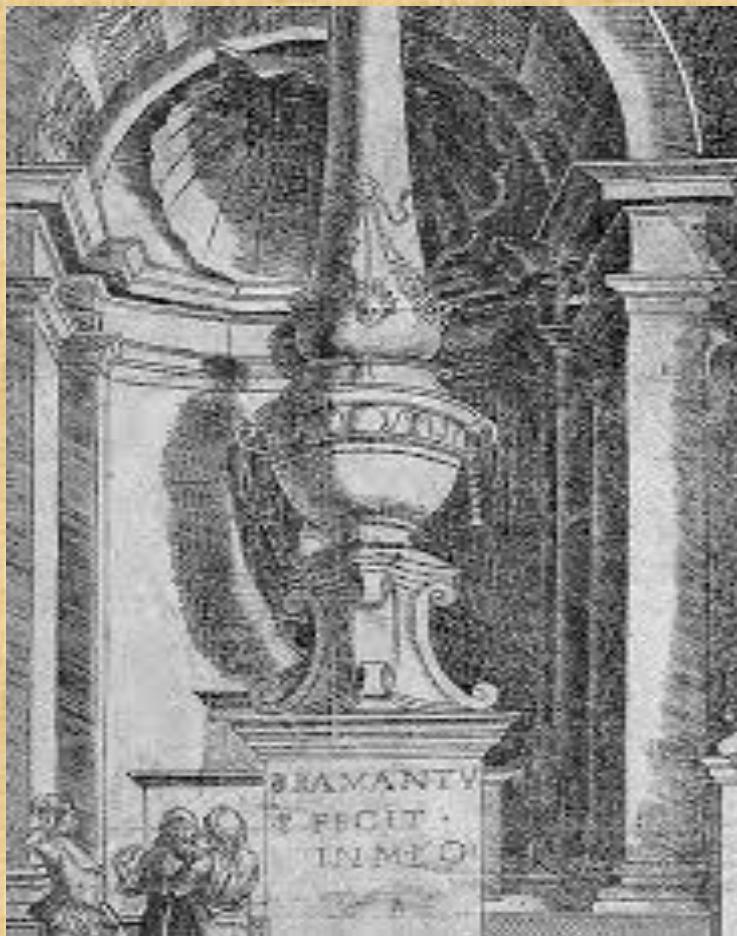


Legends Of Shadow World®

Chapter 2: The Temples of Muartaar



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Special Contributions:

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Varik el'Adril, High Priest of Nynaku turned from to see The Hand transition through the shimmering plane of the Portal device. It was clear something was amiss, the thief's face was furrowed with concern, quite unlike his normal placid appearance. Immediately behind him appeared Onyx, his arms cradling a large covered object. Varik felt relief, the Hand had succeeded in his mission and the powerful Lense of Strok was in their possession! Varik's Master would be pleased.

"Gorang, despite my misgivings in hiring you, congratulations are due." Varik almost had to spit the words out to the arrogant thief.

Gorang, was scanning the room without giving the High Priest a glance. "I ran into some...unexpected guests. Apparently, the Seers petitioned higher authorities for help. They were formidable and we should consider leaving immediately."

Varik sneered at the idea "No one would dare assail us in my master's house, and if they did, they would regret it"

Gorang finally gave the Priest his full attention. "Your Master is not at his full powers, and this temple is reduced in its sanctity—we are not protected here!"

"This Temple has powerful defenses; my Priests and I will repel any invaders" Varik replied with scorn.

At that moment the Portal begin flickering, and Gorang burst into motion, running for the nearest archway. "Onyx, follow me!" The Hand gave one last look back at Varik. "I fear you will find out soon enough" as he fled the room.

He had no time to consider the Hand's words, as the first person passed through the Portal. Varik gasped in disbelief while simultaneously drawing upon his full powers. "ASPIRANTS ATTEND ME!" he cried out.

Notes:

This Chapter is the second part to a 5-part high level adventure in Shadow World® ®. While it can be a stand-alone adventure it's meant to be part of an ongoing adventure; we recommend that a GM is familiar with the other parts of the series.

Introduction:

The Temple Complex at Muartaar is located on a desolate plateau in the Forbidden Hills northwest of the Observatory of Strok. Far from towns and villages and voided by travelers, it contains the ruins of temples to the Dark Gods: Scalu, Klysus, Andaras, Nynaku, Inis, Moralis and Z'taar, and numerous smaller temples to lesser evil demigods. It dates to the end of the Second Era when many dark gods had large followings just before the Wars of Dominion. While seemingly abandoned, there are many traps, hidden magics, and guardians waiting for trespasser. Visitors and explorers are rare, and

even after thousands of years, the site emanates a faint aura of menace and despair.

Situated on a dusty, bare plateau the complex sits on a 1000' square tiled terrace surrounded by a 14' wall of crumbling gray black stone. Inside the walls are 12 temples of varying styles and shapes surrounding a sunken plaza. From outside the tops of most of the temples can be seen: an array of towers, step pyramids, ziggurats and others built of megalithic geometry. Centered on each wall are broad ramp leading up to the gates.

