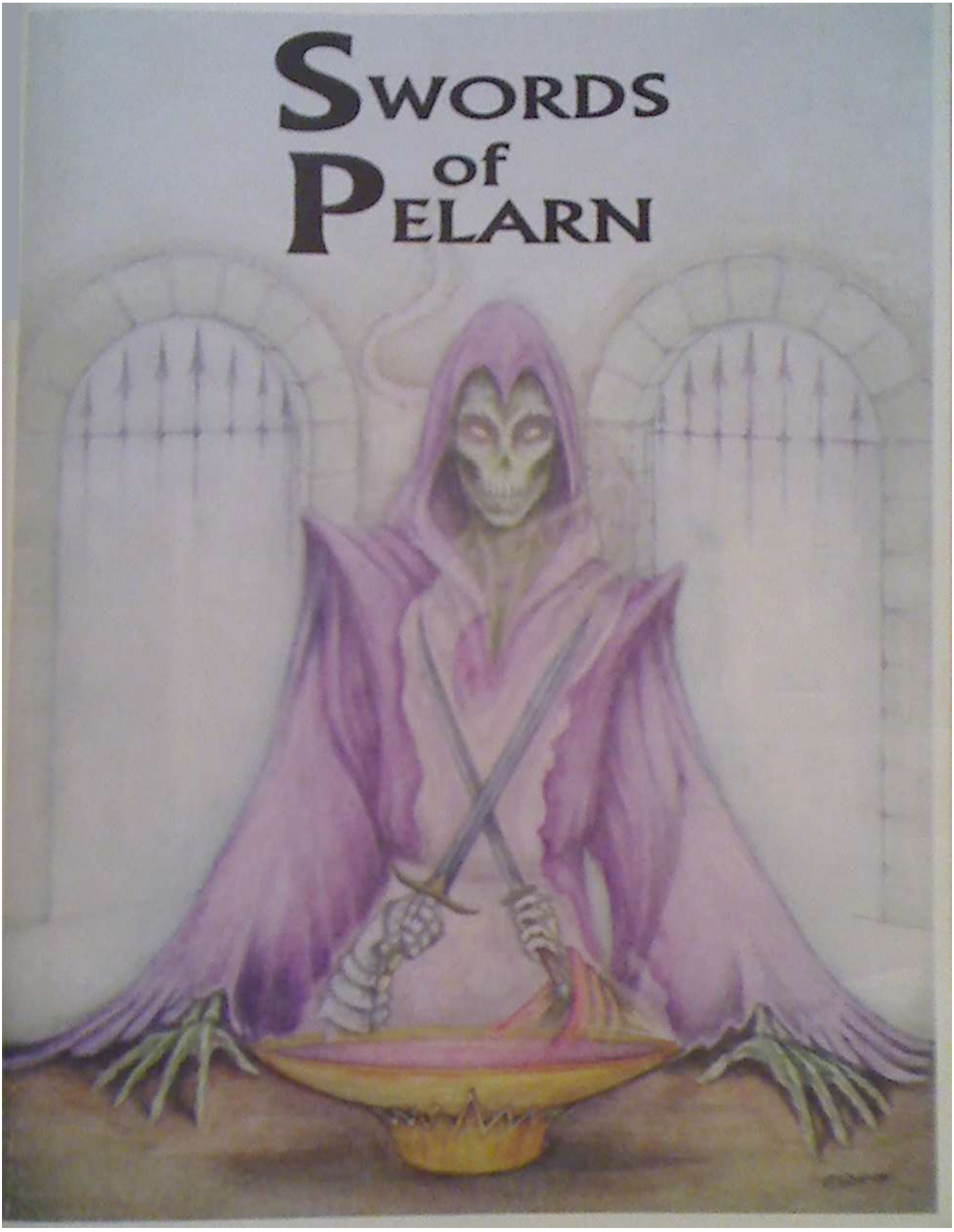
Swords of Pelarn



Harlequin Games
Presents

The Swords of Pelarn

version 5.11

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Introduction

In the twilight of the Age of Faith the burdens of life were hard on the old peoples of the world. Maintaining the barest of essentials to preserve their species, sentient folk strove in separate small societies held together by faith and a determination to survive. The land itself was a harsh task master with great suffering inflicted upon the huddled few by the ravages of weather, whims of fertile seasons and unseen predators that struck with disease and a bodily weakness that faith alone was unable to defeat. While there was contact between the peoples, their numbers were so small and their ability and inclination to adapt to different areas was limited so that conflict was rare and mutual aid rarer. These peoples all stuck to their terrain and the conditions in which they specialized in surviving. The primary exception was the human folk who seemed to take the very structure of their society to task in order to mold themselves into areas where other races had given up.

Of all the sentient beings, humans were the most inclined to challenge the very laws of nature that seemed to bond people to a life of misery and drudgery. Yet, humanity was by far the weakest of these ancient peoples on an individual basis. They sought to make up for this flaw with a fanaticism towards change that brought conflicts with their territorial neighbors and, on one momentous occasion, their astral neighbors.

The origin of this occasion is steeped in mystery and further complicated by the covering fabric of religious zeal that categorized the collapse of the Age of Faith. This much is clear; a clash took place that brought a Pantheon of Powers to the fore. Their arrival also marked the unleashing of the Age of Magic upon an unprepared world. While the wide brush stroke of magic touched less than one in a thousand in the world, the effect was cataclysmic for the old peoples. Suddenly, the land could be made fertile, wounds could be quickly cured, painful death of the young averted and the very earth itself made to yield its core minerals to the will of the masters of magic. Religion itself bent to the new wind of power and soon Priests were not only tending to the growth of their congregation, but the very mantle of death itself was pierced and select powerful individuals were being called back from the nether world for an extended presence on the mortal plane of the world.

The lure of magic power seduced all sentient beings and their struggles with each other multiplied with the growth of their numbers. This explosion in population and experiments with the structure of biological beings brought to strength marginal species who branched out. Suddenly, there were challenges for resources, which were previously of no interest. But now in the Age of Magic, items had an addictive claim on sentient beings thirsty for more of everything and unrestrained except by limits on their imagination and reality.
In the chaos that followed the introduction of magic, humanity found itself in its element. Mankind's noble determination to control the laws of nature for the 'Good of All' (Pelarn in the old language) was matched even surpassed by a capacity for depravity and evil that sadly would be mimicked by others. As the ancient scripture from the Book of Ide comments, "Mankind is a wonderful idea, except that people stink."

The history of Pelarn is the story of the soul of peoples struggling for their own balance and image. Aligned with and sometimes against the other races of its area, the peoples of Pelarn each became a polyglot population with a variety of ethnic origins seeking to bring forth on this world an enchanted kingdom of enlightened and united 'Free Folk' existing in a world of magic power. It also attracted those for whom the divine self could not yield to the good of the many or even see the good in a few. These dark souls sought to control Pelarn if they could and to destroy it if it eluded them.

Yet for the more intense power lords, the Kingdom of Pelarn was but the reflection of a greater struggle, for what was at stake was the essence of power itself. Revolving around the central core of conflict is the existence of magic as a widespread means of power as well as those that would seek to control it for reasons of enlightenment or self sustaining glory and worse. Around the world individual characters of great skill have come forth to stake their claims and push the history of the world in the direction of their will. These characters include the heads of Overlord families or dominant Mercenary Chiefs as well as collections of adventurers, heroes and their side-kicks.

The Kingdom of Pelarn lies shattered in the history of the world while its dreams and hopes are carried forth on the swords of conflict that swirl about it. The world's characters seek through their individual efforts or by collections of factions to dominate the Age of Magic by capturing either the images or the realities of power. All wish to control the hope of a new era born with a burst of power and sustained in the tales of Legends.

The Factions

Overview

A player's position may be a member of more than one faction but a leader in only one faction. In this manner, the player may support the over-lapping goals of various factions while seeking to compromise on others.

For a Faction to become active, there must first be at least one leader of the faction who satisfies the conditions for both membership and leadership in the faction. When the leadership is established, the leader may then sponsor others for membership in the faction. Entrance into the faction is only by the sponsorship of a leader. The Join Faction basic order has been modified.#

Leadership of the basic module factions must be declared by the end of the End Winter production of the first game year. If a faction is not activated by that time then it may not be subsequently activated. Leadership roles are public and anyone doing a view order of the title of the leader will be able to obtain the name of the title holders.

#1 The Raven Lords

The Raven Lords (Called at times the Ravenlords) are a collection of powerful magic users formed during the earliest days of the Age of Magic at an unknown location called Raven Peak. In 74FU they discovered the secret of immortality and have kept secret their knowledge of the Undead states. They seek nothing less than the total domination of all magic in their hands and the elimination of the leadership of the other factions. The evil religions of the Pantheon are seen as merely tools to accomplish their domination by magic. They seek to create the religion of The Raven which when established will threaten all the Mana Recovery of the other religions. Then they seek to take the title of King of Pelarn to accomplish their goals of world domination.

Geopolitical Goals

Must own Skull Fortress, Ulster, Lorraine, Barclay, Dunglave, Farlow, Mathaal, Veca, Ravenscrieg, Kaveraid, Kolborado, Square Wheel, Orconia and Omarlar.

Must have destroyed Domharl, Elacrai Tinel, Shadow City, Crystal Keep and Skystone.

Leadership Goals

Must be no leaders alive in any other faction.

Religious Goals

Must establish religion 12: The Raven

Magic Goals

Must have four of: The Ring of Pelarn 2001, the Runeswords 2002-2009 and the Runestaves 2010-2015

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet.

Membership Requirements

Must be an Arcanist level 20+ or a Priest of The Raven. Must have an evil alignment.

Leadership Requirements

Adventure# 1081

Must have an Undead Status, a Mark of Evil, and Evil Religion. May not be any race with the name Elf in it, Halfling or Shadowling, Dark Elves are allowed. Must be an Arcanist level 25 or more. Main character only.
Leadership Title: #1811: Raven Lord Worth +5 prestige, +5 influence with Orcs, Gremlins and Goblins

#2 The Light Council

Originally formed by Elves and Light Elves who sought to counter the power of the Raven Lords. The Light Council has spread out to include all races which have let Goodness, Liberty and Justice become part of their very existence and culture ... somewhere ... .even in a tiny, tiny remote section of their souls. They feel that unchecked power corrupts with magic power corrupting magically. They are determined and convinced that the power of magic needs to be spread out amongst the people of Pelarn and that different power groups are needed to provide a balance. They believe that over time, Good shall triumph over Evil. During some periods, the powers of Darkness may surge powerful and it is their role to counter it, allowing for the time needed for the good in all to surface.

Geopolitical Goals

Skull Fortress must be destroyed.
The Kingdom of Pelarn must be established.
The Raven Lords may not have the title King of Pelarn. The Pope may not be from Canathar or Dekatar sects.
The Knight Champion of Pelarn may not be from the Dark Blades group of Knighthood Guilds.
Elacrai Tinel must be owned by an Elf race with a good religion.

Leadership Goals

There must be no living leaders of the Raven Lords, The Dark King, The Imperialist, or Evil leaders in the Pantheon or Knights of Pelarn. The Dark King and Vektricar himself must be captured.

Magical Goals

Must have four of the following:
Runeswords 2002-2009, Runestaves 2010-2015

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet.

Membership Requirements

Must have a good alignment or Elune Religion (#2).
Must not be: Orc, Half Orc, Troll, Saurian, Aranconian, Goblin, Fangor, Dragonspawn, Gargoyle, Spider Folk, Skull Head Leopard, Gremlin Nomad, Kobold or Kraken.
Must not have an Undead Status. Main character only.

Leadership Requirements

May be a Light Elf with the title Light Council Member (#1708) from their race adventure. Or:
Adventure #1082
Must meet membership requirements. Must have a White Leaf (#1682), get inside the city of Elacrai Tinel and have an influence of 10.
Leadership Title #1812 worth 5 prestige +5 base influence.

#3 The Knights of Pelarn

The Knights of Pelarn are composed of the members of the dominant knighthood orders throughout the land. They have sought to create a focus of influence and dominant characters who through the Brotherhood of Arms can control the destiny of the world for the good of all as they see it. The knighthood orders are strongly competitive and have at times allied themselves with different factions within the world. This has evolved into the creation of three groupings of Knights: The Dark Blades, the Light Swords and the Order of Greys. Outside of these three groups there are the independent orders which have for their own reasons wished to be separate from the alliances of Knights.

Order	*Location*	*Group*
Raven Knights	Ravenscrieg	Dark
Dark Knights	Skull Fortress	Dark
Skull Leopards	Skull Fortress	Dark
Red Knights	Harlowton	Dark
Knights of the Lion	Kaveraid	Grey
Dragon Knights	Skystone	Grey
Imperial Knights	Mathaal	Grey
Hoof Knights	Veca	Grey
Semper Fi Knights	Seafok	Grey
Knights of the Rose	Lorraine	Grey
Jaelsilver Knights	Crescentmoon	Light
Knights of the Griffon	Whitehorn	Light
Swan Knights	Elacrai Tinel	Light
Mithril Knights	Domharl	Light
Shadow Knights	Shadow City	Indep.
Sky knights	Windwalker	Indep.
Valkyrie	Vecavia	Indep.
Ou'Lu Knights	Wahza	Indep.

The Knights of Pelarn seek to control the Knight Champion of Pelarn (#1813) who is a champion that comes from the Knight's Clash. The Knight's Clash is held in the months of Late Spring (May) and Late Fall (November). Any character who has a membership title for a Knight Order may enter, knights may only represent one order and must specify which order they would like to represent. Each of the four groupings of the Guild members first determine a single champion for their grouping, these then duel it out. The conflict pattern in the final rounds being:

Dark Vs. Light
Grey Vs. Independents

The winners of the two rounds above are then sent into the final combat. Clash Rules vary based on the decision of the runner up of the prior Clash who decides if:
1. there are to be magic spells cast?
2. wounds will be healed after each round?
3. there will be an entrance fee of a magic weapon or armor that is forfeit to the winner?
At the start of the game the answer to all the above is NO

The victor gains title "Knight Champion of Pelarn"

If the Knight Champion was not representing an independent Knight Order in the clash then the group to which his Knight Order belongs (light, dark, grey) is considered to be "chosen", whilst the other two groups are considered to be "out of favour".

If the winner was representing an independent Knight Order all four groups are considered "out of favour" meaning no victory is possible for the Knights faction until the next knights championship.

New knighthood orders may join the Knights of Pelarn when they have a Knighthood Guild that has a strength of 30. They will be assigned in the Independent class unless the following is met:
Guild Owner has a Good Alignment: goes to Light
Guild Owner has a Neutral Alignment: Goes to Grey
Guild Owner has an Evil Alignment: Goes to Dark

The Knights of Pelarn concept of victory is:

Geopolitical Goals
There must be a Kingdom of Pelarn.

Leadership Goals
The Knight Champion must not be from an independent Knight Order.

All characters with the title 1783 Knight Lord that have membership titles for any Knight Order that belongs to any of the "out of favour" groups must be killed, captured or inactive.

Note that any players whose Main has a membership title for any Knight Order that belongs to any of the "out of favour" groups cannot gain a Knights of Pelarn victory.

Astral Goals
Must have at least one character with the title Gate Keeper 2599 in the position of the Knight Champion - they must be alive, not a prisoner, and in possession of an astral gauntlet.

Magic Goals
Have five of the Runeswords 2002-2009.
Have two items 2016-2019

Membership Requirements
Must be a titled member of one of the Knighthood orders. Main character only.
See individual Knighthood Guilds for membership adventures.

Leadership Requirements
Adventure #1083
In addition to membership requirement.
Must have a Mark of Power, Personal Combat base of 25, Knight Level 25.
Title Knight Lord (#1783) worth +5 prestige, +3 Tactics, +5 Personal Combat.

#4 The Kingdom of Pelarn

The Kingdom of Pelarn is ruled by a self proclaimed king who will re-establish the fabled Kingdom of old. As such it is usually the most popular of the factional memberships. The King of Pelarn must personally own: Crossroads, Farlow, Dunglave, Barclay, Lorraine, and Ulster.

Geopolitical Goals

Faction to control the cities of:
Crossroads, Farlow, Dunglave, Barclay, Lorraine, Ulster, Domharl, Veca, Mathaal and Tarlberg
They must also have control over the majority of the remaining locations on the world map. (Locations are named places with a little box around the name.)
Skull Fortress, Kaveraid must be destroyed.
Elacrai Tinel must be owned by a Elf or Light Elf without an Undead status.

Leadership Goals

There must be a King of Pelarn who is a leader of the faction. Must have as prisoners or be dead or inactive: the Leaders of the Raven Lords, the Dark King, the Imperialist.

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet.

Magical Goals

Must have 4 of The Ring of Pelarn 2001, the Runeswords 2002-2009, the Runestaves 2010-2015.

Membership Requirements

Must have an effective prestige of 5. Main character only.

Leadership Requirements

Adventure #1084
Must go to Crossroads (inside city), have a base influence of 5, an effective prestige of 8 and declare for the nobility of Pelarn. Main character only. Noble of Pelarn (Title 1784) worth +5 prestige.

#5 The Dark King

The Dark King has his throne in Skull Fortress and rules through the nightmares of the Undead. Some say he was the first Raven Lord and the rest of the Raven Lords revolted against him. Some say that he is Dekatar the Demi-God of the Pantheon or even the Shade of the arch villain Culthusa. Others say that he is the essence of evil within us all that can consume ones very soul and make each of us a true Dark King. The Dark King seeks to control the essence of life and magic itself as well as to settle a few long standing feuds along the way.

Geopolitical Goals

Must be the King of Pelarn, Owning:
Crossroads, Farlow, Dunglave, Barclay, Lorraine, Ulster, Dunglave.

Must destroy Mathaal, Bataar, Elacrai Tinel, Kaveraid, Domharl, Shadow City, Crystal Keep and Skystone.

Faction must own Cez, Veca, Izmir, Ravenscrieg, Horrowton plus any other 7 locations named on the module map (Names in a box).

Leadership Goals

Must have all the Raven Lord leaders as prisoners, dead or inactive. Must have at least one prisoner of the active leadership of all other factions.

Magic Goals

Must have three of the following:

Ring of Pelarn: 2001	Crown of Dekatar 2016
Soul of Culthusa 2017	White Shadow: 2018
Sword of Pelarn 2019	Dragon's Eye: 2020

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet. The character must be the gate keeper of dark gate with Astral Gauntlet 2025.

Membership Requirements

Must have an Undead status, Evil religion. Must not be of any Elf race, Dark Elves are allowed. Main character only.

Leadership Requirements

Adventure #1085
Must meet membership requirement, go to Skull Fortress (Inside) and then into the Palace of the Dark King (find it as a Guild). Gain title 1785: Dark King Noble worth 5 prestige and 5 influence with Skull Leopards, Goblins, Orcs.

#6 The Imperialist

Baccus Empire and their legions of Eastern Humans have long had the dream of uniting Pelarn under the Imperial throne. Various invasions to the West have been turned back over time and the East itself have been troublesome with the Dark King in Skull Fortress and the Turthian Nomad hordes raiding the plains. The Imperialist have created an efficient Imperial bureaucracy and society that has the best economy in the world. They also have had experiments with various forms of multi racial forces and leadership, which is rare in the history of Pelarn. They are led by the Eastern Humans who have the unique aspect (aside from the Shadowlings) of having no hated races and thus the Imperial Army has been composed of nearly all races at various times. With its Senate and Council of Mayors supporting a powerful Emperor the Imperialist are at their closest point in history to having the ingredients to make the dream of Pelarn one not of a Kingdom, but of the Empire of Pelarn with all races under one grand Imperial design moving outward in the universe.

Geopolitical Goals

Must control: Crossroads, Farlow, Dunglave, Barclay, Lorraine, Kaveraid, Ulster and Dunglave.
Must control all map named cities on the Sea of Tears (Central sea separating East and West) including those on the Bay of Freedom, Bay of Barclay etc.

Skull Fortress must be destroyed.

Leadership Goals

Must have all the leaders of the Dark King, Kingdom of Pelarn and Ravenlords as prisoners, dead or inactive.

Magic Goals

Must have five of the following:
Ring of Pelarn 2001 The Runeswords 2002-2009

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet. The character must be the gate keeper of crystal gate with Astral Gauntlet 2023.

Membership Requirements

Must not have an Undead or Lycanthrope status. Main character only. Must have a religion of the Pantheon.

Leadership Requirements

Adventure 1086
Must meet membership requirement. Have at least 5 effective prestige, go inside Mathaal to the Imperial Palace with 5,000 crowns and then become the Noble of the Empire (#1786) worth 5 Prestige and +5 influence towards Eastern Humans.

#7 The Frostnorth Patriarchy

The Maratasen Clans are the Frostnorth Patriarchy dominated by the Northern Maratasen clans of the Redtooth and the Moonhunt. The Clans have in the past had a rocky relation with the Kings of Pelarn and the power brokers of the world. They are also very much fed up with the sanctimoniousness of the Elves and the uppity arrogance of Humanity. They seek to conquer the lands of the West and to hold sway over the lands of the East. Power is to be used for the grandeur of the Patriarchy.

Geopolitical Goals

Own Kaveraid, Crossroads, Stormgate, Bataar , Lorraine, Windwalker, Domharl, Vecavia, Elacrai Tinel and 2/3's of all the other named cities in the West. Sarlion, Skull Fortress, and Shadow City must be destroyed.

Emotional Goals

Skull Head Leopard population must be reduced to less than 1000. Ruins of Vas Nighthide must be taken and the Soul of Vas Nighthide recovered to be laid to rest in the Sarlion Ruins (caused when the city is destroyed).

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet.

Leadership Goals

The Patriarchy membership and leaders must be either all Moonhunt Clan or all Redtooth Clan. The leadership may also be all of neither Clan.
The Pope must be of OM.
The Knights of the Lion must be Knight Champion of Pelarn.
The Ravenlords leaders must be prisoners, dead or inactive.

Magic Goals

Must have 4 of the following:

Soul of Culthusa 2017	White Shadow: 2018
Sword of Pelarn 2019	Dragon's Eye: 2020
Sword of OM 2021	First Pride Law: 2022

Membership Requirements

Must be a Maratasen, Northern Maratasen or Redmane Maratasen. Must not have an Undead Status. Main character only.

Leadership Requirements

Adventure 1106

Must have one of the titles: Redtooth Clan, Moonhunt Clan, Elder Pilgrim or Pride Honor (see racial adventures).

#8 The Pantheon of Pelarn

The Pantheon is the extension of the original leadership that brought the Age of Magic to Pelarn and ended the Age of Faith. It is thus ironic, that it is currently composed almost entirely of Priests of the Pantheon of Demi-Gods that came out of that effort. They are occupied with the internal conflicts of maintaining leadership through a constantly changing office of Pope and thus have created the Octagon being the representatives of each religion. Sometimes the Cardinal in the Octagon is also the head of one of the 8 religious sects while at various historic times of crisis, arcanists have held representative roles for their High Priests. The Octagon is an organization that provides the direction of the often squabbling Pantheon. The goals are simple: to preserve the Age of Magic, to discover and destroy the source of the Holy Mana of the religions outside of the Pantheon. To see to the establishment of the Kingdom of Pelarn under a believer of the Pantheon.

Geopolitical Goals

The Kingdom of Pelarn must be established and must be ruled by a King who is a believer in one of the 8 sects of the Pantheon.
Skystone and Shadow City must be destroyed.

Religious Goals

Must have in the Crossroads at least one Church Guild of each Pantheon sect with a combined strength of 667 or greater while at NO time will the combined strengths equal 666 or some "terrible fate shall befall all" (don't ask and we won't tell).
All Church Guilds of the Heathens (religion #9) and the Dragon God (#10) must be destroyed from all named locations on the map (named is with a box around the name).
The source of base Holy Mana must be found for the religions outside of the Pantheon.
The base mana recovery of the other religions must be reduced to -0-.

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet. If the 'Annointed One' is active, a High Priest who is a member of the faction must be a Gate Keeper (with an Astral Gauntlet) and the 'Annointed One' as prisoner.

Magical Goals

Must have 10 of the individual items in the range 2001 to 2020. (Having three 2001's counts as one)

Membership Requirements

Must not have been a Shadowling at Start up. Must be of one of the religions of the Pantheon. Main character only.

Leadership Requirements

Adventure #1087
Have the title High Priest (#1802), be a believer of one of the sects of the Pantheon. Main character only. Title of Cardinal (#1787) is worth +5 prestige.

#9 The Dragon Lords

The faction of the Dragon Lords is composed of only Draconians and the Dragons that they aspire to be one with. Brought against their will to the world of Pelarn and in an environment that is at conflict with their inner sense of ordained order, they are of two separate minds on what to do. This division is reflected in the split of the Goals into those of the Golden Dragon Lords and those of the Black Dragon Lords. In short for the Golden Dragon Lords: "the world be damned we are leaving after settling a few ancient scores." While for the Black Dragon Lords: "the world be damned, we are here and we shall rule settling all scores."

Geopolitical Goals

For all Draconians:
The Saurian City of Ur'Tok must be destroyed.
Skull Fortress must be destroyed.
No Dragonspawn population may be in any named location on the map. (Named is with a box around the name).

For Black Dragon Lords:
The Kingdom of Pelarn must be established by them and the King of Pelarn is a Draconian.

For Gold Dragon Lords:
Skystone must be at the location of one of the gates - it must have 15000 untrained draconian pop

Leadership Goals

For all Draconians:
Must Eat the Heart of the Pope. (Have Pope as a prisoner: dead) if there is an active Pope.

Black Dragon Lords:
No active or alive leaders in other factions. The Draco Must be a Black Dragon Lord.

Gold Dragon Lords:
Raven Lords leaders must be killed.
The Draco must be a Gold Dragon Lord.

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet. All gate keepers that are not in the Draco's position must be dead, a prisoner, or inactive.

For Gold dragons to declare victory – both the Dark King and the High Priest of Dekatar must be captured, killed and held by a gatekeeper (from the Draco's position - with an astal gauntlet).

Magical Goals

For all Draconians:
Windwalker (Ariel Cloud Castle) must be converted to an underground location in a Sea province.

Black Dragon Lords:
Must have 10 of the magic items in the range of 2001-2021.

Membership Requirements

Must be a Draconian and a believer in the Dragon God without an Undead status. Main character only.

Leadership Requirement s

For Gold Dragon Lords
Adventure #1088
Meet membership requirement, have 6 Effective Prestige, go into Skystone and declare for the Gold. Gain title: 1788 Golden Dragon Lord worth +5 prestige, +8 influence with other Draconians.

For Black Dragon Lords:
Adventure #1089
go to Skystone with an Effective Prestige of 5. Main character only. Gain the Title of Black Dragon (#1789) Lord worth +2 prestige, +2 influence with Draconians, +3 Tactics and +3 Personal Combat.

Note that a main character may only complete one of these above adventures 1088 and 1089.

#10 The Shadowlings

The Shadowlings seek to find 'The Anointed One' who will be "the Passage of Judgment upon the world". Their religion, race and very essence is geared toward the abilities to engage in that search. They also seek to end the Age of Magic in the world. How this is to be done is unknown. Likewise the accomplishment of their grandiose goals is equally mysterious. Of all the Factions this one places the most pressure on a group of players to explore the possibilities of the Pelarn World on many fronts.

Players who join the Shadowling Faction may not join, or win as part of, factions which have a victory condition requiring the destruction of Shadow City ie - factions 1, 5, 7, 8.

Positions which begin the game with Main characters as Shadowlings (or who somehow join the Shadowling Faction at a later date) are subject to The Melding described in the Race 'Shadowling'. The Melding affects every character belonging to these positions.

Geopolitical Goals

Must preserve Shadow City as a Shadowling only undersea location in Shadow Lake.

Religious Goals

Must find and bring to Shadow City: "The Anointed One."
The base Holy Mana Recovery for the non-Shadowling religions must be reduced to -0-.

Magical Goals

One of the following must be done:
1. The mana recovery for non-sea provinces must be reduced to zero or
2. The conditions and means to drain all magic back to the Astral Plane must be discovered and under control of the Shadowlings or
3. The highest BASE level arcanist (active) in each discipline must be a Shadowling.

Membership Requirements

Must be in Shadowling form and a Priest Of The One at time of membership. Main character only.

Leadership Requirements

Adventure #1090
Go into Shadow City, into the Guild Hall of Shadows. Main character only. Get title 'Seeker' (#1790) worth +5 prestige and +5 influence with other Shadowlings.

#11 The Golden Horde of Pelarn

The Golden Horde is the dream of Pelarn in the Nomad Camps. The nomads, regardless of race, consider cities and locations as simply the filthiest places of the earth where people camp downwind of someone's waste. For the nomadic peoples the unity of the Nomads under the banner of the Golden Horde which could roam the lands and seas of the world without running into fences or walls to keep out their trade and whims.

The hope of the Golden Horde of Pelarn is strong in the Turthian Nobles who have first have to deal with their nemesis the Imperialist.

Geopolitical Goals

Destroy Skull Fortress, Mathaal, Izmir, Cez, Bataar, Ravenscrieg, Ulster, Lorraine, Barclay, Domharl, Sarlion, Farlow, Seyartha, Elacrai Tinel, and Kaveraid.
Faction members must own: Ice City, Shadow City, Veca Faction members must own: the Nomad Camps of:
Cystaline Sand Stone (Gremlin Nomad)
The Great Web (Spider Folk)
Rocky Camp (Hill Giants)
Song Home (Satyrian)
Rainbow Camp (Half Elf Nomad)
Clansgo (Highlander)
Herd Home (Centaurs)
Home Camp (Turthian)

Religious Goals

The Speaker of Omens and the Pope must be Nomads
(Race #241-260)

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet.

Magical Goals

Must have 10 of the items in the Range 2001-2021.

Leadership Goals

Leaders of the Shadowlings, Raven Lords, Imperialist or the Dark King will be either inactive, dead or captured.

Membership Requirements

Must be of a Nomadic race (#241-260). Main character only.

Leadership Requirements

Adventure 1091
Must meet all conditions of membership and must be a Ranger level 10, with an Effective Prestige of 5. Title given is Golden Horde Leader (#1791) worth +6 Prestige, +5 levels in Ranger, +5 Base Influence.

#12 The Chaos Barbarians

Every Age has those for whom the focus is not only that they should be seen as victorious, but for which it is also important that all others be perceived as having lost. In Pelarn this is also tied with those who are in favor of maintaining chaos and allowing a free reign of magic inspired passions flow across the world. The Chaos Barbarians are more of a classification than an organized faction. Supported by the Vargarians, Wazuri, Highland Savages, Saurians and numerous other collections of disgruntled parties, they seek to ensure that the Kingdom of Pelarn is NOT established and that their domination of the scene is recognized.

Geopolitical Goals

Must be no King of Pelarn.
Members must own: Wahza, Ur'Tok, Lox, Dunglave, Farlow, Ulster, Lorraine, Tarlburg, Barclay, Port Seyartha, Vecavia, Horrowton, Lealock, but no member of the group may own more than 6 of them.
Must destroy: Elacrai Tinel, Domharl, Port Seyartha, Mathaal, Kaveraid, Vecavia and Skystone.

Religious Goals

The Pope must be from Canathar and be either a Wazuri, Vargarian, Orc, Gremlin, Troll type, or Savage type race.
The Speaker of Omens must be owned by a member.

Astral Goals

Must have at least one character with the title Gate Keeper 2599 in the faction - they must be alive, not a prisoner and in possession of their astral gauntlet.

Magical Goals

Must have 15 of the items in the Range of 2001-2030.

Leadership Goals

Must have as a prisoner 5 leaders from 5 different faction providing 5 factions were activated.

Membership Requirements

Must not be a leader in any other faction. Main character only.

Leadership Requirements

In addition to membership must accomplish:
Adventure 1092
Must go to Black Peak with a prisoner in the character range of 001-200. Prisoner may be consumed in the Chaos Ritual or transported elsewhere.
Title 1792: Chaos Lord worth +5 Prestige and +5 influence in Wazuri, Vargarian Human, Vargarian Savage.

Religions

There are 12 known religions in the Pelarn world plus the religious condition of 'Unbeliever', which is religion -0-. An Unbeliever is NOT an Atheist or Agnostic, it is simply someone who has no particular driving religious beliefs or concerns in the matter of organized recognized religion.

Eight of the religions are grouped in pairs as part of a Pantheon of Pelarn. Each religion has at its head a High Priest who may make some alterations in the religion.

The Pantheon of Pelarn

The coming of the Age of Magic was brought about by a great Clash of the Pantheon and the overthrow of the Astral Gods who guarded the gates of magic. The Pantheon, composed of adventurers from eight different races who were propelled forward by Elab's call to search out and release magic power "for the Good of All" (Pelarn). Their different views of what that meant and who should decide how to do that was a matter of dogmatic revision after the fact.

Other than their determination to open the power gates, they could not stay behind a given leader for any length of time. Each of the Eight took turns being the leader as the Pantheon's great adventure made its demands on the party. In battle, OM the Maratasen would lead while through the darkness of the Caves of Cryst the Dwarf Manva was the guide. Clearing the Wall of Faith, they followed Groada the Thunder Giant smashing his way through. Casting back waves of the Great Soul Depression, the eternal faith of mankind's Elab in the Good in all held them together as only humans, bred of diplomacy and faith, could. In the Heath of Thorns it was Algar the Highlander who saw the Fabled Path of Roses that led to safety. The far seeing, hypnotic songs of the Elf Elune brought them through the Forest of Eyes. Finally when it came to stealing and breaking the Astral Seal, it was Canathar the Orc who took control and when all were cast into the Netherworld of Death it was the Troll Dekatar who led them paying with his own death.

The Eight returned from the Clash as Demi-Gods with Dekatar slain and risen from the Dead in an Undead form. Each spread the word of the new Age of Magic and became greater, for the most part, because of their acceptance by their races. The sole exception was Algar who ran afoul of the Clan's Elder who took the whole adventure as nothing more than a "young one's folly, and generally a bad idea to begin with."

A tradition of shifting leadership has grown up in the Pantheon of Pelarn. Each of the 8 branches is led by a High Priest. Yearly there is a Clash of the Pantheon in which the High Priest of the religion that wins the Clash is chosen Pope. At times, the Clash is a combat while, at other times, it is a Riddle or mystery that needs to be solved. Each year the method of the next Clash is determined by divine inspiration. At the start of the game, the Clash will be held the end of Mid December and will be a Combat Clash. Each High Priest may put together a team of up to 9 characters in the number range of #001-1000 who have Priest skills of the religion of the High Priest. The High Priest must own the party that the Clash participants are assigned to and are in. The High Priest must be in overall command; however, a position in combat slots 1-8 is optional for the High Priest. The pattern of Clashes is set by tradition as follows:

First Round

1. Groada vs Elune
2. Elab vs Manva
3. OM vs Algar
4. Canathar vs Dekatar

Second Round

5. winners of 1 vs 2
6. winners of 3 vs 4

Final round

7. winner of 5 vs winner of 6

If a High Priest fails to provide a Clash team then his position is empty in the pattern and his first round opponent is given a 'Bye'.

The High Priest (drawn randomly from candidate characters 001-1000) of each of the Pantheon's religions has seasonal opportunities, which may vary as described in the games scripted adventures. However, each season the High Priest may do any two of the following:

1. Designate a favored race for that religion (favored race gets +2 mana recovery).
2. Designate a race to receive the fertility prayers of the church thus allowing that race to grow at a maximum of 5% for the season at a cost of one mana recovery from the faithful per month.
3. Add an arcane spell from the arcane discipline associated with the religion (Maximum of 30)
4. Subtract an arcane spell from the religion NOT belonging to any discipline associated with the church.
5. Add 8 to the Guild Strength of a Church owned directly by the High Priest.

The title of High Priest (#1802) is worth +5 prestige and +5 Influence to the designated races of the Religion.

The Pope (drawn from amongst the High Priests) has yearly decisions to make and, occasionally, will have Seasonal adventures to deal with. Those yearly decisions are:

1. Which one of the Pantheon's 8 religions will have their religious mana reduced by 2?
2. Which two member religions will have their mana recovery increased by 1? With all religions starting with a base of 4 mana recovery, no religion may be reduced below -0-.
3. The Pope must decide whether to focus the influence of the title of Pope towards the race of the Pope plus one other race which he designates.
4. The Pope must decide if the Undead may be resurrected that year. This will affect all Undead regardless of their Pantheon association . . . an aspect that has been used by Papists to claim the Pantheon as the one true religion.
5. The designated Birthday of the Pope is a celebration that gains +1 mana recovery in that month for those of the same religion as the Pope. The Pope must designate when that birthday is at the time of taking the title.

The title of Pope (#1801) is worth +10 prestige and +10 influence towards the race designated by the Pope.

If the position of Pope becomes vacant, a New Pope may complete the term of the old one but may not make any changes in the 1-4 Papal Bulls required above.

Mana Recovery: Each of the 8 religions of the 8 start with a Base Mana recovery of 4 plus one in the favor season they each are associated with. A SINGLE favored race will receive an additional +1 recovery. The Pope's Birthday month will generate another mana recovery for his religious sect in that month.

Pantheon of Dawn

(Neutral)

Symbolized by Spring these religions tend to lean toward the Goodness in hope and building but still have a bit of the dark side in them to maintain a balance in life, which they see as important.

The religions share the following Spells:

Level 1 Spells

91 Gather Food
92 Gather Soft Materials
93 Gather By-Prod
94 Gather Lumber
95 Gather Stone
244 Detect Powerpoint
295 Heal Character
294 Convert Character

Level 2 Spells

96 Gather Special Res.
245 Barrier I
250 Protect vs Lycan.
257 Create Holy Symbol

Level 3 Spells

243 Powerpoint Teleport
249 Repel Lycanthrope
251 Wereban
283 Divine Blessing
288 Cure Black Death
290 Cure Pox

Level 4 Spells

252 Remove Lycanthrope
296 Resurrect Character

Religion 1: Groada

Favored Race: Thunder Giants (209)
Arcane Association: Summoner
Holy Symbol: +1 Holy Mana Recovery, +2 Strength, +1 Priest Level, +1 SAR, Spell 91 (Gather Food) at Strength 5

This religion adds the following spells to the base:

Level 3

129 Earthforce
246 Barrier II

Level 4

247 Dispel Barrier
293 Curse Province

Level 6

241 Essence of Nature

Religion 2: Elune

Favored Race: Sylvan Elves (223)
Arcane Association: Seer
Holy Symbol: +1 Free Mana per casting, +2 Dexterity, +1 Priest level,

The religion adds the following spells to the base:

Level 1

143 Read character

Level 2

151 Scry Force

Level 3

298 Greater Curse
285 Geas
283 Divine Blessing
453 Truth See

Level 4

49 Charm Monster
150 Eye of Searching

Pantheon of Light

(Good)

Associated with Summer and the Deities. Combines honor and integrity with compassion and mercy in its desire to triumph over evil.

