



ROLEMASTER
THE STANDARD SYSTEM

Shades of Darkness



Genre
Book

Shades of Darkness™



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INTRODUCTION

The Scarthen World is a future Earth. An Earth in which much of humanity has fallen to the level of cattle and their greatest threat may be their only protection from annihilation. The Scarthen World crosses many genres of role playing. It is a post apocalyptic world and a fantasy world with magic; it is a world of gothic horror, and technologically at about the level of Earth's 17th century, with the occasional exception of a 20th century device. The invasion that caused this change was so cataclysmic that inhabitants of the Earth began referring to the world they lived in, the world after the war, as the "Scarred World," the "Damned World," the "Riven World" and other phrases of sorrow. Eventually the name "Scarthen World" was coined and came into general acceptance.

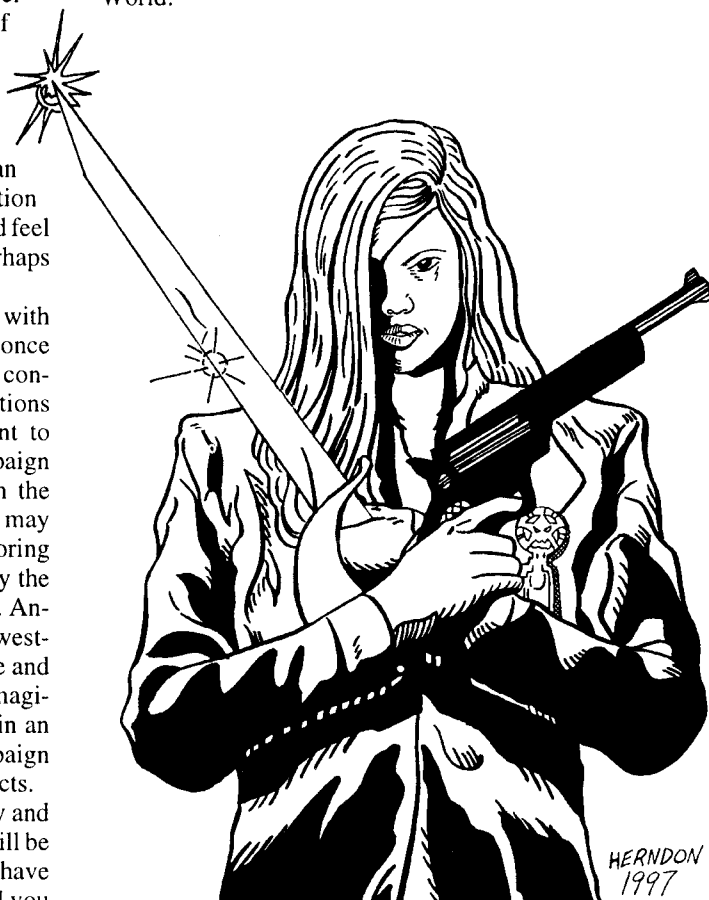
The very environment is now a threat to characters, as the air, water and land have become toxic. As their level of "Taint" grows so does the fear of the possibility of mutation. Humans, as always, have adapted to survive. Unfortunately, this means that some humans have allied themselves with forces that may seek to annihilate the characters. Desperate situations breed desperate measures, some heroic, most not. No one can be trusted, and anyone may be a spy for another faction vying for power in this twisted land. Characters should feel a level of suspicion for every person they meet and perhaps even for each other.

This work sketches the broad outline of the world, with most of the emphasis on Ulmerica (the area that was once know as the United States), its history, peoples and conflicts and then allows the GM to create whole new sections on this canvas. Different gaming groups may want to emphasize different aspects of the world. A campaign could emphasize the horror aspect of dealing with the fearsome creatures of the night. A different campaign may stress the science fiction angle with characters exploring the ancient ruined cities in a quest to understand why the apocalyptic events that changed the world happened. Another campaign may want to run a more "spaghetti western" theme with heroes entering an oppressed village and saving the local townsfolk from their Ulpir Lord. A magical campaign may have characters wielding magic in an attempt to make a difference; a technological campaign may have characters scavenging and repairing artifacts.

Whatever the choice it is hoped that you will enjoy and be inspired by the Scarthen World. It is a world that will be both familiar and yet different from anything you may have played before. Just remember, in the Scarthen World you are just blood stock until you prove otherwise.

BOOKS NEEDED

Most of this book presumes that you are already familiar with the Rolemaster Standard System. You should have all of the core books (*Rolemaster Standard Rules*, *Arms Law*, and *Spell Law*). In addition, you will need *Weapon Law: Firearms* and the *Arcane Companion*. The rules for using these books are not given here except where changes have been made to accurately simulate elements of the Scarthen World. For example, the rules for handling firearms will not be discussed at all (i.e., fire rates, re-load times, etc.); however, certain changes to character creation will be explained (where they are different than in the *RMSR*). The other books of the system would supplement the GM's ability to provide interesting avenues for adventure, but are not necessary to actually run a campaign in the Scarthen World.



PART I

THE SCARTHEN WORLD

"Ulpir hunters play chess with powerful undead lords on boards littered with the rotting corpses of their friends."

—Nathaniel Hand, Ulpir hunter

The sounds of confusion grew in a crescendo, starting with shouts of alarm and snowballing into a volley of gun shots that rolled down the main street past the front door of the tavern. Nathaniel launched himself over the bar and was moving low to the ground for the back door before anyone else had a chance to react.

He paused to glance back into the room at the doorway. Most of the locals were scrambling for cover and grasping their weapons. Jax, the strange warrior from the west, had taken up position behind an overturned table and shouldered his rifle, covering the front door. "Good, anything that could get past him and the gun would be more than I could handle," Nathaniel thought as he slipped out the back.

Scrambling over the wood pile, knocking loose a couple of logs, he paused before moving out into the main street and maneuvered his sawed-off double-barreled shotgun clear of his cloak. Resting it on his left arm he drew his silver-edged cutlass. He slipped along the building and out onto the street.

During this entire time, there had been no further gun shots. Men had begun yelling across the roof tops. "Man down! There is a man down in front of the Boar's Head."

"Sula'fay's tears! What was that thing?"

"Who was it carrying?"

"You ever see anything move that fast?"

"I think I hit it at least once."

"Is he OK? Who's down?"

"It was a werewolf. A werewolf I tell you."

"I think it was bleeding. I know I hit it."

Most of the rooftop guards had moved to the edge of the roofs and were craning their necks to see the front of the Boar's Head Tavern. The front door of the tavern opened and Jax stepped out, checking left then right, flanked by a gaggle of locals who gathered around the fallen body.

Nathaniel's attention was focused on a lone figure clad in well tailored black clothing far down the main street. It walked slowly forward and Nathan felt a tunnel of clarity form between him and it. It whispered to him from over 100 yards away, but the words wailed loudly in his ears, and he saw the thing like he was standing only a few feet away.

"I am Sa'juri speaker to the Lord Dunnigan Del Oro and the words I speak now are his and not mine:

"You only sent one, hunter. How disappointing; I would have thought that you would do better. Never the mind of it, the opening move is mine. The smith is dead. Now it is only a matter of time before the town is mine. Time is, after all, my keenest weapon.

"In the mean time you will deliver a message to them for me, won't you, hunter? Tell them this town will not be safe until it is under the protection of Lord Dunnigan Del Oro.

"Till next time then, hunter."

The speaker turned to walk away and the rest of the world slammed back into Nathaniel's consciousness. From behind him came the voices of the men crowded around the front of the tavern. "By Sula'fay, it's Collen! He's just barely breathing."

The exclamation was followed by whispers of, "The smith, they got the smith."

Apparently no one else had seen it, but its image was still burned into Nathaniel's head. It had looked mostly human with short, slick black hair, a pencil-thin mustache, and a goatee, but the yellow cat eyes and the echoing whisper that had crossed the distance between them were not human, not even slightly.