Beneath each temple are passages and chambers that connect to a central hall located under the sunken plaza. Here in the center of the room is the *Charonic Veil*, a direct portal to the Dark Gods home.

The Surface-Complex of Muartaar:

A ring of major temples surrounds the central plaza, with smaller edifices interspersed or found along the outer edge. Most of the temples to the primary gods of Charon are recognizable by their form and

style—not dissimilar to their temples often found in major cities. The complex is desolate, with strong winds whistling through the ruins, an occasional scurrying of an unseen creature and the vague feeling of ancient despair.

Despite the millennia that the temples have been abandoned, the PC's wills till sense a latent power and malice.

North: Gate of Blood. This 60' stone archway is built of deep red porous stone. It is mostly intact.

East: Gate of Hunger. The upper portion of this gate is destroyed, but the lower half of a vaguely humanoid gaping mouth can be seen under the rubble.

South: Gate of the Serpent. This gate is fashioned to look like the open mouth of a snake.

West: Gate of the Beasts. This gate is an open, fanged mouth.

Amphitheater. In the center of the complex is a 300' sunken plaza with rows of stepped seating. At the bottom is an 80' wide flat expanse. Darkened doorways around the lower wall lead to the underground complex.

The Temples:



1. Temple of Scaluu

This crumbled and squat pyramid of black stone appears thoroughly destroyed by some immense power. What remains shows sharp edges, hard angles and a foreboding dark gate into the heart of the structure. There is no access to the temple, but a significant removal of collapsed stone will eventually uncover the stairwell to the lower levels. Those that venture near the ruined temple will sense a subtle dark presence—sleep or rest will be impossible.



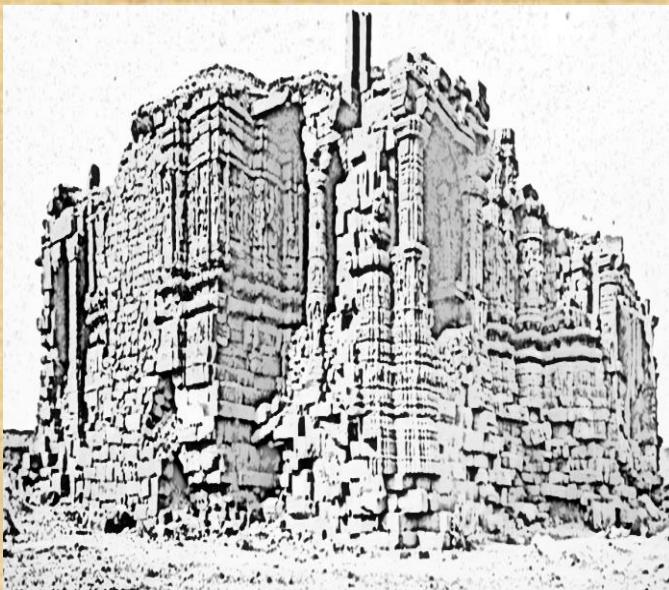
2. Temple of Klysus

This pillared temple of gray stone seems make in mockery of the grand buildings of the Orhan pantheon. The Temple of Klysus is far different than his temples found in the Lankan empire. The front steps are stained black with thousands of years of sacrifices. The Temple appears intact, but is still guarded by Wards, Runes and Sentinels.



3. Temple of Andaras

A tall tapering tower that rises to 50' in height, the outside is covered in narrow ledges, platforms and small openings. The tower seems mostly intact but there is no apparent opening. Careful inspection will reveal that the tower is occupied by household size cats—they lounge and travel around the tower exterior on the ledges and narrow ramps. If the PC's approach they will watch them intently without moving. Apparently, Andaras still has some residual power for presence here.



4. Temple of Nynaku

Completely destroyed, all that remains is a pile of rubble and volcanic rock. Close inspection however will show some activity (Tracking or similar). Nynaku's followers have re-opened the lower temple and have placed wards here to alert them of trespassers.



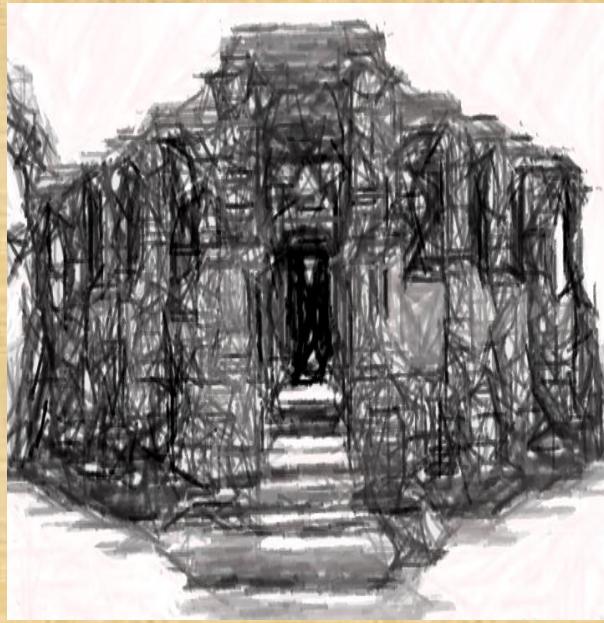
5. Temple of Inis

Seemingly out of place in this grim complex, the Temple to Isis is constructed of light marble with graceful pillars, colonnades and an inner courtyard. The structure seems intact and appears only recently vacated despite its age.



