 13; WeapT 46 (chakram 82).

Spells: Monk Base *Evasions*, *Body Renewal*, *Monk's Sense* to 10th; Open Mentalist *Cloaking* to 5th.

Items: brooch: x2 PP enhancer, quilted armor acts as AT 9 but no encumbrance, bracelet, +15 chakram; 5 mistorbs.

3. STEEL RAIN

RITALA WAIN, WATCHING SISTER

Age: Immortal (appears 35), **Ht/Wt:** 6'0"/150, **Hair/Eyes/Build:** Brown/Grey/Slim, **Dmnr:** Emotionless. **Race/Sex:** Erlin/F.

Hits: 144. **Melee:** MAST67R4. **Missile:** Starhand 139. **AT(DB):** 16(185). **Sh:** (Y*x). **Gr:** Y

Lvl: 38. **Profession:** Astrologer. **Stats:** Ag -95; Co-96; Me-95; Re-90; SD-89; Em-84; In-99; Pr-100; Qu-93; St-88. **AP:** 92. **PP:** 876 (146 x 6).

Skill Bonuses: ArmH 4; ArmL 11; ArmM 4; ArtA 48 (Act 80); ArtP 32 (Music 41); AthB 25; AthE 25 (Swim 34); AthG 34 (Climb 40, Fly 66); AwarP 27 (Alert 52, SenAmb 52); AwarSch 56 (LocHid 59, Observe 120); AwarSen 35 (RealAw 53); ComMan 18 (Subd 68); Comm 50 (Sig 114); Cra 19; DS 56 (DirS 120); In 51 (Dipl 57, Lead 85, Psp 54, Sed 91); LorG 32 (CultL 41, RegL 41); LorM 13; LorO 25 (DragL 28); LorT 8 (LockL 11); MAST 4; MASw 11; OutA 23 (Ride 26); OutE 47 (StarG 87, WeathW 79); PowA 51 (Attune 91, PowPc 81, Runes 78); PowM 31; PPD 16 (PPD 190); SciAB 23 (BMath 50); SciAS 19 (AMath 64, Ast 69); SCon 35 (Medit 71, StunMn 38); SpecA 14; SpecD 0; SubA 43 (Amb 81[14]); SubM 27 (PLocks 30); SubS 27 (Hide 39, Stalk 39); TechGen 15; TechP 23; Tech Voc 23 (Admin 97, Tactics 63); Urb 11; Weap1HK 4; Weap1HEd 21 (bs 24), Weap2H 4; WeapM 32; WeapMA 10; WeapPA 4; WeapT 11.

Spells: All base Astrologer and Steel Rain†† to 30th, 3 each Open and Closed Channeling and Mentalist to 10th.

Items: Robes: enchanted robes that do not encumber but protect as AT 16 (-25); mesh cap (see text); Rings (see text).

MITAKA VINS, ELDER SISTER

Age: Immortal (appears 20), **Ht/Wt:** 5'9"/130, **Hair/Eyes/Build:** Red-blond/Green/Slender, **Dmnr:** Cool, Haughty. **Race/Sex:** Erlin/F.

Hits: 94. **Melee:** MASwT47R3. **Missile:** Shock Bolt 110.

AT(DB): 1(95). **Sh:** (Y*). **Gr:** N.

Lvl: 21. **Profession:** Mentalist. **Stats:** Ag -94; Co-78; Me-93; Re-76; SD-77; Em-80; In-86; Pr-99; Qu-94; St-67. **AP:** 88. **PP:** 256 (64 x 4).

Skill Bonuses: ArmH -4; ArmL 7; ArmM -4; ArtA 47 (Act 81); ArtP 22 (Music 25); AthB 15; AthE 15 (Swim 24); AthG 33 (Climb 39, Fly 36); AwarP 10 (Alert 34, SenAmb 20); AwarSch 39 (DetTrps 48, LocHid 51, Observe 90, Surveil 42); AwarSen 16 (RealAw 31); ComMan 17 (Subd 52); Comm 42 (Sig 88); Cra 16; DS 50 (DirS 110); In 32 (Brib 32, Dipl 35, Psp 59, Sed 68);

LorG 22 (CultL 31, RegL 31); LorM 25 (CircleL 31); LorO 20 (Devil 26, DragL 35); LorT 20 (HerbL 23, LockL 23, PoinsL 38); MAST -4; MASw 7; OutA 23 (Ride 26); OutE 29 (StarG 59, WeathW 44); PowA 37 (Attune 71, PowPc 55, Runes 40); PowM 25; SciAB 26 (BMath 66); SciAS 12 (AMath 68, Ant 22, Ast 37, Chem 57); SCon 18 (Medit 30, StunMn 24); SpecA 8 (DFoeU 48); SpecD 0; SubA -3; SubM 19 (Disgu 22, PLocks 46); SubS 22 (Hide 56, Stalk 56); TechGen 9; TechP 14 (Arch 19); Tech Voc 14 (Admin 29, Appr 24, Nav 19); Urb 2; Weap1HK -4; Weap1HEd 13, Weap2H -4; WeapM 28; WeapMA 2; WeapPA -4; WeapT 7.

Spells: Base Mentalist *Mind Control*, *Presence*, *Mind Attack*, *Mind Merge* to 20th, Steel Rain lists to 20th; *Movement*, *Mind's Door* to 20th, *Liquid Manipulation*, *Attack Avoidance*, *Detections*, *Cloaking* to 10th.

Items: Necklace, Rings (see text).

SESNA GLIMIT, INITIATE

Age: Immortal (appears 25), **Ht/Wt:** 5'8"/130, **Hair/Eyes/Build:** Black/Grey/Slim, **Dmnr:** Charming. **Race/Sex:** Erlin-Laan/F.

Hits: 53. **Melee:** MASr25R1. **Missile:** 48Shock Bolt.

AT(DB): 1(45). **Sh:** (Y*). **Gr:** N

Lvl: x. **Profession:** Astrologer. **Stats:** Ag -95; Co-57; Me-80; Re-83; SD-67; Em-71; In-98; Pr-99; Qu-90; St-55. **AP:** 98. **PP:** 171 (57 x 3).

Skill Bonuses: ArmH -4; ArmL 7; ArmM -4; ArtA 27 (Act 36, Dance 42, Sing 30); ArtP 8; AthB 13; AthE 13 (Swim 22); AthG 31 (Climb 37, Cont 34); AwarP 23 (Alert 36, SenAmb 25); AwarSch 19 (DetTrps 22, LocHid 31, Observe 40, Surveil 22); AwarSen 8; ComMan 13 (Subd 23); Comm 29 (Sig 67); Cra 11; DS 27 (DirS 48); In 37 (Dipl 40, Sed 73); LorG 22 (CultL 31, RegL 31); LorM 3; LorO -2; LorT -2; MAST 13 (MAst 25); MASw 7; OutA 19 (Ride 22); OutE 24 (StarG 27, WeathW 27); PowA 30 (PowPc 33); PowM 28; SciAB 13 (BMath 16); SciAS 11; SCon 20 (Medit 41); SpecA 6 (DFoeU 21); SpecD 0; SubA 0; SubM 8 (PLocks 14); SubS 23 (Hide 35, Stalk 35); TechGen 5; TechP 17; Tech Voc 17; Urb 8; Weap1HK -4; Weap1HEd 13, Weap2H -4; WeapM 28; WeapMA 8; WeapPA -4; WeapT 7.

Spells: Astrologer base *Starsense*, *Starlights*, *Way of the Voice* to 10th, Steel Rain† to 10th, Mentalist *Cloaking* to 10th, *Movement*, *Mind's Door* to 5th.

Items: Rings: x3 PP/lockpick/garrote: see text.

ELIA KIMIR, INITIATE

Age: 22, **Ht/Wt:** 5'4"/110, **Hair/Eyes/Build:** Blond/Blue/Slender, **Dmnr:** Varies. **Race/Sex:** Talath/F

Hits: 71. **Melee:** MAST52R2 **Missile:** 36da.

AT(DB): 1(75). **Sh:** (N). **Gr:** N.

Lvl: 5. **Profession:** Warrior Monk. **Stats:** Ag -99; Co-90; Me-85 Re-76; SD-84; Em-45; In-78; Pr-91; Qu-97; St-88. **AP:** 99.

Skill Bonuses: ArmH 14; ArmL 13; ArmM 14; ArtA 28 (Act 46, Dance 31, Sing 31); ArtP 17 (Music 20); AthB 30; AthE 30 (Swim 39); AthG 31 (Acro 16, Climb 37, Cont 16); AwarP 18 (Alert 29, SenAmb 20); AwarSch 14 (LocHid 17, Observe 29, Surveil 17, Track 17); AwarSen 3; ComMan 20 (Subd 45); Comm 15 (Sig 33); Cra 15 (Cook 20); DS 8; In 25 (Dipl 28, Sed 46); LorG 4 (CultL 13, RegL 13); LorM -15; LorO -15; LorT 2 (PoinsL 11); MAST 46 (MAst 52); MASw 28; OutA 15 (Ride 18); OutE 20; PowA 17; PowM 15; SciAB -1; SciAS -3; SCon 19; SpecA 24 (DFoeU 34); SpecD 0; SubA 26 (Amb 38[4]); SubM 21 (Disgu 24, PLocks 51);

SubS 26 (Hide 38, Stalk 38); TechGen 6; TechP 3; Tech Voc 3; Urb -4; Weap1HK 14; Weap1HEd 31 (bs 34), Weap2H 14; WeapM 34 (sb 43); WeapMA -4; WeapPA -14; WeapT 30 (da 36).

Items: Rings: poison/lockpick/garrote: see text.

4. THE GOLDEN EYE

HERUAR AKAIEN, VICEROY

Age: Immortal (appears 25), Ht/Wt: 6'1"/170, Hair/Eyes/Build: Black/Blue-Gold/Muscular, Dmnr: Callous. Race/Sex: Loar/M.

Hits: 133. Melee: MAST90R4. Missile: 131Firebolt.

AT(DB): 18(95). Sh: (Y*). Gr: N.

Lvl: 34. Profession: Mentalist. Stats: Ag -96; Co-70; Me-88; Re-91; SD-78; Em-86; In-83; Pr-101; Qu-99; St-79. AP: 86. PP: 786 (131 x 6).

Skill Bonuses: ArmH -1; ArmL 7; ArmM -1; ArtA 42 (Act 60); ArtP 10; AthB 15; AthE 15 (Swim 21); AthG 45 (Climb 48, Fly 100); AwarP 8 (Alert 33, SenAmb 18); AwarSch 36 (DetTrps 90, Observe 100); AwarSen 41 (RealAw 105); ComMan 20 (Subd 100); Comm 35 (Sig 81); Cra 13; DS 52 (DirS 116); In 60 (Dipl 87, Lead 110, Psp 66, Sed 84); LorG 23 (CultL 32, RegL 32); LorM 7; LorO 19 (DeviL 31); LorT 2; MAST 39 (MASt 90R4); MASw 7; OutA 43 (Ride 85); OutE 12; PowA 52 (Attune 90, PowPc 98, Runes 61); PowM 30; SciAB 20; SciAS 16 (Alcmy 46); SCon 46 (StunMn 110); SpecA 9 (DFoeA 80); SpecD 0; SubA -5; SubM 3; SubS 14 (Hide 20, Stalk 20); TechGen 10; TechP 14; Tech Voc 14 (Admin 91, Tactics 88); Urb 9; Weap1HK -1; Weap1HEd 16 (bs 19), Weap2H -1; WeapM 24 (sb 27); WeapMA 3; WeapPA -1; WeapT 24 (da 30).

Items: Eye, gauntlet, robes: (See text).

ATANAER AKAI-CREN

Age: 40 (appears 22), Ht/Wt: 6'4"/180, Hair/Eyes/Build: Black/gray/slender, Dmnr: Cruel. Race/Sex: Loar-/Jineri/M.

Hits: 112. Melee: MAST66R3 MASw40R2. Missile: 116lcb. AT(DB): 14(65). Sh: (Y*). Gr: Y.

Lvl: 21. Profession: Mentalist. Stats: Ag -96; Co-84; Me-91; Re-80; SD-77; Em-66; In-73; Pr-99; Qu-95; St-90. AP: 91. PP: 132.

Skill Bonuses: ArmH 5; ArmL 10; ArmM 5; ArtA 10; ArtP 1; AthB 20; AthE 20 (Swim 26); AthG 35 (Acro 38, Climb 38, Fly 65); AwarP 4 (Alert 28.); AwarSch 18 (DetTrps 36, LocHid 21, Observe 69, Surveil 21, Track 21); AwarSen -11; Bdev 18 (Bdev 112); ComMan 18 (Subd 43); Comm 30 (Sig 39); Cra 14 (Fletch 24); DS 2; In 28 (Lead 49); LorG 23 (CultL 32, RegL 32); LorM 7; LorO 19 (DragL 22); LorT 2; MAST 24 (Mast 66R3); MASw 31 (MASw 40R2); OutA 45 (AnmHd 60, Ride 97); OutE 21 (WeathW 55); PowA 25; PowM 21; SciAB 17; SciAS 13; SCon -3; SpecA 12; SpecD 6; SubA 22 (Amb 43[7]); SubM -1; SubS 14 (Hide 56, Stalk 56); TechGen 19 (FAid 43); TechP 11; Tech Voc 11 (Nav 61, Tactics 26); Urb 2; Weap1HK 5; Weap1HEd 22 (bs 25), Weap2H 5; WeapM 56 (lcb 116); WeapMA -1; WeapPA 5; WeapT 27 (da 33).

Spells: Base Mentalist *Mind Control*, *Presence*, *Mind Attack*, to 20th; *Movement*, *Mind's Door* to 20th, *Attack Avoidance*, *Detections*, *Cloaking* to 10th.

Items: gauntlet, helm, armor (see text). Notes: Grandson of Heruar.

5. DRAGONLORDS

DRUL CHURK

HUMAN: Age: ? (appears 30). Eyes: Emerald Green. Hair: Bald. Build: Robust. Height: 6'3". Race/Sex: Gas Drake/M. Skin: Tanned. Usual Demeanor: Jovial. Dress: Green Hooded Robes or Green tunic, breeches and sandals. True Attitude: Quick-tempered, hates humanoids. Home: Molaac Ruan, Aaen Vulm (K.: "Isle of Glass"). Aka: The Green Dragon.

Hits: 314. Melee: 212bs. Missile: 203lb.

AT(DB): 11(180). Sh: N. Gr: N

Lvl: 50 (70 for RR). Profession: Animist (Druid). Stats: Ag -101; Co-99; Me-87; Re-96; SD-90; Em-86; In-101; Pr-100; Qu-101; St-102. AP: 91. PP: 1589 (227 x 7).

Skill Bonuses: ArmH 48; ArmL 40; ArmM 50; ArtA 48 (Act 92); ArtP 32; AthB 43; AthE 53 (Swim 80); AthG 46 (Climb 90); AwarP 34 (Alert 59, SenAmb 59); AwarSch 65 (Observe 135, Track 135); AwarSen 36; ComMan 25; Comm 32; Cra 19 (Cook 87, Rmas 81, TrapB 75); DS 155; In 55 (Dipl 70, Psp 105); LorG 22 (CultL 31, RegL 31); LorM 23; LorO 18; LorT 18; MAST 48; MASw 40; OutA 59 (Ride 111); OutE 76 (Cave 79, Forage 159, StarG 100, WeathW 106); PowA 68 (Attune 130, Runes 80); PowM 35 (Chan 140, SpellM 80); SciAB 22; SciAS 20 (Ant 60, Chem 82); SCon 49 (Medit 110.); SpecA 33; SpecD 0; SubA 52 (Amb 92[15]); SubM 32; SubS 52 (Hide 100/200, Stalk 100/200); TechGen 19; TechP 24 (Arch 101); Tech Voc 24 (Admin 129, Tactics 92); Urb 36; Weap1HK 31; Weap1HEd 81 (bs x, da x), Weap2H 48; WeapM 73 (lb x); WeapMA 15; WeapPA 48; WeapT 40 (da x).

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

EQUIPMENT/WEAPONS:

Dragon Helm

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

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

Ring: A wooden ring that allows the caster to pass through even the most dense, overgrown vegetation unimpeded. The plant life will also close behind him, blocking the way to pursuers. It also allows the wearer to cast *Tree Door* 4x per day, including a special version where he may pass to a tree up to 30 miles per level away if he has passed through that tree before with the ring.

SULTON NI'SHAANG

HUMAN FORM: Age: ? (appears 30). Eyes: copper-colored. Hair: Auburn. Build: Muscular/lean. Height: 6'6". Race/Sex: Fire Drake/M. Skin: Ruddy. Demeanor: Charismatic. Dress: A variety of fine garments, though he prefers reds and ambers. True Attitude: Dynamic, Assertive. Home: Ja'miil Targ (I: "Fiery Red Mountain"). Aka: The Red Dragon.

HUMAN FORM:

Hits: 248. Melee: 223bs. Missile: 169 Firebolt.

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

Lvl: 60(80). **Profession:** Evil Magician (Warrior Mage). **Stats:** Ag-101; Co-102; Me-96; Re-99; SD-99; Em-103; In-98; Pr-101; Qu-103; St-101. **AP:** 96. **PP:** 2632 (376 x 7).

Skill Bonuses: ArmH 44; ArmL 38; ArmM 46; ArtA 58 (Act 96); ArtP 43; AthB 56; AthE 56; AthG 46; AwarP 32 (Alert 57, SenAmb 57); AwarSch 67 (Observe 142); AwarSen 67 (DirSen 172); ComMan 43; Comm 32; Cra 19 (Craf 67, Rmas 92); DS 64 (DirS 169); In 66 (Lead 90, Psp 100, Sed 81); LorG 31 (CultL 40, RegL 40); LorM 27; LorO 27; LorT 27; MAST 44; MASw 38; OutA 63 (Ride 90); OutE 38 (StarG 62); PowA 81 (Attune 171, Runes 181); PowM 46 (Chan 61, SpellM 111); SciAB 28; SciAS 26 (Chem 51); SCon 36; SpecA 35; SpecD 0; SubA 48 (Amb 78[10]); SubM 30; SubS 63 (Hide 168, Stalk 121, Trick 138); TechGen 28; TechP 26; Tech Voc 26 (Admin 131, Tactics 121); Urb 36; Weap1HK 32; Weap1HEd 82 (bs 223), Weap2H 49; WeapM 43; WeapMA 18; WeapPA 49; WeapT 26.

Spells: Directed Spell OB: 169 (*Firebolt* and *Sunfires*). Mage, Evil Mage, (Magus) Base lists to 50th, all Open and Closed Essence lists to 50th.

ULYA SHEK

HUMAN: **Age:** ? (appears 25). **Eyes:** Black. **Hair:** Long, Blue-black. **Build:** Statuesque. **Height:** 6'2". **Race/Sex:** Sea/gas Drake/F. **Skin:** Fair. **Demeanor:** Cold; Aloof. **Dress:** Robes of black silk, or fitted leather tunic and breeches. **True Attitude:** Imperious. **Aka:** The Black Dragon.

HUMAN FORM:

Hits: 207. **Melee:** 225 trident. **Missile:** 200 net

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

Lvl: 60 (90). **Profession:** Mentalist. **Stats:** Ag -102; Co-101; Me-98; Re-99; SD-78; Em-85; In-88; Pr-104; Qu-104; St-101. **AP:** 101. **PP:** 2574 (429 x 6).

Skill Bonuses: ArmH 46; ArmL 42; ArmM 48; ArtA 21 (Act 130); ArtP 32; AthB 56; AthE 89 (Swim 195); AthG 71 (Climb 80, Div 126); AwarP 15 (Alert 40, SenAmb 40); AwarSch 55 (Observe 130); AwarSen 17; ComMan 40; Comm 28; Cra 23 (Rmas 76); DS 59 (DirS 120); In 55 (Lead 110, Psp 91, Sed 120); LorG 33 (CultL 42, RegL 42); LorM 29; LorO 29; LorT 29; MAST 46; MASw 42; OutA 53; OutE 36 (StarG 80); PowA 66 (Attune 126, Runes 90); PowM 35 (Chan 140, SpellM 112); SciAB 39 (BMath 85); SciAS 27 (Ant 92, Chem 110); SCon 28; SpecA 30; SpecD 0; SubA 38 (Amb 68[10]); SubM 27; SubS 45 (Hide 100, Stalk 100); TechGen 55 (FAid 140, Sail 145); TechP 22; Tech Voc 22 (Admin 102, Nav 132); Urb 37; Weap1HK 29; Weap1HEd 79 (bs x, da x), Weap2H 46; WeapM 42 (lb x); WeapMA 10; WeapPA 79 (trident 225); WeapT 75 (net 200).

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

Resistance of Form: Resists attacks as a Large creature in human form.

EQUIPMENT/WEAPONS:

Dragon Helm

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

Finally, it can cast Triad of Water (Magician base Water Law) with a 300' range and +30 additional bonus.

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

Armor: An amazing suit of opalescent scaled armor, it is very lightweight (does not encumber) yet protects as AT 15 with a +30 bonus.