The Scarthen World is in the grip of darkness. Demons control much of the world, radiation threatens humanity, and huge climatic changes have made life a struggle across the globe. In Ulmerica, much of the human inhabitants have become "blood stock," willing slaves, cattle to inhuman masters the Ulpir. The Ulpir care for humans because of tradition and a need for food. Yet there is little revolt, for without these inhuman masters humanity would have ceased to exist long ago. The Ulpir were the only beings capable of stemming a demonic invasion that threatened to wipe the planet clean of all intelligent life. Without the Ulpir, the inhabitants of Ulmerica fear another such invasion and the end of life, in any recognizable form, on their world.

Life for most humans has become one of fear and hideous compromise. The demonic invasion left behind the corruptive Taint of the energy of Unlife. Unlife energy is the antithesis of

"Essence," the clean, natural flow of the energy of the world. This Taint hideously mutates any living creature that absorbs too much of it. Mutated animals, plants, and even humans wander the night, killing and feeding on any natural creature they can find. The world has become a place of terror for most humans.

To protect humanity from these creatures, and the ever present threat of demonic invasion, came the Ulpir. Across Ulmerica, many communities are protected by an Ulpir Lord. Such Lords must be fed, and the Ulpir feed on only one substance; life essence. So each community must sacrifice its own people in a chilling appeasement of its Ulpir Lord and protector.

But some still speak of Earth. Indeed there are reminders all around of a very different time. A time when humanity and technology dominated the planet. A time when there were no Demons, Ulpir or magic.



HISTORY OF THE SCARTHEN WORLD

Part I

Sections
1.0, 1.1, 1.2
History of the
Scarthen
World
Before the
Invasion
The Invasion

"Long ago, in an age that is now but a dream, men flew through the sky and lived beneath the sea. These lords of technology flew to the moon and ripped open the very substance of all things. This was a time of the Arch Scientists."

—Erik Longstaff the Bard

1.1

BEFORE THE INVASION

The world that was destroyed in the Unlife invasion has faded into the realm of myth. If it were not for the few still functioning artifacts from that long ago world, the entire time period would probably be relegated to legend. Only the Ulpir really remember the pre-invasion world, and they do not speak of it to the blood stock.

20th century Earth before the invasion relied on technology, not magic. To the people of the Scarthen World this period is viewed much the same way we view Arthurian Legends, not quite real but somehow compelling. The ability to manufacture complex electronic circuits and delicate components has been lost. Any serious attempt to organize a manufacturing operation or to rediscover some of the keys to technology is stopped by the Ulpir.

Many of the animals and peoples of Earth have either ceased to exist, or mutated beyond recognition. Now the Scarthen World is populated by beings and races unimagined by the peoples of those pre-invasion days. In addition, with the fall of technology magic has risen to become the dominant force on the planet. Whether this is due to the invasion or just the natural shift in balance between magic and technology is unknown.

1.2

THE INVASION

In the tales that people tell each other, it is not usually technology that is to blame for the demonic invasion, but rather the hubris of scientists who sought to control powers they did not fully understand. They are said to have pushed the bounds of reality so far that they accidentally opened a gateway into the realm of Unlife. Which boundary they breached varies from story-teller to story-teller; some say it was time, others space, some say that these scientists tried to reach for the stars, others say they tried to take apart the very nature of matter. All agree, however, that the scientists first unleashed the hordes from a great lab near the ancient town of Kanzus Sit'ae. The realm they touched was one of Unlife, inhabited by creatures that could only be called "Demons." They poured through the breach created by the scientists, hungering for the energy, or Essence, of our world. Once the gateway was opened, it could not be closed.

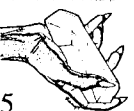
At first contact it was found that Demons were resistant to the effects of guns and explosives. In a futile attempt to end the battle quickly the ancient king of Ulmerica, Unkail Samm, sacrificed Kanzus Sit'ae by unleashing his ultimate weapon. This weapon created a holocaust of fire and devastated the land for hundreds of miles around. But when the dust settled the ancients, to their horror, discovered that all they had done was widen the rift into the Demonic realm.

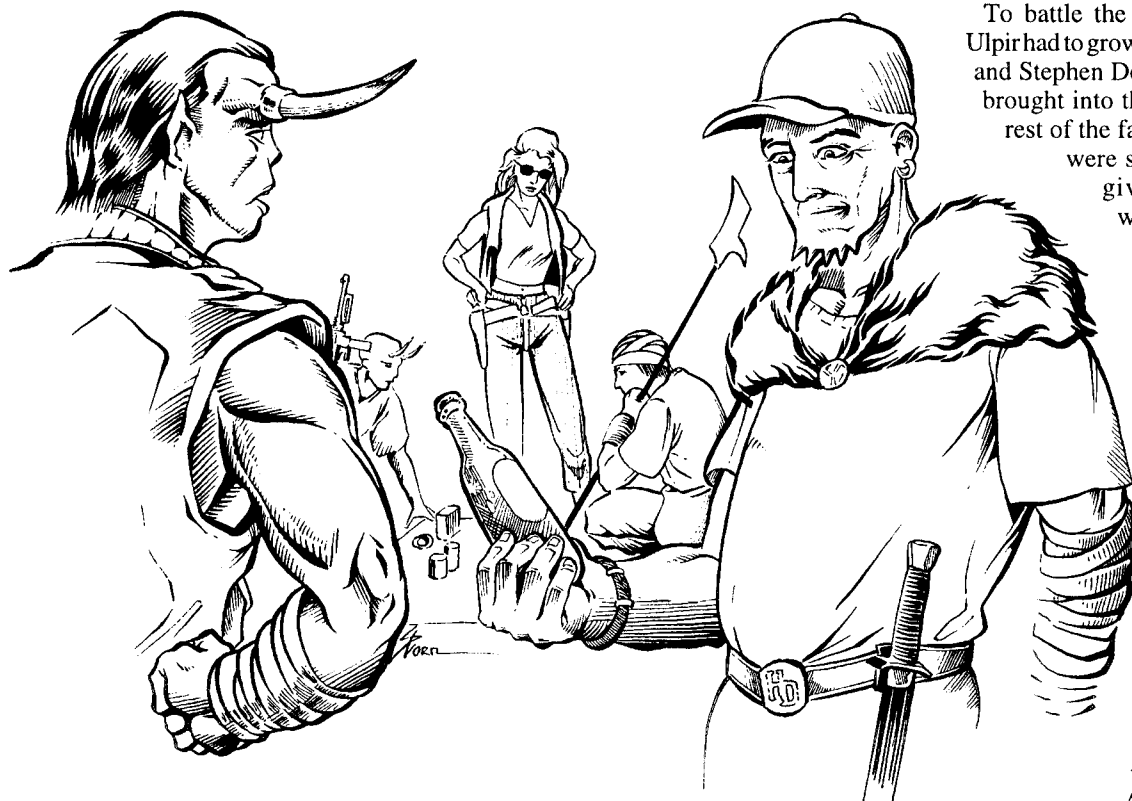
At this point humanity still felt it had a chance. From what they had seen the warriors of the time thought that the Demons were mindless animals. This had been true of the first to cross the breach, but after the widening caused by the ancient weapon, the Demonic princes were able to come across and soon spread across the globe. The Demons were now organized and began carrying out coordinated strategic strikes, cutting off the power to cities and strongholds. That, combined with the Demons' resistance to technological weapons and their ability to disrupt technical devices, reduced humanity to the use of hand to hand weapons. This marked the low point of the war as humans, accustomed to their technical devices, had to reacquire themselves with more primitive weapons. But the advance of the Demonic armies were slowed three years later by the discovery of magic and the unexpected appearance of allies.

The Sula'fay and the Druids arose from ancient religions that believed in magic, and as the invasion proceeded they suddenly found their belief in magic affirmed. The appearance of magic was an unexpected boon to humanity. Perhaps it was a by product of the demonic invasion, or a natural reaction to the annihilation of technology. Whatever the reason, in Ulmerica and perhaps elsewhere, the Druids and Sula'fay joined in the battle against the Unlife invasion.

