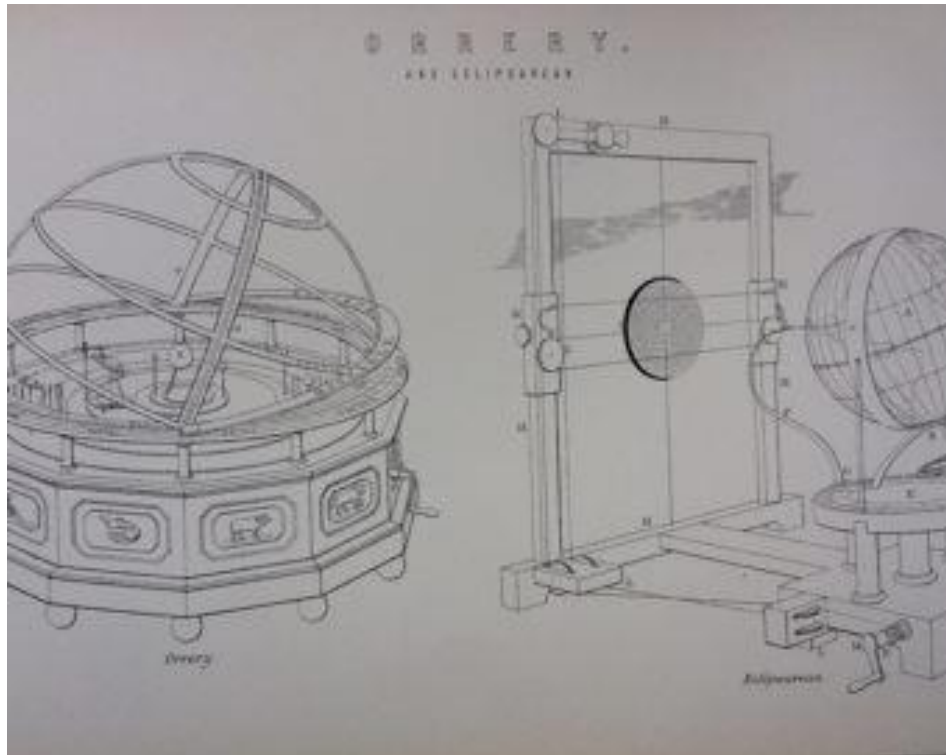


THE
Legends
Of
Shadow World
Chapter 1: The Seers of Strok



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Special Contributions:

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Von l'edor, First Secretary to the High Scion hastily adjusted his robes and consulted his schedule book once again. This meeting was high unusual; unscheduled with no information provided to his office. He hoped his last-minute apologies to the Delgaran Trade Delegation would suffice; the Laan merchants were generally insufferable and easy to offend. He made a notation to provide them with a cask of Vermillion House Red—a rare vintage that should appease their egos.

The door to the inner Sanctum open and close with a resounding boom. His master, the Elder Scion of Kuor swept into the hall, followed by two harried looking seers or scholars. The Scion was wearing his most formal attire, robes of gold thread hemmed in black and he carried his Sceptre.

Curious, he thought, perhaps this will be a religious meeting...

Upon closer inspection, the two scholars seemed more noteworthy. Their robes were functional but well-made of fine cloth, sewn with mystical or astronomical symbols.

Probably another obscure sect or cult with more apocalyptic visions—they seemed to be showing up with more frequency.

Despite their subtle finery, they both looked drawn and dusty from travels. He sniffed, hoping they would detect his disapproval of their appearance.

The Elder Scion settled into his chair, the black wood gleaming from hours of polish, but his presence was dwarfed by the towering statue of Kuor that dominated the background, overlooking the pillared hall. The High Temple was the grandest building in Eidolon and the center of power for the Lords of Orhan in Kulthea despite what the Elves in Palia argued. Von looked to his Master for some direction or clue to this meeting, but the Elder Scion seemed focused on the far end of the hall. Finally, he motioned for the scholars to take their place on the lower audience platform.

At the far end of the hall, the burnished doors swung open slowly and a small group assembled for introduction. Even from the distance, Von could hear Scion Oberon clear his throat nervously.

“Elder Lord, may I present Knight-Captain Gorge Kroger, Commander of the Sun Guard and First Protector of the Light Bringers of Phaon.” The tall soldier strode forward, resplendent in his gold and red enameled armor. Kroger was a regular visitor to the High Temple but the unexpected nature of the audience implied a military matter. The Knight-Captain stopped at the foot of the stairs to the Holy Dais and removed his helm. His blond hair spilled out over his shoulders and he bowed his head respectfully to the Elder Scion but was otherwise silent.

Oberon spoke again, “Elder Lord”, I present Chomen Drah, High Builder of Iorak”. My breath caught, and my writing faltered slightly. The Builder-Priests were rarely seen at the Temple and having a High Builder was even more unusual. Like all the Priests of Iorak, Chomen was wearing simple gray tunic and pants, a worn leather tool belt around his waist. Short and squat, he radiated strength and purpose and seemed to study the stone work of the High Temple as he approached the Dais. He stopped. “Elder Scion, I have come as summonsed.” He intoned in a deep baritone voice. A serious man, indeed. Von thought.

Oberon called out again. “Elder Lord”, I present Malim Pelax, of the Order of Loremasters.”

A Loremaster, a Knight of Phaon and a Builder of Iorak? Auspicious company indeed. Von peered down the hall. Who else is present for this meeting? He had met Malim before—a pompous ass to be sure, but supposedly a powerful Mage. He strode down the hall confidently and stopped between the Knight and the Priest.

“High Priest, this summons is highly unusual and inopportune. The Loremasters and Clergy of Orhan work as equals, not as master and servant. I would have you know I was involved in consequential matters to the south. Do the whims of the Priesthood outweigh the work to counter the forces of the Unlife? I demand an explanation!” Malim exclaimed loudly.

The High Scion contemplated the Loremaster as if considering his words. Calmly but forcefully he spoke. “Loremaster, your presence was ordered by the Council at my request. Answers will be forthcoming shortly, but do not presume to question me.” The Scion’s voice had slowly risen as he spoke, with just a hint of anger underneath. “While the Loremasters and followers of Orhan work together, make no mistake as to primacy. Kuor rules all above AND below and your services and loyalty or required.” At the last, the High Scion sat forward in his chair holding the Sceptre before him. With his words, the air had grown heavy, and the very walls of the Temple seems to bend inwards and groan from a great weight or pressure. My pen dropped from my hand and my knees buckled.

