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Introduction

A formerly mortal god named Kadinastis created Arrea. Kadinastis was born on the island of Nimbral in the world of Abeir-Toril (The Forgotten Realms). Kadinastis, like any wizard, wanted to accumulate personal power to destroy his enemies.

Throughout his adventures he found an ancient manuscript that mentioned an extremely powerful item that grants its user god-like powers. This item is called a World Egg. He gained meaning for his life, to find the World Egg and harness its power for himself.

Kadinastis devoted hundreds of years travelling the known worlds, outer and inner planes, and spelljamming to other prime worlds before he found the World Egg. Determined to harness the incredible power of the World Egg Kadinastis began experimenting with the egg, and while tampering with it an incredible thing happened... It hatched!

The hatching of the World Egg destroyed Kadinastis' astral laboratory, and destroyed his mortal body. His consciousness, on the other hand, tapped a pool of incredible godly power released in the explosion. He found himself within a New World that he could shape and populate as he sees fit.

Kadinastis was surprised when several other godlike beings began to appear as the people of his new world, called Arrea, began to give them power through faith. Some of the first gods to be created were Rendolar, Dalystar, Skellannum, Sadaka, Neiko, Ithyk, Telule, Fiolonna, Uthantik, and Kinsu.

Early in these new god's "lives", they looked to Kadinastis as a leader, but secretly some of the other gods began subverting, or outright destroying the other god's worshippers. Most of these young gods didn't understand the close relationship that their worshippers have with their personal power, and their power began to wane.

Three of the gods, Neiko, Sadaka, and Skellannum, had no power loss (it was their worshippers that were destroying the other's worshippers), and began a periodic takeover of the entire pantheon. The Triad, as they began to be called, destroyed three of the gods, Dalystar, Ithyk, and Uthantik, before it was evident that they were a danger to the pantheon.

The remaining five human gods teamed up to defeat this unholy triad. The battles between the two groups of gods raged for many millennia, with no clear winner. On the surface of Arrea two great civilizations formed along religious lines and it was there that winner of the Godwar would be decided.

The decadent island empire of Chesham were strong supporters of the Triad. They were ruled by an ancient race of giants known as the Ches. The Ches warriors were unmatched in their might and their priest-kings controlled armies of humanoid slaves and undead.

The noble kingdom of Larylan covered the entire modern countries of Shalara, Leonay, Nekal, and all of the small countries bordering the elven lands of Anath Tirinth. Their war wizards commanded legions of knights.

The surface war was going badly for the Larylanites when the most powerful of the war wizards, Arthom, began to craft a powerful holy sword, Caredakas, which was created to fight in the war against the Ches. With his newly forged sword and the Hellbenders (an army of holy crusaders), Arthom began to beat back the hordes of Ches, greatly weakening their hold on the mainland and forcing a large number to retreat to the Isle of Chesham or die.

While Arthom was on the offensive the gods of the Triad were greatly weakened by the slaughter of their followers, and their enemies took advantage of their weakness to begin a ceremony which would end the Godwar in one swift blow.

The ceremony combined the godly might of the five gods to sink the island country of Chesham to the bottom of the ocean. With the great majority of their worshippers destroyed the Triad were weakened to the point of near death. Instead of destroying them, the gods had Arthom create an item to hold the essence of the three god's prisoner until they had been completely forgotten.

Once this item, the Seal of Ages, had been created the Triad's essence was forced into it. Arthom then ascended to godhood as guardian of the Seal. The Seal was then broken, tearing the Triad's essence into nine pieces, and scattered throughout the world.

The Triad, however, were not forgotten. There are still small cults throughout the world that worship the Triad. Consequently, the Triad has been building power until their prison is about to burst...

Arrean Races

White Elf (Albinar)

Ability Score Adjustments:

The initial ability scores for a white elf are +3 to Dexterity, +1 to Intelligence, -2 to Charisma, -1 to Constitution and Strength.

Description:

As a race, the white elves probably have the least variation in their hair and eye coloring. A huge percentage of the white elves have white hair and white eyes. The ones that don't have white eyes will have pink eyes. There are a few more variations to hair color; from silver to blond to even red, but the greatest majority have white hair.

History:

The history of the white elves begins just after the Godswar, when an elven hero named Arithan Venatha was elevated to godhood. Arithan became the patron god of vengeance, and his followers chased the drow into the underdark. His followers, the white elves, live deep in the underdark also and frequently war with the drow. They gave up their life on the surface to destroy the drow menace. They have lived in the underdark ever since, and have developed unique adaptations to their surroundings.

Languages:

Bugbear, Deep Dwarven, Drow Elvish, Duergar, Elvish, Goblin, Illithid, Kuo-toa, Orcish, Silent Tongue, Svirfneblin, Undercommon

Infravision:

90 feet (10%), Blind (90%)

Special Advantages:

Once per day, all white elves can use the spells *darkness*, *improved spiderclimb*, and *light*. They achieve this through force of will, like their cousins the drow. A fifth level white elf can also cast the spells *clairaudience*, and *color spray*.

Since most (90%) of the white elves lost their sight when they followed the drow beneath the surface they have been compensated by a heightening of their other senses. The white elves have heightened senses of hearing, smell, and touch. Blind

white elves ignore any penalties due to darkness, and are surprised only on a 1 (sighted white elves still receive a -2 due to darkness because they grow to rely on their vision, unless they have the blind-fighting proficiency which gives them no penalty due to darkness). Due to their increased olfactory sense, white elves get a +2 bonus when using the hunting, or tracking proficiencies. Also, because of their keen senses of smell and taste a white elf can detect foreign substances (25%) in anything they eat or drink.

The white elves also gain the standard elven resistance to *sleep* and *charm* related spells. White elves get the standard elven +1 with a sword, but not the bow bonus.

Against drow magic a white elf gains 50% magic resistance.

Special Disadvantages:

The main disadvantage that a white elf has is the blindness that inflicts most of their kind. Even though they have the other heightened senses to compensate for their lack of vision, they have other disadvantages associated with their unusual senses. Against any attack form that is hearing or smell related a white elf gets a -2 penalty to any saving throw.

White Elf Ability Requirements:

Ability	Minimum	Maximum
Strength	3	17
Dexterity	9	21
Constitution	3	17
Intelligence	8	19
Wisdom	3	18
Charisma	3	16

White Elven Level Limits:

Class	Maximum Level
Warrior	
Fighter	12
Ranger	7
Paladin	---
Wizard	
Mage	15
Illusionist	15
Priest	
Cleric	12
Druid *	11
Rogue	
Thief	12
Bard	---
Psionicist	9

* A White Elf druid can only be a Gray Druid (See *The Complete Druid's Handbook*, pg. 13™ TSR)

When a white elf makes his way to the surface, they have to keep their skin covered because the sun will wreak havoc on their sensitive skin. In game terms, a white elf who allows their skin to be exposed to the sun for more than an hour begins to exhibit some side effects. First the skin blisters and starts to peel, causing a -3 to attack rolls. Every round after the first hour the white elf must make a save vs. death or suffer 1d6 pts. of damage, until either the elf's skin is covered from the ravages of the sun, or he dies.

The rare white elf that can see has an additional disadvantage when in bright light. When in bright light (continual light or sunlight) a sighted white elf suffers a -4 to hit and a -2 to armor class unless they have the blind-fighting proficiency. If they have the proficiency they only incur a -2 to hit and no penalty to their armor class.

When dealing with surface elves a white elf faces a -2 penalty on all reaction rolls due to the fact that it is unfathomable that any elf could give up their life on the surface for any reason other than evil. Any white elf will attack any drow elf on sight, unless there are overwhelming odds, or other extenuating circumstances. If someone playing a white elf PC does not attack a drow when there is an opening to, should be docked experience points.

Additional Experience Cost:

- 20% (blind white elf)
- 30% (sighted white elf)

White Elven Tables:

Average White Elf Height and Weight:				
Gender	Height in inches		Weight in Pounds	
	Base	Modifier	Base	Modifier
Male	46	2d10	60	4d20
Female	46	2d10	60	3d20

Age (White Elves):		
Base Age	Starting Age	
	Variable	Maximum Age Range (Base + Variable)
100	5d6	425 + 5d100

White Elven Thieving Skill Adjustments:					
Skill	Adjustment				
Pick Pockets	+10%				
Open Locks	+5%				
Find/Remove Traps	---				
Move Silently	+15%				
Hide in Shadows	-10%				
Detect Noise	+15%				
Climb Walls	+5%				
Read Languages	-25% *				

* The White Elves' written language is so different from others that a white elven thief gets a large penalty to their Read Languages skill.

White Elven Age Categories:					
Childhood	Adolescence	Adulthood	Middle Age	Old Age	Venerable Age
1-49	50-79	80-199	200-299	300-420	421 +

Arrean Kits

Warrior Kits

Sisters of the Swan

Ability Requirements:

Strength 9
Dexterity 15
Wisdom 9

Description:

The Sisters of the Swan are a group of elven archers who serve the elven homelands of Eareth Arm and Anayll. They are essentially archers who are able to learn a limited amount of totemic magic. They seldom leave their homeland, but when they do it is usually a young Sister trying to get some experience and learn about the world.

The Sisters of the Swan are somehow related to Swanmays, but it is unknown in what capacity.

Role:

In their homeland, the Sisters of the Swan are an important line of defense. Their main purpose is to destroy all enemies of the elves and the natural balance.

Weapon Proficiencies:

BONUS: Two bonus proficiency slots with a long or short bow.
(Same as Archer kit, *Book of Elves*, pg. 84)

RECOMMENDED: Continued specialization with weapon, proficiency with another type of bow. (Same as Archer kit, *Book of Elves*, pg. 84)

Nonweapon Proficiencies:

BONUS: (General) Artistic Ability (Woodcarving)
(Warrior) Bowyer/Fletcher
(Warrior) Hunting
(Warrior) Tracking

RECOMMENDED: (Warrior) Animal Lore
(Warrior) Endurance
(General) Fire-building
(Priest) Herbalism
(Warrior) Running
(Warrior) Survival

Equipment:

A Sister of the Swan carries whatever equipment she deems necessary.

Special Benefits:

A Sister of the Swan gets all of the benefits that an archer gets plus the ability to inscribe a limited number of totemic magic symbols (*From Elves of Evermeet*, pgs.81-81).

The Sisters gain the ability to inscribe various totemic images throughout their career. Beginning at 3rd level, and every odd numbered level after, a Sister of the Swan gains an image that they can inscribe.

Level	Totemic Symbol	Duration	Inscription Time	Description (<i>From Elves of Evermeet</i> ™)
3 rd	Hawk	Special	One hour	When inscribed on an arrow, quarrel, spear, or other missile weapon, this symbol doubles the missile's range. As with the <i>Eagle</i> , it cannot be inscribed on a bow, crossbow, or the like but only on the missile itself. Once used, the symbol must be rescribed or it will not work again. Only one <i>Hawk</i> image can be inscribed on a missile at any one time. This symbol can be used with <i>Eagle</i> and <i>Shrike</i> images to increase accuracy and damage, but within the limitations listed under that symbol.

5 th	Eagle	Special	One hour	The sign of the <i>Eagle</i> increases the accuracy of a missile weapon. When inscribed on an arrow, quarrel, sling stone, or spear, an <i>Eagle</i> symbol improves the missile's chances to hit (not damage) by +1. This symbol cannot be inscribed upon a bow, crossbow, or other device intended for hurling a missile, but only on the missile itself. More than one <i>Eagle</i> image can be inscribed upon a missile. Two images have no further effect, but three images increases the bonus to +2 to hit. This is the maximum number of images allowed. The <i>Eagle</i> image may be used with the <i>Shrike</i> and <i>Hawk</i> images. As with the other symbols, once a missile with the <i>Eagle</i> image has been used, it loses all bonuses, and must be rescribed.
7 th	Shrike	Special	One hour	A single <i>Shrike</i> symbol increases a missile's damage by +1. As with the <i>Eagle</i> and <i>Hawk</i> , it can only be inscribed on a missile (arrow, quarrel, spear, or dart), but not on a bow, crossbow, sling, or the like. Three <i>Shrike</i> symbols increase damage by +2. This is the maximum bonus, however. The <i>Shrike</i> image can be used with the <i>Hawk</i> and <i>Eagle</i> symbols, but like the other two, becomes useless once the missile has been released.
9 th	Owl	One day	One hour	The bearer of this symbol, which can be inscribed upon a pendant, amulet, brooch, torc, or circlet, can see in total darkness without penalty for the above duration.
11 th	Swan	Permanent	One month	The <i>Swan</i> image is the final totemic image that a Sister of the Swan learns to scribe. This image allows the inscriber to shapechange into a swan identical to a swanmay's swan form.

They do not automatically gain the ability to inscribe the image; they must find another Sister of the Swan of the appropriate level to teach her the new image. It takes a week to learn a new totemic symbol.

Special Hindrances:

A Sister of the Swan is limited in her choice of melee weapons, since she disdains them so much. She may choose only a long sword, short sword, and dagger. Even then, the Sister has a -1 penalty to hit when using one of these weapons because she is unfamiliar with anything but the flight of an arrow.

Later weapon proficiencies may be devoted to other weapons, but the Sister will never gain a bonus to hit with these weapons, despite any strength or proficiency bonus. This includes losing the normal elven +1 to hit with the long or short sword.

The Sister must always be concerned about the quality of her bow and arrows. If any are faulty, she must repair them or replace them with equipment of higher quality. She can never use missile equipment of inferior quality-except when in mortal danger or when necessary for the success of a mission. (*Same as Archer kit, Book of Elves, pg. 84*)

Their other disadvantage is that any Sister of the Swan must lend help to any elf in need. Unless the elf has proven himself as an enemy to the elves the Sister of the Swan must risk her life to save that elf's life. A Sister must also do anything in her power to protect nature in all forms.

Wealth Options:

Standard for warriors.

Races:

Elves only (High, and Wood subraces only).

Mage Kits

Blood Mages of Tekat

Ability Requirements:

Intelligence 16
Constitution 16

Description:

The blood mages of Tekat are some of the most powerful spellcasters in the world. They look down upon all other wizards that they meet, which explains the bad blood between the blood mages and the mages of Nossus.

These formidable wizards cast their spells in a way unlike any other Arrean mage. They use their own blood as their material component for all of their spells.

There is a high instance of vampirism among the blood mages of Tekat.

Preferred Schools:

necromancy

Barred Schools:

none

Role:

The blood mages are the rulers of the land of Tekat. They use their magical power to hold their lands in an iron grip. Within the country of Tekat all blood mages are treated as kings due to fear of their powerful magic.

The blood mages are a dangerous, warlike group that will not stop with their machinations until the entire world is under their control. Individual blood mages keep small armies of minions for their evil plans.

Weapon Proficiencies:

REQUIRED: Dagger

Nonweapon Proficiencies:

BONUS: (Priest) Healing
(Wizard) Herbalism
RECOMMENDED: (Wizard) Spellcraft
(Warrior) Survival

Equipment:

A blood mage begins play with blood red or black robes, a beautifully crafted dagger, and the normal starting gold.

Special Benefits:

A blood mage casts almost all of their spells by cutting themselves with their ceremonial dagger, called an Ankat. An Ankat is linked irrevocably to the soul of its creator. There are however a small number of spells that they need the listed components (see table). A blood mage has no need to memorize their spells cast with blood ahead of time. They can cast any blood spell they know whenever needed.

To cast a spell, the blood mage cuts himself doing damage equal to half the level of spell to be cast (round fractions up). If a blood mage takes more than half of his hit points in damage (just from casting) in a single day he must rest for one full day to recuperate his strength.

The blood mage's casting procedure also is quicker than most casting. Using blood instead of normal component diminishes the manipulation time. The casting time of all spells is halved (round fractions up) this form of casting allows a blood mage to quickly become a formidable magical adversary.

Due to the strenuous form of magic that a blood mage excels in, they are also very resistant to injury.

Special Hindrances: They receive the fighter's hit point adjustment in addition to a +2 bonus to their hit points per level. A blood mage's Ankat must never touch another being's blood, if it does the blood mage must make a save vs. death magic or fall into a coma for 1d6 weeks and cannot cast any spells that require blood until they can create a new Ankat. If the save is made,

the character falls unconscious for 1d4 rounds, but the link between the blood mage and his Ankat has not been broken.

When a blood mage cuts himself with his Ankat the wound bleeds and will scar. Each level a blood mage gains he loses one charisma point permanently, to a minimum of 3. The only way to prevent the charisma loss is if the character had regeneration throughout the entire level. If the character doesn't regenerate throughout the time that they cut themselves the scars are irreversible.

Blood Mage: Non-Blood Spells

Spell	Book/Level
Alarm	Player's Handbook (1 st level)
Create Ankat (*)	Book of Arrea (1 st level)
Find Familiar	Player's Handbook (1 st level)
Identify	Player's Handbook (1 st level)
Find Companion	Dragon #228 (3 rd level)
Leomund's Secure Shelter	Player's Handbook (4 th level)
Conjure Elemental	Player's Handbook (5 th level)
Fabricate	Player's Handbook (5 th level)
Leomund's Secret Chest	Player's Handbook (5 th level)
Find Minion	Dragon #228 (6 th level)
Enchant an Item	Player's Handbook (6 th level)
Legend Lore	Player's Handbook (6 th level)
Tenser's Transformation	Player's Handbook (6 th level)
Mordenkainen's Magnificent Mansion	Player's Handbook (7 th level)
Mordenkainen's Sword	Player's Handbook (7 th level)
Simulacrum	Player's Handbook (7 th level)
Clone	Player's Handbook (8 th level)
Trap the Soul	Player's Handbook (8 th level)
Create Wyklan (*)	Book of Arrea (9 th level)

Wealth Options:

Standard for wizards.

Races:

All blood mages are human.

Mage/Priest Kits

Eye of Kadinastis

Ability Requirements:

Intelligence 17

Dexterity 17

Wisdom 15

Description:

The Eyes of Kadinastis are a group of Mage/Priests that rule the island kingdom of Nossus. They seldom leave their homeland, when they do it is usually a young Eye trying to get some experience and see the world.

When not in their homeland an Eye of Kadinastis wears a shimmering gold robe that gives off its own faint glow (1" radius) and provides an Armor Class of 7. The robe's glow can be "shut off" silently at will. Every Eye's robe is attuned to the particular Eye that it was made for and none of its special powers will work for anyone else. All of the robes have a hood that is used to hide the unusual eyes of an Eye of Kadinastis.

The eyes of an Eye of Kadinastis are one of the most visible things that set them apart from the less gifted spell slingers of the rest of the world. The eyes of an Eye of Kadinastis are truly wondrous things. Their eyes look like pools of molten gold that is constantly flowing through his eye sockets.

Preferred Schools:

The Eyes of Kadinastis are the keepers of all magic; therefore any preference is entirely up to the mage/priest in question.

Barred Schools:

There are no barred schools for an Eye of Kadinastis.

Major Spheres:

all, astral, chaos, charm, combat, creation, divination, elemental, guardian, healing, law, necromantic, numbers, protection, summoning, thought, time, travelers, wards

Minor Spheres:

animal, plant, sun, weather

Role:

In their homeland, the Eyes of Kadinastis are the rulers and nobles of Nossus. Their purpose in life is to learn the intricacies of all magic.

The Eyes of Kadinastis are a secretive and aloof lot. By the time they reach 2nd level, they know more about magic than all but the most talented outsider mages. Their knowledge, however, is never taught to other mages or priests from other lands. Players running such characters should simply assume a superior air and chuckle occasionally at the lack of knowledge displayed by other spellcasters in the group.

Weapon Proficiencies:

An Eye of Kadinastis learns how to use one weapon, either a staff, dagger, dart or sling. They get no other weapon proficiencies for the rest of their career.

Armor Allowed:

none

Nonweapon Proficiencies:

BONUS:	(Wizard) Reading/Writing (Wizard) Spellcraft
RECOMMENDED:	(Wizard) Ancient History (Wizard) Astrology (Wizard) Herbalism (Wizard) Languages, Ancient (General) Languages, Modern

Equipment:

An Eye of Kadinastis has no particular equipment needs.

Granted Powers:

1) 5% magic resistance per level, to a maximum of 50% at 10th level, 10) Never fails saving throws caused by magical attacks

Special Benefits:

Because of their extensive study of all magic an Eye of Kadinastis receives bonus spells, both priest and mage spell for their high ability scores. Their bonus priest spells are decided in the same way as any other priest, and their mage spells are decided in a similar fashion, but when consulting Table 5 in the PHB you use Intelligence instead of Wisdom to find the bonus spells. Since the minimum requirements for this kit are so steep even the lowest Eye of Kadinastis receives as a bonus two 1st level & 1 2nd level priest spell, and 2 1st level, 2 2nd level & 1 3rd level mage spell!

The strange golden eyes that every one of these character's possess are themselves magical. They grant *infravision (120')*, and allow the mage/priest to see magical auras (as *Detect Magic*) as well as *invisible* things.

Special Hindrances:

The spell study of these mage/priests has left them no time to develop themselves physically. As a result, they use three-sided dice for their mage hit points and a four-sided dice for their priest hit points. They can never receive more than a +1 to their hit points for exceptional Constitution scores.

Although an Eye of Kadinastis does receive one weapon proficiency he can never have a plus to hit or damage for exceptional strength, even in their chosen weapon. The only way that an Eye of Kadinastis can get a plus with their weapon is to have a magical weapon as their chosen weapon.

All Eyes of Kadinastis receive a reaction bonus/penalty according to the chart below:

<u>NPC</u>	<u>Reaction Adjustment</u>
Non-magical Nossan	+5
Nossan mage	+3
Other Eyes of Kadinastis	0
Outsider mages	-3
All other outsiders	-5

Although the golden eyes of these mage/priests provide them with many bonuses, they also have their weaknesses too. The most important of these weaknesses are due to their magical nature. If an Eye of Kadinastis is hit with a *dispel magic*, he must make a saving throw vs. Spell or be blinded for a number of rounds equal to the level of the caster. If the character enters a magical dead zone, his eyesight instantly fails.

A second disadvantage involves attacks by creatures with gaze attacks. Whenever the character makes a save to avoid a gaze attack he suffers a -4 penalty.

Wealth Options:

The Eyes start with the standard (1d4+1) x10 starting money.

Races:

Elf (any subrace, except wild), Half-elf, or Human

Fighter/Mage/Thief Kits

Elven Diplomat (Spy)

Ability Requirements:

Strength 9
Dexterity 9
Intelligence 15
Charisma 17

Description:

The elven diplomat is a multi-faceted elf that fills a very important niche in elven society.

Role:

The different elven courts often find it necessary to send an envoy to other nations. These same envoys often serve as spies. The elven diplomat is one of the most highly trained elves that anyone could ever hope to meet. Elven diplomats often work closely with infiltrators.

Secondary Skills:

Sage, Scribe

Weapon Proficiencies:

RECOMMENDED: An elven diplomat should use small, easily concealed weapons.

Armor Allowed:

None, except elven chain mail.

Nonweapon Proficiencies:

BONUS: (General) Cantrip
(General) Etiquette
(Rogue) Forgery
(Rogue) Information Gathering
(General) Language, Modern

RECOMMENDED: (Rogue) Disguise
(Rogue) Observation
(Wizard) Somatic Concealment
(Rogue) Voice Mimicry

Equipment:

Elven diplomats often carry equipment that can be used in a variety of ways.

Special Benefits:

An elven diplomat is a generalist that learns skills quickly. In game terms this translates to the ability to gain one new nonweapon proficiency every two levels.

The training involved to become an elven diplomat also extends to fighting. This extra training makes the diplomat more difficult to hit in a battle, giving a +2 bonus to armor class.

Special Hindrances:

The quick, often intuitive nature of diplomat training causes an incomplete understanding of all proficiencies gained after their initial training. This causes any elven diplomat to have a -2 penalty to all proficiency checks except for the bonus proficiencies gained for this kit.

The defensive style learned by a diplomat can't be performed in any armor except elven chain mail. Any other armor is either too bulky or too heavy.

Wealth Options:

An elven diplomat starts with the standard 5d4x10 plus since they are either noble or granted wealth from a patron they start with an additional 225 gps.

Suggested Races:

Elves only (grey and high subraces only)

New Weapons

Table: Weapons

Item	Cost	Weight	Size	Type	Speed	Damage		ROF	Range		
	(gps.)	(lbs.)			Factor	S-M	L		S	M	L
Great Hammer	50	30	M	B	11*	1d10	2d8				
Kildaran Rifle	400	60	L	---	15	---	---	1/3	10	20	28
Mauler	400	40	M	---	10	---	---	1/3	3	6	9
Mauler quarrel	3	1	S	P	---	1d10	3d4				

Table: Miscellaneous

Items	Cost	Weight
	(gps.)	(lbs.)
Kildaran rifle stand	20	7
Mauler stand	50	15

Great Hammer

Description:

The dwarven great hammer is a mighty weapon created by the priesthood of Moradin. It is basically a block of steel on top of a mighty shaft, typically wood. Characters with higher than an 18(01) strength get a +2 speed factor bonus.

Kildaran Rifle

Description:

A Kildaran rifle is a modified mauler that fires one mauler bolt for a greatly extended range. It was designed by a dwarven fighter named Belzim Kildar. It is powerful weapon mainly used for long range hunting because of it slow speed.

Created by:

Steve Campbell

Mauler

Description:

A mauler is a heavy crossbow created solely for damage potential. The mauler fires two bolts per shot, both bolts get a to-hit roll, but they must be firing at the same target. If both bolts hit a man-sized target or smaller, the target must roll a save vs. paralysis or be knocked down. When fired a mauler needs to be held in two hands, and even then it is difficult to aim by anyone with less than an 18(01) strength giving a -3 to hit. The best way to fire a mauler is with a stand to hold it up and allow you to aim it. The mauler is a dwarven weapon.

Spells of Arrea

Fifth Level

Kelugth's Cleansing Flame

(Invocation/Evocation)

Range:	10 yds. + 10 yds/level
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	3
Area of Effect:	20-foot radius
Saving Throw:	1/2

Description:

Early in Kelugth's career he had some difficulties with damaging his allies with the fireball spell, so he created the cleansing flame.

The cleansing flame is an explosive blast identical to a normal fireball, both in area of effect and damage, with one important difference; it will not damage up to six of the caster's allies. The caster has to know that his allies are within the area of the flame (an unknown hidden thief will still take damage) and if there are more than six allies within the area the caster decides which six are protected.

The material component of this spell is a tiny ball of bat guano and sulfur (consumed), and a fire opal (not consumed).

Ninth Level

Create Wyklan

(Conjuration/Summoning)

Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	1 week
Area of Effect:	Warrior
Saving Throw:	None

Description:

Create Wyklan is a potent spell which is used to create a bond between the caster and a willing warrior. After the spell is cast, the warrior is telepathically linked to the caster and is bound to serve the caster for the rest of his life. The warrior is bound to watch over the caster, and obey his every command, even if he must give his life so that the caster will live.

The spell, however, is not without dangers to the caster. The binding is a long and arduous undertaking, and before the spell is completed the caster must make a System Shock roll or fall into a coma for 1-4 weeks, then make a second System Shock roll. If the second roll is failed then the caster dies. If successful, the spell fails, but the caster awakens none the worse for wear. If after the Wyklan is created, one of the members dies then the other member must roll % on the following table:

01-15	System Shock roll or die
16-40	Immediately lose 1-4 levels
41-60	Lose 2-40 hps
61-99	Nothing
00	The surviving member loses 2-40 hps, which are given to the other member as they rise from the dead

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The material components used for this spell is at least 3000 gps worth of rare ingredients to create the ink necessary for the tattoo necessary for the binding. (Up to the DM, a quest should be needed)

This spell is restricted to the Blood Mages of Tekat.

Magical Items

Potions

Life's Blood

Life's Blood is a powerful magical liquid. If it is poured down the throat of a character that has been dead for less than 24 hours, the character is affected as if a *resurrection* spell was cast upon them.

Life's Blood is an extremely rare concoction. The ingredients include no less than 10 very rare items, including phoenix feathers. (Any other ingredients are up to the DM.)

Life's Blood (Cursed)

The cursed version of the Life's Blood potion is also very powerful. If it is used in the same manner as the regular potion, the character rises as a fledgling vampire. The character will not realize right away what has happened, but it will become evident in a short time.

The character's alignment, special abilities, and hindrances do not change immediately. The character's slowly moves towards chaotic evil using the alignment grid (*Requiem boxed set, pg. 68*).

Magic Weapons

Blades of Alizaxis

The Blades of Alizaxis are a pair of throwing daggers that can combine to form a long sword. The Blades are named after Alizaxis, an elven hero who used them to defeat the ancient white dragon, Drahulinhan.

The first blade is called Jehru. It has a pommel shaped like a silver dragon with the tail forming the blade. In the dragon's mouth is a flawless sapphire.

Jehru has a +3 bonus to hit and damage.
It has a throwing range of 180'.
It does 2-8+3 damage when thrown.