With the appearance of magic there also appeared creatures of magic: Elves, Dwarves, fay, elementals and sprites. They joined humanity in its battle against the Unlife, although they were particularly susceptible to the Unlife energy called "the Taint." While the inhabitants of Earth's reaction to the Taint of the Demonic world was to mutate, exposure to Taint forced these creatures to sleep. Not a normal sleep, but a hibernating sleep, in which the creatures merged with the natural environment, becoming all but unnoticeable. Many humans envied this reaction, for at least they were removed from the horror and suffering. At the same time the Ravanna appeared. These strange gypsies, with their cat's eyes and copper skins, began to wander from place to place, helping humanity where they could. Though some speculated that they were creatures horribly muted by the Unlife, their presence was welcome in humanity's dark hour. But even with magic, and their new allies, humanity was still slowly losing the war.

Until the arrival of Valmoth Lucard.





1.3

THE RISE OF THE ULPİR

Valmoth Lucard was a popular general in the service of the Ancient Ulmerican Empire. He and his corps of men were the most decorated unit at the time. When the battles were most desperate, he and his men always seemed to find victory when defeat was certain. Then, ten years later, after the invasion and to the horror of Unkail Samm, Lucard vanished.

Years later, Unkail Samm lay dead and his empire was shattered. At this time, when things were looking their worst Lucard returned with a mysterious companion: Bender. They were the first of the Ulpir.

They first appeared in Dixie, a kingdom that had arisen in what was the Southeast of Ulmerica. From there they began to unite what was left of Ulmerica's military forces and to spread the word that a new way had been found to shatter the demonic armies and free humanity from their grip. In less public circles, they also made known that they were of Ulpir blood, and as Ulpir, they had partially become what they battled: the forces of Unlife. This fact was glossed over by most as a savior seemed to have emerged. Soon Lucard had gathered a large army under his control and moved it to the Northern Ulmerican plains in an area still known as the Bad Lands.

To battle the demons the ranks of the Ulpir had to grow. Lucard's two sons, Carlos and Stephen Del Oro, were the first to be brought into the ranks of the Ulpir. The rest of the family and many associates were soon to follow. They were given positions of power within Lucard's army and began to lead a counter-offensive against the most organized of the demon armies located near the ruins of Kanzus Sit'ae in the town now known as Wichae Taw.

Wichae Taw was ruled by the demon prince Mepheligar, the first demon prince to come through the gate. Mepheligar quickly organized the lesser demons and took over Wichae Taw using its proximity to the demon gate as a means to gather together all new arrivals. As the ranks of his demon army swelled, he sent lieutenants off to expand his empire across the globe.

Lucard saw that he did not have to defeat the entire Demonic horde. He and Bender had determined that the aggressive nature of the Demons would only allow them to work with the presence of a strong leader. It is in the nature of Demons to follow their superiors, but without a leader they quickly turn on each other. Valmoth Lucard drew out Mepheligar, and threw everything he had in to killing the Demon overlord. Of the Ulpir engaged in the assault the only non-blood descendant of Lucard to survive was Bender.

Once Lucard had destroyed the leader of the invasion the other Demonic armies turned on each other. The princes tried to destroy each other in order to become the new Demonic Overlord. In the confusion, Lucard slipped into Kanzus Sit'ae and sealed the demon gate. This prevented more demons from entering our world freely. Though they could still be summoned, this was a much slower process. With the Demons fighting each other as much as humanity, and with the gate closed, the tide began to slowly turn. Large areas of the world, even of Ulmerica, were still under demonic control, but the best the demons could do was to hold areas they had already conquered.

Lucard and his children were at first welcomed as the saviors of Ulmerica. Though they were at least partially of the Unlife, they had human faces and their hunger seemed to have limits, so many people welcomed them. The Sula'fay and the Druids, however, recognized that serving the Ulpir was just enslavement to the Unlife and rejected Lucard and his brood. Across Ulmerica they began to set up free communities dedicated to fighting both the Ulpir and the remaining demonic forces.



As the battles against the Unlife ended, Lucard called forth his military unit. They had not been embraced by the Ulpir, but had fought valiantly in the battles. Lucard declared all of them free peoples under his protection. They would have to serve no one, and were given free reign of their regions. Lucard, always favoring horses, bestowed upon them the finest horses that were available. Their descendants have become some of the finest warriors and Horse Riders in the land and live free to this day, roaming the region just beyond the Rok'ae Mountains.

Lucard proclaimed himself Emperor of Ulmerica and declared martial law. He set up his capital in the ancient City of San'Fran and divided his kingdom into four regions each governed by an Ulpir. Caleforn, in what had been central California and Nevada, he placed under his son Stephen. Tussain, in what had been Colorado, he placed under the control of his mistress. Bender was given control of his holdings in the Pacific Northwest. Finally, Dixie was placed under his Ulpir lieutenant Long, who was said to have famous ancestors who had ruled Dixie in ages past under Unkail Samm.

The remnants of humanity who were not under the protection of the Druids or the Sula'fey were rounded up and placed in secured communities, "for their own protection." Each community was assigned an Ulpir protector and Lord Lucard was protector over them all. Though he was resisted by a variety of native Ulmerian groups who became known as the Tribal Peoples, within 10 years Lucard controlled most of the remnants of humanity in Ulmerica. He began the erection of a castle across the fabled Gulden Gate from San'Fran from which he ruled for 100 years.

1.4

THE BLOOD WARS

Seventy years ago, Lord Lucard sent word from his house that he was going to travel, and that under Bender's guidance his eldest son, Carlos Del Oro, would rule as regent until his return. Carlos renamed Caleforn, "House Del Oro." Tensions immediately arose between Carlos and Heather Tussain, ruler of Tussain province and his father's long time lover. In the mists of this political infighting, Long announced that Carlos was unfit to rule Lucard's empire and that Dixie was succeeding from the Ulmerican Empire until Lucard's return. Since Dixie was so far removed from Caleforn, Carlos could do little but watch as Long took up the ancient title of Kingfish and began ruling Dixie as his own personal kingdom.

Spurred on by Carlos's inability to stop Long's succession, Heather Tussain also declared that Tussain would be ruled as an independent nation under her until Lucard's return. House Tussain, as it became known, was much closer than Dixie, and Carlos immediately retaliated with military force. Due to the deserts that lay between the two houses, major military action was out of the question, so small parties of Ulpir and their werewolf servants began to raid Tussain territory. Their targets were Ulpir and they were initially very successful. House Tussain responded in kind, and soon a long stalemate ensued as both of these houses warred for supremacy.

Exactly 50 years after the day his father left, Carlos Del Oro was assassinated. Little is known about the killing other than it was an Ulpir of unknown house who was extremely well-equipped. Stephen Del Oro flew into a rage upon hearing of his brother's death. He blamed House Tussain for the death and gathered his children to escalate the war. In his attacks against House Tussain, Stephen Del Oro killed Heather Tussain as well as her three oldest children John, Greg, and Thomas.

The Blood Wars continue to this day. Stephen Del Oro is obsessed with the idea of destroying House Tussain.

1.5

ULMERICA TODAY

"I see. And pray tell, oh heroic little band, when you've overthrown our Lord, who will protect us from the creatures who roam the night? Will you stay and destroy all of them? And when you've finished that little task please feel free to cleanse the world of Taint, drive the Demons back to their world from which they've come!"

—William Paris, Mayor of Martinburg
to a group of Ulpir hunters

In Ulmerica, humanity finds itself caught in a no win situation: serve the Ulpir Lords, or be wiped out by Demons. Not surprisingly, there are groups and individuals who have adopted one position or another. Some of these groups fight against each other, some against the Ulpir, and some try desperately to not be involved in any of the conflicts that rage across the Scarthen World.