The base spells for the religion are:

Level 1 Spells
1 Shell-Character
74 Protect from Undead.19
75 Repel Undead I
286 Knowledge -Religion
295 Heal Character
294 Convert Character

Level 2 Spells
32 Whisper Bravery
37 Faith of Friendship
41 Clear Mind
76 Repel Undead II
214 Bless
257 Create Holy Symbol
294 Convert Character

Level 3 Spells
44 Cure Insanity
77 Repel Undead III
82 Remove Undead
283 Divine Blessing
288 Cure Black Death
290 Cure Pox

Level 4 Spells
79 Dispel Undead
154 Eye of Scrying
146 Eye of Judgment
296 Resurrect Character

Religion 3: Elab

Favored Race: Human 201
Associated Arcane: Wizard
Holy Symbol: +2 Priest Level, Spell Resurrect 296 at Strength 2, 20% blessing.

The religion adds the following to the base:

Level 1
258 Bless Soldiers

Level 3
26 Teleport Self
273 Create Sanctuary Religion 3
401 Greater Firestorm

Religion 4: Manva

Favored Race: Dwarves 204
Associated Arcane: Enchanter
Holy Symbol: +2 Priest Levels, +1 Holy Mana rec-overy, Spell 133 (dispel Winternight) at Strength 10

Adds the following spell to the base:

Level 1
205 Runeknowledge

Level 2
184 Enchant Soldiers

Level 3
206 Runeform

Level 4
186 Enchant Character
207 Runemind

Pantheon of Dusk

(Neutral)

Aligned with the Fall, these neutral religions emphasize honor but lean towards direct action. Often lacking the mercy and compassion associated with the forces of Light.

The Base Spells are:

Level 1 Spells
1 Shell Character
294 Convert Character
295 Heal Character

Level 2 Spells
17 Fireball
257 Create Holy Symbol

Level 3 Spells
67 Deathshadows
283 Divine Blessing

Level 4 Spells
296 Resurrect Character

Religion 5: OM

The God of War.

Favored Race:	Northern Maratasen (226)
Associate Arcane:	Warlock
Holy Symbol:	2 Level Priest, +2 PC, +2SAR

Adds the following spells to the base:

Level 1
461 War Shout

Level 2
32 Whisper of Bravery
162 Charm of Battle
462 War Cry

Level 3
172 Charm Leadership
402 Gt Fireball
463 War Scream

Level 4
403 Hell Firestorm

Religion 6: Algar

Favored Race:	Eastern Humans (220)
Associated	Arcane: Sorcerer
Holy Symbol:	+2 Levels Priest, +2 SAR, +1 Free Holy Mana per casting

It adds the following spells to the base:

Level 1
143 Read Character
164 Charm of Stealth

Level 2
162 Charm of Battle
213 Cure Self
214 Bless
217 Charm of Move
219 Charm of Silence

Level 3
46 Ego Attack
298 Greater Curse
215 Curse Others

Level 4
44 Cure Insanity
141 Eye of Patterns

Level 5
40 Erase Blood Enemy

Pantheon of Darkness

(Evil)

Associated with Winter, these evil priest perpetuate a religion based on fear, hatred, and the power of evil as triumphant over good.

The Base Spells are:

Level 1 Spells
55 Illusion of Strength
294 Convert

Level 2 Spells
31 Whisper of Fear
36 Seed of Suspicion
45 Evil Eye
128 Winterblast
213 Cure Self
214 Bless

Level 3 Spells
215 Curse Others
288 Cure Pox
289 Cause Pox
290 Cure Black Death

Level 4 Spells
296 Resurrect Character

Religion 7: Canathar

The manifestation of Canathar is one of determined focused evil with utter subjection of all species and forces of nature.

Favored Race: Orc 202
Associated Arcane: Illusionist

Spells added to the base:

Level 1
58 Blur Illusion

Level 3
53 Invisible Self
67 Deathshadows

Level 4
73 Rites of the Lower
154 Eye of Scry
130 Winternight
421 Invisible Other

Level 5
85 Rite of the Morghoul

Religion 8: Dekatar of the Dead

Demi-God of the Dead who believes in the eternal unlife of the Undead.

Favored Race: Trolls (208)
Associated Arcane: Necromancer

In addition to the base spells, it adds the following:

Level 1
70 Create Skeleton Warrior

Level 2
71 Create Zombie Warrior

Level 3
73 Ghoul Warrior
431 Summon Skeletons
432 Summon Zombies
433 Summon Ghouls

Level 4
291 Wrath of God

Level 6
89 Rite of the Higher Order

The Heathens

(No Alignment)

Religion #9 is supported by the Highlanders and even some Orcs. The Highland Nomads (#258) are the Heathens favored race for now. The base mana recovery is 4 and the favored race receives +1 Holy Mana recovery. This is more of a classification of Shamen and the like rather than a formalized religion although it is loosely headed by a 'Speaker of Omens' (#1805) who is chosen from those Heathen Priests (Character #1-200) who seek publicly to interpret the Omens of the Scripts. The choice is based on a comparison of combined Priest and Berserker skills.

Speaker of Omens (#1805) is worth +10 prestige +10 influence towards Highlander humans (#221) Highlander Nomads (#258) and Vargarian Savages (#238).

The Speaker of Omens may respond to scripted events, which are less frequent than the seasonal actions. As a yearly choice, the Speaker may decide:
1. Who is the favored race?
2. What three spells of the religion should be placed on the Holy Symbol at strength 5
3. Who is the Accursed Religion that is the enemy of all the Heathens. Whilst accursed, this religion loses 1 mana recovery, and the Heathen diplomacy modifier towards that religion drops to -999.

Level 1 Spells (Priest rating 5+)
83 Empathic Self Cure
96 Gather Special Resource
294 Convert Character

Level 2 Spells (Priest rating 10+)
31 Whisper of Fear
148 Locate Character
156 Dream
213 Cure Self
214 Bless
240 Nature Awareness

Level 3 Spells (Priest rating 15+)
224 Charm Herd
246 Barrier II

Level 4 Spells (Priest rating 20+)
296 Resurrect Character
490 Hand of Nature

Level 5 Spells (Priest rating 25+)
24 Remove Mark

The Dragon God

(Neutral-changes)

Religion #10: The Draconians exclusively follow the Dragon God as one would expect from the Dragon Folk. The Dragon God followers are taught that there is a natural progression to the development of sentient physical life from an Age of Faith where the belief in divine powers is paramount in the direction of life, to an Age of Science where there is an understanding of the Laws of Nature which are beyond the call of Faith and which govern life forces and then a true Age of Magic when sentient beings actually take control of the Laws of Nature and understand how to create a New Age of Faith for the next group of sentient beings.

The Dragon God followers have divided into two main cults sometimes called the Gold Dragons and the Black Dragons.

Gold Dragons believe that the world of Pelarn has grossly violated the spirit of natural progression in the cycle of beings. They have been forced into this world, which they consider outside of Astral Time and thus an aberration. They seek to gain the strength and the keys to return to their Astral Home.

Black Dragons see their mission as one of atonement for the weakness of this world and the perverse addiction to Magic Power in the lesser races. They see themselves as the only worthy people of the powers of Magic and seek to destroy all other magic users, gaining total control of the world. Otherwise, the aberrations of the world will upset the great cosmic balance in life development and put in danger the Dragon God who established the current cycle of life progression.

The Dragon God followers shift their alignment with their High Priest or 'Draco' (Title 1806) making the decision for the entire Religion. One unique aspect of the High Priest of this Religion is that he eats the former High Priest after beating that office holder in a Duel to the Death. He keeps the heart of the former High Priest (and any challenger he defeats). As long as he has their hearts, the resurrected beings can never challenge him again. Many stories have been told of the stealing of the Heart of the High Priest in a less than romantic manner.

Draco the High Priest of the religion has several unique yearly abilities:
1. Yearly gets to add to the religion up to three spells from each of the following Arcane Disciplines: Wizard, Warlock, Enchanter and Seer. He must remove a spell at the same time for each one he adds. (Only Arcane Spells may be removed)
2. Can determine the alignment of the religion for the year as good-neutral or evil
3. Can create a Power Point in any one province where he is once a year.
4. Once a year can destroy all magic recovery and Power Point abilities in a province where he is.

Spells available to the Dragon God Priests:

Level 1 Spells

1 Shell Character	3 Shell Legion
6 Dispel Character	8 Dispel Legion
294 Convert	

Level 2 Spells

16 Firestorm	17 Fireball
23 Stone to Flesh	

Level 3 Spells

22 Drain Mana	82 Remove Undead
77 Repel Undead III	401Gt Firestorm
402 Gt. Fireball	

Level 4 Spells

49 Charm Monster	252 Remove Lycanthrope
291 Wrath of God	296 Resurrect
403 Hell Firestorm	404 Hell Fireball

Of the One

(Good?)

Religion 11: Of The One is the religion of the Shadowlings. They believe in a single God-like life form of which all may be part. All Shadowlings are also priests and only main characters may start as Priest Mages. The monthly Holy Mana Recovery is 6 and it is this mana that is also used to activate the arcane skills of the Priest/Mages.

The Shadowling Religion is looking for 'The Anointed One' (title/condition/status # unknown) who shall be the Passage of Judgment upon the world and who shall mark the end of the Age of Magic. Unfortunately The Anointed One will not have a self awareness of his Divine mission and, to further complicate it, he/she/it may be of any race. As such, the Shadowling religion has evolved with the genetic structure of the race to encourage shape shifting so that they may search for "The Anointed One". The basic concept of the religion that all beings are one within a greater being has negated the creation of any church and, as such, no Shadowling Church Guilds may be made.

Their Priesthood spells include the ability to take on the shapes of over 20 different races. However, this must always be done from the Shadowling race so their 'Changeling' aspect is always a double action process: first to Shadowling and only then to the new race.

The religion is headed up by 'The Shadow' (Title#1807) whose main function is to shift the 20 races on which the religion can focus. The Shadow may do this every season but must send a message to the faithful announcing the change. The rating of the spell is based on the size of the race so that a small race has a rating 1 spell, a medium has 2, large 3, very large 4 and huge have 5. The spell cost is set at 3 times the size. Only races under #280 may be spelled into. The Shadow who is chosen has the highest rating of any priest in the Shadowling priesthood.

The Shadow: the following abilities are available to the head of the religion.

1. Alter the 20 race spells of the religion seasonally (spell 356 cannot be removed).
2. Add an Arcane spell to the religion (to max of 30 gross spells including the 20 spells of race.
3. Remove one of the Arcane spells from the religion.
4. Teleport to the Shadow City from anywhere regardless of condition (including dead/prisoner etc) by Special Action once a calendar year.
5. May shift the alignment of the race each year: it starts at Good.

Level 1 Spells

143 Read Character
205 Runeknowledge
294 Convert Character
295 Heal Character.
302 Orc #202
304 Dwarf #204
318 Halfling #218
317 Goblin #217
356 Shadowling #256
359 Dangonian #259

Level 2 Spells

151 Scry Force
301 Human #201
303 Elf #203
306 Maratasen #206
307 Saurian #207
311 Vecavian #211
320 E. Human #220
326 N. Maratasen #226
341 Turth No. #241
343 Satyrian#243
358 Highland No. #258

Level 3 Spells

26 Teleport
206 Runeform
309 Troll #208
312 Ogres #312
333 Gargoyle #233
351 Centaur 251

Level 4 Spells

207 Runemind
296 Resurrection

The Raven

(Evil)

Religion 12: The Raven is the religion of Magic Power that the Raven Lords seek to create. It has no spells or real existence at the start of the game. THE Raven Lord is the absolute leader of the Raven Lords and shall construct the religion's 30 spells from the collection of all the standard arcana spells (#1-256 and 401-499). The Raven Lord Priests do not consider churches as viable and may not construct them.

(Adventure#1056)The Raven Lord Religion draws 20 mana recovery monthly but is not created until the Raven Helm Robe (#1656) is found and brought to Skull Mountain by a main character of the Raven Lord Faction who has an arcane skill and an Undead Status. At that time, The Raven Lord will have his magic skill converted to that of a Priest or may convert any other skill of his to that of Priest. THE RAVEN (title# 1810) will be given to the character that completes the adventure.

People

The people of the world are referenced in many places. The following is a list of some of the stories that exist out there and some of the standard adventures that apply.

King Ulric (Ulster)

The Human civilized ruler of the City of Ulster, he is also called Ulric the Dark. He has an artifact called the Death Gauntlet that gives him great personal power and also anguish as the King is sometimes drawn into insanity when he uses it.

Adventure 1093 The King has posted a reward of a Mark of Glory for the first one who can bring to Ulster and surrender to him the Ring of Jung (1693) said to drive insanity away on activation.

Earl of Whitepeak (Ulster)

The Ariel ruler of Windhome, he is one who suffers greatly from the Ariel genetic memory disfunction of past time fade (Arielhymers Disease). Events that occurred in the past are very hard for him to remember, except when it comes to Trade.

Adventure 1102 The Earl had made an item called a Wing Box for Ariels to use to extend various characteristics. The Earl has forgotten the ID# and the effect but would offer a reward of +4 prestige, +4 beauty and +4 strength to any Ariel that can bring it to Windhome.

Baron Vandenbar (Ulster)

Human ruler of Poinsbruk. Has had a strained relationship with King Ulric who has some hold on the Baron. There is palace gossip about a Unicorn Maiden of the Grey Mountains that may be at the source of both the trouble and the bond.

Adventure 1080 The Baron has a reward for the Maiden Love Potion #1680 that should be brought to him in Poinsbruk in Mid Winter only. The reward is a Mark of Glory and a title (1780) as a noble of the City worth +3 prestige and +3 towards human civilized.

King Gaer (Lorraine)

Human ruler of the city and Kingdom of Lorraine. A well known Knight, he is also a Druid of some importance. Has had claims to Horrowton and some say it is more from an infatuation with the Red Witch than just geopolitical passion.

Adventure 1094 Any one who can bring the Red Witch as a prisoner to Lorraine and give her to the King will receive 10,000 crowns, and the title 1794 of "Minister" worth +4 prestige and +4 influence with Bushmen and human civilized.

Duke Graham (Lorraine)

A famous retired Half Elf angler who developed the fish trade of Lox by alliance with Ariel traders is well respected in all segments of the society. For the last 2 summers he has been trying to catch a particular red tailed- two finned catfish in the upper reaches of Clearwater River.

Adventure 1095 Any Ranger with a Good alignment that can catch the Catfish (C1395) and bring it back Alive to Lox will receive +5 Prestige, +5 base Influence and +5 to Ranger Skill. (Must not be insane, poisoned or cursed to claim reward.)

Emperor Raine (Baccus)

The hardened military genius of many campaigns, he is rarely amused by the hedonistic self centered attitudes of the Eastern Humans. As a means to 'lighten' him up his eccentric grand uncle slipped him a 'Love Potion' just before the Palace received the emissary from Vecavia. The cloaked ambassadors. spelled a message from Queen Verena in regard to general exchanges of power point knowledge. The Emperor was immediately enthralled with the distant image and has been unsuccessful in all his courtships since.

Adventure 1096 Bring to Mathaal the Queen Verena as a prisoner and receive as a reward: 20,000 Crowns, a Mark of Destiny and the Title of 'Foreign Affairs Minister' (#1796) worth +5 Prestige and +5 base influence.

The Red Witch (Horrowton)

The Witch has had an obsession with King Ulric and tried to force him into marriage. The resultant attempted assassinations against her forced her to call off the plan. She had marked the Assassins with the Curse of the Red Witch (Title 1903) in the attempt and seeks further revenge on them.

Adventure 1103 Anyone who brings a character with the title 'Curse of the Red Witch' to Horrowton as a prisoner can receive 5000 Crowns, +5 prestige, +5 PC, +5 Strength and +3 to the skills of Thief and or Stealth.

Shaman Noslua (Wahza)

The Shaman's distant foster family was recently swept up in the refugees from Omalar and has been tossed into the Wazuri ghetto in Mustan. They are believed held prisoner by order of a traitor in the Ou'Lu Knights who may be working for the Dark King or a Raven Lord. The Shaman seeks proof of the foulness of the deed.

Adventure 1104 A Wazuri who can find the written orders of capture (#1904) can bring it to the Shaman and receive a reward of +5 Constitution, +5 Prestige, +5 Knight Skill, +5 Priest Skill.

Chronology of Pelarn

How and Why to Use This in the Game
This Chronology has been put together in a manner reflecting the bias of its various authors. Perspectives of history are different depending on where one stands and in-game players may discover 'corrections' and conflicts between some of the public records and what is put together here.

It is interesting to note that Role Players typically have no problems enjoying or using a Chronology. New players to the system and Power Players who never got involved in story-lines in past modules and are looking for immediate gain in game use may need some coaching.

Example 1:
Suppose you find an item named "Haunted Unicorn Horn" which upon inspection reveals: "A rare russet shade for a Unicorn horn and the initial 'G' marks this relic from the earliest time of the Age of Magic." As a magic user you get an additional message: "The whisper of the name Lara echoes in your mind's arcane ear." You look at the chronology and find that in 30FU a Lara was reported as killed by a Red Unicorn in the Sylvan Forest. The Ranger Goldleaf went there to find it and the Knights of the Swan of Elacrai Tinel are involved. In the classic adventure pattern of "be this, have that, go there and get this" you now have two of the four parts: the russet (red) horn proves that there is a Red Unicorn, the haunting by Lara is most likely the spirit of Lara her self, and the 'G' probably means that Goldleaf found it but did not get it back to Elacrai. So now you know to check around Elacrai for any open adventures posted...maybe in the Knights Guild of the Swan that relate to the mystery of the murder.

Example 2:
There is an event that is suppose to occur on the anniversary of Pelamir's death at his birth site. You go to 450FU and find that he died in Early Spring. You find in 247FU that he was born in the Grey Forest by an enchanted stream. You then go to the Grey Forest and look for a province that is identified as both a Grey Forest and as having an enchanted stream.

Example 3:
You discover a lost tribe of folk calling themselves the "Children of Cavalas" who are pledged to follow the holder of the Seal of Cavalas. You look at 826FU and find that the Red Witch last found the Seal so off you go to Horrowton.

Year	Event
0	The founding of Ulster by Lawarce the Great. Establishment of the "Temporal Records of The Age of Magic" when the Demi-Gods of the Pantheon all appear and give their support. The prior period is called the Twilight Time when the Age of Faith was over taken by the Age of Magic and the sentient folk adjusted to the new reality.
3	Fortress of Ulster completed. Body of a crow without any feathers falls from the sky as the final gate is opened.
6	Marriage of Lawarce the Great to Lara of Barclay. She had spurned the advances of a mysterious Highlander.
7	Beginning of the Raven Wars. Raven Lords breed Gremlins. Origin of the Raven Lords remains unknown. Astral Ogres seen near Sea of Mist.

Year	Event
9	Birth of Tereod, Raven Lord of Acontha. Birth of Faras, Crown Prince of Ulster with a birth mark in the shape of an Eagle.
14	Baccus Republic defeats the Kingdom of Mathaal.
18	Death of Lawarce the Great in the Battle of Songs Slain by a Purple Javelin thrown by a Dark Elf.
19	Coronation of Faras, King of Ulster. Birth of Kan in Rohouna. Insectoids seen near Black Peak.
21	Ulster defeated in the battles of Poinsbruk and South coast. Beginning of the Journey of Lara.
22	Lara reaches the Sylvan forest and speaks to Alathon the Wise. She enlists the aid of the Elves against the Raven Lords. Founding of the Elven Knighthood Order of the Swan in Elacrai Tinel.
23	Beginning of the First War between Baccus and the Tribes of Turth. Saurians appear in the East.
24	Elves defeat the Raven Lords at the second battle of Poinsbruk. Raven Lords retreat back into Acontha. End of the first Raven War.
28	Death of King Andrew of Barclay by a lightning bolt from a clear night sky. No clear succession to the title of King of Barclay.
29	King Faras claims the throne of Barclay. Armies of Barclay and Ulster meet at Crossroads. Faras convinces the nobles of Barclay to accept his rule.
30	Coronation of Faras as the King of Greater Ulster (Ulster and Barclay). Lara dies in the Sylvan forest killed by a Red Unicorn. The Elven Nobles deny it exists and the Knights of the Swan vow to find proof.
34	The Ranger-Knight Goldleaf searches for the Red Unicorn and is never seen again.
35	Kan becomes Warlord of Rohouna by defeating his rivals using a Whip of Death.
39	Republic of Baccus is defeated by the united tribes of Turth. Warlord Kan attacks Mustan and begins the siege of that city.
40	Marriage of King Faras to the daughter of Alathon the Wise, Princess Elewin. Mustan plundered by Warlord Kan. Beginning of the Second Raven War.
41	Birth of Cavalas, son of Faras and Elewin. A shadow in the form of an Eagle falls on the Northern Gate of Ulster. Dark Elves take over Dark Woods.
42	Death of King Faras and Queen Elewin by the Raven Lord self proclaimed King: Tereod in the Battle of Ulster. The souls of the royalty is taken by Tereod.
43	Pillage of Ulster. Defeat of the Ulster Army Refugees flee westward. Cavalas is delivered to Alathon the Wise in the Sylvan Forest for hiding. Remnants of the Ulster Army flee to Barclay.
45	Norris of Barclay crowned King with the Crown of the Golden Eagle. Light Elves found in Silverwood.
46	Warlord Kan marches Northward and is defeated by the Raven Lords in the Plains of Sutherlin.
49	Raven Wars reach north to Barclay. Founding of Lorraine by Barlow the Defender.
51	Fortress of Lorraine completed. Elven Enchanters begin forging the Runic Weapons with metal from an astral meteor shower that kills a Draconian flying over the Sylvan Forest.
53	Kan Killed by Morghoul Assassins. 'The Shepherd' leads thousands of civilians from Ulster.
54 '	The Shepherd' leaves the refuges in Cinder Land and Lealock. Founding of Lealock.
60	Battle of Barclay, Raven Lords charge of the Blood Wolfin is stopped by the Sylvan Bow ranger archers. Raven Lords checked and repulsed. End of the Second Raven War.

Year	Event
61	Republic of Baccus founds Cez. Republic legions attack the Tribes of Turth and Veca. "The Shepherd" is seen disappearing in the Shadow Lake.
62	The city of Veca Falls. Founding of Horrowton by Barlow the Defender, who takes a box of the 'first soil' from the starting dig.
65	Barlow the Defender dies of old age. Horace, his son, becomes the King of Lorraine. Tribesmen of Turth unite. Baccus Republic's cohort armies shattered by a plague called Legionnaires Disease.
66	Cavalas discovers the great Griffon Tyg and manages to tame him. Draconians find signs of Saurians. Saurian-Draconian Time War declared.
70	Vargarian Barbarian raiding parties invade the Cinder Land.
71	Cavalas journeys to Cinder Land and assists in defeating the barbarians.
73	Blacadar the Black Dragon is slain by Cavalas with his Runesword. Cavalas uses the heart of the Dragon to attune his Runesword: Starfire.
74	Raven Lords discover the secret of immortality.
80	Barclay annexes Farlow to its Kingdom. King Norris dies of natural causes. His son Benlaw is made King and refuses to marry traditionally; news spreads via rumormongers that there may be no further direct heirs.
82	Cavalas founds the Knights of the Griffon.
84	Beginning of the Third Raven War. King Horace of Lorraine slain by the Raven King Tereod. Lorraine at War with the Raven Lord Host. King James, the brother of Horace, assumes the mantle of King on the battlefield.
85	Cavalas leads an Elven army with the Knights of the Griffon from the Sylvan forest. The Battle of Griffon River sees the Raven Lord vanguard smashed by the Elves and Cavalas. Alliance of the Elves and Lorraine. The host of the Raven Lords beaten back and flees Lorraine.
86	Cavalas reveals his identity as heir and is proclaimed King of Lorraine and Greater Ulster. King James assumes the title of Grand Duke.
87	Greater Ulster armies defeat the Raven Lords at the battle of Lox. Lox founded with the North Gate built over the mass graves of Raven Lord host.
88	King Benlaw attacks the Raven Lords, joins the alliance of Men and Elves. Beginning of the Fifty Battles.
106	Cavalas kills the Raven Lord Tereod at the Battle of Ulster with the White Shadow Lance. Ulster falls to the Alliance. The Raven Lords flee into Acontha. Death of King Benlaw, his life companion commits suicide to join him in an 'afterlife'.
107	Cavalas becomes King of the united Kingdoms of Lorraine, Barclay and Ulster. Founding of the Kingdom of Pelarn. Beginning of the siege of Acontha. Tyg killed in Battle, Cavalas spends the night on Lox Peak.
110	General Cladius Octavius of the Baccus Republic attacks the Turth Tribesmen. Defeat of the Turthians. Cladius Octavius made Viceroy of the Baccus Republic.
112	Viceroy Octavius attacks and conquers Veca. Siege of Acontha ends, Acontha fortresses and hideouts destroyed. End of the Raven Wars. Raven Lords' power is broken. Beginning of the time of peace.
114	Elven forces return to the Sylvan Forest, ending the alliance of men and Elves. Beginning of the first rebuilding of Ulster.
116	Viceroy Octavius attacks Bataar. Beginning of the Siege of Bataar.
117	Bataar falls. King Cavalas marries Windlea, daughter of Benlaw.

Year	Event
118	Founding of Windhome.
123	Windhome complete, birth of Jason and Jol, twins of Cavalas and Windlea.
125	Birth of Faula, daughter of Cavalas and Windlea with the aide of the Midwife Bourne.
126	The Royal Midwife is exposed as a Shadowling and Faula is called Shadowbourne by spiteful lower nobles jealous of Cavalas.
132	Viceroy crushes first Turth rebellion. Queen Windlea dies giving birth to Livic, son of Cavalas. Cavalas sees only the doom of his beloved in the eyes of Livic which has one green and one blue. Can not look at the child without a broken heart.
145	Baccus becomes an Empire. Viceroy Octavius attempts to break away from the Empire. Beginning of the Republic Wars. Livic is sent to Lox after torturing a Blue Jay at his 'man' party at age 14.
146	Prince Jol is killed in Omalar. Viceroy Octavius successful in defeating the Baccus Empire Army. Sultan Hasuel of Omalar offers his daughter to Cavalas as a token of sorrow for prince Jol's death. King Cavalas refuses. The Sultan kills his daughter for his embarrassment. Cavalas mourns the death of Jol. Livic steals Jol's death mask.
148	Cavalas builds Dunglave with a pentagon central keep. Jason crowned King of Pelarn. Livic runs away to the Black Peak, Cavalas refuses to send Rangers after him. Kingdom of Mathaal established by King Octavius.
149	King Octavius of Mathaal assassinated successfully. General Basnar Vic of the Baccus Empire conquers Mathaal and claims Kingdom of Mathaal as part of the Baccus Empire. Establishment of the Baccus Empire by Viceroy Basnar Vic.
153	Livic attempts to kill King Jason with a Fire Dagger and fails. Livic flees to the marshes of Haven.
155	Founding of Port Seyartha by Livic with a Fangor by his side. First sighting of Fangors.
156	King Jason Attacks Port Seyartha. Livic captured when Port Seyartha falls. Fangors flee to the Marsh.
157	Livic imprisoned in Ulster in the 'Blue Dungeon'.
162	Founding of Izmir by Viceroy Basnar Vic. High Priest of Dekatar is a Vampire Lord.
177	Viceroy Basnar Vic dies and is buried in Izmir. Hanar Bat becomes Viceroy of the Baccus Empire.
179	Beginning of the Journey of Cavalas.
180	Princess Faula becomes a powerful Wizard and finds an astral helix that is taken away by a vampire bat to Shadow Lake.
193	Princess Faula dies in attempting to subdue an evil of Shadow Lake.
194	Moonhunt Patriarchy established in the Frostnorth Woodlands with the founding of the city of Kaveraid. Knights of the Lion founded for 'Cold Tempered' warriors of the Clans. Birth of Diedre in Lealock on the birthday of Faula. She is said to be a soul mate and twin for the lost princess.
198	Shell of Blending broken and Dwarven stronghold of Domharl discovered in the Gold Mountains.
199	King Jason begins Search for Cavalas. Trade begins between Lorraine and Domharl supported by Ariels.
200	The body of Cavalas found by a Knight of the Griffon on the Doleman Peaks. The Runesword Starfire is missing. Forging of the Seal of Cavalas, the signet of the ruler of Pelarn.

Year	Event
220	King Jason marries Goldwyn, noblewoman of Pelarn, cousin of Duke Devile of Lorraine. Moonhunt Patriarchy grows in power with the defeat of dozens of lesser clans in the Frostnorth Woodlands. Birth of Vand in Farlow at the first sighting of the Blue Tipped Bats in Farlow by the lake side gate, considered an ill omen as Vand's color is bluish and is only saved by a mysterious Midwife.
223	Vargarians attack settlements around Lealock. Thousands of women flee from Lealock into The Sea of Mist to escape the Vargarian Horde. Discovery of island of Iceara. Large numbers of Blue Tipped Bats killed by the people of Farlow. Shadow Circle appears around Farlow and blocks the sun. Terrified of the Shadowlings, the people reluctantly agree to halt mass killings of Blue Tipped Bats.
224	Culthusa calls locust down on Farlow and they are consumed by the Blue Tipped Bats, saving the harvest. The Wisdom of the Shadowlings is acknowledged. Start of special relationship between Farlow and Shadowlings. Blue Tipped Bats become protected in Farlow and the lakeside gate is called Shadow Gate.
238	Vargarians attack Horrowton and are defeated by King Jason and Duke Devile. Founding of Vecavia by queen Diedre. Hanar Bat dies and is replaced by Unan Par as Viceroy of the Baccus Empire.
239	Balor born to King Jason and Queen Goldwyn.
246	Livic Dies in Prison and utters his Blood Curse of Doom. Queen Goldwyn goes insane.
247	Birth of Pelamir on the banks of an enchanted stream in the Grey Forest. He is cared for by Halflings as his parents are not found.
250	General Latar Vic assumes the mantle of Viceroy in the Baccus Empire. Baccus Senate considers issue of succession and passes a disputed law allowing retroactive "adoptions" of adults to establish legitimate lines of succession. The Council of Mayors disputes the law and the government is thrown into crisis.
252	General Latar Vic creates great armada and invades Northern Pelarn. Founding of Soma by Latar Vic. Skirmishes between the Moonhunt Patriarchy and Army of General Latar Vic. Latar Vic conquers Norland.
253	King Jason arrives in Barclay. Battle of Clay River, Latar Vic killed by Jason. Baccus Army routed into the Frostnorth Woodlands where they are decimated by the Maratasen clans and the Moonhunt Patriarchy. Army of Barclay retakes Norland.
254	King Jason attacks and destroys Soma. Sinking of the great Armada. Den Quas assigned as Viceroy of the Baccus Empire.
255	Turth Tribesmen rebel. Defeat of the 9th Baccus Legion.
256	Fire rains from the sky over Western Pelarn for several weeks.
257	Stormgate built upon the ruins of Soma. Beginning of the Great Magic.
260	Death of Queen Diedre of Vecavia. Coronation of Queen Vilita the Cruel. Farlow attacked by Culthusa, Necromancer of Shadow Bogs. The Green Dragon Thu discovered in Shadow Lake. Farlow besieged by Thu and Culthusa. Vand forges the Runesword Sargyphon also known as the Shadow Sword.
261	Farlow siege lifted by Prince Balor and the Knights of the Griffon. Shadowlings send contingent of Shadow Knights that terrify horses on both sides of the battle. Thu wounded by the Elven archer Silas. Culthusa flees into the Shadow Bogs.
265	Beginning of the Turth Blood Wars.
266	Queen Goldwyn dies upon the anniversary of the curse of Livic. Livic's gravestone disappears.

Year	Event
268	Culthusa becomes master of Black Bird, the Runestaff. Culthusa creates the Swampmen in the Northern Fens. Duke Devile dies of old age but at his burial his left foot is found to be unaged.
269	Den Quas subdues the Turth Tribesmen. The Baccus Empire is attacked by a distant empire called Vacan. Several legions are sent East to assist by the Baccus Empire. Queen Vilita the Cruel attacks Lealock and defeats the Baron of Lealock in the Battle of Castration.
270	Building of the great temples by the faithful. High Priests of the Pantheon look to political goals. Culthusa travels to Acontha and studies the Raven Lords. Dragonspawn of Amber slaughtered by Draconian Dragon Knights.
273	Vecavians begin slaving raids to Cinder Land and the Sylvan Forest. Rohouna united by the Grand Amir Rashar the Bold.
275	Vand the Archwizard and Artificer with his apprentice Pelamir forge the Runestaves. The various Pantheons church guilds organize under a Pope and gain power in Pelarn.
279	Grand Amir Rashar loses his arm in a battle with the Wazuri and has a new magical one made from the essence of 50 Wazuri virgin captives. Begin Rohouna Wazuri Wars. Culthusa breeds Gremlins.
281	The Wazuri are subdued by Rashar, who kills one of every three males of the Wazuri. Prince Balor marries Horraine, the Half-Elven daughter of the Baron of Lox.
282	Birth of Cavalas II, named after his great-grandfather, son of Balor and Horraine. Culthusa learns the secret of the Raven Lords and returns Northward. Den Quas dies with his heart missing. The viceroyship is not passed, and city-state rule begins in the Baccus Empire. Brak the Strong unites the Vargarian clansmen.
283	Brak the Strong invades Iceara and is repelled. Queen Vilita is slain, leaving no heir. The Council of Vecavia is formed as the ruling body of Iceara.
284	Alathon the Wise perceives Culthusa as the Raven Lord King. Sends Silas the Archer to warn King Jason. Council of Wizards called by Vand and King Jason. Pelamir prevents King Jason from being assassinated by a summoned creature of Culthusa. Pelamir granted the fief of Silverwood. Oaths of Power are sworn. Beginning of the Raven Shadow Watch.
285	Birth of Greylan to Prince Balor and Princess Horraine. Tribes of Turth revolt. The Moonhunt Patriarchy is deceived by Culthusa and they attack and conquer Norland. King Jason sends Prince Balor north with the Royal Army and the Knights of the Griffon. Pelamir forges the Silverwood Staff. Culthusa's army of Gremlins and Swampmen emerge from Shadow Bog. Battle of Farlow. The forces of Culthusa defeated by Pelamir and the Baron of Farlow. Culthusa awakens Thu to enlist his help. Alliance of Culthusa and Thu forged. Culthusa makes the Wraiths of Shadow Lake. Prince Balor and Silas the Archer reach Shadow Lake.

Year	Event
286	Forces of Culthusa with Thu attack Farlow. Prince Balor killed by the fire of Thu. Culthusa and his forces are repelled by Vand and the Council of Wizards. King Jason comes to the aid of Farlow with the Knights of the Griffon and Silas leads Elven Swan Knights into Silverwood and rescues Pelamir from the Wraiths of Shadow lake. The Curse of Livic remembered. Second attempt of Culthusa to destroy King Jason. Culthusa reveals that he is Half-Elven and the slayer of Faula, the sister of King Jason. Riots against Half Elf commoners sweep the West. First battle of the Runestaves. Thu, the minions of Culthusa and several Northern Maratasen Clans conquer the outer walls of Farlow. The Keep near the Shadow Gate is barred by a blue barrier and is never penetrated. Vand's Runestaff broken by Culthusa and Vand dismembered by Gragk Bloodskull, the Gremlin Leader. Battle of River Running. The Duke of Barclay killed by the Snow Troll Icefist. The Knights of the Griffon defeat the Moonhunt Patriarchy which then returns back to the Frostnorth Woodlands. Pelamir and Silas with a host of Elvenkind defend Silverwood from the minions of Culthusa. Second Battle of the Runestaves. Most of the Council of Wizards slain. King Jason slays Thu and in turn he himself is gravely wounded (paralyzed). Battle of Wolf Pass, Battle of Rose Mountains. Gragk Bloodskull slain in battle by Sir Andlas, a Knight of the Griffon. Stalemate in the War of the Runestaves.
287	King Jason is healed by Drevale the Holy, the High Bishop of Elab at Dunglave, using a potion delivered by an Imp. Anti Half Elf commoner laws passed in most major cities of Pelarn. Half Elf nobles remain in power but the remaining Half-Elves are persecuted and land confiscated.
288	The Companions of Dunglave are formed to search for the Runesword Starfire. King Jason prepares for war by calling forth Dwarf enchanters to make special Dwarf plate for his foot soldiers. Half Elves expelled from Pelarn and head for the Sylvan Forest.
289	The minions of Culthusa attacked by an Army led by King Jason and Alathon the Wise. Pelamir and Silas clear Silverwood with the Silverwood Staff and the Runesword Firebain. Culthusa and his guard are forced back to Farlow only to be pushed out of the city by a Shadow Circle. Culthusa Calls forth the great horde of the Dark Minion.
290	Final 3 day battle of the Runestaves in the Rune Fields east of Farlow. Culthusa's Dark Horde shows disrespect for the Shadow Lake by dumping their sewage and disemboweled captives into the lake. Shade of Faula emerges from Shadow Lake riding a tidal wave and utters the Curse of Doom against Culthusa. The Runestaff of Culthusa is shattered. Farlow liberated by Jason's army and the minions of Culthusa defeated. Culthusa slain by Sir Andlas and King Jason. The Blue Barrier of the Keep transforms into a giant bat and flies into the waters of the Shadow Lake. End of the War of the Runestaves.
291	Rebuilding of Farlow. Search begins for the Companions. Ariels seen over Ulster.
294	Garlow born to Princess Horraine out of wedlock. She is banished from Pelarn by King Jason. Re-founding of Port Seyartha. Elven army returns to Sylvan Forest and expels the Half Elves who head for the Cinder Land.
299	Grand Amir Rashan of Omalar dies. Omalar and Rohouna return to control of the various Sheiks. The companions are found dead on the Doleman Peaks.
301	Sir Andlas becomes the Baron of Farlow. Port Seyartha grown into a small town under the rulership of Horraine and a Pirate Queen.