6. Temple of Moralis

A oval, pillared temple, the Temple for Moralis was a den of hedonism, pain and pleasure. A large central room was used for nightly orgies and depraved ceremonies. The walls are decorated with erotic and twisted scenes.



7. Temple of Kesh'ta'kai

This temple appears as wrong angles, odd designs and strangle symbols that seemingly twist and contort under direct study. (PC's may see similarities with some of the older Dyari cities from the Second Era) Its actual shape is unclear and hard

to remember, and the front gate changes shape and location randomly. The Temple is abandoned, but still protected by powerful wards and magics.



8. Temple of Z'taar

Z'Taar's temple is identical to all the other Chapter Houses of the God of War. Unadorned, the temple is a square "pillbox" with a single door facing the plaza. The Temple is still empty, but usable. Any significant combat in the complex has a 20% of summoning 1-10 Z'Taar Battle-Priests. Unless extraordinary circumstances, the party should be discouraged from entering this Temple. The inner sanctums of Z'Taar are steeped in mystery and it's thought that the beserker Priests are unbeatable within their sanctum.

Lesser Temples:

- A. Temple to Morgu
- B. Temple to Bogaluth
- C. Temple to Daglea
- D. Temple to Zania

The Under-Complex of Muartaar:

"As Above, So Below"

There is an underground complex that mirrors the complex above. Each Temple has its own underground section, and all are connected by an inner and outer passage ring. Connecting them all is the center hub, directly underneath the sunken plaza. Here is the domain and altar of Shreyach, The Gatekeeper and the location of the Charonic Veil: the Gate to Charon itself.

Key

1. Scalū
2. Klysus
3. Andaras
4. Nynaku
5. Inis
6. Moralis
7. Kesh'ta'kai
8. Z'Taar
9. Outer Ring. This 50' wide rough-hewn passage runs around the perimeter of the under-complex. On the NE and SW corners are metal gates that lead to the Ash Lairs. Each Temple complex is connected to the outer ring by a series of tunnel mazes, each filled with traps, dead ends and other obstacles. (the map only shows the one passage to represent the connection)
10. Inner Ring. A smaller 25' wide cave tunnel circles the center cave. Tunnels connect the ring to the hub, and each has elaborate gates and entrances to individual temples.
11. Maze. A tangle of tunnels, small caves and corridors conceal the pathway to the "Inner Secrets" (underground temples) to the outer world.
12. Center. Immense 300' wide cave, ceiling is 30' high. Tunnels around the perimeter connect to the Inner Ring. 4 openings lead to a winding stone steps that go to the sunken plaza. In the center are 2 upright obelisks of smoky Laen—the Charonic Gate.

The Narrative:

The under-complex of Muartaar, specifically under the Temple of Nynaku, is Gorang's base of operations. Here, just 150 miles north west of the Observatory, he has set up his gateway into the Strok complex. All he waits for is the inevitable reduction of the force shield to gain access to the interior. At the moment the force field is eliminated (even for a moment) Gorang will "Jump" into the Lense room. (See Chapter 1: The Seers of Strok). Once inside, he will then dismantle the device, wrap the Lense in a protective wrap (200 BF, -100 to detection) and leave via the same portal.

If the PCs decide to follow Gorang through the Portal, they will find themselves in enemy territory—the under-halls beneath the Temple of Nynaku. Their goal will be to pursue the Hand, but many obstacles will be in place. Gorang will quickly make his way to the *Charonic Veil*: the gateway to the Charon. This will require a chase through the temple complex and confronting varying amounts of resistance. Even though Muartaar is abandoned and decaying there are still active guardians and magics!

If the players were unable to follow Gorang through the Gate in the Observatory they should be able to ascertain the location of the Lense via several plot mechanisms:

1. The Navigator can plot the portal destination with his Compass, or
2. The Elder-Scion can cast a scrying, but will only get the general area of the Lense. (The Dark Gods power in the Temple Complex is blocking a more accurate result.) In this case the players will know that there is an abandoned temple complex from the 2nd Era in the general vicinity of the Scrying.

Under-Temple Layout

1. **The Cave of Endless Fire.** This rough-hewn cavern is lit by the red glow of pools of lava scattered about. In the center stands an 8' twisting metal frame attached to a metal box with several slender rods protruding from the top. This is Gorang's

teleport device—the box allowed him to “tune it” to the Lense’s location in the Observatory. If the players come through the Portal, they will see Gorang and Onyx fleeing into a dark passage on the other side of the cavern (GM should decide which route Gorang will take depending on circumstances). Onyx is carrying the Lense. Gorang will seal the passage opening with his Bracers to block pursuit. As Gorang is fleeing and the group comes through the Portal, 4 Huge Fire Elementals will form from the lava pools. They will take 4 rounds to form completely, each round they will grow in a size and power. Round 1: Small, Round 2: Medium, Round 3: Large and Round 4: Huge. They will immediately engage the party but will not be able to leave the Cave of Endless Fire.