Ulpir hunters, The Church of Sula'fay, the Druids, and the Church of Chantur the Vault all actively resist the Ulpir reign, the demonic invasion, and the Taint that has spread across the land. They have begun to set up free towns that resist the incursions of both Ulpir and demon alike. Unfortunately, outside of members of these groups few believe that they can both destroy the Ulpir and protect humanity from the Demons. Of course each of these groups has a theory or article of faith as to how the demons can be purged, but few care to see these ideas tested in the real world.

Part I

Sections

1.3, 1.4, 1.5

The Rise of the Ulpir

The Blood Wars

Ulmerica Today

The majority of humanity, including townspeople, slave villages, and most Tribal Peoples, believe that the best course is to accept the Ulpir and their price. In this way humanity survives. It is a tangible fact. Under the protection of the Ulpir, human communities continue on; some have even grown. The price is awful. Sons, daughters, brothers, sisters, mothers, and fathers sacrificed to the Ulpir's hunger, but the alternative is worse. Unless someone can show them an alternative that clearly has a real chance, or unless things get worse, most people just wish to stay the course and pray that they are not the next tithe to their Lord.

A few groups have tried to distance themselves from the conflict entirely. The Horse Riders, long protected by tradition, see themselves as "not blood stock." They have withdrawn from the rest of humanity and see themselves as somehow apart from the battle for the world. One day, however, tradition may be broken and the Horse Riders may find themselves the prey rather than the hunter. Like the Horse Riders, the Ravanna do not see themselves as blood stock. But in their case, they at least have some tangible reason to believe themselves something other than human. With their cat eyes and copper-colored skin the Ravanna feel safe in considering themselves not a part of the human condition. But what keeps them safe is their occasional mutant birth and their unusual mental powers, both of which are prized by the Ulpir Lords. They, too, sell their children for protection and the right to roam free, but because these children live rather than die under the Ulpir, the Ravanna believe that what they do, they do of their own free will and that they are slaves to no one.

Finally there are those who see the combination of Taint and Essence that is the Ulpir, and have decided that in order to be free of their masters, they must emulate them. Called Demonologists, these individuals have nothing but their own interests in mind (as long as they have minds), but a few genuinely believe that by using lesser Demonic beings to empower themselves and their weapons, they may find the key to destroying both the Ulpir and the greater Demons that threaten their world.

1.5.1 • ESSENCE AND UNLIFE

Essence is the energy that flows through the world and all of its inhabitants. It moves through a net-like structure that exists across the surface of the world, high in the air, and deep into the earth. The individual lines of this structure are called Ley lines and the intersections of the larger lines are referred to as nodes. Essence is the energy for which the Unlife invaders hunger. It is the sustenance upon which life itself is based. It is the energy that spell casters tap into and shape to perform magic.

Unlife is the corruption of Essence. It is to life as water is to fire. It seeks to quench, destroy, and consume all life, for life holds the Essence that it does not. The hunger of Unlife has no bounds and can never be satisfied. Where it goes, it brings with it the Taint.

1.5.2 • MARKS OF CORRUPTION

As a character gains permanent Taint, he or she begins to develop mutations resulting from the alien energies of the Unlife moving through him or her. Mutations tend to increase in severity as the character becomes more and more Tainted. At low levels of severity, some mutations seem beneficial, an irony that is not lost on Demonologists.

1.5.3 • MONEY AND COMMERCE

Because there is no longer a central government Ulmerica, there is no organized monetary system. When Lucard ruled he did issue copper, silver, and gold coins many of which are still in circulation. His successors, however, have been too busy fighting to worry about setting up their own systems of coinage. Most villages operate on a barter system in which value is based on usefulness. Copper and silver are almost universally seen as valuable and useful; copper because it is needed for bullet casings, silver because it is one of the few metals effective against creatures of the Unlife. Copper and gold coins are also considered to be valuable because they can be fashioned into wire that conducts electricity. Crafted goods are valued more than raw materials if the skills needed to make the goods are unavailable.

1.5.4 • MAJOR REGIONS

The inhabited lands of Ulmerica are broken into several distinct regions.

CALEFORN

The area once known as Northern California is now referred to as Caleforn. This is the stronghold of House Del Oro. Here, their grip is iron; almost nothing happens that they do not wish. Humans live here in slave villages. Travel and trade occur only by order of the Ulpir. Taint is sparse in Caleforn, as creatures of Unlife are quickly hunted down to keep the blood stock pure.

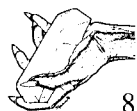
The land here generally has gentle terrain. Hills are low, and forests are young, sparse, easily traversable. Weather is gentle year round, and the cold of winter more often brings frost than snow. Summers are long, but not overly hot, and spring showers are gentle.

THE ROK'AE MOUNTAINS

A tremendous range of mountains speckled with plateaus, highlands, and the occasional hidden valley, the Rok'ae Mountains are the largest natural barrier on the continent. The extent and size of the mountains have led many to believe that they were created by some massive trauma which predates the Unlife invasion. The Rok'ae Mountains run as far North as house Bender and as far south as the Southern scourge.

The mountains are rich with mineral deposits. Small mining towns were once numerous. Train tracks were also networked between the towns, but now only a few patches of track remain.

The northern and southern part of the mountains are dominated by Tribal peoples who live relatively free from the Ulpir due to the remoteness and difficulty of the terrain. In the high mountains, Ulpir are rare and those that do exist are rogues, belonging to no house. To the south west begins the blistering wastes.



THE SEVEN SISTERS/HOUSE TUSSAN

The Seven Sisters are the seven valleys created by the mountains that make up the heart of the Rok'ae Mountains. These valleys contain the stronghold of House Tussan. The main valley is sixty miles wide at the base and runs north for just over three hundred miles.

Long cold winters make year-round agriculture impossible. However, the spring and summer months are mild and the ground is fertile, so seasonal crops do quite well. Thick forests once filled the entire valley, but now most have been cleared for use in agriculture. Small farms clustered around villages run the length of the valley.

It is in these valleys that the tribes subservient to House Tussain live. Each of the tribes has a special mark placed upon each individual at birth that assigns them to a specific area of the valley. Sections of various valleys are divided by stone walls, which provide no serious barrier to passage, but mark the area inside of which the natives must remain. Any human who moves outside of his or her designated area is hunted down and killed.

River boats with special passes carry trade up and down the valley. Caravans to other regions controlled by House Tussain are not unknown.

As one begins to move towards higher altitudes, the land grows more wild. The only trees one finds are squat and gnarled, clinging to patches of dirt on the steep slopes. On the valley walls, wild goats are common, and are often hunted both by humans and werewolves, and human hunters must take care to avoid the werewolves, lest they become hunted themselves.

THE HORSE PLAINS

The open rolling plains of the nomadic Horse Rider clans lie to the East of the Rok'ae Mountains and continue on to the borders of Dixie and the uninhabited lands of the Great Eastern Waste. Tall, wild grasses and brush dominate miles of flat, open land.

During the rainy season small streams are numerous. Reeds and swamp grass quickly grow up along the banks. When the long, dry summer rolls in, the smaller seasonal streams dry up and the marsh grass dies, leaving only the larger, year round water sources. Year round water consists of a few springs, plus larger streams and rivers, along the banks of which grow small clusters of trees. These are the only trees to be found in the open plains.

To the untrained eye, the plains may look to be devoid of life, but this is not at all true. The presence of the Horse Riders and various Tribal Peoples such as the Lakota keeps the infection of Taint light. Rabbits, gophers, and other rodents are common, as are coyote, birds of prey, snakes, insects, lizards, bobcats and numerous other creatures that make their homes on the plains.

The Horse Riders and Tribal Peoples have divided the plains into territories, each clan living in and holding responsibility for the care of one territory. The borders by which these territories are marked are passed by verbal tradition through the clans. Mostly natural landmarks are used, but when those are not available, large piles of stone are built. These marks are really symbolic, as each tribe knows their own territory by heart, and as individuals they often cross into each other's territories. The boundaries tell the people of the plains where it is acceptable to hunt and drive their herds.