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

VORIIG KYE

HUMAN: **Age:** ? (appears 25 or elderly—see below). **Eyes:** Silver. **Hair:** Silver-grey. **Build:** Slight (or muscular). **Height:** 6'6". **Race/Sex:** Light Drake/M. **Skin:** Tanned. **Demeanor:** Thoughtful. **Dress:** Grey tunic. **True Attitude:** Reclusive. **Home:** Ordye Throg ("Sky Keep"). **Aka:** The Silver Dragon.

HUMAN FORM:

Hits: 232. **Melee:** 213th. **Missile:** 171 kynac.

AT(DB): 20(120). **Sh:** Y30*. **Gr:** A/L

Lvl: 50 (70). **Profession:** Astrologer/(Druid). **Stats:** Ag-100; Co-99; Me-98; Re-95; SD-80; Em-95; In-101; Pr-102; Qu-102; St-103; **AP:** 101 PP: 1610 (230 x 7)

Skill Bonuses: Armh 50; ArmL 38 (Rigid Leather 41); ArmM 52 (Chain Mail 58); ArtA 68 (Act 130); ArtP 39; AthB 43; AthE 53 (Swim 80); AthG 63 (Acro 133, Climb 95); AwarP 37 (Alert 62, SenAmb 62); AwarSch 67 (DefTrps 76, Observe 137); AwarSen 39; ComMan 23 (Subd 120); Comm 29; Cra 20 (Rmas 91); DS 54 (Fire Bolt 149); In 62 (Dipl 102, Lead 77, Psp 120, Sed 92); LorG 36 (CultL 45, RegL 45); LorM 32; LorO 27; LorT 27; MACom 23; MAST 83 (MASt 153); MASw 71 (MASw 141); OutA 34 (Ride 61); OutE 64 (StarG 159, WeathW 82); PowA 68 (Attune 122, Runes 80); PowM 42 (Chan 101, SpellM 82); PowPtD 20 (PP 230); SciAB 27; SciAS 23; SCon49 (ABal 79, ACon 79, ALand 79, ALeap 79, AQuick 79, ASpeed 79, AStr 79); SpecA 31; SpecD 0 (Adrenal Defense 62); SubA 53 (Amb 103[20]); SubM 47 (PLocks 97); SubS 56 (Hide 102, Stalk 22); TechGen 45 (Sail 100); TechP 28 (Arch 81); Tech Voc 28 (Admin 93, Nav 93, Tactics 73); Urb 39; Weap1HK 33; Weap1HEd 52 (bs 93); Weap2H 83 (Battle Axe 86, ths 213); WeapM 38 (sb 41); WeapMA 12; WeapPA 50 (Pole Arm 53); WeapT 71 (kynac 171)

Spells: Directed Spell OB: 239 (*Lightning Bolt*). Knows all Astrologer, Evil Mentalist (and Druid) Base to 50th; Open and Closed Mentalist to 30th.

EQUIPMENT/WEAPONS:

Note: this is a selection Voriig's of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

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

Silver Scale Mail: Shirt of silvery Adamantium scales, protects as AT 20(-40), it is enchanted and stops criticals 30% of the time.

Kynacs: Three +30 kynacs, with 3x the normal range. Each is Of Slaying one of the following: Mages, Clerics, Mentalists. Voriig is fully trained in their use.

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

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

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

ORAN JATAR

HUMAN: Age: ? (appears 40). **Eyes:** Red. **Hair:** White. **Build:** Average. **Height:** 6'2". **Race/Sex:** Cold Drake/M. **Skin:** Very Pale. **Demeanor:** Haughty. **Dress:** White robes of wool trimmed with satin and clasps of pale silver; or black leather breeches and apron. **True Attitude:** Impatient with others. **Home:** Aalk Gaath in Mur Fostisyr. **Aka:** Lord of Aalk Gaath; the White Dragon.

HUMAN FORM:

Hits: 213. **Melee:** 216bs/th. **Missile:** 167gé.

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

Lvl: 55 (75). **Profession:** Sorcerer/Alchemist. **Stats:** Ag-100; Co-99; Me-83; Re-78; SD-87; Em-100; In-98; Pr-100; Qu-99; St-101; **AP:**87; **PP** 1440(240 x6)

Skill Bonuses: Armh 42; ArmL 34 (Rigid Leather 37); ArmM 44 (Chain Mail 50); ArtA 65 (Act 120); ArtP 35; AthB 39; AthE 41 (Swim 44); AthG 25; AwarP 22 (Alert 47, SenAmb 47); AwarSch 50 (Observe 120); AwarSen 24; ComMan 19; Comm 21; Cra 15 (Cook 145, Leather-Crafts (specify) 130, Metal-Crafts (specify) 170, Rmas 145, Trapping 170); DS 60 (Fire Bolt 255); In 53 (Lead 93, Psp 136, Sed 101); LorG 14 (CultL 23, RegL 23); LorM 20; LorO 10; LorT 10; MACom 19; MAsT 42; MASw 34; OutA 40 (Ride 91); OutE 51 (StarG 160); PowA 69 (Attune 120, Runes 130); PowM 48 (Chan 122, SpelM 181); PowPtD 15 (PP 240); SciAB 40 (BMath 110); SciAS 7 (Chem 107); SCon57 (Medit 130); SpecA 28; SpecD 0; SubA 51 (Amb 101[20]); SubM 21; SubS 54 (Hide 120, Stalk 120); TechGen 13; TechP 14 (ArchT 91); Tech Voc 14 (Admin 110, Appr 115); Urb 27; Weap1HK 25; Weap1HEd 75 (bs 216); Weap2H 75 (ba 78, th 215); WeapM 67 (sb 70); WeapMA 4; WeapPA 42 (Pole Arm 45); WeapT 67 (gé 167)

Spells: Directed Spell OB: 255 (Any Bolt or Ball). Knows Base Alchemist and Sorcerer Spells, all Open and Closed Essence & Channeling (Arcane Bladerunes) to 50th.

EQUIPMENT/WEAPONS:

Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

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

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

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

Gé: +20, Of Elflaying.

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

KYDĀK DŪM

HUMAN: Age: ? (appears 30). **Eyes:** Amber. **Hair:** Gold-blond. **Build:** Muscular. **Height:** 6'9". **Race/Sex:** Fire Drake/M. **Skin:** Tanned. **Demeanor:** Commanding. **Dress:** gold frock-coat and calf-length breeches, sandals, or black robes trimmed with gold; golden plate-mail armor. **True Attitude:** Withdrawn, reticent. **Home:** Vulm Shryaac (K: Sea"). **Aka:** The Golden Dragon.

HUMAN FORM:

Hits: 235 **Melee:** 231ths. **Missile:** 173 chakram. **AT(DB):** 18(120). **Sh:** Y30*. **Gr:** A/L.weapons **Lvl:** 70 (90). **Profession:** Mystic.

Stats: Ag-101; Co-100; Me-97; Re-91; SD-85; Em-102; In-101; Pr-103; Qu-101; St-102; **AP:**100, **PP:** 2044 (292 x 7).

Skill Bonuses: Armh 60 (Plate 81); ArmL 40 (Rigid Leather 43); ArmM 50 (Chain Mail 56); ArtA 64 (Act 88, Dance 85, Mimicry 67, Singing 67); ArtP 52 (Music 73); AthB 44; AthE 60 (Swim 90); AthG 60.5 (Climb 140.5, Contor 63.5, Dive 120.5); AwarP 33 (Alert 58, SenAmb 58); AwarSch 61 (DetTrps 82, LocHid 76, Observe 141, Surveil 146); AwarSen 53 (RealAw 91); ComMan 24 (Subd 149); Comm 50 (Sig 98); Cra 22 (Cook 99, Rmas 57, Trapping 147); DS 59 (Fire Bolt 194); In 71 (Dipl 95, Lead 101, Psp 74, Sed 92, Trading 80); LorG 27 (CultL 36, RegL 36); LorM 28; LorO 56 (Devil 116.5, DragL 241); LorT 41 (HerbL 81, PoisonL 98); MACom 24; MAsT 48; MASw 40; OutA 59 (AnmHd 74, Ride 101); OutE 54.5 (Cave 104.5, StarG 109.5, WeathW 115.5); PowA 91 (Attune 121, Runes 181); PowM 51 (SpelM 81); PowPtD 22 (PP 292); SciAB 51 (BMath 121); SciAS 18 (AlChem 68, Ast 77, Chem 68); SCon63 (Frenzy 81, Medit 118, StunMn 101); SpecA 32 (Brawling 67, Disarm Foe (Armed-Weapon Class) 91); SpecD 0; SubA 51 (Amb 91[15]); SubM 29 (Disgu 35); SubS 66 (Hide 156, Stalk 156); TechGen 29 (Gambling 89.5, Sail 32); TechP 25 (ArchT 81); Tech Voc 25 (Admin 55, Appr 45, Nav 87, Tactics 120); Urb 39; Weap1HK 31; Weap1HEd 81 (bs 247); Weap2H 81 (ba 84, ths 231); WeapM 73 (sb 76, Sling 218); WeapMA 12; WeapPA 48 (Pole Arm 51); WeapT 73 (chakram 173)

EQUIPMENT/WEAPONS:

Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

Two-Hand Sword: A +50, amber laen bastard sword (use 2-handed sword table when Kydak Dûm uses it onehanded; add an additional +30 when he wields it twohanded). The sword has a huge ruby in the pommel.

Golden Plate-mail Armor: Protects as AT 18 (-40).

Earring: Gold hoop, x6 PP enhancer.

Chakram: Gold with a laen edge, it has 3x normal range (part of this is the Dragonlord's senses and strength) and does 3x damage. It returns via Long Door to his belt.

Coat: Full length golden coat lined with red velvet that will change color at a thought to blend with the wearer's surroundings. Adds +80 to Hiding, protects from all cold and ice attacks.

6. LORDS OF ESSÆNCE

ANDRAAX

Age: Immortal (Appears 25). **Eyes:** Violet. **Hair:** Black, with a streak of Silver. **Build:** Muscular. **Height:** 6'3". **Race/Sex:** Lord of Essænce (K'ta'viir)/M. **Skin:** Light brown. **Demeanor:** Varies: sometimes reserved; other times manic or paranoid or sullen. **Dress:** Fulllength, hooded black flowing robes. **True Attitude:** Secretive, guarded. **Home:** No permanent home, though he visits the *Throk Nuul* (Ir. "Guardian Isle") a small island south of Ormian off the southern coast of Jaiman and a couple of other Lords of Essænce installations.

Hits: 309. **Melee:** 208. **Missile:** 242.

Energy: 216. **AT(DB):** 20 (196/296*).

Sh: N. **Gr:** N.

Lvl: 131. **Profession:** Seer/Mystic/Mentalist.

Stats: Ag-106; Co-110; Me-112; Re-108; SD-98; Em-102; In-100; Pr-110; Qu-108; St-105; **AP:** 109, **PP:** 4480 (560 x 8).

Skill Bonuses: Armh 91; ArmL 91; ArmM 91; ArtA 102 (Act 207, Dance 120); ArtP 66 (Music 134.5); AthB 99; AthE 103 (Swim 145); AthG 98 (Acro 158, Climb 155, Contor 101, Dive 101, Fly 200); AwarP 33 (Alert 58, SenAmb 58); AwarSch 84 (DetTrps 209.5, LocHid 200, Observe 182.5, Surveil 169, Track 111); AwarSen 68 (Specific Situational Awareness 172, RealAw 179.5); ComMan 62 (Subd 195.5); Comm 88 (Sig 160); Cra 66 (Cook 71, Rmas 137); DS 74 (Fire Bolt 195); In 91 (Dipl 135, Lead 94, Psp 164.5, Sed 135); LorG 110 (CultL 158, RegL 158); LorM 107 (CircleL 153); LorO 108 (DeviL 180, DragL 150); LorT 108 (HerbL 111, LockL 126); MACom 62; MAST 91 (Box 103, MASTr 137); MASw 91 (MASw 156); OutA 82.5 (AnmHd 100.5, Ride 109.5); OutE 87 (Cave 149.5, Forage 99, StarG 192, WeathW 209.5); PowA 72 (Attune 153.5, Runes 157.5, PowPc 132); PowM 63 (Chan 166, SpelM 166); PowPtD 29 (PP 560); SciAB 119.5 (BMath 199.5); SciAS 86 (AMath 297, Anth 201, AlChem 101, Ast 297, Biochemistry 91, Chem 91); SCon82 (ABal 100, ACon 100, ALand 100, ALeap 100, AQuick 100, ASpeed 100, AStr 100, Frenzy 100, Medit 156, StunMn 179.5); SpecA 54 (Disarm Foe (Armed-Weapon Class) 180); SpecD 0; SubA 77 (Amb 132[20], Silent 132[20], Snipe 154[20]); SubM 95 (Camo 101, DiTrap 145, Disgu 200, Count 139, PLocks 200); SubS 74 (Hide 278.5, Stalk 173, Trick 141.5); TechGen 103 (FAid 145, Gambling 130); TechGun 79; TechP 70 (ArchT 135); TechVeh 107; Tech Voc 70 (Admin 144, Appr 200, Nav 135, Tactics 181); Urb 88; Wep1Hen 95 (Lpistol 216); Wep1HF 91; Wep1HN 41; Wep2HE95; Wep1HK 53; Wep1HEd 70 (bs 123); Wep2H 91 (PowerS 208); WepM 72 (sb 75); WepMA 45; WepPA 53; WepT 55

Spells: Directed Spell OB: 195. (Any Elemental Attack, including Plasma and Nether). Andraax knows every Mentalist Base, Open, and Closed list; all Seer, Lay

Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcan Lists, all Loremaster and Navigator Base).

Psychic Abilities: (all categories to 50) Electrokinesis 68 (Average Power 92); Healing 68 (Average Power 111); Meta-Psi 68 (Average Power 113); Mind over Matter 68 (Average Power 56); Photokinesis 68 (Average Power 52); Psychokinesis 50 (Average Power 76); Radiokinesis 68 (Average Power 97); Telepathy 68 (Average 136); Thermokinesis 68 (Average Power 116)

SPECIAL ABILITIES:

Racial Abilities: Andraax has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: Andraax resists all attacks as a *Large Creature*.

EQUIPMENT/WEAPONS:

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons or shields that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended). Andraax can use the weapon to parry thrown and missile attacks from any direction 360°, up to 6 attacks per round. In *Spacemaster*, use Power Sword Attack Table.

Compass: Andraax's Compass is of the type now used by the Jhordian Steersman: Resembling a large, ornate pocket watch (which he keeps in a secure pouch), it opens to reveal a glittering, ornate, collapsible structure within.

Robes: Able to change color to automatically match their surroundings, adding +50 to hiding; they are also a special light-absorbing black, adding +100 to hiding in dark areas.

Grav Belt: A High-acceleration, thought-controlled belt device. Andraax can fly at speeds in excess of 300 mph (the belt generates a "sonic fold" which protects the wearer from wind resistance).

Barrier Shield: An enhanced version of the *Space Master* Barrier Shield, this device is a pair of bracelets that generate a force field a few inches away from the wearer's body. It effectively makes the wearer AT 20 with a +100 to DB when the field is activated. The shield also protects vs. elemental attacks whether magical or natural; it adds +100 to Resistance Rolls, and if the wearer makes the roll there is no damage; if he fails he takes 1/4 damage. There is no encumbrance.

Laser Pistol: Baroque-looking Laser Pistol with the powers of a Laser Rifle. (LE 12 if *Blaster Law* is used). (GMs without *Space Master* may wish to use the Longbow table and extrapolate with criticals—suggest regular puncture plus an equivalent heat critical; range would also be greater).

Dragon Ring: one of the *Daath Leerssoi*. (K. "Makers of the Shadow Drakes"), created by Kreljij, it allows a human wearer to *Shapechange* to a (young) dragon, and assume the same powers of a Drake. There are six of these rings in all; Andraax has four of them. He wears the Ring of the Fire Drake. (The problem with the rings is that, to be effective, one needs to *learn* to be a Drake, e.g., fly, fight, etc. Andraax has done this.)

V'GLIN, A DUSKWALKER

Age:? (Appears 20). **Eyes:** Violet. **Hair:** Blue-black, in a flattop. **Build:** Slender but sinewy. **Height:** 6'9". **Race/Sex:** K'ta'viir/M. **Skin:** Light brown. **Demeanor:** Aloof. **Dress:** Black bodysuit. **True Attitude:**

Concerned. **Home:** An Isle near the Gates of Dawn, Folenn.

Hits: 204. **Melee:** 191ths. **Missile:** 171sh.

AT(DB): 20 (180/280). **Sh:(Y) Gr:** (Y).

Lvl: 70. **Profession:** Mentalist.

Stats: Ag-100; Co-102; Me-104; Re-103; SD-101; Em-99; In-98; Pr-104; Qu-101; St-100; **AP:**106, **PP:** 1926 (321 x 6).

Skill Bonuses: Armh 38; ArmL 38; ArmM 38; ArtA 45 (Act 75, Dance 48, Singing 48); ArtP 42; AthB 42; AthE 52 (Swim 90); AthG 71 (Acro 92, Climb 111, Contor 77, Dive 80, Fly 131, Juggling 74, TumbL 74); AwarP 34 (Alert 59, SenAmb 59); AwarSch 67 (DetTrps 120, LocHid 125, Observe 166, Surveil 97, Track 85); AwarSen 59 (RealAw 80); ComMan 39 (Subd 110); Comm 72 (Sig 130); Cra 41 (Cook 81, Draft 61); DS 70 (Fire Bolt 180); In 47 (Dipl 71, Lead 68, Sed 50); LorG 58 (CultL 67, RegL 67); LorM 59 (CircleL 62); LorO 60 (Devil 90, DragL 90); LorT 54 (HerbL 90, LockL 57); MACom 39; MAST 46 (Box 90); MASw 46 (MASw 80); OutA 61 (AnmHd 85, Ride 120); OutE 73 (Cave 100, Forage 82, StarG 156, WeathW 85); PowA 54 (Attune 57, Runes 86, PowPc 150); PowM 45; PowPtD 21 (PP 321); SciAB 81 (BMath 151); SciAS 50 (AMath 168, Anth 65, Ast 165, Chem 90); SCon59 (StunMn 95); SpecA 35 (Brawling 55, Disarm Foe (Armed-Weapon Class) 100); SpecD 0; SubA 52 (Amb 82[10]); SubM 47 (DiTrap 91, Disgu 56, PLocks 89); SubS 72 (Hide 188, Stalk 188); TechGen 57 (FAid 105); TechP 43; Tech Voc 43 (Admin 68, Nav 93, Tactics 48); Urb 49; Weap1HK 21; Weap1HEd 38 (bs 91); Weap2H 71 (ths 191); WeapM 71 (sb 74, sh 171); WeapMA 22; WeapPA 21; WeapT 21

Spells: Directed Spell OB: 180. **Lightning Bolt.** V'glin knows all Mentalist Base, Open and Closed lists.

SPECIAL ABILITIES:

Racial Abilities: V'glin has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: V'glin resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Sword: A 2-h power sword (in *RM*, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons or shields that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended). V'glin can use the weapon to parry thrown and missile attacks from any direction 360°, up to 4 attacks per round.

Barrier Shield: An enhanced version of the **Space Master** Barrier shield, this device is a pair of bracelets that generate a force field a few inches away from the wearer's body. It effectively makes the wearer AT 20 with a +100 to DB when the field is activated. The shield also protects vs. elemental attacks whether magical or natural: it adds +100 to Resistance Rolls, and if the wearer makes the roll there is no damage; if he fails he takes 1/4 damage. There is no encumbrance.

Compass: V'glin's family Compass was of the "sextant" type. His is an x6 PP Mentalism enhancer, will also store six Mentalist spells up to 30th level.

Shuriken: +20 magical, laen.

Ring of Portals: Tells of any Portal within sixty miles. Can analyze a Portal (tell its destination), whether it is open, and the last six beings who have passed through it.

ONDOVAL

Age: unknown (Appears 30). **Eyes:** Violet. **Hair:** Blueblack. **Build:** Slender. **Height:** 6'5". **Race/Sex:** K'ta'viir/ Male. **Skin:** Light Brown. **Demeanor:** Cool. **Dress:** Singlet. **True Attitude:** Obsessed. **Home:** Originally Ahrenthrök, now Ahrentorg. **Aka:** Seer of the Stars.

Hits: 229. **Melee:** 199ma/204da.

AT(DB): 14(200).**Sh:** (Y30).

Gr: N. **MovM:** +35.

Lvl: 93. **Profession:** Astrologer.

Stats: Ag-102; Co-104; Me-105; Re-103; SD-98; Em-99; In-110; Pr-108; Qu-107; St-101; **AP:**101, **PP:** 3570 (595 x 6).