The second blade is called Serti. It has a pommel shaped like a bronze dragon with the tail forming the blade. In the dragon's mouth is a flawless ruby.

Serti is identical to Jehru in powers.

When you tap the two daggers together three times they combine to form the long sword, Dralis. It has a golden dragon forming its pommel with the tail also forming the blade. In this dragon's mouth is a flawless diamond. When drawn the blade gives off a golden flame.

Dralis has a +3 bonus to hit and damage.
It is +6 vs. Cold-using/dwelling creatures.

When the temperature is below freezing, the flame grows to a 10-ft. radius to completely protect all within from the cold.

Caredakas, the Hand of Arthom

Caredakas is a +5 Holy Bastard Sword that only functions fully in the hands of a paladin of Arthom. In the hands of a paladin of another faith it functions as a +2 sword that allows the paladin to call upon their *Circle of Power* (see pg. 27 of the *Player's Handbook*). In the hands of a Lawful Good non-paladin the sword functions as a +1 sword. The sword cannot be lifted by anyone not of Lawful Good alignment.

When wielded by a paladin of Arthom the sword exhibits the following powers:

<i>Battletide</i>	(Once per week)
<i>Call Blade</i>	(The rightful owner of Caradakas can call the blade to his hand)
<i>Circle of Power</i>	(Standard holy sword power)
<i>Danger Sense</i>	(The blade glows with a pearly white light when danger is nearby)
<i>Free Action</i>	(Always active)
<i>Increased Damage</i>	(Versus any evil other planar creature, +10 to damage)
<i>Light</i>	(The sword gives off a pale green light when commanded to by its wielder)
<i>Rejuvenation</i>	(Three times per day, before the wielder attacks they must announce that they are going to use this power. If their next attack is successful they gain the number of hit points that the damage their opponent. If the attack fails the wielder gets no hit points, and one of their three attempts is used up)
<i>Slow aging</i>	(Always active, for every 5 years the wielder only ages one year)
<i>Warmth</i>	(Always active)

If a character uses *Caradakas* versus a good opponent the sword will do damage to the wielder equal to what would have been inflicted on the opponent and will pass through the intended victim.

If a character loses their paladin status while wielding *Caradakas* the sword will lose all abilities and function only as a +1 sword until the character regain paladin status. If a paladin of Arthom sees someone unworthy wielding *Caradakas*, he is obligated to challenge the wielder to honorable combat to regain the weapon for the faith.

Darkthorn

Darkthorn is a +1 rapier that was created with stealth in mind. Darkthorn's blade is made of a dull, black metal, and engraved with rose stems. The hilt is wrapped with black leather and on the pommel is a small piece of jet. The blade will not reflect light. Darkthorn is also eerily silent. The blade will not emit sound of any type. When another blade is struck against Darkthorn the other blade will ring, but Darkthorn will not.

Dromor the Giantcleaver

Dromor is an unadorned adamantite battle axe. Giantcleaver is a neutral intelligent weapon with the special purpose of destroying all giants regardless of alignment.

Dromor has a 15 intelligence, and can communicate to its wielder via telepathy. Giantcleaver allows its wielder to read and speak all of the Jotun languages.

Constant Powers

+4 to hit and damage

Against giants, the axe does 2-16+8 (2d8+8) hit points of damage plus any strength and specialization bonuses
On a natural roll of 20, the axe will sever an extremity (roll d20 on table below):

1	Torso
2	Left Leg
3	Left Arm
5-8	Left Hand
9-11	Left Foot
12-14	Right Foot
15-17	Right Hand
18	Right Arm

19	Right Leg
20	Head

(The sharpness ability only works versus large or smaller creatures)

Invoked Powers

Detect Giants (number and kind in a 100-yd. radius)(Once per day)

Heal (determined by the axe)(Once per day)

Personality

Dromor is helpful to his chosen wielder, and as long as the warrior attacks all giants whenever given the chance. If the wielder fights off the urge to attack a giant, Dromor will attempt to take over control of the wielder's body to attack, and it will not cast the heal spell for the wielder until he makes up for his indiscretions. Giantcleaver has an ego of 29.

Forestwalker

Forestwalker is a scimitar created from a strange green tinged metal-like wood. The blade has a wood grain along the complete blade, but the blade is as smooth as any metal as if it were cover with some sort of resin which makes the blade as strong as any other magical blade. Along the blade are several engraved arrows with dark green fletching (Solonor Thelandira's symbol). At the end of the pommel is a small emerald. In the hands of anyone other than a druid or ranger it acts as a +1 *scimitar*.

In the hands of a druid or ranger it has the following powers:

Forestwalker has a +3 bonus to hit and damage.

It ignores metal armor.

It gives a -1 to armor class.

A plant monster will ignore the wielder as if he is not even there.

The wielder gets a +35% chance move silently and hide in shadows (in natural surroundings only).

It also provides a druid (or a ranger of sufficient level) with the ability to cast one extra spell per day in each level he is capable of casting as long as they are from either the animal or plant spheres.

Lectra, The Lightning Rod

The Lightning Rod is a strange looking weapon. It looks like a cylindrical rod five and a half feet long and weighing about 15 lbs. (About the size of a two handed sword). It also has a handle, a crossbar, and at the end of the pommel is a huge star sapphire (10,000 gps value).

When used as a two handed sword, it cuts as if it has an edge. It acts as a +2 two- handed sword, +3 vs. dragons, +4 vs. lightning using creatures, +5 vs. blue dragons. The wielder of Lectra is resistant to all lightning (electrical attacks). Lectra can absorb and discharge lightning upon the next person hit. The maximum damage that the discharge can do is 20 hps.

Lectra is an intelligent weapon, with an intelligence of 13, and an ego of 14. It has an alignment of Chaotic Good, and a special purpose of defeating blue dragons. It has the ability to cast a Heal spell upon it's wielder once per day, but it only uses this power as a last resort.

When fighting a blue dragon and scoring a hit with Lectra, the dragon must make a save vs. spell or suffer the effects of a Fear spell for 1d4 rounds.

Rathin the Thiefblade

Rathin the Thiefblade is a long sword with a shimmering ever-shifting glossy black blade with cloudy mottling within the metal that moves constantly. The pommel is made of steel and utterly devoid of ornamentation. The blade is only usable by a thief, in the hands of anyone else it is a normal sword that looks magical. If wielded by a non-thief, and it is seen by a thief it will call out to the thief to steal it from it's current wielder.

Its powers when wielded by a thief are as follows:

- Rathin has a +4 bonus to hit and damage.
- It can conceal itself as a beautiful silver ring with a large black onyx in it.
- In ring form it can turn itself invisible.
- It is undetectable by *detect magic* and *infravision* spells and abilities.
- Three times per day the wielder can command it to provide a *silence 15' radius* spell centered on the pommel of the sword. Unlike the spell, the wielder can dismiss the spell at will.
- The wielder can see in darkness (even magical) as if full daylight.
- Three times per day the wielder can call into existence a 10' globe of *darkness* within 50'.

The Star of Arthom

The Star of Arthom is a holy weapon of the god Arthom. It is a beautiful golden morning star carved with several images from the Acratha. It shines with a pearly white radiance whenever it is bared towards an enemy. The Star is lawful good, and any evil creature touching it will take 4d8 hit points of damage. If wielded by a non-evil character who doesn't worship Arthom the Star acts as a +3 *morning star*.

The Star has several powers:

- In normal combat it is +2 to hit and damage.
- Against evil creatures, the bonus increases to a +4.
- Against negative material plane creatures it inflicts double damage.
- Once per day, upon command, the star can be swung vigorously above the head, and it will shed a pearly white radiance equal to full sunlight. The radiance begins shining in a 10' radius around its wielder, spreading outward at 5' per round for 10 rounds thereafter, creating a globe of light with a 60' radius.
- The wielder of the Star of Arthom is *immune to energy drain*.
- When hit with the star, skeletons, zombies, ghouls, shadows, wights, and ghosts are immediately blasted from existence. Other undead get saving throws as follows:

Wraith	13
Mummies	10
Spectres	7
Vampires	4
Ghosts	3
Liches	2

Any intelligent undead that sees the Star has a 50% chance of recognizing it and will probably run from the wielder.

Viper

Viper is a mithral rapier with stylized snakes engraved along the blade. The basket hilt is sliver with moonstone studs, and the grip is made of skin from a skin of an elder serpent.

Viper is a potent weapon that first appeared in the hands of Linux Yalutia, a hero who helped free the city of Nathik from the grips of the yuan-ti. The weapon was left to his son when he died, but his son was murdered shortly afterward and the weapon was the only thing taken from his body.

Constant Powers:

Viper is a +2 weapon, +5 versus ophidian creatures.
The wielder of *Viper* gets a +2 to perform special maneuvers with either form of the weapon.
Viper's wielder can speak the language of all intelligent ophidian creatures.

Invoked Powers:

- Whip (At will the wielder can change the weapon from rapier to whip form by saying the command word, "Serpent". To change *Viper* back to rapier form the command word is "Blade".)
- Suggestion (Once per week, the chosen recipient must first have been entangled by the whip form of *Viper*.)
- Hypnotic Pattern (Once per day the wielder of *Viper* can wave the blade in the air and cast a hypnotic pattern spell.)
- Snake Charm (Once per day)

Magical Armor

Armor of Rainok

The Armor of Rainok is a powerful protective item sacred to the followers of Arthom. This armor appears to be a beautifully carved set of field plate armor. The carvings depict various scenes from the Acratha. This armor may only be worn by a paladin, crusader, or priest of Arthom. The armor is specially linked to the spirit and faith of the wearer. As the wearer gains experience the protective qualities of the armor grow proportionately.

POWER EXPLANATIONS:

Continual Cleanliness:

This power causes the armor to be continuously clean. It is never dirty, nor does it rust or show blemishes.

Command:

When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2.

Blending:

At will the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a true seeing spell will reveal the true nature of the armor when disguised.

Immunity to Energy Drain:

This power protects the wearer from all energy drain attacks.

(Including a shadow's strength drain, and the spells, *Enervation* and *Energy Drain*)

Concealed Wizardry:

The magical nature of this armor is concealed by powerful spells, such that they do not respond to detect magic or similar spells or abilities.

Remove Curse:

The wearer can cast a *remove curse* spell at as 36th level priest once per month.

Warmth:

Level	Power
2 nd	Protection +1
3 rd	Continual Cleanliness
4 th	Command
5 th	Blending
6 th	Protection +2
7 th	Immunity to Energy Drain
8 th	Concealed Wizardry
9 th	Remove Curse
10 th	Protection +3
11 th	Warmth
12 th	Coolness
13 th	Swimming
14 th	Protection +4
15 th	Comfort
16 th	Water Breathing
17 th	Etherealness
18 th	Protection +5
19 th	Commune
20 th	Holy Word

This ability provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die.

Coolness:

This ability enables the armor to be worn without any discomfort due to heat, and enables its wearer to operate in the hottest of natural environments (70-150 degrees F) as well as in a temperate climate. Note that the temperatures must be due to weather and not to any attack by fire, magic, or monstrous abilities; the armor does not give fire resistance.

Swimming:

This ability allows its user to move through water as if unencumbered. It does not convey water breathing abilities nor the swimming proficiency, but it does allow the individual to float and swim if he or she is otherwise able.

Comfort:

The armor becomes as comfortable to wear as normal clothing, and it can be slept in with no problems.

Water Breathing:

This ability allows the wearer to breathe water as if it were air.

Etherealness:

The user may become ethereal once per week and remain so for as long as desired. The user may return to the Prime Material Plane at will.

Commune:

The wearer can *commune* with Arthom once per month (as the 5th level priest spell)

Holy Word:

The wearer may cast a *Holy Word* (seventh level priest spell) once per month.

Miscellaneous Magic Items

Gauntlets of Keltan Giantslayer

The Gauntlets of Keltan Giantslayer are a pair of non-descript gauntlets made from an unknown copper-colored metal. The gauntlets size themselves to any up to ogre-sized hand.

These gauntlets were once owned by a legendary giantslayer that killed literally thousands of giants before a storm giant that he was hunting killed him.

Constant Powers

- Grants the wearer an 18(00) strength
- Grants a -2 armor class bonus while fighting giants

Special Powers

Jotunbrud Shape

When the warrior wearing the gauntlets is fighting a giant he has a percentage chance of shapechanging into a giant form identical to the giant that he is fighting. The type of giant opponent determines the percentage. The wearer gains all of the abilities associated with the physical makeup of the giant form assumed. This size change lasts until the following sunrise. If the wearer of the gauntlets removes them while he is giant-sized he will return to normal size, while the gauntlets will remain giant size. They return to their normal size on the following sunrise.

Giant type	Change %	Str	Special Abilities	Rock Range	Rock Damage
Titan	5%	25	None	350 yds.	4-40

Storm Giant	10%	24	Water breathing, free action in water, AC 0	350 yds.	3-30
Cloud Giant	20%	23	See in fog	240 yds.	2-24
Fog Giant	20%	23	See in fog	240 yds.	2-20
Fire Giant	30%	22	Immune to nonmagical fire, and red dragon breath	200 yds.	2-20
Frost Giant	30%	21	Immune to cold	200 yds.	2-20
Reef Giant	40%	22	Immune to water-based attacks. Water breathing	350 yds.	3-30
Stone Giant	40%	20	None	300 yds.	3-30
Mountain Giant	40%	22	None	200 yds.	2-20
Hill Giant	50%	19	None	200 yds.	2-16
Jungle Giant	50%	21	Climb (MV 6)	80 yds.	2-12
Desert Giant	60%	19	None	80 yds.	2-12
Ettin	60%	N/A	Grow another head, surprised only on a 1. -2 to hit, and no dexterity bonus to AC due to disorientation.	N/A	N/A
Athach	60%	19	Grow third arm, poison bite	N/A	N/A
Cyclops	70%	20	-2 to hit with missile attacks	150 yds.	2-12
Firbolg	70%	19	Can bat away two missiles/round (75%)	N/A	N/A
Verbeeg	70%	N/A	None	N/A	N/A
Wood (Voadkyn)	70%	N/A	None	N/A	N/A
Fomorian	70%	20	None	N/A	N/A
Cyclopskin	70%	N/A	-2 to hit with missile attacks	N/A	N/A
Ogre	90%	N/A	None	N/A	N/A

Kilfin's Xiphoid Galleon, "The Leviathan"

Kilfin was a Nossan mage that created an improved version of a *xiphoid xebec*. The sword is made of mithril, and inlaid with beautiful blue coral. The hilt is covered with soft sealskin and on the end of the pommel there is a large white pearl. There are six command words that allow the galleon to operate. Three of the command words are etched in the blade they are *Actin*, *Timour*, and *Shest*. The other three command words are not written, they are *Esprin*, *Esprin-hai*, and *Esprin-sei*.

The command words each have a specific power:

<i>Actin</i>	Activates the Knarr form
<i>Timour</i>	Activates the Galleon form
<i>Shest</i>	Deactivates both ship forms
<i>Esprin-hai</i>	Deactivates both of the other <i>Esprin</i> commands
<i>Esprin</i>	Activates phantom crew
<i>Esprin-sei</i>	Activates the whales

***Actin* command**

Knarr Form

Base Movement: 4/2
 Emergency Move: 5/12
 Crew: 8
 Maximum Crew: 14
 Armor Rating: 8
 Seaworthiness: 65%
 Saving Throw: Thin Wood
 Power Type: Sail and oars
 Cargo Tonnage: 32 tons
 Keel Length: 60 feet
 Beam Length: 15 feet

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Improvements: Thickened Hull (+1 to Armor Rating)

The knarr form is a flat-bottomed boat good for sailing in rivers and other tributaries.

***Timour* command**

Galleon Form

Base Movement: 7

Emergency Move: 11

Crew: 120

Maximum Crew: 800

Armor Rating: 6

Seaworthiness: 75%

Saving Throw: Thick Wood

Power Type: Sail

Cargo Tonnage: 300 tons

Keel Length: 130 feet

Beam Length: 30 feet

Armament: 2 Heavy Catapults
 Range: 18/36
 Damage: 3d10
 Crew: 5
 Rate of Fire: 1/3
 THAC0: 18
 Critical hit on 18, 19, or 20
 8 Light Ballista
 Range: 1/27
 Damage: 2d6
 Crew: 1
 Rate of Fire: 1/2
 THAC0: 16
 2 Heavy Ballista
 Range: 6/36
 Damage: 3d10
 Crew: 4
 Rate of Fire: 1/4
 THAC0: 12
 Critical hit on 19 or 20
Other Improvements: Rigging (+3 to Speed)
 Thickened Hull (+1 to Armor Rating)
 Magical towing via six magical white giant whales
 (Can travel at a speed of 3/6 with no wind)

The galleon form is an impressive sight to behold; it is a beautiful three masted ship with two ivory whales on each side of the ship.

***Esprin-hai* command**

Phantom Crew

The phantom crew that appears when the *Esprin-hai* command is spoken, is a valuable addition to the galleon. There are enough crew members to run the entire ship with only minimal human assistance. The only people needed are a captain, and one person for each weapon that is in use.

***Esprin-sei* command**

White Whales

The white whales that swim off the side of the ship when the *Esprin-sei* command is spoken are an impressive sight to behold. There are four whales. Each is 120 feet long and is lashed to the ship by golden bands of radiance. They can

tow the ship at a move of 3 for 12 hours or at a move of 6 for 3 hours. When their energy is exhausted they move back to their resting-place on the side of the boat where they have to stay for the next two days. The towing power is only usable once every three days.

Stone Fist

A stone fist when not being used looks like a featureless mass of marble. When it is pressed to a wrist lacking a hand it will graft itself to the arm. While attached, the hand moves just like a flesh hand, but it possesses great strength. When used to punch, smash, or crush objects or opponents the hand has an effective strength of 19. The strength of 19 does not apply if the possessor uses any other weapon besides the hand itself.

A stone fist also has the surprising ability to discern the alignment of its possessor and change color accordingly.

Alignment	Color
Lawful Good	White
Lawful Neutral	Pink
Lawful Evil	Red
Neutral Good	White with green streaks
Neutral	Clear
Neutral Evil	Black with red streaks
Chaotic Good	Green
Chaotic Neutral	Random swirling colors
Chaotic Evil	Black

Invoked Powers

Maximilian's Earthen Grasp (Once per day)

Shocking Grasp (Once per day)

Arrean Deities

Arithan Venatha

(Intermediate Power)

HISTORY:

The legend of Arithan Venatha is one of a hero that ascended to godhood. Arithan was born just before the *Elfwar* and *The Branding of the Drow*. He rose to become a general in the armies that fought to destroy the drow menace. In just a few battles he distinguished himself and became legendary.

After the drow were forced into the Underdark, Arithan led his followers after them to try and defeat the drow before they became accustomed to their new environment. They fought a guerilla war until they came upon a wondrous sight. A giant cavern with walls that glistened like the purest silver and reflected the light from a thousand different varieties of phosphorescent fungi. It was the most beautiful sight that any of the elves had ever seen. They called their new home Aranknar. It is unknown where Aranknar lies, and it is a common quest for young adventurous white elves to go out in search of the legendary city that grew up around the grotto.

Shortly after Arithan's followers settled in Aranknar, a horde of drow led by an avatar of the Demonqueen of Spiders herself descended upon the settlement. During the long and strenuous battle Arithan was able to fight his way toward Lolth's avatar and engaged her in single combat. The battle between the two continued for what seemed like an eternity until they both simultaneously scored mortal wounds. Lolth slashed Arithan from temple to temple across the eyes while Arithan decapitated Lolth. When the drow saw their goddess fall in battle it was so demoralizing that they retreated.

As the lifeblood seeped from Arithan's wound the avatar of Corellon Larethian appeared and took his body to Arvandor and he ascended to godhood as the protector of the white elves.

ROLE-PLAYING NOTES:

Arithan watches over his people very carefully, even to the point where he will send an avatar to directly interfere in a situation that puts his followers in danger. Typical omens include cloaking spells to help a lone follower, a white arrow coming out of the darkness and striking an enemy, or a familiar voice calling out of the darkness to follow.

STATISTICS:

AL cg (n); WAL any non-evil; AoC white elves, protection, vengeance; SY a white orb in the darkness.

PRIESTHOOD

Duties:

The priests of Arithan Venatha serve as the rulers of the white elven communities. They form a counsel who makes the laws and all community decisions. They are the leaders, mediators, and also lead patrols and war parties against the drow.

Role-Playing:

Most priests of Arithan are grim and will give their lives for the community. They feel as if the weight of the world is on their shoulders. As a priest rises in level he gradually becomes more and more transparent until at 15th level when he fades away into full invisibility.

Requirements:

AB Dex 17, Int 13, Wis 14; AL any non-evil; WP any sword and bow; AR any; SP all, astral*, charm*, combat, creation*, guardian, healing, necromantic, protection, summoning, war, wards; PW 1) +2 saving throws vs. poison, automatic save vs. spider venoms, -1 to AC; 3) +4 to hit drow; 5) -2 to AC; 7) drow make saving throws vs. priest spells at -4; 10) *improved invisibility*, -3 to AC; 15) invisible is the priest's natural state; TU turn; LL 16; HD d8; Shamans yes.

Shamans:

AB std; AL any non-evil; LL 7; HD d6.

Groups of Power

Eyes in the Night

Guild Alignment:

Any available to thieves

Guild Makeup:

Thieves (90%), Other classes (10%)

Guild Position	Taskmaster
Guildmaster	The Dark
Daymaster	Drankan Arys
Nightmaster	Vader Listin
Begging Taskmaster	Crassis, King of Beggars
Blackmail Taskmaster	Gregor Thran
Burglary Taskmaster	Dren Vilidan
Forgery Taskmaster	Gregor Thran
Dance Hall Taskmaster	Seina Alaine
Extortion/Robbery Taskmaster	Alexin Raspit
Gambling Taskmaster	Six-Fingers Sisano
Loansharking Taskmaster	Rydinan Teale
Pickpocketing Taskmaster	Astix Decin
Protection Taskmaster	Alexin Raspit
Smuggling Taskmaster	Iran Tracin

GENERAL INFORMATION:

Authorities Attitude:

Most of the authorities oppose the thieves' guild, but there are also corrupt members of the watch. There are also politicians that are corrupt and being bribed by the guild in order to keep the council from starting an all-out war against the thieves.

Merchant's Attitude:

The merchants of the city actively oppose the thieves, but they mostly understand that there will be some thievery. The more savvy merchants pay for protection from thievery.

Guild Attitude toward non-guild thieves:

The guild has a very straightforward attitude toward non-guild thieves: Join or die.

Basic Operations:

All junior thieves only deal with their taskmaster, the taskmasters only deal with the day or nightmasters, and the day/nightmasters only deal with the guildmaster.

TASKMASTERS:

Guildmaster, The Dark

The Dark is actually an adult Black Dragon named Darinthan. The Dark has been the guildmaster for about 50 years. Only the Vader Listin knows that the Dark is not human. To all others he appears as a human in flowing black robes. Everyone believes he is a high level mage with some sort of magical longevity. He doesn't allow anyone to see his face because his eyes are still draconian, even in human form. The Dark is a fair guildmaster, letting his day/nightmasters run most of the daily operations.

Daymaster, Drankan Arys

Drankan Arys is a kind old thief, who enjoys helping the younger, inexperienced thieves. He takes care of all of the daytime operations, and he also is one of the major planners of various jobs. Drankan also takes care of bribery of officials. He is a charismatic speaker, and is well known around the city as a successful merchant.

Nightmaster, Vader Listin

Vader Listin is a dangerous man, second only to The Dark himself in power in the guild. Vader is actually a vampire, but since he is the nightmaster he can keep that fact under wraps. He is known as an excellent thief, and he often follows thieves on important missions, just to watch. When he is on one of these expeditions he is never seen, and he has learned of conspiracies against the guild in this way in the past.

Begging, Crassis, King of Beggars

Crassis is a cantankerous old man; he is always grouchy and enjoys pushing those smaller than himself around. He is probably the least liked guild member, but he is useful so he is kept around.

Blackmail/Forgery, Gregor Thran

Gregor Thran is the fourth son of the Thran Family; his family is one of the ruling houses of the city. Gregor is scribe by profession, and he owns a shop. He no longer is actually a scribe; he instead has several other scribes who work for him.

Burglary, Dren Vilidan

Dren Vilidan was once a jongleur in the traveling circus. When the circus was in Xraxus he decided to do a job for some supplemental income, and Vader followed him. Vader caught him in the act of a burglary, and gave him a choice. Join or die. Dren of course accepted the membership in the guild, and he rose through the ranks quickly. Within a year he was the leader of his own burglary team. After five years, he was given the position of Burglary taskmaster. It has now been seven years since he joined, and he is one of the most well liked guild members.

Dance Hall, Seina Alaine

Seina Alaine is a beautiful half-elven woman who controls the interests of the dancing girls of the city. She is also one of the most knowledgeable people in the city, because her girls report any information that they happen to find out. Seina owns and runs the Wyvern Spur, a tavern/inn in the lower city.

Extortion/Robbery/Protection, Alexin Raspit

Alexin Raspit is a thin, wiry man who is very dangerous with a blade. He is a master in the Entreverde School in Xraxus. Alexin is one of the few people able to keep his thugs in line. He mainly just takes care of the money that is taken in by his thugs. Alexin is also the person in the guild that you would want to get a hold of if you wanted to be in touch with an assassin.

Gambling, Six-Fingers Sisano

Sisano, known as six-fingers is a typical halfling. He controls the gambling in the Wyvern Spur, and he collects the guild's cut of the gambling winnings throughout the city.

Loansharking, Rydinan Teale

Rydinan Teale is actually the guild's accountant/bookkeeper. Since he is so intimate with the guild's finances, he was the best person in the guild to handle loans. If a loan is not paid back in the time that was agreed upon Rydinan contacts Alexin who sends some muscle to take care of the problem.

Pickpocketing, Astix Decin

Astix Decin is a tough taskmaster who mainly deals with children and other lower-level thieves.

Smuggling, Iran Tracin

Iran Tracin is a bit of a joker when he is about the town, and he is a successful shipper who often goes to Freeport to trade for stolen goods. After the goods are in his possession he travels to Xraxus and fences the stolen goods.

Arrean Monsters

Bat, Leral

CLIMATE/TERRAIN:	Tropical and Subtropical Islands
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic Good
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	3, Fl 24 (A)
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-2/1-2/1-3
SPECIAL ATTACK:	Nil
SPECIAL DEFENSES:	Magic use
MAGIC RESISTANCE:	75%
SIZE:	T (6" body, 1' wingspan)
MORALE:	Steady (11-12)
XP VALUE:	975

Description:

The Leral bat, also known as the warm water mast bat for its habit of resting on the masts of ships, is a peace-loving creature. They are naturally curious and often spend their entire lives learning by secretly watching ships that sail by their tropical homes.

The Leral bat physically resembles most other species of bats, except that they have small hands with opposable thumbs on their wings. Their fur is usually black or gray, and their eyes are white green or red.

It is unlikely that even the most well-traveled adventurers will ever meet a Leral bat because more often than not they are invisible while people watching.

Combat:

If a Leral bat is attacked they will usually turn invisible, cast a globe of darkness over their attacker's eyes, and fly away. Their attacks are minimal and only used as a last resort.

The Leral communicate via *telepathy* that has a range of 300 feet, and have *infravision* to 90 feet. They also have a couple of other spell-like powers, they can cast a globe of *darkness* (5' radius) once per day, and invisibility twice per day.

Leral are one of the most inquisitive beings in the world. They have a natural knack for languages (reading and speaking). Any language to which they are introduced can be picked up by them on a roll of 10 on a d20.

Habitat/Society:

Leral bats are solitary, but they often travel near human habitations so they can watch the people. The only time more than one Leral bat will be encountered is mid-June when the Leral gather to mate.

Ecology:

Leral bats have little effect on the local ecology other than to keep the insect population down. They eat many things, including fruits, insects, and other small plants.

Sometimes Leral bats can be found as a wizard's familiar.

Dragons, Arrean (General)

Dragons are a powerful reptilian race which are found on almost all of the known worlds. On the world of Arrea they come in two very distinct varieties: feral, and true. The Arrean dragons are physically identical to the dragons of other worlds. Assume that the following combat information from the Monstrous Manual™ (pg. 63-64) is common to the dragons of Arrea.

Dragon Hit Die Modifier: Dragons' Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragons for base hit die information but the modifier is listed on the overall dragon chart. The older a dragon gets the more Hit Dice it will have while younger dragons will have fewer.

Dragons' saving throws are tied to their hit dice. Each dragon saves as a fighter equal in level to the dragon's hit dice.

Dragon Combat Modifier: A dragon's combat modifier varies with the age category. The bonus or penalty applies to damage rolls for each physical attack. It does not apply to a dragon's breath weapon.

Dragon Attacks: All dragons have a claw/claw/bite attack form and a breath weapon. A dragon can use its breath weapon once every three combat rounds. Dragons also employ the attack forms of snatch, kick, tail slap, and wing buffet if their age and the prevailing conditions allow it. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as a bite, against the foes it perceives to be the toughest.