THE BORDER ZONE

The border between House Del Oro and House Tussain is often called the Border Zone. The intensity of the war that has raged for seventy years has left a large, devastated area. Over the years, the Border Zone has become an obstacle and a protection for both sides in the Blood War. The Border Zone makes up the areas once known as Eastern Oregon, Northern Nevada, and the Southwestern tip of Idaho.

The earth here lays black and cracked; large slabs of earth, craters from explosions, and sinkholes cover the landscape. Water gathers in stagnant pools of festering waste. Unlife runs wild in this region. Black rain and other manifestations of Taint are common. Traps, both magical and mechanical, left from strategic moves of times past, are strewn across the landscape. Abandoned Demons once summoned to fight roam the land, searching for prey.

THE ISLANDS OF HOUSE BENDER

The rocky string of islands off the northwestern coast of the continent is the territory of House Bender. Though the clan once controlled what was once called Washington and British Columbia, it has removed itself from these areas to provide more distance between itself and the wars going on between House Del Oro and House Tussain. The largest island of the chain, Nana Kel, holds Castle Bender. This island was originally Vancouver island. Other islands which run into the former Puget Sound are named Aze, Hift, and Pell.

All of the islands are primarily steep-banked, rocky bluffs that thrust upwards out of the ocean. Few beaches, and fewer safe ports are present. The dominant source of food is from fishing, although farms do exist in the few flat areas and on the terraced mountain walls.

The blood stock here has perhaps more freedom than any other under Ulpir rule, partly because of the philosophy of Lord Bender, and partially because some individuals of the blood stock have access to fishing vessels.

CULLY

Cully is primarily a forested land, with small streams and rivers running through it. It is bordered on the South by House Del Oro, and on the West by the ocean. In pre-invasion times this was the Willamette Valley. Though Cully was once ruled by House Bender, it is now dominated by free communities under the protection of the Sula'fay and the Druids.

It contains the only old forest left on the continent. Many of the towering trees are over a thousand years old, making the area a natural stronghold for Druids. Under the forest branches the region is rich with life. Thick moss covers most stones and the bare areas are quickly overtaken by plant life.

Here House Del Oro has a lesser influence. The people of Cully live relatively free from the depredations of the Ulpir, and many refugees from Del Oro lands come to Cully for safety. Three Dragons, who call themselves the Compact, protect the region. Small towns, carefully regulated by the Dragons and their Druid allies to keep them pure of Taint and to insure that the inhabitants are gentle on the wilderness, have popped up in the area providing home for the oppressed and weary. There is a great abbey on the coast that is a center for training the Paladins of Sula'fay.

Part I

Section 1.5

Ulmerica
Today

SHADES OF
DARKNESS



Part I

Sections

1.5, 1.6

Ulmerica

Today

Other Lands

BLISTERING WASTE

To the south west of the Rok'ae Mountains lies an area still held by one of the remaining organized Demonic armies. This area incorporates parts of what was once Nevada. The area has a dead, sterile feel about it and temperatures rage during the day (120 degrees is not uncommon) and plunge at night (to near freezing). There is almost no natural life. Any creature encountered is likely to be either Demonic or an Unlife creature. This area is currently under control of the Demon Chorkatha who has made the abandoned city of Las Vegas his base.

SOUTHERN SCOURGE

Southwest of the Blistering Waste and closer to the coast, in the area that was once Los Angeles/Baja California, is the Southern Scourge. This area is held by the Demon Bakkog, who has made the city once called San Diego his fortress. This area is similar to the Blistering Wastes but with a slightly milder temperature. The combination of the coastal waters and the Unlife energy produce spectacular and dangerous electrical storms.

THE NAVAHO FREE PEOPLES

In the mountains of what was once Arizona and Western New Mexico, the Tribal Peoples have seceded from the control of the Ulpir. Though House Tussain still claims this region of high plateaus, canyons, and fur rich mountains, it is remote enough that the native peoples are able to live without much fear. A far greater threat are the demonic forces from the Blistering Waste and the Southern Scourge, but the shamans are constantly looking out for such dangers.

DIXIE

The area bordered on the North by the Ohio River, the East by the Atlantic, the West by the Mississippi River and on the South by The Great Gulf is known by its ancient name of Dixie. This vast area of land is governed by the Ulpir Long, known as the Kingfish, from his stronghold in the ancient city of N'Orlens. Though it is sparsely populated, the area is able to produce large amounts of food each year and its Ulpir lords are swiftly increasing the population base. Right now, House Del Oro and House Tussain are not looking too closely at the goings on in the far off Southern state, but this may soon be changing since it is rumored that Long desires the throne once held by Lucard.

THE GREAT EASTERN WASTE

North of Dixie lies the area known as the Great Eastern Waste. Once humanity's most populated region in Ulmerica, it is now under the sway of a variety of demon lords. Humanity has been all but extinguished from this region, so the Ulpir have little reason to try and reclaim it. For the same reason, the Church of Sula'fay has begun to send expeditions into this region in the hopes that it can be cleaned out and made safe for humanity once again.

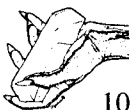
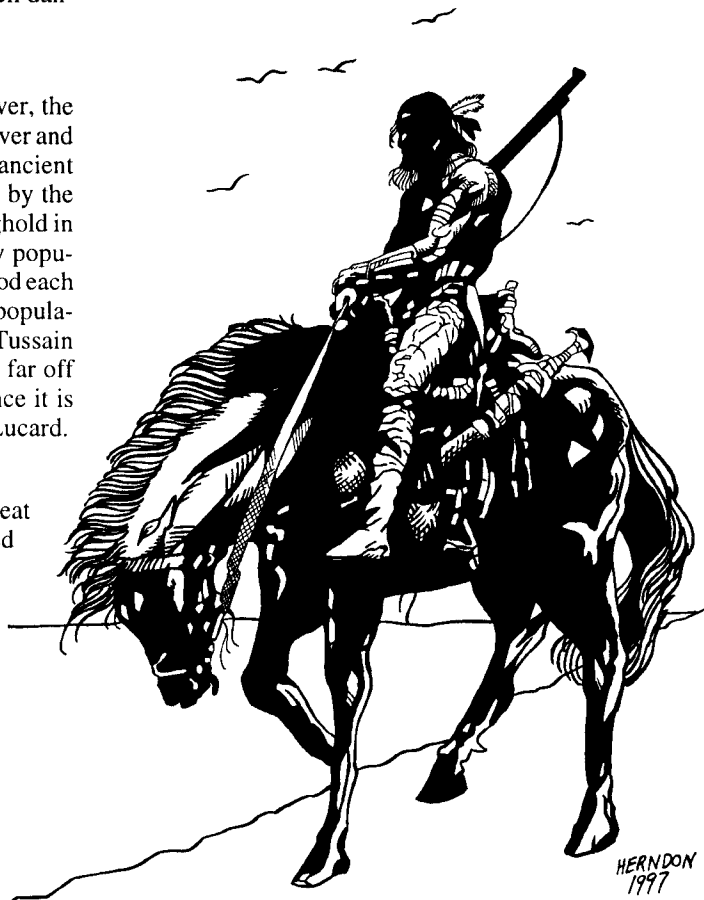
1.6

OTHER LANDS

It is believed that Lord Lucard first left the continent when he left to become an Ulpir and second when he disappeared to leave his son as regent until his return. The Ulpir are among the few who know of the possibility of the existence of other continents. What is on those other continents is generally a matter of curiosity for the Ulpir, who are always looking for new blood stock.

Some hunters, and others who make it their business to know the ways of the Ulpir, have come to the conclusion that any lands that exist over the oceans or polar ice cap must either be subservient to Ulpir, completely devoid of life, or extremely powerful. If anything else were the case, the continual lust and hunger of the Ulpir would drive the descendants of Lord Lucard to raise up armies to take those far lands. It has also been whispered the Ulpir were forbidden to leave the continent by Lord Lucard and all who have tried have not returned.