Year	Event
304	Commerce opens between Iceara and Pelarn. Pelamir discovers that Culthusa's burial mound is empty. Death of Brak the Strong. Clansmen of Vargarian fall to anarchy as hordes of Half-Elves settle in the Cinder Lands. Lord Celam, Knight of the Griffon, builds Whitehorn Castle as a stronghold for the Order of the Griffon.
305	Calling of the Council of Whitehorn for Heroes and Wizards. Founding of the Whitestorm order of Rangers.
306	King Jason becomes gravely ill and the curse of Livic remembered.
316	King Jason names Cavalas II as the crown prince. King Jason retires to live in Whitehorn Castle.
326	Horraine dies in Port Seyartha. King Jason becomes worse. Prince Greylan wounded in a hunting accident. Garlow disappears from Port Seyartha. Curse of Livic remembered.
330	Baron Andlas celebrates his 60th birthday and for the last time dons his armor and rides south. Baron Andlas is found dead, apparently killed by Wolvin. Port Seyartha becomes a city of thieves and tourism falls off.
333	The Shepard' appears in Cinder Lands as Gargoyles, Gremlins and Orcs attack the Half Elves and none come to their aid. First 'Publican' town meeting to discuss the crisis. Vargarians join with Gremlins.
334	Turth Tribesmen sack Izmir and the temple of OM.
338	Greylan marries Andrea of Seafok despite the objections of a Kr'Tassen and Maratasen who post red bands at the wedding and are banished.
339	Birth of Arman, son of Greylan and Andrea, rumors of the 'true' father circulate behind Greylan's back.
341	Greylan becomes the Duke of Barclay. Birth of Halafir, a Half-Elven maiden, in Silverwood born with a Shadowling Midwife. Draconians discover Gargoyles and the never ending Sky War starts.
343	The Runestaff Atca discovered by Deca. Deca attunes himself to the Atca. Half Elves lose war against the Gremlins and Vargarians and 'The Shepard' leads them on an exodus of 40 years.
346	King Jason dies and with his last words the 100-year curse of Livic is lifted. Cavalas II crowned as King of Pelarn. Draconians defeated at Black Peak by Gargoyles with help of Culthusa.
350	Deca founds the Order of the Starburst in Dunglave.
358	Deca of Dunglave murdered by a student named Gar. Gar steals the Runestaff Atca. Gar attunes himself to Atca.
360	Pelamir begins teaching his craft to his apprentice Halafir. Gargoyles repulsed at Skystone.
363	Gar travels to Pelamir and reveals himself as Garlow, half brother to King Cavalas II and Duke Greylan. Battle of the Runelords. Garlow is defeated and is cast out of Silverwood. Pelamir marries Halafir. Ogres arrive and are banished from Farlow.
365	King Cavalas II founds the College of Ulster. He begins to study Runecraft.
373	Boramus born to Duke Greylan of Barclay and his wife Andrea.
374	Garlow attempts to kill Duke Greylan and kills Andrea instead. Arman tracks Garlow to the Albrok Mountains and there slays him. Arman returns to Barclay with the Runestaff Atca.
375	Danaive, son of Deca, is given the Runestaff Atca as a gift from Duke Greylan.
381	Bacu Irus appointed Viceroy of Baccus Empire. Ninety-nine year war ends between the Baccus Empire and the Vacan with the Baccus Empire victorious. Cavalas II masters Runecraft.

Year	Event
383	Turth Tribesmen defeated by Bacu Irus. Izmir rebuilt upon the ruins of the old city. 'The Shepard' leads the Half Elves to the Shadow Peninsula in northwest part of Shadow Lake and is trapped by Dark Minion hordes from Orconian. Parting of the waters by The Shepard. Half Elves head to Silverwoods. Dark Minion swallowed and drowned by the lake as they pursue.
386	Hill Giants of Frost Mountains attack Norland. Arman and Duke Greylan defeat them. Peirla born to Pelamir and Halafir. Silas the Archer visits Silverwood forest.
387	Cavalas II weds Fanai, daughter of the Duke of Lorraine. They live in Whitehorn Castle.
389	Silas the Archer and Arman of Barclay seek the Runesword Starfire. Begin the adventures of Silas and Arman.
390	Vecavia invaded by Vargarian Clansmen. The Vargarians defeated by the Half-Elven Matriarch Clena Silvermoon.
394	Pelamir forges the Frostsword and the Talisman of Barclay. The Frostsword is given to Arman and the Talisman of Barclay given to Duke Greylan. Danaive dies and wills the Runestaff Atca to his son Donavere. Matriarch Clena Silvermoon disbands the Council of Vecavia and becomes Queen.
403	The Day of Omen. A crow and a hawk fly over Barclay and through the Silverwood chanting a strange word. The Hawk lands upon the arm of Pelamir and is transformed into the Frostsword. The Crow is last seen flying towards the Sylvan Forest. Pelamir discovers the bodies of Silas the Archer and Dukeson Arman on the Doleman Peaks.
405	Birth of Teraten to Queen Fanai and Cavalas II. Queen Fanai dies during childbirth with a Half-Elf noblewoman as midwife. Halafir dies of old age. Half Elves expelled from Silverwoods and head east.
406	Pelamir and Donavere forge the Spheres of Seeing.
407	Birth of Clef, brother of Fanai, to the Duke of Lorraine. Bacu Irus killed by Sorcerery of the Dark Lord of Sio Peak (later known as Skull Mountain). Lord General Dainaus appointed as Viceroy of the Baccus Empire.
409	Dainaus leads an army and attacks Skull Mountain and attempts to crush the Dark Lord. Begin the siege of Skull Mountain. First sighting of the Skull Head Leopards in the Minions of the Dark Lord.
411	Boramus and Duke Greylan allow the Order of the Lion Guild to be built in Barclay for Maratasens in service to Pelarn.
412	Dainaus and ten thousand legionares push a final assault upon the fortress of Skull Mountain and are victorious. The Dark Lord is revealed as a Raven Lord and is killed. Dainaus dies of unknown causes probably relating to green patches on the bottom of his feet. Vinnius Fos assigned as Viceroy of the Baccus Empire.
413	Corwin born to Peirla and Donavere on a dark and rainy night.
415	Murgha the Black Dragon lands in city of Mustan and destroys it. Beginning of the Dragon migration escorted by Draconian Dragon Knights. Clena Silvermoon dies of old age. Clea Silvermoon becomes Queen of Vecavia.
416	Dragons sighted around the Doleman Peaks, the Frost Mountains, and the Northern Waste. Deliah born to Peirla and Donavere. Ariels establish a market in Port Seyartha to trade via Trade Winds with Veca.

Year	Event
418	Boramus and two hundred Knights of the Lion defeat a Blue Dragon of the Frost Mountains despite the advise of a Shadowling Ranger to leave Blue Dragons alone. Pelamir gifts Boramus the Frostsword. Donavere discovers the Runestaff Sarphel. Birth of Vinnea to Clea Silvermoon.
421	Birth of Prince Enethon, son of Alathon the Wise and Eirmara. Ariels invent universal currency: the Crown, which is accepted everywhere.
422	Birth of Denavon, son of Donavere and Peirla.
423	Sack of Ravenscrieg by the White Dragon Seclio. Kraken seen off the coast who devour the hordes that flee to the sea to escape the fires.
424	Clef becomes a Knight of Lorraine. Begin the journeys of Clef. Redmane Maratasen found near Horrowtown.
425	Clef enters the secret ruins of Acontha with a Blue Tipped Bat familiar.
426	Pelamir meets Thagnor, a Great Red Dragon, in the Albrok Mountains. Pelamir escapes by tricking the Dragon in a Riddle Game with the question of "What is in an empty hand?" Teraten becomes a Knight of the Griffon.
427	Skelos, a Runemaster, meets Clef in Acontha. Clef influenced by Skelos. Gremlins found living in the black Mountains. Clef's familiar leaves him.
429	Changelings found living in the Grey Forest. Boramus and fifty Knights of the Lion enter the Grey Forest and destroy them. Skelos and Clef discover the Ravensword "Murgolith". Skelos reveals himself to be a Raven Lord. Clef is taught Sorcerery by Skelos.
430	Clef attunes himself to the Ravensword "Murgolith." Clef taught the secret of immortality. Pelamir forges the Seven Rings of Power. One is set with diamonds, one with a blue sapphire, one with rubies, one in the shape of a starburst. One is a plain gold band; one is of silver, sparkling with the light of the moon. One, though, was foul but could not be destroyed.
431	Clef leaves Acontha and comes to Lorraine. The Duke of Lorraine dies with his eyes ripped out by a giant crow. Clef becomes the Duke of Lorraine.
432	Clef calls for a meeting of Wizards at Lox Peak to discuss what he found in Acontha. (Also called the Trap of Lox). During the meeting the council of Wizards are attacked by summoned creatures. King Cavalas II is wounded, and Donavere is slain by Clef. Pelamir and Peirla destroy the creatures with the Rings of Power. Clef takes the Runestaff Atca and Deliah hostage, then flees to Acontha. Cavalas II strips Clef of his title and declares him an enemy of the Crown.
433	Teraten enters Acontha near Ravenscrieg with the Knights of the Griffon and an army. He is ambushed by an army of Gremlins, Snow Trolls and Satyrians. Teraten is routed back to Ravenscrieg. Duke Greylan and Boramus lead an army from Barclay to the aid of his brother. Clef and Skelos flee to Black Peak carried by Gargoyles. The remains of a small army of Gremlins and Trolls follow there under a cloud of Winternight. Clef attunes himself to Atca.
434	Acontha searched by Pelamir with the Spheres of Seeing. The Search for Clef begins. Building of the Black Fortress by Clef. Skelos invokes an ancient rite and turns Deliah into a Vampyre. Skelos recruits dozens of Troll clans along with an army of Insectoid vassals under an Aranconian who is revealed as a Raven Lord.

Year	Event
435	Skelos and Clef are located and the might of Pelarn is sent against them. King Cavalas II musters over 32,767 soldiers, the Knights of the Lion and Knights of the Griffon. Skelos sends Deliah to her mother Peirla. Death of Peirla by Deliah. Corwin slays his sister Deliah with an enchanted spear. Pelamir swears the Blood Oath and Black Peak trembles. Siege of the Black Fortress. King Cavalas II leads the assault on the Black Fortress called the battles of the Blood Lords. Cavalas II wounded by the magic of Skelos. Teraten slain by Clef. The Black Fortress holds though the assault though some Satyrians begin to defect after hearing the Lute of Cavalas.
436	King Cavalas II again assaults the Black Fortress, this time aided by the Sky Knights of the Ariels. Boramus wounded by Clef the Black. Murgha, the First Brood Black Dragon with Draconian Dragon Knights flies from the East and encounters the Gargoyles and Ariels over the battle field. The Draconians support the Dragon in attacks on both armies. A giant Blue Dragon from the North approaches the battle field with a single grey cloaked rider and the Draconians and Murgha are shaken and pull back to reform. The Blue Dragon sees Boramus and the Knights of the Lion and after a swoop and a roar flies back north. The warnings of the Shadowlings are remembered by Boramus from 418 and the Grey Cloak is remembered by the Lion Knights who were on the 429 Campaign, but it is too late. The Draconians and Murgha return. Cavalas II, Boramus and Duke Greylan all slain by the fury of the Dragon. Clef killed by the gaze of Murgha. Both armies obliterated. Murgha claims the Black Fortress as his home as the Dragon Knights head back to the East. Skelos flees Northward. Pelamir, bound by his Blood oath, follows to destroy Skelos. Corwin escapes the carnage and follows Pelamir. What remain of the Knights of the Griffon, the Knights of the Lion and the army of Pelarn return to Ulster.
437	Pelamir and Corwin catch up to Skelos on North Peak. Begin the second battle of the Blood Lords. Twenty Days later, with the sound of thunder, Skelos becomes as dust before the might of Pelamir. Pelamir is gravely wounded by the battle. Fall of the Kingdom of Pelarn into city-states.
438	Pelamir helped by Corwin to reach Silverwood forest and Denavon. Pelamir loses his power. Begin the dark years for Pelarn. Half Elves expelled from the Pride lands and flee through the Frost Mountains.
442	Clea Silvermoon abdicates the throne of Vecavia to her daughter Vinnea. Vinnea becomes Queen of Vecavia.
450	Pelamir dies of old age standing up in Lorraine on first of day of Spring. Denavon begins to study the Runecraft. Begin the adventures of Corwin. 451 Death of Vinnius Fos. Replaced by Sim the scholar as Viceroy of the Baccus Empire.
462	Birth of Tinipea, daughter of Alathon the Wise and Eirmara. Corwin slays a Blue Drake off the coast of Lealock. Corwin captured by Vecavian slavers.
465	Corwin marries Vinnea, the Queen of Vecavia breaking tradition with the help of a Kr'Tassen. Begin Vecavian civil wars as Amazons refuse to recognize the Queen.
466	Birth of Jaeval to Corwin and Vinnea and Silverbear. Denavon marries Helen the Fair. First Vecavian civil war ends. Pope commits suicide when she hears that Helen is married.
468	Birth of Devoi, daughter of Denavon and Helen. Begin and end second Vecavian civil war.
472	Vargarian Clansmen led by Brule the Red Slayer conquer Horrowton. Redmane Maratasens killed.
473	Brule the Red Slayer invades Lorraine. Fall of the city of Lorraine to Vargarian forces. Brule becomes the King of Lorraine.

Year	Event
474	Brule attacks the Sylvan forest and is defeated by Prince Enethon and hundreds of elite Elven archers. Brule slain in this battle. Lorraine and Horrowton become city states.
482	Claudius Savinus becomes Viceroy of the Baccus Empire after the death of Sim the scholar. Third and final civil war in Vecavia. Corwin and Vinnea flee Vecavia. Debuka becomes the new Queen of Vecavia. Corwin reaches Windhome.
486	Denavon dies and wills his artifacts to his daughter Devoi. Devoi studies Wizardry and is told to marry a noble of Barclay by her 'guardian' but refuses.
490	Corwin becomes the King of Windhome. Jaeval visits Devoi and Helen. Vinnea captured in her warship off the Teeth of Mathaal by Baccus Empire warships. She is charged with piracy and enslaved. Claudius Savinus makes her his personal slave.
491	Corwin rescues Vinnea from Mathaal. Helen dies in Silverwood. Jaeval builds a marker to her grave. Jaeval studies Sorcerery.
492	Canathar delivers to his temples gifts of power to the faithful. These evil weapons and artifacts give their wielders great power and they begin to gain influence in the various city states.
493	Claudius Savinus prepares for War. A demi-etherial being persuades the immortals of the Pantheon to give gifts to their faithful. Expansion of the ancient arcana into the Pantheon and the building of the Arcane Chapel in Crossroads by Astral beings. Founding of Steret by Morlan the Bold.
495	Claudius Savinus invades the city-state of Ulster and defeats it. Ulster is claimed by the Baccus Empire.
496	Jaeval attacks supply ships bound for Ulster from the Baccus Empire. Windhome Forces attack the Baccus Empire Army led by Claudius Savinus. Claudius Savinus captured by Corwin. The remaining legions flee and return to Mathaal.
499	Claudius Savinus dies attempting to escape from Windhome. Hur Daccus becomes the Viceroy of the Baccus Empire. Religious strife begins in many of the city states with Pantheon riots breaking out.
505	Devoi marries Squire Duncan of Farlow causing a scandal when she wears green at her weeding.
506	Vinnea dies. Bran born to Devoi and Sir Duncan.
509	Sir Duncan is slain by a Maratasen raiding party. Devoi escapes with her son Bran. Jaeval travels through the lower part of the Sylvan Forest and is captured by the Elves. Jaeval taken to the hidden Elven City. Death of Morlan the Bold. Steret becomes vassal town of Barclay.
510	Dunglave erupts into a civil war due to religious affiliations. Jaeval and Tinipea fall in love. King Corwin conquers Ulster. King Corwin becomes the King of Ulster. The ruler of Ravenscrieg swears allegiance to Corwin and is given the title of Duke of Ravenscrieg. Queen Debuka dies of natural causes. Atrina assumes the title of Queen of Vecavia.
511	Hur Daccus dies and is replaced by Arterian as the Viceroy of the Baccus Empire. Tinipea helps Jaeval to escape and they flee to Windhome. Civil strife in Farlow erupts into a civil war. Farlow nearly burns to the ground. Alathon sends a dove to find Tinipea.
512	Devoi and Bran killed in the Farlow civil war, the devices of Pelamir scattered by the unknowing. Edria and Edric born to Tinipea and Jaeval. Alathon gives Tinipea an ultimatum to return to the Sylvan Forest. She elects to stay with Jaeval. Seth Moonhunt leads a band of Maratasen warriors from the Frostnorth Woodlands which becomes a band of mercenaries.

Year	Event
513	Arterian killed by assassins. Tribesmen of Turth rebel. Cartius Scrotos becomes Viceroy of the Baccus Empire. Aerclyer born to Alathon the Wise and Eirmara. Seth Moonhunt given the title of Captain of the guard in Dunglave, the first non-Human to hold such title.
515	Aswin born to Tinipea and Jaeval. Beginning of the religious wars in Barclay. King Corwin dies of old age. Jaeval becomes the King of Ulster.
516	Tribes of Turth defeated by legions led by Cartius Scrotos. King of Barclay killed, and the Talisman of Barclay stolen.
518	Cartius Scrotos sends Lord Centurion Crassius with two Legions across the ocean and they invade Ulster. Crassius attacks Ravenscrieg and defeats the Baron of Ravenscrieg and King Jaeval's army. Crassius winters in Ravenscrieg and captures the Fangor Battle Standard in a mid winter raid on the Haven Marsh.
519	Cartius Scrotos assumes the leadership of the invading army, conquers Ulster and defeats King Jaeval. Jaeval flees to Windhome. Ulster is sacked by Cartius Scrotos.
521	Cartius Scrotos attacks Poinsbruk and conquers it. Religious wars reach Windhome as violence erupts in the temples. Ariels expel the Half Elves. King Jaeval slain with poison, and Windhome becomes an anarchy. Tinipea flees Northward in her ship named the "Dove" with her children Edric, Edria and Aswin.
523	Religious violence touches every city. Seth Moonhunt killed in a battle with Gremlins. The mercenary band returns to the Frostnorth Woodlands. Founding of Sarlion by Tinipea. Sarlion becomes a haven for Half-Elves.
525	The Pantheons of Dusk and Darkness revolt in Ulster. Cartius Scrotos killed. Baccus Legions abandon Ulster. Crassius leads the soldiers back to Mathaal and becomes the next Viceroy of the Baccus Empire.
531	Elves attacked in the Crescent Pass by fanatics of OM and in the southern Sylvan Forest by Canathar priests. Beginning of the Elven-Human Wars. Edric studies Sorcerery under Tinipea.
532	Elves build Crescentmoon Castle to defend the Crescent Pass. Order of the Jaelsilver Knights founded by Lord Silvaen. Elven Swan Knights defeat a Human army at the battle of Feigh river.
535	Vecavian forces under Queen Atrina invade the Sylvan forest. Battle of the Scarlet Groves, Queen Atrina slain by Prince Enethon. Prince Aerclyer slain in the southern Sylvan Forest.
538	Norland becomes a united city state under Gorman, a High Priest of Canathar. Aswin becomes a Paladin and is tested by Elab in a faith quest.
539	Religious strife spreads to the Baccus Empire and to Rohouna. Moonhunt Patriarchy domination shared by the Karth Clan.
540	Alliance between Warlord Gorman of Norland and the Maratasen clan chief Vanu Nighthide. Gremlins found in Fontain Mountains. Birth of Rogan the Red in Bataar.
545	War breaks out in the Frostnorth Woodlands between the Karth Clan and the Moonhunt Patriarchy.
546	Steret plundered by Bandits of Grey Forest led by Uhmari of Omalar.
550	Aswin returns to Barclay with the Talisman of Barclay. Aswin given the weapon "Defender" by an angel of Elab. Uhmari of Omalar captured in Barclay and imprisoned.
551	Uhmari of Omalar escapes with the help of agents of Warlord Gorman of Norland. War erupts between Norland and Barclay. Uhmari escapes from Norland after Warlord Gorman orders him to serve Canathar, and enters into the service of Aswin as mercenary. Council of Dunglave called by Ferngul, High Bishop of Algar. Begin the Deliberations of Dunglave.

Year	Event
552	An army led by Gorman and Vanu Nighthide consisting of Maratasen, Gremlin and Human soldiers attack Barclay. Gorman slain by Aswin with the Sword "Defender," and the army of Norland soundly defeated by the Knights of the Lion and the army of Barclay as they return Northwards. Uhmari leads a force of Rangers to destroy the remains of the evil army, and slays Vanu Nighthide. The Council of Dunglave ends, and political differences within the Pantheons ordered resolved via the Council instead of by warfare. Religious strife in Pelarn begins to ebb. Era of the Great Popes.
554	Aswin and the Knights of the Lion conquer Norland and destroy the temples of the Dark Pantheons. Civil War in the Frostnorth Woodlands ends when the Karth and Moonhunt Clan call a truce. Several Viceroys of the Greater Baccus Empire revolt. Begin the Breakup of the Greater Baccus Empire.
555	Steret rebuilt by Aswin. Sarlion defends itself from an army of Maratasen and Gremlins led by Vas Nighthide, the son of Vanu Nighthide. Edric wounded in the battle.
556	Aswin and Uhmari of Omalar travel to Windhome and are chased out by the Lord of the city, Huban. Seafok attacked by Vas the Black and an army of Gremlins who are repulsed. Edria travels to the Sylvan Forest and visits Alathon the Wise. Begin the Adventures of Aswin and Uhmari of Omalar.
560	The Purging of Domharl by the Dwarven King Orin Ironfist. Several thousand Dwarven peoples leave the great Dwarven Stronghold. Edric captured by Vas Nighthide's soldiers while on a diplomatic mission to Seafok.
561	Death of Viceroy Crassius. General Cronis institutes military rule in the Baccus Empire. Desertion of several legions and the secession of Bataar from the Baccus Empire. Vas Nighthide discovers Crauthmarl, an ancient fortress of the Raven Lords. Uhmari of Omalar tries to rescue Edric at the fortress of Vas Nighthide, but is unsuccessful. Resurrection of Zegmoragan, the Dark Prince of Acontha by Vas Nighthide. Vas Nighthide returns to his castle with Zegmoragan.
562	Zegmoragan corrupts the mind of Vas Nighthide and the Maratasen clan chief becomes Zegmoragan's servant. Edric brought before Zegmoragan and his will is broken. Edric swears allegiance to Zegmoragan. Edric is then slain and transformed into a Vampyre by the Dark Prince. Zegmoragan trains several hundred Gremlin Deathknights and heads westward. Fifty Knights of the Lion slain when they challenge Zegmoragan at Norland.
563	Battle of Crescent Pass between three hundred Elven Rangers led by Prince Enethon and Zegmoragan and his Deathknights. Prince Enethon wounded and the Elven Rangers decimated by the battle. The Dark Prince enters the Sylvan forest. Disappearance of Zegmoragan. Siege of Bataar by two legions of General Cronis. Bataar falls to Cronis. Aswin leads several hundred elite Knights and attacks the fortress of Vas Nighthide. The fortress falls, but there is no sign of Vas Nighthide or Aswin's brother Edric. The Viceroy of Veca offers a bounty of 50,000 crowns for the head of the pirate Rogan the Red.
566	Domharl assaulted by Drughargan, a Great White Dragon. Drughargan slays many warriors and heroes before retreating to the South. Orin Ironfist begins creating the Earthforged weapons. Edria returns to Sarlion. Aswin becomes the leader of Sarlion.
567	The Greater Baccus Civil War begins. Cronis and the Baccus Empire stay neutral in the conflict. Vas Nighthide returns to the Frostnorth Woodlands and begins to recruit an army. Vas Nighthide becomes the leader of the Nighthide Clan.

Year	Event
570	Murgha, the First Brood Black Dragon emerges from the Black Fortress and attacks Mustan. Murgha has several younger Green, Blue and Black Dragons at his command. Vas Nighthide attacks Sarlion with an Army of Maratasen and Undead Gremlin warriors. Aswin calls upon the sword Defender and with the help of Edria and the Knights of the Lion defeat Vas Nighthide's army. Vas Nighthide escapes from the defeat and flees Northwards. Stormgate unites under the leadership of Rogan the Red, a well-known pirate and sorcerer.
571	Inter-clan wars in the Frostnorth Woodlands leave the Nighthide clan decimated by the Karth and Moonhunt Clan. Vas Nighthide once again escapes the carnage. Begin the rise of the Maratasen Redtooth Clan. Rogan the Red founds the Red Brotherhood. Trog of Amber is made high Priest of Dekatar.
575	The Half-Elf Nomad ideas of REpublicanism begin to spread. The High Priest of Dekatar is discovered to be Half Elf and Troll raised by Kr'Tassen.
576	Pope Firstbourne Feathersmith is chosen, the only Ariel to become Pope. He establishes the Rights of The Chosen, a doctrine covering the Rules of Trade to be honored by all Pantheon people that 'live' in Sanctuary cities. Becomes a major issue establishing economic civil liberties for all people and leading to unrest in the Noble houses. Undead supporters object to the emphasis on living and call for inclusion in the doctrine that is used to confiscate all lands of the Undead or newly resurrected.
577	Rogan the Red finds three of the Amulets of Vic. Edria marries Durek, a Half-Elven Ranger of Sarlion. Vanskerry founded by Rogan the Red. Birth of the twins Landriel and Feraewin to Prince Enethon and Aenathir. The Pope suffers from the classic Ariel memory disorder call Arielhymers but he is too well loved to be forced out of office.
578	Vas Nighthide discovered in the Acontha Mountains. Founding of the Order of the Rose in Lorraine. Aswin finds the Starburst Shield made in antiquity of Astral Metal. The High Priest Trog gains an audience with the Pope and demands that the Sanctuary Laws be amended to give the Undead "their rights at last." The Pope retires to the Pantheon's Arcane Chapel in Crossroads to consider. He mistakenly recalls the request and creates the Great Spell of Last Rites for the Undead. All the Undead are now barred from resurrection. Dekatar Guilds revolt and Trog kills the Pope in a Berserk rage, then turns him into a zombie and kills him again. The undoing of the Spell is lost and the Pope can not be raised. Trog becomes Pope and the tradition of Clashes of the Pantheon to pick a leader is started. Trog discovers that the Great Spell can be 'turned on and off' by the Pope each year though the spell can not be erased.
579	Uhmari of Omalar slain by Were Creatures while hunting in the Grey Forest. Aswin and several hundred Knights of the Lion begin the purge of Grey forest. The Were creatures and the Shadowlings are grouped together in the mind of Aswin.
580	Aswin and the Knights of the Lion attack the castle of Draknor, a WereWolf Lord in the Grey Forest. The castle falls, but Aswin is severely wounded by Draknor. The Grey Forest is purged of changeling creatures. Aswin returns to Sarlion.
582	The Red Dragon Molinthag attacks a small, underground town in the Frostnorth Mountains near Sarlion and claims it as his lair. Later in the year Molinthag begins conducting raids on Sarlion farmers. Aswin and several hero companions with a hundred Knights of the Lion attack the lair of Molinthag. Many Knights of the Lion are slain by Molinthag's magic and fire. Aswin and the sword Defender do great damage to the Red Dragon, but in the end both Molinthag and Aswin lie dead from the battle. The heroes and a few Knights of the Lion return to Sarlion with the body of Aswin and that of Molinthag.

Year	Event
584	Orin Ironfist goes insane after the completion of a runeaxe. The axe is given the name of Orin's Axe. Arnmal Ironfist, son of Orin, becomes the new Dwarven King of Domharl. Rogan the Red is kidnapped and brought to Cez where he is executed.
590	Birth of Sandoval, son of Edria and Durek. The Greater Baccus Empire collapses. Cronis declares himself Emperor of the Baccus Empire and Mathaal becomes the capitol.
598	Death of Emperor Cronis. Senjan, son of Cronis, becomes Emperor of the Baccus Empire. The city of Tarlburg founded by Olinar, a Half-Elven Ranger from Silverwood.
600	Bataar attempts to secede from the Baccus Empire. Senjan sends two cohorts to "persuade" Bataar to reconsider.
601	Begin the Rebellion wars of Bataar.
610	Birth of Prince Orisis, son of Senjan. Sandoval travels to Lorraine and enters into the service of King Hayr of Lorraine.
615	Sandoval becomes a Knight of the Rose.
622	The Dwarf named "Silversmith" enters Lorraine and is granted permission to erect a tower for his magical work on weapons and armor. Silversmith makes a coat of mail for King Hayr of Lorraine in gratitude for letting him practice his craft.
623	Orin Ironfist dies of natural causes. Sir Sandoval is given a weapon of power by Silversmith.
624	Begin the adventures of Sandoval. Birth of Prince Gravan to King Hayr.
628	Sandoval finds the Seal of Cavalas.
631	Death of Emperor Senjan. Orisis becomes the third Emperor of the Baccus Empire. Sir Sandoval visits the Sylvan Forest. Durek dies of natural causes in Sarlion.
632	Sandoval marries Aiemir, a Half-Elven maiden of Elacrai Tiniel.
642	Silversmith leaves Lorraine and is never seen again. Birth of Prince Palisius, son of Orisis.
643	Birth of Prince Danius, son of Orisis.
644	Birth of Faralas, son of Sandoval and Aiemir.
645	Birth of Prince Erisan, son of Orisis. Sandoval travels to Lorraine and rejoins the Order of the Rose.
650	Birth of Ansear, son of Danius. Sir Sandoval slain in a duel with an unknown Knight. Death of King Hayr of Lorraine. Gravan becomes King of Lorraine.
662	Black Plague ravages the Kingdoms of Ulster, Windhome and Barclay.
664	Faralas travels to Lorraine and joins the Order of the Rose. Birth of Princess Jasmyr, daughter of King Gravan.
665	Faralas convinces King Gravan of Lorraine that he holds rightful claim to the throne of Pelarn. Faralas grows in power.
666	All records of the year are ordered burned by the Pope.
667	The Crystal Keep is discovered with a Seeress and invisible guardians. Pantheon Demi-gods seen near the Crystal Keep as well as a Blue Dragon. Seeress discovered to live in the Crystal Tower alone with her immediate family and relatives. No one knows how they got there. Occasional audiences and short travels by the Seeress met with great piety by all concerned. Seeress family noted for being very eccentric even in an eccentric world. Her 'twin sons' are described as very odd and are called 'Time Lords' by The Shadow who makes regular visits from Shadow City.
668	Faralas and King Gravan organize an army and march to Crossroads. Faralas parleys with the Lord of Whitehorn Castle and the Knights of the Griffon join him.
669	Battle between the army of Faralas and the Duke of Poinsbruk. Begin the Siege of Poinsbruk. Jasmyr learns the Runes at an early age and shows sign of diplomatic ability.

Year	Event
670	Begin the Civil War of the Kingdom of Pelarn.
677	Birth of Illiso, Son of Ansear.
680	Death of Orisis. Palisius becomes the fourth Emperor of the Baccus Empire.
683	Death of Palisius in a hunting accident. Danius becomes the fifth Emperor of the Baccus Empire.
687	Dwarven castles and strongholds attacked by Gremlins from Cinder Land.
688	Birth of Prince Aegon Ironfist, son of Arnmal Ironfist.
694	Death of King Gravan of Lorraine. Jasmyr becomes "King" of Lorraine. As it is forbidden for the ruler to be a Queen, she assumes the title of 'King' there being no Gender Laws in Lorraine. Jasmyr finds a portrait of Faula and the palace is stunned by how much she looks like the ancient Princess.
695	Birth of Graden, son of Jasmyr. A Kr'Tassen Nanny takes care of the child while Jamyr attends to matters of state.
704	Ulster Falls to the forces of Faralas and the armies of Lorraine, Barclay and Dunglave. End of the civil war of the Kingdom of Pelarn. The Kingdom of Pelarn is re-established by Faralas. All kings of the city-states swear fealty to him. Begin the reign of King Faralas. 'King' Jasmyr kills a Vargarian would-be assassin of Faralas.
705	Gremlin marauders raid Dwarven castles and settlements around Horrowton.
711	Death of Emperor Danius of natural causes. Ansear becomes the sixth Emperor of the Baccus Empire.
712	Death of Emperor Ansear. Illiso becomes the seventh Emperor of the Baccus Empire. Jasmyr slain by a Gremlin raiding party while visiting Horrowton. Graden becomes the new Duke of Lorraine.
722	Birth of Caster, son of Duke Graden, while an Eagle flies over the castle.
728	Gremlin army attacks Domharl and is repulsed. Arnmal leads a Dwarven army into Cinder Land to destroy their stronghold. The army is ambushed by Gremlin and Vargarian forces and is nearly destroyed. King Arnmal is killed in battle. Aegon Ironfist becomes King of Domharl.
732	Birth of Prince Calisar, son of Illiso.
745	Death of Duke Graden of natural causes. Caster becomes the Duke of Lorraine.
755	Birth of Nasear, son of Calisar. Birth of Prince Weylund, son of Aegon Ironfist.
760	Death of Emperor Illiso, Calisar becomes the Eighth Emperor of the Baccus Empire. Birth of Mobray to Duke Caster of Lorraine.
777	The Crystal Keep phases in and out changing colors.
780	Birth of Dukeson Ulric, of Ravenscrieg.
781	Death of Emperor Calisar. Nasear becomes the Ninth Emperor of the Baccus Empire.
782	Birth of Prince Raine, son of Emperor Nasear. Death of Duke Caster. His son Mobray becomes the new Duke of Lorraine.
783	Founding of the Northern Kingdom of Lythe by King Calabyr of Lythe.
795	Ulric becomes a Knight of the Griffon.
797	Sir Ulric and a dozen lesser Knights of the Griffon capture a secret pirate base in the southern part of the Ulster coast belonging to the Red Brotherhood.
799	Ulric sent to Lorraine with a small army of Knights to assist Duke Mobray against the Gremlin marauders. Ulric becomes an honorary member of the Knights of the Rose. The Red Witch becomes the ruler of Horrowton. Changelings are once again sighted in the Grey Forest.

Year	Event
803	Ulric returns to Ulster via the Acontha Mountains with his Knights. Birth of Gaspar, son of Duke Raylan of Barclay.
804	Raine becomes General of Imperial Guards. Revolt of the first Cohort led by General Tobilan. General Raine leads the Imperial Guards against the First Cohort and destroys them in a series of battles in the Turthian Delta. General Tobilan captured and executed for High Treason against the Empire. Ulric given the title of Baron and a fief for his deeds.
805	Ravenscrieg besieged by an army of Gremlins from the Acontha Mountains. Baron Ulric and King Faralas with a small army of Knights lift the siege. King Faralas wounded in the battle. Baron Ulric takes a hundred Knights of the Griffon and pursues the Gremlin army into the Acontha Mountains and there destroys them. Ulric granted the head of the Order of the Griffon for his valor.
806	Dissension in the Order of the Griffon. Begin the resurgence of the worship of OM in the Frostnorth Woodlands. The Redtooth Clan adopts OM as the clan deity. Redtooth Clan ends infanticide practice of Maratasens towards second sons. Only thing that can be agreed upon by the Moonhunt Clan. Male proportion in Northern Maratasens explodes.
807	Building of Cragorian Keep by the Cragorian Brotherhood. Ulric begins wearing the Deathglove.
808	Maratasen go to war in the Frostnorth Woodlands. Baron Ulric sent with a thousand soldiers and knights to assist Duke Raylan.
809	Ulric reaches Norland and assists the forces of Barclay in the defense of the city against an army of Maratasen Redtooth and Karth Warriors. Ulric routes the non-human army back to the Frostnorth Woodlands.
810	Baron Ulric returns to Ulster. Faralas rewards Ulric by naming him the Warlord of Ulster, a military title, which makes Ulric second only to King Faralas in Pelarn. Were Lords begin to appear in both the Grey Forest and in the southern part of Silverwood.
811	Death of Emperor Nasear from consumption. Raine becomes the Tenth Emperor of the Baccus Empire.
818	Death of King Faralas by assassination. Ulric, Warlord of Ulster, declares himself King of Pelarn. The Seal of Cavalas is lost. Duke Mobray of Lorraine defies Ulric and declares himself King of Lorraine. Duke Raylan of Barclay also defies Ulric and declares himself King of Barclay. The Mayor of Crossroads, the Duke of Dunglave, the Baron of Windhome and The Baron of Whitehorn do not recognize Ulric's claim. The vast majority of Ulster cities, however, fearing Ulric's power and his armies, do swear fealty, including Poinsbruk, and Ravenscrieg.
819	The Cragorian Monk Ventersalium is given the position of Advisor to King Ulric. Founding of the Pelters guild in Seafok. Death of King Calabyr of the Northern Kingdom of Lythe. The Northern Kingdom is split between his two sons, the elder ruling Lythe, and the younger ruling Vanskerry.
810	The Northern Maratasen hero 'Ice Heart' slays the Draconian Knight Lord using a Spell of Astral Projections.
820	The Dark King declares himself the ruler of Skull Mountain and Skull Fortress. A Legion from Bataar is defeated by the forces of the Dark King when they try to subdue him.
822	Emperor Raine sends the Third Cohort to the north to assist Bataar in the fight against the Dark King.