Claw: Claws can attack creatures to the front and sides of the dragon. If the dragon kicks with one rear leg, it can use only one claw (the other must be used to maintain balance).

Bite: Because of a dragon's long neck, it can bite creatures to its front or to either side.

Snatch: Only young adult and older dragons can snatch. A flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method will be taken into the air. There is a 50% chance that a snatched creature has its arms pinned, and therefore will not be able to physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth. The transfer requires a successful attack roll. If the transfer succeeds, the victim automatically takes bite damage each round. If it fails, the victim is dropped. Old and older dragons can carry a victim in each claw, and can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one must be transferred from claw to mouth first. A dragon only can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12').

Kick: Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on 1d20 or be kicked back $1d6$ feet + 1 foot per age category of the dragon. For example, a mature adult dragon will kick a foe $1d6 + 7$ feet. Creatures knocked back must save versus petrification (adjusted according to the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can only kick with one hind leg as the other must be used to maintain balance. A dragon cannot slap with its tail while kicking.

Wing Buffet: Young adult and older dragons can employ their wings in combat. Targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on 1d20 or be knocked prone.

Tail Slap: Adult and older dragons can use their tails to attack creatures behind them. A tail attack inflicts the same damage as two claws and affects a number of creatures equal to the dragon's age category. For example, an adult dragon can hit up to six creatures. Creatures within the sweep of the dragon's tail must save versus petrification or be stunned for 2-5 ($1d4 + 1$) minutes. A tail slap can smash a light wooden structure and even damage a cube of force (one charge per two points of the dragon's combat modifier, rounded down).

Dragon Defenses: A dragon's Armor Class improves as it gets older because the dragon's hide and general constitution becomes tougher. Old or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.), and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them resistant to harmful magic cast at them. A dragon's magic resistance is a function of its personal power, and as a dragon becomes older and tougher, its magic resistance increases.

Dragon Flight: Despite their large size, dragons are graceful and competent fliers. All dragons have a maneuverability class C.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during a minute when it performs a wingover, but it may dive. The maneuver allows the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving dragons can strike with their claws at +2 on their attack roll. When engaging other flying opponents, dragons can either claw or bite, but not both.

Dragon Senses: All dragons have excellent sight, smell, and hearing. Their increased senses allow them to detect invisible objects and creatures (including creatures or items hidden in darkness or fog) within a 10-foot radius per age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Dragon Fear: Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes humans and demi-humans with fewer than one Hit Die and non-aggressive creatures with fewer Hit Dice than the dragon to automatically flee in panic for 4-24 (4d6) minutes.

Other humans, demi-humans, and creatures can be stricken with fear if they are within the dragon's fear aura. All creatures with Hit Dice equal to or greater than the dragon are immune to the fear effect. The aura surrounds attacking or charging dragons in the specified radius. Humans, demi-humans, and creatures not automatically panicked are entitled to a save versus petrification. Those failing their saves are stricken with fear and fight at a -2 penalty on their attack and damage rolls.

A dragon's fear aura size varies with the dragon's age category; refer to individual dragons for specific information. The aura increases in power based on the age category of the dragon, and those who are subjected to the aura adjust their saving throws based on the dragon's fear save modifier. For example, characters fighting a mature adult dragon add 1 to their saving throws while those fighting a great wyrm subtract 4.

Dragon Lairs: The location and character of dragon lairs vary based on each sub-species. Consult individual dragons for specific information. However, one thing remains constant: all dragons consider their lair and the immediate area around it their domain. A creature which encroaches or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons will create hazardous conditions within their lairs to keep unwary creatures from reaching the treasure.

Dragon Hide: Dragon skin is prized by armorers with the skill to turn it into shields and armor. This armor is valuable because of its appearance and because of the protection it affords. The older the dragon the skin is from, the better the protection it provides. Dragon armor will grant its wearer an armor class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 8. For example, armor taken from a juvenile brass dragon (which has an AC of 0) will grant its wearer an Armor Class of 4 and armor from a very old brass dragon (AC -4) will grant its wearer an armor class of 0. Dragon armor is supple and non-bulky, weighing only 25 pounds.

Dragon armor affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armor is expensive to make, costing between 1,000 and 10,000 gold pieces, based on the workmanship and protection the armor affords. Dragon skin armor can be enchanted, just as other forms of armor can, to a maximum of +5.

Dragon shields also offer no additional protection. They are made of stretched hide over a wooden frame. Such shields weigh 3 pounds (if small) or 8 pounds (if large) and cost 20 to 120 or 30 to 180 gold pieces.

Spells: Dragons acquire spells haphazardly over the years. A dragon's spells are innate and are triggered by thought. Dragons do not

possess spell books, nor do they pray to their deities. The dragon simply needs to concentrate for a second and its spell is cast. (Casting time 1) Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.

Category	Age Modifier	Hit Die Modifier	Combat Modifier	Fear Radius	Save Modifier
1 Hatchling	0-5 years	-6	+1	Nil	Nil
2 Very Young	6-15 years	-4	+2	Nil	Nil
3 Young	16-25 years	-2	+3	Nil	Nil
4 Juvenile	26-50 years	Nil	+4	Nil	Nil
5 Young Adult	51-100 years	+2	+5	15 yards	+3
6 Adult	101-200 years	+4	+6	20 yards	+2
7 Mature Adult	201-400 years	+6	+7	25 yards	+1
8 Old	401-600 years	+8	+8	30 yards	0
9 Very Old (*)	601-800 years	+10	+9	35 yards	-1
10 Venerable (*)	801-1,000 years	+12	+10	40 yards	-2
11 Wyrn (*)	1,001-1,200 years	+14	+11	45 yards	-3
12 Great Wyrn (*)	1,200 + years	+16	+12	50 yards	-4

(*) True dragons only, feral dragons only seldom live past 400 years, and never live past 600 years old.

Feral Dragons

The feral dragons are unintelligent beasts that roam the planet, living for no purpose other than eating and procreating. They migrate from area to area, often overpopulating certain areas that are especially popular. Many kingdoms have bounties on the head of any feral dragon killed within their borders. The feral dragons do not accumulate treasure like the more intelligent true dragons.

Feral dragons come in just as many colors and varieties as the more powerful true dragons.

It is rumored that the feral dragons were once true dragons which contracted a strange magical disease.

True Dragons

The true dragons have one very important personality trait in common with dragons from other worlds, they are covetous. Beyond their inherent greed and physical makeup there is little else that a true Arrean dragon and an otherworldly dragon have in common. The true dragons of Arrea are more powerful than the dragons from other worlds. They have more special abilities, and an increased understanding of magic.

True Arrean dragons are also more social than dragons from other worlds. There have even been some recorded cases of true dragons living in a human city.

True dragons all have a *polymorph self* ability that allows them to *polymorph* into three forms at will. Their first form is that of a humanoid. Their humanoid form always keeps one random draconic feature, such as dragon eyes, patches of scales, or a small tail. The dragons that live among the city dwellers will always have an easily hidden draconic feature. Their second form is that of a random creature, usually something large and dangerous. And their third form is their natural draconic form.

All true Arrean dragons also radiate a powerful *non-detection* effect that extends to *know alignment* spells. If a spell that is affected by this power is cast on a true dragon in any form, the spell fails and nothing is discovered about the dragon.

Dragon, Black (True)

CLIMATE/TERRAIN:

Any swamp, jungle, subterranean, or city

FREQUENCY:

Very Rare

ORGANIZATION:

Solitary or familial lair

ACTIVITY CYCLE:

Any

DIET:

Special (See Ecology)

INTELLIGENCE:

Very- Genius (11-18)

TREASURE:

Special (See below)

ALIGNMENT:

Chaotic Evil

NO. APPEARING:	1 (2-8)
ARMOR CLASS:	-1 (base)
MOVEMENT:	12, Fl 30 (C), Sw 18
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/3-24
SPECIAL ATTACK:	Breath Weapon, Spells
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

Description:

Most true black dragons are petty, abusive, and quick to anger. But some of the more intelligent specimens are social, and usually driven towards criminal endeavors to accumulate their hoard.

At birth, a true black's scales are small, thin, and colored a glossy purplish black. As the dragon ages, its scales gain a dull, cloudy sheen like the sky on an autumn night.

True black dragons speak their own language, an ancient tongue of all true dragons, and 20% of all hatchlings can speak to any intelligent creature.

Combat:

Individual black dragons utilize different combat strategies, but they commonly will soften their enemies up with their breath weapon and spells before closing in to finish them off with their physical attacks.

When fighting in heavily vegetated swamps, marshes, and jungles; a black dragon will fight on the ground or in the water since the vegetation will limit maneuverability.

If overmatched, a true black will either try to escape by flight, or by water.

Breath weapon/special abilities:

An Arrean black dragon has two potent breath weapons to call upon in a battle. The first, is a 5' wide stream of acid that extends 25' (plus 10' per age category) in a straight line from the dragon's head. The second, is a blast of gaseous darkness that causes gasping and choking which causes 2-20 hps of damage and drains 1-8 points of strength for 24 hours. All creatures caught in either breath weapon must make a save vs. breath weapon, if successful they take half damage from the acid stream, or take 2-8 points of choking damage from the gas.

Black dragons, like all other true dragons, gain innate abilities as they age (See chart). Also like all other true dragons the true blacks gain spell use. When a black dragon reaches the third age category (young), they gain the ability to cast wizard spells. A young black dragon can cast as a 4th level mage, and every time it ages to another category it has a 35% chance to gain a level of ability. An adult black dragon gains the ability to cast priest spells. When they gain this ability they can cast priest spells as a 2nd level priest, and every time it ages to another category it has a 45% chance to gain a level of ability. For all variable spell effects (range, area of effect, duration, damage, etc.) a black dragon adds its combat modifier to its level.

True blacks regenerate 1 hp per round.

Age	Body Length	Tail Length	AC	Bonus Hit Points	Breath Weapon	Innate Abilities	MR	Treasure Type	XP Value
1	3-6	2-5	2	+10	2d6+1	Immunity to acid, <i>Water breathing</i>	Nil	Nil	5,000
2	6-15	5-12	1	+20	4d6+2	<i>Polymorph self</i> (3 times per day. Can change into a unique humanoid form, and one other random form)	Nil	Nil	7,000
3	15-24	12-19	0	+30	6d6+3	<i>Darkness</i> (3 times per day in a 10' radius per age category)	Nil	Nil	11,000
4	24-33	19-27	-1	+40	8d6+4	Wizard spell casting	Nil	H	15,000
5	33-42	27-35	-2	+50	10d6+5	<i>Corrupt water</i> (1 time per day. For every age category a dragon attains, it can stagnate 10 cubic feet of water, making it foul and unable to sustain life. When this ability is used against potions and elixirs, they become useless if they roll a 15	10%	H	17,000

6	42-51	35-43	-3	+60	12d6+6	or better on a d20) <i>Plant Growth</i> (1 time per day)	20%	H	19,000
7	51-60	43-50	-4	+70	14d6+7	Priest spell casting	30%	H x 2	21,000
8	60-69	50-57	-5	+80	16d6+8	<i>Summon Insects</i> (1 time per day)	40%	H x 2	23,000
9	69-78	57-64	-6	+90	18d6+9	<i>Monster Summoning I</i> (1 time per day)	50%	H x 3	25,000
10	78-87	64-73	-7	+100	20d6+10	<i>Monster Summoning II</i> (1 time per day)	60%	H x 3	27,000
11	87-96	73-80	-8	+110	22d6+11	<i>Charm Reptiles</i> (3 times per day. This operates as a charm mammals spell, but is applicable only to reptiles)	70%	H x 4	29,000
12	96-105	80-87	-9	+120	24d6+12	<i>Monster Summoning III</i> (1 time per day)	80%	H x 5	31,000

Habitat/Society:

In the wild, true blacks live in swamps, marshes, and sometimes in thick, damp forests (such as a jungle). In social surroundings, a true black will invariably be part of the seedy underworld of a city, usually living in the sewers.

When more than one black is found in the same lair it will be a male, female, and young. If the young are in danger, the adults will protect the young while the young escape. If the young can not escape, the adults will abandon them if they can escape.

They lair in large, damp caves and multi-chambered subterranean caverns. They usually enter through a submerged entrance, and a young adult or older dragon will hide the entrance with their *plant growth* ability. In a lair can be 1-10 dragon warriors (25% chance), and possibly a half-dragon (black)(10% chance) if the dragon is male.

Ecology:

True black dragons can eat almost anything, although they prefer fish, mollusks, and other aquatic creatures. They enjoy letting the meat rot for a while before they eat it.

Dragonet, Radiant

CLIMATE/TERRAIN:

Quasiplane of Radiance (or Prime Plane as familiar)

FREQUENCY:

Uncommon (Very Rare)

ORGANIZATION:

Solitary or familial lair

ACTIVITY CYCLE:

Any

DIET:

Darkness

INTELLIGENCE:

Very- Genius (11-18)

TREASURE:

None

ALIGNMENT:

Chaotic Neutral (Chaotic Good 10%)

NO. APPEARING:

1 (1-6)

ARMOR CLASS:

-5

MOVEMENT:

Fl 60 (A)

HIT DICE:

3-12

THAC0:

3 HD: 18
4 HD: 17
5 HD: 16
6 HD: 15
7 HD: 14
8 HD: 13
9 HD: 12
10 HD: 11
11 HD: 10
12 HD: 9

NO. OF ATTACKS:

2

DAMAGE/ATTACK:

1-3+1/HD

SPECIAL ATTACK:

Breath Weapon, Blinding

SPECIAL DEFENSES:

See below

MAGIC RESISTANCE:

10%

SIZE:

T (1'6" long)

MORALE:

Champion (15-16)

XP VALUE:

3-5 HD: 1,000
 6-8 HD: 3,000
 9-11 HD: 6,000
 12 HD: 9,000

Description:

A radiant dragonet is a creature closely related to a radiance quasiaelemental. A radiant dragonet appears to be a glowing ball of energy, but when you look closer there is what appears to be a small draconic form within the sphere of energy. The color of the radiance reflects the emotional state of the dragonet. The glow is equivalent to a double-strength *continual light* spell, though the radiant dragonet can dim the illumination if it chooses, but it can never completely dim its corona.

Radiant dragonets are sometimes summoned when a mage casts *find familiar*. When they are summoned as familiars they give the mage they're linked with immunity to blinding by bright light. A radiant dragonet will only become the familiar to a wizard with at least twice as many levels as the dragonet has hit dice. Normally a dragonet familiar will be 3 HD.

They are completely silent, and they communicate via *telepathy* at a 60' range. A dragonet can not make any vocal sound even if it wanted to.

Combat:

Radiant dragonets are peace loving creatures, but if someone tries to attack them, they have a several different ways to defend itself. Their claws inflict 1d3 hps of physical damage +1 hp/HD of the creature from it's radiant corona, but a far more effective attack form is the creature's breath weapon, a beam of light. The creature will try to attack with it's breath weapon instead of it's claws whenever possible. There are seven different beams, each with it's own effect:

Red Beam: inflicts 1d6 points of cold damage +1 additional point for each of the dragonet's Hit Dice.

Orange Beam: inflicts 1d6 points of heat damage +1 additional point for each of the dragonet's Hit Dice.

Yellow Beam: inflicts 1d6 points of acidic damage +1 additional point for each of the dragonet's Hit Dice.

Green Beam: inflicts 1d6 points of poisonous damage +1 additional point for each of the dragonet's Hit Dice.

Blue Beam: inflicts 1d6 points of electrical damage +1 additional point for each of the dragonet's Hit Dice.

Indigo Beam: inflicts 1d6 points of impact damage +1 additional point for each of the dragonet's Hit Dice.

Violet Beam: inflicts 1d6 points of "holy" damage +1 additional point for each of the dragonet's Hit Dice.

Each beam is one foot wide and has a range equal to the dragonet's Hit Dice in tens of yards. The creature can only emit a beam once every other round, but can otherwise use its breath weapon as often as it likes.

Finally, a radiant dragonet can cause its corona to flare to extreme brightness. Anyone within 50 yards of the creature when it uses this power must make a save versus death magic or be blinded for 1d6 hours. They can only use this power once per day.

Defensively, a radiant dragonet is difficult to hit. They have an extremely low Armor Class due to their speed, and they can only be struck by weapons of +1 or better enchantment. Magical darkness of any kind wounds the dragonet, causing 1 point of damage per level of the caster (but it also dispels the darkness). Attacks based on fire, cold, and electricity inflict only half damage, however.

Habitat/Society:

These beings from the quasiaelemental plane of radiance usually fly around the plane playing pranks on the other denizens of the plane. They are curious creatures, and perhaps that is why they sometimes act as familiars for powerful mages. Radiant dragonets are flighty, but intelligent.

Radiant dragonets often charge ahead, oblivious to any danger that might be around, just so they get to see more of the wide world around them.

Ecology:

On their own plane, a radiant dragonet is safe from the depredations of others. On the prime material plane, they have absolutely no effect on the ecology since they only eat darkness.

They don't sleep in the conventional sense; they just have to absorb light for at least an hour each day to refresh themselves. It is unknown just how long their lifespan is, but individual familiars have been known to live 500 years or more.

Fighting Styles

Cooperative Style

The *Cooperative style* is a style unlike all of the other fighting styles currently used in battle. This style relies on cooperation between two or three warriors. The warriors must either be attacking the same enemy or be fighting back to back versus several attackers. Each warrior must spend a proficiency slot to specialize in this style and they must study together for at least one month before they will gain the advantages associated to this style. If a warrior decides to change their cooperative partner, they have to practice with their new partner for a month. You can only have up to two cooperative partners at any one time. While fighting with this style both of the warriors must remain within 10 feet of one another or lose their bonuses and penalties.

The cooperative style is an extremely versatile style. Warriors using this style can switch from offensive posture to defensive posture to an even give and take combat posture.

When using the *cooperative style* for offense, the warriors concentrate their attacks on one enemy by using feints or parries to open the enemy to attack from their partner. While fighting in this manner each warrior gets a +1 to hit and damage, and a -1 to AC.

When the warriors move to a defensive posture, it is usually when they are outnumbered or outmatched by their opponents. While fighting in this manner each warrior gets a +1 to AC, a +1 to attack if used to parry, and a -1 to attack.

The third most even posture is the give and take. It is the most commonly used of the postures. While fighting in this manner each warrior gets a +1 to attack, a +1 to AC, and a -1 to damage.

Another useful bonus afforded masters of this style is the friendly parry. A friendly parry allows you to parry an attack made by your enemy even if the attack isn't aimed at you and would normally hit your partner in the *cooperative style*.

This style can be mastered by a set of warriors if they are willing to spend the additional proficiency slots. For each additional slot spent by each warrior they gain an additional +1 or -1 to each of the effected scores. *For example, Naron & Rondin Ameratha are twins that fight with the cooperative style. They each have spent 3 proficiency slots on this style. While fighting in the offensive posture They gain a +3 to hit and damage, and a -3 to their AC. Three slots is the maximum allowed number of slots.*

Knifefighting Style

When an adventurer uses the *knifefighting style* they rely on speed and skill to defeat their opponent. Although most warriors use large, high-damage weapons the knifefighter uses either a knife or dagger. A skilled knifefighter can often defeat a seemingly better armed warrior.

A knifefighter gets a +1 to hit, +1 to their initiative, and if they win initiative fighting another warrior using a small weapon they gain a +2 bonus to their armor class. Furthermore, if the knifefighter is using only one knife they gain one attack per round.

The most important bonus for someone using the *knifefighting style* is the coup-de-grace. The coup-de-grace is a quick attack that slices through your opponent's defense. When a knifefighter rolls a natural 20 for their attack roll that attack is made at a x3 (weapon damage only)(This bonus is not cumulative with any other bonuses).

Martial Arts

Koyvu

Koyvu is a martial arts style, which is a balance of attack and defense, mental and physical, and armed and unarmed combat. It is used exclusively by the Wrengren Hill People of Tekat. This style is one of the reasons the warriors from Tekat are considered some of the most dangerous in the world.

Style Characteristics:

#AT	Dmg	AC Mod	Principal Method	Special Maneuvers	Weapons Allowed
+1	1d3	-2	Foot	Kick 2,4,5,6 Lock 2,3,4 Movement 3,4,5 Push 2 Throw 2,3 Mental 1,2,5,6 Weapon 3,4	Fencing Blades, Oriental Blades, Medium Blades, Staves

New Special Maneuvers

Principal Method: Kick

4) Shattering Kick:

With this advanced kick, the martial artist can shatter inanimate objects such as wood, ceramic, and masonry, but not metal- with a powerful kick of the leg. The character can break three quarter-inch of wood or a half-inch of brittle stone per level. If used against a living target, the character causes normal damage plus strength damage bonus.

The Shattering Kick requires great concentration and is the only action the martial artist can take in a round regardless of the normal number of attacks allowed. In all cases a normal attack roll is needed. The DM must determine the number needed to hit a stationary object (with AC based on hardness).

When the attack roll fails: If the martial artist attempts to strike a hard object (such as stone) and the attack roll fails, he seriously injures his foot, suffering damage equal to what he would do on a normal attack. The foot is unusable for 24 hours, even if healed before that time has elapsed. The character can move at 1/4 his normal movement, but his 24 hour injury time doesn't start until the character gets off his feet and rests.

Weapons Allowed: None.

5) Drop Kick:

With this maneuver the martial artist jumps into the air and lands a forceful two-legged kick to anyone adjacent to him. The kick does 1-10 points of damage plus strength and the armor class of the target. This attack requires great concentration and is the only action the character can take in a round.

When the attack roll fails: The attacker lands on the ground and loses the next round. (Unless the martial artist knows the special maneuvers of Prone Fighting, or Instant Stand.)

Weapons Allowed: None.

6) Many Kick:

This maneuver allows the martial mist to kick rapid secession. The fighter can kick four times in a single round. Each kick does 1 d4 plus strength bonus damage. This attack can only be attempted twice per day.

It is very exhausting, and after a battle in which it was used the character must rest for one hour before doing anything strenuous. If he does fight, he does so at a -3 to hit and damage.

When the attack roll fails: The attacker opens himself up for all attacks the next round. The entire next round the martial artist loses all dexterity bonuses to AC.

Weapons Allowed: None.

Principal Method: Throw

3) Hurl:

This type of throw relies a great deal on strength and less on leverage. The martial artist can attempt to pick up an opponent and throw him to the ground 1d4 plus strength damage bonus feet away. The attack adds 1d4 hp to the basic damage of the martial arts style. The attacker must make a successful attack roll for the hurl maneuver to work.

When the attack roll fails: The attacker loses all remaining attacks for the round and automatically loses initiative for the next round.

Weapons Allowed: None.

Notes: This throw is the same as in the Ninja's Handbook, just changed slightly.

Principal Method: Weapon

3) Weapons Dance:

The weapons dance is a maneuver designed to instill fear into a martial artist's enemies, and inspire his friends. To begin the weapons dance, the martial artist must make a con check at a -1. When a character begins a weapons dance an observer must make a save vs. petrification or refuse to attack. For every experience level or hit die above the martial artist's an opponent receives a +1 to his save. However, if the martial artist attacks their opponent all fear is banished and the fight progresses as normal.

The "dance" must be continued for an entire round. After the round is over, the enemy's morale is lowered by 2, and all allies are inspired to a +1 bonus to attack rolls for the remainder of the battle. This maneuver can be performed in conjunction with the "*Protective Shell*" maneuver.

When the Con check fails: If the con check fails to begin the weapons dance the martial artist loses the entire round, but can try again the next round.

After the weapons dance is completed: After the round of the weapons dance is over the martial artist must make a con check at -4 or lose a round catching his breath. During the rest round he can only parry.

4) Protective Shell:

When a martial artist uses this maneuver, he spins and weaves his weapons around him in an intricate pattern designed to protect him from attack. The shell improves the martial artist's AC by 1/level to a maximum of 9. Also any creature that makes a successful melee attack on him must make a save vs. petrification. If failed the attacker suffers damage equal to the martial artist's level. If successful they take no damage.

Optional Rules

Death's Door

This rule allows a character to survive beyond the normal *Hovering on Death's Door optional rule (DM's Guide, pg. 75)*. It should only be used with high-power, high-danger campaigns.

This rule consists of the normal zero hit point unconsciousness, but that is where the rule changes. If a character lands directly on 0 hit points they lay unconscious until either healed, naturally or magically. But if the character drops below 0 hit points the character has to roll a system shock roll or die. Each round that the character lies unconscious without being bandaged, their condition deteriorates.

Bandaging is a generic term consisting of the tending of wounds. The binding of wounds is the only action that a character can take in a given round. A quick thinking character can really help the survivability of their companions.

The deterioration consists of one lost hit point per round. Each time the character loses a hit point they must roll another system shock roll or die. The character can continue to lose hit points until they either miss a system shock roll, or they reach a number below zero equal to their constitution. *Example: Bob has a 16 constitution, he gets hit and the damage drops him to -1 hit point, and he falls unconscious. He makes 16 system shock rolls, which drop to -16 hit points at which point Bob dies.*

If a character drops unconscious in battle, they have to rest for an entire day before they are back to full capabilities. An unrested character gets a -2 to hit, damage, and a 2-point penalty to armor class, and a spellcaster cannot cast spells until the following day.

Wound Binding Restrictions

Armor can be a complicated thing. You have to be able to get to a wound before you can bind it effectively.

The amount of time it takes to bind a fallen character's wounds is now affected by the type of armor that the fallen character is wearing. If an unconscious character is wearing complicated armor it will be more difficult to apply a field dressing.

Naturally, some types of armor are more complicated than others. Table 1: Bind Times gives the bind times for specific types of armor. There are other modifiers to the binding time given on Table 2: Binding Modifiers. All binding modifiers apply to the binder, not the injured character.

Table: Bind Times

Armor Type	Bind Time (Rounds)
No armor	1
Elven Chain, Hide, Leather, Padded, Studded Leather	2
Banded Mail, Brigandine, Chain Mail, Ring Mail, Scale Mail, Splint Mail	3
Bronze Plate, Field Plate, Plate Mail	4
Dwarven Plate, Full Plate	5

Table: Binding Modifiers

Other Modifiers	Bonus/Penalty
Armor Proficiency	-1
Armorer Proficiency	-2
Wears same type of armor	-1

This rule should only be used in a campaign which also uses the optional *Death's Door* rule.

General Information

Divine Calendar

The *Divine Calendar* is the most common calendar used on the continent of Arrea. It is a purely lunar calendar based on the *pearl moon*. The *pearl moon* is full once every 28 days, and every month has 28 days. The first of every month is the new moon, the 8th is the first quarter, on the 15th the *pearl moon* is full, and the last quarter is on the 22nd.

THE SECOND MOON:

There is a second moon, the *blood moon*. The blood moon is a large red moon. It is only full once a year on the 13th of Mathouk.

SEASONS:

The seasons in Arrea are the same as most other worlds: spring, summer, autumn, and winter. The vernal equinox takes place on the 1st of Arthom. The summer solstice is the 1st of Tekka. The autumnal equinox is the 1st of Aflenton, and the winter solstice is the 1st of Mistbringer.

HOLIDAYS:

New Year's Day:

New Year's Day is the first day of the year.

Day of the Dawn:

Day of the Dawn is a holy day for the faith of Rendolar. This holiday is observed by a feast showing the good fortune of the last year and everyone makes wishes for the new year.

Temptation Day:

Temptation day is the high holy day of the faith of Shaylamar. Temptation day is observed by men giving gifts to the women that they love.

Guardsman Day:

Guardsman day is the most holy day for the faith of Arthom. Holy rituals are performed by the priests of Arthom, blessing guardsmen for the year.

Earth Day:

Earth day is a day dedicated to all things natural. It is the most holy day for the faith of Telule. Many people plant trees on Earth day.

Day of the Heavens:

This day is the most holy day of the faith of Kinsu. This holiday is only observed by the priesthood and lay followers of Kinsu.

Memorial Day:

Memorial day is a day in which people remember all of the people taken by Tekka. The followers of Tekka call this holiday Bloodletting day, and they often go on murderous rampages throughout the countryside.

Midsummer's Day:

Midsummer's day is a day of festivals in most of the Arrean cities. It is a day of dancing, feasting, and athletic competition. It is also a holy day of Tylo.

Sailor's Day:

Sailor's day is a day dedicated to the men and women who sail the seas of Arrea. Most ship captains throw an offering to the goddess Fiolonna overboard.

Seer's Day:

Seer's day is a holiday honoring learned men, books, libraries, and prophets. This is the most holy holiday for the followers of Aflenton. People who need information often pray to Aflenton for insight on this day.

All-Hallows Eve:

All-Hallows eve is the single most magical day of the year. Most rituals will have increased effects if performed on this day.