What ever the reason the Ulpir make no visible exploration attempts. If they do know what is out there they are not telling anyone. Most of this book deals with Ulmerica. Characters who play in this area of the world would have basically no knowledge about the existence or condition of the rest of the world. To the North and South of Ulmerica are Demon-infested lands. Any information the characters think they possess (including what is given below) of the rest of the world is speculation or myth.



ORGANIZATIONS & GROUPS

People gather together for comfort, for structure, and for safety. But it is fear that keeps them together.

—Bahira Cannabis, in a talk to a Ravanna village

2.1 RELIGIOUS ORGANIZATIONS

One major reason people gather in groups is to worship in a like fashion. The comfort of worship often carries people through the hardest times. In Ulmerica, the demon invasion caused serious changes in the religions that had existed before the catastrophe. At first, many of the traditional religions, such as Christianity, Judaism, and Islam began to see a growth in their following. They promised protection from the demons through faith. As the war dragged on, however, their practitioners seemed no safer than anyone else and faith turned to anger and despair.

They were further undermined as the existence of magic became generally known. Pagan priests, previously considered crackpots, began to openly use their magical powers to protect communities. Druids began to emerge from the forests to cleanse the land from the demonic scourges. The followers of Chamur the Vault began spreading worship of the sky and using astrological powers to help predict and understand the demon invasions. The native peoples returned to their tribal shamans and began seeking help from animal spirits. As tales spread of the impact these new religions were having, more and more worshipers began to abandon the old traditions in favor of the new.

This is not to say that all worship of God, Christ, or Allah is gone from Ulmerica. Indeed, there are still many hold-outs seeking comfort from their faith. Such groups, lacking the magical power of the new religions, tend to pass down their faith through family lines. Mormon guerrilla bands still live in the mountains of House Tussain, raiding the Ulpir and causing trouble. Jewish synagogues serve as places of learning in many free cities. Evangelical Christians are still found holding rallies and trying to spread the word of Jesus. Despite this, the old religions are fading, and being replaced by the power and promise of the new.

2.1.1 • THE WORSHIPERS OF SULA'FAY

She joined with her children and through them she would fight the invasion. Do not despair, oh children of Sula'fay. Do not fear the coming of the Unlife. Know that when you stand, she stands with you. She is all around you, flowing through the trees, and the stones of the earth. Through all of the land and all of the peoples she lives, constantly fighting to push back the Taint and the Unlife, always striving to make her creation again safe for her children.

—Sula'fay prayer

The church of Sula'fay is based on the worship of a single goddess who is believed to have created the world and all that is in it. Sula'fay created a world that was so perfect that it created desire in the empty waste of Unlife.

That desire took shape in the bodies of the Demons who hunger to consume and destroy all that is the creation of Sula'fay.

So began the invasion of the Unlife into the world. At first, Sula'fay sought to help them, for they were obviously ill. They took her healing energy, consumed that which was freely given, and still they hungered for more. Soon Sula'fay saw that the hunger and desire of the Unlife had no end, that they were filled with all of the nothingness of uncreation, and while creation was vast, it had limits. Uncreation was all that creation was not and had no limit.

Sula'fay is the goddess of creation, beauty, love, and light. It was not within her nature to fight, and yet she saw that all of her creation, her children, and all of her work would be destroyed if she did not take action. So she sealed the demons off from her creation. This barrier between life and Unlife existed for millennia. Keeping the barrier intact took much of Sula'fay's concentration and she was unable to properly oversee her children.

As her creation aged, man evolved. He began to search for the structure of the universe. He wanted to know the world, but was unable to understand due to his limited perspective and intelligence. Man eventually discovered the barrier. Instead of seeking spiritual guidance from Sula'fay, he turned from her and without her guidance discovered a way to crack the barrier, to see what was on the other side. This hubris cost the lives of billions of people.

As mankind struggled to cast off the hordes of demons, Sula'fay divided her attention. She imbued her believers with power so that the demons could be fought. As their power grew, she was able to turn her thoughts back to closing the barrier. It is the belief of her worshipers that it was she, and not the Ulpir Lucard, that closed the gateway at Kanzus Sit'ae.

Since the closing of the barrier, the worshipers of Sula'fay have expanded on their temples and begun the creation of a network of free towns under their guidance. They have become more structured than their original pagan ancestors, but given how much organization is needed, this has been seen as a good change by many.

2.1.2 • DRUIDS

Coming from a time before the Unlife invasion, the history of the Druids is shrouded in mystery. They live in harmony with the unTainted land and seek to purify the land through preservation of the old ways. Druids are very independent sorts, generally operating without need for dogma or doctrine. The High Druids, Druids who command large circles or communes, occasionally attempt to call for more organization, but are rarely heeded.

Druids draw all that they need directly from the natural world. They understand the needs and gifts of the forest and the ways of the animals with whom they share the forest. While the Druids live removed from most of human culture the effect they have on the world is not slight. They live with the land, which they preserve and purify, healing the wounds to the land caused by the Taint.

Part I

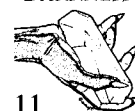
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2.0, 2.1

Organizations & Groups

Religious Organizations

SHADES OF
DARKNESS





Part I
Sections
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Religious
Organizations
The Free
Peoples of
Ulmerica

Before the invasion, the Druids were a loose organization of people who shared the common interest of studying the natural world. They strove to keep society, before the invasion, in balance with the natural world. It is the belief of many Druids that the cause of the Unlife invasion and the Taint that came with it was not brought about by a single cataclysmic event, but rather by a process of corruption that finally reached a climax. This climax opened the door to the Demonic world.

When the Unlife invasion came it brought with it Demons, Fay, and something else of great power—Dragons. At first the Druids were as terrified of Dragons as they were of Demons. But eventually they realized that the Demons fought the Dragons and that the Dragons, though not natural to this world, were still creatures of life. Soon after that realization, some of the Druids began learning from the Dragons to tap the energy of the world, and began to fight the Demons with the power of Essence drawn from the earth.

2.1.3 • FOLLOWERS OF CHAMUR THE VAULT

Chamur is the Vault of the sky. He is the keeper of knowledge, and the guardian of the Scarthen World. Within his vault he holds all knowledge for he sees all that happens under him. He will share his secrets with those who care to take the time to listen, for he tells his stories in the movement of the stars.

His vault is the only barrier that lies between the world of the Scarthen World and that which lies beyond. When the worshippers of Chamur grew weak, the first Unlife invasion began. Chamur must be made stronger or he will fall, and the invasions will begin again.

—Invocation of the Vault

The origins of the religious worship of Chamur the Vault are not generally known, since they are a very secretive sect who generally do not have much truck with outsiders. However, some speculate that they may be remnants of a branch of the ancient scientists who released the demons. Certainly there are some superficial similarities. It is known that the ancients drew their power from careful categorization and the use of numbers as a language. The followers of Chamur the Vault also carefully catalogue their knowledge and use math to track the movements of the stars in the heavens.

The followers of Chamur are, even in these dangerous times, most often hermits and wanderers. They have no organized church structure, as they believe it is obligation of each of the church's members to study and learn from the night sky. They believe that any intentional summoning of Demons must be stopped, as every Demon that crosses to the Scarthen World weakens the Vault that is Chamur, who protects us all. Following the way of Chamur the Vault is as simple as turning ones eyes up to the sky to see the nighttime sky.

2.1.4 • TRIBAL SHAMANS

Most of the Tribal Peoples practice some form of shamanism. Each tribe will have a shaman who is seen as touched by the spirit or totem of the tribe. This may be manifest as a birth defect, a scar or wound (especially if

gained by the tribe's totem animal), or may be some behavior on the shaman's part, such as cross-dressing, walking backward, or modifying their appearance (tattoos, paint, piercing, or other forms of body modification). Shamans use their magic to invoke spirits that will protect the tribe, heal the sick, and lead to victory in battle. Humanity is seen as a natural caretaker of the land, which should be nurtured and cared for.