Skill Bonuses: Armh 46; ArmL 48; ArmM 46; ArtA 57 (Act 149, Dance 60); ArtP 54 (Music 57); AthB 52; AthE 56 (Swim 90); AthG 81 (Acro 87, Climb 90, Fly 111); AwarP 73 (Alert 98, SenAmb 98); AwarSch 92 (DetTrps 95, LocHid 95, Observe 184, Surveil 95); AwarSen 98 (RealAw 155); ComMan 52 (Subd 82); Comm 74 (Sig 124); Cra 44 (Draft 150, Trapping 79); DS 75 (Fire Bolt 180); In 76 (Dipl 79, Lead 124, Psp 126, Sed 181); LorG 62 (CultL 71, RegL 71); LorM 86 (CircleL 150); LorO 76 (Devil 145, DragL 100); LorT 76 (LockL 145); MACom 52; MAST 46; MASw 48; OutA 60 (Ride 120); OutE 93 (StarG 185, WeathW 96); PowA 114 (Attune 150, PowPc 200); PowM 74; PowPtD 25 (PP 595); SciAB 87 (BMath 202); SciAS 52 (AMath 200, AlChem 82, Ast 200, Chem 200); SCon71 (Medit 95, StunMn 121); SpecA 38 (Disarm Foe (Armed-Weapon Class) 83); SpecD 0; SubA 64 (Amb 79[5]); SubM 68 (Disgu 95); SubS 93 (Hide 155, Stalk 155); TechGen 46; TechP 66 (Advertising 122); Tech Voc 66 (Admin 122, Nav 101, Tactics 175); Urb 78; Weap1HK 79 (ma 199); Weap1HEd 79 (bs 82, da 204); Weap2H 79 (ths 199); WeapM 81 (sb 84); WeapMA 47; WeapPA 29; WeapT 31

Spells: Directed Spell OB: 180 (**Dark Absolution**, **Nether Bolt**). Ondoval knows all Base Astrologer lists, all Open and Closed Mentalist and Channeling lists to 50th. He knows Base Mentalist and Seer lists to 50th, as well as all Evil Mentalist and Clerical lists to 50th.

SPECIAL ABILITIES:

Racial Abilities: Ondoval has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: Ondoval resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Shadowstone: Perhaps the mightiest item of Darkness ever to exist on Kulthea, the Shadowstone—also known as *Kadæna's Heart* and the *Dark Jewel*—is not subtle in power or appearance. An oval, smoky, crystalline stone about three inches long, it is multifaceted, though the pattern is so convoluted that it is either the work of the tortured earth or of an insane jeweler. The jewel pulses with an angry red light when its powers are being drawn upon. It is and has always been set in an encircling band of star iron, and attached to a heavy chain of the same dull, black material. As with all things fashioned of star iron, the setting and chain have a rough look as if even the vast powers of the Lords of Essænce could barely wrench the metal into the desired form. But only star iron is worthy of holding the Shadowstone, a jewel of power that goes beyond the Elemental. The wearer of the Shadowstone is able to wrench the very soul from his desired target with only a thought, and so fuel the dark gem's other powers. In fact, it requires souls

on which to feed or it draws energy from whatever is around it, including the wearer. If the wearer of the Shadowstone is killed, his spirit enters the Shadowstone. The next being who dons the Shadowstone must then wrest control of it from the former wearer in a battle of wills.

Powers of the Shadowstone

1. Wearer is immune to all Mentalism and Essence spells (though his own spells may function normally). Wearer may also *Dispell* any active Essence or Mentalism spell within 200' at will (Spell must make a RR vs. wearer level at 80). Channeling attacks must make a RR at -80 or be annulled. Wearer may also *Dispell* any active Channeling spell within 200' at will (spell must make a RR vs. wearer level at no mod).

2. Wearer may cast *Shadows*. Effect is of absolute darkness in which only magical light can exist and it must make an RR vs. 80th level. Even beings who can see in the dark (Elves, Dwarves) are blind—except servants of the Wearer, who can see fine. Within *Shadows*, Wearer can see invisible. All within the *Shadows* who do not serve the Wearer take one “A” Depression critical an hour, one “C” per day, one “E” per week (10 days). Wearer can cause *Shadows* to extend in a radius of up to eighty miles from his person, though the effort is taxing (requiring almost constant concentration) and the Shadowstone demands hundreds of souls per day to maintain a radius that large.

3. Wearer may cast *Essænce Thirst* at will, range 400'. If Target fails RR (at 80), he is stripped of all PPs (these are permanently added to Wearer's total) and his appropriate Temp and Potential PP Stat(s) are reduced to 5. Any PP enhancer worn by Target must make a RR or shatter.

4. Wearer may cast *Shadow Ball* 40'R and *Shadow Bolt* at will (as long as the Shadowstone has soul-fuel), up to 800' range. (*Nether* Attack charts, but delivers primary Disruption and Shock secondary Heat and Cold (as table indicates).

5. Wearer may cast *Dark Thirst* at will. Spell is similar to Dark Absolution, but range is 400' and RR Mod is 80. The soul is taken by the Shadowstone. The body becomes an empty husk, and though mindless and without any skills, it can be ordered about by Wearer.

6. Wearer is cloaked in *Shadow*. Treat as AT 20 (240) unless opponent is wielding a Holy weapon, then AT 20 (120). Non-magical weapons are useless and shatter when used. Non-Holy weapons must make a RR vs. 10th level or shatter if they hit, and in any case wielder of any non-Holy weapon takes a Shock critical of identical severity to wearer every time he hits.

7. Wearer is *Hasted* at will, cannot be stunned (except by Holy weapons). All bleeding wounds heal at 1 hit/ rnd.

8. All within 8 miles of wearer suffer -10 to morale and -5 to RRs and Maneuvers; all within 800' suffer -20 to morale and 10 to RRs and Maneuvers; all within 80' are at 80 to morale, 40 to RRs and maneuvers. Those within the influence of a Holy weapon are immune, as well as those with morale spells that make a RR vs. 80th level.

Note: the Shadowstone may have other powers, and may indeed mold its abilities to suit its current wearer. It is intelligent (though it does not “speak” or communicate directly) and has a will of its own.

Bodysuit: A skintight singlet of Althan manufacture, it does not encumber but protects as AT 14 and adds 100 to the wearer's DB from all directions.

Sceptre of Stars: A rod of ebony tipped with a small crystal sphere, the sceptre is inlaid with silver and other precious metals. It strikes as a +40 mace, and does an

additional Disruption critical. It is an x8 PP enhancer, quadruples the range of all Astrologer spells, and allows the wielder to cast *Nether Bolts* (x4 hits) at will. It is intensely evil.

Book of Gates: A powerful Tome allowing mastery of travel through portals and across Planes.

Knife of the Void: A strange and terrifying weapon, the Knife has hilts of silver and Black Eog, and a scabbard lined with pure kregora. The blade is about a foot long, and utterly black. In fact, it appears to be an actual void, or hole in space. It strikes as a +45 2-h sword, and all non-magical armor is AT 1; magical armor must resist vs. 50th level or also be AT 1—and irreparably damaged if given an “E” critical. The dagger delivers Puncture, Disruption, and Shock criticals (Note: determine all 3 from a single roll!).

X'JEMIS

Age: Born TEI 5803 (Appears 25). **Eyes:** Violet/slitted **Hair:**Black, short **Build:**Slender **Height:** 6'8". **Race/ Sex:** Iylar(Loar)-K'ta'viiri/M. **Skin:** light brown. **Demeanor:** Sullen. **Dress:** Black singlet. **True Attitude:** Resentful. **Home:** Ahrentorg.

Hits: 106. **Melee:** 83qs. (special) **Missile:** 89da. **AT(DB):** 15(110). **Sh:** (Y) **Gr:** (Y) **Lvl:** 12. **Profession:** Monk.

Stats: Ag-101; Co-100; Me-100; Re-89; SD-94; Em-93; In-77; Pr-102; Qu-102; St-101; **AP:**103, **PP:** 456 (57 x 8).

Skill Bonuses: Armh 23; ArmL 25; ArmM 23; ArtA 25; ArtP 13; AthB 38; AthE 38 (Swim 44); AthG 53 (Acro 56, Climb 77, Contor 56, Fly 56, Tumbl 56); AwarP 11 (Alert 29); AwarSch 15 (DetTrps 27, LocHid 36, Observe 69, Surveil 18, Track 18); AwarSen 13; ComMan 34 (Subd 39); Comm 34 (Sig 52); Cra 28; DS 15; In 30 (Sed 33); LorG 34 (CultL 43, RegL 43); LorM 30; LorO 30; LorT 13; MACom 44; MAsT 64 (MASt 91); MASw 64 (MASw 91); OutA 32 (Ride 35); OutE 22; PowA 37 (PowPc 40); PowM 28; PowPtD 8 (PP 57); SciAB 32 (BMath 56); SciAS 20 (AMath 45, Chem 25); SCon34 (ABal 37, ACon 37, ALand 37, ALeap 37, AQuick 37, ASpeed 37, AStr 37, Medit 37, StunMn 37); SpecA 28 (Disarm Foe (Unarmed) 53); SpecD 0; SubA 26 (Amb 38[4]); SubM 22 (PLocks 25); SubS 27 (Hide 116, Stalk 36); TechGen 20 (FAid 32); TechP 18; Tech Voc 18 (Nav 53, Tactics 127); Urb 9; Weap1HK 28; Weap1HEd 45 (bs 48); Weap2H 28; WeapM 47 (sb 50); WeapMA 10; WeapPA 53 (qs 83); WeapT 55 (da 89)

Spells: All Monk Base to 10th level, Open Mentalist *Mind Mastery*, *Attack Avoidance*, *Cloaking* to 5th.

SPECIAL ABILITIES:

Racial Abilities: X'jemiis has limited versions of the special abilities inherent in the K'ta'viir race (see above). Where bonuses are numerical, halve them. Otherwise, X'jemiis has the attribute (e.g., he has six fingers on each hand, the inner eyelid, etc.).

Strength of Body: X'jemiis resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Quarterstaff: Alloy quarterstaff collapses down to 9' in length or up to 12'.

Body Suit: Of a high-tech material, it protects vs. normal heat and cold, half damage vs. elemental attacks, and protects as AT 15 but does not encumber.

Belt: Of Flying, 75' per round (5 mph), duration 1 hour, useable 5x per day.

Robes: Full length hooded robes, of color shifting, add +80 to hiding.

Bracelet: x5 PP enhancer for Mentalism.

Compass: X'jemii's *Compass* is similar to Ondoval's: a bracelet of dull silver alloy, about six inches wide and set with several rectangular inlays of different colored hexagonal tiles of laen.

JENKYNÄ

Age: Unknown (Appears 30). **Eyes:** Violet/slitted pupils. **Hair:** Black, in a spiky mane. **Build:** Slender **Height:** 6'1". **Race/Sex:** K'ta'viir/F. **Skin:** Light brown **Demeanor:** Cool, self-confident. **Dress:** Black singlet. **Home:** Althan underground facility, Rust Mountains.

Hits: 206. **Melee:** 181bs. **Missile:** 136da.

AT(DB): 20(180/280). **Sh:** (Y) **Gr:** (Y).

Lvl: 64. **Profession:** Mentalist/Astrologer.

Stats: Ag-103; Co-102; Me-101; Re-99; SD-98; Em-76; In-102; Pr-109; Qu-104; St-102; **AP:**106, **PP:** 1792 (256 x 7).

Skill Bonuses: Armh 35; ArmL 37; ArmM 35; ArtA 85 (Act 153); ArtP 50; AthB 52; AthE 62 (Swim 100); AthG 70 (Acro 100, Climb 106, Fly 100); AwarP 41 (Alert 66, SenAmb 66); AwarSch 71 (DetTrps 89, LocHid 148, Observe 148, Surveil 145); AwarSen 74 (RealAw 151); ComMan 48 (Subd 122); Comm 41 (Sig 81); Cra 38 (Draft 78, Metal-Crafts (specify) 150, Trapping 88); DS 79 (Fire Bolt 164); In 78 (Dipl 90, Psp 90, Sed 143); LorG 39 (CultL 48, RegL 48); LorM 40; LorO 68 (DevilL 170, DragL 98); LorT 58 (LockL 110, PoisonL 132); MACom 48; MAST 56 (MASt 71); MASw 60 (MASw 81); OutA 57 (AnmHd 134, Ride 60); OutE 69 (Cave 72, StarG 146); PowA 80 (Attune 124); PowM 53; PowPtD 37 (PP 256); SciAB 65 (BMath 173); SciAS 30 (AMath 173, Anth 173, AlChem 173, Ast 173, Chem 173); SCon63 (Medit 81, StunMn 84); SpecA 42; SpecD 0; SubA 70 (Amb 120[20]); SubM 76 (DiTrap 88, PLocks 187); SubS 71 (Hide 145, Stalk 145); TechGen 41 (FAid 65); TechP 35 (Arch 65); Tech Voc 35 (Admin 123); Urb 40; Weap1HK 35; Weap1HEd 83 (bs 181); Weap2H 35; WeapM 54 (sb 57); WeapMA 26; WeapPA 35; WeapT 62 (da 136)

Spells: Directed Spell OB: +164 (*Firebolt*). All Mentalist Base, Open and Closed lists, Astrologer Base *Way of the Voice*, Mystic Base *Gas Alteration*, All Lay Healer Base lists to 50th.

SPECIAL ABILITIES:

Racial Abilities: Jenkyna has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: Jenkyna resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Sword: A smaller version of the power sword used by Andraax, (in *RM*, treat as a +30 broadsword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons or shields that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended). Jenkyna can use the weapon to parry thrown and missile attacks from any direction 360°, up to 4 attacks per round.

Barrier Shield: An enhanced version of the *Space Master* Barrier Shield, this device is a belt that generates a force field a few inches away from the wearer's body. It effectively makes the wearer AT 20 with a +100 to DB when the field is activated. The shield also pro-

TECTS vs. elemental attacks whether magical or natural: it adds +100 to Resistance Rolls, and if the wearer makes the roll there is no damage; if he fails he takes 1/4 damage. There is no encumbrance.

Compass: Jenkyna's family Compass is a bracelet similar to those worn by the *Navigators*.

Dagger: +40 black laen dagger.

Bracelet: Simple silver bracelet with blue laen inlays. X7 PP enhancer.

Ring of the Stars: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is an eightpointed star with a clear diamond in the center. It controls many of the enchanted guardians set throughout the Eight Secrets.

7. THE JERAK AHRENRETH

DAENKU (SCHREK)

Age: Immortal (Appears 25). **Eyes:** Grey. **Hair:** Dark Brown. **Build:** Slender, Athletic. **Height:** 6'5". **Race/ Sex:** Appears to be Iylar (but is K'ta'viir/Agothu)/Male. **Skin:** Fair. **Demeanor:** Emotionless. **Dress:** Flowing grey robes. **True Attitude:** Incomprehensible (evil). **Home:** Ahrenthrók. **Aka:** Schrek.

Hits: 401. **Melee:** 311ma. **Missile:** —.

AT(DB): 20 (300). **Sh:** (Y10). **Gr:** (Y20).

Lvl: 60 (120). **Profession:** Mentalist/Evil Cleric.

Stats: Ag-110; Co-110; Me-107; Re-104; SD-106; Em-90; In-108; Pr-108; Qu-110; St-110; **AP:**103, **PP:** 435 (Also a +8 pp adder for Mentalism).

Skill Bonuses: Armh 81; ArmL 81; ArmM 81; ArtA 97 (Act 170); ArtP 46; AthB 98; AthE 98 (Swim 104); AthG 100; AwarP 78 (Alert 103, SenAmb 103); AwarSch 105 (Observe 180, Surveil 179); AwarSen 80 (Direction Sense 120, RealAw 157); ComMan 87; Comm 55; Cra 77; DS 120 (Fire Bolt 300); In 77 (Dipl 92); LorG 72 (CultL 81, RegL 81); LorM 73; LorO 76 (DevilL 106); LorT 68; MACom 87; MAST 98; MASw 98; OutA 44 (Ride 47); OutE 99 (Cave 150); PowA 101 (Attune 200, Runes 200); PowM 66 (Chan 200, Spelm 101); PowPtD 35 (PP 435); SciAB 64; SciAS 60; SCon87 (Medit 142); SpecA 85; SpecD 0; SubA 81; SubM 78; SubS 83 (Hide 89, Stalk 89); TechGen 65; TechP 68 (Arch 142); Tech Voc 68 (Admin 150, Tactics 180); Urb 76; Weap1HK 131 (ma 311); Weap1HEd 98 (bs 131); Weap2H 81; WeapM 98 (sb 101); WeapMA 61; WeapPA 81; WeapT 81

Spells: Directed Spell OB: 300. Schrek knows all Mentalist Base, Open and Closed lists to 50th level, as well as the Evil Magician and Evil Cleric Lists to 50th. Schrek's Black Channel III is Call of the Void, where the target is physically banished into the Outer Void.

SPECIAL ABILITIES:

Resilience of Form: Defends as Large Creature.

Abilities: All Lord of Essence Abilities while in this form.

Power of Form: Schrek is unnaturally strong and agile, even for a K'ta'viir.

EQUIPMENT/WEAPONS:

Rod of the Void: A black iron rod with a small, red glowing orb on the end. The rod can be used as a weapon, striking as a +35 Mace, 3x damage, and delivering a Disruption Critical equivalent to any regular critical it does. In addition, it can fire 7 Plasma Bolts (*Blaster Law*; use

Fire Bolt with hot and cold criticals if Plasma unavailable) per day, 4x hits.

Bracelet of the Serpent: A small bracelet of black metal worn about the wrist. At the wearer's wish it will become a huge snake (300 hits, Large Creature, +180 Large Grapple followed by +240 Huge Grapple. +120 (+240 if after successful grapple) Small Bite with level 20 Circulatory Poison (see Inhabitants Guide, pp 12-14). Snake is intelligent and will obey wearer.

Ring of the Elder Mind: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Elder Mind: an eye with a large faceted ruby for the iris. It controls many of the guardians set throughout the Eight Secrets.

Heart of Agoth: (Also known as the *Faaw Shryac*.) Schrek— with A'kesh's help—created a staff that would allow him to retain his human form indefinitely. However he must have it in his possession to assume his demonic form or access his full powers. **Note:** *Schrek does not currently possess this item! Vorlig Kye arranged to have it stolen and separated into three parts; these in turn have been scattered. Schrek desperately seeks this item so that he can once again control his form.*

ARULIS KYGARI II: ZAGUL

Age: Immortal (Appears 25). **Eyes:** Blue. **Hair:** Brown with blond streaks. **Build:** slender. **Height:** 6'8". **Race/Sex:** Iylar-Dyar/Male. **Skin:** Pale. **Demeanor:** Sarcastic, Caustic, Disparaging. **Dress:** heavy, hooded grey robe. **True Attitude:** Paranoid, Fearful. **Home:** Originally Ahrenthrök, now Ahrentorg. **Aka:** Seer of the Stars, Zagul.

Hits: 194. **Melee:** +179qs. **Missile:** +127lb.

AT(DB): 15 (180/80). **Sh:** N. **Gr:** N.

Lvl: 45. **Profession:** Astrologer.

Stats: Ag-98; Co-97; Me-99; Re-98; SD-93; Em-88; In-101; Pr-101; Qu-100; St-97; **AP:**102, **PP:** 1008 (168 x 6).

Skill Bonuses: Armh 14; ArmL 19; ArmM 14; ArtA 47 (Act 71); ArtP 19; AthB 29; AthE 37 (Swim 71); AthG 48 (Climb 60); AwarP 31 (Alert 56); AwarSch 53 (Observe 108); AwarSen 41 (Direction Sense 81); ComMan 28; Comm 38; Cra 25; DS 60 (Starfires True 128); In 44 (Dipl 90, Sed 76); LorG 44 (CultL 53, RegL 53); LorM 40; LorO 18; LorT 18; MACom 28; MAST 14; MASw 19; OutA 35 (Ride 56); OutE 62 (StarG 175, WeathW 120); PowA 74 (Attune 142, Runes 125); PowM 39 (Chan 116); PowPtD 18 (PP 168); SciAB 60 (BMath 120); SciAS 33; SCon33 (Medit 91); SpecA 22; SpecD 0; SubA 9; SubM 19; SubS 28 (Hide 46, Stalk 46); TechGen 25; TechP 32; Tech Voc 32 (Admin 42, Nav 52); Urb 22; Weap1HK 14; Weap1HEd 31 (bs 64); Weap2H 64 (Quarter Staff 179); WeapM 67 (sb 70, lb 127); WeapMA 19; WeapPA 14; WeapT 19

Spells: Directed Spell OB: 120 (*Starfires True*)(Treat as Fire Bolt if *Mentalism Companion* not available). Zagul knows all Base Astrologer Lists to 50th level, all Open and Closed Mentalist Lists to 20th lvl, all Evil Mentalist and Channeling Lists to 30th.

EQUIPMENT/WEAPONS:

Crystal Staff: A rod of clear blue laen 6' long, it strikes as a +25 quarterstaff (2x/rnd) and when in use will act as a continuous *Bladeturn III/Deflections III* (will deflect the first three melee and missile attacks every round, making them at 100). Also is an x6 Astrologer PP enhancer, and allows the wielder to cast Starfires True anywhere.