Months	Holidays/Important Days
Rendolar	New Year's Day (1 st) Day of the Dawn (15 th)
Shaylamar	Temptation Day (15 th)
Arthom	Vernal Equinox (1 st) Guardsman Day (15 th)
Telule	Earth Day (15 th)
Kinsu	Day of the Heavens (15 th)
Tekka	Summer Solstice (1 st) Memorial Day (15 th)
Tylo	Midsummer's Day (15 th)
Fiolonna	Sailor's Day (15 th)
Aflenton	Autumnal Equinox (1 st) Seer's Day (15 th)
Kadinastis	All-Hallows Eve (15 th)
Mistbringer	Winter Solstice (1 st) Day of the Dark (15 th)
Mathouk	Blood Night (13 th) Death's Day (15 th)

Day of the Dark:

Day of the Dark is a day in which large groups of people dress in costumes and party for the entire night.

Blood Night & Death's Day:

Blood night and Death's day are the most unholy of days. On Blood night the blood moon is full, and all sorts of madness erupts. Both Blood night and Death's day are holy days for the followers of Mathouk. Most other people stay indoors on both of these days, for it is said that to be out alone on these days is to draw Death's attention to yourself.

Languages

Ched

Ched is one of the most widely spoken languages in the world of Arrea. It originates from the ancient language of Ches. It was spoken by the slaves of the Ches Empire before the end of the Godwar. It is now spoken in Shalara and most of the southern states.

Eilin

Eilin is the most common language in the country of Tekat. It is spoken by the lower class, slaves, as well as most of the middle class.

Heidar

Heidar, also known as "The Trade Tongue", is mostly spoken by merchants, but it is the also the most common language spoken in the city of Xraxus, as well as, Rhys, Nei, and Freeport.

Katan

Katan is the national language of Tekat. It is mainly spoken by the upper class.

Larlan

The language of Larlan is spoken in the country of Leonay. It originates from the ancient Larylanite language.

Talax

Talaxia is the only country that speaks Talax. It is slowly falling out of general usage and being replaced by Heidar.

Major NPCs

Bloodbow

Basic Information:

Titles/Nicknames:	None
Group Membership:	Order of the Griffon
Class:	Ranger
Kit:	Archer
Race:	Half-elf
Level:	12 th
Experience Points:	1,004,000
Alignment:	Neutral Good

Ability Scores:

Strength:	18(39)	+1 to hit, +3 to damage, Weight Allow. 135, Max. Press 280, Open Doors 12, Bend Bars/Lift Gates 20%
Dexterity:	18	+2 Reaction Adjustment, +2 Missile Attack Adjustment, -4 Defensive Adjustment
Constitution:	17	+3 Hit Point Adjustment, System Shock 97%, Resurrection Survival 98%
Intelligence:	16	# of Languages 5
Wisdom:	17	+3 Magical Defense Adjustment
Charisma:	12	Max. # of Henchmen 5, +0 Loyalty Base, +0 Reaction Adjustment

Combat Information:

Armor Class:	-3
Movement:	14
Hit Points:	111
THAC0:	9 (with long bow +1, flight arrows)(Long Range 210 yards) 9 (with long bow +1, sheaf arrows)(Long Range 170 yards) 9 (with bastard sword, dagger, hand axe, and short sword) 6 (with long bow +1, flight arrows)(Medium Range 140 yards) 6 (with long bow +1, flight arrows +3)(Long Range 210 yards) 6 (with long bow +1, sheaf arrows)(Medium Range 100 yards) 4 (with long bow +1, flight arrows)(Short Range 70 yards) 4 (with long bow +1, sheaf arrows)(Short Range 50 yards) 3 (with long bow +1, flight arrows +3)(Medium Range 140 yards) 2 (with long bow +1, flight or sheaf arrows)(Point Blank Range 6-30 yards) 1 (with long bow +1, flight arrows +3)(Short Range 70 yards) -1 (with long bow +1, flight arrows +3)(Point Blank Range 6-30 yards)
No. of Attacks:	5/2 (move and fire bow) 3/1 (standing still with bow) 2/1 (with sword)
Damage/Attack:	1d8+3/1d12+3 (with bastard sword, one-handed) 2d4+3/2d8+3 (with bastard sword, two-handed) 1d4+3/1d3+3 (with dagger) 1d6+3/1d4+3 (with hand axe) 1d6+6/1d6+6 (with long bow +1, flight arrows) 1d8+6/1d8+6 (with long bow +1, sheaf arrows) 1d6+9/1d6+9 (with long bow +1, flight arrows +3)
Special Attacks:	See Below
Special Defense:	See Below
Magic Resistance:	Nil
Combat Strategy:	Bloodbow always tries to stay concealed and at a distance so he can rain arrows upon his enemies. He will only fight with his melee weapons as a last resort.

Saving Throws:

Poison:	7	Petrification/Polymorph:	8
Paralyzation/Death Magic:	7	Breath Weapon:	8
Rod/Staff/Wand:	9	Spells:	10

Weapon Proficiencies:

Bastard Sword	N/A	Long Bow	Specialized (Archer kit)
Dagger	N/A	Short Sword	N/A
Hand Axe	N/A		

Nonweapon Proficiencies:

Animal Lore (Temperate Woodland)	Int/16	Modern Language (Silent Tongue)	Int/16
Bowyer/Fletcher	Dex/17	Running	Con/11
Direction Sense	Wis/18	Survival (Temperate Woodland)	Int/16
Endurance	Con/17	Swimming	Str/18
Fire Building	Wis/16	Tracking	Wis/21
Hunting	Wis/16	Weather Sense	Wis/16
Jumping	Str/18		

Languages:

Silent Tongue

Possessions:

Armor:	Chain Mail of Blending +2
Weapons:	Bastard Sword, Dagger, Hand Axe, Long Bow +1, Quiver of Flight Arrows +3, Short Sword
Miscellaneous Items:	Bracers of Archery, Cloak of Protection +2
Money:	Bloodbow has no need for money.

Ranger Abilities:

Species Enemy:	Trolls (+4 to hit, -4 to encounter reactions)
Move Silently:	92%
Hide in Shadows:	Automatic, (see special abilities)

Priest Spell Abilities:

Spells per Level:	2/2/1 (Casts at a 5th level ability)
Minor Spheres:	nil
Major Spheres:	animal, plant, travelers

Miscellaneous Special Abilities:

+3 to trick shots	(Archer ability)
30% Resistance to Sleep/Charm	(Half-elf ability)
Door Detection	Concealed Door (passing)(1 in 6) Concealed Door (searching)(3 in 6) Secret Door (searching)(2 in 6)(Half-elf ability)
Field of Silence	Bloodbow has a field of silence around him at all times, within 1" of his body nothing can make a sound, this power extends to anything he is carrying or

Infravision	touching (60'range)(Half-elf ability)
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Personal Information:

Size:	M (6' 1", 143 lbs.)
Skin:	Unknown
Hair:	Unknown
Eyes:	Unknown
Appearance:	Bloodbow always wears a full body suit of black and green. No one has seen him without his body suit. It is assumed that he is scarred because he has been asked to take off his mask and he refused.
Personality:	Bloodbow is very kind and is often by himself. Most people don't realize that he understands the silent tongue because other people use it to communicate with him, and he does not communicate, except by actions.

Background Information:

Age:	Unknown
Relatives:	Unknown
Known Allies:	Order of the Griffon
Known Enemies:	Ebonites
Patron Deity:	Solonor Thelandira
Home:	Lakeside, has a room at the Aerie
History:	Not much is known about the mysterious archer known only as Bloodbow, except that he is a champion archer and one of the deadliest men alive. Bloodbow met and befriended Grey Wolf at the Champions Quest Archery contest in the city of Talas. Grey Wolf was defending his title, and the match was a draw until Bloodbow did a double arrow shot in which both arrows hit directly in the center of the bull=s-eye, leaving the crowd, (Grey Wolf included), in awe. Bloodbow and Grey Wolf had many adventures after that and they will be told of for years to come by the bards of the world.

Daton Rune

Basic Information:

Titles/Nicknames:	Spider
Group Membership:	Rune Circus
Class:	Thief/Bard
Kit:	Jongleur
Race:	Half-elf
Level:	10 th /10 th
Experience Points:	190,000/190,000
Alignment:	Chaotic Good

Ability Scores:

Strength:	15	Weight Allow. 55, Max. Press 170, Open Doors 8, Bend Bars/Lift Gates 7%
Dexterity:	18	+2 Reaction Adjustment, +2 Missile Attack Adjustment, -4 Defensive Adjustment
Constitution:	16	+2 Hit Point Adjustment, System Shock 95%, Resurrection Survival 96%
Intelligence:	14	# of Languages 4, Spell Level 7 th , Chance to Learn 60%, Max. Spells/Level 9
Wisdom:	16	+2 Magical Defense Adjustment
Charisma:	14	Max. # of Henchmen 6, +1 Loyalty Base, +2 Reaction Adjustment

Combat Information:

Armor Class:	-3
Movement:	14
Hit Points:	51
THAC0:	16 (with quarterstaff) 13 (with daggers +3, thrown)(Long Range 40 yards) 12 (with daggers +3, in melee) 10 (with daggers +3, thrown)(Medium Range 30 yards) 8 (with daggers +3, thrown)(Short Range 20 yards)
No. of Attacks:	4 (with thrown daggers) 3 (with dagger, in melee) 1 (in melee with quarterstaff)
Damage/Attack:	1d4+3/1d3+3 (with dagger +3) 1d6/1d6 (with quarterstaff)
Special Attacks:	Can strike and spring away in the same round if he wins initiative (boots).
Special Defense:	See below
Magic Resistance:	Nil
Combat Strategy:	Whenever possible Daton will avoid combat, but when he is lured into combat he can hold his own. Usually he will cast one of his defensive spells such as mirror image and then get to a good distance so he can throw his daggers. If forced into melee he will usually use a dagger and he will attack, jump away and then jump back into range for another attack.

Saving Throws:

Poison:	11	Petrification/Polymorph:	10
Paralyzation/Death Magic:	10	Breath Weapon:	14
Rod/Staff/Wand:	10	Spells:	11

Weapon Proficiencies:

Dagger	Expertise (2 slots)	Quarterstaff	N/A
Knifefighting	N/A		

Nonweapon Proficiencies:

Appraising	Int/14	Observation	Int/14
Disguise	Cha/13	Riding, Horseback	Wis/19
Etiquette	Cha/14	Rope Use	Dex/18
Juggling	Dex/17	Throwing	Dex/18
Jumping	Str/15	Tightrope Walking	Dex/18
Gaming	Cha/14	Tumbling	Dex/18
Looting	Dex/18		

Languages:

Heidar	Thieves' Cant
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Possessions:

Armor:	Bracers of Defense AC 2
Weapons:	4 Daggers +3, Quarterstaff
Miscellaneous Items:	Boots of Striding and Springing, Pouch of Accessibility, Wrist Sheaths of Throwing
Money:	Daton carries a lot of money in his pouch of accessibility.

Thief Abilities:

Pick Pockets:	95%
Open Locks	95%
Find/Remove Traps:	95%
Move Silently:	95%
Hide in Shadows:	95%
Detect Noise:	60%
Climb Walls:	95%
Read Languages:	95%
Backstab:	Damage X4 (+4 to hit)

Wizard Spell Abilities:

Spells per Level:	3/3/2/1
Spell Book:	(Commonly memorized spells marked with an *):
First Level:	Color Spray, Detect Magic(*), Feather Fall, Gaze Reflection, Message, Nystul's Magical Aura, Read Magic(*), Unseen Servant, Ventriloquism(*)
Second Level:	Deeppockets(*), Detect Invisibility, ESP, Knock, Invisibility(*), Misdirect, Spectral Hand(*), Web, Wizard Lock
Third Level:	Dispel Magic(*), Hold Person, Item, Lightning Bolt, Non-Detection, Tongues, Vampiric Touch, Water Breathing, Wraithform(*)
Fourth Level:	Confusion, Dimension Door(*), Polymorph Self, Rary's Mnemonic Enhancer, Stoneskin

Miscellaneous Special Abilities:

30% Resistance to Sleep/Charm	(Half-elf ability)
Dodge	save vs. paralyzation at +2 to dodge applicable attacks. (Jongleur ability)
Door Detection	Concealed Door (passing)(1 in 6) Concealed Door (searching)(3 in 6) Secret Door (searching)(2 in 6)(Half-elf ability)
Entertain Crowd	audience must save vs. paralyzation at -3 or have their reactions shifted one in a friendly direction. (Jongleur ability)
Infravision	(60' range)(Half-elf ability)
Juggling	+10 to attack roll to catch small items. (Jongleur ability)
Juggling	Missile or hurled weapons too large to catch can be deflected with a successful check vs. Juggling proficiency. (Jongleur ability)
Jumping	1d6+20"(Running broad jump) 1d3+10"(Running high jump) 1d6+10"(Standing broad jump) 3"(Standing high jump)(Jongleur ability)
Tightrope Walking	All penalties are halved, balancing rod provides +4 bonus (Jongleur ability)
Tumbling	+4 to Armor Class any round initiative is won. No proficiency check to reduce falling damage. Make a proficiency check to double falling distance. (Jongleur ability)
Vaulting	Can use poles 20" longer than himself. Only needs 15" running start. Make second proficiency check to hold on to pole. (Jongleur ability)

Personal Information:

Size:	M (5'8", 135 lbs.)
Skin:	Ranges from pale in the winter to bronzed in the summer
Hair:	Black
Eyes:	Green
Appearance:	He wears brightly colored clothing while he is working at the circus, but when he is on his own he wears more plain subdued colors. He is usually smiling.
Personality:	Daton is a happy go lucky young man, he is almost always smiling and is a very convincing liar. He enjoys gambling and flaunting his wealth. He has been the victim of many petty

thieves who go home to gaze at their new items and later find out that they themselves were the victim. Daton is very careful not to attract the attention of thieves' guild in the cities that he visits.

Background Information:

Age:	28
Relatives:	Djavan Rune (father), Seera Rune (mother), Elaina Rune (sister), Arlen, Jelax, Rentho Rune (brothers)
Known Allies:	Rune Circus
Known Enemies:	Various thieves guilds throughout the world, notably Witlek and the Night Lords.
Patron Deity:	Jendar "the Cat"
Home:	None, they wander.
History:	<p>Daton was born in the wilderness outside of the city of Xraxus. He was raised around circus people and developed quite an aptitude for juggling, knife throwing, tightrope walking, and thievery. His parents made sure he grew up his own man, and applauded his decision to go out and see the world at a young age.</p> <p>At age 23, he left the circus to seek his fortune abroad. Since he didn't feel right in the forest he went straight to the largest city he could find, Talas. He went about robbing the city's merchants blind, until the local thieves guild, the Night Lords, caught him and told him he had to join or they would kill him. Daton decided that it would be a good idea and embraced the guild with open arms.</p> <p>On his first guild job he and a small group of burglars were to take a goldsmith for many of his more expensive wares, the group of thieves accidentally awoke the family and a bloodbath ensued. They killed the family, including the small children in cold blood. This occurrence troubled Daton and he decided it was time for him to leave the guild. The guildmaster, Witlek, was keeping his eye on the youth and caught him trying to leave. Witlek decided that the easiest way to keep his excellent young thief in the guild would be to curse him with lycanthropy. Witlek attacked Daton, both were wounded, but in the end Daton escaped and Witlek has scars to show of the short battle.</p> <p>Daton returned to his family and has continued with the circus life since then, only adventuring with the rest of his family.</p>

Important Companions:

Name:	Luppo
Race:	Spider Monkey
Armor Class:	8
Move:	9
Hit Dice:	1
Hit Points:	6
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1
Special Attacks:	Nil
Special Defenses:	Nil
Magic	Nil
Resistance:	
Size:	S (1'5" long)
Intelligence:	Animal (1)
Alignment:	Neutral
Appearance:	Looks like your standard spider monkey, except he has racoon-like markings around his eyes.
Special Abilities:	Can retrieve small items that Daton shows him and can perform minor tasks.

Dalemon Windcharmer

Basic Information:

Titles/Nicknames:	King of Pirates (Self Proclaimed)
Group Membership:	Captain of the Winged Wench
Class:	Fighter
Kit:	Pirate
Race:	Human
Level:	13 th
Experience Points:	1,100,363
Alignment:	Neutral Evil

Ability Scores:

Strength:	18(82)	+2 to hit, +4 to damage, Weight Allow. 185, Max. Press 330, Open Doors 14, Bend Bars/Lift Gates 30%
Dexterity:	17	+2 Reaction Adjustment, +2 Missile Attack Adjustment, -3 Defensive Adjustment
Constitution:	17	+3 Hit Point Adjustment, System Shock 97%, Resurrection Survival 98%
Intelligence:	15	# of Languages 4
Wisdom:	14	
Charisma:	16	Max. # of Henchmen 8, +4 Loyalty Base, +7 Reaction Adjustment

Combat Information:

Armor Class:	0 (-2 with single weapon style)
Movement:	12
Hit Points:	110
THAC0:	8
	7 (with hook)
	6 (when cutlass is +1)
	5 (when cutlass is +2)
	4 (when cutlass is +3)
	3 (when cutlass is +4)
No. of Attacks:	5/2 (with one weapon)
	3 (with two weapons)
Damage/Attack:	1d4+6/1d3+6 (with hook)
	1d6+7/1d8+7 (with cutlass at +1)
	1d6+8/1d8+8 (with cutlass at +2)
	1d6+9/1d8+9 (with cutlass at +3)
	1d6+10/1d8+10 (with cutlass at +4)
Special Attacks:	None
Special Defense:	None
Magic Resistance:	Nil
Combat Strategy:	Dalemon usually fights with a single weapon, his cutlass, but when he fights against overwhelming odds he will switch to two weapon style and fight with his cutlass and his hook. When his fights with one weapon he gets a -2 to hit AC for his single weapon style (2 slots). If a battle goes badly for Dalemon he will have his cutlass fight for him while He and Fanthal escape.

Saving Throws:

Poison:	7	Petrification/Polymorph:	9
Paralyzation/Death Magic:	7	Breath Weapon:	8
Rod/Staff/Wand:	8	Spells:	10

Weapon Proficiencies:

Belaying Pin	N/A	Gaff/Hook	Specialized (2 slots)
Crossbow (light)	N/A	Single Weapon Style	(2 slots)

Cutlass	Specialized (2 slots)
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Nonweapon Proficiencies:

Modern Language (Aquatic Elven)	Int/15	Rope Use	Dex/17
Modern Language (Trollspeak)	Int/15	Seamanship	Dex/18
Navigation	Int/13	Swimming	Str/18
Reading/Writing (Heildar)	Int/16	Weather Sense	Wis/13

Languages:

Aquatic Elven	Heidar	Trollspeak
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Possessions:

Armor:	Studded Leather +4 (Armor of Blending)
Weapons:	Cutlass (Dancing Sword)
Miscellaneous Items:	Aquamarine Necklace (Necklace of Adaptation), Diamond Ring (Ring of Djinni Summoning), Opal Ring (Ring of Air Elemental Control)
Money:	Dalemon has caches of money in all of his major major hangouts; Freeport, Smuggler's Cove, and Windcharmer Manor. Of course, he also keeps money on the Winged Wench. He is very wealthy, and if he needs money he can usually produce some.

Personal Information:

Size:	M (6'7", 212 lbs.)
Skin:	Bronzed, Caucasian
Hair:	Blonde
Eyes:	Blue
Appearance:	Dalemon Windcharmer is an attractive man with sandy brown hair and bright blue eyes. He is missing his left hand and in its place is a silver hook. He always wears his studded leather, but it looks like clothing at the top of fashion in the large cities.
Personality:	Dalemon is a very out-going, charismatic leader. He is quick to smile and slow to anger. He treats other people with respect but he knows when to "get mean". He treats Fanthal as a friend instead of a servant.

Background Information:

Age:	25
Relatives:	Unknown
Known Allies:	Iran Tracin, Alexin Raspit, Beni the Fence, A couple of tribes of Scraggs, and Thyrul (a malenti saugin)
Known Enemies:	Dane Aurilla and the crew of the Monarch
Patron Deity:	None
Home:	Windcharmer Manor (on a small island in the Pirate Isles)
History:	Dalemon grew up on the streets of Xraxus until he was 12 years old. When he was twelve he was already 6 feet tall and he joined the Eyes in the Night as a part of a protection gang, the Bloodied Knives. He rose quickly through their ranks until he made an enemy of one of the lords of the city, Lord Vhermon Blackfist. Blackfist decided to let the boy live, but he exiled him out of the city. Dalemon then left the city as a crew member on the Purple Witch, a large galleon from Talaxia. After ten years of sailing on the Witch, he killed the captain and took over the ship. All of the other crew members either joined with him or joined the captain in death. He became one of the most feared pirate captains in the Pirate Isles, and since he got his new ship, The Winged Wench, he has become even more successful.

Important Companions:

Name:	Fanthal
Race:	Djinni
Armor Class:	4
Move:	9
	Fly 24 (A)
Hit Dice:	7+3
Hit Points:	60
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2-16
Special Attacks:	<i>Whirlwind</i>
Special Defenses:	+4 to air based saves
Magic	Nil
Resistance:	
Size:	L (10'6" tall)
Intelligence:	High (13)
Alignment:	Chaotic Good
Appearance:	Fanthal looks like a large man with light blue skin and a large amount of jewelry. He wears baggy violet pants and a red sash.
Special Abilities:	Create illusion (once per day) Create metal (100 lbs.)(once per day) Create nutritious food (once per day) Create soft goods (permanent)(16 cubic ft.)(once per day) Create water or wine (once per day) Cream wooden items (permanent)(9 cubic ft.)(once per day) Invisibility (once per day) Gaseous form (once per day) Wind walk (once per day) Whirlwind (once per day)

Djavan Rune

Basic Information:

Titles/Nicknames:	The Ringmaster, The Gypsy Sage
Group Membership:	Ringmaster of the Rune Circus
Class:	Mage/Bard
Kit:	Loremaster
Race:	Half-elf
Level:	14 th /17 th
Experience Points:	1,630,000/1,630,000
Alignment:	Chaotic Good

Ability Scores:

Strength:	13	Weight Allow. 45, Max. Press 140, Open Doors 7, Bend Bars/Lift Gates 4%
Dexterity:	18	+2 Reaction Adjustment, +2 Missile Attack Adjustment, -4 Defensive Adjustment
Constitution:	15	+1 Hit Point Adjustment, System Shock 90%, Resurrection Survival 94%
Intelligence:	18	# of Languages 7, Spell Level 9 th , Chance to Learn 85%, Max. Spells per Level 18
Wisdom:	17	Magical Defense Adjustment +3
Charisma:	18	Max. # of Henchmen 15, +8 Loyalty Base, +7 Reaction Adjustment

Combat Information:

Armor Class:	6
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Movement:	14
Hit Points:	55
THAC0:	15 (with dagger, thrown)(Long Range 30 yards) 15 (with dart, thrown)(Long Range 40 yards) 15 (with hand crossbow)(Long Range 60 yards) 12 (with quarterstaff) 12 (with dagger, thrown)(Medium Range 20 yards) 12 (with dart, thrown)(Medium Range 20 yards) 12 (with hand crossbow)(Medium Range 40 yards) 11 (with dagger, in melee) 10 (with dagger, thrown)(Short Range 10 yards) 10 (with dart, thrown)(Short Range 10 yards) 10 (with hand crossbow)(Short Range 20 yards)
No. of Attacks:	1 (with quarterstaff) 1 (with hand crossbow) 2 (with dagger, melee) 3 (with dart) 5 (with dagger, thrown)
Damage/Attack:	1d4/1d3 (with dagger) 1d3/1d2 (with dart) 1d3/1d2 (with hand crossbow) 1d6/1d6 (with quarterstaff)
Special Attacks:	See below
Special Defense:	See below
Magic Resistance:	Nil
Combat Strategy:	Djavan only fights as a last resort. Usually he surrounds himself with other people who can fight and casts spell to help defeat his foes. If he does have to fight, he prefers to stay at a distance throwing daggers and casting spells. If in melee he uses his ability to knifefight to its full extent.

Saving Throws:

Poison:	9	Petrification/Polymorph:	8
Paralyzation/Death Magic:	9	Breath Weapon:	12
Rod/Staff/Wand:	6	Spells:	7

Weapon Proficiencies:

Dagger	Expertise (2 slots)	Knifefighting	N/A
Dart	N/A	Quarterstaff	N/A
Hand crossbow	N/A		

Nonweapon Proficiencies:

Ancient History (Ches Empire)(kit)	Int/17	Musical Instrument (Lute)	Dex/17
Ancient Language (Ches)(kit)	Int/18	Musical Instrument (Pan Pipes)	Dex/17
Disguise	Cha/17	Musical Instrument (Pipe Organ)	Dex/17
Gaming	Cha/18	Reading/Writing (Heidar)(kit)	Int/19
Juggling	Dex/17	Navigation (kit)	Int/16
Modern Language (Elven Common)	Int/18	Singing	Cha/18
Modern Language (Halfling Common)	Int/18	Sleight of Hand	Dex/16
Musical Instrument (Celtic Harp)	Dex/17	Talaxian History	Cha/18
Musical Instrument (Kettle Drums)	Dex/17	Tumbling	Dex/18

Languages:

Ancient Ches	Elven Common	Halfling
Heidar		

Possessions:

Armor:	None
Weapons:	Dagger, dart, hand crossbow, quarterstaff
Miscellaneous Items:	Horn of Collapsing, Pipes of the Sewers
Money:	Djavan is assumed to have all the money he needs.

Wild Talent:

MAC: 6	MTHAC0: 12	PSPs: 82
Object Reading (7 MAC)(12/6 cost)		

Bard Abilities:

Pick Pockets:	95%
Detect Noise:	95%
Climb Walls:	95%
Read Languages:	95%

Wizard Spell Abilities:

Spells per Level:	9/9/9/7/7/4/1
Spell Book:	(Commonly memorized spells marked with an *):
First Level:	Alter Instrument, Affect Normal Fires, Audible Glamer(*), Charm Person, Color Spray(*), Detect Magic(*), Feather Fall(*), Gaze Reflection, Grease, Hypnotism(*), Jump, Message, Phantasmal Force(*), Read Magic(*), Spider Climb, Taunt(*), Ventriloquism(*)
Second Level:	Alter Self, Blindness(*), Blur, Darkness, 15' radius(*), Deafness, Deepockets(*), ESP, Fool's Gold, Forget, Glitterdust(*), Irritation, Knock(*), Leomund's Trap, Locate Object, Magic Mouth(*), Misdirection(*), Silence, 15ft radius(*), Spectral Hand(*)
Third Level:	Clairaudience, Clairvoyance, Delude, Dispel Magic(*), Fireball(*), Fly(*), Fool's Speech(*), Gust of Wind, Illusionary Script, Item, Lightning Bolt(*), Non-Detection(*), Protection Form Normal Missiles(*), Spectral Force(*), Suggestion, Tongues, Watery Double, Wraithform(*)
Fourth Level:	Confusion, Detect Scrying, Dimension Door, Emotion (*), Evards' Black Tentacles, Fire Charm, Fumble(*), Improved Invisibility(*), Minor Creation, Otiluke's Resilient Sphere(*), Polymorph Other(*), Polymorph Self(*), Rainbow Pattern, Shout(*), Stoneskin(*), Vacancy, Wall of Ice
Fifth Level:	Advanced Illusion(*), Avoidance, Chaos(*), Domination(*), Feeblemind(*), Major Creation, Passwall(*), Seeming, Sending, Teleport(*), Transmute Rock to Mud(*)
Sixth Level:	Anti-Magic Shell, Chain Lightning(*), Contingency, Enchant an Item, Eyebite(*), Geas, Globe of Invulnerability, Misdread, Mordenkainen's Lucubration, Otiluke's Freezing Sphere, Programed Illusion, Repulsion, Tenser's Transformation(*), True Seeing(*)
Seventh Level:	Acid Storm, Delayed Blast Fireball, Drawmij's Instant Summons, Limited Wish, Mordenkainen's Magnificent Mansion, Prismatic Spray, Reverse Gravity, Sequester, Shadow Walk, Simulacrum, Teleport Without Error, Vanish(*)

Miscellaneous Special Abilities:

30% Resistance to Sleep/Charm	(Half-elf ability)
Arcane Lore	Can use any magic item with a successful wisdom check. (Loremaster ability)
Door Detection	Concealed Door (passing)(1 in 6) Concealed Door (searching)(3 in 6) Secret Door (searching)(2 in 6)(Half-elf ability)
Etymology	Makes read languages check twice if the language is ancient. (Loremaster)

Infravision	ability (60'range)(Half-elf ability)
Legend Lore	85% (Loremaster ability)
Persuasion	Can change the reactions of any audience listening to him, their reaction shifts one level if they fail a saving throw vs. paralyzation at -5. (Loremaster ability)

Personal Information:

Size:	M (6'0", 140 lbs.)
Skin:	Pale white
Hair:	Grey
Eyes:	Brown
Appearance:	Djavan is a distinguished older man. He is obviously more human than elf and you would be hard pressed to prove that he has any elf blood at all.
Personality:	As he has grown older Djavan has become more and more reserved. The only thing that really riles him up anymore is someone mistreating a old book or other artifact. He spend most non-performance times in his trailer reading.