Though most Tribal Peoples at least pay lip service to the Ulpir, the Shamans are waging a quiet war for the soul of their people. Shamans view the Ulpir as corrupted spirits whose very existence is a danger to the land, though not as great as the demon. As soon as the Ulpir can be overthrown without restarting the demon wars, the Shamans will move against the Ulpir. If they have their way, they will lead their peoples to freedom.

2.1.5 • THE CULT OF THE ULPIR

In most Ulpir controlled areas, the Cult of the Ulpir is the dominant religion. The Cult holds that the Ulpir are humanity's rightful masters and urges the population to meditate on their masters each week in special cleansing ceremonies. Each local chapter reports to their local Ulpir lord, and priests often spy out information that could be of use to their masters. Most outsiders believe that the cult exists purely to cement the hold the Ulpir have over their subjects.

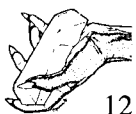
2.2 THE FREE PEOPLES OF ULMERICA

To call these peoples "free" is something of a misnomer. In their own way, all of them either pay tribute or at least live in the shadow of the Ulpir. Unlike the blood stock, however, their destinies are not directly controlled by the Ulpir.

2.2.1 • THE RAVANNA—THE WANDERERS

No one is quite sure who or what the Ravanna are. Some say they existed before the Unlife invasion and that their unusual appearance (cat eyes, copper skin) and abilities (many are Mentalists) were a gift (or curse) of the Taint. Others say that, like the Fay, Dragons and Demons, they crossed over soon after the invasion occurred. The Ravanna roam the Scarthen World at their whim. They are the only group that has complete freedom. Apparently the Ulpir do not trouble them and they are able to defend themselves from the creatures of Taint.

This freedom gives them the ability to trade and act as couriers for letters, gossip, and news. It also, however, has made them universally mistrusted and reviled. Because of their travel in the Tainted regions, they all possess some level of permanent Taint. In addition, their appearance is reminiscent of a number of mutations that occur because of Taint, which helps to fuel prejudice. Some accuse the Ravanna of being thieves, highwaymen or even kidnappers. Others say that they have made deals with the Demons or the Ulpir or even both. The Ravanna tend to be very insular. They do not like "outsiders" and most do not leave their tribes. However, it has not been unknown for a



Ravanna to leave his tribe. Usually this has occurred due to some immense tragedy. A Ravanna's entire tribe may have died, leaving them the only survivor, or they may have been cast out for some crime or misunderstanding. Occasionally, a Ravanna falls in love with an outsider and leaves the tribe to face the prejudice of humanity. Just as there are rare instances of Ravanna leaving their tribe, there have also been reported cases of humans amongst the Ravanna. Most often the Ravanna will tell the tale of a foundling child that they rescued. Even more rare, an adult or older child may be taken in because they were rescued or because they saved the life of a member of the tribe. This has led to village mothers threatening their naughty children by telling them that "the Ravanna come in the night and steal away bad little boys and girls." It has also led to teenagers boasting to each other that they are going to "get away from this stupid village" by running away and joining the Ravanna.

2.2.2 • HORSE RIDERS OF THE SOUTHERN PLAINS

These proud warriors roam and hunt across the southern half of the continent. While they remain in small groups, they are unmolested by Ulpir and their servants. However, other sources of Unlife can sometimes cause them problems. Individuals who leave the tribes and become involved in the affairs of other peoples do not maintain immunity to Ulpir lords.

The tribes sometimes trade with coastal towns for weapons, armor, and bullets in exchange for furs and meat, though trade is generally unnecessary because their most common weapons are the short bow and lance, which they can make themselves. Their most valued commodity is their horses, which are highly valued outside of the plains.

Physically, Horse Riders run the gambit of human racial types. However, since their ancestors were military in the ancient Ulmerican Empire, they tend to be tall and strong, and their warrior culture helps to keep them in fighting trim.

Female hunters and warriors are not unknown, though they are unusual. All children are taught to ride, joust, and fight. After the age of sixteen, however, most women are expected to take on a more domestic role unless they demonstrate exceptional martial ability.

Each clan governs itself, and there is a strict code of behavior that is common among all of the clans. Disputes are commonly settled by a joust unless one of the disputing individuals feels that a joust would not be fair, in which case the case is taken before the clan elders. The same is true for disputes between two clans, except that the council is formed from the elders of all non-involved clans. Such disputes are settled twice a year at the great gathering in the territory of the Rohallie clan near Okhoma Sit'ae some hundred and fifty miles to the east of Kanzus Sit'ae's ruins. Marriages, which are usually held at this festival, are only allowed between members of different clans, and usually the wife leaves her clan to join her husband, but that is not always the case.

The Horse Riders have two kinds of animals that they raise: the horse, which they honor above any other beast, and the pony, a thick-furred, slower beast bred as a pack animal and food source.

Twice each year all of the clans gather deep in the Rohallie clan's territory at the home camp. This is a time of much celebration during which marriages between different clans are arranged and trade occurs. Great jousts are also held at these times. Both of the gatherings are kept short, each lasting ten days. This is mostly because the area surrounding the home camp cannot support the thousands of animals the clans bring with them. The first meeting is in the spring right after the birthing season for the horses. The second meeting is just before winter sets in, and is when ponies are slaughtered for winter meat.

2.2.3 • THE RAUL

Raul marauder tribes draw their power from the Unlife in one of two forms: either a Demonologist who acts as shaman for the tribe, or a personal pact with a particular Demon lord who acts as a tribal totem. These tribes manage to exist independent of the Ulpir Lords and in a state of relative freedom. However, this freedom, as with all dealings with the Unlife, has its price.

As the generations pass, the Taint level of the tribe increases. The general disposition of the tribe turns more and more towards violence: rape and murder may begin to become commonplace. Children begin to be born with the horrible mutations of Unlife Taint, reflecting the Taint that runs through the entire tribe. The tribe may turn towards raids on other neighboring tribes, and when that can no longer satisfy them, they may come down out of the mountains into the Lowlands, at first to raid, then eventually, as they grow bolder, to decimate the villages.

Oddly enough, as a tribe becomes more mutated and more vicious, those qualities begin to be seen as a source of pride and honor. Thus a warrior who begins to uncontrollably eat those he slays in battle is actually accorded more respect in the tribe. In addition, the tribe may inadvertently slow the mutation rate by raids on other tribes and villages. Often women are kidnapped and taken as concubines to the warriors. Because those women have no Taint or mutations, they are seen as inferiors. However, their children are considered the children of their father, not their mother, and are full tribal members. This new blood may slow the inevitable decline of the tribe due to Taint and mutation.

2.2.4 • TRIBAL PEOPLES

These dark-skinned people are found across the face of Ulmerica. They travel the northern slopes of the Rok'ae Mountains, live in the high mountains that divide the Blistering Waste from the Southern Scourge, and share the great plains with the Horse Riders. Known by a variety of tribal names such as the Lakota, the Hopi, the Navaho, and the Cheyenne, they generally have straight black hair, brown eyes, and reddish skin. In demeanor and social structure, they tend to be distrustful of outsiders but loyal to those who earn their friendship.

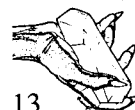
Shamanistic worship of animal spirits is common and often the tribes will associate themselves strongly with one animal or another.

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Sections 2.1, 2.2

Religious Organizations

The Free Peoples of Ulmerica



2.3

HUMAN SERVANTS
OF THE ULPir

In this section, the human servants of the Ulpir are discussed.

2.3.1 • TEROGUE

The Terogue people have been servants of the Ulpir for generations. These tribes live as scouts and spies, and often act as the first line of defense for their Ulpir masters. They live in or near their Lord's stronghold. The Ulpir provides leadership and the military strength to dominate other local tribes. These tribes will also sometimes lay traps across the nearby mountain passes and cross country route to provide additional defense for the Ulpir stronghold.