Robes of Hiding: Allow Zagul to become invisible at a thought. They also cast *Unpresence*, and shift to match the coloring of their surroundings.

PHOENIIS RHYN (LORGALIS)

Age: Immortal (Appears 35). **Eyes:** Black. **Hair:** Black, long. **Build:** Muscular. **Height:** 6'5". **Race/Sex:** Dyar- Lord of Essæne/Male. **Skin:** Deadly pale. **Demeanor:** Haughty. **Dress:** Black robes or Black polished armor, black cloak. **True Attitude:** Bloodthirsty. **Home:** Ulor. **Aka:** Lorgalis the White; Lorgalis; The Magician; the White Mage.

Hits: 318. **Melee:** 243bs. **Missile:** 180typh.

AT(DB): 20(160/120) **Sh:** Y(50). **Gr:** Y.

Lvl: 50 (70). **Profession:** Seer/Mystic/ArchMage.

Stats: Ag-100; Co-99; Me-98; Re-99; SD-96; Em-99; In-100; Pr-101; Qu-103; St-102; **AP:**84, **PP:** 1728 (216 x 8).

Skill Bonuses: Armh 52 (Plate 102); ArmL 27; ArmM 27; ArtA 57 (Act 97); ArtP 22; AthB 37; AthE 56 (Swim 100); AthG 50 (Acro 53, Climb 80); AwarP 34 (Alert 59); AwarSch 58 (Observe 128); AwarSen 36; ComMan 37 (Subd 72); Comm 43; Cra 28 (Metal-Crafts (specify) 90, Rmas 96); DS 66 (Nether Bolt 190); In 47 (Psp 85); LorG 49 (CultL 58, RegL 58); LorM 45; LorO 45; LorT 28; MACom 37; MAST 27; MASw 27; OutA 52 (Ride 110); OutE 32 (StarG 47); PowA 77 (Attune 172, Runes 140); PowM 42 (Chan 101, SpelM 116); PowPtD 21 (PP 216); SciAB 37; SciAS 33 (Chem 121); SCon29; SpecA 31; SpecD 0; SubA 50 (Amb 90[15]); SubM 35; SubS 56 (Hide 137, Stalk 87, Trick 62); TechGen 27; TechP 30; Tech Voc 30 (Admin 80, Tactics 89); Urb 20; Weap1HK 27; Weap1HEd 77 (bs 243); Weap2H 27; WeapM 75 (sb 78, typh 180); WeapMA 18; WeapPA 27; WeapT 27

Spells: Directed Spell OB: 190 (Any Bolt or Ball, though prefers Nether attacks). Lorgalis knows all Base Mage, Cleric, Archmage and Sorcerer Spells, all Open and Closed Essence and Channeling, all Evil Essence and Channeling to 50th, all Navigator Base lists.

SPECIAL ABILITIES:

Defends as Large Creature.

All Lord of Essence Abilities.

EQUIPMENT/WEAPONS:

Armor: Keron Alloy full plate: AT 20(-50); encumbers as AT 6.

Robes: Will change from pure white to black at will; also camouflage to add +50 to hiding.

Shield: Appears to be a small round target shield, but actually offers protection as a superior wall shield.

Sword: Blade of the Void (A Lord Implementor).

1. Of Slaying, taking the soul of anyone to whom it has delivered an "instant" kill.

2. Drains 1-10 permanent hits every time it delivers a critical.

3. Absorbs light, creating an aura of *Utterdarkness* up to sixty feet in radius (absolute darkness).

4. +45 broadsword.

5. Fumbles only on 01-02.

6. Can fire a soul as either a *Nether Bolt* or *Ball*, hits multiplier=soul level (it stores up to 6 souls at a time).

7. Should Lorgalis be injured or "struck down", the sword will summon a spectral image to wield it.: **Level:** 20 **AT:** (DB): 19 (40). **Hits:** 200. **Melee OB:** 195.

Amulet of Darkness: A clear stone of adamant in a golden setting, it is an x8 PP multiplier and allows the wearer to cast Dark Absolution at will.

Ring: Gold with a inlaid disk of etched obsidian. While worn it shields the wearer's mind from all thought probes and analysis, instead projecting benign, slightly befuddled (and completely indecipherable) thoughts. The ring must fail its 50th lvl RR before the ruse is detected; it must fail by more than 50 before any useful real thoughts are uncovered.

Staff: Of white wood, the staff can shrink to wand size or grow to a full seven feet in length. It stores up to 100 levels of spells (max level of each spell is 20).

Typh: +20, returns to thrower.

Ring of the Traveler Afar: Similar in design to the other rings of the Secret Circle, it is a disc of Black Eog inlaid in a gold signet ring. Etched into the polished Eog is the symbol of the Traveler Afar.

DAG LAVEN (A'KESH)

Age: Immortal (Appears 20). **Eyes:** Grey. **Hair:** Black. **Build:** Very muscular. **Height:** 6'6". **Race/Sex:** Iylar/ Male. **Skin:** Fair (ruddy cheeks). **Demeanor:** Distracted, sometimes Childish or Petulant. **Dress:** Tailored red robes, or shirtless with leather forging apron, leather breeches and boots. **True Attitude:** Bored (except when smithing). **Home:** Ahrenæk. **Aka:** A'kesh, Maker of Blades.

Hits: 225. **Melee:** 195dag. **Missile:** 178typh.

AT(DB): 20 (210). **Sh:** Y40. **Gr:** Y.

Lvl: 70. **Profession:** Alchemist.

Stats: Ag-100; Co-94; Me-99; Re-95; SD-90; Em-101; In-89; Pr-100; Qu-99; St-102; **AP:**98, **PP:** 1971 (219 x 9).

Skill Bonuses: Armh 25; ArmL 23; ArmM 25; ArtA 42; ArtP 17; AthB 35; AthE 45 (Swim 66); AthG 49 (Climb 81); AwarP 8 (Alert 33); AwarSch 32 (Observe 112); AwarSen 10; ComMan 25; Comm 40; Cra 38 (Draft 188, Fletch 120, Leather-Crafts (specify) 186, Metal-Crafts (specify) 193, Stone-Crafts (specify) 91, Trapping 188, Wood-Crafts (specify) 120); DS 59 (Fire Bolt 149); In 34; LorG 35 (CultL 44, RegL 44); LorM 36; LorO 19; LorT 44; MACom 25; MASt 25; MASw 23; OutA 52 (Ride 86); OutE 21; PowA 72 (Attune 187, Runes 102); PowM 32; PowPtD 19 (PP 219); SciAB 52 (BMath 110); SciAS 25 (Chem 145); SCon16; SpecA 26; SpecD 0; SubA 1; SubM 25 (DiTrap 28, PLocks 80); SubS 20 (Hide 26, Stalk 26); TechGen 20; TechP 22 (ArchT 150); Tech Voc 27 (Admin 32, Appr 177); Urb 10; Weap1HK 25; Weap1Hed 75 (bs 123, dag 195); Weap2H 25; WeapM 73 (sb 76, typh 178); WeapMA 8; WeapPA 25; WeapT 23

Spells: Directed Spell OB: 149 (*Fire Bolt*). A'kesh knows all Alchemist Base Lists to 50th, all Open and Closed Essence to 50th.

EQUIPMENT/WEAPONS:

Dag: A large, sword-like weapon that intrinsically strikes as a +10 falchion. A'kesh's is +40, cannot be fumbled, and delivers an additional Disruption critical when it does a critical strike.

Eog Mail: Superbly crafted scale mail armor of black eog, it grants the wearer an AT of 20 with an additional DB of 100.

Circlet: A black leather headband set with a single green jewel, it is an x9 PP enhancer and protects the head and shoulders from heat and cold.

Typh: A throwing weapon, it strikes as a flail. A'kesh's Typh is +30, can be thrown up to 100' without penalty, and returns safely to the wielder by Long Door.

Ring of Blades: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Dag Lavan: a pair of crossed swords.

One of the **Daath Leerssoi:** (K. "Makers of the Shadow Drakes"), created by Krelj with the knowledge he gleaned helping to create the Dragonhelms. It allows A'kesh to assume the form and powers of a young Gas Drake. He can only maintain the form for 1D6 hours per day, and each time he does it, it drains 1D6 points of Temp CO. Also, Dragonbreath attacks are considered enchanted, so magic resistance spells are effective where they would not be against natural dragonbreath.

IAEN SHIIN (DARI HOLVIR)

Age: ? (Appears 25). **Eyes:** Deep Blue. **Hair:** Golden Blond. **Build:** Slender. **Height:** 6'9". **Race/Sex:** Iylar (Linær)/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** Either azure linen robes or tunic and breeches of fine silk. **True Attitude:** Mercenary. **Home:** The Isle of Glass. **Aka:** Dari Holvir, Chordan of Moerk, "Crystalline Death."

Hits: 218. **Melee:** MASt212; MASw202.

Missile: 197Gé.

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

Lvl: 60. **Profession:** Monk/Seer.

Stats: Ag-101; Co-100; Me-99; Re-94; SD-95; Em-60; In-101; Pr-101; Qu-103; St-102; **AP:**104, **PP:** 1274 (182 x 7).

Skill Bonuses: Armh 27; ArmL 27; ArmM 27; ArtA 44 (Dance 76); ArtP 17; AthB 40; AthE 59 (Swim 120); AthG 88 (Acro 151, Climb 151, Contor 140, TumbL 100); AwarP 31 (Alert 56); AwarSch 47 (Observe 127, Track 81); AwarSen 33; ComMan 36 (Subd 160); Comm 44 (Sig 110); Cra 27; DS 65 (Fire Bolt 145); In 57 (Dipl 81, Sed 140); LorG 35 (CultL 44, RegL 44); LorM 14; LorO 14; LorT 14; MACom 46; MASt 87 (MASr 212); MASw 87 (MASw 202); OutA 44 (Ride 110); OutE 31; PowA 49 (Runes 70); PowM 32 (Chan 52); PowPtD 2 (PP 182); SciAB 29; SciAS 25; SCon52 (ABal 102, ACon 102, ALand 102, ALeap 102, AQuick 102, ASpeed 102, ASr 102, Frenzy 96, Medit 102); SpecA 30; SpecD 0 (Adrenal Defense 100); SubA 53 (Amb 93[15], Silent 93); SubM 18; SubS 68 (Hide 174, Stalk 114, Trick 71); TechGen 22; TechP 30; Tech Voc 30; Urb 22; Weap1HK 32; Weap1Hed 49 (bs 97); Weap2H 32; WeapM 49 (sb 52); WeapMA 23; WeapPA 32; WeapT 82 (Gé 197)

SPECIAL ABILITIES:

Resilience: Holvir is able to alter the nature of his skin at will to make it equivalent to AT 11.

EQUIPMENT/WEAPONS:

Bracers: Four golden bands to be worn on the wrists and ankles, each is set with a number of red laen inlays. They add +30 to all attacks and allow the wearer to parry missile weapons. One wrist band can cast *Bladeturn* 3x per day, the other can cast *Deflections* 3x per day.

Cloak: In addition to adding +60 to hiding attempts, this black cloak allows the wearer to become two-dimensional 3x per day. He may not attack, nor can he be harmed. He cannot cast any other spells while in this state.

Headband: Protects the head as a helm.

Necklace: Of golden alloy studded with diamonds, this beautiful device protects the head and neck as a full helm, and is a +7 PP enhancer

Ring of Crystalline Death: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the crystalline death: a multifaceted crystal structure

Gé: A deadly bola-like weapon, it strikes on the bola table but with 2x hits. This particular gé delivers a Krush, Grapple, and Slash critical. If the crit is "D" or "E" in severity and indicates a limb (including neck or head), it is severed. The gé returns to a pouch on Holvir's belt safely, via Long Door.

LYAX KHANG II (OAN LYAK)

Age: ? (Appears 30). **Eyes:** Blue. **Hair:** Bleached white/streaked blue. **Build:** Shapely. **Height:** 5'8". **Race/Sex:** Dyar-Dúranak/Female. **Skin:** Fair. **Demeanor:** Cool, Pragmatic. **Dress:** Black Leather. **True Attitude:** Cold-blooded. **Home:** Ahren-lyax. **Aka:** "Dreaded Assassin", Oan Lyak.

Hits: 160. **Melee:** 179 lky. **Missile:** 211 kynac.

AT(DB): 17(190). **Sh:** (Y50). **Gr:** N.

Lvl: 60. **Profession:** Mystic/Assassin.

Stats: Ag-101; Co-94; Me-92; Re-90; SD-88; Em-100; In-89; Pr-101; Qu-103; St-99; AP:99, PP: 1290 (215 x 6).

Skill Bonuses: Armh 19; ArmL 26; ArmM 19; ArtA 56 (Act 86); ArtP 17; AthB 32; AthE 42 (Swim 86); AthG 87 (Acro 90, Climb 162, Contor 140, Tumb 99); AwarP 8 (Alert 33); AwarSch 46 (Observe 121, Track 121); AwarSen 12; ComMan 35 (Subd 175); Comm 53 (Sig 110); Cra 23 (Cook 85); DS 66 (Fire Bolt 141); In 47 (Sed 91); LorG 29 (CultL 38, RegL 38); LorM 13; LorO 8; LorT 25; MACom 35; MAST 69 (MASt 160); MASw 43; OutA 52 (Ride 76); OutE 15; PowA 46 (Runes 52); PowM 37; PowPtD 20 (PP 215); SciAB 26; SciAS 22; SCon49 (ABal 100, ACon 100, ALand 100, ALeap 100, AQuick 100, ASpeed 100, AStr 100); SpecA 24; SpecD 0; SubA 50 (Amb 105[25], Silent 105); SubM 60 (DiTrap 150, PLocks 165); SubS 57 (Hide 163, Stalk 63, Trick 91); TechGen 16; TechP 17; Tech Voc 17 (Tactics 140); Urb 27; Weap1HK 19; Weap1HEd 69 (bs 117, lky 179); Weap2H 19; WeapM 43 (sb 46); WeapMA 10; WeapPA 19; WeapT 76 (kynac 211)

Spells: Directed Spell OB: 141 (*Fire Bolt*). Oan Lyak has all the Base Mystic Lists to 50th level, and a total of eight Open and Closed Essence and Mentalism lists to 10th.

EQUIPMENT/WEAPONS:

Long Kynac: +35 (using the Rapier Table plus 50), it is Of Slaying Elves. It is of the same design as the Dúranaki weapons of the same name.

Three Kynacs: A set of superior throwing knives each +30 (use the Rapier Table). Each is coated with a powerful (10th level) poison, though Oan's tastes vary.

Black Dragonskin of Nandar: Fine armor that protects as AT 17 yet encumbers as AT 5.

Amulet: a ruby set in a silver chain, it is an x6 PP enhancer for Mystics.

Boost/Gloves: Add 50 to climbing rolls, and the boots leave no prints.

Cloak: Adds +100 to Hiding.

Ring of the Dreaded Assassin: Similar in design to the other rings of the Secret Circle, it is a disc of black eog

inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Assassin: a slender dagger.

Rod of Diffraction Door: One of eleven surviving artifacts that allow the Cult of Stars to teleport to and from the Tower of Vour, it is a ten inch long laen prism.

KORT HULUM

Age: Immortal (Appears 25). **Eyes:** Green, but almond shaped with epicanthic folds. **Hair:** Blond, long. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Dyar/Male. **Skin:** Dark Brown. **Demeanor:** Friendly; Self-confident. **Dress:** Short white tunic, trimmed with red and gold. **True Attitude:** Aloof, wary. **Home:** Ahrenlaakh. **Aka:** "Cloud Master", Shanarak ("The Fair").

Hits:170. **Melee:** +208bs. **Missile:** —.

AT(DB): 20 (120). **Sh:** N. **Gr:** Y.

Lvl: 70. **Profession:** Evil Magician.

Stats: Ag-98; Co-95; Me-92; Re-91; SD-88; Em-104; In-100; Pr-101; Qu-100; St-95; AP:108, PP: 2569 (367 x 7).

Skill Bonuses: Armh 12; ArmL 18; ArmM 12; ArtA 61 (Act 91); ArtP 31; AthB 27; AthE 41 (Swim 91); AthG 42 (Climb 45); AwarP 15 (Alert 40); AwarSch 35 (Observe 110, Track 110); AwarSen 31 (Direction Sense 81); ComMan 26; Comm 45; Cra 20 (Rmas 60); DS 70 (Lightning Bolt 185); In 56 (Dipl 71, Sed 121); LorG 29 (CultL 38, RegL 38); LorM 35; LorO 25; LorT 8; MACom 26; MAST 12; MASw 18; OutA 59 (Ride 62); OutE 31 (WeathW 100); PowA 78 (Attune 140, Runes 120); PowM 56 (SpelM 127); PowPtD 27 (PP 367); SciAB 26; SciAS 22 (Chem 52); SCon39 (Medit 100); SpecA 19; SpecD 0; SubA 5; SubM 13; SubS 24 (Hide 30, Stalk 30); TechGen 16; TechP 23; Tech Voc 23 (Admin 100, Nav 43, Tactics 82); Urb 16; Weap1HK 12; Weap1HEd 62 (bs 208); Weap2H 12; WeapM 35 (sb 38); WeapMA 13; WeapPA 12; WeapT 18

Spells: Directed Spell OB: 185 (*Lightning Bolt*). Shanarak knows all base Sorcerer, Magician, Evil Magician, and a total of six Open and Closed Essence lists to 50th.

EQUIPMENT/WEAPONS:

Demon Master: A two-foot long rod of black iron with a miniature red laen skull on the top. x7 PP enhancer for evil Magicians, reduces chance of failure to control or master a demon to 1x the demon's type (as opposed to the normal 5x). The rod can also transform into a laen broadsword, +30 bonus, of *Demonslaying*.

Amulet of the Spirit: A clear oval gem set in a platinum chain, it allows the wearer to cast Banishment (Sorcerer Base Soul Destruction) and to place the soul of the target in the amulet. Wearer may know the location and thoughts of the body, and direct it by touching the amulet and concentrating. The amulet will hold four souls at once.

Belt of Essænce-Armor: A unique and powerful item thought to be from the First Era, it is a belt of platinum links which, when commanded, creates a shimmering, transparent plate armor suit around the wearer until he orders it to vanish. The suit is AT 20 (60) and protects the wearer in all ways as if here were wearing full plate—except vs. certain attacks where it is better to be unarmored (e.g., Grapple, Lightning Bolt), in which case the wearer is AT 1. The armor is not encumbering and does not affect the wearer's ability to cast spells.

Ring of the Cloud Master: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the

symbol of the Cloud Master: a stylized thunderhead with a lightning bolt erupting from it.

THE TWELVE ADHERENTS

GORANG (THE HAND)

Age: Immortal (appears 25), **Ht/Wt:** 6'1"/175, **Hair/Eyes/Build:** Black/Grey/Slender, **Dmnr:** Brusque. **Race:** Dyar

Hits:129. **Melee:** 147 long kynac. **Missile:** 155 kynac
AT(DB): 12 (130). **Sh:** Y*. **Gr:** (Y)

Lvl: 26. **Profession:** Thief

Stats: Ag-101; Co-90; Me-88; Re-98; SD-99; Em-74; In-96; Pr-94; Qu-100; St-96; **AP:**88.

Skill Bonuses: Armh 17; ArmL 25; ArmM 17; ArtA 42 (Act 78); ArtP 7; AthB 29; AthE 33 (Swim 45); AthG 67 (Acro 91, Climb 138, Contor 91); AwarP 26 (Alert 51); AwarSch 65 (DetTrps 130, LocHid 149, Observe 121, Surveil 89, Track 77); AwarSen 28; ComMan 34; Comm 38 (Sig 56); Cra 26; DS 21; In 24 (Bribe 36, Trading 30); LorG 29 (CultL 38, RegL 38); LorM 8; LorO 8; LorT 58 (LockL 142); MACom 34; MAST 42 (MASt 86); MASw 42; OutA 28 (Ride 31); OutE 22; PowA 26; PowM 22; PowPtD 7; SciAB 32; SciAS 28; SCon26; SpecA 28 (Brawling 81); SpecD 0; SubA 72 (Amb 124[22], Silent 124); SubM 83 (DiTrap 154, Disgu 86, PLocks 214); SubS 75 (Hide 132, Stalk 72); TechGen 23; TechP 23; Tech Voc 23 (Appr 129); Urb 32 (Scrounging 38, Streetwise 47); Weap1HK 27; Weap1HEd 77 (bs 80, long kynac 147); Weap2H 27; WeapM 52 (sb 55); WeapMA 28; WeapPA 27; WeapT 85 (kynac 155)

Items: Gloves and boots of wall/ceiling running, Black Dragonskin armor, Lock pick kit +60 to most locks, Cloak of Hiding (+50) *Invisibility* 2x per day and *Featherfall* 1x per day.

VAAQ T'KANG

Age: Immortal (appears 30), **Ht/Wt:** 6'11"/225, **Hair/Eyes/Build:** Red-blond/Blue/Muscular, **Dmnr:** Tempermental, hot-headed. **Race:** Laan/Erlin,

Hits:104. **Melee:** 90da. **Missile:** 131Firebolt

AT(DB): 1 (100). **Sh:** Y*. **Gr:** N.