Additionally, there is the High Priest Varik and 8 Attendant Priests of Nynaku (15th lvl but limited in power due to their God’s captivity). see Nynaku Base list

2. High Priest Quarters. Several private chambers for the High Priests to prepare for ceremonies.
3. Attendant Hall. Large room for lesser Priests and invitees.
4. Procession Hall
5. Procession Hall
6. Ceremonial Chamber.

Following Gorang through the Portal

The Temple of Nynaku. The PCs will portal into a large cave, one filled with pools of glowing lava. They may mistake this for an area similar to where they left, but in fact, this is the under-temple of Nynaku (#4).

The Battle. While Gorang and Onyx flee with the Lense, the PC’s will be confronted by 9 Priests of Nynaku and 4 Fire Elementals. The Portal will allow 1 person/round to transition, so the order of the PC’s will be critical AND the 1 rnd/PC time (assuming they are lined up and ready to go).

Round 1. Varik will cast Firestorm III on the Portal itself. PC’s will be affected when they pass through the Gate. At the GM’s discretion, the Firestorm could destroy the Portal—10%/rnd cumulative. The Attendant Priests will all cast Immolate III on themselves.

Round 2. Varik will command the Elementals to attack. (they manifest upon the first PC’s appearance as a temple defense.). 4 Attendants will attack PC’s in melee, with their Fire Flails. The other 4 will cast

The Chase. The GM can either have a short chase through the Inner Ring to the Hub or a longer chase through the Maze out to the Outer Ring and then back through Andaras’ Temple, the Inner Ring and to the Hub. Onyx will stay between the PC’s and Gorang, he is invulnerable to most attacks and the PCs should be wary of damaging the lense. Gorang’s bracers can be used to keep him ahead of the party.

The Charonic Veil. Once the PC’s reach the center hub, they’ll see Gorang enter the 2 obelisks of clear Laen with the lense. When Gorang approaches, they will begin to glow, and a silvery mist will form between the pillars. Anyone passing through the Veil will be hit with a +50 Dark Bolt (no DB) if they aren’t a follower of a Dark God. Onyx will stay but not engage the PC’s unless attacked. He is a servant of Nynaku and will attempt to return to the Temple. The PC priests will discern that the gateway does not go anywhere good! Will the players follow Gorang and retrieve the Lense?

Entering Muartaar From Outside

If the group does not follow Gorang through the Portal, but are able to track the *Lense* to the temple complex, they’ll need to enter Muartaar and gain access to the lower levels through one of the temples or through the central plaza.

The GM should play out the suspense and unknown nature of this ancient acropolis. Even 50th lvl characters should be hesitant to boldly enter a Temple complex to the Gods of Charon. They will immediately sense the reduction of their powers and access to Channeling.

While the complex is abandoned, connections to the Ash Lairs, Charon itself and recent activities of Nynaku allow for some random encounters: Demons, Elementals and similar creatures could be prowling the plaza and lower tunnels.

Gorang's escape route will depend on whether the party approaches from the Inner or Outer Ring and the GM should plan accordingly.

Nynaku:

The God of Earth and Fire, he is master of volcanoes, earthquakes, firestorms and the like. He is one of the most potent and destructive of the Dark Gods. His power over Fire Elementals and Fire Demons alone makes him a formidable power. In the past, he was worshipped by less advanced cultures who tended to revere elemental forces. Nynaku was actually imprisoned in a great sphere of laen during the Wars of Dominion. Tethior fashioned the enchanted sphere and Cay himself helped to subdue the Dark God and trap him, and his cell was hidden in the wastes near the north pole. Unfortunately, the disruptions caused by the removal of the Northern Eye cracked the orb holding Nynaku, giving him a chance to escape his age-long prison. Now he seeks vengeance against the Artificer and all followers of Cay, and he is acting quickly to rebuild that power base so he may

take his place again among the mighty of the Dark Gods on Charôn.

General Obstacles:

Dark Sanctification: The entirety of the Temple Complex are sacred, sanctified realms of the Dark Gods. PPs are reduced to 20% (ie spell casting costs 5x). In casting, the Channeler should feel a distance or blockage to their Diety. Optionally, or in addition, increase spell failure to 20%.