Year	Event
825	Death of King Mobray of Lorraine. His eldest son, Prince Gaer, assumes the mantle of leadership of Lorraine. The youngest son, Prince Graham, becomes the Duke of Lox. The Third Cohort launches an assault against the Black Fortress and is beaten back by an army of Undead creatures.
826	Vaskar R'harth assists the Redtooth army led by Ure Redtooth in the conquering of Stormgate. Tensions rise between the Moonhunt Patriarchy and the Redtooth Clan. The Redtooth Clan enslaves the Humans of Stormgate and builds a church to OM. Vektricar the Vampyre Lord leads an army of Gremlins and Barbarians from the northern Moonlight Mountains into the Sylvan forest. Aenathir is captured by the Dark Minions of Vektricar and later killed. The Elves fight back, but the dark magic of Vektricar is too powerful to stop him. Begin the Siege of the Sylvan Forest. The Red Witch of Horrowton finds the Seal of Cavalas. She attempts to force King Ulric into marriage. A failed assassination attempt against the Red Witch cancels the intended marriage.
827	Prince Enethon gravely wounded in a skirmish with Vektricar's Huscarls. The Talisman of Barclay is stolen.
828	*January* The Sheik of Mustan defeats the Black Leopard tribe in battle, and as a result gains thousands of tribesmen to his banner. The Shade of Cavalas is said to be seen on the Doleman Peaks. *February* Corwin D'earvik raids a fleet from the Empire bound with tradegoods to Omalar. Thousands of tradegoods are lost. Emperor Raine puts a bounty of 20,000 Crowns on the head of Corwin D'earvik. *March* A Black Dragon is seen flying over the Acontha Mountains, some think that it is Murgha the Black. A Gremlin Warlord is thought to be leading an army of 500 warriors West of Horrowton. *April* A Wolfin Werewolf is slain by a group of Whitestorm Rangers near Crossroads after it harassed trade along the Northern Road. *May* Alathon the Wise finishes the two Runeswords: Silthran and Mahanon. Vektricar leads an army against Elacrai Tiniel and is repulsed by the defending Elves. Siege of the Sylvan Forest by bands of Gremlins continues. *June* Now…

Places of Pelarn

Overview

The map of the main world of Pelarn is broken up into two less than equal sections with the Eastern side of the world dominated by the concerns of the Baccus Empire and the Dark King in Skull Fortress while in the greater part, the West, there are collections of numerous smaller Kingdoms and independent Baronies, Duchies and the like. The central sea that divides East and West is sometimes called the Sea of Tears as well as, oddly enough, The Central Sea. No one can agree on the name and, to avoid controversy, the main maps generally leave out the two names.

The Kingdom of Pelarn

The Old Kingdom of Pelarn was formed for the first time in 107FU and is composed of the Kingdoms of Ulster, Lorraine and Barclay. In its various forms it has been shattered, reformed and split again. The Crown Cities of the Old Kingdom are now represented by: Crossroads, Farlow, Dunglave, Barclay, Lorraine and Ulster.

The Kingdom of Ulster

The Kingdom's borders are in dispute but, these days, it would appear so are all borders. Generally, it stretches from the city of Ulster to the Acontha Mountains and then up to the Grey Forest. The independent city of Ravenscrieg has long been a sore point in the claims of Ulster.

Ulster F3001

Ruled by King Ulric the Dark, the city is Human Civilized. The arrogance of its scholars is well known and somewhat deserved. After all, the very years we keep count from the founding of the City of Ulster by Lawarance the Great. The city features an open policy on religion and has a supported church of Canathar.

Windhome F3002

Ruled by the Ariel Earl of Whitepeak who has the distinction of owing homage to the owner of the City of Ulster by a tradition which none of the Ariels can agree upon, except that they agree homage is owed. This city of Ariels (and a few 'grounders' as wingless races are called by them) is a key part of the world-wide Ariel trade network. It gets its nickname as the Fog City because it is situated at the end of along narrowing valley with a large bay behind it that generates morning fog.

Poinsbruk F3003

Ruled by the Human Civilized Baron Vandenbar, this city is on the frontier of Western Ulster and, in the past, has suffered internal strife over religious conflicts between extremes of the Pantheon of Light and Darkness.

The Kingdom of Lorraine

The borders of the Kingdom (in the Royal Chart Room) are from the Great Flat/Penlow River in the South to the Eastern branch of the Clearwater River and then North to the Golden Hills and the edge of the Sylvan Forest.

Lorraine F3004

This Human and Bushmen city is ruled by King Gaer. The Thieves' Quarter is curfewed at night by a magic barrier, a specialty of King Gaer. One may enter during the day but all, except presumed thieves, must be out by nightfall.

Lox F3005

This fortress city is ruled by Duke Graham and guards the northern borders of Lorraine. The city is known for its river fish which is smoked then exported down river to grace palaces everywhere. Constant river patrols against the Half Orcs and Swampmen of the area are the order of the day.

Lealock F3006

The Human Lord Hargrave rules this city which has suffered through many battles with marauding Gremlins and Goblins. The city, that spawned the Vecavian women, still has some ties with them. This city's massive walls are said to rival Domharl's. The Ghost of a Lost Dwarf is seen on the battlements when the Red Moon wanes.

The Kingdom of Barclay

Barclay's lands are said to be like their lightning bolt Coat of Arms: brilliant, shocking, long and thin.

Barclay F3014

Once the pride of Pelarn as a wealthy city of trade and multi-racial unity, the city has suffered from increased secular division in society. The closure of the southern Guild Hall of the Knights of the Lion and the expulsion of Maratasens and all non Human races has further strained relations with the Patriarchy. Extreme wings of the Pantheon's Elab and Manva religions have strained relations with other cities of the Kingdom, which is barely held together by King Raylan.

Norland F3015

This frontier city is constantly fending off raids by Northern Maratasens and Orcs. Citizens have often complained about lack of support from the 'pretentious' Barclay Royalty who, they claim, are too slow to come to Norland's aid and critical of their religious mixtures. As a result of the extreme side of the Barclay Elab Church, there has been a revival of the churches of Canathar and Dekatar while moderates have tried to consider Algar.

Adventure 1097 In response to raids from the north, a reward of 2,000 crowns was posted for any Human Civilized character who brings a Northern Maratasen into the city as a prisoner. The prisoner is taken.

Farlow F3016
The only city on Shadow Lake, it has had a longstanding special relationship with the Shadowlings of Shadow City. Known as the cleanest city in the world, they are the only ones who can trade across the Shadow Lake. With the support of a sizable Elven community, the ruling lord, Duke Kennet, has been expanding fortress construction in Silverwood where they have turned back attempts by Maratasens to cut them off from Barclay. The city has the Blue Tipped Bat on its Coat of Arms but little tolerance for the Undead.

Steret F3017
A small city by comparison with other locations in Barclay, Baron Aldis, its ruler, has supported trade into the Kingdom that is protected by Royal Decrees and import duties, much to the dismay of Windhome to the south and its Ariel traders who refuse to remember the restrictive clauses of the Royal decree.

Tarlberg F3019
Under constant attack from Orconian forces supported by Northern Maratasens coming down through the Lion's Gate Pass between Shadow Lake and the Moonlight Mountains northern spur, this city has maintained a strong garrison of Thunder Giants who have never counted on support from the rest of Barclay to assist them. The Thunder Giant Baron Briston, the city's ruler, has great tactical abilities but a distracting weakness for various liquors imported from the East.

The Baccus Empire
First established as a collection of seven villages in the foothills of the East, their people formed a Senate and a Council to establish a unified government. They have evolved through various forms of restricted democratic and Imperial rule over the centuries. Calling themselves an Empire, they still maintain a Senate which occasionally experiments with its own concept of power before the realities of competition on the battlefront crashes down on them.

Mathaal F3023
The Capital of the Empire. It is also the focus of the hedonistic activities of the Eastern Humans. Patronizing towards those outside of the City, the people of this city have a strong urban bent with contempt for rural societies.

Adventure 1098 Any Eastern Human who is a Bard level 25 who enters the city can secure the title of 'Song citizen' worth +3 prestige, +3 base influence and 3,000 crowns.

Cez F3024
Cez has been a stepping stone city for the legions of the Empire in their northern campaigns against Veca and the Skull Mountains. Constantly patrolling against Turthian raiders of the trade routes north and south, Cez is often the home of the best generals of the Empire.

Izmir F3025
A Major southern sea port of the Empire as well as home of the 'Mithril Fleet'. The warships of the Empire have special rams, coated in Mithril plate made by trade treaty with the Dwarves of Domharl and, some say, delivered by the Ariels that frequent the city. Draconians also have traded here and a truce remains over the air when both Ariels and Draconian convoys arrive.

Bataar F3026

An isolated, Northern city of the Empire, the raiders of Skull Fortress and Veca have made land traffic a pointless effort. This city maintains its Imperial contact by sea and has seen the start of air traffic as the garrison is supported by a detachment of Pegasi riding Imperial Knights. With the fall of Stormgate to the Patriarchy, recent trade to the west has suffered heavily as the citizens of Bataar have been cut off from their regular supply of Storm Whisky and they have had to resort to local Brandy.

The Frostnorth Patriarchy

Solidification of the northern Prides into a Patriarchy, clearly headed by Northern Maratasens, is a major threat to the human lands of central Pelarn. Divisions within the Patriarchy regarding its outward focus, have divided its people into two main Clans: the Moonhunt Clan and the Redtooth Clan. While maintaining only two cities recognized worldwide, there are numerous cities of Northern Maratasens hidden in the northern woodlands, giving them a much larger population base than otherwise would be guessed.

As a 'modern' nation they have freely made use of alliances with the Dark Minions and the new non-human folk to promote the growth of their power. The Raven Lords have long been accused of being behind some of the more dramatic moves of the Patriarchy ever since the actions of Vas Nighthide in Crauthmarl (561FU). However, there have been just as many actions by the Patriarchy against the Raven Lords, especially through the service of their feared Knights of the Lion. Certainly the current mood of their leadership is to make whatever alliances are necessary to promote their goals...if only that could be agreed upon.

Kaveraid F3032

The capital of the Patriarchy, it is in the firm hands of the Moonhunt Clan. Its focus on the grandeur of the Maratasen Greater Pride is seen everywhere. They have regular contacts with and honored visits by Redmane Maratasens as well as the traditional Maratasens of the Pride Peaks which are not far away. It also features a major segment of Kr'Tassens who dominate the economic aspects of this city.

Stormgate F3033

Recently taken by the Redtooth Clan, the enslaved human population has seen a massive increase in the Northern Maratasen population which has been attracted by the success of the Clan and the huge Temple of OM built, overshadowing the city.

The Raven Lords

The immortal hands behind the Dark Minions, the Raven Lords seek to take control wherever and however they can. Dominated by a Canathar bias, they have strong support in the Dekatar-inspired armies of the Undead.

Ravenscrieg F3004

Built on the banks of the River Soung, this city is clearly a stronghold of Canathar and Dekatar with Dark Minion and Undead freely roaming the city. There is a standing, one time only, reward if Raven Lord faction members bring into the city various major tormentors of the Raven Lords:

Adventure 1099 A Mark of Evil, +10 prestige, +2 character actions (max of 5) 20,000 crowns and +5 levels in Stealth and Assassin is offered for bringing in Alathon the Wise as a Prisoner. Captor must be Canathar.

Adventure 1100 A Mark of Evil and War Silver Dragon mount is offered for the Seal of Cavalas.

Adventure 1101 A Mark of Glory and +5 levels to Berserker, +5 levels to PC for the Frostsword.

Port Seyartha F3010

A major pirate city and out-reach port of the Fangors, this city has been the target of more Draconian raids than any other. The Dragonspawn who aid in their defense are the major cause of hostile Draconian attention.

Orconia F3042

This major Orc and savage city of the Moonlight mountains' Northern Spur is one of the few places where there is a major Heathen Temple. It is the most powerful of the temples and is said to go back to the Age of Faith, which would make it the oldest standing temple in the world.

Tornox F3043

This underground Goblin city in the eastern mountains was named after an animal sacrifice ritual performed at the city's founding by the High Priest of Canathar. Along with the worship of Dekatar, these smallest of the Dark Minion keep to their evil ways by following Canathar while trying to trade a little with the pirates of the Sea of Tears.

Kolborado F3044

The snow clad streets of this Kobold City in the Vargarian mountains is built around a 'liquid' gold mine, which has been a major source of income as well as strife for the community. The export of Kobold beer is the only Kobold product ever found in the civilized cities where it is often outlawed or associated with only the 'Curs' of society. The Raven Lords have ruled here ever since Culthusa broke the spell of Closure in the Doleman Peaks and led the Kobolds north.

Omalar F3054

The most recent prize of the Raven Lords, this city has lost much of its native population to Mustan as refugees. Omalar is a known power point and has attracted arcane thieves and their ilk for generations. The Raven Lords should have the power to shut the point down, but for some reason have left it open though few who are not Raven Lords dare to use it.

The Dark King

The Dark King is a powerful figure of Dekatar's Undead There are those that believe that he is Dekatar's answer to the Raven Lords and others that he is a Raven Lord. From his capital in Skull Fortress atop Skull Mountain he has defied the power of the Baccus Empire and made fools of the efforts of the Turthians to use him to their advantage. Some of the cities of the Raven Lords are also claimed by the Dark King and indeed it is not unusual for some of the leaders of those cities to switch sides with the power surges that come and go from the lifeless eyes of the Skull Citadel.

Skull Fortress F3027

Atop the daunting Skull Mountain the Fortress is said to be linked directly to the underworld as the Undead minions are said to flow without end from the city. Sacred to the Skull Head Leopards, the city is the Sanctuary of Dekatar and has the Bone Throne of the Demi-God from which the Dark King rules his realm.

Adventure 1057 There is a standing reward of a Mark of Evil, +2 character actions (max of 5) and 666 pieces of silver for the main character who is a believer of Dekatar of an Undead status and brings in the Soul of Culthusa (#1657) to Skull Fortress.

Oakland F3039

Home to raiders of the Elf Woods everywhere, the Dark Elves have only recently returned to this Darkwood capital after an excursion to the south where their leader had been geased and charmed by the promise of easy Rams to slaughter and Holy Woods to burn. The journey to LaLa land is not to be talked about, as the Dark Elves once again team up with the Dark King and try to end the reign of other Elves in enchanted woods everywhere.

Adventure 1058 There is a mysterious artifact, the Silver Oblong Ball (#1658) which was last seen righteously held by a group of rice fed young miners near a misty bay. The raiders of Oakland have long sought this treasure of the 'al daves' as they call it in the local dialect. It is said that their constant raids through the world are an attempt to find this treasure. The Dark Elf who brings this to Oakland will be given the title of the "Super One" worth +6 prestige, +6 base influence and +6 Personal Combat.

Other Places of Interest

The Crystal Keep F3012

(Very Independent.) The Crystal Keep was only discovered in the last 200 or so years. It has been occupied by a series of very similar looking Seeress and their immediate families. A bizarre looking location made of large skyward crystals rather than stone. It has magical gardens and is protected by enchantments and never seen guardians. There is a large garrison nearby of Light Elves who help keep down some of the riffraff in the neighborhood. The Crystal Keep is the realm of the Seeress and her eccentric family. Golden Dragons freely roam the grounds of the castle during their mating season and are often chased off the Crystal Tower by the Seeress wielding a common broom. Others who disturb the Gold Dragons are usually eaten, but the Seeress and her family seem to almost ignore them. An audience with the Seeress is rare and she is not often seen outside the Keep. The Crystal Tower within the Keep will often radiate colors and the whole structure has been known to phase in and out of the temporal plane of Pelarn.

Elacrai Tinel F3022

(Light Council.) Oldest continuously occupied location in the World. The Capital of the Sylvan Elves and the Light Council. It has been moved around the Sylvan Woods in a mysterious manner. Because the Ancient Elves broke the old spell of Move Location, it is felt that there is some item that would allow this city to be turned into a Cloud Castle for a short period of time. That is, as long as it moves within the Sylvan Forest. Home of the Swan Knights, the oldest Knights' Guild since the Founding of Ulster.

Crescentmoon Castle F3020

(Light Council.) Built to guard the Crescent pass into the center of the Sylvan Forest, its Defenders have rarely been bested. In the last hundred years, the Elves have sought to increase its magical defenses by making arcane spells on the walls, which make it the most magical shelled location known.

Black Peak

(Mountain.) One of the more notorious places in the south, it is covered with porous black stone as if from a volcano even though no volcano is present. It is a favorite haunt of the insect races of the Aranconians, Spider Folk and Insectoids.

Lox Peak

(Chasm.) A place of very treacherous reputations. It is said that it was once the highest peak in the world until it was turned upside down and inside out in a magical clash from the days of antiquity. The 'Peak' is really a great chasm that goes down in a long spiral to a small plateau at the bottom.

Wolf Pass

(Forest Hills Pass.) The pass through the Wolf Mountains that is the most direct road between Dunglave and Tarlburg. It is famous for the giant rock face that is on the eastern side of the cliffs that over look the pass that many have compared to the likeness of a Wolf.

Amber Mountains

(Mountains.) The densest mountains in the worlds said to be the breeding grounds of Dragons.

Guilds and Knighthood Orders

Overview

There are numerous guilds already established in the world of Pelarn. Players will expand these guilds and make more guilds. However, some of the key guilds of the game are associated with adventures. Foremost amongst these are the Knighthood Orders which have participated so strongly in the history of Pelarn that they function as a separate Faction. Not all Guilds have adventures associated with them (maybe only 15% of the NPC guilds on the board do). Adventure numbers will appear posted on the message boards of guilds from time to time and these adventures may change. The following is a list of standard membership adventures and their Guilds.

All Adventure requirements are for Base values (that is, without status/item adds) unless otherwise noted.

Knighthood Orders

Raven Knights - Ravenscrieg- G2962

A member of the Dark Blades, the Guild is associated with evil deeds of daring by the despised Raven Lords. The following adventure leads to membership in the Raven Knights:

Adventure #1062 Be inside the Guild. A character in the number range of 1-1200. A Knight level 15, Personal Combat of 20, Tactics of 5, Religion of Canathar, Dekatar or The Raven, have an Undead status. Title #1762: Raven Knight is worth +3 Prestige, +3 Personal Combat.

Dark Knights -Skull Fortress-G2963

Part of the Dark Blades, the Guild is associated with the Dark King and supports the defenses of Skull Fortress. The following adventure leads to membership in the Dark Knights:

Adventure #1063 Be inside the Guild. Character range 1-1200. Knight level 10, Assassin level 10, Personal Combat of 15, Dekatar religion, have an Undead status. Title #1763: Dark Knight worth +3 Prestige, +3 Assassin, +3 Stealth, +3 Influence.

Skull Leopards-Skull Fortress-G2964

Dark Blade supporter, it is the Guild for Skull Head Leopards. The following adventure leads to membership in the Skull Leopard Knighthood:

Adventure #1064 Any Character who can get inside the Guild, is of the Skull Head Leopard race, Knight level 10, Personal Combat of 15, Evil Religion. Title 1764: Skull Knight is worth +3 prestige, +5 influence with Skull Head Leopards, +3 Personal Combat.

Red Knights-Horrowtown-G2965

Dark Blade supporter, its vile knights have headgear plumes made from the manes of Redmane Maratasens who they hunt for their membership.

Adventure #1065 A character in the range of 1-1000 who enters the Guild with a dead prisoner who is a Redmane Maratasen, (Knight must not be a Redmane Maratasen), be a Knight of level 15, with a Personal Combat of 15 and any Evil Religion. Gain title 1765: Red Knight and get a Red Knight Helm #1665, Personal Combat +5, Prestige +5, Influence +5 with Gremlins, Goblins and Orcs.

Knights Of The Lion-Kaveraid-G2966

The Knights of the Lion is one of the oldest established Guilds and has provided Knights for various dangerous duties for the Kings of Pelarn. They are often used against Shadowlings . The following adventure leads to membership in this order.

Adventure #1066 Must be male. Must go inside the Guild. Any character who is a Maratasen, Northern Maratasen, Redmane Maratasen and does not have an Undead status, that is a Knight 15, with Personal Combat of 20, and worships OM gains title #1766: Lion Knight worth 5 prestige, +5 influence vs. Northern Maratasen, Maratasen and Redmane Maratasen.

Dragon Knights-Skystone-G2967

The Dragon Knights were an organization of the Draconians before making the Astral jump to Pelarn. They guard the Draconian leaders and are feared everywhere for their merciless approach to battle honor. Yet, there is no record of a Dragon Knight slaying an unarmed civilian or an individual who did not oppose in battle.

Adventure #1067 Any character who is not either Undead or Lycanthrope while being a Draconian and worships the Dragon God. Must be a Knight 15, with Personal Combat of 20 and a tactics of 10. Must apply inside the Dragon Lord Knights Guild. Gains title #1767: Dragon Knight: worth +5 prestige, +5 Influence with Draconians, +3 Base influence, +3 to skill of Berserker if present, +3 Tactics.

Imperial Knights-Mathaal-G2968

The Imperial Guard is pulled from the Imperial Knights. They are the elite of the Baccus Empire, which still maintains some of the ancient system of patronage and purchase of commissions held over from the days of the Republic.

Adventure #1068 Must be inside the Imperial Guard Knighthood guild. Must not worship 'Of The One' or Dekatar. Be a Knight level 18, Personal Combat 18, not Undead and have 4,000 crowns. Gain title #1768: Imperial Knight worth +5 Prestige, +5 influence with Eastern Humans.

The Hoof Knights-Veca-G2969

The Hoof Knights were formed by Turthian Nomads and Centaurs who cooperated in an ancient adventure protecting the fleeing refugees from the fall of Veca in 62FU to the Baccus Republic. As such, it is one of the Oldest Knighthood Guilds in Pelarn.

Adventure #1069 A character in the range of 1-1200 must be either a Centaur or a Turthian Nomad. Character must be inside the guild. Must not have an Imperialist Title. Must be a Knight level 15, Personal Combat 20, and Tactics of 10. Gains title #1769: Hoof Knight worth +5 prestige and +5 influence with Centaurs and Turthian Nomads.

Semper Fi Knights-Seafok-G2970

The Semper Fi's were formed in the early days of the Great Pirate Raids against Seafok in 638FU. These were originally called Sea Knights but use a more runic origin name since the local dialect for Sea Knight, as it was pronounced, sounded too close to Jar Head. They serve on ships and coastal areas. They have a reputation for fearlessness to the point of blindness. An ancient Bard reports that on one charge through a firewall defended gatehouse, the Great Seeress had said that 99 of the 100 would fall. All one hundred went through with the charge and each was reported as thinking: "I hope those other 99 guys would get up sometime."

Adventure #1070 Any character must enter the Guild Hall, not have an Undead or Lycanthrope status, must not be an Unbeliever, Maratasen, Northern Maratasen, Redmane Maratasen or Wolfin. Knight level 20, Personal Combat 20, Strength 16, Constitution 16. Gains title #1770: Semper Fi Knight worth +4 Prestige, +3 Constitution, +3 Strength, +5 to Berserker Skill, +3 to Swordmaster skill if present.

Knights Of The Rose-Lorraine-G2671

The Knights of the Rose were formed as a compromise between various fighting Bushmen families in the Kingdom of Lorraine. At different times, the Rose was colored Red then White, the shades favored by each of the houses. However, since the alteration of embossed armor and repainting the Guild Hall was expensive, the Knights settled on the simple design of a white rose inside a red one.

Adventure #1071 Any character who is not an Orc, Gremlin, Troll (of any kind) who enters the Guild Hall and is not Undead or Lycanthrope. Must be a Knight level 15, Swordsmen Level 15, with Personal Combat of 15, and Effective Prestige of 4. Gains title #1771: Knight of the Rose worth +5 prestige, +5 influence towards Bushmen, and +3 tactics.

Jaelsilverknights-Cresentmoon-G2972

The Jaelsilver Knights were formed in 532FU to guard the Crescent pass in the Moonlight Mountains which led into the central Sylvan Forest. They are also used against raiding parties of Orcs, Gremlins and Trolls that camp in the Mountains and harass the forest.

Adventure #1072 Must enter the Guild Hall. Be a main or secondary character (1-1000) who is Elf, Sylvan Elf, Light Elf or Human Civilized with a Knight Skill of 15, PC 15, and Tactics 8. Must have a good alignment or Elune Religion (#2) and not be an Undead or Lycanthrope. Gains title 1772: Jaelsilver Knight worth 4 prestige, and + 4 Influence towards Sylvan Elves and Human civilized.

Swan Knights-Elacrai Tinel-G2973

Founded in 22FU to fight against the Raven Lords, the Swan Knights are the most prestigious Elven Knighthood guild. Nearly all the leaders of the Sylvan Forest were members at one time.

Adventure #1073 Must be an Elf, Sylvan Elf, or Light Elf. Must worship Elune (religion #2). The character in the range of 1-1000 must enter the Guild Hall and be a Knight level 15, PC 15, and have a base Beauty of 18. Cannot be Undead or Lycanthrope. Gains the title #1773): Swan Knight worth +7 prestige, +7 influence with Sylvan Elves, and +4 to skill of Bowmaster (if present).

Knights Griffon-Whitehorn-G2974

The Knights of the Griffon were formed in 82FU by Cavalas who would become the first King of a united Pelarn. The knights were his vanguard against the Raven Lords and represent the cream of the human knighthoods. They are traditionally mounted on Great Griffons for which the Knighthood order is famous, training them from regular wargriffons.

Adventure #1074 A human civilized with a good religion, a Wargriffon (#434), Knight 10, Personal Combat of 15, Strength of 12 and an Effective Prestige of 2 who is neither Undead nor Lycanthrope can apply within the Guild Hall. The Knight, when accepted, is given a Great War Griffon #1674 which has a greater carry capacity, combat values and special attack than the standard Wargriffon. The title #1774: Griffon Knight is worth 6 prestige, +6 influence vs Human Civilized, +3 levels to Knight, +3 Swordmaster (if present) and +4 tactics.

Mithril Knights-Domharl-G2975

The Mithril Knights origin is hidden in mystery. It started as a secret society during the days of Cloaking when Domharl was not known to the world at large. These Dwarf Axemasters are considered the best Knights with any Axe weapon and are greatly feared by the Gremlins and the Orcs who have been defeated mightily by this warrior guild.

Adventure #1075 Must be a Dwarf who enters the Guild Hall with a piece of Mithril. Must be a Knight 10, Axemaster 10, Personal Combat of 15, worship Manva, not be Undead or Lycanthrope, Must have a strength of 16. Will gain title of Mithril Knight worth +5 prestige, +5 influence with Dwarves, +4 levels to Knight, +4 to Axemaster, +4 Tactics.

Shadow Knights-Shadow City-G2976

Shadow Knights were originally an ancient police force patrolling the Shadow City, fighting off various evils of the Lake which have threatened the city since its earliest recorded times. They have since evolved into a formal Knighthood Guild mimicking the guilds outside of the Shadowling home city.

Adventure #1076 A Shadowling, follower of The One, must enter the Guild Hall. He/she must have a Knight rating of 20, Personal Combat of 25, not have an Undead or Lycanthrope Status. He/she must have a base strength of 12. The title #1776: Shadow Knight is worth +4 prestige, +4 Tactics, +4 Beauty, and +4 Constitution.

Skyknights-Windwalker-G2977

Ariels formed the Skyknights in response to growing conflicts with Gargoyles and Draconians over Wind-Trade routes that the Ariels were developing.. The Skyknights practice air combat both with and without mounts. Unlike their airborne enemies, the Skyknights have applied Techno-magic to develop flying chariots and Skywagons that form a major supplement to their air combat abilities. The Skyknights remain one of the most forward looking of the knighthood orders. Their detractors claim that this is because "the bird-brains of the Ariels can't remember the past so they only have the present and the future."

Adventure #1077 Any Ariel who does not have an Evil religion, enters the Guild Hall and is a Knight Level 10, Personal Combat of 12, Bowmaster 10 with a Dexterity of 16 can apply. Title #1777: Sky Knight is worth +5 prestige, +5 influence with Ariels, +3 strength, and +3 Constitution.

Valkyrie-Vecavia-G2978

The Valkyrie is a female-restricted Knighthood that was founded by the Vecavians and serves both Amazons and Vecavian women in need of additional martial arts. The women of the Valkyrie are feared as much as any warrior caste and are famous for their support of Breeding Raids along the coast of the Sea of Mist.

Adventure #1078 A female Vecavian or Amazon must enter the guild hall and be a Knight 10, Berserker 10, with Personal Combat of 15, Strength of 12 and Constitution of 12. She must not have a religion outside of the Pantheon (#1-8). Gains the title #1778: Valkyrie worth +5 prestige and +5 influence with Vecavians or Amazons.

Ou'lu Knights-Wahza-G2979

The tallest warriors of the Wazuri first grouped together after the massacre by Rashar the Butcher who, in 281FU, killed one out of every 3 Wazuri males. The Survivors vowed 'Never Again.' In their dialect, this is "Ou'Lu" and it has since become their battle cry. Using thrusting spears and javelins from behind zebra hide covered shields, these tall warriors have forged a reputation which has traveled beyond the Wazuri Woods to a respected place with other Knighthood orders of Pelarn.

(Adventure #1079 Must be a male Wazuri and enter the guild hall. Must have a Knight Level of 10, be a Canathar believer, have a strength of 15 and a constitution of 15 with a Personal Combat of 15. Gains title #1779: Ou'Lu Warrior worth +5 prestige and +5 influence with Wazuri.

Astral Gates

There are Astral Gates, which will allow players to go to different places, which are off the basic map. Some of these places may be other worlds, some may lead to different space dimensions where in effect a party is telescoped into a series of rooms/caves etc so that the 'province' scale is greatly changed. These gates may still be activated though keys in various forms will need to be found.

The Races

The following descriptions of races include some adventures for main characters only (#1-200) that are race specific and standard. For the most part the Adventures listed in the races may be done only ONCE by any main character unless specifically indicated otherwise. There are about 80 non-monster (#201-280) races in the game, some of which will have to be discovered in the course of play. Mage-masters may learn to create a new minion race. These will also have to be found in the course of the game. Dates, where provided, refer to the time since the Founding of Ulster or FU.

The Ancient Pantheon Races from the Age of Faith, sometimes called the 'Old Folk or First Folk' are:

Human	Orc	Maratasen	Highlander Human
Elf	Dwarf	Troll	Thunder Giant

The Astral Races, sometimes called the Twilight Races, appeared during the transition from the Age of Faith to the Age of Magic when the Pantheon opened the Astral Gates of Magic. They are:

Draconian	Dark Elf	Saurian	Astral Ogre
Gargoyle	Light Elf	Kraken	Insectoid

The Minion Races created in the course of the application of major Race Magic are:

Centaurs	Skull Head Leopards	Hobgoblin	Ariel
Kr'Tassen	Goblin	Satyrian	Fangor
Kobold	Wolfin	Bushman	Dragonspawn
Dangonian	Spider Folk	Gremlin	Nomads
Aranconian	Swampman		

The New Folk, who evolved from ethnic and cultural specialization and are sometimes enhanced by minor breeding spells are:

Amazon	Vecavian	Gnomes	Ogre
Wazuri	Sylvan Elf	Fire Giant	Hill Giant
Northern Maratasen	Redmane Maratasen	Swamp Troll	Snow Troll
Turthian Nomad	Vecavian Half Elf	Half Orc	Highland Nomad
Half Elf	Half Elf Nomad	Eastern Human	
Vargarian Human	Vargarian Savage		

The Enigmas are races whose origin is unknown and specifically guarded by the hierarchy of that race:

Shadowling	Halfling

(#201) Human

Humans strove to create urban-centric societies through their determined efforts in organized pursuit of the issues of nature, faith, magic, recorded justice and their inquisitions over the ethics of power. They have long since held the mantle of 'Civilized' as a shield against the gaze of outside observers. The civilized human is unequaled in his ability to restructure his society to achieve the domination of his environment, usually at the expense of, and regardless of the effect on that environment. A generous growth rate, the application of structured magic and the strongest religious integration of magic abilities of any race has provided humanity a wide societal power base. This base has allowed humanity to give legions of support to both its honorable side and its evil depravity. The dynamic between those forces leads mankind to the heights and depths of achievement in the broadest range of sentient behavior.

Physically, human civilized come in various shades of skin color and a wide range of hair and eye color with brown eyes being the rarest prior to the Age of Magic and slowly growing more dominant. Baldness in elderly men is considered a sign of mastering one's libido leading to old wives admonishment to their daughters; "Never trust a man with hair."

Civilized Humans are found mostly in the central cities around the Kingdoms of Lorraine, Barclay, and Ulster, though groups of them have infiltrated and begun to multiply in various areas throughout the lands.

Adventure #1001 The promise of Pelarn (The Good of All) looms strong in the cities of civilized mankind giving them hope to overcome the evil within and from outside. Humans hold a special place in their soul for The Chosen One (#1701). This will be a human (#201) with a Mark of Divinity, a priest level of 20, and the Ring of Humanity (#1601) who goes to the 'Origin of it all'. Many claim it is in Ulster City while other scholars claim it is the mysterious site of the Clash of the Pantheon of Powers. The Chosen One will lead mankind down the road of Light or Darkness and the faith of humanity is such that he/she gains great prestige (+10) in addition to an influence bonus of +10 when seeking human civilized followers.

(#202) Orcs

Of the ancient races, the most despised are the Orcs. Even Trolls who tolerate them look down upon the short Orcs as some sort of sentient vermin. Orcs are combative and destructive. They bring a great sense of vandalism to their destructiveness, almost a wantonness and enjoyment of the act of defamation. Other races have developed such cultural defects; but with the Orcs, it seems to be a genetic predisposition. The Orcs also have been accused of having a warped, vicious sense of humor. They will torment their captives during years-long public festivities.

While in general they hate everyone and are not too fond of each other, the Orcs have a particular hatred for Dwarves and Elves. One they call Rock Heads and the others: Tree Huggers or Splinter Lips.

Orcs are found everywhere but tend toward the mountains and are followers of Canathar or Dekatar the Dead. In the East, their center is in the North around Skull Mountain while in the West the Moonlight and Dragontooth Mountains are the home of many of their breed. Orconia, the largest of their cities, is located in the Northern Spur of the Moonlight Mountains.

Adventure #1021 For Western Orcs, bringing a Prisoner to Orconia (must enter the city) establishes one as someone to be watched. Such an Orc will receive the title of 'Um'One' (#1721) worth +3 prestige and +3 influence with Orcs and Gremlins as well as +3 levels in any of the skills of Stealth, Thief or Assassin.

Adventure #1022 For Eastern Orcs, obtaining an Undead status and bringing a Prisoner, who has a religious status, to Skull Castle province is worth the title 'Skull Master' (#1722) and will gain the character +4 Prestige, +4 influence with Orcs and Skull Head Leopards, plus 3 levels in Necromancer, Assassin and Priest if they have such skills.

(#203) Elves

Elves were the original deep forest dwellers whose long life-span lead to a stoic approach to life. There was, after all, always time enough left to get things done if it was really, really, really needed, though the Elves categorized almost nothing this way. Personal grace and meticulous care to presentations of all sorts have lead to a complex and rarely appreciated set of protocols and social graces which few other races have the patience or inclination to accept. They may take several years to plan the presentation of a marriage proposal to the parents of the parties involved. The coming of magic had a profound impact on the Elves as they, unlike their Human grassland neighbors, found that not only were they susceptible to magic mana generation but they also had a higher resistance to attack from magical means. This, combined with the beauty of their race by human standards, has caused numerous conflicts and fomented the evolution of a more aggressive and 'hasty' Elven folk.

Adventure #1007 There is a story about the rite of passage of the Elven children of old. Elven children, at their time of majority, were taken to the Bronze Enchanted Forest. There, in groups of 20, they were led on a series of adventures. During these adventures, the inner self of each of the children would come to maturity. The essence of their adulthood would be established with childishness swept aside. For some, The Passage was never completed. This, it is believed, was the origin of the pixies and sprites that haunt the deepest woods. Others were mortally wounded in their efforts, encased in a leafy shroud and set aside. At the time of the Pantheon's rise, the Bronze Forest was swept away by the Astral Storms of Magic. An Elf (race #203) who gains the Bronze Leaf (#1607) and finds a province of the original Bronze Enchanted Forest may claim the title of 'Initiator' (#1706) (worth +15 influence with Elves) and call forth the lost of The Passage at the start of a new year (Late Winter), which will yield 5,000 unskilled Elves.

(#204) Dwarves

The Dwarves are a hearty, determined race found mostly in mountains. Large collections of them are in the Gold Mountains where Domharl is their major city.

Dwarves are not known for their hospitality and look with suspicion on any race with settlements in the mountains. They have a long standing racial animosity towards Orcs and Trolls while their historic conflicts with the Elves are a matter of environment economics. The Dwarves prefer to thin out the heavy forests of the high mountains to support their underground mining and city developments while the Elves would rather have the Meldorian trees protected and only use the wood in creating their magic staffs and bows.

Dwarves have a 8-1 ratio of males to females and, as such, the 'small beards' are highly protected. Culturally, they are not allowed to take positions of danger and adventure. Therefore, Dwarven characters are restricted to males at start. A large proportion of the population has 'Glitter Lust.' Their focus and fulfillment comes from mining the glittering gems and minerals of the deepest mines. Most highly sought are Gold and Mithril, which are ingredients in many of the Dwarven artifacts. Dwarven enchanters and craftsmen are highly praised even by the occasional Elf who forgets his self restraint.

Adventure #1018 The Dwarves have a cultural bias against short jokes, which are often directed at their stature and culture. One traditional 'adventure' is for Dwarves to venture to Domharl's sacred inner walls to confess their weakness and seek atonement through self purification. They bring with them one stone (#414) which is placed against the inner wall (must enter the city) as an offering and, with the magic of their sincerity and the truthfulness of their faith, the stone is melted away while they are renewed. This is called "The Procession" which yields a title of "Cleansed" (#1718) and gives to the Dwarf +2 Beauty, +2 Constitution, +2 Strength, +4 Influence, +4 Prestige. The Dwarf with the skill of Axemaster or Enchanter will gain +3 levels to those skills. Their neighbors, who also harbor a deep envy for the unmatched power of the walls of Domharl, have often called the tradition "a procession of shortcomings."