The High Scion was barely invoking the Wrath of Kuor but those present could feel the force of will. My eyes cleared and I noted that both the Knight Commander and Loremaster had fallen to one knee, but the Builder-Priest still stood straight and was examining the High Scion's Sceptre with open curiosity.

"Enough", the High Scion said, and the pressure disappeared. "We don't have time for foolishness. Malim, your reservations are noted but irrelevant. Oberon, announce our last two guests."

Oberon's voice squeaked once and then settled. "High Priest, may I present Sumendar of the Guides of Vurn-Kye and Jan Jo'drin". Oberon's voice faltered once again but he continued "...Changramai Warrior of the Tenth Veil".

Both figures walked forward, a contrast in style and appearance. The Navigator, while dignified in his black uniform was pudgy and older and he moved with a bow-legged gait. The Changramai...glided...his movements precise and economical, conveying a coiled deadliness. He wore plain white robes with a gold collar signifying his rank. Tenth Veil! Von thought. Changramai of that skill were only rumored or heard about in legends!

Malim, perhaps exercising caution after Malim's rebuke, bowed deeply to the High Scion. The Changramai matched Malim's bow and added a fist to the heart in the traditional Changramai salute. All five abreast, waiting for the High Priest to begin.

The High Scion inspected each figure below and then nodded to himself. He stood and indicated the Scholars that stood quietly to the side.

"These are the Seers of Strok. They have a crisis and they'll need your help."

This Adventure Module:

The *Seers of Strok* is the first part of five in a tournament series for 50th level characters. Each chapter consists of 1-4 encounters and should take an average gaming group to 2-4 hours to play. As a tourney module, there is a certain narrative pathway for the players to reach the end successfully. GM's should familiarize themselves with the subsequent chapters in order to manage the adventure as the plot unfolds. Many of the italicized names are references to material in canon Shadow World books: "Powers of Light and Darkness" and most versions of the "Shadow World Master Atlas". It's recommended that GM's have these books to fully use this adventure module.

Introduction:

Disaster has befallen a group of Seers living in an observatory on a mountain peak in the Spine of Emer. Suddenly, and without any forewarning, an Essaence storm formed and the mountaintop erupted, sending thick clouds of fumes, ash and rocks into the sky while rivers of molten lava poured down the mountain slopes. The Seers were not without defenses; their observatory was built with powerful wards inscribed into the walls. A shimmering protective sphere appeared around the structure, but the violence of the eruption cracked the foundation, and the Seers feared the magical shield

would quickly collapse. They fled and reached the safety of Eidolon, where they petitioned the Elder-Scion at the High Temple of Kuor for aid and assistance.

The Seers are not just another scholarly organization, they are the caretakers of the *Lense of Strok* (loc. Haestra p. 129 #14), an immensely powerful artifact, perhaps even surpassing the *Illsari Seeing Stones*. With the *Lense*, the Seers can see over vast distances, into alternate realms and through time as well.

The Elder-Scion, understanding the significance of the artifact, immediately dispatched *Messengers of Teris* to the Loremasters, Navigators and other High Priests of Orhan asking for their assistance. With the wealth and resources of the Scions, a group was quickly identified to represent many of the powers of Kulthea and safely recover the *Lense* of Strok.

Five famed and powerful personalities were chosen to retrieve the *Lense of Strok*: a Loremaster to oversee the operation and protect the secrets of the artifact; a Navigator to get the group to and from the Observatory safely; a Knight of Phaon as a guard and to navigate the fiery dangers of the erupting volcano; a Changramai Master to protect the Seer; and a High Priest of Iorak to remove the *Lense* from the frame and transport it to safety.

A sixth member, Vertogen, is a Seer from the observatory that will enable the group to bypass the protective sphere and help with the *Lense*. (While Vertogen is much lower level than the group, he could be played as a PC).

The Task:

The group will need to safely reach the Observatory through the volcanic hells cape, enter the facility, and then retrieve the *Lense of Strok* before it's destroyed. They have been told that the protective *Wards* might only last a couple days given the power of the eruption, so time of the essence!

The Group:

This module is intended for high-level player characters using well known and famous personalities of Kulthea. However, it's possible to swap out the pre-generated characters for your players' normal PC's. We suggest 3 basic group choices:

1. **Using a current group of PCs.** If a GM wants to use his current group of PCs, you'll need to ensure the group has the right mix of abilities to succeed. Certainly, with the backing of the Scions of Kuor, Loremasters and perhaps the Navigators, the group will have access to special resources that could fill in any gaps in their abilities. These could be magic items with specific powers, "one-off" items like runes, potions or charms or magical/healing herbs.
2. **Mixed group of pre-generated PCs.** This module contains five pre-generated characters chosen to represent key groups in Kulthea and to ensure an interesting mix of abilities and personalities for role-playing. Full backgrounds, playing notes and stats can be found in the appendix.

Malim Pelax: 43rd lvl Loremaster (Magician)

Sumendar: 46th lvl Navigator "Guides of Vurn-Kye" (Magician)

Knight-Captain Kroger: 48th lvl Captain of the Sun Guard (Paladin)

Chomen Drah: 45th lvl Priest of Iorak (Cleric)

Jan Jo'drin: 50th lvl Changramai (Warrior Monk)

3. **Conclave of Orhanian Priests.** For GMs wanting to run a group consisting only of Channelers, a *Conclave* can be formed: a gathering of 5 specific Orhanian Priests:

Jerrel of Cay: 50th lvl Priest of Cay

Sacriel D'esti: 52nd lvl Priestess of Eissa

Barellon the Wise: 48th lvl Priest of Jaysek

Chomen Drah: 45th lvl Priest of Iorak

Chauss: 53rd lvl Priestess of Phaon

When choosing this group, it's recommended that you use the Shadow World specific Diety Spell Lists that can be found on the RMForums and Rolemasterblog.com to give the priests specific powers needed for the adventure.

Aids:

- The Seers of Strok will provide one of their younger members, Vertogen Otul, to accompany the group. Vertogen's amulet will allow the group through the protective shield, he can guide them to the Lense room and he can help dismount the *Lense* from its frame.
- Malim (if used) will provide transportation to the Observatory on his flying boat!
- The PC's have a mix of helpful herbs and magic items.