Lvl: 22. **Profession:** Mage

Stats: Ag-99; Co-93; Me-90; Re-85; SD-55; Em-101; In-93; Pr-99; Qu-95; St-81; **AP:**99, **PP:** 300(75 x 4)

Skill Bonuses: Armh 4; ArmL 14; ArmM 4; ArtA 40 (Act 43); ArtP 16; AthB 24; AthE 24 (Swim 30); AthG 37 (Fly 58); AwarP 7 (Alert 18); AwarSch 7 (Observe 59); AwarSen 13 (RealAw 37); ComMan 17; Comm 33; Cra 15; DS 61 (Fire Bolt 131); In 16 (Bribe 19); LorG 24 (CultL 33, RegL 33); LorM 30; LorO 20 (DeviL 23); LorT 20; MACom 17; MAST 4; MASw 14; OutA 43 (Ride 46); OutE 14; PowA 45 (Attune 54, PowPc 48); PowM 41; PowPtD 19 (PP 75); SciAB 19; SciAS 15; SCon3; SpecA 11; SpecD 0; SubA -1; SubM 8; SubS 18 (Hide 24, Stalk 24); TechGen 8; TechP 17; Tech Voc 17; Urb 6; Weap1HK 4; Weap1HEd 40 (bs 43, da 90); Weap2H 4; WeapM 31 (sb 34); WeapMA 8; WeapPA 4; WeapT 14

Spells: Base Magician *Fire*, *Ice*, *Light Law* to 30th, and Evil Magician *Darkness* and *Matter Disruption* to 20th, Six Open and Closed Essence to 10th th .

Items: *Ring of Fire:* Ruby in a gold band, gives wearer immunity to fire, doubles damage of all fire attacks, adds +20 to *Firebolt* Attack Bonus.

Earrings: One is a x4 PP enhancer, the other stores a *Teleport* back to the Ahrenthrök.

WURLIIS

Age: Immortal **Ht/Wt:** 9'/400, **Hair/Eyes/Build:** None/Gray/brawny, **Dmnr:** Brutal. **Race:** Demon of the Fifth Pale,

Hits: 193. **Melee:** 130HBa. **Missile:** 160hcb

AT(DB): 8(70). **Sh:** N. **Gr:** N.

Lvl: 23. **Profession:** Fighter.

Stats: Ag-92; Co-102; Me-64; Re-55; SD-45; Em-65; In-76; Pr-101; Qu-95; St-110; **AP:**60.

Skill Bonuses: Armh 65; ArmL 45; ArmM 65; ArtA 11; ArtP 3; AthB 56; AthE 56 (Swim 62); AthG 43 (Climb 93); AwarP -1 (Alert 5); AwarSch 9 (DetTrps 41); AwarSen -16; ComMan 24; Comm 12; Cra 7; DS 0; In 3; LorG 10 (CultL 19, RegL 19); LorM -11; LorO 29 (DeviL 81); LorT 6; MACom 14; MAST 72; MASw 35; OutA 16 (Ride 19); OutE 15 (Cave 55); PowA 22; PowM 18; PowPtD 6; SciAB 6; SciAS 2; SCon14 (Frenzy 56); SpecA 35; SpecD 0; SubA -8; SubM -3; SubS 11 (Hide 17, Stalk 17); TechGen -1; TechP 4; Tech Voc 4; Urb 1; Weap1HK 100 (Club 115); Weap1HEd 92 (bs 95); Weap2H 75; WeapM 72 (sb 75, hcb 160); WeapMA 17; WeapPA 75; WeapT 55

Items: +20 heavy crossbow with four 'bows.' Can fire one shot at a time, two shots at the same target (each at -5) or all four shots at one target (all at -10) before having to be reloaded and cocked (takes Wurlis 2 rnds; impossible for a normal man because of the strength required). In melee he just uses his fists, which strike on the *Huge Bash* table. He has been known to punch through heavy wood and metal reinforced doors with ease.

KLAX (THE BLADE)

Age: Immortal, (Appears 20), **Ht/Wt:** 6'10"/220, **Hair/Eyes/Build:** Blond/Blue/Lean but Muscular, **Dmnr:** Aloof. **Race:** Iylar (Linær),

Hits:187. **Melee:** 186 2h-swrd. **Missile:** 177hcb

AT(DB): 20(90). **Sh:** Y20. **Gr:** Y.

Lvl: 26. **Profession:** Fighter.

Stats: Ag-98; Co-97; Me-65; Re-78; SD-91; Em-90; In-87; Pr-100; Qu-99; St-101; **AP:**99,.

Skill Bonuses: Armh 65 (Plate 105); ArmL 29; ArmM 30; ArtA 36 (Dance 45); ArtP 12; AthB 33; AthE 41 (Swim 71); AthG 47 (Acro 89, Climb 65); AwarP 8 (Alert 33); AwarSch 18 (Observe 74); AwarSen 10 (RealAw 16); ComMan 34 (Subd 74); Comm 19; Cra 13; DS 7; In 52 (Lead 88, Psp 110, Sed 61); LorG 12 (CultL 21, RegL 21); LorM -9; LorO -9; LorT -9; MACom 24; MAST 37; MASw 36; OutA 27 (Ride 30); OutE 12; PowA 31; PowM 27; PowPtD 9; SciAB 10; SciAS 6; SCon36 (StunMn 90); SpecA 23 (Brawling 91, Disarm Foe (Armed-Weapon Class) 97); SpecD 0; SubA 27 (Amb 45[6]); SubM 2; SubS 25 (Hide 46, Stalk 46); TechGen 16 (Gambling 43); TechP 8; Tech Voc 8 (Tactics 73); Urb 7; Weap1HK 40; Weap1HEd 57 (bs 110); Weap2H 90 (2h-swrd 186); WeapM 87 (sb 90, hcb 177); WeapMA 22; WeapPA 40; WeapT 39

Items: His sword is a special Irgaak (+25 2h Unholy sword, delivers double crits); Keron plate (protects as AT 20-30 but encumbers only as AT 10) with white surcoat, +20 heavy crossbow reloads in 1 rd. He rides a black Pegasus.

YOMUK

Age: Immortal, **Ht/Wt:** 8'8"/355, **Hair/Eyes/Build:** None/Red/Powerfully muscular, **Dmnr:** Arrogant, cruel.
Race: Dyar-Demon (Khal-tjiin-kai/Procreator),

Hits:175. **Melee:** 140LClaw. **Missile:** 80 Netherbolt.

AT(DB): 4(80). **Sh:** Y*. **Gr:** N.

Lvl: 19. **Profession:** Sorcerer

Stats: Ag-100; Co-99; Me-80; Re-75; SD-65; Em-98; In-98; Pr-102; Qu-101; St-106; **AP:**106, **PP:** 189 (63 x 3).

Skill Bonuses: Armh 43; ArmL 35; ArmM 43; ArtA 30; ArtP 23; AthB 45; AthE 45 (Swim 51); AthG 46 (Contor 49, Fly 49); AwarP 9 (Alert 32); AwarSch 27 (Observe 75, Poison Perception 71); AwarSen -6; ComMan 25 (Subd 30); Comm 30; Cra 14; DS 48 (Nether Bolt 80); In 23; LorG 20 (CultL 29, RegL 29); LorM 9; LorO 39 (DeviL 120, DragL 42); LorT -1; MACom 25; MAST 43; MASw 35; OutA 42 (Ride 45); OutE 13; PowA 52; PowM 53; PowPtD 15 (PP 63); SciAB 17; SciAS 13; SCon10 (StunMn 40); SpecA 31; SpecD 0; SubA 1; SubM 10; SubS 20 (Hide 26, Stalk 26); TechGen 6; TechP 16; Tech Voc 16; Urb 14; Weap1HK 43; Weap1HEd 60 (bs 63); Weap2H 43; WeapM 52 (sb 55); WeapMA 10; WeapPA 43; WeapT 35

Spells: All Sorcerer base to 20th, eight open Essence and Channeling to 10th.

Items: Torque, of a silvery alloy, x3 PP to Sorcerers.

GARGARAX (THE VOICE)

Age: Immortal (appears 25), **Ht/Wt:** 6'7"/195, **Hair/Eyes/Build:** Black/Grey/Slim, **Dmnr:** Cool. **Race:** Dyar/Loar

Hits:130. **Melee:** 85da . **Missile:** 96 Starfires

AT(DB): 2(110). **Sh:** Y*. **Gr:** N.

Lvl: 25. **Profession:** Astrologer .

Stats: Ag-95; Co-92; Me-90; Re-93; SD-87; Em-101; In-101; Pr-101; Qu-100; St-97; **AP:**100, **PP:** 412 (103 x 4).

Skill Bonuses: Armh 12; ArmL 15; ArmM 12; ArtA 47 (Act 62); ArtP 46 (Music 55); AthB 25; AthE 29 (Swim 50); AthG 38 (Climb 41, Fly 44); AwarP 29 (Alert 54); AwarSch 48 (Observe 103); AwarSen 31 (RealAw 34); ComMan 24; Comm 47 (Sig 91); Cra 17 (Rmas 47); DS 41 (Starfires 96); In 75 (Dipl 90, Psp 145); LorG 33 (CultL 42, RegL 42); LorM 29 (CircleL 35); LorO 28 (DeviL 60); LorT 24; MACom 24; MAST 12; MASw 15; OutA 45 (Ride 48); OutE 37 (StarG 120, WeathW 83); PowA 65 (Attune 89, Runes 92, PowPc 120); PowM 47; PowPtD 18 (PP 103); SciAB 31 (BMath 52); SciAS 23 (Ast 43); SCon39 (Medit 99); SpecA 18 (Disarm Foe (Armed-Weapon Class) 23); SpecD 0; SubA 5; SubM 31 (Disgu 34); SubS 26 (Hide 41, Stalk 41); TechGen 16; TechP 25; Tech Voc 25 (Admin 45); Urb 19; Weap1HK 12; Weap1HEd 37 (bs 40, da 87); Weap2H 12; WeapM 32 (sb 35); WeapMA 14; WeapPA 12; WeapT 15

Spells: All Base lists to 20 (*Way of the Voice* and *Far Voice* to 50), five others to 10.

Items: White robes, +50 to DB, Silver collar doubles range of all *Voice* spells, Dagger +20 milky white alloy, white metal ring, x4 PP

URKANIAN (THE SCRIBE)

Age: Immortal (appears 25), **Ht/Wt:** 6'7"/195, **Hair/Eyes/Build:** Black/Grey/Slim, **Dmnr:** Cold. **Race:** Dyar/Loar,

Hits:124. **Melee:** 98da. **Missile:** 116 Firebolt.

AT(DB): 2(110). **Sh:** Y*. **Gr:** N.

Lvl: 25. **Profession:** Bard (Sage).

Stats: Ag-95; Co-92; Me-90; Re-93; SD-87; Em-101; In-101; Pr-101; Qu-100; St-97; **AP:**100, **PP:** 304 (76 x 4).

Skill Bonuses: Armh 12; ArmL 15; ArmM 12; ArtA 50 (Act 56); ArtP 44 (Music 47); AthB 25; AthE 25 (Swim 31); AthG 40 (Climb 46); AwarP 24 (Alert 49); AwarSch 34 (LocHid 89, Observe 104); AwarSen 26 (RealAw 56); ComMan 24; Comm 44 (Sig 56); Cra 17; DS 56 (Firebolt 116); In 49 (Dipl 52, Psp 52); LorG 38 (CultL 47, RegL 47); LorM 38 (CircleL 68); LorO 36 (DeviL 48, DragL 68); LorT 17; MACom 24; MAST 12; MASw 15; OutA 45 (Ride 48); OutE 22; PowA 57 (Runes 81); PowM 42; PowPtD 16 (PP 76); SciAB 27; SciAS 23; SCon4; SpecA 18; SpecD 0; SubA 5; SubM 33 (Disgu 42); SubS 34 (Hide 66, Stalk 66); TechGen 16; TechP 25; Tech Voc 25 (Appr 124); Urb 19; Weap1HK 17; Weap1HEd 38 (bs 41, da 98); Weap2H 17; WeapM 37 (sb 40); WeapMA 19; WeapPA 17; WeapT 20

Spells: Knows Bard Base lists *Lores*, *Item Lore* to 30th, eight others to 10th.

Items: Flowing black robes +50 to DB, +20 black laen dagger, black metal ring, X4 PP.

ZAJARIAN

Age: Immortal (appears 25), **Ht/Wt:** 6'5"/185, **Hair/Eyes/Build:** Black/Grey/Average, **Dmnr:** Emotionless. **Race:** Iylar (Loar),

Hits:130. **Melee:** 110bs. **Missile:** 98lb.

AT(DB): 14(80). **Sh:** Y*. **Gr:** (Y).

Lvl: 38. **Profession:** Alchemist.

Stats: Ag-99; Co-98; Me-78; Re-78; SD-90; Em-99; In-66; Pr-78; Qu-85; St-98; **AP:**78, **PP:** 228.

Skill Bonuses: Armh 14; ArmL 37 (Rigid Leather 61); ArmM 14; ArtA 30; ArtP 2; AthB 31; AthE 33 (Swim 39); AthG 32; AwarP 0 (Alert 6); AwarSch 23 (Observe 87); AwarSen 2 (RealAw 17); ComMan 19; Comm 25; Cra 30 (Fletch 129, Smith 148, Trapping 101); DS 7; In 19; LorG 18 (CultL 27, RegL 27); LorM 17; LorO 17 (DragL 26); LorT 17; MACom 19; MAST 14; MASw 16; OutA 35 (Ride 38); OutE 10; PowA 32 (Attune 56, Runes 88); PowM 17; PowPtD 16; SciAB 12; SciAS 8 (AlChem 148); SCon-9; SpecA 20; SpecD 0; SubA -4; SubM -2; SubS 15 (Hide 21, Stalk 21); TechGen 10; TechP 6; Tech Voc 11; Urb -7; Weap1HK 14; Weap1HEd 45 (bs 110); Weap2H 14; WeapM 43 (sb 46, lb 98); WeapMA -2; WeapPA 14; WeapT 16

Spells: Knows all Base Alchemist lists to 30th.

Items: Silver Dragonskin armor, +30 broadsword.

MÔG-DÛREK

Age: Immortal (appears 25), **Ht/Wt:** 6'8"/220, **Hair/Eyes/Build:** Black/Brown/Powerful, **Dmnr:** Fanatical. **Race:** Jaader/Erlin

Hits:157. **Melee:** 90ma. **Missile:** 70ja

AT(DB): 13(40). **Sh:** Y. **Gr:** N.

Lvl: 30. **Profession:** Evil Cleric.

Stats: Ag-96; Co-91; Me-74; Re-67; SD-88; Em-66; In-100; Pr-99; Qu-91; St-88; **AP:** 94; **PP:** 308 (77 x 4)

Skill Bonuses: Armh 9; ArmL 9; ArmM 34 (Chain Mail 74); ArtA 23 (Act 50); ArtP 10; AthB 25; AthE 25 (Swim 46); AthG 21 (Climb 24); AwarP 31 (Alert 37); AwarSch 21 (Observe 67); AwarSen 16; ComMan 13; Comm 7; Cra 9; DS 3; In 32 (Dipl 44, Lead 35, Psp 56,

Sed 70); LorG 2 (CultL 11, RegL 11); LorM -14; LorO 21 (Devil 88); LorT 6 (PoisonL 36); MACom 13; MAST 9; MASw 9; OutA 21 (Ride 61); OutE 24 (StarG 30); PowA 49 (Attune 81); PowM 30 (Chan 55); PowPtD 17 (PP 77); SciAB -1; SciAS -5 (Chem 25); SCon17 (Medit 32); SpecA 18; SpecD 0; SubA 7; SubM 3; SubS 26 (Hide 32, Stalk 32); TechGen 1; TechP 9; Tech Voc 9 (Admin 29, Tactics 29); Urb 6; Weap1HK 35 (ma 90); Weap1HEd 31 (bs 34); Weap2H 14; WeapM 31 (sb 34); WeapMA 8; WeapPA 14; WeapT 35 (Javelin 70)

Spells: All Base Evil Cleric Base, 3 each Closed and Open Clerical.

Items: Bracer, x4 PP and casts *Shield* 3x per day, Mace, +25 and Unholy, +20 javelin, Chain armor.

Y-TARMEN (SEEKER)

Age: Immortal (appears 30), **Ht/Wt:** 6'2"/180, **Hair/Eyes/Build:** Black/hazel/Slender, **Dmnr:** Serene. **Race:** Loar/Y'nar,

Hits:170. **Melee:** 167bs. **Missile:** 151lb

AT(DB): 20 (120). **Sh:** Y. **Gr:** Y.

Lvl: 22. **Profession:** Ranger

Stats: Ag-97; Co-89; Me-78; Re-87; SD-68; Em-88; In-100; Pr-90; Qu-99; St-98; **AP:**99, **PP:** 48 (+3 adder).

Skill Bonuses: Armh 19; ArmL 39 (Rigid Leather 69); ArmM 19; ArtA 23 (Act 26, Singing 29); ArtP 10; AthB 34; AthE 44 (Swim 74); AthG 42 (Acro 51, Climb 94, Dive 45, Skate 57, Ski 51); AwarP 32 (Alert 56); AwarSch 54 (LocHid 60, Observe 94, Surveil 121, Track 115); AwarSen 17; ComMan 13; Comm 37 (Sig 90); Cra 6 (Fletch 51, Trapping 26); DS -1; In 31 (Sed 79, Trading 46); LorG 8 (CultL 17, RegL 17); LorM -13; LorO 4 (DragL 16); LorT 26 (HerbL 78, PoisonL 47); MACom 13; MAST 38 (MAstr 47); MASw 14; OutA 44 (AnmHd 56, Ride 80); OutE 50 (Forage 88, StarG 71, WeathW 90); PowA 29; PowM 25; PowPtD 12 (PP 48); SciAB 8; SciAS 4 (Anth 29); SCon13 (Medit 47); SpecA 19; SpecD 0; SubA 34 (Amb 58[8]); SubM 24 (Disgu 27, PLocks 27); SubS 45 (Hide 89/129, Stalk 89); TechGen 16 (FAid 56, Sail 46); TechP 14; Tech Voc 14 (Tactics 59); Urb 6; Weap1HK 24; Weap1HEd 74 (bs 167); Weap2H 24; WeapM 69 (sb 72, lb 151); WeapMA 12; WeapPA 24; WeapT 19

Spells: All Base Ranger to 20th, 3 Open Channeling to 10th.

Items: green leather armor that protects as chain but only encumbers as AT 5, +25 magic broadsword of greenish alloy, +15 longbow, bracelet +3 PP, cloak +40 to hiding outdoors.

TURASOQ

Age: Immortal **Ht/Wt:** 6'8"/1250, **Hair/Eyes/Build:** Black (Long Mohawk)/Glowing Amber/Muscular, **Dmnr:** Maliciously Playful. **Race:** Demon (Jo-tjiin-kai/Procreator),

Hits:180. **Melee:** 173ha. **Missile:** 139cabis

AT(DB): 11(70). **Sh:** Y10. **Gr:** Y.

Lvl: 19. **Profession:** Evil Mentalist.

Stats: Ag-99; Co-101; Me-97; Re-99; SD-101; Em-95; In-87; Pr-100; Qu-99; St-106; **AP:**106, **PP:** 225 (75 x 3).

Skill Bonuses: Armh 44; ArmL 52 (Soft Leather 55, Rigid Leather 61); ArmM 65 (Chain Mail 74); ArtA 34 (Act 46); ArtP 10; AthB 51; AthE 51; AthG 49 (Climb 91); AwarP 24 (Alert 45); AwarSch 37 (Observe 85); AwarSen 44 (RealAw 92); ComMan 35 (Subd 112); Comm 9; Cra 30; DS 18; In 58 (Sed 160); LorG 27 (CultL

36, RegL 36); LorM 40 (CircleL 78); LorO 35 (Devil 120); LorT 27 (PoisonL 30); MACom 35; MAST 44; MASw 31; OutA 27 (Ride 30); OutE 27; PowA 15; PowM 30; PowPtD 19 (PP 75); SciAB 11; SciAS 26; SCon51 (StunMn 89); SpecA 46; SpecD 0; SubA 11; SubM 9; SubS 11; TechGen 30; TechP 21; Tech Voc 21; Urb 12; Weap1HK 89 (Club 92, ha 173); Weap1HEd 67 (bs 79); Weap2H 61 (Battle Axe 64); WeapM 48 (sb 51); WeapMA 9; WeapPA 61 (Pole Arm 64); WeapT 79 (da 82, cabis 139)

Spells: All Evil Mentalist Base to 20th, 8 other Mentalist to 10th.

Items: Collar: x3 PP, iron bracers that allow Turasoq to parry melee and thrown attacks (missile attacks at 1/2), +20 hammer, cabis.