(#205) Ariels

The flying Ariels resemble humans with short feathered magical wings. Their human-like faces are in sharp contrast to their feather-covered neck and shoulders. The male's feathers continue smoothly up the sides and the back of their heads where humans and the female Ariels have hair. The males have thick feathered eyebrows and their crown coloration is a rainbow of colors in contrast to the skin of their body which has a pale blue and light gray patched 'ground side' and a black or brown 'sky side'.

The Ariels were said to have been spelled by the Elves of the Light Council which sought to create a race that could scout at a distance and provide a counter to the alliance of Gargoyles and Raven Lords that once threatened the Enchanted Forests.

While they are not known to have long attention spans on any matter of abstract concern or delicate diplomacy, the Ariels are fond of trade and have often sought to use their sky powers to promote their merchants' wares. Able to navigate over the Sea of Tears by instinct, they have often come in conflict with the Draconians on tradewind rights though the Ariels are not know to hold a grudge for long. Their shortened memory for unfavorable things has also led to conflict with their partners since they tend to forget about unfavorable one-sided trade provisions that they may have been forced into and thus, at times, are accused of smuggling. Of course, the Ariels claim they simply 'forgot' about those clauses in the contract or treaty. Ariels have a cloud castle called Windwalker that generally floats over the bays of the Western Sea of Tears. The leadership of the Wind Folk, as they call themselves in song, is chosen yearly from the characters who can demonstrate an interest in leadership and have an Aviary under their control composed of populations of Ariels.

Adventure #1045 The Ariel who owns a location which has at least 300 Ariels in it, may secure the title of 'Wing Master' (#1745) by going to Windwalker if they have a tactics of at least 7, influence of 8 and personal combat of at least 10. The title is worth +6 prestige and +8 influence towards Ariels. The completion of the adventure will also gain for the character +5 skill levels in Merchant, Knight or Ranger.

(#206) Maratasen

Pronounced Ma-rah-TAH-sen, they are sometimes called the Lion Folk because of their lion-like appearance. They tend to be found in the foothills and light forests around the grasslands. The males, who constitute only 1/4th of the population, feature a dramatic mane and even more dramatic displays of temper. In the ancient Maratasen dialect, the word Berserker means "Man-Skill". A male with a 'Cold Temper' is feared by his contemporaries. In the famous duel of the 'Bloodmane', the ferocious charge and roar of Redtooth was met by a steady, open-eyed stare by Goldmane Coldheart until, just before the leap, Redtooth pulled up short, stunned by the cold reception his challenge had received.

The Maratasen "Pride Laws" emphasize rank and honor in a society, which has a peculiar balance of inner power. Only males may hold political office, positions of nobility, or make binding contracts. However, only the females may vote for political officials or own land and structures. Maratasen medicine concentrates on combining various pressures applied to the spinal cord while exciting 'healing points' using the claws of the healers. Females provide the bulk of the combat forces with males often relegated to special units or placed in front line positions where their combat temper can best be directed against the proper opponent. Occasionally, top military positions will be held by males with a 'Cold Temper' and, typically, strong staff support by females.

Maratasens and their acknowledged relations, the Northern Maratasen and Redmane Maratasens, have a great prejudice against the Undead and nearly all of their more powerful items, titles and adventures restrict participation by the Undead.

Adventure 1011 A Maratasen with the ambition to lead The Pride must first gain the title of "Pride Honor" (#1709). To do so, one must be a Maratasen but not be a necromancer, thief, assassin, spy, or rumormonger. Must have a good or neutral religion of the Pantheon and go to the Pride Peaks (must be in a province with the message "Pride Peaks..." on it) to proclaim one's self as such either in Mid Summer or Mid Winter. The Title of Pride Honor is worth at least +8 influence and +4 Prestige in the Maratasen Pride.

(#207) Saurian

The Saurians are the strongest of the medium races and their lizard-like aspects may have come from dinosaurs who had evolved on an ancient world trapped in the Astral Plane. When the Pantheon burst the Age of Magic upon the world many Saurians were cast into the world. Those not near the sea perished. Some near the coast were able to survive long enough in the wetlands to resolve the diet and breeding adjustments needed to sustain themselves. The Saurians, as a race, are not very spontaneous in their ways. They are a very deliberate race into long range planning and will work on a plan for generations before releasing it and continue to follow the plan even though conditions may have changed. Making wide spread alterations is not done spontaneously but must be planned.

Much of their society is controlled along genetic lines with 'characters' destined to lead the population from birth. Saurians have learned to use both magic and faith as a means to power more than a matter of conviction. Upon asking a Saurian priest why he is a priest of one religion and not another the answer is likely to be "It works for me". This lack of conviction has led to Saurian priests being scorned by other priests. However, one positive side effect is that there are no religious conflicts in the Saurian 'Nation' even though the religions may appear to be dead set against each other. Saurians look past possibilities of religious conflict with other Saurians, preferring to act in religious groups complimenting the spell list available to their community. It is not that they are religiously tolerant. They are contemptuous of all faiths but find them useful since their rituals and consecration insure access to the spells of these religions.

The Saurian people see themselves as one 'Nation' separated from the rest of their people by the Astral Storms. They have different views of space-time than most and continue their base 12 counting system called the Ur'Rah system which has confounded more than a few translators of Saurian works.

Saurian Cities are build along coastal ways with their main gates always pointing to the sea. A sea road is always build running directly from the sea at low tide to the main gate of the city in a straight line. This road is always built along the line of the Spring Solstice for reasons the Saurians never even knew but they will not deviate from this tradition under pain of death.

Once, an earthquake shifted a Sea Road and the Saurians worked around the clock until the road was rebuilt and moved back.

Saurians are the best sailors in the world of Pelarn and dominate the sea trade in the Sea of Tears where they often come in conflict with the Draconians. Saurians despise the Draconians and become enraged when near them. Saurians blame their separation from the rest of the Astral Nation on the Draconians and have scrolls that record old 'Star-dates' of Astral Fleet battles with the Draconians and other "Star Trash".

Adventure #1020 A Saurian who brings the Trade Ring (#1620) from Ur'Tok to Veca will be hailed as a navigator and tradesman. The title of 'Navigator' (#1720) will be given to him worth +8 prestige and +8 influence with other Saurians. This Saurian will also gain +4 in any of the skills he has of Ranger, Merchant, or Stealth.

(#208) Trolls

The Trolls are a large, combative race who favor mountains and have strong concentrations in the Northel and Northeast Mountains surrounding Bataar, reaching down to Skull Fortress. Smaller communities are found in the Moonlight and Amber mountain ranges as well as scattered around Orc communities with whom they are often associated.

The Trolls are leathery and extremely tough with a high constitution assisting their healing, leading to stories of their 'regeneration'. Trolls do not swim and have a fear of water, a situation not shared by their swamp brethren, the Swamp Trolls. Trolls go through spasms of sudden organization and the piecing together of a drive towards a formal kingdom under an inspired leader and then, just as suddenly, fall out amongst themselves into civil disarray. The Trolls have often allied with the Dark Minions and the Arch Villain Culthusa who has found their superlative combat abilities so attractive that Trolls form the main contingents of his 'Night Guard'.

Trolls have favored the followings of OM, Canathar and Dekatar the Dead. They are considered as trustworthy as Orcs in their diplomatic efforts.

Adventure #1028 Trolls who seek to gain leadership recognition must go to the Troll Top province in the Northel mountains and must have religions of either OM, Canathar or Dekatar. They may not have the skills of Bard, Merchant or Rumormonger. The Troll will then receive the title of 'Troll Lord' (#1728) worth +5 prestige, +5 influence with Trolls as well as an increase of +3 to the skills (if present) of Berserker or Axemaster.

(#209) Thunder Giants

The Thunder Giants are a large, ancient race who tend to operate in small family groupings that roam out from "Thunder Home" a city in the clouds in the Amber Mountains. At the coming of magic, their Thunder Home was set upon by an Astral storm and either shattered into smaller parts or taken into another plane. Ever since, Thunder Giants roam the world in search of their heritage. They have occasionally participated in the Raven Lord Wars generally on the side of the Kings of Pelarn of old.

These Giants have a strong family bond that has occasionally been extended to 'short folk'. While they keep to their giant communities, they have brought in non-giants on a few occasions. Thunder Giants are a pensive group and have founded several magic guilds with an emphasis on summoning, teleporting and other wizardry spells involved with teleporting. They will work with and associate with other Giant races but do not like Ogres or Draconians, both of which they consider unnatural. They especially resent comparisons to Ogres of any kind and will seek to drive Ogres off of their land areas.

Adventure #1036 Thunder Giants remain enthralled with the very existence of Cloud Castles. There is a rumor that the Draconian Cloud City may have a key to the mystery of the Thunder Home. A Thunder Giant who goes to Skystone cloud castle with the Thunder Crystal (#1636) can secure the title of 'Thunder Lord' (#1736) worth 8 prestige, base 8 influence, 8 beauty and a Mark of Power for completing the adventure.

(#210) Half-Elves

Half Elves were conceived from matings between Humans and Elves during the Enchanted Storms that turned the Silver leaf pools of the Clearwater River into whirlpools of "Passion Swirls". Such matings successfully generated offspring only during those times. While the offspring were generally shunned by both Elves and Humans, it took only minor breeding spells for these Half-Elves to reproduce other Half Elves.

Half Elves bring strange mixes to their genetic make -up as they exhibit manic swings in both mood and worldly outlooks; from carefree joy at the simple things of life, to deep depression at their 'Doomed Fate'. As a group, Half Elves believe that their very internal genetic ability to reproduce is tied too delicately to the magic of the world. They feel it is inevitable that the magic will evolve or go away and with that they will fade away unable to produce their next generation. Half Elf poets who dwell on this are called Doomsayers and, for some reason, this view-point attracts the best of their Poets. Their songsters are famous for ballads of unrequited love typically of a Half-Elf for an Elven maiden or a lost human princess in the woods.

Half Elf society has seen the growth of 'Publicanism'. Town and village leaders are elected, who, in turn, elect provincial leaders who appoint 'Publicans' to' represent the Public in set areas. There is a Publican of Safety to patrol the cities, a Publican of War to lead an expedition, etc. Because the idea of 'publicanism' is associated with Half-Elves, it is looked down upon by many other folk.

Sarlion, as the main city of the Half Elves has been the focus of their experiments in government and is suspiciously watched by the Kingdoms to their south who fear the social structure of the half breeds may corrupt their own order of politics.

Adventure #1047 Making oneself available for public service, the Half Elf must go into the city of Sarlion and not have an Undead status or evil religion. He/she must have a base influence of at least 5, tactics of 5, a Personal Combat of 10 and a Mark of Destiny. With them, the title of 'Publican'(#1747) worth 8 prestige and 8 influence towards Half Elves, Half Elf Nomads and Vecavian Half Elves can be secured. This Publican title will also allow various Publican Batons found in the Sarlion Ministry of the Public to be used.

(#211) Vecavian

A matriarchal human-based society found in the Island of Iceara which began in the year 223FU when thousands of women fled from Lealock to the Sea of Mist when it was over-run by Vargarian barbarians. They founded the city of Vecavia some 15 years later and have, through isolated development and selective breeding, developed a race where women are dominant. In the combat arts, they emphasize the use of missile weapons and dexterity. Early contacts with the Maratasen Outcast Mage have allowed them to integrate into their breeding spells a female birth bias that runs 20-1. Other than that brief contact with the Lioness of Lesbos, they have maintained a hostile attitude towards all outsider incursions into the Sea of Mist. Able to sustain their population through occasional contacts with the Elves of the Sylvan forest and 'breeding raids' into the Cinder Land, a group of Vecavian Half Elves has grown up around the edges of the Misty Sea. This society is extremely gender segregated and the few males are generally kept out of public view.

Vecavians are physically tall and thin with brown and black hair. Dark eyes are very common. Starting player positions may not use male Vecavian Characters. This would be a violation of the Vecavian concept of the role of 'males'. Other male characters may be influenced although it is discouraged culturally.

Adventure #1005 Gaining a slave mate by a Breeding Raid to the mainland is a passage of sorts for Vecavians. As such, bringing a male prisoner to Vecavia gains one the title "Masteress" (#1705) which will give that Vecavian +20 influence towards other Vecavians and +20 for Amazons. The male must be a captive, not of Undead status, and should be either Human Civilized (#201), Highlander (#221), Turthian Nomad (#241), Elf (#203), Sylvan Elf (#223), or Light Elf (#216). The prisoner is given to the Breeding Guild and kept for future needs. The constitution or dexterity of the reserved captive is occasionally used for comparisons of the prowess of the Masteress with others although the Breeding needs of the Matriarchy constantly shift between those two attributes.

(#212) Ogres

Ogres are found in small communities primarily in the West-Northwest although scattered reports have found them near the foothills of numerous mountains. The Ogres are directly related to Astral Ogres but, while preserving all of the limited vocabulary of their Astral forbearers, have added a few contractions and are now able to handle some longer communications. The classic Ogre phrase of "Which way did d'ey go?" being a rather long phrase. Ogres have also extended the occasional use of two syllable words such as "girl-lee", "kit-ty", and even some form of insults such as "taste yuckie" have begun to distinguish them from Astral Ogres. While their detractors have said that in a few million years they may even approach the intelligence of a retarded dolphin, there have been astounding developments in Ogres including the ability to recognize certain letters and numbers as parts of words. While the sequence of numbers and their meaning is still an arcane mystery to Ogres, they understand that their favorite word, Food, begins with the letter 'F' and is thus recognizable to all adult Ogres. Unfortunately, this has caused neighboring sentient settlements considerable initial grief when towns with names like Farmingdale have a road sign with an arrow pointing their way the Ogres in the neighborhood after eating the signpost head for town thinking it is food. There they roam around the streets munching on and destroying any 'F' labeled place such as Fire Station, Florist, Farm Guild, Fair, etc. As such the public use of "F' words in Ogre territory is forbidden.

While known for temper tantrums (in Ogre, "Long Speak") there is a gentle side to Ogres with their absolute fascination and deference to innocent little children. In fact, it is the children who often chase Ogres out of the towns since they will not knowingly hurt children. This bizarre side to them, may be one of their innate survival skills, otherwise Ogres would have long since been hunted into extinction. Rather astoundingly, Ogres have been able to grasp military concepts and have ventured out as solo warriors. Their inclination to attack anything that is monster-like allows them to be tolerated by their neighbors who will often recruit the Ogres to go lair bashing and clean up the neighborhood. Dwarf Cakes and assorted other sweets have been known to bribe entire Ogre mercenary parties into attacking even mature dragons.

Adventure #1027 Ogres pilgrimage to the Thraxx Bow Gate which is isolated in the Northern Fens on a rocky peninsula into the Sea of Mist. Ogres who go there can claim the title of 'Bow-ster' (#1727). This homage increases their dexterity/beauty and strength by 3 and their prestige by 3. The title also figures into the use of a ancient Ogre artifact that allows for 'gating' back to the site from anywhere. Unfortunately for the Ogres, they can not remember what the relic is.

(#213) Draconian

The Draconians are a dragon race which came to Pelarn with the coming of the Age of Magic. Dragons have always appeared in the world, but this flying race of large, organized, sentient beings with their fierce battle roar and acidic fire breath stunned the folk of Pelarn. They uniformly reject the Pantheon and embrace what they call the Dragon God (see religions). While they generally view Dragons with reverence, they have been known to slay what they consider to be sacrilegious rogue dragons. Looking upon the bulk of the peoples of Pelarn as indistinguishable, they hold special scorn for the Ariels who share their flight abilities and have been known to challenge their air superiority over the Sea of Tears. However, while they may clash with the Ariels over tradewind routes and aviaries, they have a hatred for the Saurians that, according to the legends of the Draconians, predates their arrival in the Astral Storms of the coming of Magic. Whatever their feelings toward the Saurians as ancient enemies, they have a bottomless hatred and disgust for the Dragonspawn of the Raven Lord's Dark Minions. These they consider an insult to the Dragon God and they have been a major division between the Draconian Federation and the powers of Darkness.

Their cloud castle capital 'Skystone' floats across the inland sea sometimes hovering near the Teeth of Mathaal and, at other times, in the central trade islands whose names are in dispute. Along with the Ariels, they have been rumored to know about the creation of cloud castles.

The Draconians have disdain for the Undead and Lycanthropes whom they consider to be weak aberrations of the astral possibilities. No self respecting leader of the Draconians will tolerate those statuses in Draconians.

The Draconian culture is built around powerful mercenary characters who come to the fore to lead the Draconian Federation in their adventures. Their culture which is called "Dracon" is little understood outside their society and appears to be harsh. 'Draconian' measures have come to represent terrible sacrifices and harshness in the world of Pelarn. One of the unique aspects of the Dracon is that new leaders eat the brains of the deposed leader then rips out his heart to save in a secret place. They will then call upon the Priesthood of the Dragon God to resurrect the slain. Obedience without retaliation or slacking is normal behavior for the defeated leader as long as his prior heart is maintained by the new leader. It is said that some leaders could actually kill those whose heart they had by means of a special ceremony that lies masked in the legends and lost scrolls of 'The Coming." Their limited numbers often mean that they have to use conquered or 'purchased' minions to support their worldly goals.

Adventure #1032 The Draconians are obsessed with the collection of 'Star Metal' (#1632) and other more mundane metals such as Mithril, Gold and Silver. A Draconian mercenary lord who secures 10 pieces of the sacred metal may secure the title of "Star Lord" (#1731) worth +10 Prestige and +10 influence towards other Draconians as well as increases of +4 in skills of Priest (Dragon God), Enchanter or Wizard.

(#214)Aranconian

The Aranconians are a large spider-mantis type race who feel they are the Master Race. They look down upon the Insectoid and Spider Folk who fear them greatly because they have been vassals of and occasionally dinner for the voracious Aranconians. They had a strong magical origin and have been in the service of many Raven Lords. It is even rumored that they were once Raven Lords seeking mastery over the Elven Woods.

The Aranconians have adapted to monthly breeding but have the ability to magically consume large numbers of Insectoids and Spider Folk to create Aranconians. However, this ability is hidden in the race's lost 'Nesting Scroll'. In the meantime, they collect and maintain, as serfs, growing numbers of Insectoids and Spider Folk while waiting for the time to make a metamorphic spelling.

Aranconian leadership places an emphasis on genetically conditioned obedience triggered by spells and magic items. The Raven Lords sought to use this to control these powerful creatures but they rebelled. They took control over their own destiny with a subtle spell that configured the Ring of Arancon to only work for one of their own race.

Adventure #1059 An Aranconian who can secure the Ring of Arancon (#1659) can gain the title "Nest Master"(1759) worth +10 prestige and +20 Influence when dealing with Aranconians.

(#215) Kr'tassen

A combination of giant bears and Maratasens, these smallest of the giant class of races often associate with Maratasens and individually are found everywhere in the world. Their gregarious, curious natures allow them to integrate into various other societies and they are sometimes found in small communities inside major cities. For some reason, they have become big in the trade of Inn Keeping where they often double as bouncers.

City Kr'Tassen tend to shy away from siding with either the good or evil of the world as they feel that it might be bad for business. They are often involved in all sorts of special (illegal) minor trading in goods and services associated with the more active aspects of Inns such as gambling and social entertainment, not so much as participants but as expeditors and arrangers. Unlike their city relations, country Kr'Tassen tend to concentrate on river fishing and river trades with a high degree of respectability.

Unique amongst the Kr'Tassen is the formation of triangular bonds with couples composed of different races. As the third party, Kr'Tassens are emotionally strongly bonded with racially mixed couples in these unorthodox mini-family groups. They generally act as the more public figure of their mini-family. The Kr'Tassen plays a multifaceted role, providing a steadying support to the couple and acting as a grandparent figure to the children. This peculiar bonding which often includes a Maratasen in the pairing has sometimes given these bear folk the name of 'The Catalyst" which is Kr'Tassen in the old speech.

Kr'Tassen Clan names generally relate to various northern streams where their ancestors were believed to have been spell bred. The Clan leader is called the 'Claw Keeper'. His title has the magical ability to trigger the power in relics from the time of the First Breed.

Adventure #1040 The title of Claw Keeper (#1740) can be obtained by a Kr'Tassen who has a Mark of Destiny and a base influence of 7. This Title will further increase his prestige by 7 and influence by 7 when dealing with other Kr'Tassens.

(#216) Light Elves

The Light Elves also broke with the Elves of Old over the issue of magic, which they too embraced. However, the ideal of Pelarn was strong in them. These Light Elves sought ways to encourage the Good Of All in all races. Even though a closed society, they send out their most talented characters to act with good will in the pursuit of Truth, Justice and the Hope of Pelarn for all. Masters of magic, they are not known for great physical prowess. Yet, their small bands and determined leadership from the Council of Light have tipped the scales in favor of many a just cause.

Adventure #1009 Members of the Council of Light (Title 1709) are Light Elves with magical abilities who have Good Religious Alignments or Elune Religion (#2). They may not have Undead statuses. Light Elves who secure a Mark of Wizardry may claim to be on the Council. The Light Staff (#1609) if found may be used to great effect by a qualified member of the Council of Light.

(#217) Goblins

The Goblins are a small race, related to the Orcs of Old. Goblins tend to be more gregarious with other Dark Minions and even more pliable by the Arcane Powers of the Night. Less vicious than the Orcs or the Gremlins they have a predisposition towards trading. While weak in combat ability, they tend to make up for their lack of abilities by operating in massive hordes on the battlefield. Goblins have a greater tendency than Orcs to go underground and, as such, the various branches run head on into Dwarves and the Gnomes. Once a favorite Minion of Canathar, they have become more independent in the last hundred years and have begun to consider themselves as a separate kingdom rather than part of someone else's grandiose plans of conquest. The Evil religions are still favored by the race with an increase in the following of Dekatar of the Dead in the deepest of their underground cities in the Amber and Nogna Mountains of the East as well as the Dragon Tooth Mountains of the West.

Adventure #1024 The Goblins believe in the Golden Goblet (#1624), which is said to have powers of transmutation and can change Stone to 'Goblin Gold' also known as Mithril. The Goblin who has this object can claim the title of 'Golden One' (#1724) worth +12 prestige and +8 influence as well as the ability to use the Goblet.

(#218) Halflings

It is a mystery where The Halflings of the Grey Forest came from or when they arrived. The subject perplexes them and they often talk in riddles. When asked where they came from, they generally reply that " ...What is important, young fellow, is where we are going, which I won't know till we get there; that is, if anyone can ever go from here and say they are there." They maintain a backwards calendar which counts the days and years down from 3 years in the future, at which time the Time Keepers will let them know what to do for the next period. They are fabulous gardeners and like to live in underground villages and hamlets in forested hill areas. With large hairy feet, and an otherwise clean-shaven human-dwarf appearance, they approach the ability of the Elves at dexterous manipulations. Rather shy of combat arts, they provide short bow archers with poisoned arrow heads as their main battle force when the woods are threatened. They also use spells of confusion and blending to avoid contact with hostile forces. They are a friendly race who do not flinch from the horrors of the world though it saddens them that there are so many. They have always sided with the Elves against the invaders of the Sylvan Forest and will send small detachments to help them out. Far more valuable is their covert skill at stealth, sabotage and the stealing of vital items from the magic closets of the enemy hordes. While stealing is unheard of in the Halfling community, the ability to pick pockets, sneak around undetected and the ability to remove hidden items is an activity that is practiced for festivals and celebrations with much glee. The skill, not the deed is what is honored at their parties. They also have a riddle contest tradition in which they love to play word games, sometimes assisted by a playing board and at other times just leaning up against a tree and chewing some tobacco leaf in a verbal contest.

Halflings have a series of Mayors who look over their hamlets and villages and run the festivities, which appear to be the main function of government in their society.

Adventure #1054 A Halfling who can secure the Riddler's Book (#1654) can gain the title of 'Riddle Master' (#1754) worth 8 prestige and 8 influence with Halflings. It will also gain them +3 levels in Stealth and/or Bard. Must not have an undead status or an evil religion.

(#219) Fangors

The Fangors are a small two-legged snake race derived from the breeding spells of the Raven Lord Sss'tad around the start of the second Raven Lord War. The poisonous spit of the Fangors gives them a nasty special attack. Their society is built around groups of 'Queens' who function like Overlords. The Queens all seek to be the Sss'mpress who can lead the Fangors to their own empire. Unlike some other Minion descendents, the Fangors have a sense of balance about the world. They do not seek total control over other species, merely a separate but equal status in the nations of the world. The Fangors have risen above their Minion status. Reportedly, there are Raven Lords who hail from the Fangors while, at the same time, Fangors who have fought against them.

There have been Giant Fangors sighted in the nightmares of travelers through the Haven Marsh where the Fangors maintain several strongholds. Water traffic on the Clearwater River has been raided by the Fangors though they tend to stay away from Ariel convoys, which touch down on coastal banks.

Adventure #1035 A female Fangor may get the title of Fangor Queen (#1735) by being in a province of the Haven Marsh with the message "Haven Marsh.....". The character must have a base influence and a beauty of at least 7. The title of Queen will enhance her influence by 4 and prestige by 4 towards Fangors while allowing for inclusion in various breeding and summoning rites, which may be rediscovered in the lost writings of Sss'tad.

(#220) Eastern Human

Eastern Humans like to consider themselves Imperial Humans since they are the major population of the Baccus Empire in the East. Eastern Humans have a more hedonistic view of life than their so-called 'civilized' associates in the West. They have the greatest guilds for Bards. Their Inns have been enlarged with some almost approaching palatial standards. They have also had far more extensive experimentation with government structures than in the West. The Baccus Republic existed from before the Age of Magic until 145FU. Even during its Imperial history, the role of the Senate and the Council of Mayors has shared various levels of power with the Emperors. Advanced development of cosmetic spells has led to a gradual increase in the beauty of this vain race while the constitution of the race has historically fallen with its birth rate. A radical group of 'Pipers' blames this on an almost exclusive use of lead in the plumbing of their major cities. These Pipers have been discredited, however, as 'Shadowling Toadies' since their position has been supported by Shadowling 'Truth Parties'.

Adventure #1016 With Mathaal as the Capital of the Baccus Empire, a serious Eastern Human with Imperial ambitions needs to go to Mathaal and become an Imperial Defender (Title 1716). The title gives the holder +4 prestige, +4 influence and the Imperial Signet Ring (#1616).

Adventure #1017 The Fall Cohort Training is applicable to all knights (skill 20) level ten or more who have the title Imperial Defender(#1716) and an Imperial Signet Ring (#1616). The Character must be in a legion type force. The Legion must be in the area East of column 100 (x coordinate), South of Row 20 (y coordinate) and North of row 65. One slot of soldiers may be converted to Eastern Human Enchanted(371) Legionaries with Javelins, Magic Shields (#159) and Imperial Armor (#1377).

(#221) Human Highlanders

Lacking the pretentiousness of their civilized relatives, Human Highlanders tend to live in scattered settlements throughout the hills and mountains of Pelarn. Many have not embraced the new religions of the Pantheon. There are numerous Pagans and Heathen Savages in this barbarian culture whose emphasis on the short term marks them as separate from the long range planning of the civilized components. Highlanders tend to stay away from urban life and prefer the open villages and hamlets of the countryside. They believe in living life to its fullest and embrace the passions of their soul rather than seek restraint and self control. Physically, they are generally healthier and stronger than their urban friends who they say are suffering from the 'neurosis of civilization'. Suspicious of magic, the drain of magic adepts to the cities has hurt their growth rate and further divided them from Civilized Humans.

Adventure #1002 Militant individual power is highly respected and the highest position is reserved for The Warlord (#1702). He shall be a male Human barbarian (#221) who has the Berserker Skill (#19) at level 30, a Mark of Power, a base Personal Combat of 30, a base Tactics of 30, The Sword of the Warlord (#1602) and claims his title at the Sacred Rock in the Doleman Peaks. The Warlord will gain increased influence with Human Barbarians (+20) and be able to use the powers of the Sword of the Warlord.

(#222) Half-Orc

Of all the 'half breeds, none are as despised as the Half-Orcs. Mixing either an Orc or a Half-Orc and a human female under the Breeding Spells of the Half Moon will create another Half-Orc. Half-Orcs are also able to breed among themselves by use of genetic Breeding Spells tied to the monthly phases of the Dark Moon. This half breed race combines the vile nature of humanity with the wanton destructiveness of the Orcs, thus reaching new depths of depravity for sentient beings. However, there is a rare yet lingering group of Half-Orcs, 'throw-ups' in their own slang, who seem to have some of the better qualities of both races. These outcast individuals tend to have a comedic yet caustic view of life and have appeared in civilized cities as comedians like the famous Don Orckles who would call hecklers 'Orcy Pucks'.

Half-Orc society consists primarily of barbaric villages and towns where riotous mob mentalities are only suppressed by the whims of the local Overlord. Religious convictions tend to run toward the darker side of the Pantheon with some showing for OM recently, though he is in third place behind Canathar and Dekatar. Half-Orcs may be found with Orcs and assorted others, including the Dark Minion races, where they are generally placed in secondary roles or as priests of various perverse cults of the Dark Pantheon.

Adventure #1004 A Half-Orc with a base strength of 15 who secures a live human (#201) female prisoner can, during the odd months of the Dark Moon (#1-3-5-7-9-11 months), go to Lox Peak and perform the ritual of Breed Master (title #1710). This title will give the Half-Orc +8 influence with other Half-Orcs and will give him +3 Constitution and +3 Personal Combat.

(#223) Sylvan Elves

The Sylvan Forest of old was the home to many Elves. In the course of the coming of magic, they quickly came into both contact and conflict with the Ravenlords. They were forced from a stoic isolationism to determinedly active defenses and alliances with neighbors. At various times they are allies of the humans of Pelarn as well as in dire conflict with the successor states of Lorain and Barclay. The Sylvan Elves take a suspicious view of other sentient races. Learning the sometimes not too delicate dance of diplomacy, they have had to turn away from their traditions of extended protocols and patience. Numerous invasions and the repulsion of attackers have forced the Sylvan Elves into emphasizing combat abilities while their diplomatic needs have lead to moderation and coalitions. A combination that is not respected by the other Elven races and has led to numerous racial snubs.

Like most Elves they have a particular dislike for Orcs and Trolls whose mountainous cave hamlets ring the Eastern border of the Forest. The invasion of the Forest in 826FU (2 years before game start) by a large army of Gremlins, Orcs and Highlanders, leading to their repulse at the gates of Elacrai Tinel, has left the Sylvan Woods in a virtual state of siege with bands of Dark Minions still found in the woods.

Adventure #1010 The Sylvan Elves have a Spring-Summer time (Early-Mid-End only) ceremony of the "Enchanting of the Arrows". A Sylvan Elf who is a Bowmaster as well as a Ranger and has an "Other" status (that is NOT Undead, lycanthrope or religious while having some status) may bring a force of soldiers to a province where there is a Pool of Enchantment (see messages on province). There, one Slot per adventure action may be changed to 'Enchanted' Ranger Archers with a morale increase of +20 and their weapons changed to Magic Elven Bows. This may be done multiple times during the allowed months.

(#224) Gnomes

The Gnomes are, in some way, related to Dwarves and rumored to be somehow associated with the enigmatic Halflings. Physically they are short and the males tend to grow 'half beards' only on the outer rims of their jaw and chin. Baldness is common and considered a sign of a fulfilled period when young. They are a race that favors hills and mountains and underground locations but have a peculiar affinity with the Redmane Maratasens. In fact, some Gnomes have been raised in Redmane camps. It is not unusual for foster cubs to be placed with Gnome families.

The Gnomes are a studious race who have a great deal of patience and a fascination with mechanical things and written records. Gnome 'contraptions' and gadgets are well known throughout the Southern lands where they tend to stay. The main concentrations of Gnomes are in the Doleman Peaks and the Harachi mountains.

Adventure #1019 The Gnomes tendency toward personal construction is well known. A Gnome may collect a unit of lumber (#413) a unit of iron (#416) and may then construct a Gnome Admin Gadget (#1619) which may be given to any Gnome with an Admin skill. It will raise the skill level by 4 of any Gnome carrying it. The maker will also get a 'Masters' title(#1719) which will give him +4 prestige, +4 influence, and, if the character has an Enchanter or a Seer skill, it will increase those skills by 4.

(#225) Dragonspawn

The Dark Minion Dragonspawn were wrenched from the nightmares of ancient dragons after the Raven Lords saw that they could not turn the Draconians to become their minion. They are flightless and able to breathe fire upon their enemies for a short period of time at the start of a battle until their battle rage takes over and they charge their foes. The Dragonspawn have tough hides and resist the special attacks of their enemies but have a low resistance to magic, which is needed for their breeding. The Dragonspawn remain in the Dark Minion and are often found in the front line of the armies of the Raven Lords.

As a society they maintain small to medium villages and castles, often raiding the neighborhood attacking any visitors in their province. They raid usually in the late summer and favor fighting Maratasens and Centaurs, which they like to devour after the battle.

Dragonspawn leaders have ventured to become Raven Lords and have also been seen as shape shifters in the season of the Red Moon, which occurs randomly depending on the intersection of the Astral Plane and the magical fields around the world's moons.

Adventure #1044 A Dragonspawn who goes to Skull Castle and has an Undead Status may secure the title of 'Spawn Master' (#1744) gaining +4 to his prestige and influence towards Dragonspawn, and an increase of 4 in the skills of Berserker, Necromancer and Priest of Canathar or Dekatar.

(#226) Northern Maratasen

With the coming of magic and the sudden expansion of the populations, there was a large increase in the proportion of youth to age in the Pride. A quickly growing group, disillusioned by the traditional structures in light of the new power of the Age, brought dissention and civil war. The first waves of rebellion were met with banishment to the North as the Maratasen Pride divided over the traditionally strict code of the Pride Laws in an environment where some of their obvious purpose had been negated with the assistance of Magic. The Northern Maratasens embraced not only more magic but also took a very aggressive militant approach to life relations. A combination of early, subtle breeding spells as well as cultural changes in child care have combined to give the Northern Lionmen a 2-1 ratio of females to males. These males totally dominate their society with much of the Pride Law's delicate gender balance discarded. The Northern Maratasens are divided into various 'Clans' even though the very use of the word 'Clan' is repulsive to traditional Maratasens who view the 'Pride' as indivisible. Most notable are the Redtooth and Moonhunt Clans whose conflicts arise from the egos and tempers of their leaders as well as from a fundamental difference in approach to conquest. The Redtooth bring a fierce devotion to their worship of OM of the Pantheon. They believe in enslaving the other races to achieve their goal of conquest, which is foremost in their minds since they are the militarily-focused Clan of the North. The Moonhunt are more moderate OM worshipers and are militant arcanists. The Moonhunt believe in the eventual unity of Maratasen Folk in a new Pride under their leadership. As such, their focus is directed more against the other Maratasens who oppose their leadership . . . including the Redtooth Clan.

Northern Maratasens recently marched against Stormgate where the Redtooth Clan enslaved the mostly human populace and built a garish Temple of OM with a main tower head sculpture bearing a striking resemblance to Ure Redtooth the conquest commander.

Adventure #1060 A Northern Maratasen who is a Berserker and a Priest of OM with a religious status may pay homage to the Redtooth Clan's goals by going to Stormgate and there can claim the title of 'Redtooth Clan' (#1760) (+2 prestige and +2 influence towards Northern Maratasen) and an additional +4 Tactics, +3 priest levels and +3 Berserker levels.

Adventure #1012 A Northern Maratasen who is NOT a Priest and has a Warlock skill with a non undead/religious status may pay homage to the Moonhunt Clan's goals by going to Kaveraid and there claim the title 'Moonhunt Clan' (#1711). The title is worth +7 influence and +7 prestige to Northern Maratasens and an increase in the Warlock skill of +6.

(#227) Kraken

The Kraken were originally a group of giant undersea creatures brought to the world in the Astral Storms. They had been associated with the Saurians on the astral plane. They have been unable to return to their preferred underwater state on Pelarn due to some feature missing from the large bodies of water in the world. They often trade and ally with the Saurians who they resemble except for their size and their spiked fin that starts at their crown and but continues only half-way down their back. They scar their faces to identify each other's rank, though their gills and facial folds make this almost impossible to decipher for those who are not used to the repulsive visage of the Kraken.

Like the Saurians, they maintain a base 12 system of counting which has often caused problems for characters who sought to decode their maps and records of secret treasures.

They are found along the coast of the major Sea of Tears and, like the Saurians, build their castles with a central gate always facing the sea regardless of the importance of commerce with landward communities. They believe they are destined to return to their great Ocean on the Astral Plane. Kraken keep track of all their dead. They believe that, unless they can return the bodies to their ancestral ocean in the Astral Plane, dead Kraken will be doomed forever to roam the world without rest or dreams.

Adventure #1042 The Kraken of the Southern Bays were overrun by Draconians and Wazuri's in the early part of the 8th century FU. As part of their plunder, the invaders took the Kraken Lost Eggs (#1642). These are the eggs of Krakens who were slain in the war and unable to hatch their eggs. The Kraken who can recover any of the Lost Eggs may secure the title of 'Foster Noble' worth 8 prestige and 8 influence towards Kraken. The adventure will also provide a way to increase by 4 the Strength, Dexterity and Personal Combat rating of the Kraken.

(#228) Swamp Troll

Swamp Trolls are found in the Fens, Bogs, Marshes and Swamps of the world. Unlike their land ancestor, Swamp Trolls thrive in watery environments. They have a lighter density and webbing assists their movement through water. As can be imagined, they dislike the deserts and arid lands such as are found in the Cinder Land. Less organized than their cousins, they have created a federated grouping of 'Spawn' which terrorize many of the coastal areas of the Sea of Mist. However, they stay away from the Shadow Lake.

Adventure #1029 Swamp Trolls venture along the coasts of the Sea of Mist and the Bay of Freedom looking for 'Oyster beds' where they plunder searching for the magic pearls which bring them directly in conflict with the Kraken. A Swamp Troll leader who finds a Magic Pearl (#1629) can claim the Title of "Pearl Lord" (#1729) worth 5 prestige and 8 influence towards both Swamp Trolls and Swampmen. The Swamp Troll also gains an increase in his Beauty of 3 and his Personal Combat gains 3 from the magic transference of the pearl.