Obstacles & Challenges:

Environmental: The observatory is caught in an extreme environmental disaster. The mountain is covered in molten lava flows, the air unbreathable, and the skies filled with burning ejecta and combustible gasses. Normal organic material will burst into flames quickly and even more robust objects will be easily warped or destroyed. However, the observatory is protected by a powerful energy shield that can only be penetrated by a member of the Seer Order. Getting to the site is the problem!

Essaence Flux: The eruption has created a powerful Essaence & magnetic flux which makes spellcasting unpredictable and dangerous. It will be immediately clear to the Loremaster and Navigator that extra-dimensional energies might have caused the eruption!

Vertogen: While needed to complete the mission, Vertogen is relatively low-level and will need to

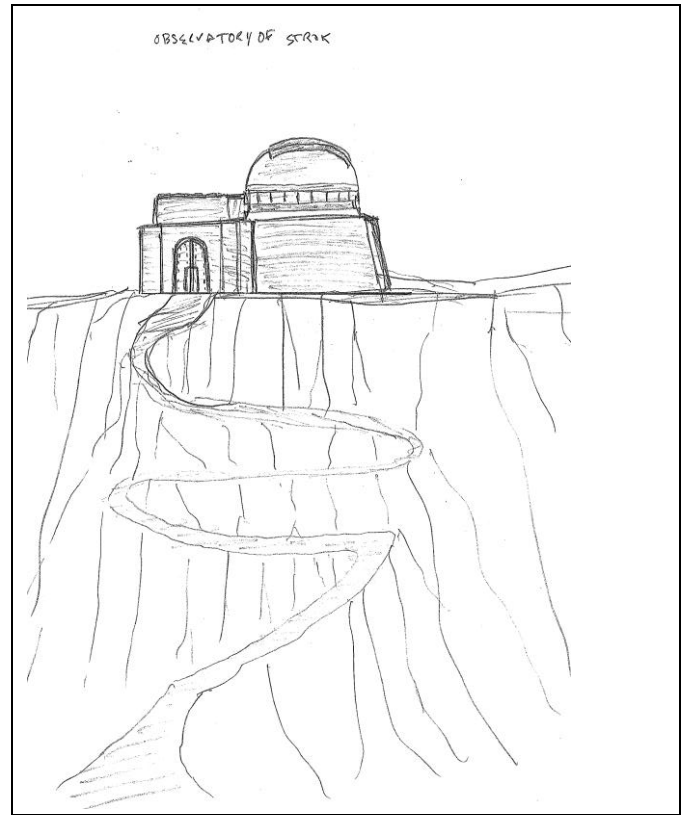
be kept alive for the mission to succeed. This will take effort by the players!

The Lense: The Mirror is 4' in diameter, 1" thick and weighs 185lbs. It has a breakage factor of 40 so it's also quite delicate.

Karax: As will become clear, the eruption is not just natural phenomena. A gateway has been created to the Sixth Pale, and through it, *Karax* are now residing in the lava flows. These beasts live without harm in the lava, lurking just beneath the surface. Directed by their Master, they are waiting for any creature to approach. If a person ventures too close, the serpentine neck shoots up (as far as 50 feet!) and snaps shut on the poor victim.

Time. The protective energy field around the Observatory will only last a few days. The time between the eruptions, the Seers' escape, the gathering of resources, there might only be a day left before the shield fails. It is approximately 1500 miles from Eidolon to the Observatory—or close as you can get give the eruption. Travel time from the city to the lower reaches of the Mountain will take almost a day. That may only leave a handful of hours to retrieve the *Lense* before it is destroyed.

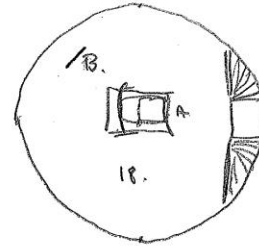
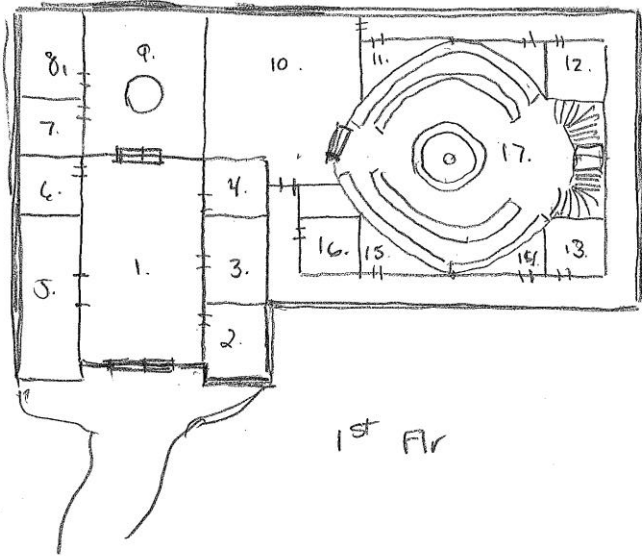
The Hand: The eruption was not natural. It was purposefully created to force the Seers to flee and abandon the *Lense*. The mastermind behind this plan (but not the true power) is Gorang, a thief and Adherent of the Jerak Ahrenrath. Gorang is also known simply as *The Hand*. He has stolen many artifacts of power for the Cult, and is working for a Dark God to obtain the *Lense* of Strok. Gorang has access to many allies and has powerful bodyguards that are protecting him during the heist.



The Observatory:

From a distance the observatory appears as a squat stone building of dark stone, topped with a dome. The structure is encased in a scintillating sphere of blue-green energy. With the surrounding destruction it seems unnaturally perched on the lip of the volcano, surrounded by lava plumes, explosions and glowing magma.

At the base of the mountain, a smooth road 20' wide switch backs up the slope to the Observatory's front entrance. The path is partially covered in burning lava that slowly pours down the mountainside.