Background Information:

Age:	65
Relatives:	Seera (wife), Elaina (daughter), Arlen, Daton, Jelax, and Rentho Rune (sons)
Known Allies:	Rune Circus
Known Enemies:	None
Patron Deity:	Aflenton
Home:	None, wanders
History:	Djavan Rune was raised by the Cordova clan of gypsies after he was abandoned by his parents. Early in his childhood it was apparent that Djavan was a special child, a "Rune" child. A Rune child is exceptional in every way. Using his high intelligence, wisdom, dexterity, and charisma Djavan quickly grew to be an important part of the Cordova clan. While travelling near the Piltir Forest the Cordovas came upon a small village that was recently burned to the ground. In this village young Djavan found an injured elfwoman named Seera. The clan adopted Seera, and she and Djavan quickly fell in love. Unfortunately, the clan has strict rules against marrying within the clan. Djavan and Seera left the Cordovas. While travelling the Eastern Arrean continent Djavan and Seera had many adventures, and soon met a lonely, old wizard named Serphim. Serphim began to teach Djavan and Seera the intricacies of magic use. A few years later, Serphim died. When he died he left all of his belongings to Djavan and Seera. With their newfound wealth Djavan and Seera created the Rune Circus. While travelling in the circus Djavan and Seera have had five children who now travel in the circus with the rest of the family.

Doma Thraxsta

Basic Information:

Titles/Nicknames:	None
Group Membership:	None
Class:	Fighter
Kit:	Battlerager
Race:	Sundered Dwarf
Level:	7 th
Experience Points:	66,500
Alignment:	Chaotic Neutral

Ability Scores:

Strength:	18(13)	+1 to hit, +3 to damage, Weight Allow. 135, Max. Press 280, Open Doors 12, Bend Bars/Lift Gates 20%
Dexterity:	17	+2 Reaction Adjustment, +2 Missile Attack Adjustment, -3 Defensive Adjustment
Constitution:	17	+3 Hit Point Adjustment, System Shock 97%, Resurrection Survival 98%
Intelligence:	10	# of Languages 2
Wisdom:	10	
Charisma:	6	Max. # of Henchmen 2, -3 Loyalty Base, -2 Reaction Adjustment

Combat Information:

Armor Class:	-7
Movement:	9
Hit Points:	54
THAC0:	14
	13 (versus Ebonites)
	13 (with short sword)
	12 (with battle axe)
	12 (with short sword versus Ebonites)
	11 (with battle axe versus Ebonites)
	9 (with two handed battle axe or throwing hammer)
	8 (with two handed battle axe or throwing hammer versus Ebonites)
No. of Attacks:	2 (with one weapon)
	3 (with two weapons)
	1 (with throwing hammer)
Damage/Attack:	1d8+3/1d8+3 (with battle axe)
	1d6+5/1d8+5 (with short sword +2)
	1d10+9/2d8+9 (with two handed battle axe +2)
	1d4+9/1d4+8 (with war hammer +3, dwarven thrower in melee)
	2d4+13/2d4+11 (with war hammer +3, dwarven thrower, thrown)(180' range)
	3d4+17/3d4+15 (with war hammer +3, dwarven thrower, thrown versus giants)(180' range)
Special Attacks:	None
Special Defense:	+4 to saving throws versus poison and magical attacks
Magic Resistance:	Nil
Combat Strategy:	Doma always charges into battle and will throw his hammer while closing the distance, then against small groups he will switch to the two-handed style with his two-handed battle axe (which he is specialized in). On the other hand, if there are nearly overwhelming numbers opposing him, he will switch to the two weapon style, using his one-handed battle axe and his short sword. Doma's high strength, magical weapons, and hard earned expertise give him many bonuses with his chosen weapons; One-Handed Battle Axe (+2 to hit), Short Sword (+1 to hit), Two-Handed Battle Axe (+5 to hit), Throwing Hammer (+5 to hit). In addition to the above bonuses he gets another +1 when fighting anyone with the insignia of the Ebonites.

Saving Throws:

Poison:	6	Petrification/Polymorph:	11
Paralyzation/Death Magic:	10	Breath Weapon:	12
Rod/Staff/Wand:	12	Spells:	13

Weapon Proficiencies:

Ambidexterity	N/A	Two handed Battle Axe	Specialized (2 slots)
Battle Axe	N/A	Warhammer	Specialized (2 slots)
Short Sword	N/A		

Nonweapon Proficiencies:

Animal Training (Dog)	Int/15	Rope Use	Dex/17
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Modern Language (Trollspeak)	Int/15	Seamanship	Dex/18
Navigation	Int/13	Swimming	Str/18
Reading/Writing (Heildar)	Int/16	Weather Sense	Wis/13

Languages:

Dwarven Common	Heildar
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Possessions:

Armor:	Dwarven Plate +2
Weapons:	Battle Axe, Short Sword +2, Two-handed Battle Axe +2, War Hammer +3 (Dwarven Thrower)
Miscellaneous Items:	Ear ring of Protection +3, Potion of Clairaudience, Potion of Extra Healing, Ring of Free Action, , Spade of Colossal Excavation
Money:	100gps at any time (mainly for alcohol), has money stashed in various other places.

Wild Talent:

MAC: 10	MTHAC0: 17	PSPs: 28
Ballistic Attack (6 MAC)(5/3 cost) Telekinesis (8 MAC)(3+/1+ cost)		

Personal Information:

Size:	M (4'8", 190 lbs.)
Skin:	Grey, craggy, and profusely tattooed
Hair:	Orange, Red, Blue, and yellow. His beard is orange.
Eyes:	Brown, usually bloodshot.
Appearance:	Doma is an "average" battlerager. He has several tattoos and his hair is dyed several different colors. He always wears his armor, even if he is not expecting trouble. His armor has sharp metal ridges and spikes that others have to be careful not to cut themselves on.
Personality:	Doma is abrasive, difficult, and an alcoholic. He picks fights with people and will probably get himself killed by messing with the wrong person. Doma is a sad person who drowns his sorrow with alcohol.

Background Information:

Age:	88
Relatives:	Unknown, but all are known to be deceased.
Known Allies:	None
Known Enemies:	Ebonites
Patron Deity:	Clangeddin Silverbeard
Home:	None, wanders.
History:	Doma Thraxsta is the last known survivor of an ill-fated clan of miners who were digging deep in the Teeth of the World and uncovered a corridor leading to Shadowfall. The Drow Elves of Shadowfall quickly butchered the overmatched miners. Having fallen behind Doma wasn't present during the slaughter and for the first and only time in his life he knew the meaning of fear. Doma now wages a one man crusade to rid the world of the menace of the Ebonites.

Keratesha

Basic Information:

Titles/Nicknames:	Forestal of Deepwood, Chosen of Solonor Thelandira
Group Membership:	Priesthood of Solonor Thelandira
Class:	Ranger/Priestess
Kit:	None
Race:	Hamadryad (formerly High Elf)
Level:	15 th /15 th
Experience Points:	2,515,000/2,515,000
Alignment:	Chaotic Good

Ability Scores:

Strength:	15	Weight Allow. 55, Max. Press 170, Open Doors 8, Bend Bars/Lift Gates 7%
Dexterity:	21	+4 Reaction Adjustment, +4 Missile Attack Adjustment, -5 Defensive Adjustment
Constitution:	25 (13)	+7 Hit Point Adjustment, System Shock 100%, Resurrection Survival 100%, Poison Save +4, Regeneration 1/1 turn
Intelligence:	14	# of Languages 4
Wisdom:	19	+4 Magical Defense Adjustment, 0% Chance of Spell Failure, Bonus Spells (3 1 st , 2 2 nd , 1 3 rd , 2 4 th), Spell Immunity (Cause Fear, Charm Person, Command, Friends, Hypnotism)
Charisma:	16	Max. # of Henchmen 8, +4 Loyalty Base, +5 Reaction Adjustment

Combat Information:

Armor Class:	-2 (-4 when going full defense with bladesong)
Movement:	19
Hit Points:	135
THAC0:	6
	3 (with Llamara)
	1 (with Llamara, Bladesong)
	-1 (with Long Bow of the Unicorn, Fire Trap/Silver tipped/Regular Arrows)(Long Range 170 yards)
	-2 (with Llamara, thrown)(110 yard range)
	-3 (with Dagger of Throwing, thrown)(110 yards range)
	-4 (with Long Bow of the Unicorn, Fire Trap/Silver tipped/Regular Arrows)(Medium Range 100 yards)
	-5 (with Long Bow of the Unicorn, Magical Arrows)(Long Range 340 yards)
	-6 (with Long Bow of the Unicorn, Fire Trap/Silver tipped/Regular Arrows)(Short Range 50 yards)
	-8 (with Long Bow of the Unicorn, Magical Arrows)(Medium Range 200 yards)
	-10 (with Long Bow of the Unicorn, Magical Arrows)(Short Range 100 yards)
No. of Attacks:	2 (with bow or thrown daggers)
	3 (with sword or dagger in melee)
Damage/Attack:	1d4+4/1d3+4 (with Daggers of Throwing, melee)
	2d4+4/2d3+4 (with Daggers of Throwing, thrown)
	1d8/1d8 (with Bow of the Unicorn, regular or silver tipped arrows)
	1d4+1+1d4+15 (with Bow of the Unicorn, <i>fire trap</i> arrow)
	1d8+4/1d8+4 (with Bow of the Unicorn, Arrows +4 or White Arrow of Anath Tirinth vs. non-evil or evil with made save)
	5d8+4/5d8+4 (with Bow of the Unicorn, White Arrow of Anath Tirinth vs. evil with missed save)
	1d8+3/1d12+3 (with Llamara, melee)
	1d8+13/1d12+13 (with Llamara, thrown with made save)
	1d8+23/1d12+23 (with Llamara, thrown with missed save)
Special Attacks:	See Below
Special Defense:	See Below
Magic Resistance:	75%
Combat Strategy:	Keratesha usually runs from tree to tree, casting spells and using distance attacks to destroy her foes. She uses her fire spells as a last resort, always putting fires out with her quench fire ability. Keratesha always keeps a Protection from Fire spell (absorbs 174 hps of fire damage), and a Protection from Lightning spell (absorbs 150 hps of lightning damage) cast

on herself at all times.

Saving Throws:

Poison: -1	Petrification/Polymorph: 6
Paralyzation/Death Magic: 4	Breath Weapon: 4
Rod/Staff/Wand: 5	Spells: 7

Weapon Proficiencies:

Bladesong (3 slots)	Long Sword N/A
Dagger N/A	Punching N/A
Long Bow N/A	

Nonweapon Proficiencies:

Appraising Int/14	Riding, Land Based(Horse) Wis/22
Blindfighting N/A	Running Con/19
Blindshooting Dex/21	Set Snares Int/13
Bowyer/Fletcher Dex/20	Singing Cha/16
Dancing Dex/21	Swimming Str/15
Herbalism Int/12	Tracking Wis/24
Musical Instrument (Pan Pipes) Dex/20	Tumbling Dex/21
Observation Int/14	Weather Sense Wis/18
Religion Wis/19	Woodland Survival Int/14

Languages:

Centaur	Dryad	Pixie
Katan	Elven	Sprite
Druidic	Faun	Treant

Possessions:

Armor:	Leather Armor +5
Weapons:	12 Sheaf Arrows +4, 2 Daggers of Throwing +4, 6 <i>Fire trap</i> Arrows, Long Bow of the Unicorn, Long Sword, Moonblade +3 (Llamara), 2 Master Blade Daggers, Quiver of Silver-tipped Arrows, White Arrow of Anath Tirinth
Miscellaneous Items:	2 Earrings (Know Alignment), Equus Earring, Gauntlets of Dexterity
Money:	Keratesha has no need for money but she could find some if she needed it for some reason.

Unique Magic Items:

Llamara, Long Sword +3, Moonblade	Can call Llamara to her hand Danger Sense Dream Warning Lifestealing (Roll of 19 or 20) Throw 110" +20 Lightning damage, 5' wide bolt, save for haft, returns in 1 round Treasure Finding Woodland Movement (Acts as Bracers of Brachiation, can move through overgrown areas without a trace)
White Arrow of Anath Tirinth	Can be fired once per day, if it hits and the target is evil, they must make a saving throw at -4 or suffer x5 on the arrow's damage. Whether the

arrow hits or not it disappears and reappears in Keratesha's quiver at dawn the following morning. The White Arrow acts as a +4 arrow with doubled range.

Ranger Abilities:

Species Enemy: Dark Elves (+4 to hit, -4 to encounter reactions)
Move Silently: 134%
Hide in Shadows: 129%

Priest Spell Abilities:

Spells per Level: 10/10/7/7/4/2/1
Minor Spheres: healing, necromancy, travellers
Major Spheres: all, animal, combat, elemental (all), plant, sun, war, weather

Miscellaneous Special Abilities:

90% Resistance to Sleep/Charm	(Elf ability)
Animal Empathy	(-5 to saving throw) (Ranger ability)
Animal Friendship	(at will)(Hamadryad ability)
Charm Person	(three time per day)(Hamadryad ability)
Detect Snares and Pits	(at will)(always successful)(Hamadryad ability)
Dimension Door	(at will)(from tree to tree only, maximum range 660 yards)(Hamadryad ability)
Door Detection	Concealed Door (passing)(1 in 6) Concealed Door (searching)(3 in 6) Secret Door (searching)(2 in 6)(Elf ability)
Entangle	(at will)(Hamadryad ability)
Hold Plant	(once per day)(Hamadryad ability)
Pass without Trace	(at will)(Hamadryad ability)
Quench Fire	(at will)(Hamadryad ability)
Speak with Plants	(at will)(Hamadryad ability)
Spell Immunities	Immune to <i>call woodland beings, cause fear, charm person or mammal, command, entangle, friends, hallucinatory forest, hypnotism, massmorph, and tree.</i> (Wisdom, Hamadryad ability)
Stealth in Natural Surroundings	Move silently and almost invisibly. As long as he is not attacking can only be seen by someone who can see invisible objects. (Elf ability)
Superior Senses	Can see in darkness as if daylight Hear Noise: 75%
Surprise Bonus	When alone she moves so silently that she imposes a -4 penalty to opponents surprise rolls. If she has to open a door the the penalty is reduced to -2. (Elf ability)
Transport via Plants	(at will)(Can remain inside as long as she wishes, if she enters a tree containing a spell caster that is using a plant door, pass plant, or transport via plants spell, there is always room in the tree for her and she can attempt to charm the spell caster. The save versus this charm has a -6 penalty. This charm does not count toward her three charm persons.)(Hamadryad ability)

Personal Information:

Size: M (4' 1", 60 lbs.)
Skin: Light green
Hair: Forest green
Eyes: Milky white
Appearance: Keratesha looks like a small elf with green skin and hair. She has a scar across her eyes and her eyes are creamy white with no pupil. She always wears green leather armor.
Personality: Keratesha is slow to trust people, and even when she does trust someone she is still very

abrasive toward them. Although Keratesha feels better around her friends, the plants and animals of the world, she is trustworthy and will do anything for the few humans that she calls her friends. She does not tolerate anything that harms the forest that she is charged to protect.

Background Information:

Age: 107 (natural), 169 (unnatural)
Relatives: None, all deceased
Known Allies: Alias Darkbane
Known Enemies: Any enemy of the elves or the forest
Patron Deity: Solonor Thelandira
Home: Deepwood, wanders throughout
History: Keratesha was born on another world to a race of evil elves not unlike the Dark Elves of our world. Her parents were traveling to the home of the good elves of the world to change their life for the best when they were assassinated by a dark elf named Drakar. Her mother shielded Kera with her own body and Drakar left the child to die. Kera was found by an elven mage out gathering components, and was given to an elven priest of Solonor Thelandira to raise. The mage, Tath, was the High Mage of Tirinth Anath and used his magic to hide the memories of Keratesha's parents from her. Many years later, Keratesha decided that it was time for her to make a name for herself and took a mission from the Queen of the Elves to deliver a message to her consort who was traveling the world. She found him in a city called Serth. The queens consort's name was Vincent Alexander, and he was on a quest with a group of close friends destined for greatness: Prince Duncan of Talas, Lord of Talaxia and Paladin of a god Arthom; Alias Darkbane, Duke of the Coastal city of Rhys, Ranger and Elfriend; Prelate Clancy Brown, Priest of the Arthorn; Jasper, High Mage of the West, Bard and Hawkbrother; and Nicodemus, Swordmaster of Rhys, and one of the most dangerous swordsmen in the world. In Serth, they were attacked by a great extra-dimensional beast, Keratesha aided the group in the battle and was invited to travel with them back to Anath Tirinth. Kera decided she couldn't possibly be safer with any other traveling companions and accepted the invitation. On the way, they battled a group of about one hundred orcish raiders, the battle was fierce and Keratesha was slashed across the eyes, blinding her. They traveled the quickest (and most dangerous) way to Tirinth Anath, through the tunnels and caverns under the mountain range called the Tekatian Towers. After a few dangerous battles with creatures such as Umber Hulks, a Pyrohydra, a pack of Cockatrice, a Beholder, and a Dwarven Vampire named Hagar, the party found a scroll with a spell that Clancy informed Keratesha could possibly return her eyesight, but may also have some sort of unknown side effect. She decided that it was worth the danger, and asked Clancy to cast the spell. The spell did return her sight, but it did not return the color to her eyes, they became a milky white color and she still had the scars across the outer part of her eyes and the bridge of her nose. After they escaped from Hagar, and left the Towers they still had to travel through a great forest called Deepwood. In Deepwood the party encountered a group of Spriggan that had killed an elven traveler and took his moonblade, Llamara, the companions dispatched the giantkin and Keratesha took the moonblade. The rest of the journey to Anath Tirinth was uneventful. She continued to travel with the group for years until they succeeded in saving the world from a being named Nycadinus. The companions then all retired from adventuring: Duncan returned to governing Talaxia, Alias gave up his Dukedom to Nicodemus, Jasper became the Chosen of the god Kadinastis, Clancy Brown became a solar in the service of Arthom, and Keratesha became the chosen protector of the Deepwood.

Important Companions:

Name: Kyla
Race: Thylacine
Armor Class: 0
Move: 30

Hit Dice:	9
Hit Points:	54
THAC0:	11
No. of Attacks:	3
Damage/Attack:	2d4/2d4/4d4
Special Attacks:	Pounce
Special Defenses:	+2 to surprise rolls
Magic	See below
Resistance:	
Size:	L (8' long)
Intelligence:	Average (10)
Alignment:	Chaotic Good
Appearance:	Kyla is a dark grey colored cat, about the same size and build as a lioness. Her fur has black stripes running vertically down her body making it easier for her to camouflage herself.
Special Abilities:	<p>Camouflage (70% in woods or rocks)</p> <p>Falling (Can fall any distance and only take 1 hp of damage)</p> <p>Grab (If Kyla hits with both front claws, she can rake with her rear claws (Automatic hit, 1-4 pts of damage each), as well as bite with a +4 to attack. Such bites inflict maximum damage until Kyla gets dislodged (successful bend bars/lift gates roll), also the front claws inflict minimum damage)</p> <p>Identify (Kyla can sense the dweomer emanating from enchanted items, and she can identify the type, specific functions, and even strength of a magic item with a 45% chance of success)</p> <p>Illusion (Humanoid form only, herself only)(1/day)</p> <p>Immune to Charm, Fear, and all other mind influencing spells</p> <p>Immune to Magical scrying, sensing, or summoning</p> <p>Infravision (120 yard range)</p> <p>Jumping (Kyla can 20 feet upward, 50 feet forward, and with a running start can leap 65 feet)</p> <p>Pounce (If Kyla has surprise she gets a +2 bonus to attack)</p> <p>Tracking (Kyla can track by scent with a 80% accuracy)</p>

Name:	Ezrah Blackhoof
Race:	Unicorn
Armor Class:	2
Move:	30
Hit Dice:	6+4
Hit Points:	40
THAC0:	13
	11 (with horn)
No. of Attacks:	3
Damage/Attack:	2d4/2d4/2d8
Special Attacks:	Charge
Special Defenses:	See below
Magic	See below
Resistance:	
Size:	L (5'6" at shoulder)
Intelligence:	Average (10)
Alignment:	Chaotic Good
Appearance:	Ezrah is a white unicom with an ivory colored horn and three ivory colored hooves. His front left hoof is black, hence his name. On his left flank there is a symbol that matches the earring that Ezrah is linked to, a blue quarter moon and star surrounded by nine small gold stars.
Special Abilities:	<p>Charge (With 30 feet of running room, Ezrah can charge getting a +2 to hit and doing 4-48 points of damage on a successful hit)</p> <p>Enemy Sense (Can sense any enemy from 240 yards away)</p> <p>Immune to Charm, Death, Hold, and Poison</p> <p>Move Silently (In natural surroundings Ezrah moves so silently that opponents are penalized -6 on their surprise rolls)</p> <p>Teleport without Error (1/day)(360 yd range)</p>

Minor NPCs

Dalon

Titles/Nicknames:	None
Group Membership:	Order of the Griffon, Librarian of the Aerie
Class:	Fighter/Mage/Priest of Aflenton
Kit:	Loremaster
Race:	Half-elf
Level:	12 th /13 th /13 th
Experience Points:	242,000/242,000/242,000
Alignment:	Neutral Good
Exceptional Abilities:	Str 16, Int 18, Wis 17, Cha 15 Expert Sage dealing with Arrean theology.
Description:	Dalon is a muscular half-elf with distinctively elven features. He wears a pair of corrective lenses for his eyes and wears a plain brown robe.
Personality:	Dalon is very talkative to anyone who seeks information from him, often to the point where he will drift off the point of the conversation. It is almost like he never sees people and wants to fit all of his socializing into a short conversation.

Danier Bloodstone

Titles/Nicknames:	Duke of
Group Membership:	Knights of the Dragon, Church of Arthom
Class:	Paladin
Kit:	Justifier
Race:	Human
Level:	10 th
Experience Points:	610,000
Alignment:	Lawful Good
Exceptional Abilities:	Str 18(81), Dex 17, Cha 18
Description:	Danier Bloodstone is an impressively built man who commands attention anywhere he goes. He generally wears a magical suit of studded leather, an eyepatch over his left eye, and carries an impressive two-handed sword. He usually is dirty from a trek into the nearby swamp. He is a just ruler but he spends too much of his time in the swamp.
Personality:	Danier is a no-nonsense type of guy. He would rather be in the swamp fighting the encroachment of Lifeswallower than in his castle speaking to diplomats and fops.
Other Notes:	Danier has a magical bloodstone imbedded in his left eye socket that confers the power of true seeing unto him. His two-handed sword is a holy sword named "Dalcon" (+3 Purifier)

Drayden Blackhammer

Titles/Nicknames:	High Chanter of Hammerhold
Group Membership:	Clan Blackhammer (Begas Blackhammer's cousin)
Class:	Fighter/Bard
Kit:	Dwarven Chanter
Race:	Mountain Dwarf
Level:	12 th /15 th
Experience Points:	1,200,000/1,200,000
Alignment:	Lawful Good
Exceptional Abilities:	Str 17, Dex 16, Con 17, Cha 15

Description:	Drayden has coal-black hair and an equally black beard that is usually braided in small tight braids. He is tall for a dwarf (5'6") and thin (180 lbs.). He generally wear dark colored clothes; blues, reds, and greens.
Personality:	Drayden is an outgoing dwarf. He is one of the dwarves who shows around very important visitors to Hammerhold. He is very protective of his homeland and takes threats very seriously.

Tracy Sheldon

Titles/Nicknames:	Dragon Slayer (self-proclaimed)
Group Membership:	None
Class:	Fighter
Kit:	Myrmidon
Race:	Human
Level:	5 th
Experience Points:	18,500
Alignment:	Chaotic Neutral
Exceptional Abilities:	Str 18(95), Dex 16, Con 17, Int 4, Wis 8, Cha 3
Description:	Large man with melted metal attached to his face. (Fireball accident)
Personality:	Tracy is extremely stupid and violent. These two traits are not good when mixed in the same person. People should watch what they say around Tracy. Even if they don't mean to offend him he may be offended.
Other Notes:	Disappeared (6 th of Tekka 1675)(Fell down a hole presumably into the Underdark) Owns Lectra, the Lightning Rod

Halls of Valhalla

Baltor Graniteheart

Titles/Nicknames:	None
Group Membership:	Priesthood of Moradin
Class:	Fighter/Priest
Kit:	Champion of Moradin
Race:	Mountain Dwarf
Level:	6 th
Other Notes:	Deceased (25 st of Telule 1675) (Killed by a hill giant)

Belzim Kildar

Titles/Nicknames:	None
Group Membership:	None
Class:	Fighter
Kit:	Myrmidon
Race:	Mountain Dwarf
Level:	6 th
Other Notes:	Deceased (12 th of Telule 1676) (Killed by a shadow asp)

Damon Ameratha

Titles/Nicknames:	Commander of the Greyshields
Group Membership:	Greyshields
Class:	Fighter
Kit:	Myrmidon
Race:	Human
Level:	13 th
Other Notes:	Deceased (15 th of Tekka 1676) (Killed by greater dopplegangers)

Duncan Ameratha

Titles/Nicknames:	None
Group Membership:	Greyshields
Class:	Fighter
Kit:	Swashbuckler
Race:	Human
Level:	13 th
Other Notes:	Deceased (15 th of Tekka 1676) (Killed by greater dopplgangers)

Gabrielle

Titles/Nicknames:	None
Group Membership:	Circle of One
Class:	Druid

Kit:	None
Race:	Swanmay
Level:	4 th
Other Notes:	Deceased (15 th of Telule 1675)(Killed by dire wolves)

Gwendolyn Stout

Titles/Nicknames:	None
Group Membership:	Circle of One
Class:	Ranger/Druid
Kit:	None
Race:	Swanmay
Level:	8 th /11 th
Other Notes:	Deceased (21 st of Tekka 1676)(Killed by greater dopplegangers)

Kaylae

Titles/Nicknames:	None
Group Membership:	None
Class:	Fighter
Kit:	Amazon
Race:	Sylvan Elf
Level:	6 th
Other Notes:	Deceased (25 st of Telule 1675) (Killed by a hill giant)

Kyros

Titles/Nicknames:	None
Group Membership:	Church of Arthom, The Hellbenders
Class:	Crusader
Kit:	Crusader of Arthom
Race:	Human
Level:	11 th
Other Notes:	Deceased (21 st of Tekka 1676) (Killed by greater dopplegangers)

Naron Ameratha

Titles/Nicknames:	None
Group Membership:	Greyshields
Class:	Fighter
Kit:	Myrmidon
Race:	Human
Level:	10 th
Other Notes:	Deceased (15 th of Tekka 1676) (Killed by greater dopplegangers) Rondin Ameratha's twin brother

Rainok Ameratha

Titles/Nicknames:	None
Group Membership:	Church of Arthom
Class:	Paladin
Kit:	Errant
Race:	Human
Level:	19 th
Other Notes:	Deceased (29 th of Kinsu 1675) (Gave up Caradakas to Ahrlin, died of old age) Ahrlin's great grandfather

Rondin Ameratha

Titles/Nicknames:	None
Group Membership:	Greyshields
Class:	Fighter
Kit:	Myrmidon
Race:	Human
Level:	10 th
Other Notes:	Deceased (15 th of Tekka 1676) (Killed by greater dopplegangers) Naron Ameratha's twin brother

Senora Treebranch

Titles/Nicknames:	None
Group Membership:	Sisters of the Swan
Class:	Ranger
Kit:	Sister of the Swan
Race:	Sylvan Elf
Level:	4 th
Other Notes:	Deceased (10 th of Tekka 1675) (Killed by a wyvern)

Thrax Forestwalker

Titles/Nicknames:	None
Group Membership:	Priesthood of Clangeddin Silverbeard
Class:	Fighter/Priest
Kit:	Champion of Clangeddin Silverbeard
Race:	Sundered Dwarf
Level:	5 th
Other Notes:	Deceased (10 th of Tekka 1675) (Killed by a wyvern)

Adventure Journals

Ahrlin Ameratha's Journal

This journal was written by Ahrlin Ameratha, Lord High Paladin of Arthom, during his quest to find and destroy the Seal of Ages.