(#229) Fire Giants

Fire Giants were developed from Thunder Giants as the wars around the Skull Castle dragged on. They were said to come from the volcanoes of the Pagna Mountains. Fire Giants have also been seen in the Cinder Land where they assist Gremlins and Orcs in maintaining the area in its smokey state.

Fire Giant society is one of clans that gather near hill sides and cliffs. They have a leader chosen from amongst the elders of the clan. Age is greatly respected. Fire Giant elders are not known to suffer from the disorders of the mind that affect the aged of others, typically the humanoid races. Not that Fire Giant elders have gained wisdom with their age; for many of them, less tolerance is all that they have learned.

Adventure #1037 The Fire Giants have the legend of the Ruby-Sword (#1637). Forged in the flames of an Astral Sun, the sword's hilt is encrusted with red Gemstones. The Fire Giant with this sword and a Berserker skill of at least 20 can claim the title 'Lord of the Flames' (#1737) worth +12 prestige, +12 influence. The Title will also release magical properties in the Sword.

(#230) Vecavian Half Elves

Vecavian Half Elves come from the interbreeding of the women of Iceara Isle who were caught up in the Passion Pools of the Clearwater River. Vecavian Half Elves tend towards a matriarchal society as one would expect from their Vecavian influences; however, males enjoy a far greater degree of equality than in Iceara. In fact, given the general disparity in societies on gender issues, Vecavian Half Elves have the most equal treatment under written law of the rights of each gender, striving for gender blindness in their legal system. This is often a point of mockery by their neighbors who point to this aspect as what one can expect from "Half Breed Trash".

Vecavian Half Elves experimented with Publicanism in their main city, Lealock, and found that it just does not seem to work in their more centralized society around the shores of the Sea of Mist. This has caused certain radical groups to call for 'REpublicanism', a RE-work of the Half Elven idea so that it may fit the local bias of their society. Though they have struggled to create a gender equal society, they have incorporated their isolationism which reflects the pariah accusations of their neighbors and have excluded all other races from their equal treatment. They have also banned all religious gatherings except for Elab and force it in basic schooling. As fear of the influx of new ideas from other races became a concern, they established a special position in their House of the People known as the Speaker on "New Evasive Wanton Trollness".

Vecavian Half Elves have suffered heavily from raids by the Gremlins and Vargarians who have used their lands as an invasion route to the Sylvan Forest. Their animosity toward these races and conflicts are such that Gremlin and Orc slaves are often taken in retaliation and used unmercifully in their fields as a slave class. Those left out of the government have warned that the contradictions of a politics of equality within and inequality without cannot be maintained by any sane society for long. Then again as their neighbors point out, we are talking about "Half Breed Trash" so sanity is a dubious state.

Adventure #1048 A Vecavian Half Elf can secure prominence by going to the Slavers Guild in Lealock with 20 Gremlin/Orc Slaves (#262) in his personal possession. This Vecavian Half Elf can secure the title of 'Master' (#1748) worth 8 prestige and 8 influence with Vecavian Half Elves only.

(#231) Amazons

The Amazons were originally a warrior caste of the Vecavians. As such their matriarchal society shares much common ground with the women of Iceara Isle. The extensive breeding policy of the Vecavians, established by Queen Diedre in 238FU, utilized the deliberately selective, magical breeding techniques of the Lioness of Lesbos causing the Amazons to evolve into a distinct race.

While they maintain strong settlements on Iceara and the isles of the Mist, the Amazons have ventured far afield. They provided mercenary bands which participated in the legendary battles of the Runelords (437FU) as well as the Imperial Turthian Campaign of 804FU. Amazon legends sing about the "Lost Band of Silver", ancient female warriors with silver hair, who were summoned from the nether world to fight against an incursion by the Vargarians in 390FU. At the end of the battle the victorious Clena Silvermoon slighted the aid of these warriors and they faded away before Clena could find the grace to make amends. This created a split between the Vecavians and the Amazons who then started separate encampments.

Adventure #1006 An Amazon knight (level 20+) is to find the Ring of Silvermoon (#1605) and the Apology of Clena (#1606) and bring it to Vecavia City. There the ancient insult will be resolved. The first. character to complete this adventure will receive the Title of 'Forgiver' (#1906) worth at least +20 influence towards other Amazons and Vecavians.

(#232) Astral Ogres

The Astral Ogres arrived with the coming of Magic and are believed to have ventured forth from another astral plane. Their capacity for common speech is rather limited. They are reliant on a series of grunts and groans for the most part such as: " Dah (The most common), Na-ah, Ummmm, Wha? and Huh?" If it was not for their large bulk supported by an indiscriminately bottomless appetite, Astral Ogres would not be survivable in the conflict-ridden environs of this world. They are a fearless race who are unfazed even by the charge of a Screaming Wraith Demon. Not inherently evil, they have been described as "Conceptually impaired" because they just don't quite grasp the more subtle concepts of right and wrong, seeming more focused on the idea of dinner. Small in numbers, they operate in small hamlets. Some of the more recent generations have produced some real 'Go-ers'. Adventurous characters who have a touch of wonderment at the world and joined their fearlessness with the desire for exploration.

Astral Ogres, like other Ogres have almost no ability to influence other races' sentient beings, and are confounded by some of the concepts involved in 'influence'. There has been an devolution of the Astral Ogres into the monster race of 'Great Ogres'. Some have lost their weak grasp of sentient behavior and have grown beyond simply 'Large' to Very Large.

Adventure #1061 While it may be said that the discovery of their toes is an adventure for an Astral Ogre, they do have a traditional search for Meldorian, "Pur-dee stick" (#429), for the making of a special Astral Club (#1661) that gives Astral Ogres enhanced damage (DAM=7) abilities. The Astral Ogre then gets the title of 'Dah Big' (#1761) worth +1 dexterity and +4 strength and +8 influence towards other Astral Ogres.

(#233) Gargoyles

Gargoyles are a flying Astral race who came with the Age of Magic. Perpetually, their mood is mean. Some attribute this to the distortion of their features by the Astral waves when they were forced into the world. Others point to a legend from long before the Age of Faith in which the Gargoyles were cast out of heaven's favor because they would not give mercy to their own wounded in a contest of divine will on a distant world. They detest mirrors and reflections of themselves which is why some cathedrals near the Gargoyle lands of the Southwest have stone statues of gargoyles on their roofs to chase these flying creatures away. The fear of their own reflection may be one reason why Gargoyles rarely fly over water and were easily defeated by Ariels and Draconians in sky fleet battles over the Sea of Tears. If the terrain had been different, their mighty combative characteristics would have given them the victory. The relationship between Gargoyles and the other flying races of the world is one of constant warfare. They will attack, on sight, almost any sentient being that flies.
Gargoyle society is ruled by the King of the Wings, a powerful military leader, who not only has a high tactical sense but also has the Crown of Clouds and the status gained from using the crown to accomplish the adventure of the Clouds. As a society, they are divided between their desire to leave the world and return to the Astral Planes where they came from and a more militant view which advocates opening the Astral Gates and linking the world with their homeland so as to conquer the world for their own kind.

Adventure #1041 The Gargoyle who can obtain an Ariel female prisoner and bring her to a province with the 'Gargoyle Rites mark....' may obtain the title of 'Gar Lord' (#1741) worth 8 prestige and 8 influence with other Gargoyles. The Gar Lord also gets an increase of +2 in his strength and personal combat, plus a skill increase of 4 for Assassin and Berserker. The title of Gar Lord is required to get the adventures of the Crown of Clouds for eventual leadership.

(#234) Insectoids

The Insectoids believe that they were the first sentient beings in the world, predating all mammals in the Age of Faith. However, at the time of the Pantheon of Power and the coming of Magic, there were spells that brought forth the Insectoids from their tiny domains. They suddenly appeared as human sized and came under the scrutiny of the folk of Pelarn. The Insectoids have encountered Spider Folk and Aranconians who have occasionally conquered their colonies making them vassals and worse. They have trouble communicating with the mass of Pelarn and their lack of understanding of political barriers has caused numerous conflicts with their local neighbors. Their racial outlook encourages them to change genetically to match their environment rather than the 'humanistic' approach of destroying any environment that gets in the way. As such, their arcanists are keen on genetic experimentation and there are rumors of a 'manorch' breeding project to create some sort of flame-insectoid for use against locations. They do not consider themselves a Minion of Darkness though they have been recruited by and served in the forces of the Raven Lords. They have a strong racial urge to overwhelm the Aranconians and Spider Folk whom they sometimes serve and dream of returning to the simpler days of the 'Tiny Times'.

The Insectoids are divided into a series of colonies spread through the foothills of the Sandwallow Mountains. They go to the Black Peak for various rituals where they come in contact with the Spider Folk and the Aranconians.

Adventure #1033 An Insectoid who can go to Black Peak with an Aranconian as a prisoner can secure the title of 'Tric K'lic'(#1733) which roughly translates out as 'tough active sperm'. The Title is worth +5 prestige and +10 influence towards other Insectoids. The Insectoid will also gain an increase of 3 in each of its beauty, strength, constitution and tactics.

(#235) Snow Trolls

The Snow Trolls are an abominable race evolving from Trolls that drifted into the highest peaks of the Acontha Mountains. They are fierce and will often attack any small group moving through what they consider to be their province. They have a special dislike for Fire Giants and Draconians as one would imagine from a race acclimated to the coldest weather. Their society is built on the power of leaders who rule each hamlet or village. Although often employed as mountain storm troops by the Dark Minions, they have operated outside of the mountain areas with Troll and Goblin raiders, but detest the warmer climates of the South and avoid deserts or jungle areas.

Leadership is usually taken from Berserker skilled characters and Priests of Dekatar rather than the despised skills of Knight and Ranger. Their magicians, who are rare, often use Winternight to support their attacks as the Snow Trolls gain great comfort from that condition.

Adventure #1050 A Snow Troll who is not a Knight or a Ranger but has a Berserker skill level 10, a personal Combat of 15 and a strength of 25 can go to Ice City and be recognized as an 'Ice Fist' (title #1750) worth 8 prestige and 8 influence when dealing with Snow Trolls.

(#236) Dark Elves

With the arrival of magic and an increase in their death rate from conflict, groups of Elves broke away from the stoic attitudes of the 'Ancient Ones', taking a much more militant view towards worldly affairs. Enhancing their strength and constitution with breeding spells, they separated themselves racially from the Elves and developed their own culture. They are found on the outskirts of many wooded areas and are often in conflict with all their neighbors. Their largest concentrations are in the Dark Woods in the Southwest.

Adventure #1008 The Dark Elves embraced the powers of magic and look to further magical powers as the way to advance their claim of superiority. They have enhanced, egocentric views of life and believe that a Dark Lord will lead them to victory. The Dark Lord (#1707) will be a Dark Elf (Male) who has the Magic Key (#1608) and finds the Dark Astral Gates. The Dark Lord will gain great influence over the Dark Elves (+15) and lead to the establishment of an Elven Empire.

(#237) Hobgoblin

Hobgoblins are a medium race who bred from Goblins and Man-Orcs to bolster the military abilities of the Goblins. They have since started to breed by themselves and are found in foothills and mountains mostly in the North. They provide Goblins, Gremlins, Orcs, Trolls and even some of the North Maratasens with numerous mercenary bands. Their culture is amorphous, not having developed strong traditions, and they are much like the savages of old regarding their lack of discipline in anything but the martial arts. Hobgoblins have the distinction of being able to sustain long marches and move quickly over most terrain though they have a genetic fear of water. since their body density is such that they can not swim.

Adventure #1025 Personal combat and constitution are the two most critical factors in the creation of Hobgoblin leadership. A Hobgoblin with the skill of Berserker Level 10+, at least 15 in PC and 20 in Constitution may apply for the leadership title of 'Commander'(#1725) worth +4 Prestige, +4 Tactics and +4 influence with other Hobgoblins.

(#238) Vargarian Savages.

The savages of the Vargarian Mountains are an odd breed blended from the Humans and Dark Minions of the west. They have strongholds in the foothills and have reverted to the old religions classified as Heathen. They are suspicious of magic and the workings of 'techno-wizards' who have created machines laced with magical items. The Vargarian Savages are in conflict with all their neighbors and struggle against the Vargarian Human settlements that block them from access to the Sea of Mist, which is known as the Lake of The Lady in their old language.

They have rejected the Pantheon, Ravenlords and the Kings of Pelarn, wanting to be left alone in their mountains, although they have a fascination with Ariel women whom they will generally fawn over. Therefore, only the Ariels have friendly contact with Vargarian Savages.

Adventure #1052 A Vargarian Savage who goes to a province with the message beginning "Vargarian Mountains..." who is a Heathen and a Berserker level 10 with a Personal Combat of 10 can be recognized as a 'Mountain Warrior' (Title #1752) gaining +5 tactics, +8 prestige and +8 influence towards Vargarian and Highland Savages. Must only be done in the Spring and Summer months.

(#239) Skull Head Leopards

Never acknowledged by the Maratasens and spoken of in the harshest terms to scare young cubs from venturing into dark woods, the Skull Head Leopards are part humanoid and part accursed Maratasen. They are a minion race raised by a vile necromancer who wove strains of the Undead into the breeding of this race. These characters' facial features are sometimes more human or sometimes more leopard-like. However, the peculiar spotting of their skin, spots that have the resemblance of black skulls, gives their race its greatest visual distinction and its name. Found mostly in the Northeast in small hamlets in the Skull and Pagna mountain ranges, they often come to the defense of the Skull Fortress and have embraced the Dark Arcane as well the Undead, proving that their evil is more than just skin deep.

Adventure #1014 A Skull Head Leopard who goes to Skull Fortress with an Undead status and Religion 7 or 8 (Canathar or Dekatar) can secure the title 'Skull Warrior' (#1714) worth +4 Prestige and +6 Influence with other Skull Head Leopards. If the character has a necromancer and/or an assassin skill, then that/those skill(s) will be increased by 4, but they are not required for the title.

(#240) Vargarian Humans

Set further along the path of organized chaos than their Highlander cousins, Vargarians are found around the Cinder Land and areas north and east of there. Peculiarly, Vargarians have integrated their acceptance of the new religions of the Pantheon, particularly OM and Canathar, while rejecting most arcane schools. As such, they have developed a greater resistance to magic than most and provide the various priesthoods with missionaries who are persecuted in various Highland uprisings.

The Vargarians have made alliances with Gremlins, Orcs and similar forces of Darkness in their numerous campaigns against the Vecavians and the coastal cities of the Sea of Mist.

Adventure #1015 The Vargarians have a legend of the Silver Mist that is supposed to enhance their powers. Any Vargarian who does not have a lycanthrope status and goes to a 'Silver Mist' province during Fall or Winter will secure a +3 Beauty, +3 influence, +6 Constitution, +3 Strength and +3 Personal Combat and the title of 'Silver Misted' (#1715)

(#241) Turthian Nomads

Turthians are humans who have adapted to a nomadic way of life. They are found in the East, concentrated in the Turthian Savannah with populations spreading out to the cities along its border. Turthians have had a long relationship with the Centaurs of the East with whom they compete both for grazing lands and trade. These nomads have ancient conflicts with the Baccus Empire and the allies of the Undead who have spread forth from Skull Fortress. Their strict code of individualism and diplomatic protocol has mystified many.

They are specifically trained in riding from birth and those that survive the rigors are stronger and heartier than the rest of the human-based races. However, their practice of facial scarring to mark standing has led to more than one joke about a nomad beauty of the night.

Adventure #1003 Skilled in riding a variety of mounts, their competition with the Centaurs has led to the Sacred Ceremony of the Savannah. Any male Turthian noble (effective prestige of at least 9) who has twenty Sand Snakes (#1603) and the Whip of Turth (#1604) in his personal possession may go to Veca and. Claim the title of Herd Lord (#1703). This will gain him great influence with the Turthians (+20) and allow him to summon forth Great Snake Mounts for his elite guards.

(#242) Gremlins (Nomads)

Gremlins are a small nomadic race who resemble Orcs caught in a cackle of fiendish glee. Their large, curved, toothy mouth is in the shape of a perpetual grin while their tiny slit eyes are more indicative of the grim reality of their lifestyles. Early 'prototypes' of the Gremlins were said to have been spelled by Culthusa's astral shade as early as 190FU although their 'Final Spelling' dates from 279FU.

Gremlins roam through the planes and savannahs in the South and scattered groups in the Cinder Land. The Gremlins take particular delight in fouling the contraptions of the Gnomes and the structures of the Dwarves whom they have a special animosity towards. They then cackle hysterically when nothing seems to work right. In Gremlin dialect-slang 'programmers' for some reason, means 'magic rune scribes'. Gnomes often war with the Redmane Maratasen and Turthian Nomads over grazing areas, at times burning the areas they can not control. The Cinder Forest, once famous for Cinderoak flora, has been reduced to the 'Cinder Land' because of the massive burnings as well as raids by the Gremlins against the Vargarians, Dwarves and Redmane Maratasens who surround the Forest. The main Gremlin Camp of the 'Crystalline Square Wheel', named after a sacred relic from the astral storms of the coming of Magic, is in the Cinder Land.

Adventure #1023 Gremlins leaders with stealth of 7 and tactics of 8 can go to the camp of the Square Wheel. There they may gain the title of 'Marauder' (#1723) worth 6 prestige and 6 influence with other Gremlins as well as increase their stealth by 3 and their tactics by 3. Marauders tend to have a negative effect on influence of various restrained ethnic races.

(#243) Satyrians

The Satyrians are a race bred from the combined characteristics of the Great Astral Goats and various humanoid materials. These nomadic peoples have fur covered legs with cloven hoofs, small tails, and human-like torsos and facial features with either curved or straight horns depending on their gender. The male's straight, spiraling horns are never longer than a human hand span and are extremely sharp. The curved horns of the females are often painted for rituals and festive occasions often with jewel encrusted strings hanging from their tips.

Satyrians were first found assaulting the mountain retreats of the dissident Wizards in the early Raven Lord wars. Their mountain abilities were only matched by the Dwarves and they proved valuable in the service of the Dark Minions as both guides and pathmaker shock troops in the mountains. As time went on an unexpected aspect of their human genetic make up, musical ability became dominant especially playing flutes and assorted wind instruments. They also seemed to pick up some of the restless wanderlust of their human core and small groups broke away from their martial duties and began to roam the mountains. The pipes and whistles of Satyrians will often be heard in nearly all the mountains of the east and west though their numbers anywhere are not great. They do have a major encampment known as 'Song Home' that roams through the North Eastern mountains.

At first scorned by civilized society, individuals have been found in numerous cities, often founding Bard Colleges. Their mastery of song and music is acknowledged by all but the Elves, whose distaste for any spell breeding prejudices their views as they themselves will even admit (though do nothing about). Satyrians operate in 'Bands', or nomadic camps which have united for their own survival. Leadership often falls upon the most respected Bard of the group since being able to follow the musical direction of the leader in the mountain snow mist often spells the difference between life and death for the Band.

Adventure #1043 The Satyrian who is a Bard level 11 and goes to a mountain province where there is a message of "Echo..." can receive the title of "Piper" (#1743) worth +8 influence towards other Satyrians and +5 bard skill.

(#244) Wolfin

The nomadic Wolfin roam the Wolf Mountains and into the Moonlight foothills. They were called up in a great spelling of the White Full Moon during the period of 'Great Magic' which some believe ended in the final battle of the Runestaves in 290FU and scattered to the west afterwards. From the time of that battle when they stood side by side, the Wolfin, although an independent, small sized race, have been strongly associated with the Dark Minions. They also have strong links to lycanthropes. Werewolves are a common trait in their leaderships.

They work and hunt in nomadic Packs but have also established hamlets and towns in the mountain areas. Often accused of raiding the sheep and herd animals of the neighboring areas of Dunglave and Barclay, they have been given a bad reputation by nearly all the shepherds in central Pelarn. Part of their nature recoils when they have to have contact with Maratasens or any of the large races.

They tend to be followers of Canathar and have a fearful approach to their religious faith while being genetically conditioned to avoid other religious beliefs. There is the legend of the White Wolf who will lead the Wolfin away from Canathar into a glorious astral hunting ground where they will again be one with nature.

Adventure #1051 The Wolfin who has a lycanthrope status and worships Canathar can establish his recognition in the Pack by gaining personal possession of 20 untrained horses (#291). When this is accomplished, he can claim the title 'Leader of the Pack' (#1751) worth 8 prestige and 8 influence with other Wolfin. He will also add +4 to any of the following skills if he/she has them: Stealth, Spy, or Thief.

(#245) Bushmen Nomads

The Bushmen Nomads were brought into being with the distortion of a Dark Minion Spell by the Shadowling saboteur, Shadowstorm. The Raven-lords and Culthusa had sought to crush the Sylvan Forest by using a minion bred from spiny trees and iron wood brush who could penetrate the enchanted forest and whose molting would be poisonous to the land's natural flora. The Raven Lords made the mistake of experimenting near the shores of Shadow Lake and their disruption of the natural soil was reported to Shadow City. The spell sabotage was accomplished by unknown skills as is typical of all stories about Shadowlings. When created, these nomadic Bushmen had the opposite long term effect from what was expected. They increased the area's fertility after years of molting in the same area. Rather than poisoning it, they were actually cleansing it. They were even able to counter winternight when certain magical enhancements were triggered in their makeup.

They maintain a certain chaotic tendency in their world outlook and go berserk whenever they see orchards laid out in neat linear rows. For this reason, farmers in the Bushman areas of central west Pelarn and Lorraine have created a corkscrew orchard design since only straight lines of flora seem to upset them. As one might expect from a race closely associated with trees and bushes, they have created some of the strongest 'nature studies' of any druidic followers. As long as their peculiar distaste for straight lines can be avoided, they have assisted Lorraine farmers in creating some of the most fertile (and bizarre looking) fields in the South. Lorraine farmers have a typical response when it comes to some of their odd-ball designs, "If it grows better, I'll plant it upside down and backwards just as long as it works."

Bushmen society is one of small roving camps that tend to stay near forests. They arrange their camps with the main openings facing the rising sun and they refuse to use fire magic of any kind.

Adventure #1046 A Bushman who is a Druid level 11 who seeks recognition and advancement in his field needs to go on a Pilgrimage to the Runefields on the coast of the Shadow Lake east of Farlow. There, the pilgrimage will gain for this character the title of 'Nature Master' (#1746) worth 4 prestige, 4 influence toward other Bushmen, and an increase of 8 levels in the Druid skill. If the character is also a Ranger, he will gain +4 levels in that skill.

(#246) Redmane Maratasen

With the growth of divisions in the Pride, a group developed which rejected both the increased militancy characterizing the Northern Clans and the traditional Pride Structure of the 'Old Manes'. These Maratasens found themselves trying to integrate the hope of magic 'Pelarn' with some of the features of the old Pride Law. They were not cast out as the Northern Maratasens had been. Instead, they gave reign to their 'wander lust' to explore in small nomadic 'Prides', heading south from the Frostnorth Woodlands and scattering across the plains surrounding the Great Flat River. The Redmane Maratasen are today categorized by the variety of their dark and light red manes which may have been a generic trait encouraged by the frequent 'Red Tide' that affects southern rivers during extended heat waves. The rivers' algae populations increase dramatically, outstripping their food supply after a month of growth then die off, turning the banks of the rivers and the marsh lands a faint red-pink tint. The tainted water has only a mild discomforting effect on sentient beings except for, it seems, those with reddish hair. Since red hair is the dominant color in the South, there is speculation that prolonged contact may affect breeding in some manner.

The Redmane Maratasens, often accused of being lazy for their long afternoon 'Sun Naps', are the most pensive and restrained of all the Maratasens. While they have avoided gross diplomatic efforts with other races except one, they tend to side against the evil of their neighbors. Like all acknowledged Maratasens they have a seething hatred for the Undead. In an uncharacteristic alliance they have some 'special relationship' with the Gnomes of the Harachi Mountains and it is not uncommon for gnomes to be seen in their campsites and even for foster cubs to be raised by the gnomes with the consent of the local Prides.

Adventure #1013 The sacred burial grounds of the Redmane are located on the banks of the Bone River where they pilgrimage to secure the 'Understanding of their Elders' for their struggles to bring a 'modern' Pride Code reflecting the lessons learned by all races. This 'Understanding' is said to increase their inner strength and allow them to gain self improvement as well as increase the determination of the troops. By going to a province near the Bone River which has the message on it of "Sacred Burial Grounds...," the Redmane Maratasen Pilgrim may secure +4 Beauty, +6 Constitution, +3 Strength, +2 Tactics and the Title, 'Elder Pilgrim' (#1712). A slot of his/her soldiers may secure the status 'enchanted' (#371). This combination may be done only once in the Summer and Autumn months.

(#248) Swampmen

Swampmen were a nomadic Dark Minion race spelled by the exiled Arcanists of the Blood from the Dark Wood. There creation was an attempt to help the Swamp Trolls in their campaigns against the Vecavians and to strengthen their efforts to come out of the Shadow Bog in order to threaten Tarlburg and then central Pelarn. This experiment combining the structures of both Swamp Trolls and Men created the hideous Swampmen who are terrifying to behold and are constantly hunted.

Swampmen have kept to small settlements, raiding their weaker neighbors when they can.

Adventure #1031 A Swampman who can secure a female human prisoner and bring her to a Swamp province can gain the title of 'Swamp Thing' (#1931). The race of the captive will be changed to Swampman and there will be great sadness in her family. The Swamp Thing will gain +5 Prestige and +10 influence with other Swampmen characters.

(#249) Hill Giants

The name of this nomadic race of Giants' derives from their roaming the Western hills. Related strongly to Thunder Giants, they tend to travel around in nomadic encampments featuring some of the oddest collections of mounts ever found. Hill Giants have a fascination with herd animals of all sorts and actually have a very good reputation of being the best veterinarians for most medium and large breed animals. Their lack of dexterity has hampered their ability to deal with small creatures and they have refused to allow any magic in their efforts as herdsmen.

Hill Giants primarily want to be able to move around freely. They have a great dislike for fences, normally tearing them down if they find any. This caused some confusion around the Sea of Mists when some of the wooden forts of the Vargarians' Gremlin allies were mistaken in an early fog and the city awoke to a terrible crash as their walls were torn from their roots. When the fog cleared, the Hill Giants, rather than admit their mistake, informed the Gremlins not to live behind wooden fences anymore. For this reason, the use of stone walls is now favored by all parties around the Sea of Mist.

Adventure #1038 There is a herd animal called the Demon'fant (#1638) which can not be trained into a warmount but provides a major challenge to the Hill Giants to capture. The Capture of 10 of these allows the Hill Giant to gain the title 'Herd Master' worth +8 prestige and +8 influence with his race.

(#250) Half Elf Nomads

Outcasts from Lealock and Sarlion in the late middle ages headed for the sea and the plains where they formed nomadic camps trying to focus on the lighter side of their heritages. They dress in colorful outfits and move with gaudy wagons and herds of animals with painted ears to signify ownership. Sometimes they are called the Rainbow Gypsies because they make no attempt to blend into their surroundings or to use camouflage. Their music is loud, fast and risqué. The stories of their rituals are even wilder. Their basic social structure is extended Families. Possibly influenced by their Vecavian Half Elf Cousins, the head of the Nomads is called a King even if she is female.

Unlike the control-minded folk of Sarlion or the paranoid House of the People in Lealock, Half Elf Nomads care little for government organization, yet say they have established titles for those who think they need one. Fatalistic to the point of recklessness, their attitude is one of "You can't take it with us." This attitude refers to their resignation toward a doomed fate while emphasizing the shared nature of their family life.

Blood Feuds are a very serious business in the nomad families and much is done to avoid those who have them since "bad blood" is bad for all.

The Half Elf Nomads range throughout the Turthian Savannah. However, they are more commonly found South of the Penlow River.

Adventure #1049 A Half Elf Nomad who has a thief skill level 15 and a can get a piece of the Rainbow Cloth (#1649) can claim the title of 'Prince of the Gypsies' (#1949) worth +8 prestige and +8 influence with Half Elf Nomads and will also gain +3 levels in thief and stealth as well as an increase of 3 in Beauty and Dexterity.

(#251) Centaur Nomads

The Centaurs have the body of a horse with the torso and head of a human. One story of their breeding comes from the incantations of Belzark the Turthian Exile. Belzark supposedly fell into an enchanted pool in the Amber mountains only to fall madly in love with the first creature he saw afterwards which happened to be his horse. This was a rather sad occasion for his wife who left him and cursed his weakness; but, from that beginning came Centaurs. Centaurs also believe that, at the time of First Judgment, they were found not worthy of heaven's blessings and as punishment were bound to the world where, except for the centaurs themselves, their human and equine halves would be separate and they would be shunned by both halves. A situation that appears to relate more to their current state of affairs where they are often torn between the Turthian Nomads and the Baccus Empire on issues of trade, grazing and access to the rivers. Centaurs will associate with nearly all the more humanoid peoples but have an inbred claustrophobia thus they stay away from underground locations and, sometimes, are even shy of crowded towns and cities.

Centaur society is ruled by the Chosen of the Herd who rule for as long as they maintain their leadership, prestige and influence with the herd. 'Herd Law', which is rarely changed, has been handed down from generation to generation and is reaffirmed by Herd leaders in a simple ritual each Late Fall at Herd Festival.

Adventure #1039 A Centaur who wishes to announce his leadership in the Herd may in Late Fall declare his loyalty to the Herd Law. The Centaur must have a base influence of 6 and a tactics rating of 8 in order to gain the title of 'Herd Master' (#1739) worth 8 prestige and +8 influence with Centaurs.

(#254) Spider Folk

The nomadic Spider Folk are one of the original Minion races bred from humanoid and Insectoid materials. Living in camps called 'Webs', their basic human body is supported by 6-8 additional spider-like arms that spread from their back. They build huge webs that can ensnare and stop a charging great horse. They move quickly across the land but shy away from riding anything other than their Shroud Chariots. These Shroud Chariots were so named because their web covering gives them a deathly ghost-like appearance.

The Spider Folk were believed to have been bred to control the Insectoids and to seek out the Elves in their forest. Forest terrain is their favorite. It affords them many places to establish a web enclosed encampment. In the wake of the early defeats of the Raven Lords, the Spider Folk scattered to the densest parts of the woods of Pelarn to breed and fester. Pushed out of the Sylvan Woods by the Elves, they found themselves scattered in the West. Of special significance for them is the Black Peak where there are fertility rituals and burial grounds sacred to the Spider Folk. This brings them even more into conflict with the Insectoids who also seek guidance at Black Peak.

Each Spider Folk band is ruled by a 'Queen of the Web' who often finds it comforting to consume those of her mates who are unable to sustain the rigors of the mating ritual. The Spider Folk as a whole are lead by a Spider Queen, one who has risen from the smaller Webs to control the Great Web of the Spider Folk horde who roam the forests from Lorain to the southern shadows of the Black Peak.

Adventure #1105 A Spider Folk female who goes to Black Peak with a male Spider Folk prisoner (even from her own position) may secure the title of Queen of the Web (#1905) worth 7 prestige and 8 influence towards other Spider Folk. The mate, if in the range of 201-1000 will survive as a prisoner. If in the character range of 1001+, there is a 50% chance that the effort will be too much for him and, in her pity, the Queen will simply have to devour him.

(#256) Shadowlings

Of all the races of the world of Pelarn, none is more mysterious than the Shadowlings. They are the paradox in the rainbow of sentient beings. They appear to be individuals yet simultaneously linked in some manner to all the other Shadowlings on this and, perhaps, other planes of existence. They are most famous for their shape-shifting ability, which has been integrated into their religious life, which again is interwoven into the very fabric of their existence.

Sometimes called Changelings, there is a great prejudice against them as a deviant form of lycanthrope. Their religious beliefs, which lie outside of the Pantheon, have also not endeared them to the majority of the folk of Pelarn. There were reports of them appearing in a nomad encampment in the Grey Forest in 429FU but they were promptly slaughtered by Boramus and the Knights of the Lion, supposedly with the consent of the Pope. Otherwise, Shadowling settlements are unknown outside of Shadow City under the surface of Shadow Lake.

Shadowlings' first comings to Shadow Lake are not known. However, there are references to Princess Faula being allied with the 'Star Shadows' in her ill-fated attempt to subdue the evil of Shadow Lake in 193FU. Likewise, the stories of Prince Balor and Silas the Archer in 258FU report that, as the arch villain Culthusa made the Wraiths of Shadow Lake, there was, "...a sparkling wave of Shadow Folk that rose like a fist to cast the Wraiths and Summoner out of the lake so that it looked defiantly clean with its dark surface refusing, since then, the reflection of the Red Moon." Surely by the time of the Final Battle of the Runestaves (290FU) there was no doubt as to their total dominance of Shadow Lake and its tributaries. The contempt of Culthusa's army for the sanctity of the lake contributed to the rise of the Shadowlings and the Shade of Princess Faula which turned the battle against the Dark Minion.

The Shadowlings have asserted their position around the Shadow Lake through a very aggressive approach to all inhabitants who settle near the Lake or its numerous streams and aquifers. All settlements use the Twiksberry Lilly Pad technique to line their moats and surround their sewage. All mines in the area have special drains which purify the waste and prevent spoilage of the soil. Shadowlings have used their special shape abilities and unknown power sources to convince all races, sentient and otherwise, to behave in a manner that protects the Lake. The Shadowlings make no judgments of the folk of the lands and treat Orcs, Humans and, some say, even Ghouls with equal temperament. When a settlement suddenly starts a process that the Shadowlings feel would endanger the Lake over the long run, the Shadowlings send a 'Truth Party' to the area to determine the full extent of the situation. They then bring in a Shadow Circle to surround the offending location and sit with the folk explaining what they have found and why it is dangerous to 'Life'. They will hear the needs of the location and have often provided the alternatives needed to accomplish their goals which are usually things like heating homes, chasing away insects, getting building materials and/or making things of metal and crystal. There is no record of anyone ever defying Shadowlings inside a Shadow Circle although the myths of the area talk about cities being destroyed by the Shadowlings. Farlow, the largest city on the Lake has a long tradition as the cleanest city in Pelarn and many of the city's numerous laws against things like spitting in the streets are due to Shadowling influence.

Shadowling government is unknown. Only isolated parties are generally found outside of Shadow City. As individuals, all must go through three periods, each lasting 3 years in which they take a form and keep to that form without using magic or becoming the target of magic. First as a youth, then as a mature person and finally as an enlightened elder, each individual must learn to survive in these non-magical communities without magic in order to develop skills, wisdom and experience in life situations. Death in these communities is without resurrection for an individual and the soul of the character is said to pass on to the unity of One. These Shadow Communities supposedly are on another Astral Plane since none have been found in Pelarn where magic is readily applied everywhere.
The race has incorporated its religion "Of The One" into its structure and has geared the evolution of the race towards the goal of finding the 'Anointed One' who shall be the Passage of Judgment on the world and who shall end the Age of Magic.

Like their religion, they believe that all life is essentially one spirit and that all individuals are merely reflections of the conflict to be part "Of The One." The Shadowlings have a yearly Melding held the first of the year in which all Shadowlings are recalled to Shadow City. They are taken involuntarily at the time of the Melding and pulled back to their city under the lake. (In game terms the characters are forced back into Shadow City.) From there, they start again on their outward journeys once again in Shadowling form. The period of the Melding is also one of cleansing. Any Shadowling who may have become a Priest of another religion by some deviousness or distortion of the Code of Life shall be reappointed to the callings Of The One and the trappings of the other 'Distortions' removed.

The melding affects every character belonging to a position which began the game with a main character Shadowling, or which joined the Shadowling faction.

Shadowling main characters are all Priests Of The One and are unable to participate in all other racial adventures that are restricted to main characters as detailed in the module book. This applies to the adventures detailed for each of the starting races in the race overview area in order to prevent any Shadowling character from collecting the other races' specific race adventures. However, all other adventures found in the game outside the race overview area which do not have a race requirement are generally unrestricted to the Shadowlings.

Adventure 1055 A Shadowling who goes to Shadow City with the Mark of Divinity can secure the title of 'Magus' (#1755) worth 8 prestige and 10 influence with other Shadowlings and an increase of 5 in the Base influence of the character.

Players who begin the game with Main characters as Shadowlings may not join (or win as part of) factions which have a victory condition requiring the destruction of Shadow City ie - factions 1, 5, 7, 8.

(#257) Kobolds

The Kobolds are a small sized mountainous and barren land nomadic grouping that originally came from castoff Orc, Gnome, Goblin and Gremlin prototypes who were trapped in the Doleman Peaks by a Spell of Closure from an unidentified Knight of the Griffin in the year 200FU. The arch villain Culthusa broke the Closure spell after learning its secrets from the Ravenlords of Acontha and bred Kobolds as a Dark minion race before they were discarded in favor of other combat races. The Kobolds settled mostly in the far West and the North where they have evolved into a militant culture with a vicious view towards nearly all others. They make an exception for Ogres with whom they tend to join on counter-raids and adventures. Unlike many others of the Dark Minion, the Kobolds have embraced, from the earliest of times, the arcane powers and are especially keen on earth magics such as Druidic disciplines. If it was not for their viciously egotistic temperament and isolationism, the combination of their birth rate and individualistic magic abilities would have led to the development of a very serious Western Empire.

Adventure #1026 The Kobold who seeks leadership must have an Earth Elemental as a prisoner in order to claim the title of 'Guardian' (#1726) worth +5 prestige and +5 influence with Kobolds and may gain an increase of +4 in his skills if he has any Summoner/Druid or Priest ratings.

(#258) Highlander Savage Nomads

Highlander Nomads are related to the Vargarian Savages. These nomadic peoples have drifted east as far as the Baccus Empire. They maintain the old faiths with their rejection of the Pantheon and the Age of Magic which they consider to be a 'bad phase that folks will get over soon enough.' They are far more sociable than the Vargarians and have provided caravan guards to those who venture off normal trade routes. They are restless in urban locations, preferring the moors and the vales of barren hills with their great vistas of rolling terrain.