KLYRUNAK

Age: Immortal (appears 20), **Ht/Wt:** 6'2"/175, **Hair/Eyes/Build:** Blue/Blond/Slender, **Dmnr:** Intense. **Race:** Ky'taari,

Hits:164. **Melee:** 103maSt/108maSw. **Missile:** 110Firebolt

AT(DB): 1(110) . **Sh:** N. **Gr:** A.

Lvl: 24. **Profession:** Mystic

Stats: Ag-95; Co-92; Me-89; Re-77; SD-88; Em-99; In-94; Pr-99; Qu-99; St-77; AP:106, PP: 232 (58 x 4).

Skill Bonuses: Armh 2; ArmL 7; ArmM 2; ArtA 33; ArtP 14; AthB 23; AthE 23 (Swim 29); AthG 37 (Climb 77, Fly 40, Skate 61, Ski 55); AwarP 22 (Alert 47); AwarSch 50 (Observe 104); AwarSen 24; ComMan 25; Comm 25 (Sig 40); Cra 16; DS 53 (Fire Bolt 110); In 48 (Sed 90); LorG 16 (CultL 25, RegL 25); LorM 17 (CircleL 20); LorO -5; LorT -5; MACom 25; MAST 49 (MAstr 103); MASw 54 (MASw 108); OutA 29 (Ride 32); OutE 22 (WeathW 37); PowA 43; PowM 34; PowPtD 16 (PP 58); SciAB 12; SciAS 8; SCon9; SpecA 16; SpecD 0; SubA 4; SubM 3; SubS 32 (Hide 56, Stalk 56); TechGen 11 (Sail 14); TechP 13; Tech Voc 13; Urb 7; Weap1HK 2; Weap1HEd 19 (bs 22); Weap2H 2; WeapM 24 (sb 27); WeapMA 3; WeapPA 2; WeapT 7

Spells: All Mystic Base to 25, 3 each open and closed Mentalism and Essence.

Items: Bracelet: grey alloy with blue inlay, x4 PP.

8. THE RAVEN QUEEN

RAVEN QUEEN

Age: Immortal (appears 30). **Eyes:** Black **Hair:** Blueblack **Build:** Slender **Height:** 6'4". **Race/Sex:** Dyar/ F. **Skin:** Pale. **Demeanor:** Haughty. **Dress:** Black gown trimmed with raven feathers, including a huge fanlike collar behind her head. **True Attitude:** Superior. **Home:** Rytalak **Aka:** Aydra Noiin.

Hits: 124. **Melee:** 65da. **Missile:** 145 Water Bolt.

AT(DB): 2(145). **Sh:** (Y)*. **Gr:** N.

Lvl: 34. **Profession:** Sorceress.

Stats: Ag-98; Co-75; Me-80; Re-77; SD-89; Em-100; In-100; Pr-99; Qu-99; St-85; **AP:**102, **PP:** 756 (126 x 6).

Skill Bonuses: Armh 6; ArmL 15; ArmM 6; ArtA 42 (Act 80, Dance 45, PlayInstr 45, Singing 57); ArtP 37 (Music 43); AthB 19; AthE 21 (Swim 51); AthG 45 (Fly 57, Skate 75, Ski 63); AwarP 15 (Alert 40); AwarSch 32 (Observe 94); AwarSen 21 (RealAw 33); ComMan 25; Comm 31; Cra 17 (Cook 37); DS 65 (Water Bolt 145); In 65 (Bribe 68, Dipl 134, Lead 95, Psp 105, Sed

123); LorG 20 (CultL 29, RegL 29); LorM 9; LorO 16 (Devil 31, DragL 22); LorT 24 (PoisonL 74); MACom 25; MAST 6; MASw 15; OutA 45 (Ride 57); OutE 28 (StarG 52, WeathW 66); PowA 67 (Attune 120, Runes 111); PowM 50; PowPtD 16 (PP 126); SciAB 27 (BMath 51); SciAS 13 (AMath 43, AlChem 23, Ast 28, Chem 18); SCon-4; SpecA 16; SpecD 0; SubA 5; SubM 10; SubS 42 (Hide 86, Stalk 86); TechGen 10; TechP 17 (ArchT 37); Tech Voc 17 (Admin 105, Appr 47, Tactics 47); Urb 10; Weap1HK 6; Weap1HEd 33 (bs 36, da 65); Weap2H 6; WeapM 32 (sb 35); WeapMA 10; WeapPA 6; WeapT 15

Spells: Directed Spell OB: 145 *Water Bolt*. All Sorcerer Base to 30th, 4 each Open and Closed Essence and Channeling to 20th.

EQUIPMENT/WEAPONS:

Raven Crown: a gleaming black tiara-like ornament set with garnets and obsidian, it protects the Raven Queen's head and neck as if she were wearing a helm. It also creates an *Aura* around her at will.

Robes: Flowing black robes, they add +60 to DB.

Staff: A seven foot long Dir-wood staff with head fashioned like upswung bird wings it is a x6 PP enhancer and will cast *Lightning Bolt* 3x per day, 3x hits. (Aydra has a total +110 bonus with this spell).

Necklace: Of silver and glittering black gems, it allows the wearer to Shapechange to a huge raven-like bird.

9. THE ALLIANCE

MAJARAK (BROTHERHOOD)

Age: appears 25, **Ht/Wt:** 6'8"/210, **Hair/Eyes/Build:** Black/Blue/Slender, **Dmnr:** Cold, aloof, superior. **Race:** Loar/Thalan.

Hits:152. **Melee:** 120da. **Missile:** 174Firebolt

AT(DB): 18(180). **Sh:** Y(20)*. **Gr:** Y.

Lvl: 24/65. **Profession:** Fighter/Illusionist.

Stats: Ag-96; Co-89; Me-106; Re-103; SD-100; Em-104; In-91; Pr-100; Qu-81; St-89; **AP:**97, **PP:** 1725 (345x5).

Skill Bonuses: Armh 3; ArmL 9; ArmM 3; ArtA 79 (Act 170, Dance 82); ArtP 45 (Music 72); AthB 20; AthE 39 (Swim 100); AthG 33 (Climb 42); AwarP 20 (Alert 45, SenAmb 25); AwarSch 49 (DetTrps 52, Observe 127); AwarSen 40 (RealAw 130); ComMan 22 (Subd 72); Comm 68; Cra 39 (Rmas 74); DS 65 (Fire Bolt 174); In 69 (Bribe 84, Dipl 160, Lead 120, Psp 84, Sed 90, Trading 72); LorG 70 (CultL 79, RegL 79); LorM 59; LorO 74 (Devil 120, DragL 77); LorT 49; MACom 22; MAST 26 (MAStr 50); MASw 9; OutA 58 (Ride 90); OutE 40; PowA 71 (Attune 140, Runes 171, PowPc 180); PowM 49 (SpelM 84); PowPtD 25 (PP 345); SciAB 60; SciAS 56 (AMath 61, AlChem 91, Ast 81, Chem 61); SCon34 (AStr 40, StunMn 111); SpecA 19; SpecD 0; SubA 48 (Amb 94[18]); SubM 56 (Disgu 133); SubS 34 (Hide 80, Stalk 80); TechGen 51 (Gambling 81); TechP 45; Tech Voc 45 (Admin 150, Nav 80, Tactics 90); Urb 20; Weap1HK 3; Weap1HEd 51 (bs 54, da 120); Weap2H 3; WeapM 26 (sb 29); WeapMA 16; WeapPA 3; WeapT 9

Spells: All Base Illusionist to 50th, Open and Closed Essence to 50th.

Items: Black Dragonskin armor, protects as AT 18, encumbers as leather jerkin; coronet of titanium alloy, protects as full helm; Ring x5 PP; black laen +25 dagger.

Notes: The split level of the Loar/Thalan fusion. Men-

tal stats, spells and skills involving mental ability are the Thalan.

SELARIS, A JENAAR

Age: (appears 30), **Ht/Wt:** 6'1"/155, **Hair/Eyes/Build:** Black/Blue/slim, **Dmnr:** Haughty or Courteous. **Race/** **Sex:** Dyar/F.

Hits:85. **Melee:** 65da.

AT(DB): 1(60). **Sh:** Y*. **Gr:** N.

Lvl: 15. **Profession:** Mystic.

Stats: Ag-85; Co-73; Me-90; Re-87; SD-85; Em-99; In-74; Pr-100; Qu-92; St-61; **AP:**97, **PP:** 244 (61 x 4).

Skill Bonuses: Armh -7; ArmL 1; ArmM -7; ArtA 70 (Act 130, Dance 73); ArtP 28 (Music 31); AthB 9; AthE 9 (Swim 15); AthG 30 (Fly 33); AwarP 2 (Alert 8); AwarSch 30 (DetTrps 62, LocHid 60, Observe 90, Surveil 86); AwarSen -13; ComMan 17 (Subd 22); Comm 44 (Sig 71); Cra 14; DS 17; In 61 (Bribe 67, Dipl 121, Lead 79, Psp 64, Sed 64); LorG 26 (CultL 35, RegL 35); LorM 27; LorO 5; LorT 5; MACom 17; MAST -7; MASw 1; OutA 36 (Ride 45); OutE 11; PowA 40 (PowPc 43); PowM 31; PowPtD 19 (PP 61); SciAB 23; SciAS 19; SCon2; SpecA 7; SpecD 0; SubA -9; SubM 38 (Disgu 78, PLocks 65); SubS 35 (Hide 79, Stalk 79); TechGen 14; TechP 12 (ArchT 22); Tech Voc 12 (Admin 92, Appr 37, Nav 62); Urb 4; Weap1HK -7; Weap1HEd 20 (bs 23, da 65); Weap2H -7; WeapM 18 (sb 21); WeapMA -2; WeapPA -7; WeapT 1

Spells: All Mystic Base to 20th, 3 each Open and Closed Mentalist.

Items: Compass, +15 dagger, headband, X4 PP enhancer for Mystic.

TJEN, A KAL-CHAH ROGU

Age: 26, **Ht/Wt:** 7'/245, **Hair/Eyes/Build:** Black/Green/ Powerful, **Dmnr:** Confident. **Race:** Kuluku variant,

Hits:237. **Melee:** 189 falchion . **Missile:** 188 chakram

AT(DB): 18(85) . **Sh:** Y*. **Gr:** Y.

Lvl: 22. **Profession:** Fighter

Stats: Ag-99; Co-102; Me-54; Re-61; SD-72; Em-75; In-67; Pr-101; Qu-100; St-103; **AP:**90.

Skill Bonuses: Armh 67 (Plate 107); ArmL 58 (Soft Leather 61); ArmM 42; ArtA 16; ArtP 5; AthB 47; AthE 47 (Swim 50); AthG 44 (Acro 47, Climb 86, Contor 47); AwarP 7 (Alert 29); AwarSch 7 (Observe 59); AwarSen -8; ComMan 36 (Subd 61); Comm 14 (Sig 60); Cra 14 (Cook 19); DS 14; In 22 (Lead 70); LorG 6 (CultL 15, RegL 15); LorM -15; LorO -15; LorT -15; MACom 26; MAST 49; MASw 31; OutA 21 (Ride 71); OutE 13; PowA 5; PowM 20; PowPtD 7; SciAB -15; SciAS 0; SCon28 (StunMn 80); SpecA 30 (Brawling 60, Disarm Foe (Armed-Weapon Class) 86); SpecD 0; SubA 3; SubM 4; SubS 32 (Hide 64, Stalk 64); TechGen 20 (FAid 60); TechP 4; Tech Voc 4 (Tactics 54); Urb 3; Weap1HK 52; Weap1HEd 102 (bs 105, Falchion 189); Weap2H 52; WeapM 68 (sb 71); WeapMA 24; WeapPA 69 (Pole Arm 72); WeapT 101 (da 104, chakram 188)

Items: Bracer: casts *Shield* 2x per day, 2 +20 Falchions, 2 +20 Chakrams, +5 dagger.

SHENUI, A VA'TEEN

Age: 47, **Ht/Wt:** 6'7"/240, **Hair/Eyes/Build:** Bald/Blue/ Muscular, **Dmnr:** Neutral. **Race:** Jhordi

Hits:113. **Melee:** 79da. **Missile:** 77 Shock Bolt 139cabis

AT(DB): 1(75) . **Sh:** Y*. **Gr:** N.

Lvl: 13. **Profession:** Mentalist.

Stats: Ag-94; Co-79; Me-80; Re-83; SD-76; Em-87; In-67; Pr-99; Qu-90; St-55; **AP:**45, **PP:** 192 (48 x 4).

Skill Bonuses: Armh 4; ArmL 5; ArmM 4; ArtA 26; ArtP 2; AthB 19; AthE 19 (Swim 25); AthG 29 (Climb 61, Contor 32, Fly 79); AwarP 9 (Alert 15); AwarSch 36 (DetTrips 72, LocHid 51, Observe 72, Surveil 60, Track 72); AwarSen 11; ComMan 16; Comm 18 (Sig 33); Cra 14; DS 41 (Shock Bolt 77); In 29 (Bribe 32, Dipl 35, Lead 41); LorG 15 (CultL 24, RegL 24); LorM -1; LorO -6; LorT 11 (LockL 20); MACom 16; MAST 4; MASw 5; OutA 29 (AnmHd 32, Ride 67); OutE 13 (Forage 16, WeathW 40); PowA 26 (PowPc 47); PowM 22; PowPtD 20 (PP 48); SciAB 13; SciAS 9; SCon13; SpecA 17 (DisarmFoe (Armed-Weapon Class) 62); SpecD0; SubA -4; SubM 20 (Camo 56, DiTrap 35, PLocks 56); SubS 25 (Hide 86, Stalk 46); TechGen 14 (FAid 35); TechP 6; Tech Voc 6 (Tactics 41); Urb 3; Weap1HK 4; Weap1HED 43 (bs 46, da 79); Weap2H 4; WeapM 22 (sb 25); WeapMA -5; WeapPA 4; WeapT 5

Spells: All Base Mentalist to 20th, five Open and Closed to 10th.

Items: Collar x4 PP, Tunic, adds +40 to DB, robe adds +40 to hiding.

10.EIGHT ORDERS

STORM WIZARD

Age: Immortal (Appears 50). **Eyes:** Cloudy Grey. **Hair:** White (in a wild mane about the head). **Build:** Average. **Height:** 6'1". **Race/Sex:** Elder One/Male. **Skin:** Fair. **Demeanor:** Pensive; abrupt. **Dress:** Flowing grey robes. **True Attitude:** Worried. **Home:** Storm Castle. **Aka:** Thüle.

Hits: 280. **Melee:** 135bs. **Missile:** 180 Lightning Bolt.

AT(DB): 20 (140). **Sh:** N. **Gr:** (Y).

Lvl: 40 (60). **Profession:** Astrologer/Seer.

Stats: Ag-97; Co-100; Me-102; Re-98; Em-100; In-99; Pr-100; Qu-98; St-90; **AP:**106, **PP:** 1182 (197 x 6).

Skill Bonuses: Armh 9; ArmL 12; ArmM 9; ArtA 54 (Act 100); ArtP 18; AthB 31; AthE 37 (Sprinting 71, Swim 43); AthG 35; AwarP 33 (Alert 58); AwarSch 35 (Observe 110); AwarSen 18; ComMan 28; Comm 41; Cra 29 (Rmas 54); DS 60 (Lightning Bolt 180); In 43 (Dipl 91, Lead 87, Psp 46); LorG 48 (CultL 57, RegL 57); LorM 27; LorO 22; LorT 22; MACom 28; MAST 9; MASw 12; OutA 32 (Ride 80); OutE 56 (WeathW 201); PowA 73 (Attune 140, Runes 163); PowM 38 (Chan 100, Spelm 100); PowPtD 17 (PP 197); SciAB 36; SciAS 32 (Chem 52); SCon49 (Medit 120); SpecA 22; SpecD 0; SubA 9; SubM 13; SubS 28 (Hide 34, Stalk 34); TechGen 30; TechP 32; Tech Voc 32 (Admin 91, Tactics 100); Urb 17; Weap1HK 9; Weap1HED 59 (bs 135); Weap2H 9; WeapM 62 (sb 138); WeapMA 13; WeapPA 9; WeapT 12

Spells: Directed Spell OB (*Lightning Bolt*): 180. Knows all Base Astrologer and Seer Lists, Magician Base *Light Law* to 50th, twelve other lists to 30th.

SPECIAL ABILITIES:

Defends normally on the *Large Creature* Critical Table.

EQUIPMENT/WEAPONS:

Master Orb: One of the four greater *Ilsiriri*, the orb has many arcane powers of seeing and foretelling. These vary with the user. It is perilous for inexperienced users, as it can be deceptive.

Staff of Storms: Allows complete control of all weather in a 100-mile radius. Holder is immune to lightning and light attacks, and may cast 1 *Lightning Bolt* 400' x 4 hits each round.

Amulet of the Four Winds: x6 PP enhancer. Allows mental contact with all members of the Ahn sye Takla (Order of the Four Winds). It is the key to the order.

STORM HERALDS

Hits: 286. **Melee:** 301fl. **Missile:** 181 Hand of Fire.

AT(DB): 17(120) **Sh:** (Y). **Gr:** Y.

MovM: +40. **PP:** 420.

Lvl: 35. **Profession:** Fighter (Paladin).

Stats: Ag-103; Co-105; Me-90; Re-90; SD-100; Em-100; In-90; Pr-105; Qu-103; St-102; **AP:**106, **PP:** 420 (140 x 3).

Skill Bonuses: Armh 41; ArmL 45; ArmM 41; ArtA 39; ArtP 26; AthB 54; AthE 54 (Swim 60); AthG 58 (Fly 90); AwarP 15 (Alert 21); AwarSch 50 (Observe 130); AwarSen 50 (RealAw 113); ComMan 53 (Subd 103); Comm 32; Cra 30; DS 76 (Hand of Fire 181); In 43 (Dipl 123, Lead 67); LorG 25 (CultL 34, RegL 34); LorM 4; LorO 4; LorT 4; MACom 43; MAST 31; MASw 35; OutA 46 (Ride 202); OutE 23; PowA 47 (PowPc 112); PowM 41; PowPtD 14; SciAB 21; SciAS 17; SCon19; SpecA 37 (DisarmFoe (Armed-Weapon Class) 167); SpecD 0; SubA 13; SubM 13; SubS 32 (Hide 38, Stalk 38); TechGen 29 (FAid 88); TechP 17; Tech Voc 17; Urb 19; Weap1HK 51; Weap1HED 68 (bs 71); Weap2H 101 (fl 301); WeapM 72 (sb 75); WeapMA 33; WeapPA 51; WeapT 55

Spells: Directed Spell OB: 185 Hand of Fire (a white beam of light springs from the Herald's open palm). Mentalist Base *Presence*, *Mind Speech*; Closed *Movement*, *Mind's Door*, *Mind Mastery*; Open *Attack Avoidance*, *Brilliance*.

SPECIAL ABILITIES:

Defend as Large Creature.

True Aura: The Herald continually gives off a misty halo of light, subtracting 25 from all attacks.

Spirit: If killed, vanishes and re-forms at Storm Castle.

WEAPONS/EQUIPMENT:

Staff: Holy weapon, strikes as a flail. Herald can engage as many as three foes simultaneously, dividing his OB between them. Also x3 PP enhancer

Item: Clothing: Protects as AT 17(-20).

11.LOREMASTERS

KIRIN T'THAAN

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

Hits: 201. **Melee:** 149bs. **Missile:** 161 Sunfires True.

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

Lvl: 80. **Profession:** Seer.

Stats: Ag-92; Co-98; Me-101; Re-100; SD-95; Em-98; In-98; Pr-102; Qu-90; St-87; **AP:**96, **PP:** 1950 (325 x 6).

Skill Bonuses: Armh 1; ArmL 45 (Rigid Leather 100); ArmM 1; ArtA 72 (Act 135); ArtP 50 (Music 80); AthB 23; AthE 23 (Swim 29); AthG 27; AwarP 35 (Alert 60);

AwarSch 62 (Observe 147); AwarSen 20; ComMan 19; Comm 43; Cra 24 (Rmas 130); DS 53 (Sunfires True 161); In 75 (Dipl 160, Lead 180, Psp 170); LorG 54 (CultL 63, RegL 63); LorM 50; LorO 50; LorT 50; MACom 19; MAST 1; MASw 5; OutA 51 (Ride 101); OutE 33 (StarG 81); PowA 80 (Attune 190, Runes 210); PowM 45 (Chan 122, SpelM 101); PowPtD 25 (PP 325); SciAB 61 (BMath 111); SciAS 34 (Chem 140); SCon59 (Medit 164); SpecA 14; SpecD 0; SubA 4; SubM 12; SubS 33 (Hide 109, Stalk 109); TechGen 28; TechP 33 (Arch 92); Tech Voc 33 (Admin 180, Nav 95, Tactics 110); Urb 24; Weap1HK 1; Weap1HEd 51 (bs 149); Weap2H 1; WeapM 22 (sb 25); WeapMA 12; WeapPA 1; WeapT 5

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

EQUIPMENT/WEAPONS:

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

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

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

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

T'VAAR DEKDARION

Age: (Over 4000; Appears 25). **Eyes:** Blue. **Hair:** Blond/short. **Build:** Very Muscular. **Height:** 6'6". **Race/Sex:** Half Ilyar (Linær)-Dúranak/M. **Skin:** Fair. **Demeanor:** Surly, Impatient. **Dress:** Black leather or silk. **True Attitude:** Fair; somewhat Impetuous. **Home:** Karilôn/Tanara. **Rank:** Elder Loremaster

Hits: 238. **Melee:** MASTr 256. **Missile:** 278typh.