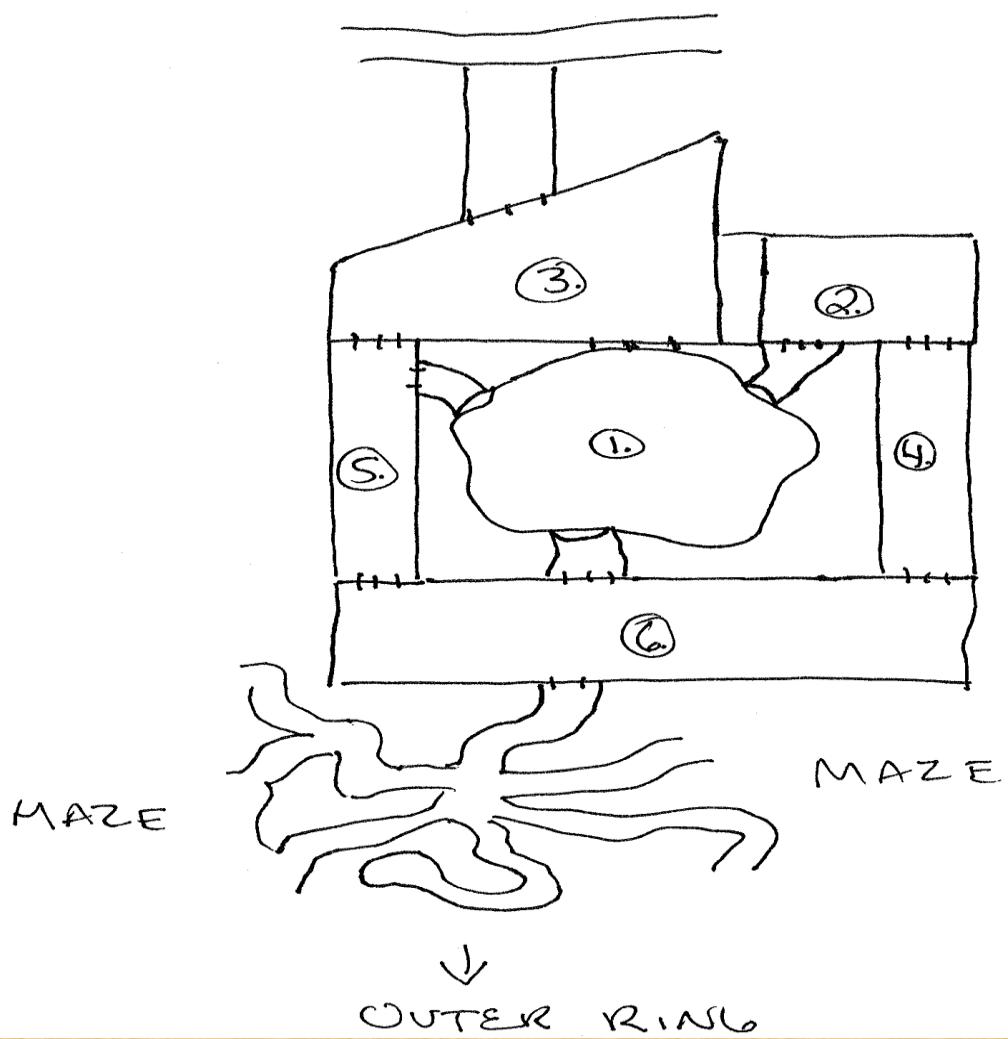
Temple Defenses. Layouts to the various Temples and under-temple complexes are not included but can be mapped out. Despite their long abandonment, this is still a powerful place with strong connections to the Charon pantheon. Building will have magical defenses, traps and formidable gates, doors and entries that will hamper any progress.

GM Notes:

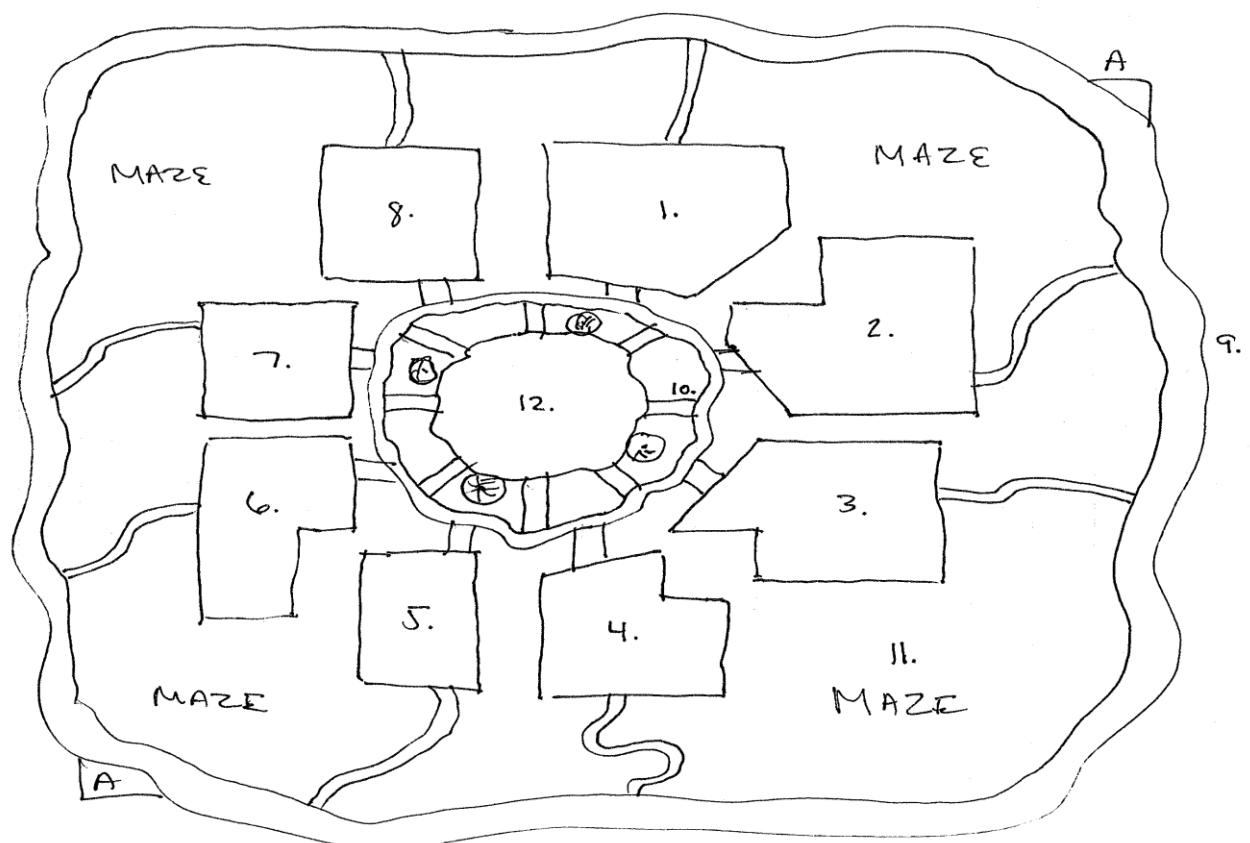
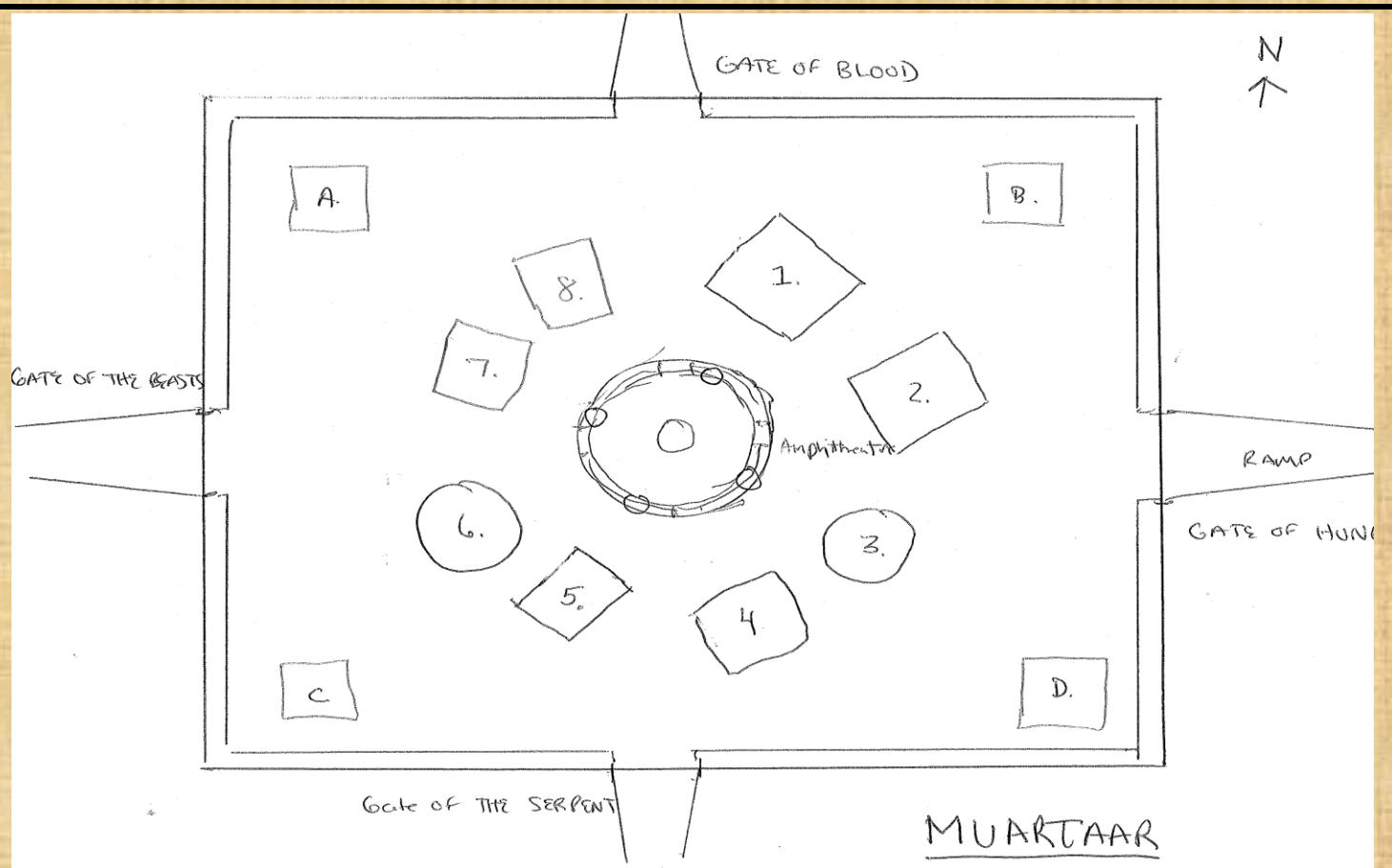
Sumendar free use of any spells on the Wind Law list.

ON TO CHAPTER 3!