Much maligned for their old time religious zeal and drifting ways, they scoff at the designation of 'Savage' and carry the name only to mock the rest of the world. "If we be Savages what be they?" The Highlanders keep together in Hill Clans led by an Elder of the Clan. Inter-marriage between Clans takes place only at the pleasure of the Clan Elders who gather occasionally to consider such matters as well as the latest omens of the times.

Highlanders often oversee the Heathen religions and provide what little direction there is. They often will be found as the 'Speaker' of the Omens a position which is respected even by the Vargarian Savages.

Adventure #1053 The Highlander Elders have a tradition of designating 'Youngers' (#1753) who may lead the Clan on matters requiring immediate attention rather than the long range planning that is associated with the pensive Elders. If the main character is a Heathen Priest level 15 or more, and is in a Barren Hills province. The character can secure the title of Younger gaining +8 prestige and +8 influence towards both Highlanders and Vargarian Savages.

(#259) Dangonian

A small dog-like race of Dangonians who were spell bred from the Hell Hounds of the Raven Lords crossed with the wild jackals of the Rohouna wild lands. They broke their chain of absolute obedience after the battle of the Runefields near Shadow Lake, scattering with the defeat of their Masters. As such, there are isolated packs of them from the fields of Farlow to the Wazuri Woodlands. The Dangonians have become efficient hunters and have created a society around the nomadic Pack which sometimes allies with other races in a supporting roll. They are not particularly fond of non-human races other than the Wolfin and have a special animosity towards Maratasen of all types. Their magic users are inclined towards Druidic or Warlock skills where various sects of the race give vent to their combative or social natures.

Adventure #1034 Dangonians often come in conflict with the Insectoids who 'bug them'. This happens on journeys from the wild lands west to the Plains of Sutherlin. A Dangonian who captures an Insectoid and brings the prisoner to Black Peak may gain recognition in the Pack. He gets the title (#1734) of Pack Leader which is worth +5 prestige and +5 influence with other Dangonians. He also gets an increase in his Beauty by 3 and, if he has a Warlock, Druid or Ranger skill, he gains +3 in those skills.

(#260) Wazuri

The Wazuri are a nomadic warrior clan. At the start of the Age of Magic, they were led by great Shamen into the Wazuri Woodlands of the south. There, under the influence of the priesthood of Canathar, they developed as a distinct racial ethnic variety. Characteristically tall, they are human with grayish eyes and dark hair. The mottled shadings of forest colors on their skin creates an almost chameleon effect in the greens and browns of the Shadow Jungle as the Wazuri Woodlands are sometimes called. These warriors have battled continuously over the centuries with the peoples of the south. Often reaching up to Port Seyartha and the southern limits of Lorraine with great expeditions, they have produced great military generals with a specialty for guile and deception whose forces often favored Canathar and the arch villain Culthusa.

Adventure #1030 The Wazuri have a Priest Mage called the Shaman who starts with the skills of Priest of Canathar and Sorcerer. Such Characters may claim the title of Shaman (#1730) worth +5 Prestige, +3 tactics, +5 Influence, +3 to each of the skills of Priest and Sorcerer.

Monsters

Green Dragons

This monster is the least powerful of the dragons but is still able to gut a small castle. These monsters are found in forests and swamps. They do not tend to use magic and are about as intelligent as an alligator.

Blue Dragons

Blue Dragons are more powerful than Green Dragons. These monsters are usually found in wet, cold climates, such as swamps, as well as in the great Frostnorth Woods. The Draconians hold Blue Dragons in awe and generally will not attack them. There are various legends in Draconian mythology dating from before the Astral arrival that speak of Blue Dragons as the protected children of the Dragon God.

Red Dragons

Red Dragons, the most notorious and commonest Dragon, are found in mountainous regions as well as warmer climatic regions. They use magic, are as intelligent as a knowledgeable Human and breathe fire. They tend to raid the provinces that are adjacent to their lair. They can make travel in those areas a nightmare for small bands and even slow down larger armies with raids on supplies and wagon animals. Heroes are often called out to slay the Red Dragon, which lands near a village or a town and ravages the farm stock.

White Dragons

White Dragons are fierce, very territorial and often attack any force that enters their province. They are found in the cold north and, sometimes, on the highest peaks of the coldest mountains. They use magic extremely well, usually are very smart, and breathe cold fire. Fortunately for folks, these monsters are very rare. Sometimes, White Dragons have other lesser Dragons, Drakes and monsters under their control creating a rather rude shock for an unsuspecting lair basher. White Dragons have been known to attack cities. According to myth they only attack Evil cities, which have guilds of the Evil religions.

Black Void Dragons

Black Dragons are very rare and exceedingly dangerous. The term Black is really a misnomer since the magic on their scales draws power from light it sometimes appears as a 'Void' is where the creature is. In the Draconian books of Dragons these are called "Vortex Dragons" They use magic, are smart and breathe fire. The stare of a Black Void Dragon can sometimes turn even the heart of a hero to stone. Black Void Dragons commonly have lesser Dragons, Drakes and Dragonspawn under their control. Black Void Dragons are able to eat the souls of their prey reducing the chance of their resurrection. Other stories talk about Black Void Dragons phase shifting to capture the soul of their victim and then sending the husk back into the world as a soulless trophy of their misdeeds. Black Void Dragons have been known to attack cities, which are sanctuaries of Good religions. In at least one famous incident, a Black Dragon attacked a Crusading Army, some say, drawn to it by the many Blood Oaths of the battlefield.

Golden Dragons

These are relatively new dragons who have been recorded in Pelarn only since the start of the Twilight Time. They are feared and respected by other Dragons and especially hated by the Void Dragons. They have a great fondness for mammoths or killer whales depending on their flight patterns. They tend to be more observers of the struggles of the world than participants and while communities have been 'visited' by them there has been no recorded attack by a Golden Dragon on a city, although Nomad camps using mammoths have been raided. Very rare and elusive. Oddly enough, the only place they are found regularly is at the Crystal Keep where a special relationship exists between them and the Keep.

Among the more interesting stories of the Golden Dragons is their gathering at mating times at the Crystal Keep where the Seeress has been seen chasing them off the roof of the Crystal Tower with a broom. However, they seem to roam freely along the grounds of the Keep not bothering with the Seeress and her family but attacking anyone outside of it regardless of their alignments. In a famous incident, a Golden Dragon killed The Draco of the Draconians for raising his voice at the Seeress. Draconians took it as a sign of Divine Displeasure and have left the Seeress alone just like all other religions do.

Swamp Drakes

These greenish monsters are found in swampy areas and seem immune to cold. They are dragon-like, but do not have either the Dragons' intelligence or ability to fly. Swamp Drakes emit poisonous gas and are vicious, often capturing their prey and slowly devouring their characteristics until they have no strength or constitution left before finally ending the suffering of their prisoners by drowning them in bile.

Cloud Drakes

Cloud Drakes are white in color and are found in the coldest regions. They are similar to dragons, but are neither as intelligent nor as powerful. They emit a bitterly cold breath attack.

Storm Drakes

Storm Drakes are found in the mountains and, sometimes, other remote areas of Pelarn. They are bluish-white in color and emit a breath attack consisting of lightning bolts. They are often confused with Blue Dragons by most people other than the Draconians who instantly recognize them as merely cheap imitations of the grandeur of the Blue Dragon of their legends. Their images have been seen in the intense lightning storms over the Sea of Tears and they have been known to ravage convoys along the edges of coastal mountains.

Fire Drakes

Fire Drakes can be found anywhere. They emit a fiery breath attack, which can be devastating. They do not use magic and have a great fondness for horse flesh.

Fire Demons

Fire Demons are living sheets of flame that inhabited another plane and were brought to Pelarn by the greed for power. They are very dangerous. Stories abound of those who think they have influenced or chained a Fire Demon, only to be consumed at a moment of weakness by the demon's hellish flames. Demons should not be confused with Daemons who are summoned beings with a variety of powers.

Spawn of Evil

These creatures, no two of which are exactly alike, are nightmarish creations. Some are great insect-like creatures, others nothing more than a gaping maw. All of them are the stuff of nightmares. Most have some sort of special attack and many are magic users. They pervert the very essence of magic and consume the weakened souls of those whose hearts are bent to the Dark side.

Fire Elementals

These creatures from the dimension of elemental fire somehow managed to cross over into this world. The most popular theory is that summoners calling them from the astral plane were too weak to control what they had summoned and were consumed by Fire Elementals who now freely roam the world. They seem to be large Humanoid figures of flame. They often use magic and will turn on anyone in their party who tries to exert control over them. Elementals must be controlled from the first moment of summoning or any hope of domination is lost.

Air Elementals
These creatures from the dimension of elemental air crossed over into this world like Fire Elementals. They seem to be wispy figures of air and smoke and often use magic.

Earth Elementals
These creatures from the dimension of elemental earth are massive beings of stone and earth. While they are slow-moving, they are extremely powerful and magical. Like Fire Elementals, Earth Elementals detest and fear the Sea, trying never to venture near it.

Servants of Dark/Light/Spirit
These beings are believed to have been brought to Pelarn during an Astral Storm in the Twilight Times. At times they will attack small parties near their lairs often based on the inclination of the Servant towards the party being masked or not.

Dramguard
The Dramguard are animated suits of armor that were first used by the Vacans in the early wars with the Baccus Empire. They vary in size and quantity and are mostly found in the East near the remains of the battles of antiquity. They can not be used as suits of armor for characters, are clumsy but usually highly magic resistant.

Cyclops
These one-eyed giant insane monsters generally lurk around coastal islands and areas not frequented by maritime heroes who like to steal their sheep and leave them blind.

Giant Minotaurs
These giants have the head and shoulders of a bull and usually not enough brains to wear the armor of the large careless heroes who may come their way.

Cockatrice/Basilisk/Chimera
This collection of mismatched animal parts would be a major attraction in any circus, if it was not for the fact that their stares and special attacks will turn flesh to stone on occasion. As such, they are grouped as 'Stoners'.

Demon Dog Pack
The Demon Dogs operate in a pack, which is often characterized as a single individual. Often the Demon Dogs will operate in groups and can become quite a shock when a lair contains eight of them.

Eldar Giant
The Eldar Giants are related to Thunder Giants and Elves in their physical appearance but do not have the sentient recognition of the world's folk. They are nevertheless very intelligent warriors and have the highest rating of nearly any monster relative to their base combat values; this is probably due to their 700% attack factor. Eldar Giants are not to be trifled with and will attack anyone on 'Their Mountain" which happens to be just about anything they call a lair home.

Guardian Fury

Found at first around Shadow Lake these etherial forms are difficult to spot and will often surprise those who stumble into their provinces. They are amorphous and, some say, they are the cast out souls of those who are not accepted as Shadowlings. Such rumors are denied by the Keepers of Shadow City who find the thought repulsive. They tend to appear, now more commonly, on the edges of the battlefields of the Raven Wars and there may be some connection there.

Sea Serpent

Your basic under-water sailor's worst nightmare. A cross between a Dragon, Sea Snake, and Giant Squid. Always in a bad mood and hungry for the crunchy taste of ships smashed in salt water, they enjoy a sentient being thrown in as an after mint chaser.

Manticora

There are not enough of them are around to give a good statistical feel for their powers. This monster's mixed up anatomy has the head of Maratasen-Human, the body of a lion, wings of a dragon and a spiked tail. It tosses the spikes from its tail in a hail of missile fire before swooping down on its prey with a dragon spray type special attack; all the while, hurling verbal insults and spells at you. Stone Manticora statues are found in some of the ancient road archways abandoned in the Twilight Times.

Game Settings

Trade & Resource Conversion

The following special resources have enhanced values in making crowns. There are also some additional items that are classified as special resources. Special Trade items are generally used in merchant Adventures of various types and may be called for in various cities from time to time. Some items are notable in common associations of magic spells and as such are linked to Ancient Arcana of various disciplines or by Runemasters. These resources may be horded till the player finds the spells/scrolls etc. that say how they are used. There are MANY more resources and are generally identified as such by (res) after the name.

ID#	*Name*	*Crowns*	*Notable uses*
417	Precious Gems	100	Seers Crystals
418	Gold	150	Dragon Magic
419	Silver	50	Holy Symbols
420	Precious Stone	50	Walls/Churches
421	Yew	15	Long Bows
422	Mithril	200	Armor/Weapons
451	Dragon Scale	500	Draconian Lance
1111	Ivory	100	Wizard Magic
1112	Helix Crystal	100	Sorcerer-Magic
1113	Light Crystal	100	Illusionist Magic
1114	Life Crystal	100	Necro-Magic
1115	Ether Dust	100	Summoner Magic
1116	Rainbow Crystal	100	Seers Magic
1117	Terror Dust	100	Warlock Magic
1118	Magic Iron	100	Enchanter-Magic
1119	Petrified Wood	100	Druidic Magic
1120	Tea	???	Special Trade
1121	Whiskey	???	Special Trade
1122	Brandy	???	Special Trade
1123	Cur's Beer	???	Special Trade
1124	Tulip Bulb	???	Special Trade
1125	Burning Rock	???	Special Trade
1126	Lamp Oil	???	Special Trade
1127	Bath Oil	???	Special Trade
1128	Tobacco	???	Special Trade
1129	Tapestry	???	Special Trade
1130	Dream Dust	???	Special Trade
1131	Silk	???	Special Trade

Special Actions

Standard

1. Digging up a Dead Buried Body and retaining it. (Thieves only).
2. Enchanter item creations.
3. Begging for the release of your incompetent and worthless piece of trash covert character, which got nailed by an NPC location. (Note: chance of success is below average and risk of bad things above average).
4. Get converted to a new religion in a church guild of the target religion in exchange for an item in the range of 601-999.
5. Resurrect your dead body in a church guild of your religion in exhange for an item in the range of 601-999.

Non-Standard

We refuse most if not all non standard special actions.

Heirs/Main Character Death
Heirs are no longer available in SOP.

Diplomacy-Influence Modifiers

The following Module specific modifiers exist:

1. Faction Assignment: If the target of the influence is specifically assigned to a different faction than the sponsor of the order, the modifier is -999%.
2. Monster Race (#281+): If the sponsor is of the same race as the target no modifier. If the sponsor is a different race then the modifier is -999%.
3. Main vs. Secondary: The racial modifier against the secondary setup race is -25. See Religious Diplomacy chart for other relations.
4. Main vs. Hated: Is -999%.
5. Blood Enemies: Are -999%
6. Religions: See chart.
7. Cultures: the categories of races are grouped VERY loosely into three areas: Civil-urban Organized (#201-220), Barbaric-rural Organized (221-240) and Nomadic Organized. There may be small random modifiers of 10-15% between them on top of race modifiers.

New adventures

Adventure 2775 ~ Gain Born again.
Be alive, Main character only - once per character, gain a Born again scroll.

Adventure 2776 ~ Born Again
Lose a Born Again scroll (ID 2776). Lose 2 constitution. Be not laid to rest.
Gain ~ Life. Remove Blood Enemy, cure poison, pox and black death.

Adventure 2600 ~ Military Architect
Be a Mercenary or an Overlord Main inside your own starting location during the first month. Be race 201-240. Target the force with the adventure. Once per character.
Gain - 24 towers, 8 gatehouse, 14 keep, 2 moat, 2 ditch and the title 'Military Architect'.

Adventure 2601 ~ Nomad Architect
Be a Mercenary or an Overlord Main inside your own starting nomad camp during the first month. Be race 241-260. Once per character.
Gain - 150 Wagons, 2400 Food, 300 Iron, 300 Lumber. Note that the adventure gives the Main character the goods. They are not placed into the Nomad Camp.

Adventure 2602 ~ Urban Architect
Be a Mercenary or an Overlord Main inside your own starting force during the first month. Target your pop-seg. Once per character.
Gain - 250 broadswords; 250 javelins; 250 small laminated; 175 medium laminated; 100 large laminated and 2000 crowns. Note that the goods are given to the Main character. The popseg will gain 250 unskilled.

Notes on Victory

All victories are 'snapshot'. That is to say that if all victoy conditions for a faction are fulfilled at any particular instant that faction may claim victory.

Your position is not considered to be a member of the winning faction at game end if that faction requires your Main to be dead or captured. Nor do your holdings count towards that faction's victory.

Shadowling Meld and some Victory Conditions require a definition of a module location being destroyed. Destroyed is defined as "Currently having no fortifications and having no population". Rebuilding a location is a valid tactic to forstall a victory.

The Secret Factions are in the game but it is not possible to win the game through a secret faction victory. The only possible victories are detailed in this module book.

Set Up Notes/Restrictions

Character Mix

In a set up, Characters may only be of the same race as the main character or from the Secondary races listed in the appendices just below.

Population

Overlords/Mercenaries

Population is based on the race of the Main character. The starting quantity is fixed for all races based on their size:

Small races:	1300	Overlord,	700	Mercenary
Medium races:	1100	Overlord,	600	Mercenary
Large races:	900	Overlord,	500	Mercenary

We understand that there are great differences in the combat values and growth rates of the races involved. Players who look only at the set up combat values will find some races favored over others. Considering the overall populations and characters in the game, and the GREAT dispersion of all that over the many races and the training race restrictions, this should work to torment the player in his set up decisions.

Seafarer Option

This is available. You give up a level of your wall fortifications to get several ships.

Be careful of playing any non standard race - you will likely have less opportunities available to you.

All

May not set up in the central islands of the main ocean.
Only Draconians may be of the Dragon God religion.
Only Shadowlings may be "Of The One" religion.

Shadowlings

Hero positions only, must be Priests "Of The One", may be Priest-Mages (Arcane plus Priest), and start inside Shadow City. All characters must have Of The One religion.

Wazuri

Main character who elects to be a Priest of Canathar may also be a Sorcerer. Mercenary types strongly urged.

Draconians

Mercenary Positions only, must all be Dragon God religion. Must be on the coast of the Central Sea also known as the Sea of Tears.

Sylvan Elves/Elves/Light Elves/Halflings

May only take Religions 1-6 for their POSITION.

Ariels/Spider Folk/Insectoid

May only take Mercenary and Overlord Positions.

Ogre/Astral Ogre

May only take Adventure Party or Hero.

Appendices

Racial Set Up Compatibility Chart

Main Char.	Secondary	Secondary	Secondary	Hated	Hated
201 Human Civil.	210 Half Elf	240 Vargarian Hum.	204 Dwarf	222 Half Orc	234 Insectoid
202 Orc	237 Hobgoblin	257 Kobold	222 Half Orc	204 Dwarf	203 Elf
203 Elf	223 Sylvan Elf	216 Light Elf	210 Half Elf	236 Dark Elf	222 Half Orc
204 Dwarf	224 Gnome	201 Human	259 Dangonian	242 Gremlin	202 Orc
205 Ariel	x	x	x	219 Fangor	233 Gargoyle
206 Maratasen	226 N. Maratasen	215 Kr'Tassen	202 Orc	201 Human	239 Skull Head L.
207 Saurian	219 Fangors	228 Swamp Troll	225 Dragonspawn	213 Draconian	201 Human
208 Troll	228 Swamp Troll	217 Goblin	237 Hobgoblin	203 Elf	223 Sylvan Elf
209 Thunder Giant	221 H. Highlander	238 Varg. Savage	237 Hobgoblin	212 Ogre	232 Astral Ogre
210 Half Elf	230 Vec. Half Elf	216 Light Elf	218 Halfling	222 Half Orc	254 Spider Folk
211 Vecavian	230 Vec. Half Elf	231 Amazon	201 Human Civil.	240 Var. Human	248 Swampman
212 Ogre	232 Astral Ogre	224 Gnome	x	202 Orc	222 Half Orc
213 Draconian	x	x	x	207 Saurian	225 Dragonspawn
214 Aranconian	234 Insectoid	254 Spider Folk	x	201 Human	205 Ariel
215 Kr'Tassen	226 N. Maratasen	210 Half Elf	201 Human Civil.	214 Aranconian	234 Insectoid
216 Light Elf	203 Elf	223 Sylvan Elf	210 Half Elf	236 Dark Elf	257 Kobold
217 Goblin	237 Hobgoblin	208 Troll	222 Half Orc	201 Human	204 Dwarf
218 Halfling	x	x	x	257 Kobold	208 Troll
219 Fangors	228 Swamp Troll	248 Swampmen	207 Saurian	205 Ariel	223 Sylvan Elf
220 East Human	209 Thunder Giant	243 Satyrian	210 Half Elf	x	x
221 H. Highlander	249 Hill Giant	240 Var. Human	258 Highland No	244 Wolfin	203 Elf
222 Half Orc	239 Skull Head L	225 Dragonspawn	257 Kobold	210 Half Elf	201 Human
223 Sylvan Elf	203 Elf	216 Light Elf	x	242 Gremlin	240 Var. Human
224 Gnome	246 Redmane M.	201 Human Civil.	245 Bushmen	217 Goblin	234 Insectoid
225 Dragonspawn	228 Swamp Troll	248 Swampman	219 Fangor	213 Draconian	201 Human
226 N. Maratasen	206 Maratasen	215 Kr'Tassen	202 Orc	201 Human	223 Sylvan Elf
227 Kraken	207 Saurian	225 Dragonspawn	228 Swamp Troll	213 Draconian	220 East Human
228 Swamp Troll	207 Saurian	225 Dragonspawn	227 Kraken	201 Human	220 East Human
229 Fire Giant	208 Troll	238 Var. Savage	221 H. Highland	234 Insectoid	254 Spider Folk
230 Vec. Half Elf	210 Half Elf	211 Vecavian	203 Elf	240 Var. Human	242 Gremlin
231 Amazon	211 Vecavian	230 Vec. Half Elf	x	240 Var. Human	259 Dangonian
232 Astral Ogre	212 Ogre	x	x	204 Dwarf	244 Wolfin
233 Gargoyle	x	x	x	205 Ariel	213 Draconian
234 Insectoid	x	x	x	201 Human	214 Aranconian
235 Snow Troll	238 Var. Savage	222 Half Orc	217 Goblin	201 Human	204 Dwarf
236 Dark Elf	254 Spider Folk	214 Aranconian	242 Gremlin	216 Light Elf	223 Sylvan Elf
237 Hobgoblin	217 Goblin	257 Kobold	235 Snow Troll	218 Halfling	204 Dwarf
238 Var. Savage	240 Var. Human	221 H. Highlander	242 Gremlin	201 Human	204 Dwarf
239 Skull Head L.	225 Dragonspawn	222 Half Orc	235 Snow Troll	220 E. Human	241 Turthian N.
240 Var. Human	238 Var. Savage	217 Goblin	229 Fire Giant	223 Sylvan Elf	246 Redmane M.
241 Turthian N.	252 Centaur	250 Half Elf Nomad	243 Satyrian	239 Skull Head N.	202 Orc
242 Gremlin	208 Troll	237 Hobgoblin	239 Skull Head L.	204 Dwarf	201 Human
243 Satyrian	220 East Human	241 Turthian Nomad	251 Centaur	213 Draconian	207 Saurian
244 Wolfin	217 Goblin	243 Satyrian	239 Skull Head L.	226 N. Maratasen	201 Human
245 Bushman	201 Human Civil.	259 Dangonian	244 Wolfin	219 Fangor	217 Goblin
246 Redmane M.	224 Gnome	215 Kr'Tassen	249 Hill Giant	240 Var. Human	233 Gargoyle
248 Swampmen	228 Swamp Troll	219 Fangor	225 Dragonspawn	201 Human	226 N. Maratasen
249 Hill Giant	215 Kr'Tassen	258 Highlander N.	243 Satyrian	218 Halfling	201 Human
250 Half Elf N.	241 Turthian Nomad	251 Centaur	249 Hill Giant	202 Orc	239 Skull Head L.
251 Centaur	241 Turthian Nomad	243 Satyrian	258 Highlander N.	239 Skull Head L.	202 Orc
254 Spider Folk	214 Aranconian	225 Dragonspawn	236 Dark Elf	201 Human	205 Ariel
256 Shadowling	x	x	x	x	x

Main Char.	Secondary	Secondary	Secondary	Hated	Hated
257 Kobold	202 Orc	217 Goblin	237 Hobgoblin	204 Dwarf	224 Gnome
258 Highlander N.	221 H. Highlander	237 Hobgoblin	249 Hill Giant	208 Troll	244 Wolfin
259 Dangonian	244 Wolfin	243 Satyrian	222 Half Orc	226 N. Maratasen	231 Amazon
260 Wazuri	238 Var. Savage	239 Skull Head L.	259 Dangonian	202 Orc	241 Gremlin

Racial Data Overview

Name	Gth	ID#	Size	STR	DEX	CON	BTY	WT	MV	FLY	CF	DF	AF +%	CB +%	MTD +/-%	MAR/ SAR	MANA M/H
Human Civil	5.0	201	M	10	10	10	10	36	28	0	10	2	0	0	0	1/1	+1/+3
Orc	4.5	202	S	12	8	12	4	26	24	0	12	2	0	5	0	1/1	+1/0
Elf	3.5	203	M	8	16	8	20	20	30	0	15	2	0	0	15	2/1	+2/+1
Dwarf	3.5	204	S	13	8	16	8	26	24	0	14	3	5	5	-25	2/2	0/+1
Ariel	3.0	205	M	8	13	12	9	22	20	25	22	1	20	0	-10	1/1	-1/-1
Maratasen	3.0	206	M	15	10	14	10	45	28	0	20	3	10	10	0	1/1	0/0
Saurian	3.0	207	M	18	10	12	6	52	24	0	24	2	15	0	0	1/1	0/-1
Troll	3.0	208	L	20	7	20	4	80	29	0	26	5	5	10	0	2/2	-1/-1
Thunder Giant	3.0	209	L	25	7	10	6	120	32	0	32	4	5	0	0	1/1	-1/-1
Half-Elf	3.5	210	M	10	14	10	9	30	30	0	12	2	0	0	0	1/1	+1/+1
Vecavian	3.0	211	M	10	11	10	12	30	28	0	12	3	0	0	0	1/1	+1/+3
Ogre	3.0	212	L	30	7	25	2	140	24	0	40	4	5	20	-25	2/2	-2/-2
Draconian	3.0	213	L	30	8	15	5	65	18	20	32	6	15	20	-50	2/2	-2/-1
Aranconian	3.0	214	L	24	9	16	1	68	12	22	32	8	0	0	-50	2/1	-1/-1
Kr'Tassen	3.0	215	L	30	7	25	6	60	30	0	30	4	0	0	-25	1/1	-1/-1
Light Elf	3.0	216	M	7	17	8	20	18	34	0	9	2	0	0	15	3/2	+3/+3
Goblin	5.0	217	S	11	9	10	5	25	24	0	10	2	0	0	0	1/1	+2/-1
Halfling	3.5	218	S	6	18	14	10	12	24	0	5	1	0	0	0	1/2	+1/+1
Fangors	5.0	219	S	9	11	9	1	18	20	0	10	1	0	0	0	2/1	+1/-1
East Human	4.5	220	M	10	10	8	12	34	26	0	10	2	0	0	15	1/1	+1/+3
Highlander H.	3.5	221	M	12	10	12	9	36	28	0	15	2	0	15	0	1/1	+1/+2
Half-Orc	3.0	222	M	12	9	11	2	32	26	0	13	2	0	0	0	1/1	0/+1
Sylvan Elf	3.5	223	M	9	15	9	18	22	30	0	15	2	0	0	15	2/1	+2/+1
Gnome	5.0	224	S	7	11	12	6	18	20	0	8	3	0	0	0	2/2	+3/+1
Dragonspawn	3.0	225	L	30	6	12	1	120	20	0	25	8	0	15	-50	2/1	-1/-2
No. Maratasen	3.5	226	M	16	9	15	9	48	28	0	22	3	15	0	0	0/0	0/0
Kraken	3.0	227	L	28	6	20	1	100	24	0	28	6	25	0	-50	0/0	-1/-2
Swamp Troll	3.0	228	L	22	8	18	2	65	30	0	24	4	15	25	-15	2/2	-1/-2
Fire Giant	3.0	229	L	24	7	9	8	100	32	0	24	3	15	25	-15	1/1	-1/-2
Vec. Half-Elf	3.0	230	M	9	12	9	13	28	28	0	12	2	0	0	15	2/1	+2/+1
Amazon	3.0	231	12	12	12	12	11	32	30	0	16	2	15	15	15	2/1	+2/+1
Astral Ogre	3.0	232	L	34	5	24	2	140	20	0	38	3	0	25	-50	2/2	-2/-2
Gargoyle	3.0	233	L	22	12	25	1	70	18	20	30	4	25	0	-50	2/3	-1/-2
Insectoid	7.0	234	M	16	8	25	1	22	28	0	15	5	0	0	-50	1/1	0/-1
Snow Troll	3.0	235	L	22	6	18	1	75	30	0	24	4	0	15	0	2/2	-2/-2
Dark Elf	3.5	236	M	9	14	9	9	22	32	0	15	2	0	0	15	2/1	+2/+1
Hobgoblin	4.5	237	M	13	8	11	1	36	26	0	14	3	0	0	0	1/1	0/0
Var. Savage	3.5	238	M	11	9	13	7	36	28	0	13	2	0	0	0	3/1	-1/+2

Name	Gth	ID#	Size	STR	DEX	CON	BTY	WT	MV	FLY	CF	DF	AF +%	CB +%	MTD +/-%	MAR/ SAR	MANA M/H
Skull Head L.	3.0	239	M	14	11	12	7	30	36	0	15	2	15	25	-15	1/1	0/0
Vargarian Hu.	4.0	240	M	12	9	11	8	38	28	0	12	2	15	15	0	1/1	0/+3
Turthian No.	4.0	241	M	10	12	11	9	35	32	0	12	2	0	0	25	1/1	+1/+3
Gremlin No.	5.0	242	S	10	9	11	3	24	28	0	10	2	0	0	25	1/1	+1/+1
Satyrian	3.0	243	M	9	11	12	8	34	30	0	12	2	0	0	0	1/1	+1/+1
Wolfin	4.0	244	S	11	9	12	4	18	34	0	10	2	0	0	-15	1/1	+1/+1
Bushman	3.5	245	M	10	11	8	8	33	32	0	10	2	0	0	25	1/1	+2/+1
Redmane Mar.	3.0	246	M	14	12	15	12	50	32	0	22	3	0	0	25	1/1	0/0
Swampmen	3.0	248	M	11	10	16	1	40	28	0	14	3	0	0	-50	1/1	0/0
Hill Giant	3.0	249	L	26	7	13	7	120	34	0	32	3	15	15	15	1/1	-1/-2
Half-Elf No.	3.5	250	M	11	14	9	8	28	34	0	13	2	0	0	25	2/1	+2/+1
Centaur No.	3.5	251	L	18	10	19	8	280	40	0	30	2	25	140	-300	1/2	+2/+2
Spider Folk	3.5	254	M	15	12	7	1	32	32	0	14	1	0	0	-25	1/1	+1/0
Shadowling	?.?	256	S	6	6	6	6	6	6	0	6	6	0	0	0	6/6	+4/+4
Kobold	4.5	257	S	10	7	11	1	20	25	0	9	3	0	0	15	1/2	+2/+1
Highlander N.	3.5	258	M	10	12	9	7	34	32	0	14	2	15	15	25	1/1	+2/+1
Dangonian	4.0	259	S	11	8	12	6	18	34	0	12	2	0	0	25	1/1	+2/+2
Wazuri	4.5	260	M	12	11	11	10	38	32	0	12	2	0	15	25	1/1	+1/+2

Legend

STR = Strength
DEX = Dexterity
CON = Constitution
BTY = Beauty
WT = weight
MV = Land Movement Modes #1-2-3
Fly = flying movement mode #4
CF = Combat Factor
DF = Defense Factor
MAR = Magic Attack Resist.
SAR = Special Attack Resist.
MANA M/H = Magic/Holy mana recovery bonus.

Special Attacks

Fire Giants +15
Dragonspawn +10
Draconian +10
Aranconian +10
Saurian +7
Fangor +5
Spider Folk +5

Religious Diplomacy Effects

Sponsor's Religion	Target's Religion													
	0	1	2	3	4	5	6	7	8	9	10	11	12	13+
0	0	-25	-25	-25	-25	-25	-25	-25	-25	-25	-50	-90	-50	-90
1	-25	0	-10	-25	-25	-10	-10	-50	-50	-50	-90	-90	-90	-90
2	-25	-10	0	-25	-25	-10	-50	-50	-50	-50	-90	-90	-90	-90
3	-25	-25	-25	+10	0	-25	-25	-90	-90	-25	-90	-90	-90	-90
4	-25	-25	-25	0	+10	-25	-25	-90	-90	-25	-90	-90	-90	-90
5	-25	-25	-25	-25	-25	0	-10	-50	-50	0	-90	-90	-90	-50
6	-25	-50	-50	-50	-50	-10	0	-25	-25	-25	-90	-90	-50	-50
7	-25	-50	-50	-90	-90	-50	-50	0	0	-25	-90	-90	0	-50
8	-25	-50	-50	-90	-90	-50	-25	0	0	-50	-90	-90	10	-90
9	-25	-50	-50	-50	-50	-50	-50	-50	-50	0	-90	-90	-50	-50
10	-50	-90	-90	-90	-90	-90	-90	-90	-90	-90	+15	-90	-90	-90
11	-25	-50	-50	-50	-75	-75	-50	-100	-100	-50	-100	15	-100	0
12	-25	-90	-90	-90	-90	-50	-50	-25	+25	-90	-90	-90	25	-90
13+	-90	-90	-90	-90	-90	-90	-90	-90	-90	-90	-90	-90	-90	0

Note: It is not intended that there be a symmetrical relationship between the sponsor and target modifiers. For example, those Of The One (#11) will not want to be influenced by a person of a different religion, however when they are trying to sponsor an influence attempt their religion is not as much of a hindrance. The positive numbers mean that the religious match-up supports influence.