4th Shaylamar, 1675 -

This has been the strangest day of my life. It began as any other might, tending to Smalls; preparing for an afternoon with the church's youth group. On my way to the stables it became suddenly very foggy. Upon reflection, it seems a cold, unnatural fog, but at the time bothered me no more than would have a light drizzle. The next thing I remember I'm laying on damp, spongy ground surrounded by the darkest, most foul water I have ever seen. As if the confusion as to my state were not enough, I soon notice I am not alone. Surrounding me are four others; I recognize no one. When we are all fully in control of our faculties, we take a moment to quickly introduce ourselves, sharing our complete bewilderment. The first of the group to draw my scrutiny is a small stump of a man named Baldor. He is what I imagine every dwarf strives to be – stern in character and strong in combat. He is as committed to his god as I am to my own. Next is a little fellow who calls himself Radkin. As a halfling, prejudice urges me to label him a thief, yet there's something in his manner that begs to be liked –perhaps even admired. The next fellow, an elf by my reckoning, fancies his self a bit more than is wise. He calls himself Amerous. I can't decide if that name reminds me more of amorous or morose. Although a bit more sardonic than I would consider prudent, he strikes me as affable. Finally there is the mage. Although never proclaiming himself to be such, he fairly oozes magic. His skin is pale and his eyes glow a bright gold. He believes himself superior to the lot of us, and I can't say that I would conclude differently if pressed. He calls himself Kelugth. We eventually conclude that sitting still in this place after nightfall would not be wise, so we five set off into the marsh. What followed was such a terrible, fantastic, and confusing tale that I dare not commit it to paper. If not for the continued company of my newfound allies I might very well dismiss the entire episode as a dream or vision. But know you this : We five unlikely colleagues shared that vision. Whatever sorcery it was that threw us into that hellish dream has left me deeply affected. I believe my new friends share this feeling.

12th Shaylamar, 1675 –

What a week. No sooner than we returned from whatever nightmare it was that the five of us shared, does my cousin Beldun come to me requesting our aid in retrieving some holy artifact from deep within the undead's swamp. Where 10 days ago I alone would have dismissed such a request as lunacy, we five accepted Beldun's plea for assistance. Enlisting the aid of a guide, we headed into the swamp. It was as one would expect –crawling with horrors. We eventually made our way to a very old building. Deep within, just as Beldun had indicated, we found the relic. As we fought the vile inhabitants of this place, my cousin, whom I trusted implicitly, grabbed the ancient weapon, and with a disturbing grin, vanished. We slowly made our way out of the swamp, having most probably aided some unknown evil power. I was astonished to find that my new friends showed no contempt toward me for placing our faith in my cousin. On the contrary, they seemed happy to have participated in such an adventure, and were happy to have claimed some of the valuables from the evil lair. It was after we returned from the trip into the gloom that we encountered our most difficult problem. Having collected a substantial amount of treasure on our voyage into the swamp, we were all busy purchasing equipment and preparing in our own ways for whatever adventures awaited. In a turn of events that truly puzzles me, Amerous betrayed our trust. Although I claim no familiarity with the persons or places employed by the scammer, he managed to make it known to the "wrong" people that Baldor was in possession of an item of great value. If not for the trustworthy Radkin, Amerous' deception would have gone undiscovered, very possibly costing Baldor his life. Realizing the magnitude of Baldor's temper and the depth of his competence, I was particularly careful in revealing the truth to the good dwarf. His reaction was understandable. As we went to meet Amerous, I was very attentive to Baldor's mood, worried that a fight may erupt. As the deceitful elf came into view in the distance, my attention was focused squarely on Baldor, and I could see his anger building. But before I could interject some thoughtful comment, it happened. Without so much as a word, while Amerous was no more than a dot in the distance, Kelugth let loose fire from the heavens. His expression never changed. His countenance portrayed the same, familiar pensive guise, even as he ignited the presumably confused elf. I have several times heard my father say, without knowing why, that one should never anger a mage. I now know why. Amerous hit the ground having never even seen his attacker. Being considerate of the legal difficulties associated with killing an individual, no matter how despicable, I encouraged the group to revive

Amerous. We informed him of our discovery, and asked him to leave. He agreed. We were soon after joined by a very capable fighter by the name of Tracy. Tracy is a gentleman that I have known for some time, and feel that he will add greatly to our company's capabilities in the field. During the next few days, it became clear that something was wrong in Leonay. People were getting sicker, and the church was losing control of the epidemic. We have decided, before the illness catches hold of one of us, to head out to Xraxus, to inform them and possibly acquire some assistance.

15th Arthom, 1675 –

As I last reported, we left Leonay, heading for the city of Xraxus. We didn't make it. Some time into the trip we managed to get captured and locked in a keep by a group of rat-man creatures. While captured my father came to me in a dream, telling me to find an individual named Auron who could offer some help in repelling the undead horde that was, in our absence, threatening to overrun Leonay. Radkin's capable hands freed us from our vassalage and we began fighting our way out of the keep. After defeating an evil magic user, we made our escape. We feared that we had lost Radkin, but Kelugth administered a potion that revived the halfling. The keep that the rat-men and mage controlled was part of a small village. We freed the imprisoned villagers, and set out to find a group of goblins and ogres that had taken some of the townsfolk away, presumably to be sold as slaves. It didn't take us long to track the monsters, and with Smalls' help I cleared the front lines and vanquished the leader of this gang with my lance. The remainder of the creatures didn't last long against the capable force of fighters that our party had become. We did manage to find out that the rat-men were planning a campaign to attack and possibly take control of Leonay. I believe that eventuality has been avoided. On our way to find Auron, we stopped in a small town to acquire passage to Auron's island (apparently he has an island) by way of boat. While in this town we learned of Radkin's horrible affliction. The potion administered to Radkin by Kelugth, unknown to any of us, was slowly turning the little halfling into a vampire. This fact was evidenced in a fight between the halfling-vampire and Tracy. If not for the efforts of our new companion Kyros, crusader for Arthom, things could have gotten very ugly. He warded off the now vampiric Radkin with his clerical power, saving Tracy from what would have been a nightmarish death.

22nd Arthom, 1675 -

We finally met Auron. Father was right. If anyone could help Leonay, this was the person. Or perhaps person isn't quite the word I'm searching for. Auron, as luck would have it, turned out to be a gold dragon. We were greeted at his door by a kindly older gentleman who, after some prodding, allowed us to give Auron our message. Upon hearing our news, he quickly took us to Leonay. Our group fought valiantly against the hordes of undead that were sacking the city, while Auron defeated their master. The leader of this undead army looked like a giant lich (or so I'm told, having never actually seen such a creature). I had promised myself that I would not allow personal affairs to creep into this journal of our adventures, yet I cannot let this event pass without note. After returning to Leonay, I was informed that my father had been murdered. Moreover my own sister, Kitara, has been implicated. She is wanted for questioning, yet the authorities have been unable to locate her. I must say here and now that, regardless of what the courts find in this case, I cannot believe that she had any hand in the death of my father. Unfortunately our duties as a group will not allow me to pursue the mystery of my father's death. Other responsibilities presently take priority.

25th Arthom, 1675 -

After the customary ceremony for my father, we took on the task of escorting a mage from the state of Tekat back to his home nation. While on this mission, the mage told us about the Seal of the Ages. In the wrong hands, this seal could allow the ancient evil gods to be brought back to walk among us. He explains the value of the complete seal and tells us where we can find the pieces. He tells us that with all of the pieces, he can put the seal together, assuring that the dark powers that be will never be able to bring the evil gods back to our world. With this quest we part company with the strange mage, in search of the first piece of the Seal of the Ages. This first piece lies in the ancient elven city of Anath Tirinth.

10th Telule, 1675 -

After parting with the mage, we head for the elven city of Eareth, hoping to find a map that might guide us to Anath Tirinth. In Eareth, we met the Regent of Eareth, Sir Daramus. One of his colleagues, a bladesinger named Kianis Taliën, provided us with a map and several potions to counteract poison. We were informed that we would need the potions just as much as we would need the map. They then provided us with an escort to the border of their lands. From there we traveled into Deepwood.

16th Telule, 1675 –

Our first real problem in Deepwood was a Basilisk. This beast used its natural abilities to turn Kyros to stone. Kyros' petrification would have been a big problem if not for the kind assistance of a woman by the name of Keratesha. It was particularly nice of her to aid our petrified companion considering our rather rough introduction to this lady of the forest. It started when Baldor decided that he would attack a large cat that we saw tracking us in the forest. Unknown to us at the time, this cat was Ms. Keratesha's animal companion. She responded to Baldor's attack on her cat by promptly placing three arrows in the middle of his chest. Baldor, unceremoniously, dropped. Some quick explaining to the distraught lady earned us her trust, and she responded by reviving Baldor and curing Kyros of his rocky affliction. Soon after we met up with another lady of the forest — a druid. This young friend of ours, however, soon fell to the hungry maw of a dire wolf.

20th Telule, 1675 —

It seems that there is no end to the number of good folks willing to aid our group on our mission. Several days ago, a strong fighter by the name of Kaylae joined our ranks. With our new companion, we made our way deeper into Darkwood. After several battles with giant, venomous spiders, we came across a small cottage in the woods. Suspicious, but none the less glad for an opportunity to rest, we entered the small house. As has been the case throughout our journey, this cottage brought us yet another challenge. The owner of this small domicile was a werefox, and in her company was a small band of adventurers who had succumb to her evil enchantment. With some effort we dispatched the werefox, and were forced to also kill several of her charmed allies. Some, however, were spared our blades, as their tie to her was broken upon her death. I must also add to this account the description of my first real world duel. It was not nearly as exciting as I imagined it would be. On the contrary, it leaves me with a rather hollow feeling inside. It's difficult to relish a technically sound performance when my skill cost another his very being. Indeed, the real world is no training hall. One additional problem we as a group may be facing is an apparent personality conflict between Tracy and Kaylae. After our victory in the cottage, these two proud warriors had a small dispute, the conclusion to which was the placement of Kaylae through a rather large window. They seem to have taken care of their differences, at least for the time being.

25th Telule, 1675 —

As we made our way through the forest, we came across a small group of wanderers who appeared to be holding a winged elf captive. We managed to free the captive elf, but Tracy did not come out of the battle unscarred. A fire spell from the opposing wizard caused Tracy's helm to melt on to his face and head. The result is nothing less than monstrous. Fortunately Tracy was less than handsome before the incident, and as such seems little perturbed by the scarring. The winged elf, Padrias, has decided to assist us on our journey, though I'm not sure what good a flying elf that lost his ability to fly will do our party. I'm also beginning to understand why so few people choose the life of professional adventure seeker. Our most recent combat cost our group two of our own. During what seemed a rather minor fray with two hill giants, both Baldor and Kaylae were killed. Worst of all, Kaylae's death was so senseless. Having been knocked unconscious during the battle, Kaylae lay prone at one of the giant's feet. Just as she was revived by one of our healers, she sat up and was crushed by the blind flailing of one of the monsters. Kelugth had, quite thoughtfully, blinded the beast by placing some bright light source over its eyes. What should have been a brilliant tactical decision turned into another lost life. I cannot help but place some of the blame for this loss on our lack of familiarity with fighting as a group. If we can keep everyone alive and well long enough to develop into a coordinated fighting machine, success should find us. On a more positive note, we have picked up two more companions to replace those that fell in battle. Thrax Forestwalker was pulled from one of the giant's large bags, and a rather dapper lady warrior joined our ranks some time later. Both are welcome additions.

7th Tekka, 1675 —

Yet another of our group has been lost. Tracy, rather than falling to some horrific beast's claws, was lost down a hole in the forest's floor. We tried to retrieve him, but it was useless. Several hundred feet down the hole was a rushing stream, and I fear he was knocked out by the fall and drown in the water below. We have been joined by another brave soul. A lady elf named Senora gives us the advantage of a capable ranged attack with her bow and arrows. Ms. Keratesha introduced the elf maiden to our party, and her presence paid off almost immediately. When we finally found our way to Anath Tirinth, we entered an ancient Temple of Arthom. Once within, we were attacked by a small army of skeletal warriors. This force seemed almost invincible, until we realized that the undead creations were guardians placed here by long dead priests to defend this holy sanctuary. When I identified myself as a Paladin serving Arthom, the undead warriors halted their attack, allowing us to fully investigate the temple. In addition to uncovering countless magical items and religious relics, we also came across a magical door. This door could only be opened by defeating its magical lock. Cryptic instructions for unlocking the door were provided, and our party's combined wisdom proved sufficient to solve the riddle. Behind the door we found a golem made of clay. This magical creature held the first piece of the seal. After several unsuccessful attempts to take the piece by force, we

were able to subdue the golem with a magical phrase provided on the front of the door. We now have the first of nine pieces to the seal.

10th Tekka, 1675 —

If not for the importance of our mission, I might be swayed to abandon this quest and return to my home in Leonay. Not long after joining our group, the dapper swordswoman fell in combat with a wolfwere. Just yesterday, Both Senora and Thrax met death in the clutches of a wyvern. Sometimes it seems as though our mission is destined to fail.

23rd Kinsu, 1675 —

Two nights ago, as our party rested in camp, we were ambushed by drow. Their assault was, as one might expect, stealthful in the extreme. I woke a short time later to find myself, along with Kyros and Padrias, being held in a small cell. Kelugth was conspicuously absent. The undead fellow hauling the cart of torture implements didn't concern me nearly as much as the elf standing at the opposite end of the room. It was Amerous. The traitor was attempting to wring information from us, but of course we all held fast against his demands. When he decided to go the route of torture, I made my decision. I'd have to kill him. Unarmed and flanked on either side by a guard with a sword, I knew my options were limited. When the opportunity presented itself, I made my move. I pummeled the guards with my bare hands, and was making my way for the traitor when he took my sight with brightly colored magical lights. Blind and unarmed, I waded in on the double crossing elf. Knowing his sword would soon find me, I braced for the blow, hoping to wrench the weapon from his grasp. My gamble paid off, and I disarmed the startled elf. At this very instant, the room was filled with the feral roar of a giant wolf. Kelugth, who had magically assumed the form of a giant wolf, stormed the room, along with a small band of adventurers that he had found in the forest. They were able to free us and reunite us with our belongings. Somehow, in the confusion, Amerous managed to evade my sword. Together we made our way out and in to the forest. The newest members of our adventuring company number three. The first is Gwendolyn, a lady Druid. Second is Debrianna, who by my estimation is a rogue. Finally there is Jarus, a mercenary. It is my most sincere hope that we all remain together to carry out this mission.

29th Kinsu, 1675 —

These past 24 hours have proven quite interesting. Last night, as we camped, I received a visitor. The older gentleman who greeted us at Auron's home was standing before me —fully armed and armored as a Paladin of Arthom. He introduced himself as Rainok Ameratha —my great grandfather. I'm sure my shock was evident. My father had told me of Rainok, a faithful servant of Arthom. Now the man stood before me. We exchanged pleasantries, and I answered several of his questions regarding current family affairs. After some time, he explained to me the reason for his visit. He came to warn me of the danger facing my companions and me. To aid us in our cause, he then removed his armor, placing it at my feet. I was dumbfounded. After a short pause he handed me his weapon —a bastard sword like none I had ever seen. No sooner had the weapon left his hands did he begin to age. In the time it took me to draw a full breath he fell into nothingness. When our group awoke this morning, I made a point to gather everyone and detail my encounter with Rainok Ameratha. I told them of the gifts he had bestowed upon me, and of the warning he had issued. As we packed up camp, preparing for another day of travel, it happened. I have always had a certain sense about people —I can feel ill will. As we packed, I felt that feeling like never before. Most the time it is a kind of uneasiness, requiring my utmost concentration. This hit me like icy air when walking from a heated Inn on a winter morning. I turned to see the indescribable. Hovering above us was pure evil. It swung a huge axe with one arm. Where the other arm should have been, it lashed at us with whip-like appendages. We all returned its attacks with our own, yet some of us seemed unable to damage the thing. In retrospect, we believe some weapons did not contain sufficient enchantment to do the beast harm. What was certain was the harm being wrought by my new weapon. Caredakas, as my great-grandfather had called it, cut through the demon, and I could feel the unholy beast writhe under Arthom's exquisite power. After a tiring battle, we overcame the demon, forcing it back to whatever nightmare it calls home. It should be noted that Jarus, though unable to harm the demon, proved to be the difference in the battle. Knowing that his best attacks had little effect on the creature, the wise warrior stood right along with me, providing a distraction and absorbing the majority of the demon's offensive efforts. Such clear thinking in the midst of heated combat is rarely seen. As I commit these words to parchment, the gravity of today's events has yet to fully settle on my mind.

24th Tylo, 1675 —

For quite some time, little happened to warrant record in this journal. The time spent peacefully traveling served us well. Less than a month ago we made our way to the great city of Xraxus. What a splendid place! Upon arriving, we

secured the services of a guide. Halon, though quite young, has proven a very capable guide, and has more than earned his wage. The very day we arrived we entered our talented group in the city's annual tournament. I will not waste ink with long tales of our exploits, but it should be noted that we performed well beyond expectations, winning the preliminary tournament and taking second in the veteran's tournament. Kelugth's unusual talents proved to be the difference for us in the competition. He was simply brilliant at both running and swimming. His skills on horseback were unmatched. Most interestingly, the chariot appears to be the preferred mode of transport in that magical land he calls home. For winning the preliminary tournament, we were awarded a home within the lower half of the city. Though old, it will serve us well once furnished.

30th Tylo, 1675 —

Not long after taking the key to our new home, Kyros brought us some shocking but welcome news. Within Xraxus' Adventurer's guild (I'm not kidding, its called FODDER), held as part of a museum collection, was the second piece of The Seal of the Ages. After some discussion with the guild, we agreed to take on a mission, for which the seal piece would serve as payment. The mission was straightforward — eradicate whatever evil had taken up residence in the crypts just outside the city. We carried out this mission, destroying two vampires and a mummy in the process. In addition, we found a wealth of magical items, some of which we claimed as our own, according to our agreement with FODDER. With the second piece of the seal in hand, we will attend to affairs here in the city before heading out for the third piece located somewhere in 'The Land of Black Ice'.

9th Fiolonna, 1675 —

We honestly had every intention of resting this past week. No sooner was the second piece of the seal in our hands than we encountered another obstacle. Earlier this month, we discovered that our prize house was not without an occupant. A ghost had taken up residence in the old inn, and several days ago, it took over the body of Gwendolyn. A consultation with the church gave us the method by which the ghost's soul could be put to rest. Less certain were the instructions on returning Gwen's displaced soul to its own vessel. An educated guess led us to the gem in the pommel of her sword - the depository for her displaced soul. The capable hands of Arthom's priests returned Gwendolyn to us, and we booked passage on a ship bound for the arctic. We left our home in the trusted care of our now good friend Halon. In addition, we've picked up yet another companion. A lady entertainer by the name of Anastasia was introduced to us by Halon. Though not the most capable fighter, I think having a companion with bardic skills should serve to keep our spirits high on our long journey north. Additionally, Padrias has decided to return to his homeland. His presence will be missed, and we all wish him well.

22nd Fiolonna, 1675 —

Less than two weeks into our sea voyage, our vessel came under attack. A pirate calling himself Dalemon Windcharmer boarded our vessel, intending to seize its cargo. Tactics proved the difference in the battle that followed. Choosing to remain hidden in the bowels of our ship, we formulated a plan while Windcharmer's goons carried out his orders. Easily doing away with several individuals who climbed down into our ship's hold, we eventually decided on the plan. Kelugth's responsibility was the opposing force's female mage. Magically invisible, it took our powerful wizard little time to overwhelm his opponent. He had assistance from Debianna, who rained arrows on the mage from a strategic higher position. On the ship's deck, the rest of our party had our hands full. I accepted an invitation to honorable single combat with Windcharmer, who was at least my equal in armed combat. We fought to what was essentially a draw, though it should be noted that he, not I, was the first to retire from combat. He was carried away to safety by one of his other planar servants. Kyros, who had initially followed me into combat with Windcharmer, respected my desire to fight him individually. In a move of truly theatrical proportion, Kyros vaulted from the deck of our ship, landing in the midst of Windcharmer's armed force on his own vessel. Kyros, along with Jarus, quickly dismantled the enemy unit, sparing those that threw down their weapons. With the enemy force defeated and prisoners in tow, we began searching through our newly acquired pirate ship. In addition to the usual material gains, we also came across another enemy mage. He however, made no effort to resist us, instead inquiring as to the disposition of the other enemy magic user. Hearing of the lady mage's death in the preceding battle, he appeared to deflate before our very eyes. It turns out that the lady wizard was his wife. In a rather bizarre turn of events, we agreed to use the power of our resurrecting device to return his spouse to life. In exchange for this consideration, he agreed to educate us in the use of the magic item that controlled the pirate ship's movement. It turns out that a magical helmet (I'm sure Kelugth has a more technical term) allows the ship to be motivated and navigated by a single, spell-wielding individual. With this information, we were able to tow our original ship, along with all captives from the battle, to a nearby island. We rested on our new ship while repairs were made to the other vessel. A short time later, a group of harpies attempted to capture and consume some of the ship's men. With little effort, we were able to defeat the harpies. It seems as if my hopes for a well-organized fighting unit are finally being realized. Kyros has proven to be a formidable fighter, Often sacrificing his own well being to assist one

of our own. His clerical gifts also serve us well. Jarus is raw fighting power. His technique is brutal and direct, not wasting energy on movements that do not provide results. Together, we three form what is essentially our 'front line'. Gwendolyn is intelligent and conservative in battle. Her clerical magic is her primary weapon, providing healing for our front line, and offensive strength when the situation allows. Her sword arm should also not be discounted. Additionally, Gwendolyn often serves well as a scout, staying well ahead of the party as we travel. Debrianna's strength is in stealth. Several times I have seen an opponents teeth gnash and face contort, knowing that somewhere behind him she lurked - twisting her sword. She is also very capable with a bow. Anastasia is our least capable armed combatant, though her skill is increasing rapidly. Fortunately, she recognizes her own strengths and weaknesses, and takes steps not to engage in melee unless absolutely necessary. In any other group, I would also say that she is a very capable spell caster. Kelugth's magical prowess, however, is far beyond any I have witnessed. I know of other magic users who would perhaps be considered 'more powerful', but I know of no other that possesses the aptitude for magic that Kelugth possesses. Indeed many magical affects seem to him to be second nature, requiring no more than his will. Together we have all come a long way.

11th Kadinastis, 1675 –

These last two months have been exhausting. We arrived at the port city of Fjordheim on the 22nd day of Aflenton. Soon after docking we met Dell, the guide that would lead us north Into the Land of Black Ice. We were a bit shocked when we met Dell, as he is a giant lynx. None the less, he has performed his function exceptionally well. We wasted little time moving North, Dell leading the way. The cold here was extreme, but nothing, we were told, compared to the temperatures farther north. As we traveled, the danger of this place became very clear to all of us. The place is fairly infested with giants. Several times we found ourselves fighting for our lives, the vase white landscape offering us no ready concealment. Additionally, we were also lured into a battle with a frost mummy. Fortunately, Kyros was able to destroy the undead abomination before it did any real damage. As this these obstacles were not enough, we all narrowly escaped an encounter with an angry white dragon. Indeed some battles are best left for another day. Dell eventually led us into the green wall, a thick forest that somehow evaded the icy grasp of the eternal winter on this continent. The first thing we (well not everyone) noticed about this place was that we somehow were cut off from our gods. It was very unsettling to suddenly have such a strong bond severed. After several skirmishes with plant-persons, we encountered a group of elves. Ordinarily, elves in a wood such as this would be a welcomed sight, but there was something odd about these elves. I first attributed any perceived peculiarity to differences in cultural development. The differences, however, ran deeper. Due to there extreme isolation, these elves believed themselves to be the only on the world! You can imagine their confusion upon meeting our small band. In addition, the disruption of our spiritual link with our gods was apparently an inherent property of this place –these elves had no gods. They claimed there were no gods, and our declarations to the contrary were viewed with extreme suspicion. Having soon set aside our differences, we developed a dialogue with the elves. They told us of a powerful evil that was controlling the surrounding area. The few towns that existed in this inhospitable region had been over run by undead. This band of elves, perhaps a race in its own right, had suffered tremendously while trying to combat the overwhelming number of creatures that were destroying their homelands. Their numbers had dwindled to the point that it looked like the entire community might me lost forever. Our appearance has served to spark some small hope within these elves, not to mention severely altering their worldview. After spending a short time in their village, we were briefed in more detail on the infiltration of the area by undead hordes. Having experiences similar problems in my own home country, I was not surprised to hear that they suspected a single powerful individual was behind all of the undead activity. Their suspicions fell squarely on a tower that stood, suspended, in the center of the lake bordering their forest. This individual, whom they called the Kormadeth, was supposed to be the single motivating factor behind all of this area's difficulties. Seeking the most direct solution to this problem we have arranged to meet with a small community of pegasi that live in the mountains just north of the forest.

21st Kadinastis, 1675 –

The Pegasi agreed to take us to the tower in the center of the lake. In exchange for their services, we agreed to kill a group of nearby griffins that have been attacking the intelligent, flying equine. We carry out this mission, and discover a building not far from the griffin's nesting area. Investigation reveals a colossal structure –clearly a home or meeting place for giants. Having seen the menace these creatures pose to the area, we decide to attack. Our first order of business was attending to the large canine creatures being held in pen in the center of the compound. After some deliberation as to our course, Gwendolyn took the lead. Moving in within earshot of the confined dogs, she was able to, in some way, communicate our intentions to the animals. Her methods elude me, yet she was able to free the animals from their confinement without turning them against us. Our next objective was the destruction of the main giant stronghold. Of course by this stage of our adventures, we were sensible enough to formulate a solid plan. As we hid in the trees that surrounded the building, we would periodically see a giant come out and head for the trees to use the latrine. Seeing an opportunity to thin their ranks, we decided to jump the next giant that showed

his self. As we waited in ambush, Kelugth tried to gain access to the building. Under the cover of magical invisibility, he had little difficulty infiltrating the giant's lair. When the next giant emerged from the structure, we were ready. Our attack was quick and effective, easily overwhelming the unsuspecting giant. We soon after realized that something was wrong. Jarus, mere moments after sinking his axe into the immense humanoid, began changing. Before we could fully comprehend what was happening, he had transformed into the very giant he had just struck. After overcoming our (and his) initial shock, we realized that Jarus had experienced an effect caused by one of his magical possessions (most likely his gauntlets). Understanding the advantage that this offered us, we were quick to formulate a new plan. Kelugth soon returned to us with a detailed account of the layout and contents of the building. The giant contingent within the structure was formidable, but certainly not unbeatable. Admittedly there were those among us with doubts about the wisdom of our decision to attack the giants, but their fears were eventually laid to rest. With Debrianna stationed on the roof and Kelugth waiting, invisible, within the main room of the building, we moved in. Jarus' newfound 'condition' provided us with the subterfuge we needed to take the giant's by surprise. Once within, all hell broke loose. Within three minutes, Kelugth had the every board in the structure either burned or burning. Jarus, chopping through the giants with unbelievable strength, shifted form with every new victim he vanquished. The rest of us tore through the building, fighting as many giants as we could get our hands on. It soon became apparent that the fire was becoming more of a threat than the giants, so we exited the structure with haste. Among the prizes claimed from this encounter was the third piece of the Seal of the Ages. Unfortunately, it came magically joined to the pommel of a giant sized sword. Upon seizing the sword, Jarus realized that the sword contained an intelligence. The intelligence advised him on the removal of the piece of the seal. To accomplish this, we would need to break the sword, and the only means we had for doing this was with lava from a nearby mountain. After informing our pegasi friends of our intentions, we set off to find some lava. After a bit of travel, we came across a cave. In our weakened state, we were unable to take on the giants that lurked at the cave's entrance. Instead, we found ourselves quickly retreating, a group of giants on our trail. With bears to follow our trail, we knew we would be unable to evade them. Before long, we made our way to a cliff. Looking at a thirty-foot climb straight up, we reasoned that the bears would be unable to follow. Kelugth was the first to make the ascent. As others followed, the sounds of the approaching giants grew louder. Finally, with only Anastasia and myself left to make the climb, Anastasia started up. About half way up the wall she lost her grip and came crashing to the ground. After a couple more unsuccessful attempts, including an effort on my part to carry her up with me, she finally made it to the top. With precious little time to climb, I made haste. Just as I reached the top of the wall, the giant's arrived. They quickly discovered that our position was just too easy to defend, so they returned (presumably) to their cave. This gave us the time we needed to gather our strength and plan our next move. The next morning, we made our way back to the cave entrance. Within the cave, we found a giant-led mining operation. To our dismay, we also find that the giants are using human slave labor. It took little coaxing to convince the group that this situation required our attention. Fighting deep within the cave, we engage a rather large force of giants in an immense cavern. After a well fought battle, we were able to defeat the slave driving giants, freeing the imprisoned humans. Further investigations in to the caves led us to a separate chamber occupied by fire giants. Of course, we reasoned, lava must not be far away. Sure enough, we found a pit filled with molten rock that would serve to break the giant sized sword that Jarus now carried. Leaving the smelting to Jarus, the rest of our group planned the attack on the couple of fire giants inhabiting this cavern. Seated on the edge of a large pit, the giants offered Debrianna the perfect opportunity to move in for an attack from behind. As soon as she let loose her attack, we rushed in for the kill. Once again, strategy proved the difference in the battle, and the giants were defeated. Areas of silence, strategically placed by Kelugth, prevented the sounds of our combat from alerting any giants in other portion of the cave. No sooner was the battle complete than Jarus was rocketed through the cavern by a tremendous explosion. We all now know why it's a bad idea to break a magical sword. Our objective met, we fled from the caves before more giants could be alerted to our presence.