NPC Master Chart



Under-Temple of Nynaku



<u>Nynaku</u>					
Lvl	Spell	Area of Effect	Duration	Range	
1)	Call Flame	Caster	1 min/lvl	Self	7. Firestorm I – Creates a cube of churning flames; it takes 1 complete round for the cube to form and be effective. Anyone passing through (or caught within) the cube takes an A Heat critical each round spent in the cube.
2)	Stone Skin	Caster	1 min/lvl	Self	8. Protection II - Caster is immune to normal heat and flame and is +50 v magical heat and heat crits are reduced by 2 severity. Caster takes double damage and +2 crit from cold & water.
3)	Protection I	Caster	1 min/lvl	Self	9. Immolation II - As Immolation I, but all within melee will receive a "B" heat crit/rnd and caster will do an extra heat crit of 3 less severity in melee.
4)	Immolation I	Caster	1 min/lvl	Self	10. Fire Elemental II - As Fire Elemental I, but Caster can form a MEDIUM size Fire Elemental.
5)	Fire Elemental I	1 Sm Elemental	1 min/lvl	100'	11. Tremor II - Spell causes the ground to heave. All within area of effect make a -10 MM or receive a "B" Unbalancing Critical.
6)	Tremor I	10'r	--	100'	12. Firestorm II – As Firestorm I, but anyone passing through (or caught within) the cube takes an B Heat critical each round spent in the cube.
7)	Firestorm I	10'x10'x10'	1 rnd/lvl	100'	13. Protection III - Caster is immune to normal heat and flame and is +75 v magical heat and heat crits are reduced by 3 severity. Caster takes double damage and +3 crit from cold & water.
8)	Protection II	Caster	1 min/lvl	Self	14. Immolation III - As Immolation I, but all within melee will receive a "C" heat crit/rnd and caster will do an extra heat crit of 2 less severity in melee.
9)	Immolation II	Caster	1 min/lvl	Self	15. Fire Elemental III - As Fire Elemental I, but Caster can form a LARGE size Fire Elemental.
10)	Fire Elemental II	1 Md Elemental	1 min/lvl	100'	16. Tremor III - Spell causes the ground to heave. All within area of effect make a -20 MM or receive a "C" Unbalancing Critical.
11)	Tremor II	20'r	--	100'	17. Firestorm III – As Firestorm I, but anyone passing through (or caught within) the cube takes an C Heat critical each round spent in the cube.
12)	Firestorm II	20'x20'x20'	1 rnd/lvl	100'	18. Protection IV - Caster is immune to normal heat and flame and is +100 v magical heat and heat crits are reduced by 4 severity. Caster takes double damage and +4 crit from cold & water.
13)	Protection III	Caster	1 min/lvl	Self	19. Immolation IV - As Immolation I, but all within melee will receive a "D" heat crit/rnd and caster will do an extra heat crit of 2 less severity in melee.
14)	Immolation III	Caster	1 min/lvl	Self	20. Fire Elemental III - As Fire Elemental I, but Caster can form a VERY LARGE size Fire Elemental.
15)	Fire Elemental III	1 Lg Elemental	1 min/lvl	100'	25. Tremor IV - Spell causes the ground to heave. All within area of effect make a -40 MM or receive a "D" Unbalancing Critical.
16)	Tremor III	30'r	--	100'	30. Immolation V - As Immolation I, but all within melee will receive a "E" heat crit/rnd and caster will do an extra heat crit of equal severity in melee.
17)	Firestorm III	30'x30'x30'	1 rnd/lvl	100'	35. Tremor IV - Spell causes the ground to heave. All within area of effect make a -50 MM or receive an "E" Unbalancing Critical.
18)	Protection IV	Caster	1 min/lvl	Self	40. Firestorm True – As Firestorm I, but anyone passing through (or caught within) the area of effect takes an D Heat critical each round. Normal objects should make an RR or be destroyed.
19)	Immolation IV	Caster	1 min/lvl	Self	45. Quake - A massive earthquake ripples from casters position. A safe epicenter of 1'R/lvl is unaffected. All else within area of effect is attacked using +25 Huge Ram attack and suffer an extra Unbalance crit of 3 less severity.
20)	Fire Elemental IV	1 V Lg Elemental	1 min/lvl	100'	50. Inferno - A wave of heat emanates from the casters position (epicenter) at 100'/rnd. The ground becomes magma and projects fiery ejecta 50' in the air. Anyone on the ground suffers an "E" hit crit/rnd no RR, and anything in the air within AoE takes a "C" crit if RR fails. Caster can make safe epicenter of 1'r/lvl. Anything on the ground must make a breakage check at -50 or melt.
25)	Tremor III	40'r	--	100'	
30)	Immolation V	Caster	1 min/lvl	Self	
35)	Tremor V	50'r	--	100'	
40)	Firestorm True	10'R/lvl	1 rnd/lvl	20'r/lvl	
45)	Quake	50'r/lvl		Self	
50)	Inferno	50'r/lvl	1 min/lvl	Self	

1. Call Flame - Caster can call a small ball of flame into his hand. Flame will cast 5'r of light. The flame can be used to light a combustible source. If caster hits with his hand in melee will do a heat crit of 3 less severity.

2. Stone Skin - Casters skin hardens to stone. Treat as AT8. Stone Attacks (cracks call etc) should be treated as "of Slaying" to caster.