1. Foyer. The winding road leads to immense 25' high black wooden doors with smaller set of 10' double doors inset. Inside, a 40' x 70' courtyard is covered is a high vaulted ceiling. The floor is dressed with worn and cracked flagstones. Another set of 20' double doors are at the far end of the foyer. These doors are of golden wood and bound with silver gold bands.
2. Servants Quarters.
3. Servants Quarters
4. Storage
5. Stables
6. Carriage Room.
7. Kitchen
8. Dining Hall
9. Orrery Room. An immense mechanical construction of gears, levers, arms and spheres fills the center of this room, while in the background a huge paned glass window overlooks the erupting volcano. The device shows the movements of the planets and moons.
10. Day Room. This room also features a large panoramic window of the erupting caldera. The room is filled with comfortable chairs, tables, couches and casual furniture. 8' carved wooden door leads into the library.
11. through 16. Seer's Quarters.
17. Library. 80' diameter circular room features a sunken oratory and meeting area and flanked by

- two rows of curving bookshelves. Double curved stairs are at the far end of the room. The room is guarded by 12 *Guardian Monks* from *Ahrenryak*. They are wearing *Verix Silk Cloaks* which makes them virtually invisible perched on the walls, tops of book shelving and ceiling via their *Boots of Ceiling Running*.
18. The Lense Chamber. The inside of the Dome is dominated by a central stone platform that holds a large chair and a framework of levers, gears, articulating metal arms and glass plates (a). On the far side of the room a shimmering portal leads to a shadowy space lit by flickering orange light (b). On the central platform a dark, cloaked figure is dismantling a section of the framework. Next to the figure on the platform, is a roughly human shaped figure of glossy black material. Finally flanking either side of the platform are 2 huge armored figures. Over 11' tall and heavily muscular with bluish skin these are humanoid demons from the Fifth Pale. They are encased in smooth gray metal armor and are holding long, mechanical devices with multiple circular tubes. On their backs are the handles of massive swords.

The Adventure

This chapter consists of 4 potential obstacles that the players will need to overcome. These are mixed challenges meant to provide the players a chance to test their new characters, learn their abilities and drain some of their resources. Each challenge is summarized below with some ideas on increasing or decreasing the difficulty level of each encounter.

Part I: Planning. Hopefully the players will gather information on the layout of the observatory, details of the *Lense* (the Elder Scion will be vague and the Loremaster will just offer that it's a long distance scrying device, or anything else that might be helpful. Of course, high-level players may not feel the need for preparation! Attempts at scrying or divination will be blocked by the disruptive *Essaence* fluxuations around the eruption.

Part II: The Journey. The journey from Eidolon to the observatory via Malim's skyship (or a hired skyship) will take a day. The route will basically follow the Spine of Emer and east of Votania to avoid some of the more unpredictable *Essaence* Flows. The trip is a good opportunity for the players to get into character, throw them a few small challenges and flex their 50th level powers! Besides random weather events (use the Shadow World Encounter Tables weather subchart), a couple of possible encounters:

Motar Voorg. The powerful and ancient Red Dragon will sense the unique and power of the group and may want a closer look. He will do several fly-bys, but won't attack unless provoked. To make the adventure more difficult early on, than have Motar make a few attack runs!

Krylites. The Krylites have developed larger and more powerful electrical weapons. They have deployed a lightning artillery gun high in the mountains of the Spine of Emer that can reach targets several miles away. The gun fires a Lightning Ball, which will cause havoc with the Xenium plates (causing the ship to drop, tilt or plummet) and electrify the passengers if it hits (electricity criticals). The gun will be built into a mountain plateau and crewed by a dozen Krylites. If attacked, more Krylites will burst out of the mountainside tunnel.

Gogors. If you want to foreshadow later chapters, the ship is suddenly attacked by a 6-

12 *Lead Gogors*. These reptilian gargoyles are rare and a group of Lead Gogors even more so. They will attack with coordination and purpose and the players will know that such a group attacking is "disturbing and ominous".

Keep in mind that the purpose of these initial encounters is to have the players try a few powers/spells without exhausting too many resources they will definitely need later. While the Krylites may be an easy encounter, Dragons will still be formidable to 50th level characters and a coordinated attack by the Gogor could cause some damage.

To reduce playing time or deadliness: a GM could opt to have the Navigator *Jump* the group to just outside the eruption zone; and/or make the trip up the mountain through the eruption uneventful.

Part III: The Approach. The PC's will need to reach the Observatory by traversing 1 mile up the mountain through the *Eruption Zones*. Flying will be difficult and impossible with Malims Skyship (plus he'll refuse to risk it!).

- Visibility is near zero.
- Airborne particles, gases and debris will do severe damage.
- Teleporting will not be possible—the *Essaence* fluctuations will make it too dangerous (even for a Navigator) and the shield around the Observatory will block any direct teleporting.
- Travelling overland will require walking on/through molten rock but is the best option.
- Fly spells will work, but the group will still be subject to all the environmental effects described below.
- Transiting through the lava field on foot or low level flying will make the group targets of *Karax* attacks. There is a 10% chance every minute of 1-4 *Karax* attacking the group.

The safe zone is about 1 mile away from the Observatory & eruption. As they approach their target, the PC's will need to handle 4 *Eruption Zones* in increasing deadliness:

1. Low Risk Zone. 5000' to 2500'. (+50 RR vs Heat on all soft/organic objects, 10% chance of suffering an "A" Heat crit per round. Temperatures up to 150F)

2. Medium Risk Zone. 2500' to 1000' (+25 RR vs Heat on all soft/organic objects, 50% chance of "B" Heat crit per round. Temperatures up to 200F)
3. High Risk Zone. 1000' to 500' (-25 RR vs Heat on all soft/organic objects or destroyed, "C" Heat crit per round. Temperatures up to 250F. Air is toxic gas and unbreathable).
4. Extreme Risk Zone. 500' to Observatory. (-50 RR vs Heat on all soft/organic objects or destroyed, "D" Heat crit per round. Temperatures up to 450F)

Essaence Flux. The Essaence flows are wild and fluctuating within 1 mile of the eruption—all 4 zones. Spell Failure increases by 10%/500', with +25 to spell failure rolls, and active spell effects have a flat 10% chance of failing each round. If they ask, the Navigator will be able to determine that the Essaence Flux is "anomalous", but can't provide any specific details to the cause.

Travel. At a walking pace, the 1 mile trip will take 15 minutes or 90 rounds. The players will need to be protected vs heat, able to breathe and handle a difficult terrain. Moving faster than a walking pace will increase the chance of falling or tripping. While the ground is soft, magma or liquid, allow the fact that the players can pick their trail to avoid the worse.