25th Mistbringer, 1675 —

It has been over a month since my last entry, and much has happened in that time. After we defeated the giants and freed the third piece of the seal from the hilt of the giant's sword, we planned our invasion of the tower in the lake. The pegasi sped us to the towering structure, dodging flying creatures set on preventing our arrival. Shrewd maneuvering by Kelugth drew most of the attention away from the group, and we were all able to land safely. Upon landing on the tower's roof, we immediately found ourselves in melee with several golem-like guardians. Before the battle had really developed, it was brought to a halt. A gentleman, human by all appearances, burst from a nearby door, calling for an end to the fighting. We were all too shocked not to comply. In a move that truly baffled us, he launched into a lengthy apology, asking us what he could do for us. Sensing the distrust from the rest of the party, I guardedly greeted the man. Explaining, in simple terms, the reason for our sudden arrival, I used my natural ability to read people, trying to determine his motives. The man exuded nothing but genuine hospitality. After a fine meal and a brief introduction to this gentleman mage's apprentices, we were given free reign over a portion of the tower. Kelugth was even allowed access to the tower's library. When the time came to retire, we were each given our own room. As we slept, the nightmare began. Their attack was fierce and well orchestrated. As we all rested in our

rooms, Kelugth remained in the library. The gentleman mage, seizing his opportunity, caught our mage off guard. As this transpired in the library, one of the apprentices sneaked into Kyros' room, magically charming him. By the time we realized something was wrong, it was too late. A full-scale war erupted in the tower. The deception was completely revealed when, one by one, the apprentices showed us their true natures – they were vampires. As Jarus, Gwendolyn, Debrianna, Anastasia, and I fought for our lives, we saw things go from horrible to sickening. Kyros, under the evil influence of the vampires, was turning on us. He started attacking me from behind. Having enough trouble fending off the undead, I feared I would not be able to escape the capable attacks launched at my flank. No other time in my life have I felt more prepared to die. As the possibility of my own demise started to sink into my conscious thought, I surged at the female vampire standing before me. Forcing her back with my blades, I was trying desperately to put ground between Kyros and me. As soon as Jarus realized Kyros' condition, he took action. Concentrating all of his attacks on the mighty crusader, his axe bit into Kyros like a sapling. Before I had finished off the vampire I had engaged, Kyros lay at Jarus' feet. Pausing not, Jarus swung around to contend with the remaining vampires. It took the two of us little time to finish off the remaining apprentice-vampires. As the fight drew to an end, our master-vampire host hit us with a few spells and vanished. Suddenly the situation was clear – we had survived their attack. Our losses, however, were devastating. Kyros was dead, Kelugth was missing, and several people were unconscious. As we sat, heads swimming, we realized that Kelugth's animal companion was stirring. If our mage's familiar was alive, then so was our mage! Unfortunately, the teleporter device used to reach the library had been deactivated by the master-vampire. Even if Kelugth was alive, we had no way of reaching him. Knowing our enemy could come back to finish us off at any minute, we quickly began formulating a plan. It soon occurred to me why they had chosen Kyros as the target of their charm spell – his morning star. Kyros' morning star was a weapon renowned for its power to destroy the undead. The master-vampire must have realized this, targeting Kyros to disable his weapon. We quickly ran back to Kyros' room and, sure enough, there was his morning star. With this weapon, it was just a matter of time for our not-so-generous host. As we anticipated, he returned to finish us off. It took no time to invoke the power of the morning star, bathing the vampire in powerful sunlight. In a matter of minutes, our attacker was no more. Reduced to ashes, only a necklace was left of what used to be our host. The necklace proved to be the device through which the tower could be controlled. Our first order of business was finding Kelugth. As we suspected, he was alive, though a bit shaken up. The most notable outcome of his encounter in the library was the orange hue that replaced the familiar white pallor that his skin once held. Additionally, his once white hair was now a brilliant, flaming red. Together, we all made our way back to our rooms, and set about resurrecting Kyros. Back amongst the living, it was clear that the proud crusader was very uncomfortable with his actions while under the vampire's control. Inconsolable, he cast his enchanted awl-pike, the weapon he had used to attack me, off of the tower and into the lake. Time and prayer are the only remedies for what is ailing him now. Our mission accomplished, piece of the seal in hand, we headed back into the forest. Inside the tower, we had uncovered an ancient relic of Kelugth's god, Kadinastis. With this relic, we provided the elves of the forest the means to rediscover the gods that they had so long ago forgotten. Tired but satisfied, we made the long voyage out of the forest and back to Fjordheim. From there we boarded our ship (Dalemon Windcharmer's ship!) and set sail for home. The voyage back to Xraxus would have been completely uneventful, if not for a visit we received just prior to reaching the city. As we went about our daily activities, we were attacked by another demon. Similar to the beast that attacked us the morning after I received Caredakas, this embodiment of evil launched a vicious assault. I will not recant the details of the battle, other than to say the victory cost me my left hand. I hope that once in Xraxus, I will be able to have the injury attended to by a cleric in Arthom's Temple.

10th Mathouk, 1675 –

Our arrival in Xraxus proved anything but restful. Upon docking, we all made our way back to our house. We walked in the door to find a disturbing scene. There appeared to be a struggle in the entry parlor. Calling for Halon, we received no reply. We soon made a grisly discovery. Halon's decapitated head sat on our dining room table, like some horrendous centerpiece. As I entered the dining room, the head lifted from the table and began speaking. Its message, delivered in a detached, unfamiliar voice, insisted that we take our collected pieces of the seal to a keep some three days outside of Xraxus. In exchange for the seal pieces, we would receive Halon's body – and Smalls. They had Smalls. We left immediately. I would have to wait to have my hand repaired. Our journey to the keep, which we had visited several months earlier, was interrupted by a large band of trolls. Commanding the trolls was a fire giant. I could see Jarus' eyes light up when he spotted the giant. With his customary resolution, he waded into the conflict. Around me fire erupted as Gwendolyn's incendiary spells exploded into the trolls' ranks. Kelugth stood in the center of our campfire, hurling spells that held the bulk of their force at a distance. Several of our group fell, but Jarus' efforts turned the tide. As soon as he drew blood from the fire giant, he began his magical transformation. It wasn't long after that we had finished off the last of our opponents. After finishing our night's sleep, we continued our journey to the keep. We later arrived to find the keep well defended by a group whose armor bore a symbol identical to the symbol worn by the fire giant leading the Trolls. Reconnaissance by Kelugth and Gwen revealed that a small army was guarding the keep. Leading that army was Amerous. 'Tis hard to keep a good traitor down. It was obvious that a frontal assault on this force would be suicide, so we chose a more surreptitious strategy. We would all

enter keep inside of our portable hole. Kelugth, with Gwen in animal form, would carry us into the keep by way of an extra-dimensional door. Once inside, we would climb from the hole and undertake the business of locating Smalls. We soon located Smalls, magically ensnared inside of a tapestry. This tapestry sat at the foot of a sleeping soldier's bed. We expected the soldier entrusted with guarding this prize to be formidable, but we could have never in a thousand years anticipated this man's power. Rising from his bed, he drew his sword. Immediately, our mage's invisibility spell was negated. Fortunately, our force wasted no time in launching a full assault on the guard. No other member of our group had any inclination as to this individual's power, yet I could feel it like sunshine on my face. He was an antipaladin —and a powerful one. The one saving grace was that we caught him sleeping. He was wearing no armor. For this reason alone, we were able to overwhelm him. Towards the end of our struggle with the antipaladin, Our old friend Amerous paid a visit. Stepping into the room from an extradimensional space, he strode up behind Kelugth, intent on burying a blade in the elf's back. The sound of that blade scraping against the magically stone-hard skin of our wizard was almost humorous. Did he really think that Kelugth would fail to completely prepare for this encounter? It would have taken us mere moments to skewer the traitor, had he not fled to the safety of his pocket dimension. By this time, a general alarm had sounded, and the echo of boot heels could be heard reverberating through the halls of the keep. Snatching up the cloth that imprisoned Smalls, we decided to make our escape, giving up any hope of locating Halon's remains. We slipped from the keep just as we had slipped in, and made our way back to Xraxus. Though I failed to bring Amerous to justice this day, I promise myself that he will know the smooth wood of a courthouse bench - or the cold steel of my weapon —for what he did to Halon.

14th Kinsu, 1676 —

It has been several months since I laid quill to parchment, and much has happened in the intervening weeks. Most notably, I was called home by Arthom. On our way to the great jungle continent, seeking the next piece to the Seal of the Ages, we encountered several hostile sea beasts. In the battle that followed, I lost my life. As I left this world, I felt the joy of Arthom wash over me. As I approached a large structure, I was greeted by an old man that I did not recognize. With a broad smile and a wink, he said, "Oh no my friend, he's not even close to finished with you". I can only describe the feeling that followed as overwhelming calmness. Through this calmness came the sound of water lapping at a ship. I opened my eyes to find Kelugth staring down at me, a look of mild satisfaction on his face. He flashed a quick grin (almost a smirk, really) and walked purposefully away. He, apparently, had other things to attend to. Deeply impacted by my short visit to the afterlife, It has taken me some time to gather the will to commit our experiences to parchment. After a long journey, we eventually made our way to the city of Foothold. I use the term city loosely in this particular context. Foothold is essentially a village. The most notable thing about foothold was that it was completely empty. Some investigation throughout the town revealed that the inhabitants of this town had been carried away by a local group of reptile creatures. Against Jarus' wishes, we set out to find and free the captured people of foothold. It should be noted that Jarus has shown an increasing tendency to not volunteer his services in any purely humanitarian endeavors. He has, thus far, abided by my decisions despite his feelings. Thus is the way with military men. His lack of compassion has, however, become disturbing. I hope this change is not the result of any influence exerted on his will by the intelligence in his weapon. On second thought- I hope it is. A young fellow from a nearby tribe offered his services to us as a guide. We gladly accepted. We eventually located the stronghold of the reptile creatures. Despite what turned out to be a textbook example of how NOT to infiltrate an enemy camp, we managed to defeat the lizard creatures and free what slaves remained. It suffices to say that our compatriot Kyros spent a short amount of time after the combat in the form of a snake. Needless to say, this was not his intention. While escorting the residents of Foothold back to their homes, I had the opportunity to chat with one of the surviving captives. It turns out that he had once adventured with my parents! On top of this he tells me that my mother was one of the greatest mages in all Arrea! Uplifted by such a fantastic revelation, I set about planning our strategy for locating the next piece of the seal. In truth, the bulk of the trip was planned by Kelugth, our one and only expert navigator. We returned to Foothold intents on setting out for the seal piece. We already had a vague indication of its location, based on a map uncovered at the reptile people's stronghold. We received another shock upon boarding our vessel. Anastasia was gone. Having been entrusted with caring for a lone child found hiding inside of stronghold, she was to wait with the child on board the ship. The child claims that, while playing her instrument, Anastasia summarily vanished. Though concerned for her wellbeing, there is little we can do to locate her. After several weeks of travel, we eventually locate an obelisk indicated as significant on our map. The monument is located in the center of a goblin encampment. We decide to test fate and stride boldly into the goblin village. Quite to our surprise, the little beasts did not attack us. Though they were clearly unsettled by our appearance, the little monsters made no effort to attack. Their attention to us can best be described as curiosity. The obelisk, we soon discovered, was engraved with an ancient message. Closer examination revealed that the message was written in two languages. One of the languages was recognized by none of us. The second however, was an age-old script that Kyros almost immediately picked out. Gwendolyn, using Kyros' translation of the second language, was able to decipher the first language. The brief exposition on the obelisk offered us a rather detailed description of the path that we had to follow to find the next seal piece. After several more weeks of travel, we finally reached our destination. Buried beneath hundreds (thousands?) of years of swampy muck sat an ancient vault. The vault, a storehouse devoted to

Arthom, was where we expected to find our prize. We soon after met the present occupant of the establishment. The current tenant was most assuredly NOT a follower of Arthom. The most horrific sight I have ever seen emerged from within the vault. An absolutely enormous black dragon took flight soon after exiting the building. If not for the cloud of magic that hung over our group (an after effect of our effort to gain entrance into the vault), the creature may never have even seen us. But he did see us. After politely asking his permission to enter the vault, he decided it would be much better to kill and eat us. In an uncharacteristic orgy of self-preservation, we all turned and ran, full speed, into the relative safety of the nearby forest. The ancient wyrm, mildly amused by our reaction, waited for our next move. After what seemed like a day of deliberation, we settled on a strategy. I would challenge the evil yet honorable beast to a feint of honor (yes, this is the best thing we could come up with). My invitation to honorable combat at first surprised the wyrm. He, however, acknowledged the ancient request and we soon after had agreed on the terms of the battle. He was not to use his breath weapon or flight capabilities, and I agreed to fight him inside his lair, away from possible intervention by my friends. I entered the battle fully expecting to be crushed by the mighty creature. Somehow, though, I rose to the occasion. Attacking in a fury, I unleashed all of the power in my mighty weapon. The wyrm, as magnificent a creature as it was, was no match for the holy might of Arthom. With four blows from Caredakas, the dragon fell. I soon noticed that the beast was regenerating, so I waited for it to regain consciousness. Upon awakening, it conceded defeat, and allowed each of the party to make one selection from its collection of personal treasure. Everyone chose, save Kelugth. Apparently overwhelmed by the creature's sense of personal honor, our mighty mage refused to take any of the wyrm's many impressive treasures. He instead took a single piece of gold, and that was taken only to fulfill the honorable arrangement made between the dragon and myself. I must say that every time I feel I have lost all capacity for surprise, our wizard does something else to astonish me. Making a quick exit from the dragon's lair, we retreated back into the jungle. Our return journey was shockingly uneventful. We traveled for many weeks without any need to resort to combat. As I finish this entry, we sail home. Xraxus? Of course not! Our destination is my TRUE home, the beautiful land of Leonay. It should be noted that it is now obvious to everyone in the group that Debrianna is pregnant. I have yet to speak with her about the situation, but I fear that this will most likely bring an end to her career as an adventure seeker. I only hope that my suspicions as to Jarus' involvement in this situation are unfounded. He is, however, the only male in our group who warrants such suspicions. I must now find a way to discuss this sensitive topic with Debrianna.

21st Tekka, 1676 –

As I wrote earlier, we made our way home to Leonay. What I hoped was going to be a pleasant homecoming turned instead into yet another nightmare for our party. Upon our arrival, we learned of a series of unsolved disappearances that have plagued the city over the past several weeks. Before long, the truth as to the crimes was revealed to us. A band of doppelgangers had moved into the area, and were killing people so as to assume their identity. This fact was revealed to us through scrying magic cast by Kelugth. One of the creatures had assumed the identity of my Aunt Dalia and killed her recently born child. Although the deception was revealed, the doppelganger escaped. We soon after found ourselves invited to dinner with some of my relatives at the Greyshield's newly acquired keep. Seeing an opportunity to catch up on family business, I managed to convince the rest of the group to come along. Most everyone was happy to go, although Kelugth and Jarus seemed a bit starved for action. Unfortunately we got more action than we could handle. Upon arriving at the keep, we were given a short tour of the grounds and made to feel very much at home. It's an absolute shame that a group of friends cannot, even amongst family, let their guard down. As my twin cousins headed to the nearby village, Kyros decided to accompany them. Jarus stayed in the courtyard, along with Kelugth, to watch the infantrymen drill. Gwen and Deb decided to stroll/fly around the keep while I stayed inside to talk with a few of my cousins. Alone with my cousins Duncan and Damon, both of whom are talented swordsmen, I never felt the slightest hint of trouble in the air. For this reason I was nearly skewered when Duncan lunged at me with his sword. His sword thrust caught me clean in the abdomen, causing an all too familiar stabbing nausea to well up in my gut. Before my mind had an opportunity to analyze the situation, my sword arm was doing its work. With one smooth motion I drew Caredakas, intent on dispatching this capable foe. My cousins, both Entreverde trained swordsmen, would ordinarily have overwhelmed me with an assault too rapid to counter. But I had Caredakas. Using the same holy enchantment that I had invoked against the black dragon, I slowed their attacks, while at the same time speeding my own. My first thought was clear – kill Damon as quickly as possible. Damon was, by my estimation, the more dangerous of the two (though the distinction would prove moot should I fail to dispatch either foe in the first minute of combat). Much to my surprise (and joy), Damon made the cardinal error in armed combat – he underestimated me, assuming my skills to be less than they were. His lax sword work opened him up for two master passes as we exchanged feints. As his weapon searched for my midsection, I side stepped and pivoted, giving me a clear shot at his back. As I landed this blow, I sensed his next move - a counterclockwise spin. Where this intuition as to his intent would normally afford me the opportunity to land a blow, my magical advantage allowed me to execute yet another back attack, identical to that which I had just landed. As he began to turn, My magically hastened movements carried me opposite his spin, again letting me deal a sword stroke to his back. This flurry of sword work proved too much for the able swordsman, and he fell face first to the floor. As I spun to meet Duncan's attack, something strange invaded my otherwise impenetrable battle concentration.

Where Damon's body should have fallen, instead sat the corpse of some strange humanoid creature. Then it hit me — Doppelgangers. Both of these men —my cousins —were actually doppelgangers. The ensuing battle between myself and the Duncan imposter proved one of the fundamental rules of armed combat —Do not, if at all possible, attack a man in plate mail with a rapier. Though the imposter possessed all of Duncan's technical skill, my superior armor proved too much for even his finesse. After several expertly executed hits to the joint between the plates in my sword arm's armor, I summarily hacked him down. Though less visually appealing than the previous exchange with Damon, the ends justified the means. As this combat was completed, my thoughts went to my comrades. I knew they were scattered throughout the compound, and there was no way to tell how many of the Greysields were actually doppelgangers. Exiting the keep I found Debrianna standing under a tree. The fact that she was alone was a comfort. I was reasonably sure she had not been set upon by the doppelgangers. As I talked with her, Kyros walked up. He almost immediately launched an attack on me, urging Debrianna to join in. At first I parried his blows, but I soon decided that Kyros was too formidable to toy with. After a brief skirmish, I finished off the Kyros imposter. Fortunately, Debrianna did not fall for the creature's cries to aid in my defeat. Upon killing this doppelganger, Gwendolyn showed herself. I was pretty sure that she was really herself, so I nodded in agreement when she declared that she would go to find the real Kyros. After explaining the situation to Debrianna, the two of us headed back into the keep to find our compatriots. Checking through the keep, I eventually came across Kelugth and Jarus. They were eating dinner with a large group of infantrymen. I was able to relay my earlier encounter to Kelugth by way of his familiar's mind-reading ability. They excused themselves, and we left the room. Apparently, none of the soldiers were imposters, as no one showed the slightest hint of suspicion at our actions. Our next order of business was finding Gwendolyn and Kyros. As we walked from the building, my cousin Tyrus approached us. Covered in mud, I remembered that he had left about a week ago for a scouting mission. Figuring that he could be trusted, we enlisted his aid in tracking Gwen and Kyros. His expert skill in the woods soon brought us to the bodies of our fallen friends. Hovering over their corpses was a doppelganger. As it prepared to feed on our druid and crusader, we attacked, quickly dispatching the creature. Kelugth then set about the business of returning our friends to the land of the living. But something went wrong. As our mage recited the words that would invoke the power of his magical resurrection device, the magic in the air built to the usual crescendo, but then faded, leaving the soulless bodies of Kyros and Gwendolyn prone on the ground. Apparently, as Arthom had decided some weeks ago that my time on this world was not complete, so he decided that Kyros had some other purpose to fulfill. Likewise Gwendolyn's god had determined that her time had come. It has been quite some time since our party had lost one of its own in battle. Gwendolyn's capable forest sense will be missed. As for Kyros, I can only say that luck turned her back on the good crusader that day. What I am sure of is that he went down fighting, declaring the glory of Arthom even as the final sword blow stole his last breath.

9th Telule, 1676 —

After our experience with the doppelgangers, we decided that it would be best to get on the road as quickly as possible. We arrived at our ship's dock to find our vessel missing. A short chat with the harbor master revealed that our ship had been stolen during our absence. This, of course, was no surprise. We were fortunate to have made it this long with the old pirate ship. Rather than lay out the coin for a new ship, we decided it would be reasonable to make our way back to Xraxus by horse. Having spent little time with Smalls lately, I felt it was the perfect opportunity to spend some time with my steed. As luck would have it, a dwarven fellow by the name of Belzim ended up tagging along with us. Sturdy and strong, he has proven to be a capable fighter. Having traveled many days without incident, we were nearly lulled into thinking our journey to Xraxus would be uneventful. We soon found otherwise. As we made our way down a well traveled road, we began to hear the percussive rumble of a marching army. Those among us with sharper vision were soon able to make out a small army in the distance. Not wishing an encounter with the marching men, we gave them a wide berth. We were rather surprised to find that they adjusted their course to intercept us! Just as I figured the situation couldn't get any worse, we discovered that the entire force making its way toward us was undead. That took the situation up two notches on our urgency scale. As we fumbled to put together a plan, Kelugth grew tired of waiting and called forth an immense column of fire between ourselves and the legion of undead. Seconds after his spell exploded, the cavalry unit of the undead army broke through the flames and descended on the party. At the same time arrows rained down on us, hitting as many mounted undead as party members. I immediately pulled my holy symbol from my belt and invoked the power of Arthom. All but two of the riders were instantly blasted from existence, but their undead mounts fought on without riders. As we all engaged the skeletal horses, a familiar flash lit out from behind me, indicating Kelugth had stepped through one of his magical doorways. As soon as it was clear that our battle with the undead horses was under control, I set out around the column of magical fire to take out the archers that continued to launch arrows into the melee. Just as I had done moments before, I drew my holy symbol and commanded the undead archers to be gone. All but a handful was blasted to dust, allowing me to make quick work of the stragglers. As I finished off the last of the archers, I saw Kelugth behind the enemy lines unleashing blast after blast of magical fire on the leader of the undead army. From my original position I had been unable to see the enemy commander, but from here his face was all too clear —Halon. The youngster's corpse had been animated as an undead abomination. As I momentarily

paused to consider aiding Kelugth, I heard the shouts of a still raging fight from around the column of fire. I immediately turned back to help finish off the rest of the Skeletal horses. Fortunately, most of the undead foot soldiers had been killed by Kelugth's column of fire. It took us only a few minutes to finish off the few that remained. As Kelugth's flame column spell faded, we saw our mage put the killing blow on the animated corpse of our friend Halon. As we all tended our wounds and gathered our equipment, a half-elven ranger emerged from a nearby copse of trees. Apparently, he had watched the entire battle, even assisting us with arrow shots from his hiding place amongst the trees. He introduced himself as Dakkari and offered to join us on our way to Xraxus. We, of course, accepted his offer.

Korikash Gilruthanis' Journal

This is the journal of Korikash Gilruthanis. He is a young elven diplomat out in the world for the first time in his life.

Wednesday, 11th of Shaylamar

Today was one of the most exciting days of my short life. I've decided to begin this journal to document the undoubtedly amazing adventures that I'll soon be having out in the wide world, away from the smothering presence of my family. I've been training most of my life to be an elven diplomat, and my mother doesn't want me to use the skills that I have learned. Fortunately, I was able to talk my brother Quin and our close friend Rosin Merlikom into coming with me. We have decided to jump a ship to a relatively new human city, Freeport.

I gathered some of my belongings into a trunk and went to the docks to gain passage on a ship. We asked around and found a ship called "the Gull". It is a human cargo ship and I was told that we could ride to the city of Freeport aboard it. We met with the ship's captain and he told us that we could stay aboard his ship as long as we helped if there was any trouble.

Captain Dundermont is strangely impressive, even though he's a human. He dressed impeccably and carries himself with a grace seldom seen in a human. He introduced us to a stunningly beautiful elven maiden. Her name is Maribella Corinalis. Her father owns the Corinalis Textile Empire. Unfortunately, it seems Maribella is as cold as she is beautiful because I turned on the charm and she completely dismissed me. Well, it turns out that the help the captain wanted is for us to watch Maribella if there was any problems at sea. That doesn't seem like much trouble.

Sunday, 22nd of Shaylamar

The last several days have been relatively uneventful. Quin took some of the sailor's pay from them playing craps, and Rosin and I have been practicing our swordplay. Maribella has spoken to us once or twice. She apologized to me for her initial meeting with me, but unfortunately I didn't get to know her any better. At least Rosin hasn't even gotten as close as I have, and he fancies himself something of a ladies man.

We recently found something interesting about the Gull. She apparently either is or was a smuggling ship, because she has the most useful secret door system. Around the outside of the ship there is a small walk space that opens into our private room, Maribella's room, the Captain's quarters, and two smuggling compartments.

I spent some time listening at the secret door to Maribella's room, she is an excellent singer, but her father has her doing large amounts of paperwork.

Hopefully something happens soon, I could use some excitement.

Friday, 6th of Arthom

Well, something exciting happened today. In the middle of the day we sighted a ship in the distance. The ship wasn't flying any colors and it was obvious it would overtake us quickly. The captain began to shout orders, and it was apparent that they were preparing for combat. I grabbed Quin and Rosin, then knocked on Maribella's door. She opened it, and there she was still in her nightclothes, but she was carrying a sword and dagger. She wanted to fight the pirates!

I pushed her into the room and we closed the door. Maribella began to object, but I took control of the situation. We entered the secret door, closing it behind us so the pirates couldn't find us. We made our way to one of the empty smuggling compartments. I gave my word to Captain Dundermont that I would protect her, and protect her I shall.

It happened so quickly, just after we made it into the smuggling compartment the pirates began to board the Gull. We were able to pry a board so we could see the battle. Rosin and Maribella watched through the crack in the

board, updating Quin and I of the battle. The captain almost single handedly won the day with his gigantic bastard sword, until the pirates rushed him and disarmed him. Shortly after the captain went down, the battle was over.

Several of the crew was tied to the mast, the injured were being tended by three of the pirates, and three other pirates escorted the captain into the hold. They began to rummage through the hold. Looking for what? I don't know.

This looked like the best time to help the crew of the Gull. I told Maribella to stay put, then Quin, Rosin, and I left through the secret passage into her room. From her room we silently made our way to the three pirates tending the wounded. We struck swiftly and silently. They didn't have a chance. All three of the men dropped dead at our feet. We then released the tied crewmembers to watch the deck in case the pirates in the hold came to the deck and they began to also tend their companion's wounds.

Quin and I jumped into the hold through the cargo doors. Unfortunately, we made noise (I really need to practice moving silently) and two of the pirates came after us. The third attempted to kill the captain as we fought the two charging us. Rosin circled around to the second smuggling compartment to try and get a bowshot on the pirates. Quin and I defeated the two pirates we were fighting, although I was wounded I was able to help Rosin with the third assailant.

Now that the pirates were defeated Captain Dudermon't ran up the stairs after a he thanked us for saving the ship. He ran to his cabin and brought out a small coffer of healing potions for the injured crewmembers. While he was administering the potions Quin, Rosin, and I jumped to the pirate ship. These pirates apparently weren't terribly successful because we only found a small amount of treasure. We gave all of the copper that we found and half of the silver to the Captain.

Finding even a small amount of money was definitely helpful so I don't have to lend any of my personal funds to Quin or Rosin.

Saturday, 14th of Arthom

Captain Dudermon't told us that today we will be docking in Freeport. I'm very excited. I've never seen a human city before. What a splendid adventure this will be.

Well, the city isn't quite what I expected. It is relatively clean, and the only rowdiness that I saw was on the portside taverns that are frequented by the sailors. We stayed in a really interesting inn called the Circle. It is the largest building in the city, it caters to all classes of people, and the prices depend on the person's ability to pay. The hostess, a half elf named Emily Bilenbaker, told us that Captain Dudermon't told her and her employer about us helping him with the problem aboard the Gull. She also informed us that her employer paid for our food. Emily met us later in our room and told us that her employer, Jarvis Pettiford, wanted to see us in the evening.

I was intrigued about the meeting and finally the time came for us to meet the mysterious Jarvis Pettiford. Jarvis, who is also half elven, offered us a job. A somewhat shady job, but right up our alley. He explained that on Sunday evening there was going to be a ship, the Maiden, anchored out in the harbor. The three of us are to infiltrate this ship and steal some papers that the captain has hidden in a small chest under his bed. Jarvis told us that the people aboard this ship are less than scrupulous people and we are to use whatever means necessary to get the papers. Jarvis is to provide us with healing potions from the local priest of Fiolonna and a boat to row out to the ship. He will reward us each with a magical weapon and possibly more of the same kind of work for him. This is just the break that we needed!

Sunday, 15th of Arthom

This afternoon we went to the local temple of Fiolonna to pick up the healing potions. We met the high priest Father Lishae. He is a nice man and the four healing potions he gave us may come in handy (although I hope we have no need for them). The Father also explained the reason why the city is so clean. The temple helps the sailor's wives keep the city clean. Hopefully the mission tonight is as straightforward as Jarvis makes it sound.