City Chart Overview

Force #	Prov. xx,yy	Name	Part of	Races	Ruler	Notes
3001	92,52	Ulster	K. of Ulster	201	1001	Capital, Pelarn Crown City
3002	78,39	Windhome	K. of Ulster	205, 201, 210	1002	Major Ariel tradeport
3003	67,44	Poinsbruk	K. of Ulster	201	1003	weak allegiance to Ulster
3004	69,57	Ravenscrieg	Raven Lords	202, 208, 235	1004	Claimed by Ulster
3005	39,45	Lorraine	K. of Lorraine	201, 245	1005	Capital, Pelarn Crown City
3006	41,38	Lox	K. of Lorraine	201, 210	1006	Best River Fishing
3007	20,25	Lealock	K. of Lorraine	201, 210	1007	Large Fortress/standing army
3008	26,42	Horrowton	Indep.	217, 222, 202, 201	1008	Red Witch/Claimed by Lorraine
3009	23,39	Domharl	Dwarf King	204	1009	Strongest known City Walls
3010	50,50	Port Seyartha	Pirate King/Raven Lords	222, 219, 225	1010	Pirate/trade allied with Fangors and some say Raven Lords
3011	56,39	Crossroads	Indep.	201, 209, 210, 218	1011	Pelarn Crown City
3012	41,31	Crystal Keep	Indep.	216, 223, 203	1012	Seeress of Crystal Tower, Enchanted
3013	24,17	Vecavia	Vecavians	211, 231, 230	1013	Capital
3014	69,29	Barclay	K. of Barclay	201	1014	Capital, Pelarn Crown City
3015	75,19	Norland	K. of Barclay	201, 215, 210, 221	1015	Frontier against the Patriarchy
3016	56,18	Farlow	K. of Barclay	201, 218, 203, 216	1016	Allied to Shadow City, Pelarn Crown City
3017	76,32	Steret	K. of Barclay	201	1017	Wild city of wanton women.
3018	47,23	Dunglave	Indep.	201	1018	Pelarn Crown City, claimed by Barclay, Ulster and Lorraine
3019	46,17	Tarlburg	K. of Barclay	201, 209, 210	1019	Frontier City against Patriarchy

Force #	Prov. xx,yy	Name	Part of	Races	Ruler	Notes
3020	42,23	Crescent-Cas.	Light Council	216, 223, 203	1020	Elven Pass Fortress
3021	107,24	Veca	Golden Horde	241, 220, 251	1021	City of Nomads
3022	????	Elacrai Tinel	Light Council	223, 203, 216	1022	Capital, moves in Sylvan Forest
3023	121,54	Mathaal	Baccus Empire	220	1023	Capital of Empire
3024	125,42	Cez	Baccus Empire	220	1024	Tradepoint, Army Post
3025	101,49	Izmir	Baccus Empire	220	1025	Former Pirate Town
3026	109,11	Bataar	Baccus Empire	220	1026	Isolated from Empire by Skull Fortress. Access by Sea.
3027	125,18	Skull Fortress	Dark King	202, 239, 237, 242, 208	1027	Capital, most hated location in all the world.
3028	91,3	Vanskerry	Indep.	221, 210, 209	1028	Once Part of a Viking Republic
3029	90,8	Lythe	Indep.	210, 209,	1029	Once Part of a Viking Republic
3030	84,23	Seafok	Indep.	221, 209, 207	1030	Home of the Semper Fi Knights
3031	80,9	Sarlion	Indep.	210, 221, 209	1031	Claimed by the Patriarchy
3032	63,2	Kaveraid	Patriarchy	226, 206, 215	1032	Capital of N. Maratasens
3033	86,13	Stormgate	Patriarchy	226, 261	1033	Enslaved new conquest
3034	90,58	Ur'Tok	Saurian Nation	207	1034	Capital
3035	77,34+	Windwalker	Ariels	205	1035	Cloud Castle, moves around
3036	92,45	Skystone	Dragon Lords	213	1036	Cloud Castle, moves around
3037	4,29	Vargar	Chaos Barbarian.	240, 238	1037	Tough Place on a Tuesday night
3038	92,77	Wahza	Chaos Barbarian	260	1038	Capital, Bad place for short folk
3039	19,74	Oakland	Dark King?	236	1039	Shifts alliances like Raiders
3040	20,48+	Camp Sor	Indep.	246, 224	1040	Nomad Camp, moves around
3041	25,65	Diggerton	Indep.	224, 246	1041	Capital of the Gnomes.
3042	45,12	Orconia	Raven Lords	202, 208, 222, 237	1042	Major City of Orcs
3043	114,72	Tornox	Raven Lords/Dark King? Indep?	217	1043	Major City of Goblins
3044	3,6	Kolborado	Raven Lord	257, 212, 232, 237	1044	Major City of Kobolds
3045	125,3	Hammertown	Dark King	208	1045	Major City of Trolls
3046	43,60	Silver Web	Raven Lords	214	1046	Major Town of Aranconians
3047	37,74	Tric'Klirrrr	Indep.	234	1047	Major colony of Insectoids
3048	30,66+	Great Web	Indep.	254	1048	Nomad Camp of Spiderfolk, moves
3049	108,8	Song Home	Indep.	243	1049	Nomad Camp of Satyrians, moves
3050	100,59	Helgoland	Indep.	227	1050	Kraken main town.
3051	????	Shadow City	Shadowlings	256	1051	Capital, Undersea City.
3052	111,40	Golden Camp	Golden Horde	241, 251	1052	Capital Turthian Nomads, moves
3053	32,1	Clansgow	Chaos Barbarian	221, 258	1053	Finest Whiskey in Pelarn
3054	76,67	Omalar	Raven Lords?	222, 202, 237, 217	1054	Recent addition to Dark Minions
3055	46,74	Mustan	Indep.	201, 245, 240, 260	1055	Refugees from Omalar's fall
3056	59,32	Whitehorn C.	Indep.	201, 203, 223	1056	Small Pop., Major Guilds
3057	14,33+	Square Wheel	Raven Lords/Dark King, Indep?	242, 237, 208	1057	Gremlin Nomad Camp, moves
N/A	40,60	Black Peak	landmark	-	-	Major landmark

Guild Overview

There are hundreds of guilds in the world. These are the standard guilds that generally will stay the same from game to game. Guild strength, possessions and magic protection may also vary somewhat from game to game however the numbers are the same. Guild owners are generally found inside the guilds a the start of the game. However as the game goes on and the dynamics of the NPCs increase they may leave their guilds to attend public or private conferences, conclaves, festivities, family matters or affairs of state. Characters who own guilds/markets are generally derived from the number of the Guild:

Guild #2551-2599 =	Characters 1351-1399
Guild #2600 =	Character 1600
Guild #2601-2699 =	Characters 1101-1199
Guild #2700-2799 =	Characters 1400-1499
Guild #2800-2880 =	Characters 1500-1580
Guild #2951-2999 =	Characters 1251-1299
Markets #1201-1250 =	Characters 1301-1350

Magic Guilds

2551 Vandal Magic (Kolborado)
2560 Goblin Magic (Tornox)
2570 Full Moon Magik (Orconia)
2581 Mane Magic (Diggerton)
2584 Oakbark Magic (Oakland)
2598 Weja Magic (Vargar)
2605 Magictology (Ulster)
2619 Druids Grove (Lorraine)
2622 Raven Magic (Ravenscrieg)
2623 Dark Magic (Skull Fortress)
2624 Skull Magic (Skull Fortress)
2625 Red Magic (Horrowton)
2626 Lion Magic (Kaveraid)
2627 Dragon Magic (Skystone)
2628 Imperial Magic (Mathaal)
2629 Hoof Magic (Veca)
2630 Semper Magic (Seafok)
2631 Rose Magic (Lorraine)
2632 Jaelsilve Magic (Crescentmoon)
2633 Swan Magic (Elacrai Tinel)
2634 Griffon Magic (Whitehorn)
2635 Mithril Magic (Domharl)
2636 Shadow Magic (Shadow City)
2637 Sky Magic (Windwalker)
2638 Vecavia Magic (Vecavia)
2639 Wahza Magiks (Wahza)
2651 Coven Hall (Horrowton)
2666 Arcane Chapel (Crossroads)
2689 Fire Hall (Steret)
2702 Crescent Warding (Crescentmoon)
2727 Sea Magic (Izmir)
2742 Rogan's Bones (Vanskerry)
2746 Blythe Magic (Lythe)
2755 Sarlion Magic (Sarlion)
2783 Ur'agik (Ur'Tok)
2800 Storm Will (Helgoland)
2818 Magicburgh (Clansgow)
2826 Shaman Magic (Omalar)
2834 Musty Magic (Mustan)
2951 Bang Magik (Hammertown)
2961 Web Magic (Silver Web)
2990 Klic Klic (Tric'Klirrrr)

Assassins Guilds

2550 Kol's Blades (Kolborado)
2559 Hobbes' Goblin (Tornox)
2569 Orcbudsmen Services (Orconia)
2580 Crooked Blades (Diggerton)
2583 Manglers (Oakland)
2599 Savage Memories(Vargar)
2609 Dragon's Ear (Windhome)
2646 Hard Felt (Lealock)
2662 Black Tower (Crossroads)
2675 Avengers (Barclay)
2681 Ombudsmen (Farlow)
2703 Quick Quills (Veca)
2716 Imperial Corrections (Mathaal)
2734 Rogan's Blades (Bataar)
2735 Skull Blades (Skull Fortress)
2747 Blood Axes (Lythe)
2761 Red Blades (Kaveraid)
2784 Sky Blades (Windwalker)
2790 Black Dragons (Skystone)
2801 Jutland (Helgoland)
2809 Searchers (Shadow City)
2819 High Handed (Clansgow)
2827 Sand Pipers (Omalar)
2835 Tan Hides (Mustan)
2843 Squires (Whitehorn C.)
2952 Persuaders (Hammertown)
2980 Purple Stingers (Silver Web)
2991 Tric'Ta (Tric'Klirrrr)

Thieves Guilds

2549 Visitors Bureau (Kolborado)
2558 Loose Purse (Tornox)
2568 The Finders (Orconia)
2579 The Underground (Diggerton)
2582 Hungry Hunters (Oakland)
2597 Vagar Vandals (Vagar)
2602 Import/Export Trade (Ulster)
2650 Highwaymen (Horrowton)
2657 Sea Scavangers (Port Seyartha)
2663 Lost and Found (Crossroads)
2691 Custom's House (Steret)
2717 Imperial Tax Dept. (Mathaal)
2739 Winterfinds (Skull Fortress)
2743 Rogans Raiders (Vannskerry)
2762 Lost Pride (Kaveraid)
2785 Reclaim Dept. (Windwalker)
2791 Dr'Kang (Skystone)
2802 Skaggerak (Helgoland)
2810 Trafficers (Shadow City)
2820 The Brotherhood (Clansgow)
2828 Ghost Caravan (Omalar)
2981 Stash and Cash (Silver Web)
2992 Tric'Firrrr (Tric'Klirrrr)

Merchants

2578 Mountain Traders (Diggerton)
2607 Tradewinds Unlimited (Windhome)
2658 Cross Traders (Crossroads)
2674 Barclay Bank Exchange (Barclay)
2694 Dunglave Roadways (Dunglave)
2704 Commerce (Veca)
2718 Trade Imperium (Mathaal)
2752 Ur'Tak Traders (Seafok)
2763 Frostnorth Traders (Kaveraid)
2786 Sky Traders (Windwalker)
2792 Up Scale (Skystone)
2811 Lake Traders (Shadow City)
2869 Slaver's Market (Lealock)
2953 Gatherers (Hammertown)
2982 The Strand (Silver Web)

Ranger Orders

2548 Curs Rangers (Kolborado)
2557 Rocky Rangers (Tronox)
2567 Terror Rangers (Orconia)
2577 Rock Rangers (Diggerton)
2585 Dark Rangers (Oakland)
2596 Pioneers (Vagar)
2611 Highway Rangers (Poinsbruk)
2642 Misty Ranger (Lealock)
2654 Mountain Rangers (Domharl)
2659 Road Rangers (Crossroads)
2679 Oxbow Rangers (Norland)
2688 Starburst Hall (Steret)
2701 Whitestorm (Crescentmoon)
2705 Sand Rangers (Veca)
2708 Green Rangers (Elacrai Tinel)
2723 Imperial Rangers (Cez)
2728 Sea Rangers (Izmir)
2745 Viking Rangers (Lythe)
2760 Lone Rangers (Kaveraid)
2772 Redtooth Rangers (Stormgate)
2787 Sky Rangers (Windwalker)
2793 Thunder Rangers (Skystone)
2803 Schlegwig Rangers (Helgoland)
2812 Shadow Rangers (Shadow City)
2821 Highlanders (Clansgow)
2829 Salla's Rangers (Omalar)
2836 Mammoth Rangers (Mustan)
2844 Whitehorn Rangers (Whitehorn C.)
2954 Hammer Rangers (Hammertown)
2983 The Scouts (Silver Web)
2993 Tric'Hillll (Tric'Klirrrr)

Knight Orders

2601 Ulster Royals (Ulster)
2962 Raven Knights (Ravenscrieg)
2963 Dark Knights (Skull Fortress)
2964 Skull Leopards (Skull Fortress)
2965 Red Knights (Horrowtown)
2966 Knights of the Lion (Kaveraid)
2967 Dragon Knights (Skystone)
2968 Imperial Knights (Mathaal)
2969 Hoof Knights (Veca)
2970 Semper Fi Knights (Seafok)
2971 Knights of the Rose (Lorraine)
2972 Jaelsilver Knights (Crescentmoon)
2973 Swan Knights (Elacrai Tinel)
2974 Knights Griffon (Whitehorn)
2975 Mithril Knights (Domharl)
2976 Shadow Knights (Shadow City)
2977 Sky Knights (Windwalker)
2978 Valkyrie (Veca)
2979 Ou'Lu Knights (Wahza)

College of Bards

2576 Long Hairs (Diggerton)
2595 Old House (Vagar)
2606 Temporal Library (Ulster)
2665 Royal College (Crossroads)
2682 Lakeside University (Farlow)
2698 Canary Hall (Tarlburg)
2706 Learning Tree (Elacrai Tinel)
2709 Imperial College (Mathaal)
2756 Forest College (Sarlion)
2764 Northern College (Kaveraid)
2794 Dragon Songs (Skystone)
2813 Echo Halls (Shadow City)
2822 Globe Stage (Clansgow)
2837 Juntrol Opera (Mustan)
2845 Whitehorn College (Whitehorn C.)
2955 Troll Top Tales (Hammertown)
2984 Webster's (Silver Web)

Alchemists

2547 Tap Aspin (Kolbarado)
2556 Kandy Potions (Tornox)
2566 Drug Deals (Orconia)
2575 Crystal Gem Blood (Diggerton)
2586 Dare Drugs (Oakland)
2612 Gilded Axe (Poinsbruk)
2616 Potions R'Us (Ravenscreig)
2643 House Magic (Lealock)
2684 Aquaver (Farlow)
2695 Landstrum (Dungalve)
2707 Medicinal Studies (Elacrai Tinel)
2710 Imperial Potions (Mathaal)
2730 Bataar Drugs (Bataar)
2738 Nightshade's (Skull Fortress)
2757 Green Thumbs (Sarlion)
2765 Ice Flows (Kaveraid)
2795 Scales and Jells (Skystone)
2804 Lowenpotion (Helgoland)
2814 Medicinal Liason (Shadow City)
2823 Pound Wise (Clansgow)
2838 Ivory Potions (Mustan)
2846 Horn Potions (Whitehorn C.)
2956 Crushed Stuff (Hammertown)
2985 Stickies (Silver Web)
2994 Tric'Rrrip (Tric'Klirrrr)

Inns

2546 Silver Billet (Kolborado)
2555 Vulgar Ox (Tornox)
2565 Burnt Elf (Orconia)
2574 Big and Small's (Diggerton)
2590 Oriental Foods (Wahza)
2594 Orlock's (Vagar)
2604 Sam's (Ulster)
2608 The Nesters (Windhome)
2618 Fang and Claw (Ravcenscrieg)
2647 Deli'Verance (Horrowton)
2652 By the Wall (Domharl)
2673 Hollowdeck Inn (Barclay)
2687 Star Inn (Farlow)
2692 White Stag (Steret)
2696 Erika's (Dungalve)
2711 Imperial Tavern (Mathaal)
2724 Chez Marie (Cez)
2729 Bay Inn (Bataar)
2754 Lost Lion (Sarlion)
2766 Red Lion Inn (Kaveraid)
2782 Dead Dragon (UrTtok)
2796 Dracon Fried Lizard (Skystone)
2805 Baltic (Helgoland)
2815 Waterlog (Shadow City)
2824 Watering Hole (Clansgow)
2830 Dunes (Omalar)
2839 Golden Mammoth (Mustan)
2847 Stags (Whitehorn C.)
2870 Lox Inn (Lox)
2957 Yukies (Hammertown)
2986 Cacoon (Silver Web)
2995 Tric'Ho (Tric'Klirrrr)

Fairs/Tourneys

2564 Necro Field Yards (Orconia)
2571 Red-Gnome Grounds (Diggerton)
2589 Collesium (Oakland)
2621 Pedal Palace (Lorraine)
2640 Salmon Fair (Lox)
2664 Four Corners (Crossroads)
2683 The Commons (Farlow)
2693 Wanton Grounds (Steret)
2700 Tarlburg Fair (Tarlburg)
2712 Imperial Fair (Mathaal)
2726 Cez Fair (Cez)
2758 Sarlion Fair (Sarlion)
2767 Fair Grounds (Kaveraid)
2788 Landing Fair (Windwalker)
2797 Netherfield (Skystone)
2816 Shadow Grounds (Shadow City)
2958 Smash Grounds (Hammertown)
2987 Spiral Dipita (Silver Web)
2996 Tric'Rarahhhh (Tric'Klirrrrr)

Church - Groada
2572 Red Groada (Diggerton)
2645 Groada Tower (Lealock)
2697 Dunglave Chapel (Dunglave)
2699 Groda Hall (Tarlburg)
2731 North Hall (Bataar)
2740 Sea Groada (Vanskerry)
2749 Groada's Anivl (Seafok)
2773 Ur'Groada (Ur'Tok)

Church - Elune
2620 Flower Chapel (Lorraine)
2661 Acontha Hope (Crossroads)
2670 Leafhome (Vecavia)
2685 Lake Shine (Farlow)
2713 First Temple (Elacrai Tinel)
2741 Elune United (Vanskerry)
2753 Elune Echo (Sarlion)
2774 Ur'Elune (Ur'Tok)
2848 White Temple (Whitehorn C.)
2997 Tric'El (Tric'Klirrrr)

Church - Elab
2610 Elab's Sunrise (Poinsbruk)
2614 West Wing Chapel (Windhome)
2644 Horizon Cathedral (Lealock)
2660 Cross Chapel (Crossroads)
2668 Diedra Cathedral (Vecavia)
2671 Elab's First Call (Barclay)
2714 Imperial Elab (Mathaal)
2732 D'Elab (Bataar)
2751 Sea Blessing (Seafok)
2759 Shepard's (Sarlion)
2775 Ur'Elab (Ur'tok)
2806 Krollin (Helgoland)
2840 Universal (Mustan)
2849 Ranger's Chapel (Whitehorn C.)

Church - Manva
2615 Clearview (Windhome)
2653 Mithril Temple (Domharl)
2672 Manva Cathedral (Barclay)
2715 Mana Imperial (Mathaal)
2776 Ur'Manva (Ur'Tok)
2998 Tric'Maaaa (Tric'Klirrrr)

Church - Om
2554 OM My God (Tornox)
2591 Lu' OM (Wahza)
2655 ViK Seas (Port Seyartha)
2669 Lioness of Lesbos (Vecavia)
2690 OM Blade Temple (Steret)
2720 OM Imperial (Mathaal)
2722 Sword Temple (Cez)
2744 Viking Temple (Lythe)
2750 Novina Semper (Seafok)
2769 Frostnorth OM (Kaveraid)
2771 Redtooth OM (Stormgate)
2778 Ur'OM (Ur'Tok)
2831 OM'alar (Omalar)

Church - Algar
2573 Downunder Cathedral (Diggerton)
2641 Algar River Dove (Lox)
2680 Lost Woodsmen (Norland)
2686 Holy Shadow Fall (Farlow)
2719 Imperial Algar (Mathaal)
2733 D'Algar (Bataar)
2768 Long Mane Algar (Kaveraid)
2777 Ur'Algar (Ur'Tok)
2841 Mustan Algar (Mustan)

Church - Canathar
2545 West Wind (Kolborado)
2553 Canathar Delphi (Tornox)
2563 Dark Temple (Orconia)
2588 Hegenberger Church (Oakland)
2592 Lu' Canatar (Wahza)
2593 Canathar House (Vagar)
2603 Darkside Chapel (Ulster)
2613 Ebony Shade (Ravenscreig)
2648 Scarlet Dawn (Horrowton)
2656 Acontha Temple (Port Seyartha)
2677 Canathar's Call (Norland)
2737 Canathar's Soul (Skull Fortress)
2779 Ur'Canathar (Ur'Tok)
2807 Kraftkran (Helgoland)
2832 Canalar (Omalar)
2959 Troll'athar (Hammertown)
2988 Silver Temple (Silver Web)
2999 Tric'Caaaaa (Tric'Klirrrr)

Church - Dekatar
2544 Den'atar (Kolborado)
2552 Zelin Temple (Tornox)
2562 Bone Hall (Orconia)
2587 Diemont Temple (Oakland)
2617 Grave Prayers (Ravenscrieg)
2649 Cemetary Cathedral (Horrowton)
2678 Holy Bones (Norland)
2725 Last Resort (Cez)
2736 Dekatar's Cathedral (Skull Fortress)
2780 Ur'Dakatar (Ur'Tok)
2833 Skull Temple (Omalar)
2960 Hammer's Temple (Hammertown)
2989 Bone Web (Silver Web)

Church - Heathen
2561 Circle Stones (Orconia)
2676 Golden Bull (Norland)
2721 Old Temple (Mathaal)
2748 Norse Hall (Lythe)
2770 Ancient Temple (Kaveraid)
2781 Ur-Golden Calf (Ur'Tok)
2799 Dervish Temple (Vargar)
2808 Kraken Temple (Helgoland)
2825 Bovine Temple (Clansgow)
2842 Monolith (Mustan)

Church - Dragon God
2789 Draco Cathedral (Skystone)

Residences
2667 Crystal Tower (Crystal Keep)
2798 First Home (Skystone)
2817 Shadow Tower (Shadow City)
2866 Palace of the Dark King (Skull Fortress)
2867 Imperial Palace (Mathaal)
2868 Hall of Shadows (Shadow City)

Markets
(12+ Last Two Numbers Of The Force)
1201 Royal Market Place (Ulster)
1202 Open Air Market (Windhome)
1203 Poinsbruk Market (Poinsbruk)
1204 Black Market (Ravenscrieg)
1205 Rose Market (Lorraine)
1206 Fulton Market (Lox)
1211 Cross Town Market (Crossroads)
1214 Barclay Docks (Barclay)
1219 Frontier Market (Tarlburg)
1223 Imperial Market (Mathaal)
1224 Legionaires Market (Cez)
1227 Skull Market (Skull Fortress)
1228 Raider Traders (Vanskerry)
1231 Shepard's Fields (Sarlion)
1232 Mane Market (Kaveraid)
1234 Kr'Rah Market (Ur'Tok)
1236 Wingover (Sksytone)
1237 Roaming Market (Vagar)
1241 Silver Market (Diggerton)
1242 Black Market (Orconia)

Monster Chart Summary

Typical monsters recorded over time. There ARE MORE unrecorded.

ID#	Name	Basis CF	Basis DF	INV	DAM	Avg PC	AF%	SA
308	Earth Elemental	150	15	9	15	10	400	700
309	Air Elemental	50	12	7	7	25	100	200
310	Fire Elemental	100	15	9	12	15	200	500
311	Water Elemental	200	8	4	8	5	200	0
312	Servant of Dark	100	8	8	4	18	25	100
313	Servant of Light	50	12	5	12	13	0	50
314	Spirit Servant	70	10	10	5	18	25	100
316	Wyvern	100	18	5	3	8	100	100
317	Swamp Drake	180	18	5	6	20	150	150
318	Swamp Dragon	125	18	6	4	18	125	350
319	Fire Drake	220	30	8	6	20	200	250
320	Storm Drake	300	35	9	12	22	250	350
321	Cloud Drake	225	30	6	10	20	150	300
322	Spawn of Evil	300	18	4	4	20	200	250
323	Harpy	50	18	4	12	18	100	100
324	Fire Demon	125	20	5	4	15	200	50
325	Will'o Wisp	50	30	8	2	10	100	50
326	Thunder Lizard	50	20	5	5	10	250	50
327	Sea Serpent	200	20	5	12	20	150	300
328	Greater Balrog	320	30	10	18	25	175	200
329	Green Dragon	300	25	4	8	15	250	200
330	Blue Dragon	300	25	6	8	15	250	400
331	Red Dragon	350	45	8	12	25	300	1250
332	Great Dragon	500	45	9	12	25	300	2000
333	Guardian Fury	200	25	15	15	20	300	1000
334	Cyclops	150	15	6	10	10	100	0
335	Golden Dragon	900	30	20	25	18	250	5000
336	Great Minotaur	150	15	5	3	20	150	0
337	Cockatrice	100	14	4	6	15	150	150
338	Giant Spider	100	12	4	6	18	200	100
339	Basilisk	100	15	4	6	15	150	175
340	Chimera	100	16	4	3	15	175	75
341	Storm Giant	100	18	5	10	15	150	115
342	Demon Dog Pack	150	19	6	8	18	150	200
343	Eldar Giant	400	35	10	12	43	700	250
344	Great Red Dragon	600	50	10	12	50	350	2500
345	Black Dragon	800	50	15	25	30	400	500

Legend

Basic CF/DF = Basic Combat and Defence factor
INV = Invulnerability
DAM = Damage Rating
Avg PC = average Personal Combat level for a character
AF% = Attack Factor for the Race regardless of weapon
SA = Special Attack.

Note: the higher the PC, the higher the CF and DF will become. At a rate of +5CF and +3DF per PC.

Basic Supernatural Status Overviews

Many Additional Statuses may be found in the course of play.

Status Name	*Status ID#*	*ALG*	*TYPE*	*INV/ DAM*	*PC Char Only*	*Sold CF/DF*	*TAC*	*INF*	*SA Char Only*	*AF%*
Werewolf *	346	**	L	3/3	10	0/0	-5	-5	100	100
Greater Werewolf	1806	**	L	6/6	15	0/0	0	-3	200	150
Werebear *	356	**	L	3/3	12	0/0	-5	-3	100	100
Greater Werebear	1810	**	L	6/6	18	0/0	0	0	200	150
Werelion *	351	**	L	3/3	15	0/0	-2	-3	100	100
Greater Werelion	1807	**	L	6/6	21	0/0	0	0	200	150
Weretiger *	361	**	L	3/3	18	0/0	0	-3	100	100
Greater Weretiger	1808	**	L	6/6	24	0/0	2	0	200	150
Wraith *	367	E	U	3/3	15	0/0	-5	-10	15	100
Morghoul*	362	E	U	2/2	8	0/0	-5	-15	50	50
Greater Morghoul	1870	E	U	3/3	10	0/0	-6	-16	100	100
Spectre *	363	E	U	3/3	5	0/0	0	-5	300	150
Spectre Lord	368	E	U	9/9	18	0/0	2	0	500	200
Zombie*	352	E	U	1/1	0	12/3	0	-5	0	50
Greater Zombie	1875	E	U	3/3	10	0/0	-5	-10	50	100
Skeleton*	347	E	U	1/1	0	10/0	0	0	0	25
Ghoul*	357	E	U	2/3	0	20/2	0	0	3	75
Enchanted *	371	**	O	2/2	5	8/2	3	2	0	30
Greater Enchanted	1860	GN	O	3/3	10	0/0	6	4	100	75
Demi-etherial	1861	GN	O	6/6	15	0/0	8	6	300	150
Netherworld *	373	**	O	2/2	6	9/1	0	0	0	75
Greater Netherworld	1863	**	O	4/4	12	0/0	0	0	200	100
Nether Lord	1820	**	O	6/6	20	0/0	0	0	500	200
Blessed of Groada*	349	N	R	1/1	3	5/1	1	1	0	25
Blessed of Elune*	354	N	R	1/1	2	5/1	0	0	0	45
Blessed of Elab*	359	G	R	1/2	2	5/2	1	1	0	50
Blessed of Manva*	364	G	R	1/2	3	5/2	0	0	0	50
Blessed of OM*	369	N	R	2/2	6	10/0	3	-1	0	75
Blessed of Algar*	350	N	R	1/1	3	5/1	0	0	0	25
Touched of Canathar*	355	E	R	2/1	3	5/2	0	-1	5	50
Touched of Dekatar*	360	E	R	2/1	3	5/4	-1	-2	7	50
Vampyre*	358	E	U	3/3	6	5/2	1	0	50	50
Greater Vampyre	375	E	U	4/4	12	0/0	3	2	100	100
Vampyre Lord	1858	E	U	8/8	20	0/0	10	8	500	300

* = First Status in a Status tree with at least 3 steps.

R/U/L/O Indicates Religious, Undead, Lycanthrope or Other as a type of supernatural Status

G = Good Alignment
E = Evil Alignment
N = Neutral Alignment
NE = Neutral or Evil Alignment
GN = Good or Neutral Alignment
** = Not Alignment Restricted

Adventure Summary

This summary gives some of the salient features of the standard adventures. The format does not allow for the greatest of detail and, of course, the adventure order details from the stories takes precedence over this summary.

Adv. #	*Character*	*Race*	*Place*	*Some of the other restrictions (All levels refer to base values)*
1001	Main	Human 201	Origin of it all	Mark of Divinity, Ring of Man
1002	Main	Highlander 221	Sacred Rock	Mark of Power, KE 30, FK 30, Berserker 30, Male
1003	Main	Turthian 241	Veca	20 Sand Snakes, Whip of Turth
1004	Main	Half Orc 222	Lox Peak	Female Human 201 Prisoner, Month 1-3-5-7-9-11
1005	Main	Vecavian 211	Vecavia	Female, an alive male undead prisoner, race: 201, 203,223, 243
1006	Main	Amazon 231	Vecavia	Female, Knight 20, Ring of Silvermoon, Apology of Clena
1007	Main	Elf 203	Bronze Forest	Bronze Leaf
1008	Main	Dark Elf 236	Dark Astral Gate	Magic Key
1009	Main	Light Elf 216	-	Mark of Wizardry
1010	Main	Sylvan Elf 223	Pool of Enchantment	Bowmaster, Ranger, Other status, Soldiers
1011	Main	Maratasen 206	Pride Peaks	Religion 1-6, not a Spy, Assassin, Rumormonger or Thief.
1012	Main	N.Maratasen 226	Kaveraid	Warlock, Not a Priest, No undead or religious Status
1013	Main	Redmane Mar. 246	Sacred Burial Ground	-
1014	Main	Skull Head Lp. 239	Skull Fortress	Undead Status, Religion 7-8
1015	Main	Vargarian 240	Silver Mist	No Lycanthrope
1016	Main	Eastern 220	Mathaal	-
1017	Main	Eastern 220	Central Baccus	Imperial Defenders, Imperial Signet Ring, Soldiers
1018	Main	Dwarf 204	Domharl	Stone
1019	Main	Gnome 224	-	Lumber, Iron
1020	Main	Saurian 207	Veca	Trade Ring
1021	Main	Orc 202	Orcania	Prisoner
1022	Main	Orc 202	Skull Fortress	Undead Status, Prisoner
1023	Main	Gremlin 242	Square Wheel	Stealth 7, Tactics 8
1024	Main	Goblin 217	-	Golden Goblet
1025	Main	Hobgoblin 237	-	Berserker 10, PC 15, Constitution 20
1026	Main	Kobold 257	-	Prisoner Earth Elemental
1027	Main	Ogre 212	Thraxx Bow Gate	-
1028	Main	Troll 208	Troll Top	Religion 7-8, Not a Bard, Merchant or Rumormonger
1029	Main	Swamptroll 228	-	Magic Pearl
1030	Main	Wazuri 260	-	Priest of Canathar and Sorcerer
1031	Main	Swampman 248	Swamp Province	Female Prisoner
1032	Main	Draconian 213	-	Star Metal
1033	Main	Insectoid 234	Black Peak	Prisoner Aranconian
1034	Main	Dangonian 259	Black Peak	Prisoner Insectoid
1035	Main	Fangor 219	Haven Marsh	Female, Beauty 7, influence 7
1036	Main	Thunder Giant 209	Skystone	Thunder Crystal
1037	Main	Fire Giant 229	-	Ruby Sword
1038	Main	Hill Giant 249	-	Demon'fant
1039	Main	Centaur 251	-	Base influence 6, Tactics 9
1040	Main	Kr'Tassen 215	-	Mark of Destiny, Base influence 7
1041	Main	Gargoyle 233	Gargoyle Rites	Ariel-Prisoner

Adv. #	Character	Race	Place	Some of the other restrictions (All levels refer to base values)
1042	Main	Kraken 227	-	Lost Eggs
1043	Main	Satyrian 243	Mountain Echo	Bard 11
1044	Main	Dragonspawn 225	Skull Fortress	Undead Status
1045	Main	Ariel 205	Windwalker	Base Influence 8, Tactics 7 and PC 10
1046	Main	Buschmen 245	Runefields	Druid 11
1047	Main	Half Elf 210	Sarlion	Base INF 5, TAC 5, PC 10, Mark of Destiny, no undead or evil Status
1048	Main	Vec.Half Elf 230	Slavers Guild	20 Gremlin/Orc Slaves #261 in personal possession
1049	Main	Half Elf Nom. 250	-	Rainbow Cloth, Thief 15
1050	Main	Snow Troll 235	Ice City	Berserker 10, Strength 25 and PC 15
1051	Main	Wolfin 244	-	Lycanthr. Status, Canathar, 20 Horses #291 in personal possession
1052	Main	Varg.Savage 238	Vargian Mountains	Berserker 10, PC 10, Religion #9 Heathen, Spring and Summer only.
1053	Main	Highl. Nom. 258	Barren Hill Province	Heathen-Priest 15
1054	Main	Halfling 218	-	No evil or no undead Status, Riddlers Book
1055	Main	Shadowling 256	Shadow City	Mark of Destiny
1056	Main	any	Skull Mountain	Raven Helm Robe
1057	Main	any	Skull Mountain	Undead Status, Dekatar, Soul of Culthusa
1058	any	Dark Elf 236	Oakland	Silver Oblong Ball
1059	Main	Aranconian 214	-	Ring of Arancon
1060	Main	N. Maratasen 226	Stormgate	Berserker, Priest of OM, religious Status
1061	Main	Astral Ogre 232	-	Meldorian
1062	1-1200	-	Raven Knights	Undead Status, Knight 15, PC 20, TAC 5, Canathar, Dekatar, Raven
1063	1-1200	-	Dark Knights	Undead Status, Knight 10, Assassin 10, PC 15, Dekatar
1064	any	Scull head Leo. 239	Skull Knights	Knight 10, PC 15, evil Religion
1065	1-1000	no Redmane Mar.	Red Knights	Prisoner Redmane maratassen, Knight 15, PC 25, evil Religion
1066	any	Maratasen	Lion knights	Knight 15, PC 20, OM, not undead, not of the One, male
1067	any	Draconian 213	Dragon Knights	Knight 15, PC 20, not undead or Lycanthrope, Dragongod
1068	any	Any	Imperial Knights	Knight 18, PC 18, not Dekatar or undead
1069	1-1200	Turth. N./Centaur	Hoof Knights	Knight 15, PC 20, Tactics 10, no imperialist Titel
1070	any	varies	Semper Fi Knights	Knight 20, PC 20, STR 16, CON 16, not unbebiever/undead/Lycan.
1071	any	varies	Rose Knights	Knight 15, Swordmaster 15, PC 15, effective Prestige 4, not undead
1072	1-1200	Elf+, Human	Jaelsilver Knights	Knight 15, PC 15, TAC 8, Good Religion, not undead or Lycanthrope
1073	1-1000	Elf+	Swan Knight	Knight 15, PC 15, Beauty 18, Elune, not undead or Lycanthrope
1074	any	Human 201	Griffon Knight	Knight 10, PC 15, STR 12, effec Prestige 2, good Religion, Wargriffon
1075	any	Dwarf 204	Mithril Knight	Knight 10, PC 15, Axe 10, STR 16, Manva, not undead/Lycanthrope
1076	any	Shadowling 256	Shadow Knight	Knight 20, PC 25, Of the One, not undead or Lycanthrope
1077	any	Ariel 205	Sky Knight	Knight 10, PC 12, Bowmaster 10, DEX 16, No evil Religion

Adv. #	Character	Race	Place	Some of the other restrictions (All levels refer to base values)
1078	any	Vecavian/Amazon	Valkyrie	Knight 10, PC 15, Beserker 10, STR 12, CON 12, Religion 1-8, Female
1079	any	Wazuri 260	Ou'Lu Knight	Knight 10, PC 15, STR 15, CON 15, Canathar, Male
1080	any	any	Poinsbruck	Maiden Love Potion #1680
1081	Main	See Faction 1	-	Mark of Evil, undead Status, evil Religion, Arcanist 25
1082	Main	See Faction 2	Elacrai Tiniel	Influence 10+, good Religion, no undead Status
1083	Main	See Faction 3	-	Mark of Power, Knight 25, PC 25
1084	Main	See Faction 4	Crossroads	Influence 5, effective Prestige 8
1085	Main	See Faction 5	Dark Palace	evil Religion, undead Status, no Elf
1086	Main	See Faction 6	Imperial Palace	5000 Crowns, effective Prestige of 5
1087	Main	See Faction 8	-	Highpriest of a Pantheon-Religion
1088	Main	See Faction 9	Skystone	Effective Prestige of 6, Dragongod, Draconian, no undead Status
1089	Main	See Faction 9	Skystone	Effective Prestige of 5, Dragongod, Draconian, no undead Status
1090	Main	See Faction 10	Shadow Hall	Shadowling Priest, 'Of the One' Religion
1091	Main	See Faction 11	-	Ranger 10, effective Prestige 5
1092	Main	See Faction 12	Black Peak	Prisoner ID# 1-200
1093	any	-	Ulster	Ring of Jung
1094	any	-	Lorraine	Red Witch as Prisoner
1095	any	-	Lox	Prisoner Catfish C1395, Ranger, good, not insane/poisoned/cursed
1096	any	-	Mathaal	Queen Verena as Prisoner
1097	any	Human 201	Norland	Prisoner Northern maratassen
1098	any	Eastern 220	Mathaal	Bard 25
1099	any	-	Ravenscrieg	Member of Raven Lords, Canathar, Alathon the Wise as Prisoner
1100	any	-	Ravenscrieg	Member of Raven Lords, Seal of Cavalas
1101	any	-	Ravenscrieg	Member of Raven Lords, Frostsword
1102	any	Ariel 205	Whitepeak	Wing Box
1103	any	any	Horrowton	Prisoner With Titel 'Cursed of Red Witch'
1104	any	Wazuri	Wahza	Have orders of capture 1904.
1105	Main	Spiderfolk	Black Peak	Female with a male Spider folk prisoner
1106	Main	See Faction 7	-	Titel: Redtooth, Moonhunter, Elder pilgrim, Pride Honer
1061	Main	Astral Ogre 232	-	Meldorian

Designer Notes

By Edi Birsan 1995

"Swords of Pelarn goes back to a hand-moderated game run by Jim Landes in 1981. The development of the Legends game system by Landes from 1985 to 1990 was partly to bring to life the enjoyment and excitement that surrounded his experiences with Swords of Pelarn. The original draft of the module book was put out to a playtest review group in the Fall of 1993 and received a great deal of feedback. With the departure of Landes to pursue a career outside of play-by-mail gaming, Edi Birsan inherited that draft of the module book and the map notes from the original hand-moderated game. The game was placed on the shelf while Dark Domain and the new Legends system was put into play.

"In 1995 the search went out for a new module as we hope to have a new one each year. Swords of Pelarn had had a lot of prior publicity and the expectation of it was in the back of the minds of many players. Therefore, the decision was made to activate the Swords module and use it to move forward the evolutionary process of the Legends system.

"What the new design team inherited was basically the pre-playtest draft of the module with a large chronology which sketched a world. The map, which had previously been drawn and printed, was given as the fixed aspect of the world. Starting from there, and using the notes provided by the playtesters, we started to rebuild the world from a player's perspective while bringing to it the latest flexibilities of the New Engine. As in the case of all new endeavors, we have attempted to shut down some of the abuses of the prior module and, no doubt, have opened up some new possibilities. The nature of life is learning.

"When we did the North Island Campaign we were looking at a different twist in this world's themes with the return of the Elves. We spent considerable game resources exploring the religions and trying, in a subtle manner, to talk about the development of societies and the role of change as well as the attitude toward change in it. For many, the description was too subtle and not useful enough in-game. When we did Dark Domain, we brought the game focus down tightly and had a greater set of stories in use though, there again, we were looking at different scientific and mathematical models of the Universe for a common thread through the module as well as a very straight-forward Good Guy/Bad Guy theme. Dark Domain (DD) also marked a massive change in the quantity of story-line. DD's story-lines took on a life of their own for the authors who quickly found that over 200 pages of material were put in the game as well as outlines for another 100. A handful of characters were put through rather intense paces to play out the conflicts of these world views and entertain the players.

"Here in Swords of Pelarn we have moved the scale back from DD, opening the game up with an overwhelming list of characters, each with a potential story-line. Some of them will be active while others will simply be footnotes to history. We have also tried other design ideas including the concept of being in more than one faction at a time. What we wanted to show was that there are different levels of involvement in the game world and that Role Players, Power Gamers, and Victory Only players could each have and share a single world. We also wanted to have a world in which there was a basis for the different play styles to be recognized and have entertainment value. The extensive use of Adventures and a, hoped for, more dynamic background should prove a challenge to the loner as well as the new player trying to find something to do in a complex world.

"There has also been an attempt to give players more ways to interact with each other, especially with the restructuring of religions and building of factional leadership.

Anyway folks, have fun and make it fun for your fellow players."