Once the players reach the shield, Vertogen will use his Seer amulet to pierce the energy shield (the group will all need to be touching to pass through). Between the anomalous nature of the eruption and the trans-dimensional creatures in the lava, the PCs might realize that there is more going on than a simple natural disaster*.

**It would impossible to impart all knowledge of SW to the players, but keep in mind that they are 50⁺ level characters with a wealth of specialized knowledge. If they ask a question, one player should be able to answer or offer some opinion.*

Part IV: The Library. [See Observatory Layout & Key #17]. Vertogen will try to lead the players directly to the *Lense* room, but the group may want to proceed cautiously, or just explore. Vertogen will have a sense of urgency and certainly call the group out for blatant or wasteful "exploring"! The building is deserted and the first encounter will occur in the Library. Here, Gorang has stationed 12 *Guardian Monks* from one of the *Secrets* to guard the approach while he steals the *Lense*. The Warrior Monks have *Boots of Ceiling Running* and are hidden by chameleon cloaks that make them invisible if they don't move. The Monks, if undetected, will attack the group once they are well

into the room. They can coordinate their attacks through a telepathic link and will divide up into teams of 2 to attack each group member. One will attack on the front or flank and the other from the rear. The Monks will continually move, running up the walls, on the ceiling and then "jumping" off the ceiling, inverting in air, to then land on the floor for a melee attack. Throughout they will throw their shurikens at targets. If any PC dominates, they will quickly team up to attack the player. Their *Virix Cloaks* are chameleon, and will make the Monks hard to focus on and blurry. They will move and attack simultaneously to disorient the PCs.

Notes:

- This fight could be similar to the "Club Hell" fight in Matrix Revolutions, where the guards were fighting from the ceiling.
- Jan will recognize the Monks fighting style as very similar to that of the Changramai, but might not comment on his thoughts to the group, unless asked.
- To modify the deadliness of the encounter, simply increase or decrease the number of Monks in the room.
- At this point Vertogen should still be considered valuable to the group—they don't know if he's important to dismantling the *Lense*.

Part V: The Lense Room. Once they defeat or bypass the *Guardian Monks* in the Library (#17) they can access the *Lense Room* #18. Moving up the stairs and entering into the room, they will see Gorang in the process of dismantling the *Lense*. He is close to being done or actually finished. Behind him a coruscating energy portal stands open, showing a dark space lit by flickering flames. Gorang is being protected by two *Güthüraxx Shock Soldiers* (Pale V Demons in *titanium battle-armor and heavy slug auto-guns*) and is accompanied by Onyx, a Black Eog Golem. Onyx is an ancient construct of the *Dark God Nynaku* and normally guards the temple in the *Muertaar Complex*. Onyx is tasked with protecting Gorang and carrying the *Lense* safely to Nynaku's High Priests. The *Güthüraxx* will immediately engage the group with their autoguns and then into melee. Gorang will finish unbolting the *Lense* from its frame, and have Onyx carry the *Lense* through the Portal and then follow him.

Notes:

- The *Güthüraxx* will immediately engage the group with the auto-guns on full strafing.
- Once in melee range they will draw their swords for close combat.
- Gorang will look up, examine the group and then go back to work with the *Lense*.
- Onyx will engage any PC that gets past the Demons or approach Gorang. He will seem invulnerable, but his job is to buy Gorang time to escape.
- If any PC directs ranged attacks or spells towards the *Lense*, Vertogen will cry out not to damage the *Lense*! Gorang will *Deflect* any incoming missile.
- The GM may need to artificially intervene on the timing. The goal is to have Gorang and Onyx escape through the Portal. If the players come in more cautiously, or suffered damage in the Library fight, there might be time to draw out the fight a bit. If the PCs strike a quick blow, Gorang will immediately *Long Door* via his *Loop Bracelet* through the Portal. Onyx will pick up the *Lense* and carry it through the Portal after him.

Part VI: Decisions. Possible results:

1. The group defeats the Gorang and his minions and retrieves the Mirror! The group could still go through the portal and start Chapter 2, but the GM will need to find a plot device to get the group into Chapter 3. Otherwise, the GM could skip the group up to the final Chapter.
2. If Gorang escapes, the portal will be open for an additional 1-2 minutes (6-12 rounds) and the players can follow him through the portal.
3. If Gorang escapes and the party does not, or is unable, to follow him through the portal they'll need to:
 - Fast. Track Gorang or the *Lense*. The players could use the Navigator to plot/track the residual Portal energies to a nearby Temple Complex (Muartaar) using his Compass. Once they have a location pinpointed they can either fly the Skyship to the location (90 minutes travel) or Sumendar can *Jump* them to just outside the Temples. (he'll seem

befuddled that he can't get inside the complex.)

- Slower. The group could escape the Observatory back to the Skyship and attempt to *Locate* the *Lense*.
- Very Slow. The group could return to the Temple of Kuor and scry the location of the *Lense*.

END CHAPTER 1General GM Notes:

- Group dynamics should be problematic—AND ENCOURAGED! These are all incredibly powerful figures that don't normally work together. Many are personally favored by their Gods, are famous, or are used to acting alone. Hubris is the point—and the weakness exploited by their opponents.
- The focus should be on roleplaying and not exploiting rules, skills or spells.
- This adventure includes many restrictions to normal player abilities: Essaence fluxuations, abnormal physical settings and opponents that have carefully planned their actions—unlike the PCs who are just responding to new developments.
- There is no “true cleric” in the group with resurrection abilities. For purposes of the module this was meant to create a better sense of deadliness. A GM may want to add a few *Lifekeeping* or *Lifegiving* herbs to the group.
- Tourney Points (Max of 100)
 - Keeping Vertogen alive for the journey. 10 pts
 - Keeping Vertogen alive through the volcanic eruption. 10 pts.
 - Keeping Vertogen alive through the Library battle. 10 pts.
 - Each PC alive after Library. 5pts ea.
 - Keeping Vertogen alive after Lense Room battle. 5 pts.
 - Each PC alive after Lense Room fight. 5 pts each.
 - Following Gorang through the Portal. 15 pts.