Monday, 16th of Arthom

Last night was exciting; the danger, the exhilaration, and the knowledge that we are helping people.

Overall, our mission went well. We attempted to infiltrate without bloodshed. Unfortunately things don't work out that way for us. We waited on the roof of the Maiden's captain's quarters for several hours for some of the people inside to leave. They didn't. While we were on the roof I heard a couple of the sailors speaking. The things that they said made me believe that they are slavers. Slavers are the most horrible people. Imagine taking away another person's freedom.

We decided that Rosin and I would rush into the room, and Quin would cast *Sleep*. Quin's spell didn't have the desired effect; it only put one of our assailants out of the battle. Fortunately, Rosin and I killed two of the slavers. The last one knocked Rosin unconscious while I was finishing my opponent. Quin jumped into the battle, but not before our last opponent called to his captain. By the time the door to the captain's room opened the last of his lackeys was dead. The captain walked out with a gigantic two-handed sword, (do all ship's captains carry really large swords?) and began to fight Quin and I. His first swipe with the sword caught me on the shoulder, but I was able to shrug the damage off and continue fighting. Eventually we wore him down and we were able to strike a killing blow. We then administered a potion to Rosin, and I drank one. We found the secret compartment with the small chest inside. Rosin found a trap on the lock, so I carried the entire chest to the boat.

We made it back to Jarvis just before dawn. He was very happy with the success of our mission. We had him remove the trap on the chest. He did so deftly. The papers inside of the chest confirmed my suspicions. The men on the Maiden were slavers.

Jarvis rewarded each of us with a magical sword. I picked a rapier forged of a dull; black metal engraved with rose stems. The hilt is wrapped with black leather and on the pommel is a small piece of jet. I'm impressed with the fine balance and the smith's (and enchanter's) attention to the arts of stealth. The blade doesn't reflect light or make any sound when struck. I'll call my new blade Blackthorn.

Tuesday, 11th of Arthom

Today was a relatively uneventful day. I went out and bought some nice clothing, a new pipe (since I left mine at the family house), and some high-quality pipeweed from Mwana.

I noticed that Emily wears an interesting cloak. I'm curious about it. It's probably magical. I'll probably ask her about it.

I also spoke with some old men who gather in the corner in the Circle's tavern. The old men informed me that there is an elven sorceress that lives in the East End of the city. I'll have to find a way to meet her so perhaps I can learn from her.

Wednesday, 12th of Arthom

Well, I met the sorceress' husband today. His name is Telinathor Gwellomore. I decided to feel them out to see if they would be friendly to a young elf that dabbles in magic. Unfortunately, they seem to be a little more reclusive than I was hoping, but I did get the chance to inquire about some components that I need to cast *Find Familiar*. I'll be able to buy them once I can afford them.

When I returned to the Circle, Emily informed me that Jarvis would like to see us. We went to meet with Jarvis and he told us that he has an important job for us to do for him. He's keeping us very busy!

He wants us to infiltrate the local thieves' guild so we can find information about the guildmaster; a woman named Bethany Voritskull. Fortunately, he also gave us a strong plan for carrying out this mission. We need to break into the Town Offices and steal tax papers for Crystal Worth's Gems and Jewels, (which turns out to be the front for the Guild). Of course we also need to be sure that we allow it to be known that we took them so the guild can approach us. This should be a relatively straightforward job.

Quin and Rosin went to case the Town Offices, they returned and told me that there are only two guards that will be on duty. They are a couple of older gentlemen. They shouldn't be a problem.

Thursday, 13th of Arthom

Last night's job went well. We stealthily approached the rear door; the guards usually sit at a desk next to the door. Quin cast a *Sleep* spell, hoping to put both guards asleep. Unfortunately, only one of the guards fell to the floor (He's not having much luck with that spell). The other guard started to wake his companion, luckily I got my *Charm Person* spell of before he was able to wake him. I asked the man to let us in. He let us in, we stole the papers, and then I told the man that he shouldn't tell anyone that we were there. I think the old guy will keep his mouth shut.

We returned to the Circle early in the morning and asked Emily if we could speak with Jarvis (I don't think either Emily or Jarvis ever sleep). Jarvis took the papers and started to have his informants spread the information about our little job to pique the guild's interest. Now we are going to have to start frequenting some of the less savory establishments closer to the shore. (After we reverie for a while first)

Sunday, 16th of Arthom

The last two nights were pretty uneventful. We went to the Mirthful Dwarf Inn and Tavern. The proprietor is just what you would expect, a mirthful dwarf. His name is Bump Pickswinger and he has a peculiar habit of crushing objects with a blow from his head. (Can you believe people even bet on this?) He is definitely an interesting fellow. No thief guild interest yet though.

Monday, 17th of Arthom

Last night we were finally approached by the guild. We were enjoying some watered down ale at the Bend when five large men approached and asked us to take a walk with them. We were wary of an ambush, but they just took us to their superiors. We had a short meeting with Miss Crystal Worth, the second person of the guild. Miss Worth is a bit insane by my estimation. That makes her an extremely dangerous person to deal with. I also found out that Rosin ordered some jewels from Crystal. Hopefully he can afford his order. I would hate to see what she would do to someone that doesn't pay up.

They also gave us a job to do before we could join the guild. It wasn't as easy as our first few. We had to kidnap the proprietor of the Bend, a man named Kelly Nash, because he started a brothel in his inn and the largely female thieves' guild doesn't approve. As if that wasn't difficult enough, this Kelly Nash person is apparently a fairly adept swordsman, and we only had six hours to complete the mission. We decided that we would infiltrate the inn, then try to knock him out with a spell.

We went to the Bend and tried to find out which man was Nash, but he was in his room on this particular night. Quin gambled for a couple of hours with Rosin watching over him and I was watching everyone. When it became apparent that we would have to begin the mission I got a room. I told Quin and Rosin to meet me up in the room shortly afterwards. I attempted to move all the way up to the fourth floor, but Kelly had guards posted on the fourth floor landing. (Was he expecting trouble?) The guards turned me around, but they didn't expect anything because I acted inebriated. Quin, Rosin, and I met in our room on the third floor and we decided to go upstairs to find Nash. We weren't able to plan much due to time constraints. We went to the second stairwell and cast *Sleep* on the guard there. Unfortunately, the other guard at the other stairwell heard something and asked his friend if everything was alright, then he started walking down the hall when he got no answer. While he was making his way down the hall Rosin and I ran down the hall on the third floor and up the stair he was guarding. We got to the top of the stairs just as he was bending over to wake his friend. We decided that we would have to kill him before he could wake him up. I threw three daggers, and Rosin shot the man twice with his bow. The man slumped over dead, but when he fell to the ground he made enough noise to alert Kelly Nash. Nash came out of his room (he is gigantic!) and started walking down the hall towards his fallen guards. I attempted to stall him and cast *Charm Person*. My spell failed and he drew his long sword. Rosin and I began to fight him. He was a good swordsman. He alerted one of his other guards as we fought, and Quin started to fight the guard from downstairs. After several minutes of Rosin and I wearing Kelly down I finally got a critical hit on him and he dropped unconscious from loss of blood. Fortunately, he was still alive. Quin, on the other hand, wasn't doing very well against the guard from downstairs. I jumped down the stairs and attacked the guard while he attacked Quin. I was fighting like an elf possessed because I critically hit that man also. Unfortunately, I killed him. So there were two deaths. I was hoping to not have to kill anyone, but the amount of time given for the mission forced us to be a bit more reckless.

We dragged Kelly's limp body into one of his guard's rooms tied a rope to him and lowered him down to the ground. (He felt like he was made of stone!) We then rappelled down to the ground. We carried his body to the beach, then dragged him the rest of the way. We were exhausted by the time we made it to the meeting place.

There was about a dozen thieves' guild members waiting for us. They tended to Kelly's wounds enough to wake him from unconsciousness. Crystal cut him across the face, and then Voritskull herself stepped out of the shadows and told him why he was there. He was very frightened of Crystal and Bethany.

After Miss Voritskull was finished speaking with Nash she congratulated us on a successful mission, then told us that we could do a specific job and keep 100% of the take. We were to break to safe in the Bend or bring the picture that covers the safe if we couldn't.

We went directly to the Bend, figuring that since Kelly Nash wasn't there, and he was two guards down that we could walk in and do the job quickly. Now this is embarrassing, we couldn't pick the lock on the safe. Fortunately, Quin had an idea to return tomorrow and he could use a *Reduce* spell to shrink the safe door.

Tuesday, 18th of Arthom

We went back to the Bend early this morning and used Quin's spell to shrink the safe door, but the damn safe was empty so we took the whole damn door to Crystal Worth. Her and her group of thieves got quite the laugh from our stunt, but they told us that the safe breaking was just a initiation, and there is never anything in that safe. I'm glad these humans think that was funny!

After we left Crystal's, we went back to the Circle to get some rest. Emily came into our room in the early afternoon and told us that Jarvis would like to see us when we were completely rested.

We went down to the common room and told Emily that we were ready to speak to Jarvis. Jarvis had another job for us. (Really it was more for Father Lishae) He explained that in two days a ship called Celeste's Bounty would dock in port. Aboard that ship is a powerful evil magical item that we need to steal for the Father. He sent us to Father Lishae for more information.

Father Lishae told us that this item, called a *Book of Ultimate Evil*, (Quite a cheerful name huh?) is being guarded by four priests of Tekka, the evil human god of destruction. He also mentioned that we could not touch the book, because it would kill us. (That is one dangerous book!)

We also asked the Father for more healing potions and he told us to come back before our mission to get them.

Friday, 21st of Arthom

Tonight we infiltrated Celeste's Bounty. The crew and officers all went to some of the establishments along Sailor Street, and left the priests alone on the ship. We silently crept aboard the ship, noting that the two apartments in the stern castle had light coming from them. We went down into the hold and searched for treasure (no one said the book was all we were to get). Quin found a secret compartment in the front of the ship. The compartment had three bags of coins unlike any we have seen before, four unlabelled potions, and six strange daggers with special cases for each. I took the daggers and replaced the daggers in my sheaths with them after Quin informed me that they are magical.

We decided that it was then time to attack the priests. We quietly climbed up the ladder to the upper apartment then picked the ladder up so no one could follow us. Rosin and I rushed into the room at full attack; the priests had no chance. We killed them both in less than a minute, but the falling bodies alerted the two priests in the cabin below us. I looked throughout the room for the book while Rosin and Quin ran outside to intercept the priests from downstairs. Rosin jumped down to the deck to fight them with his sabre while Quin readied a spell. Unfortunately, one of the priests got his spell off quicker. The priest shouted "die" while pointing at Quin. Quin collapsed in a heap near the door. I thought that my brother was dead for sure, so I ran to the door and let fly with three daggers. Rosin wasn't doing very well against the priests, because they both drew their maces and beat him into unconsciousness. Quin began to stir at this point and I threw another volley of daggers. Then I jumped to the deck while drawing my sword. Quin, obviously not dead, started shooting his bow at the second priest while I backed into the cabin so only one priest could attack me. I killed the priest quickly, but he did hit me with his mace. At this point Quin jumped down and the two of us quickly defeated the last priest.

We searched the lower cabin and found the book in a chest under the bed. I took a set of tongs, which I bought yesterday, and put the book in a sack. We took the treasure that we found and put it in the chest. Then with me carrying Rosin's unconscious form (since we were so excited about this mission, we forgot to get the potions from Father Lishae) and Quin carrying the chest we left for Father Lishae's home.

Father Lishae was thrilled with our success. We showed him the coinage and daggers that we found, and he told us to show them to Jarvis.

We went to the Circle, showed the coins and daggers to Jarvis, and he told us to go speak with Telinathor Gwellowmore, who is a sage as well as the husband of the most powerful wizard in the city.

We went to the Gwellowmore's house and while Telinathor was inspecting the coins and daggers Cerillia identified our potions as potions of invisibility, levitation, ventriloquism, and extra-healing. I grabbed the potion of invisibility, Quin grabbed the potion of levitation, and Rosin grabbed the other two potions. Telinathor then informed us that the coins were all currency from the continent of Mwana and the daggers were also Mwanan. It seems like there's an awful lot of things in Freeport from the supposedly unexplored continent.

Saturday, 22nd of Arthom

Today, we took a much-needed break. We did however, exchange the Mwanan coins to Jarvis for a more common Freeport currency. We decided that we aren't going to give the thieves' guild the 25% cut that they demand. They have no way to know that we stole the coinage, or even that those particular coins ever existed.

Sunday, 23rd of Arthom

Today was a busy day.

This morning when we went downstairs for breakfast there was a message waiting for me. It was from the thieves' guild. Crystal wanted to see us. I don't like to deal with her, she is too difficult to read. (She's a bit unbalanced.)

We walked to Crystal's shop and she led us into a workroom in the back of the shop. The room was filled with many tools used for engraving, cutting gems, and a small gold smithy. There was also a small bookshelf that she led us to. Crystal removed a copy of a book called Welfore's Tale from the third shelf from the bottom, opened

it, and removed a key. She took the key, inserted it into a keyhole around the side of the bookshelf, and turned it. We heard a click then she pulled on a copy of Another's Mathematical Regents on the bottom shelf, and the bookcase swung quietly into the room. Behind the shelf there is a staircase that leads into the bowels of the city. At the bottom of the stairs there is some sort of meeting room. This room contains a large table with about thirty chairs situated around it. Crystal told us to wait there and she went down a hallway that left the room. In about an hour she returned with another woman. Crystal then left us with this new woman. This other woman turned out to be Maurine Lore, the third person in the guild hierarchy. She explained that the guild has a job for us. The guild wants us to sneak aboard a ship called Celeste's Bounty (sound familiar?) and steal a few bags full of some kind of foreign currency that they need to fulfill their end of some sort of business deal that they have going on. They want us to board the ship tonight, steal the money, and return to Crystal's to hand over the money.

Fortunately, they obviously don't realize that we are the ones who hit the ship, killed the priests, and made off with everything. There were only two scenarios that I saw with possibly beneficial results. The easier of the two would have been to give Jarvis some sort of collateral so we could get the coinage back from him so we could give it to the guild as if our mission was successful. The second scenario is the more dangerous (especially since we have to be the bearers of bad news to Crystal), we would board the ship (incase we are tailed) search the secret compartment, and return to Crystal empty-handed. We went back to the Circle and talked to Jarvis about our plans. He favored the second plan so we could attempt to pull ourselves deeper into the guild's business and inform him of their plans.

We were able to board the ship easily and open the secret compartment. Of course there was nothing inside. We then made our way to Crystal Worth's. When we entered her establishment she asked us where the money was. We told her that the people who killed the priests apparently stole the treasure (Of course they did.). She flew into an insane rage, ran into the back room, and started smashing things. She then opened the secret door and flew down the stairs. When she made it downstairs we heard a door slam and two female voices shouting. After a few minutes, the voices died down and a disheveled Bethany Voritskull entered the room that we were waiting in. She was obviously asleep when Crystal burst into her room. Bethany then led us down into the meeting room and asked me to tell her exactly what we did. She was obviously trying to trick me into giving up some incriminating evidence. Does she think I'm as stupid as some of her less-elven thieves? I certainly hope not, otherwise she's not as astute as I've given her credit for. I told her what we did, carefully omitting any information that the original thieves only could have known.

Bethany then told us that the guild was afraid that the priests' killers may have found the treasure and made off with it and that there was a secondary plan to pay the mysterious third party with Mwanan currency. We just have to get more.

Our newest mission for the guild involves far more danger than any of our previous missions, but with some planning and luck we should be able to complete it with minimal effort. Bethany informed us that to the east of Freeport there is a small island that is a base for a small number of Tekkan priests. These priests have a treasury of Mwanan currency that we need to steal. She arranged for a ship to take us near the island tonight so we could row to the island. We are then to steal all the money we can carry and make our way back out to the ship. We have exactly three days to perform this feat.

Unfortunately she was unable to give us any information about the location of the priests' hideout on the island, or about what we will face when we get there. We'll just have to reconnoiter when we reach the island. Fortunately the island is only about 3 miles by 5 miles.

After leaving the guild, we went straight to Father Lishae and told him about the Tekkan priests on the nearby island. He thanked us for the information and said that he may have to get together a small force to take the island from the Tekkans. We told him that we would recon for him since we are going there anyway. Father Lishae gave us a few more healing potions (apparently he thinks we'll need them).

We also decided to inform Jarvis of our mission. On the way to see Jarvis I asked Emily if there was a story about her cloak. She said that she didn't think there was an interesting story about it (I think there probably is), but she did tell me that it is a magical cloak of the bat. After we told Jarvis about our mission he seemed genuinely happy that we are going to put our necks on the line against these so obviously evil people. I think he's living vicariously through us since he doesn't seem to get out much (I wonder why? I guess he's just busy with his manipulations.).

Right now we are sailing on the ship (more like shipwreck!) that Bethany arranged for us. I was just informed by the crusty old seadog of a captain that we are just about to the place where they are going to lower us into the water so I have to complete this entry. Wish us luck.

Wednesday, 26th of Arthom

Our mission was successful but more because of luck than planning. So much for the minimal effort I was talking about.

The mission started slowly, since we had to find the priests' headquarters. It took us until just before sunrise (almost a full day) to find a cave with four guards within. We figured it would be best to try and get by these guards without bloodshed. Quin cast his *Sleep* spell and luckily it effected the whole group. Once inside the cave entrance we entered into an unlighted corridor to the left of the opening. As we made our way down the corridor it became obvious that this is an unused hallway. There were no torch sconces on the walls and around a corner there was a dead end. Since the sun had risen and the priests were likely to be stirring we decided to stay in the alcove at the end of the corridor until nightfall. The wait was dreadfully dull, but patience is important in thievery.

After night fell, we quietly made our way toward the entrance of the cave. There were four guards posted again. We decided to use the same tactic that got us in to get by them. Quin cast his spell while Rosin and I prepared to attack any of the guards unaffected by the spell. Three of the guards fell asleep then Rosin and I attacked the fourth. He had absolutely no chance. He was dead in our initial flurry. We then cleaned his blood off the ground and carried his body to the alcove we hid in.

We then made our way up the next corridor to the left. It was dimly lit ahead and I was at point. The next thing I knew I tripped a trap. Three darts shot out of a hole in the wall and hit me in my side. I felt a slight burning sensation where the darts hit me. We then heard a door slam and some footfalls from the corridor ahead. We withdrew into the darkness. I hid on one side of the corridor and Rosin and Quin were on the other side. A lone priest in chain mail was slowly making his way toward us. I was starting to feel a little stiff, but I was able to will it away. The man reached the area that we were hiding in and saw Quin and Rosin. Before he was able to even cry out I thrust my sword between his ribs then twisted. He fell to the ground just before I did. The poison caught up with me. I've never felt so helpless, lying on the ground unable to move, but acutely aware of all that transpires in my vicinity. Quin and Rosin dragged me into an alcove along with the body of the man that I killed and left me there for what seemed like an eternity. Luckily no one came upon my helpless body sprawled on the floor. I began to hear footsteps and the metallic sound of armor jingling just as the paralysis was leaving my body. I quickly quaffed my potion of invisibility and left the alcove. I stepped out into the corridor just in front of two priests, one wearing chain mail and the other in plate. They were trying to move silently in the direction I figured Quin and Rosin went. I don't even understand why they even try to move silently wearing all that metal. I silently moved ahead of the pair, watching them in the dim torchlight. They walked slowly toward the far right wall of the large cavern that we entered. On this wall was a barely concealed secret door. Behind the secret door were some slight sounds that stopped when the priests and I reached the door. The priests opened the door. The room beyond the door was completely dark. I, however, could see into the room using my elf sight. Within the room were my brother Quin and friend Rosin. As the two priests leaned into the room, trying to get their human eyesight to adjust to the darkness, I pounced. I drove Blackthorn into a seam in the plate mail-clad priest's armor. He yelled, but didn't drop dead. I returned to visibility at that moment. The two priests began to attack me as Quin and Rosin charged out of the room to my aid. The priest in plate continued to attack me while the priest in chain attacked Quin and Rosin. The man I was fighting was giving me trouble. I hit him several times, but he didn't want to die. He also hit me a couple of times. I was fortunate to be able to parry a couple of his attacks otherwise he may have killed me. I held him off until Quin and Rosin finished off the other man. When my companions joined the battle against the priest in plate he began to cast a spell because he knew he was in trouble. He couldn't get his spell off though, because we are too fast. He didn't last much longer. He hurt me good before he died and I had to drink two potions of healing so I would be able to help if we got into any more fights.

We then went into the dark room to continue searching for anything valuable. We found several magical scrolls, unfortunately they were priest spells (guess we'll have to give them to Father Lishae), and some papers that Jarvis may find interesting.

There was another door in the rear of the room. We cracked the door open so we could look beyond. The door opens into a large cavern. Halfway across the cavern was a large pillar of stone, and against the pillar stood two men in chain. We opened the door, I threw some daggers, and Rosin shot the men with his bow. The men were surprised by the quick, decisive attack. One of them died instantly, and the other started to cast a spell. He wasn't able to finish the spell. Rosin and I attacked him with another volley of missiles and he died. Then a door opened to our right. Another man wearing plate mail entered the cavern. He yelled for help, then cast a prayer on himself before charging into battle with three elves. Three other priests entered the cavern from a corridor behind the plate-clad priest. The following battle was fast and furious. I was having a bad day fighting wise; the priest couldn't miss. I tried to dodge their attacks, but they always seemed to barely hit me. I thought I was dead for sure. I fell unconscious.

When I was awakened by a healing quaff being poured down my throat, I noticed the bodies of the priests were littering the ground. Quin and Rosin defeated them while I was unconscious. The three of us went to the room that the plate clad priest exited from. We found what we were looking for, the treasury. There was quite a bit more treasure than we had hoped. We weren't able to carry all of it so we left most of the copper.

While we were in the treasury packing the money for travel, a very distinct sound arose in the corridor outside the door. It sounded like a large number of feet shuffling across the cavern with metal jangling in time with the feet. It was like an army was walking right outside of the room we were in. Rosin found a keyhole to look

through. It wasn't an army; it was a line of shackled humans. We quickly attacked the guards of the slave train. We were able to kill them with minimal effort.

I searched their bodies and found a set of keys. With the keys I released one of the slaves and showed him how to release the other slaves.

Quin, Rosin, and I made sure that the priests were routed, then left the caves. Outside we rested until nightfall and then rowed out to the ship. The ship towed us into port.

We reported our mission's success to the guild (And gave them their 25% cut of the loot. Oh well). We then reported to Father Lishae and Jarvis. Father Lishae said that he would get together an expedition to help the slaves off the island and that he may have more work for us soon because there was undead sighted in the cemetery to the north of the city. (Is our work never done? We need a break.) Jarvis rewarded us each with a magical ring. I took a beautiful silver ring with a black sapphire setting. It functions as a ring of jumping when I say the word, "Geronimo" (whatever that means). When its power functions the sapphire sparkles with red flecks. Quin chose a plain gold ring of protection and Rosin chose a platinum ring with several diamonds set around the band (ring of feather falling).

Thursday, 27th of Arthom

This morning we returned to Father Lishae to speak with him about the undead problem in the cemetery. He informed us that there is an old mausoleum that opens into a staircase that leads into a set of catacombs. The mausoleum was sealed until recently. There were some skeletons seen wandering near the new opening. He also told us that he doesn't know anything else about the catacombs and that we should go and ask Telinathor about it.

We went to Telinathor and he told us that there really wasn't much to say about the catacombs. He heard that there was some high person in some human church entombed within, Arthom I think the god was called. We also were able to get Cerillia to identify the three potions that we got from the Tekkan priests. The potions are a potion of extra-healing (I'll carry that one), a potion of fire breath (for Quin), and a potion of fire giant strength (Rosin will hold on to that one).

We then went to speak to Jarvis.

Glossary of Arrean Terms

Aflenton:

Aflenton is the god of knowledge, books, and wisdom. His temples are repositories of knowledge throughout the whole of the world.

Aflenton is the ninth month of the *Divine Calendar*

Albinar:

The *Albinar* are a race of elves that followed the drow into the underdark with the goal of destroying them forever. Also called *white elves*.

Ankat:

An *Ankat* is the ceremonial dagger used by a blood mage to cast his spells. An *Ankat* is linked to its owner's soul.

Arithan Venatha:

The patron god of the *Albinar* (or *white elves*). He is also the god of the Seldarine that deals with vengeance.

Arthom:

Arthom is the Arrean god of guardians, obedience, justice, duty, and law. He is one of the three leading good gods of the Arrean pantheon.

Arthom is also the name of the third month of the *Divine Calendar*.

Deepwood:

Deepwood is a large forest in the central section of the continent of Arrea.

Divine Calendar:

The *Divine Calendar* is the most widespread calendar on the continent of Arrea. The months are named after the twelve of the original gods.

Drinth:

A light yellow powder which when eaten or drank causes a save vs. poison or become addicted to the drug.

Fiolonna:

Fiolonna is the two-headed goddess of the sea. She is both revered and reviled by anyone who makes a living off of the sea.

Fiolonna is also the name of the eighth month of the *Divine Calendar*.

Kadinastis:

The creator god of magic in the world of Arrea. Formerly a mortal wizard from the island of Nimbral on the world of Abeir-Toril. He is one of the triad of gods that lead the Arrean pantheon.

Also the tenth month in the *Divine Calendar*.

Kinsu:

Kinsu is the sky god of the Arrean pantheon. He holds dominion over creatures of the air and the sun. He is the husband of *Telule*, and one of the neutral greater gods.

Kinsu is also the fifth month of the *Divine Calendar*.

Kreel:

A large city built in a magic-dead region to the north of *Tekat*.

Mal-Ent:

The *Mal-Ents* are an evil race of rat men which live in the underdark. There are several different breeds of *Mal-Ents*. They are one of the most dangerous races inhabiting the underdark.

Mathouk:

Mathouk was the recipient of the most power when the triad of evil gods were imprisoned by the *Seal of Ages*. He is the god of the blood moon (*Mathouka*), darkness, death, decay, disease, poison, torture, and the undead. He is one of the triad of gods that lead the Arrean pantheon.

Mathouk is the name of the twelfth month in the *Divine Calendar*.

Mistbinger:

Mistbringer is an androgynous power that holds dominion over the portfolios of intrigue, deception, mysteries, secrets, and illusions.

Mistbringer is the eleventh month of the *Divine Calendar*.

Mwanja Fruit:

Mwanja fruit is a type of fruit which grows on various trees in the jungles of *M'wana*. Each fruit, when eaten, confers the effects of a random potion. (*Roll on Table A in Volume 4 of the Encyclopedia Magica*)

Rendolar:

Rendolar is the Arrean god of the birth, life, and healing. He is one of the triad of gods that lead the Arrean pantheon.

Rendolar is also the name of the first month of the *Divine Calendar*.

Seal of Ages:

A magical seal which was used in ancient times to trap the evil gods, *Sedaka*, *Nieko*, and *Skellanum*. The seal was then broken into nine pieces and the pieces were separated and sealed them in guarded temples of *Arthom*, then forgotten.

Shaylamar:

Shaylamar is the Arrean goddess of love and beauty. In some cultures she is depicted as a beautiful warrior goddess, mostly on the island of *Guikikan*.

Shaylamar is also the second month of the *Divine Calendar*.

Spidersilk Armor:

Spidersilk armor is a type of armor created by the priestesses of *Loth* from the webs of the headman spider. It is lighter than any other armor, feeling like a silk shirt. Every suit of *spidersilk armor* is enchanted giving them a base armor class of 3, plus any other bonuses. Another common enchantment on *spidersilk armor* is free action. If *spidersilk armor* is even touched by a single ray of sunlight it will deteriorate in one round. This armor is extremely rare, and it is usually only worn by the weaponmaster of a house.

Tekka:

Tekka is the name of the god of war, natural disasters, assassins, murder, and general destruction. He is one of the major evil gods that escaped capture by the *Seal of Ages*.

Tekka is also the name of the sixth month in the *Divine Calendar*.

Telule:

Telule is the Arrean earth goddess she holds dominion over all things natural. She is *Kinsu's* wife, and one of the neutral greater gods.

Telule is also the name of the fourth month on the *Divine Calendar*.

Tirinth Anath:

An ancient elven city, renowned for its learning and magic, which was destroyed by the drow from *Tirinth Arach*.

Tirinth Arach:

Drow city on the surface in *Deepwood*.

The Triad:

The Triad is an evil brotherhood devoted to the triad of evil gods that were banished behind the *Seal of Ages*.

Tylo:

Tylo is the goddess of the pearl moon, *Tylora*. She also holds the portfolio of music and dance.

Tylo is also the seventh month in the *Divine Calendar*.

Wrengren Hill Tribes:

The *Wrengren hill tribes* are a group of people who live in the highlands of *Tekat*. They have a reputation as honorable warriors.

Xraxus:

Book of Arrea, version 1.0

The largest city on the continent of Arrea.

THE END