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

Lvl: 61. **Profession:** Monk.

Stats: Ag-101; Co-101; Me-97; Re-96; SD-100; Em-99; In-94; Pr-100; Qu-103; St-102; **AP:**102, **PP:** 1236 (206 x 5).

Skill Bonuses: Armh 29; ArmL 31; ArmM 29; ArtA 59 (Act 80, Dance 120, Singing 86); ArtP 11; AthB 44; AthE 54 (Swim 112); AthG 75 (Acro 131, Climb 121, Contor 93, Ski 107, Tumbl 102); AwarP 19 (Alert 44, SenAmb 44); AwarSch 61 (Observe 151, Track 141); AwarSen 29; ComMan 44 (Subd 185); Comm 53 (Sig 129); Cra 32 (Trapping 72); DS 25; In 56 (Dipl 100, Lead 151, Sed 110); LorG 32 (CultL 41, RegL 41); LorM 11; LorO 11; LorT 11; MACom 54; MAST 89 (MASTr 256); MASw 91 (MASw 258); OutA 40 (Ride 43); OutE 39 (Forage 81); PowA 45 (Runes 77); PowM 26; PowPtD 11 (PP 206); SciAB 32; SciAS 28; SCon68 (ABal 123, ACon 123, ALand 123, ALeap 123, AQuick 123, ASpeed 123, AStr 123, Frenzy 102); SpecA 38; SpecD 0 (Adrenal Defense 71); SubA 62 (Amb 132[50]); SubM 39 (PLocks 90); SubS 36 (Hide 42, Stalk 42); TechGen 47 (FAid 103); TechP 21; Tech Voc 21 (Admin 132,

Tactics 162); Urb 10; Weap1HK 34; Weap1HEd 51 (bs 54); Weap2H 34; WeapM 53 (sb 56); WeapMA 19; WeapPA 34; WeapT 86 (typh 278)

Spells: Knows all Base Monk spells to 50th; Open Mentalist lists to 20th; All Loremaster Base Lists to 50th.

SPECIAL ABILITIES:

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

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

EQUIPMENT/WEAPONS:

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

Typh: A devastating throwing weapon, the Typh strikes as a flail—this one as a flail +25. T'vaar's also returns to his hand via *Long Door*.

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

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

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

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

Earring: An amethyst stud earring, it casts *Sly Ears* at will and can translate any known spoken nonmagical language (when encountering a new language it needs to hear it for a few minutes to gain reference points)

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

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

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

RANDÆ TERISONEN

Age: (Over 3500; Appears 25) **Eyes:** Hazel. **Hair:** Brown. **Build:** Slender. **Height:** 6'7". **Race/Sex:** Ilyar- Northman/M. **Skin:** Fair. **Demeanor:** Distracted. **Dress:** Simple Travelling Clothes. **True Attitude:** Well-intentioned, impulsive. **Home:** SE Jaiman (Tanara). **Rank:** Loremaster.

Hits: 163. **Melee:** 171bs. **Missile:** 148lb.

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

Lvl: 30. **Profession:** Bard.

Stats: Ag-100; Co-99; Me-95; Re-75; SD-87; Em-89; In-86; Pr-101; Qu-100; St-98; **AP:**98, **PP:** 664 (166 x 4).

Skill Bonuses: Armh 15; ArmL 35 (Rigid Leather 38); ArmM 34 (Chain Mail 40); ArtA 59 (Act 80, Dance 77, Musical Instrument (Specify) 118, Singing 111); ArtP 40 (Music 108); AthB 32; AthE 32 (Swim 35); AthG 40 (Climb 72, Contor 43, AthG 52); AwarP 12 (Alert 18, SenAmb 14); AwarSch 42 (DetTrps 54, Lie Percep-

tion 51, Observe 92, Track 45); AwarSen -3; ComMan 25 (Subd 30); Comm 46; Cra 20 (Cook 30, Fletch 30); DS 25 (Fire Bolt 92); In 53 (Bribe 62, Dipl 91, Psp 65, Sed 80); LorG 42 (CultL 69, Hist 57, RegL 63); LorM 15; LorO 15; LorT 15 (Trading Lore 30); MACom 25; MAST 38 (Box 70); MASw 18; OutA 34 (Ride 64); OutE 14 (Cave 26, Forage 29, WeathW 20); PowA 33 (Attune 48, Runes 51); PowM 26; PowPtD 16 (PP 166); SciAB 15; SciAS 13; SCon41 (ABal 56, ACon 62, ALand 56, ALeap 53, AQuick 56, ASpeed 59, AStr 53, Mnemonics 73, Adrenal Stabilization 44); SpecA 20; SpecD 0; SubA 17 (Amb 44[15]); SubM 39 (DiTrap 63, Count 45, PLocks 87); SubS 42 (Hide 136, Stalk 92, Trick 63); TechGen 43; TechP 15; Tech Voc 15 (Appr 45); Urb 7; Weap1HK 20; Weap1HEd 61 (bs 171); Weap2H; WeapM 64 (sb 67, lb 148); WeapMA 8; WeapPA 37 (Pole Arm 40); WeapT 23

EQUIPMENT/WEAPONS:

Sword: +25 broadsword *Of Slaying* Lugrôki and Garks, golden blade glows within 300' of either foe.

Harp: Lap Harp +20 to all Controlling Songs, continuous Sonic Law 10'R. Highly intelligent, it has a feminine voice and can talk or sing with Randae (it also chides him about some of his misadventures).

Ring: Gold ring set with an emerald, it casts *Invisibility to 1'* 3x/day.

Earring: Gold earring with an emerald, x4 PP.

Longbow: Elven bow, can be fired every round without penalty.

Cloak: Adds 50 to hiding attempts.

MALIM PELAX

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

Hits: 136. **Melee:** 156bs **Missile:** —.

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

Lvl: 40. **Profession:** Magician (Magus).

Stats: Ag-95; Co-88; Me-96; Re-90; SD-64; Em-100; In-94; Pr-91; Qu-99; St-85; **AP:** 95, **PP:** 1450 (145 x 10).

Skill Bonuses: Armh 6; ArmL 20 (Rigid Leather 23); ArmM 25 (Chain Mail 31); ArtA 34 (Act 70); ArtP 11; AthB 23; AthE 23 (Swim 26); AthG 19; AwarP 14 (Alert 21); AwarSch 33 (Observe 108); AwarSen 16; ComMan 12; Comm 29; Cra 13 (Rmas 110); DS 55 (Fire Bolt 160); In 36 (Dipl 51, Lead 80, Psp 80); LorG 29 (CultL 44, RegL 44); LorM 33; LorO 23; LorT 23; MACom 12; MAST 6; MASw 3; OutA 27 (Ride 30); OutE 27 (Forage 65, StarG 71, WeathW 65); PowA 62 (Attune 120, Runes 140); PowM 36 (Chan 51, SpelM 101); PowPtD 15 (PP 145); SciAB 20 (BMath 23); SciAS 18 (Chem 43); SCon11; SpecA 13; SpecD 0; SubA -3; SubM 2; SubS -3; TechGen 34 (Sail 100); TechP 20; Tech Voc 20 (Appr 65, Nav 91, Tactics 76); Urb 6; Weap1HK 6; Weap1HEd 55 (bs 156); Weap2H 23 (Battle Axe 26); WeapM 20 (sb 23); WeapMA 2; WeapPA 23 (Pole Arm 26); WeapT 3

Spells: Directed Spell OB: 160. Knows Mage Base *Fire, Light, Water, Wind Law*, Essence Open and Closed, and all Loremaster Base to 50th level. (Also Knows All Arcane Base lists from *Arcane Companion*.)

EQUIPMENT/WEAPONS:

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

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

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

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

KEDRIK BULARIS

Birthdate: 6002 TEL. (Appears 25) **Eyes:** Grey. **Hair:** Black with a grey streak. **Build:** Medium. **Height:** 6'4" **Race/Sex:** High Man/M. **Skin:** Fair. **Demeanor:** Reluctant, seemingly cowardly at times. **Dress:** Tunic/breeches/boots of grey shades. **True Attitude:** Cautious. **Home:** Emer/Varies. **Rank:** Loremaster.

Hits: 147. **Melee:** 181ma. **Missile:** 149hcb.

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

Lvl: 32. **Profession:** Cleric.

Stats: Ag-101; Co-90; Me-95; Re-97; SD-99; Em-89; In-100; Pr-87; Qu-98; St-97; **AP:** 91, **PP:** 690 (115 x 6).

Skill Bonuses: Armh 19; ArmL 34 (Rigid Leather 37); ArmM 48 (Chain Mail 82); ArtA 32 (Act 62, Dance 35); ArtP 7; AthB 33; AthE 33 (Swim 42); AthG 35 (Climb 62, Ski 47); AwarP 34 (Alert 41); AwarSch 53 (Observe 114, Track 110); AwarSen 36; ComMan 26 (Subd 91); Comm 25; Cra 26 (Fletch 82, Rmas 51); DS 64 (Absolution Pure 141); In 47 (Dipl 71, Lead 81, Psp 100); LorG 30 (CultL 39, RegL 39); LorM 29; LorO 24; LorT 24; MACom 26; MAST 19; MASw 17; OutA 35 (Ride 71); OutE 43 (Forage 95, StarG 70, WeathW 70); PowA 48 (Attune 100, Runes 51); PowM 27 (Chan 139, SpelM 72); PowPtD 15 (PP 115); SciAB 25; SciAS 23 (Chem 68); SCon51 (Medit 72); SpecA 31; SpecD 0; SubA 14; SubM 13; SubS 54 (Hide 109, Stalk 109); TechGen 45 (FAid 91, Sail 60); TechP 25; Tech Voc 25 (Admin 30, Nav 90, Tactics 55); Urb 11; Weap1HK 74 (ma 181); Weap1HEd 43 (bs 49); Weap2H 41 (Battle Axe 44); WeapM 72 (sb 75, hcb 149); WeapMA 18; WeapPA 41 (Pole Arm 44); WeapT 22

Spells: Directed Spell OB: 141 (Absolution Pure). Knows all Base Loremaster lists to 30th, Cleric Base *Channels, Life Mastery, Protections and Repulsions* to 30th; Other Channeling: *Spell Defense, Detection Mastery, Lofty Movements, Weather Ways, Concussion's Way* to 30th; *Blood, Bone, Organ, Muscle, Nerve Law* to 20th.

EQUIPMENT/WEAPONS:

Staff of Tog: An incredibly powerful (and unsubtle) item, its primary powers are rarely employed by its

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

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

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

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

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

DREY LAACHEK

Birthdate: 6018 TEI. **Eyes:** hazel **Hair:** Sandy brown **Build:** Medium **Height:** 5'3". **Race/Sex:** Shay/M. **Skin:** Ruddy **Demeanor:** Outgoing **Dress:** Traveling Clothes. **Home:** Trollgrave, Meluria, Jaiman **Rank:** Loremaster.

Hits: 61. **Melee:** 62ss. **Missile:** 49lcb. **AT(DB):** 10 (45). **Sh:** (Y*). **Gr:** Y.

Lvl: 8. **Profession:** Mentalist.

Stats: Ag-96; Co-45; Me-90; Re-62; SD-34; Em-73; In-82; Pr-99; Qu-88; St-82; **AP:**74, **PP:** 126 (42 x 3).

Skill Bonuses: Armh 3; ArmL 29 (Soft Leather 38); ArmM 3; ArtA 20 (Act 23, Dance 35); ArtP 15; AthB 17; AthE 17 (Swim 20); AthG 24 (Climb 30, Contor 27, Fly 27); AwarP 11 (Alert 13); AwarSch 24 (DetTrps 36, LocHid 48, Observe 48, Surveil 27, Track 27); AwarSen 13 (RealAw 22); ComMan 12 (Subd 42); Comm 12; Cra 13; DS 26 (Shock Bolt 47); In 25 (Bribe 28, Dipl 40, Sed 28, Trading 28); LorG 16 (CultL 25, RegL 25); LorM 17; LorO 12 (DeviL 15); LorT 12 (LockL 36, PoisonL 15); MACom 12; MAST 3; MASw 23 (MASw 26); OutA 12 (Ride 15); OutE 10 (Forage 28, WeathW 22); PowA 24 (PowPc 27); PowM 18; PowPtD 14 (PP 42); SciAB 9 (BMath 15); SciAS 5; SCon16; SpecA 13 (Brawling 28); SpecD 0; SubA -4; SubM 13 (DiTrap 16, PLocks 37); SubS 21 (Hide 45, Stalk 45); TechGen 9 (FAid 12); TechP 8; Tech Voc 8 (Tactics 13); Urb 22; Weap1HK 3; Weap1HEd 28 (bs 31, ss 62); Weap2H 3; WeapM 27 (sb 30, lcb 49); WeapMA -4; WeapPA 3; WeapT 23 (da 26)

Spells: Directed Spell OB: 47 (Shock Bolt) All Loremaster Base Lists to 10th, Mentalist Base *Presence*, *Mind Control*; Closed *Movement*, *Mind's Door*, *Sense Mastery*; Open *Cloaking*, *Brilliance* to 10th

EQUIPMENT/WEAPONS:

Short Sword: +10, magic.

Lockpick: +10 shaalk.

Light Crossbow: 5 +10 arrows, 2 Demon-slaying arrows.

Leather jacket and breeches: Protects as AT (-10) but does not encumber.

Ring: x3 PP for Mentalism.

ELOR ONCE DARK

Age: ? (Appears 35) **Eyes:** Green **Hair:** Dark Brown/ Grey streaks **Build:** Average **Height:** 6'0". **Race/Sex:** Erlin-Shay/M. **Skin:** Pale **Demeanor:** Erratic; evasive, sometimes childishly teasing. **Dress:** Simple garments in earth tones. **True Attitude:** Withdrawn, Intermittently Mad. **Home:** Foothills of the Saral March in Saralis. **Rank:** Elder Loremaster (retired).

Hits: 122. **Melee:** 142 bs. **Missile:** 96 lcb.

AT(DB): 11 (70). **Sh:** (Y*). **Gr:** (Y).

Lvl: 45. **Profession:** Mystic.

Stats: Ag-93; Co-80; Me-78; Re-86; SD-65; Em-100; In-92; Pr-101; Qu-99; St-91; **AP:**85, **PP:** 1098 (183 x 6).

Skill Bonuses: Armh 5; ArmL 27 (Rigid Leather 30); ArmM 22 (Chain Mail 25); ArtA 46 (Act 110); ArtP 17; AthB 20; AthE 20 (Swim 35); AthG 52 (Climb 110); AwarP 12 (Alert 19); AwarSch 33 (DetTrps 81, Observe 101, Surveil 69, Track 67); AwarSen 14; ComMan 16; Comm 26; Cra 9; DS 50 (Fire Bolt 120); In 39 (Bribe 42, Dipl 66, Trading 42); LorG 35 (CultL 59, Hist 90, RegL 71); LorM 19; LorO 14 (DeviL 35, DragL 60); LorT 14; MACom 16; MAST 5; MASw 10; OutA 38 (Ride 70); OutE 13 (Forage 37, WeathW 47); PowA 44 (Attune 47, Runes 90, PowPc 56); PowM 37; PowPtD 18 (PP 183); SciAB 16; SciAS 12; SCon-6; SpecA 10 (Brawling 50); SpecD 0; SubA 33 (Amb 67[12]); SubM 53 (DiTrap 83, Disgu 77, PLocks 121); SubS 51 (Hide 120, Stalk 120); TechGen 5; TechP 14; Tech Voc 14 (Appr 34); Urb 9; Weap1HK 5; Weap1HEd 46 (bs 142); Weap2H 5; WeapM 52 (sb 58, lcb 96); WeapMA 5; WeapPA 5; WeapT 10

Spells: Directed Spell OB: 120 (*Firebolt*). All Base Mystic to 30th, Mentalism and Essence Open and Closed to 20th.

EQUIPMENT/WEAPONS:

Wyvern Sword:

- +35 to hit, 2x concussion damage.
- Unleashes the *Earth's Rage*: Wielder strikes the ground and delivers his choice of *Tremors*, a *Great Crack* or *Quakes* (Sorcerer Solid Destruction List). Usable 1x per 10 days.
- Will turn Target to stone if sword delivers a critical, and target fails vs. a 30th lvl Channeling. Usable 2x per day.
- Of Slaying Undead*.
- Of Changing*: will become a dagger, broadsword or twohanded sword at will.

Tunic: Protects as AT 11 with a +30 to DB.

Ring: x6 PP enhancer for Mystics only.

SJEN ALYSTER

Birthdate: 6002 TEI. (Appears 20) **Eyes:** Hazel. **Hair:** Black with a few grey. **Build:** Slender. **Height:** 6'4". **Race/Sex:** Iylar(Loar)-Laan/M. **Skin:** Fair. **Demeanor:** Friendly, though somewhat narcissistic and moody. **Dress:** Brightly striped tunics, brown leather coat and pants. **True Nature:** Well-intentioned. **Home:** Eastern Falls region of Rhakhaan/Karilôn. **Rank:** Loremaster.

Hits: 118. **Melee:** 109bs. **Missile:** 102lb.

AT(DB): 1(70). **Sh:** (Y*). **Gr:** N.

Lvl: 12. **Profession:** Essænce Bard.

Stats: Ag-93; Co-75; Me-89; Re-67; SD-88; Em-100; In-56; Pr-91; Qu-98; St-89; **AP:**92, **PP:** 180 (45 x 4).

Skill Bonuses: Armh 1; ArmL 5; ArmM 1; ArtA 36 (Act 39, Dance 42); ArtP 6; AthB 16; AthE 16 (Swim 25); AthG 31 (Climb 37); AwarP 4 (Alert 10); AwarSch 8 (DetTrps 20, Observe 42, Track 17); AwarSen 6 (RealAw 40); ComMan 20 (Subd 40); Comm 31; Cra 13 (Cook 33); DS 0; In 28 (Bribe 31, Dipl 31, Sed 46); LorG 28 (CultL 37, RegL 37); LorM 24; LorO 24 (DragL 27); LorT 24; MACom 20; MAST 1; MASw 5; OutA 34 (Ride 40); OutE 13 (Forage 47); PowA 32 (Runes 35); PowM 21; PowPtD 9 (PP 45); SciAB 10; SciAS 6; SCon-3; SpecA 11 (Brawling 21); SpecD 0; SubA 19 (Amb 37[6]); SubM 12 (PLOCKS 46); SubS 29 (Hide 67, Stalk 67); TechGen 9 (FAid 21); TechP 6; Tech Voc 6; Urb -6; Weap1HK 6; Weap1HEd 54 (bs 109); Weap2H 6; WeapM 48 (sb 51, lb 102); WeapMA -2; WeapPA 6; WeapT 27 (kynac 39)

Spells: Loremaster Base Lists *Lost Lore*, *Word Lore*, *Lore Mastery*, *Living Lore* to 10th, *Transport* to 15th; Bardic Base *Controlling Song*, *Sound Control*, *Sound Projection* to 10th, Open Essence *Unbarring Ways* and Closed *Invisible Ways* to 10th.

EQUIPMENT/WEAPONS:

Sword: a Saren: katana-like sword made and used by the Loari Elves.

Ring: x4 PP enhancer for Bards, also adds +20 to DB.

Kynac: One of the Dúranaki throwing weapons, given to him by T'kaal Arain as a gift two years ago. He knows how to use it.

VITOR BENTAAL

Birthdate: 6012 TEI. (Appears 20) **Eyes:** Green **Hair:** Light brown **Build:** Sender **Height:** 6'1". **Race/Sex:** Erlin/Male. **Skin:** Fair. **Demeanor:** Shy. **Dress:** Green tunic and breeches. **True Attitude:** Sel-effacing. **Home:** N-mar-Tol. **Rank:** Journeyman.

Hits: 47 **Melee:** 43da **Missile:** 59 Ice Bolt

AT(DB): 1(55) **Sh:** (Y*). **Gr:** N.

Lvl: 6. **Profession:** Magician.

Stats: Ag-95; Co-62; Me-88; Re-69; SD-45; Em-98; In-78; Pr-81; Qu-93; St-55; **AP:**94, **PP:** 69 (23 x 3).