Further Chapters

Chapter 2: The Temples of Muartaar. The group finds themselves in the underground complex in the *Temples of Muartaar*; an abandoned temple complex to the Gods of Charon about 100 miles NW of the Observatory. Via the Portal or other methods, the group will make their way to an underground temple beneath the Temple of Nynaku. Gorang will flee again (with the *Lense*) but the group will have to battle High Priests, Elementals and Onyx to pursue him. Gorang will make for the *Charonic Veil*, an ancient portal that leads directly to Charon in an attempt to lose his pursuers and find refuge with his *Patron*.

Chapter 3: The Caverns of Charon. The group follows Gorang to Charon, where he is betrayed and captured by another Dark God who wants the *Lense* for himself. With the inadvertent help of the PCs, Gorang

will escape and flee to the *Cavern of Portals* to gain access to the Pales and the protection of the gathering forces of Nynaku.

Chapter 4: The Plains of Dread. The pursuit brings the players to the Fifth Pale. There, a formidable host is being marshalled for an attack on Kulthea. The army is being led by a powerful Demon-Lord and the High Priest of Nynaku. With a victory, the players should be able to recover the *Lense*, but will realize that Nynaku is behind the theft.

Chapter 5: The Conclave of Orhan. Regrouping after Chapter 4, the group is tasked with the final confrontation in the North Pole against Nynaku as he frees himself from his Laen Sphere prison. The players will need for Nynaku to break free of the Laen Sphere before they can re-imprison him: they will need to battle and subdue a Dark God.

Appendix:

Name	Lvl	Profession	Race	Hits	AT(DB)	Sh	Gr	Melee OB	Missile OB	Mov
Guardian Monks	20	W. Monk	Dyari/Laan	180	16(140)	N	A/L	140ma r4	135shur 2/rnd x2dam	25

- *Shadow Silk Armor.* +35 and provides chameleon ability.
- *Laen plate reinforced armor.* AT16 +25. +10
- *Arm/Leg Bracers,* treat as greaves and allows user to parry weapons and elemental bolts.
- *Shuriken* +15 x2 dam and does Impact Crit of 1 less severity.
- *Earring,* allows other weathers to communicate telepathically and coordinate combat (If 2 or more Monks attacking a single opponent, 1 will always get a rear attack).
- Can ignore up to -25% in pain penalties due to severe training and mental discipline.
- Can allocate OB to parry missile attacks or elemental bolts.

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	
Karax		See Master Atlas for creature stats.							
Gogor		See Master Atlas for creature stats.							
Motar Voorg		See Master Atlas for creature stats.							

Guthuruxx Warrior 22 100 FSpt/20 VF/FA L/LA 300 20 (75) 150Autogun/1502H (2D)
Güthüraxx Auto Gun. Ornate constructions with a bulbous receiver, curved metal stock and a cylindrical clip of grey/black metal. Each gun holds a 12 round clip of .80 caliber slugs that are fired from 6 rotating spring powered barrels. The gun can fire up to 6 slugs/round. Each clip takes 1 round to change and the spring rewound every 12 shots. Use Heavy Crossbow Table x2 dam, x4 range. -10 cumulative mod shot/rnd.
Titanium Battle Armor: +25 AT20. 1/2 Weight and movement penalties.
Battle Sword: +20 Massive 9' wide blade sword. Use 2H chart x4 Dam. Extra Unbalancing Crit of 1 less severity.

Onyx (Black Eog Golem) 35 60 Spt/0 MD/MD M/SL# 600 20 (75) 250HBa/100LGr/250HCr\$

- § = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.
- Softer weapons must make a RR each time they deliver hits (wood -60; bone -40; iron -30; steel -10; keron -10).
- As a Golem made of Black Eog, Onyx is virutally immune to all non-Dark Essence spells. +100 to RR's

Gorang (The Hand)

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

Hits: 125. **Melee:** 190 long kynac. **Missile:** 180 kynac.

AT(DB): 12(120). **Sh:** Y*. **Gr:** A/L. **MovM:** +30.

Lvl: 26. **Profession:** Thief **Stats:** St 96; Qu 100; Em 74; In 96; Pr 94; Ag 101; Co 90; Me 88; Re 98; SD 99; Ap 88. **PP:**

Skill Bonuses: Amb22; Climb145; DisTrap210; MAST85L2; Perc130; PickLock185; S&H145; Swim45; Track78. Acrob90; Act77; Appr167; Brawl80; Brib35; Contort90; DetTrap130; Disguis40; Falsif36; LocScrt190; LockLr175; Signal55; Surveil88; Trade120.

Spells: Base Spell OB: 20; Directed Spell OB: 40. Base Mystic to 15th. Open Mentalism to 10th.

Items:

Gloves/boots. Wall/ceiling running at will.

Black Dragonskin Armor +20 AT12

Lock pick kit +60 to most locks,

Cloak of Hiding (+50) *Invisibility* 2x per day and *Featherfall* 2x per day.

Loop Bracers. Matching keron bracers that also act as arm greaves. Once attuned, each bracer can shoot out a glowing loop of energy 1/rnd. The left bracer emits a glowing blue loop that can travel up to 250' and expand into a Force Wall up to 10' diameter. The right emit a green energy loop that will travel up to 100' and become a fixed point that will instantly *Long Door* the user to it immediately. (When used repeatedly will make the user appear to "skip" over distances). Each bracer holds 20 disc "charges".

Roleplaying Guidelines:

- Gorang is quiet but brilliant.
- He undertakes impossible jobs for the challenge and to prove his own superiority.
- Will smirk or taunt pursuers before fleeing.
- When in danger will abandon allies and flee using his loop bracers.

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).

Hits:130 **Melee:** 160 **Missile:** —

AT(DB): 1(90/190 with Deflections) **Sh:** Y* **Gr:** N **MovM:** +15

Lvl: 43. **Profession:** Loremaster-Magician (Magus). **Stats:** St-85; Qu-

99; Em-100; In-94; Pr-81; Ag-95; Co-88; Me-96; Re-90;

SD-64. **Will:**50. **AP:** 95. **PP:** 1290

Skill Bonuses: Perc115; Rune145; S&W120; Chan60; DirS175; Act70; Appr65; Chem40; Diplom50; For65; Lead80; Math20; Nav90; PubSp80; RMas115; Sail100; SpellM110; StarG70; Stra&Tac75; WeathW65.

Spells: Base Spell OB: 80. Directed Spell OB: 170.