3. Protection I - Caster is immune to normal heat and flame and is +25 v magical heat and heat crits are reduced by 1 severity. Caster takes double damage and +1 crit from cold & water.

4. Immolation I - Caster will burst into flames. All within melee will suffer an "A" heat crit/rnd and caster will do an extra heat crit of 4 less severity in melee.

5. Fire Elemental I - Caster can form a SMALL size Fire Elemental from a fire source that will obey his command © for duration.

6. Tremor I - Spell causes the ground to heave. All within area of effect make a +0 MM or receive an "A" Unbalancing Critical.

7. Firestorm I – Creates a cube of churning flames; it takes 1 complete round for the cube to form and be effective. Anyone passing through (or caught within) the cube takes an A Heat critical each round spent in the cube.

8. Protection II - Caster is immune to normal heat and flame and is +50 v magical heat and heat crits are reduced by 2 severity. Caster takes double damage and +2 crit from cold & water.

9. Immolation II - As Immolation I, but all within melee will receive a "B" heat crit/rnd and caster will do an extra heat crit of 3 less severity in melee.

10. Fire Elemental II - As Fire Elemental I, but Caster can form a MEDIUM size Fire Elemental.

11. Tremor II - Spell causes the ground to heave. All within area of effect make a -10 MM or receive a "B" Unbalancing Critical.

12. Firestorm II – As Firestorm I, but anyone passing through (or caught within) the cube takes an B Heat critical each round spent in the cube.

13. Protection III - Caster is immune to normal heat and flame and is +75 v magical heat and heat crits are reduced by 3 severity. Caster takes double damage and +3 crit from cold & water.

14. Immolation III - As Immolation I, but all within melee will receive a "C" heat crit/rnd and caster will do an extra heat crit of 2 less severity in melee.

15. Fire Elemental III - As Fire Elemental I, but Caster can form a LARGE size Fire Elemental.

16. Tremor III - Spell causes the ground to heave. All within area of effect make a -20 MM or receive a "C" Unbalancing Critical.

17. Firestorm III – As Firestorm I, but anyone passing through (or caught within) the cube takes an C Heat critical each round spent in the cube.

18. Protection IV - Caster is immune to normal heat and flame and is +100 v magical heat and heat crits are reduced by 4 severity. Caster takes double damage and +4 crit from cold & water.

19. Immolation IV - As Immolation I, but all within melee will receive a "D" heat crit/rnd and caster will do an extra heat crit of 2 less severity in melee.

20. Fire Elemental III - As Fire Elemental I, but Caster can form a VERY LARGE size Fire Elemental.

25. Tremor IV - Spell causes the ground to heave. All within area of effect make a -40 MM or receive a "D" Unbalancing Critical.

30. Immolation V - As Immolation I, but all within melee will receive a "E" heat crit/rnd and caster will do an extra heat crit of equal severity in melee.

35. Tremor IV - Spell causes the ground to heave. All within area of effect make a -50 MM or receive an "E" Unbalancing Critical.

40. Firestorm True – As Firestorm I, but anyone passing through (or caught within) the area of effect takes an D Heat critical each round. Normal objects should make an RR or be destroyed.

45. Quake - A massive earthquake ripples from casters position. A safe epicenter of 1'R/lvl is unaffected. All else within area of effect is attacked using +25 Huge Ram attack and suffer an extra Unbalance crit of 3 less severity.

50. Inferno - A wave of heat emanates from the casters position (epicenter) at 100'/rnd. The ground becomes magma and projects fiery ejecta 50' in the air. Anyone on the ground suffers an "E" hit crit/rnd no RR, and anything in the air within AoE takes a "C" crit if RR fails. Caster can make safe epicenter of 1'r/lvl. Anything on the ground must make a breakage check at -50 or melt.

ENCOUNTER TABLE

Encountered	Roll	Notes:
SUMMONED		
Elementals	1	1-4 Fire Elemental. Random size.
Essence Demons	2	1-2
Elemental Demon	3	1
Thematic Demons	4	1
Singular Demon	5	1
Pale I	6-9	1-20
Pale III	10-14	1-10
Pale IV	15-17	1-4
Pale V	18-20	1-4 Guthuruxx Warriors
Beyond Pale	21	1
UNDEAD		
Class I	22-24	1-10
Class II	25-26	1-10
Class III	27-28	1-6
Class IV	29-30	1-6
Class V	31-32	1-4
Class VI	33	1
ARTIFICIAL		
Kaeden	34	1-5 Warriors
Sentinels	35	Pair
Golem	36	1 roll for type.
Constructs	37	1-5
DyaCrys'thil	38-39	1-10. Crystal spiders from Charon.
PRIESTS		
Nynaku	40-44	
Inis	45	1-4 Priests on holy mission.
Kesh'ta'kai	46-48	1
Andaras	49-54	1-5
Scalu	55-58	1
Moralis	59-62	1
Klysus	63-66	1
Z'taar	67-70	4-10. Battle Cohort.
Cats	71-90	1-20. They are everywhere!
Ward or Rune	91-99	10th to 20th lvl.
Special	100	God. Adventurers. Loremaster. Other.