Skill Bonuses: Armh -4; ArmL 7; ArmM -4; ArtA 12 (Act 15, Dance 24); ArtP 3; AthB 13; AthE 15 (Swim 30); AthG 32 (Climb 38, Fly 41); AwarP -1 (Alert 5); AwarSch 11 (LocHid 29, Observe 29); AwarSen 1; ComMan 14; Comm 21 (Sig 27); Cra 12; DS 31 (Ice Bolt 59); In 20 (Dipl 23); LorG 16 (CultL 25, RegL 25); LorM 24 (CircleL 27); LorO 14 (DeviL 20); LorT 14; MACom 14; MAST -4; MASw 7; OutA 35 (AnmHd 38, Ride 38); OutE 13 (WeathW 16); PowA 30 (Attune 33, Runes 33); PowM 28; PowPtD 16 (PP 23); SciAB 10 (BMath 25); SciAS 6; SCon-20; SpecA 6 (Brawling 11); SpecD 0; SubA -7; SubM 15 (PLOCKS 21); SubS 18 (Hide 72, Stalk 39); TechGen 11 (FAid 29); TechP 8; Tech Voc 8 (Appr 13); Urb -8; Weap1HK -4; Weap1HEd 15 (bs 18, da 43); Weap2H -4; WeapM 28 (sb 37); WeapMA -2; WeapPA -4; WeapT 7

Spells: Directed Spell OB: 59 Ice Bolt. Loremaster Base *Transport*, *Living Lore*, *Word Lore*, *Lore Mastery*; Base Magician *Ice Law*, *Light Law*; Closed *Lofty Bridge*, *Shield Mastery*, *Invisible Ways* to 10th.

EQUIPMENT/WEAPONS:

Staff: x3 PP enhancer, adds +10 to directed Ice attacks: Miran wood staff with quartz crystal in the head.

Dagger: +10 dagger, glows within 100' of demons.

Cloak: Adds +30 to Hiding.

Belt: Casts a special enhanced *Blur* 1x per day, adds +20 to DB.

12.NAVIGATORS

VELLA OF OSTERIS

Age: ? (Appears 35). **Eyes:** Blue. **Hair:** Golden. **Build:** Statuesque. **Height:** 5'10". **Race/Sex:** Ky'taari. **Skin:** Golden tanned. **Demeanor:** Warm; friendly. **Dress:** Cream-colored robes, green Daruni surcoat. **True Attitude:** Charitable. **Home:** Jaiman; Northern Emer.

Hits: 138 **Melee:** 121mace **Missile:** 117gé

AT(DB): 10(75) **Sh:** Y10. **Gr:** N.

Lvl: 25. **Profession:** Navigator/Cleric.

Stats: Ag-94; Co-86; Me-90; Re-84; SD-75; Em-88; In-100; Pr-92; Qu-92; St-85; **AP:**106, **PP:** 85 (+ 5 spells).

Skill Bonuses: Armh 6; ArmL 9; ArmM 6; ArtA 8; ArtP 9; AthB 23; AthE 23 (Swim 29); AthG 32 (Climb 35, Ski 50); AwarP 26 (Alert 32); AwarSch 23 (Observe 78, Track 32); AwarSen 11; ComMan 20; Comm 20; Cra 15; DS 4; In 31 (Dipl 34); LorG 19 (CultL 28, RegL 28); LorM 20; LorO -2; LorT -2; MACom 20; MAST 6; MASw 9; OutA 26 (Ride 41); OutE 27 (Forage 42, StarG 30, WeathW 90); PowA 40 (Attune 46); PowM 29; PowPtD 15 (PP 85); SciAB 15; SciAS 11; SCon-3; SpecA 16; SpecD 0; SubA 5; SubM 7; SubS 26 (Hide 41, Stalk 41); TechGen 13 (Sail 31); TechP 18; Tech Voc 18 (Nav 53); Urb 8; Weap1HK 46 (ma 121); Weap1HEd 28 (bs 31); Weap2H 11; WeapM 31 (sb 34); WeapMA 12; WeapPA 11; WeapT 62 (gé 117)

Spells: Knows all Base Navigator to 25th, All Base Cleric to 20th., eight Open and Closed lists to 10th.

WEAPONS/EQUIPMENT:

Compass: The typical Daruni Olkanin *Compass*, it is a large amulet with a clear domed face. Within—when held flat—spins an ornate arrow. It is not unlike an elaborate magnetic compass in appearance.

Mace: +20, it is *Holy*, and slays servants of the Priests Arnak.

Bracelet: +5 spells per day; will cast *Heal 1-10* 5x per day, will cast *Projected Light* at will.

Belt: Has six pouches that will keep healing herbs fresh for an additional month.

TIGE DANELL

Age: ? (Appears 18). **Eyes:** Violet. **Hair:** Blond/curly. **Build:** Slender. **Height:** 6'2". **Race/Sex:** Linær/Male. **Skin:** Tanned. **Demeanor:** Scatterbrained. **Dress:** Short, lightweight tunics. **True Attitude:** Wellintentioned. **Home:** Sel-kai.

Hits: 149. **Melee:** 122bs. **Missile:** 126lb.

AT(DB): 4(60) **Sh:** Y* **Gr:** (Y).

MovM: 25. **Lvl:** 15. **Profession:** Navigator/Bard.

Stats: Ag-94; Co-86; Me-79; Re-66; SD-61; Em-100; In-80; Pr-99; Qu-98; St-93; **AP:**100, **PP:** 342 (57 x 6).

Skill Bonuses: Armh 6; ArmL 9; ArmM 6; ArtA 43 (Act 70, Dance 46, Singing 46); ArtP 32 (Music 50); AthB 21; AthE 21 (Swim 27); AthG 33 (Climb 36, Contor 36); AwarP 6 (Alert 27); AwarSch 24 (Observe 84); AwarSen 8; ComMan 17; Comm 29; Cra 8; DS -2; In 37 (Psp 40, Sed 71, Trading 40); LorG 24 (CultL 33, RegL 33); LorM 3; LorO 3; LorT 3; MACom 17; MAST 6; MASw 9; OutA 35 (Ride 38); OutE 10 (StarG 25,

WeathW 16); PowA 39 (Attune 42, Runes 42); PowM 30; PowPtD 15 (PP 57); SciAB 8; SciAS 4; SCon-5; SpecA 10; SpecD 0; SubA -8; SubM -3; SubS 13 (Hide 19, Stalk 19, Trick 31); TechGen 1; TechP 7; Tech Voc 7 (Appr 60, Nav 22); Urb 3; Weap1HK 11; Weap1HEd 61 (bs 122); Weap2H 11; WeapM 64 (sb 67, lb 126); WeapMA 2; WeapPA 11; WeapT 14

Spells: All Base Navigator and Bard to 15th, five Open Essence to 5th.

WEAPONS/EQUIPMENT:

Tunic: Enchanted garment protects as AT 4.

Compass: A shimmering opalescent stone set in a platinum bracelet permanently affixed about his left wrist, it apparently functions as other *Compasses*, yet unlike the other devices, the wearer never looks at it or seems to 'consult' it in any way. The opal-like stone, a flat cabochon about 2" in diameter, constantly glows with a scintillating, multihued radiance.

Earring: x6 PP enhancer.

Flute: Allows use of *Controlling Songs* list 10 levels above user's own.

T'SAMLIS

Age: Born TEI 6021. **Eyes:** Blue. **Hair:** None. **Build:** Very Muscular. **Height:** 6'8". **Race/Sex:** Jhordi/M. **Skin:** Very Pale (bluish). **Demeanor:** Cool; Distant. **Dress:** Short tunic. **True Attitude:** Aloof. **Home:** Nexus.

Hits: 213 **Melee:** 156MAStr4/149MASwR4 **Missile:** 144Shrk

AT(DB): 1(120). **Sh:** N **Gr:** N. **Lvl:** 25. **Profession:** Navigator/Monk.

Stats: Ag-99; Co-94; Me-80; Re-85; SD-79; Em-60; In-81; Pr-99; Qu-98; St-100; **AP:** 80, **PP:** 348 (58 x 6).

Skill Bonuses: Armh 26; ArmL 19; ArmM 26; ArtA 7; ArtP 1; AthB 36; AthE 36 (Swim 42); AthG 34 (Acro 37, Climb 61); AwarP 15 (Alert 26); AwarSch 28 (Observe 83); AwarSen 0; ComMan 22; Comm 13 (Sig 51); Cra 16; DS 42 (Shock Bolt 92); In 18 (Dipl 30); LorG 16 (CultL 25, RegL 25); LorM -5; LorO -5; LorT -5; MACom 32; MAST 86 (MAStR 156); MASw 79 (MASw 149); OutA 7 (Ride 10); OutE 26 (WeathW 81); PowA 29 (Attune 47, Runes 56); PowM 16; PowPtD -2 (PP 58); SciAB 15; SciAS 11; SCon43 (ABal 46, ACon 49, ALand 52, ALeap 55, AQuick 55, ASpeed 52, AStr 49, Medit 61, Adrenal Stabilization 55); SpecA 29; SpecD 0 (Adrenal Defense 74); SubA 1; SubM 1; SubS 25 (Hide 31, Stalk 31); TechGen 13; TechP 10; Tech Voc 10 (Nav 81); Urb 7; Weap1HK 31; Weap1HEd 48 (bs 51); Weap2H 31; WeapM 41 (sb 44); WeapMA 6; WeapPA 31; WeapT 74 (Shrk 144)

Spells: Directed Spell OB: 92 Shock Bolt. T'samlis has all of the Navigator Base Lists to 25th, All Monk Base lists to 20th and three Open Mentalist Lists (He is an "Amthorian" Monk, in the Realm of Mentalism).

Special Abilities: As with all Jhordi, T'samlis seems to possess equivalent of the Mentalist Base list Mind Speech to 10th level, and can use these powers at will with no expenditure of Essence power.

WEAPONS/EQUIPMENT:

Compass: Resembling a large, ornate pocket watch (worn in pouch at the belt), the Jhordian Steersman Compass opens to reveal a glittering, ornate, collapsible structure within.

Collar: A plain gold band which is a x6 PP.

Bracers: Gold, with jewelled inlays.

Sandals: Of Windrunning.

UNIR FALAKANG

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

Hits: 217. **Melee:** 210dag. **Missile:** 197gé.

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

Lvl: 30. **Profession:** Animist/Ranger.

Stats: Ag-99; Co-100; Me-96; Re-87; SD-89; Em-95; In-100; Pr-101; Qu-97; St-102; **AP:** 96, **PP:** 800 (100 x 8).

Skill Bonuses: Armh 30; ArmL 27; ArmM 30; ArtA 55 (Act 70, Dance 120, Singing 82); ArtP 60 (Music 130); AthB 45; AthE 45 (Swim 54); AthG 46 (Acro 61, Climb 90); AwarP 23 (Alert 39); AwarSch 54 (Observe 114, Track 129); AwarSen 25; ComMan 23 (Subd 43); Comm 48 (Sig 110); Cra 17; DS 59 (Earth Bolt 134); In 37 (Dipl 81, Psp 71, Sed 167, Trading 71); LorG 24 (CultL 33, RegL 33); LorM 10; LorO 5; LorT 5; MACom 23; MAST 55 (Box 82); MASw 27; OutA 59 (Herd 62, Ride 110); OutE 54 (Forage 75, StarG 90, WeathW 90); PowA 44 (Attune 90, Runes 62); PowM 32 (Chan 52); PowPtD 15 (PP 100); SciAB 24; SciAS 22; SCon22 (ABal 62, ACon 60, ALand 62, ALeap 58, AQuick 37, ASpeed 62, AStr 60, Frenzy 52); SpecA 27; SpecD 0; SubA 41 (Amb 71[10]); SubM 16; SubS 39 (Hide 140, Stalk 90, Trick 66); TechGen 30 (FAid 76, Sail 82); TechP 24; Tech Voc 24 (Nav 86, Tactics 54); Urb 13; Weap1HK 30; Weap1HEd 80 (bs 83, dag 210); Weap2H 30; WeapM 48 (sb 57); WeapMA 16; WeapPA 30; WeapT 77 (gé 197)

Spells: Base Spell OB: 30. Directed Spell OB: 134 Earthbolt (Firebolt attack + Impact criticals). All Navigator Base to 50th, Animist Base to 30th, Ranger Base *Inner Walls, Nature's Guises, Moving Ways* to 30th; Channeling *Barrier Law, Light's Way, Concussion's Ways* to 20th.

WEAPONS/EQUIPMENT:

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

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

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

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

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

SUMENDAR

Age: 150 (late middle-age). **Eyes:** Pale Blue. **Hair:** Grey. **Build:** Paunchy. **Height:** 5'10". **Race/Sex:** Shay/M. **Skin:** Fair (flushed cheeks). **Demeanor:** Aloof; somewhat blustering. **Dress:** Black uniform of the Vurn-Kye. **True Attitude:** Superior. **Home:** Nexus

Hits: 104. **Melee:** 138(bs). **Missile:** 112da.

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

Lvl: 41. **Profession:** Magician..

Stats: Ag-85; Co-93; Me-98; Re-98; SD-92; Em-100; In-94; Pr-80; Qu-95; St-87; **AP:** 67, **PP:** 1015 (145 x 7).

Skill Bonuses: Armh 1; ArmL 16; ArmM 1; ArtA 19 (Act 80); ArtP 5; AthB 20; AthE 20 (Swim 60); AthG 19 (Climb 46); AwarP 20 (Alert 28); AwarSch 43 (Observe 109); AwarSen 22; ComMan 17; Comm 34; Cra 19 (Rmas 101); DS 59 (Air Bolt 145); In 45 (Dipl 120, Lead 66, Psp 60); LorG 33 (CultL 42, RegL 42); LorM 22; LorO 12; LorT 12; MACom 17; MAST 1; MASw -1; OutA 34 (Ride 90); OutE 47 (StarG 110, WeathW 81); PowA 44 (Attune 80, Runes 110); PowM 30 (SpelM 80); PowPtD 15 (PP 145); SciAB 37 (BMath 67); SciAS 27; SCon0; SpecA 16; SpecD 0; SubA 2; SubM 5; SubS 27 (Hide 82, Stalk 82); TechGen 30 (Sail 51); TechP 25; Tech Voc 25 (Admin 90, Nav 146); Urb 29; Weap1HK 1; Weap1HEd 51 (bs 138); Weap2H 1; WeapM 16 (sb 19); WeapMA 5; WeapPA 1; WeapT 26 (da 112)

Spells: Directed Spell OB: 145 (Airbolt). Knows all Base Magician and Navigator to 50th, All Open and Closed Essence to 30th.

WEAPONS/EQUIPMENT:

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

Compass: The sextant-like device of the Guides of Vurnkye.

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

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

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

ARONE

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

Hits: 100 **Melee:** 120ky **Missile:** 138 Firebolt

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

MovM: 25.

Lvl: 33. **Profession:** Illusionist.

Stats: Ag-99; Co-65; Me-96; Re-87; SD-80; Em-101; In-91; Pr-99; Qu-101; St-90; **AP:**100, **PP:** 833 (119 x 7).

Skill Bonuses: Armh 6; ArmL 12; ArmM 6; ArtA 48 (Act 86, Dance 80); ArtP 42 (Music 80); AthB 18; AthE 28 (Swim 80); AthG 40 (Climb 43); AwarP 13 (Alert 38); AwarSch 38 (Observe 100); AwarSen 38 (Direction Sense 100); ComMan 25 (Subd 70); Comm 36; Cra 19 (Rmas 39); DS 60 (Fire Bolt 138); In 42 (Dipl 97, Lead 72, Psp 60, Sed 82); LorG 30 (CultL 39, RegL 39); LorM 19; LorO 9; LorT 9; MACom 25; MAST 6; MASw 12; OutA 51 (Ride 91); OutE 36 (StarG 90, WeathW 86); PowA 56 (Attune 80, Runes 71); PowM 42 (SpelM 122); PowPtD 19 (PP 119); SciAB 22; SciAS 18 (Chem 43); SCon17 (Medit 47); SpecA 14; SpecD 0; SubA -1; SubM 5; SubS 48 (Hide 111, Stalk 111); TechGen 24 (Sail 70); TechP 19; Tech Voc 19 (Nav 96); Urb 7; Weap1HK 6; Weap1HEd 33 (ky 120); Weap2H 6; WeapM 29 (sb 32); WeapMA 5; WeapPA 6; WeapT 12

Spells: Directed Spell OB: Firebolt 138. All Base Navigator and Illusionist to 50th; Selected Essence to 30th.

WEAPONS/EQUIPMENT:

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

Belt: Golden belt adds 50 to DB.

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

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

TAR-ESIIR

Age: Immortal (Appears 30). **Eyes:** Grey. **Hair:** Black. **Build:** Medium. **Height:** 6'7". **Race/Sex:** Loar/M. **Skin:** Fair. **Demeanor:** Calm, distant. **Dress:** Grey leather jacket, breeches. **True Attitude:** Dedicated. **Home:** Nexus.

Hits: 101. **Melee:** 75bs. **Missile:** 66da.

AT(DB): 11(60) **Sh:** Y*. **Gr:** N.

Lvl: 22. **Profession:** Navigator (Mystic).

Stats: Ag-95; Co-79; Me-80; Re-85; SD-56; Em-99; In-76; Pr-99; Qu-93; St-81; **AP:**106, **PP:** 236 (59 x 4).

Skill Bonuses: Armh 0; ArmL 6; ArmM 0; ArtA 39 (Act 60); ArtP 11; AthB 16; AthE 26 (Swim 68); AthG 30 (Climb 36, Fly 45); AwarP 4 (Alert 28); AwarSch 14 (DetTrps 26, Observe 81); AwarSen 6; ComMan 14; Comm 28; Cra 9; DS 38 (Fire Bolt 90); In 33 (Bribe 36, Dipl 42); LorG 20 (CultL 29, RegL 29); LorM 4; LorO -1; LorT -1; MACom 14; MAST 0; MASw 6; OutA 35 (AnmHd 38, Ride 50); OutE 12 (Forage 27); PowA 50 (Attune 71, Runes 65); PowM 31; PowPtD 17 (PP 59); SciAB 19 (BMath 46); SciAS 13 (Ast 63); SCon-7; SpecA 7 (Disarm Foe (Armed-Weapon Class) 47); SpecD 0; SubA -9; SubM 17 (PLocks 20); SubS 15 (Hide 61, Stalk 59); TechGen 8 (FAid 23); TechP 11; Tech Voc 11 (Admin 21, Appr 46); Urb 4; Weap1HK 0; Weap1HEd 23 (bs 75); Weap2H 0; WeapM 23 (sb 26); WeapMA 0; WeapPA 0; WeapT 25 (da 66)

Spells: Directed Spell OB: 90 (*Fire Bolt*).

WEAPONS/EQUIPMENT:

Compass: A platinum bracelet with a large cabochon resembling an opal.

Ring: Platinum with Fire Opal. X4 PP enhancer.

Belt: Protects as AT 11.

Saren: +25 magic sword.

Daggers: Two +20 throwing daggers.

13. ROGUE NAVIGATOR**DURGEN ALGETH**

Age: Unknown (Appears 25) **Eyes:** Blue **Hair:** Blond **Build:** **Height:** 6'4". **Race/Sex:** Linær/M. **Skin:** Fair. **Demeanor:** Cool. **Dress:** Black tunic/breeches. **True Attitude:** Superior. **Home:** S. Urulan

Hits: 127 **Melee:** 99 saren **Missile:** 89 dagger

AT(DB): 1(95). **Sh:** (Y*) **Gr:** N

MovM: +15 **PP:** 144 (36x4)

Lvl: 18. **Profession:** Magician.

Stats: Ag-95; Co-66; Me-80; Re-72; SD-69; Em-99; In-76; Pr-91; Qu-98; St-56; **AP:**102, **PP:** 204 (51 x 4).

Skill Bonuses: Armh -6; ArmL 3; ArmM -6; ArtA 33 (Act 36); ArtP 9; AthB 11; AthE 11 (Swim 26); AthG 33 (Contor 36, Fly 36); AwarP -1 (Alert 5); AwarSch 6 (DetTrps 30, LocHid 36, Observe 52); AwarSen 1; ComMan 17; Comm 25; Cra 9; DS 35 (Fire Bolt 81); In 26 (Bribe 29, Dipl 32); LorG 17 (CultL 26, RegL 26); LorM 6; LorO -4; LorT -4; MACom 17; MAST -6; MASw 3; OutA 33 (Ride 36); OutE 8 (Forage 11, StarG 56, WeathW 70); PowA 48 (Attune 66, Runes 57); PowM 34; PowPrD 16 (PP 51); SciAB 11 (BMath 20); SciAS 7; SCon-14; SpecA 4 (Disarm Foe (Armed-Weapon Class) 60); SpecD0; SubA -9; SubM 14 (Disgu 20); SubS 10 (Hide 31, Stalk 31); TechGen 5 (FAid 26); TechP 8; Tech Voc 8 (Admin 18); Urb -1; Weap1HK -6; Weap1HEd 35 (saren 99); Weap2H -6; WeapM 20 (sb 23); WeapMA -3; WeapPA -6; WeapT 43 (da 89)

Spells: Directed Spell OB: +81 (**Firebolt**). Base Magician Fire Law, Wind Law, Ice Law to 20th, Six Open and Closed to 20th, Navigator to 20th.

WEAPONS/EQUIPMENT:

Compass: Golden alloy armband with crystal inlays.

Saren: Magic, +20.

Ring: Gold with red gem, x4pp enhancer, double hits on Firebolt spells.

Belt: Adds 40 to DB.

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