Mage Base *Fire, Light, Water, Wind Law,*

Essence Open and Closed, and all Loremaster Base to 50th level. (Also Knows All Arcane Base lists from *RMC I* and Magus Base lists to 30th from *RMC III*.)

EQUIPMENT/WEAPONS:

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

Augmentor: x10 PP multiplier, *Alkar at will*. It is intelligent, can speak with a booming baritone, stores up to 3 30th level spells (player should assign these spells prior to starting). If killed, wearer's soul is transported into the gem and the body is held in suspended animation until healed or destroyed.

Elemental Charm Bracelet: A solid serpentine bracelet set with 4 large stones: a Diamond (cold), Ruby (heat), Sapphire (electricity) and Agate (earth). Each gem will absorb 10 critical severities (of the appropriate elemental type) after which it will burn out and become valueless and useless.

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).

The Cloudminder: This flying ship is capable of airborne movement up to 60mph.

Herbs: 5 Basira, 5 Ezrin, 5 Nira, 5 Akunga, 10 Anneke, 10 Darric, 1 Skeku, 2 Amar, 1 Baalak, 2 Inxes, 1 Macajou, 5 Shuab

Personality/Style:

- Flamboyant personality,
- Confident in his own abilities to the point of being pompous.
- A powerful Loremaster and ranked highly in the organization.
- High Lore skills and has much “hidden knowledge” of Kulthea, but will keep his cards close around non-Loremasters.
- He is an expert on the Unlife and elemental magic

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

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

Lvl: 46. **Profession:** Navigator-Magician. **Stats:** St-87; Qu-95; Em-100; In-94; Pr-80; Ag-85; Co-93; Me-98; Re-98; SD-92. **Will:** 70. **AP:** 65. **PP:** 966 (7 x 138).

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

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

WEAPONS/EQUIPMENT:

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

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

Kinetic Cloak: A knee-length black cloak of lightweight material. It has a shorter, outer cloak which can double as a hood in inclement weather. Protects wearer from natural, normal weather (winds, rains, snow) and will stiffen when hit by projectiles, reducing piercing criticals by 2 severity.

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.

Navigator Crèche: A platinum disk hung on a gold ribbon chain, it will instantly Jump the wearer (via the Compass) to Nexus if they are killed.

Herbs: 4 Basira, 2 Ezrin, 1 Furk, 2 Nira, 2 Paran, 1 Rud-tkma, 1 Selig, 10 Akbutege, 1 Bayla, 2 Morue, 1 Balaak, 1 Cicala, 1 Gursamel, 1 Inexes, 1 Kiran, 1 Wor

Personality/Style:

- Like Malim, Sumendar is a pompous old man who, and while hale, is clearly showing his age.
- His attitude most of the time is of a bored, patronizing uncle.
- Despite his attitude, Sumendar is unflappable under pressure and a skilled Navigator.
- He has vast knowledge of the Flows, Focuses, Gates and “Jumping”.
- He has a wide depth of knowledge on biomes, flora and fauna of SW.
- A bit resentful of the more “noble” organizations (Religions and Orhan), he is sensitive to the mercenary label the Navigators are seen.

Knight-Captain Kroger

Age: 104 (middle-age). **Eyes:** Bright Blue. **Hair:** Golden blond. **Build:** Muscular/Imposing. **Height:** 6'5". **Race/Sex:** Laan/ M. **Skin:** Fair. **Demeanor:** Haughty/Serious. **Dress:** Gold/Red Plate Armor. **True Attitude:** Devout. **Home:** Eidolon.

Hits: 210 **Melee:** 225(ls) **Missile:** --.

AT(DB): 20(50) **Sh:** Y **Gr:** Y **MovM:** 10.

Lvl: 48. **Profession:** Paladin. **Stats:** St-100; Qu-88; Em-100; In-95; Pr-98; Ag-92; Co-94; Me-85; Re-80; SD-90. **Will:** 95. **AP:** 96. **PP:** 288 (3 x 96).

Skill Bonuses: Climb25; Swim70; Ride110; Perc120; Rune80; S&W80; Chan120; DirS110; MAST80; Admin110; Animal100; Brawl110; DemnLr80; Diplom100; DisrmFoe90; Lead125; LocScrt75; Math; Medit118; Music73; Nav90; PlayInstr45; PoisonLr98; PwrPercep180; PubSp100; Stra&TAc110; StunMan100; Subdu100; WeathW100

Spells: Base Spell OB: 75. Directed Spell OB: 110 (Sunbolt). Knows: Phaon Base to 50th lvl. Purifications, Concussions Way, Light's Way, Lore to 20th lvl.

WEAPONS/EQUIPMENT:

Sword of the Sun: +35 Longsword, of Slaying Unlife. Fires Sunbolts 4x/day (use Plasma Crits)

Armor of the Sun: The armor of Phaon's Champion is gleaming gold inlaid with red and orange runes. AT20 +25. While each component has additional abilities the armor protects the wearer from all natural light and heat and +50 vs magical light/heat/fire and heat crits are reduced by 3 severity.

Lightbringer Order Ring: x3 PP

SunShield: +15Medium shield of gold and set with a large clear crystal. Light/Fire bolts must make an RR vs 20th lvl or be absorbed into the shield. The shield will store the energy and wielder can release the energy as a Pulsar. Treat as Fireball with a radius of 1'/PP absorbed.

SunHelm: Wearer is unaffected by Light/vision attacks. Can see in Darkness or Utterdark.

Herbs: 2 Alzo, 2 Kylan, 2 Nira

Personality/Style:

- Kroger is a devout Holy Warrior—Phaon's chosen Champion on Kulthea.
- As the Knight-Captain, he commands a powerful militia and wields considerable powers. He is used to being in charge and people following his orders.
- He has met Phaon many times during his career—he's not a just a follower, but personally familiar with his God.
- His life is of structure and the almost fanatical pursuit of the Unlife and its servants.
- He views himself as the pre-eminent 'general' of Kulthea fighting the Unlife.

Chomen Draht

Age: 67 (middle-age). **Eyes:** Brown. **Hair:** Black/gray. **Build:** Squat/dense **Height:** 5'8". **Race/Sex:** Laan/ M. **Skin:** Swarthy. **Demeanor:** No Nonsense. **Dress:** Gray Robes **True Attitude:** Disciplined and hard working. **Home:** Eidolon.

Hits: 175 **Melee:** 165(wh) **Missile:** 110 wh

AT(DB): 17(50) **Sh:** N **Gr:** N **MovM:** 5.

Lvl: 45. **Profession:** Cleric-Alchemist. **Stats:** St-100; Qu-70; Em-90; In-83; Pr-71; Ag-78; Co-100; Me-85; Re-91; SD-93. **Will:** 97. **AP:** 73. **PP:** 450 (5 x 90).

Skill Bonuses: DTraps100; PLocks115; Perc120; Rune120; S&W120; Chan140; Alch120; Appr115; Arch100; Brawl120; Chem120; Cook90; Math100; PwrPercep120; Trade100; TrapBuild100;

Spells: Base Spell OB: 85. Directed Spell OB: 75 Knows: Iorak Base to 40th lvl. Barrier Law, Detection Mastery, Creations, Lore to 30th lvl.

WEAPONS/EQUIPMENT:

Hammer of UnMaking: This normal appearing work hammer will shift instantly into an oversized Warhammer. +50 (4xD). At the will of the wielder, when striking any non-organic object, object much make an RR or be destroyed. (-200 to breakage)

Power Amulet: x5 PP and stores 100 PP's that can be assessed at will. (can be recharged via channeling skill)

Althan Torch: Ancient artifact, this 6" long cylinder will emit a plasma flame that can cut most materials 1"/rnd.

Face Shield: Heavy goggles of black metal and clear laen. They will protect the wearer from any visual light affects. They can also be used to analyze magical items—showing details of manufacturing and enchanting to the wearer.

Tool Belt: Chomen wears a wide, thick leather belt will loops and pouches that hold a variety of high quality tools. +35 to mechanical manipulation, repair etc.

Heavy Apron. Heavy tooled leather apron that covers the chest down to the lower thighs. Treat as Breastplate +30.

Herbs: 5 Akunga, 1 Blenna, 10 Raman, 1 Amar, 1 Cicala, 1 Gursamel, 1 Hegheg, 1 Macajou, 1 Nayeek, 1 Wumbar

Personality/Style:

- Chomen is soft-spoken and prefers to be in the background versus a leadership position.
- Slow to anger or be provoked, his anger will simmer, build and then explode with surprising intensity.
- He will become most animated when he encounters an unusual structure or object—he is professional fascinated by all things built.

Jan Jo'drin

Age: 101. **Eyes:** Green. **Hair:** Black. **Build:** Slender **Height:** 6' 2". **Race/Sex:** Loari/Laan/ M. **Skin:** Light. **Demeanor:** Inscrutable. **Dress:** Grey Silk **True Attitude:** Calm. **Home:** Choak Mountains.

Hits: 220 **Melee:** 175MA **Missile:** 150 changa

AT(DB): 12(160) **Sh:** N **Gr:** N **MovM:** 25.

Lvl: 50. **Profession:** Warrior Monk. **Stats:** St-99; Qu-100; Em-83; In-96; Pr-95; Ag-99; Co-97; Me-91; Re-84; SD-96. **Will:** 98. **AP:** 87. **PP:** 100

Skill Bonuses: Climb130; Swim110; Ride90; S&H100/120; Perc120; Rune50; S&W80; Amb±40; AMov130; AD110; MAST175; MASw175; Acro140; DisrmFoe125; Medit120; StunMan120; Subdu120;

Spells: Knows Monk base Body Renewal to 25th lvl.

Special Abilities:

+25 vs Mind Attacks.

+50 vs surprise

WEAPONS/EQUIPMENT:

Guarding Wraps. Unadorned leather bracers and shin guards that act as full arm/leg greaves and allow Jan to parry weapons.

Combat Veil. Thin face veil of silvery links, the veil acts as a full helm, 50% chance of negating any head critical and when worn, allows user to see 360d (negating positional penalties for attacks)

Kregora Silk Armor: +25 AT12 enchanted silk armor with kregora threads. No weight and provides +50 vs Essence.

Herbs: 1 Agaath, 5 Alzo1 Basira, 2 Furk, 1 Kilmakur, 1 Paran, 2 Anneke, 2 Skeku

Personality/Style:

- A master of his emotions, Jan is the placid calm in the middle of a storm.
- Practices a gnostic philosophy (versus a zen search for enlightenment) that views and responds to the world in eminently practical terms.
- Jan is a "Master of Masters" and one of the highest of his order.
- His excellence in martial arts is only part of his body discipline. Emotion, pain, fear, and anger are abstracts to his unflappable being.
- Seems remote or disaffected to the uninitiated.
- Jan responds not with pure logic, but absolute acceptance of the moment and responds without hesitation or artificial social constructs.

Vertogen

Age: 32. **Eyes:** Blue. **Hair:** Blond. **Build:** Average **Height:** 6' 2". **Race/Sex:** Iylar/Laan/ M. **Skin:** Pale. **Demeanor:** Naive. **Dress:** Dark Blue Robes **True Attitude:** Diligent but enthusiastic. **Home:** Strok Observatory/Emer.

Hits: 70 **Melee:** 10(da) **Missile:** ---

AT(DB): 2(10) **Sh:** N **Gr:** N **MovM:** 15.

Lvl: 13. **Profession:** Seer. **Stats:** St-68; Qu-78; Em-100; In-95; Pr-97; Ag-84; Co-77; Me-95; Re-90; SD-90. **Will:** 83. **AP:** 90. **PP:** 78 (3 x 26).

Skill Bonuses: Perc100; Rune50; S&W60; Chan40; DirS40; Astro67; Math55; Medit40; PwrPercep80; SenseRealWp90; Signal65; WeathW65; Lore75

Spells: Seer Base lists to 10th lvl.

WEAPONS/EQUIPMENT:

Seer Amulet: A symbol of the order, silver square amulet with a crystal lense inset. The amulet is a x3 PP and allows the wear passage through the protective shield, entry into the observatory.

Recorder Tablet: A blank slate that allows the user to write notes, draw etc.

Herbs: 5 Akunga, 2 Borga, 2 Finrot, 1 Nygath

Personality/Style:

- Lived a sheltered life.
- Highly educated, but lots of 'useless' (but factual) knowledge.
- Curious and optimistic.