On occasion the Ulpir require new blood stock. When this happens, the Terogue often raid other mountain tribes, or scout locations of tribes for the Ulpir to raid personally. These raids are fierce, well-engineered military actions, often bolstered with the additional strength of lesser werewolves and ghouls. One reason for the unusual fierceness of these raids is that, should the raid fail, the Ulpir will often take the needed blood stock from the Terogue.

If a raid is highly successful, extra kidnapped victims will be kept as slaves and future blood stock. On rare occasions in which a servant tribe has slaves and not enough extra food to feed the slaves, then the slaves may be ceremonially slaughtered as food for the tribe's master.

2.3.2 • BLOOD STOCK

Blood stock makes up the mass of humanity. They serve the Ulpir and are occasionally taken as sacrifice for their masters' inhuman lusts. The Ulpir often use magics on blood stock in their early childhood to ensure that they will survive to adulthood. At the same time, many of the magics dull the intellect of blood stock so that they will be more controllable. Most blood stock are required to spend one day in seven meditating upon the glory that is their master and considering just how bad their lot would be without him.

2.3.3 HOUSEHOLD SERVANTS

Household servants are raised by the Ulpir from birth. They are taught to worship the Ulpir. They also receive special privileges and are not generally used as blood stock. They are often trained as warriors and are occasionally used as envoys by the Ulpir.

Due to the amount of Taint that they are regularly exposed to, Household servants spend many hours each week meditating to cleans themselves so that they may remain useful to their masters.

2.4

CITIES AND VILLAGES

*Where a man is born is likely where he will die.
Change is hard and changing where you live even harder.*

2.4.1 • FREE VILLAGES

"Free village" may be a contradiction in terms. On the Scarthen World no village is truly free. The free villages are merely those not under the direct control of an Ulpir

Lord. This does not mean that they are not under constant harassment by one or more Ulpir. The Ulpir are, as far as anyone can tell, immortal. They are quite happy to harass a village for decades, wearing them down, so that eventually they will acquiesce. In response to this, and other perils, many free villages have ties to a Druidic grove or a Church of Sula' fay.

Free villages tend to be paradoxical places. Their inhabitants are highly suspicious of outsiders—to the point of paranoia—and yet they are desperate for anyone who can help them defend their villages from the Ulpir, their servants, marauding Tribal Peoples, creatures of Taint, etc. The people of free villages are often well armed and also may have a higher than usual number of technological devices. Free villages will sometimes organize a party to explore the ruins of a pre-invasion city for useful artifacts that may help the city survive. Successful parties gain a great deal of prestige, honor, and first pick from the artifacts recovered.

2.4.2 • SLAVE VILLAGES

People who live in these villages live either under direct control of an Ulpir Lord or strongly under the Ulpir Lord's influence. Those who live under direct control of an Ulpir Lord are not allowed weapons of any kind, although many keep weapons hidden away in basements and such. While there may be one or two individuals in the town who feel otherwise, strangers, Ulpir hunters, and adventurers are never welcome in these villages, for they are considered to be outsiders and troublemakers.

Around once a year, a slave village's Ulpir Lord will send servants into the town to gather blood stock.

Servants of the Ulpir will often come into town with medicine, tools, or mechanical devices that are needed for local farmers. Seemingly, these gifts are simply handed out to those who need them with nothing asked nor given in return. In actuality, it is with gifts like these that the Ulpir purchases the loyalty of a select few towns people who act as spies, giving the Ulpir Lord information, in addition to the extensive supernatural information the Ulpir gathers.

2.4.3 • ABANDONED CITIES

Sprinkled throughout the Scarthen World are the remnants of the world before the invasion. But the grandest of these are the ruined cities. These cities are decaying monuments of a world long past. The areas outside of the major part of the cities are mostly rubble and overgrown. Only the city centers really survive. The few buildings that remain standing are unstable and filled with dangers. They harbor devices that are unimaginable to the people of the present day. They are also the areas of high Taint and contain creatures of Taint even more horrific than those found in the countryside. In addition, Demons that have escaped their summoners have been known to take command of parts of ruined cities to use as bases. It is rumored that some cities contain tribes of humans who have survived by adapting to this bizarre and dangerous environment. City explorers claim that these tribes live by cannibalism, Demonology or on the decay of the city itself.

Free villages sometimes send parties to explore cities in hopes of finding technology that will aid them in their struggle to remain independent. The Ulpir will also put together parties of their servants to find useful technology. In both cases, casualties among such parties tend to be high.

ENEMIES: THE TAINTED

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The Ulpir

Demons

THE BLOOD OF INNOCENTS— AN APOLOGIA

*They tell me that I live my life on the blood of the innocent.
They tell me I am monster, a ravager, a destroyer.
Do I not live and love the same as they?
The hue of the sunset.
The clarity of the world washed clean after a spring shower.
The shape of a woman's back.
The gleam of desire in a consort's eye.
Still they tell me that I live my life on the blood of innocents.
Still they tell me I am monster, a ravager, a destroyer.
I give them security.
I protect them from the harsh reality of the hungers of the world.
I unify them,
lead them,
love them.
Still they tell me that I live my life on the blood of innocents.
Still they tell me I am monster, a ravager, a destroyer.
They say I hate them,
hunt them.
This is not true.
I love them,
tend them,
as a farmer loves his sheep.
As a mother loves her children.
Still they tell me that I live my life on the blood of innocents.
Still they tell me I am monster, a ravager, a destroyer.
I bring them medicine for their children.
I give them trade.
I lead them and unify them.
Then they send the hunter against me,
and I am angered,
and I must punish them, as a parent punishes an unruly child,
or as a farmer breaks a wild horse.
Still they tell me that I live my life on the blood of innocents.
Still they tell me I am monster, a ravager, a destroyer.
Society is a contract.
Better based on trust and need than fear and coercion.
I fulfill your needs as you fulfill mine.
You seek a monster?
Seek the monster that dwells within your own soul.*

—Christine Tussain for her beloved sister Mary,
upon the anniversary of her birth

3.1

THE ULPİR

Characters on the Scarthen World face many enemies, but the most dangerous are the things of Unlife. Unlife has many guises, from the nearly human, to the completely alien. When the invasion began, the Ulpir appeared from the ranks of humanity, to defend the world from the Demon hordes. Perhaps the Ulpir still believe that they protect humanity, perhaps they have given up that facade. In any case, the Ulpir are now the undisputed masters of a vast majority of humanity upon the Scarthen World.

To many the Ulpir are nearly gods. Certainly they seem immortal. Although they are on occasion killed (or so stories say), they do not die of “natural” causes. None of the Ulpir seem to age. Their super-human strength and abilities are legendary. To augment these abilities, they use both magic and technology from before the invasion. Most of the Ulpir have lived since the invasion and they are the only beings on the Scarthen World who may still understand the technology from that age.

Finally, the Ulpir surround themselves with inhuman servants that are formidable in themselves. Such servants often live in keeps or castles that are virtual death traps to any invader. The Ulpir organize their houses and servants into tightly efficient military units. Each house is ready to respond to the slightest threat from Demonic armies, rebel humans, creatures of Taint that threaten their “blood stock,” or even other Ulpir. The combination of all of the above make most Ulpir almost invincible.

3.2

DEMONS

Demons are the great unknown of the Scarthen World. In the average person's lifetime, they will see many creatures of Taint. They will probably see an Ulpir at some point in their lives, if only their own Lord. But they may never see a Demon, although they may see evidence of Demons' existence. Demons are creatures of night that





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3.2, 3.3
Demons
Demonologists

truly bring fear to the populace. Nannies and mothers will teach their children to respect the Ulpir, to hunt the Taint creatures, and to mistrust the Ravanna, but they will rarely even mention Demons. The Demons are so frightening to most people that if there is any evidence that a character has anything to do with Demons, they will be at best shunned, at worst attacked and lynched on the spot.

Demons come in all shapes and sizes and vary in their abilities, power, and appearance. The biggest mistake that most people, even experienced Demonologists, make is ascribing human motivation to Demons. Demons do not want power, money, glory, pleasure, or pain. They do not wish to bargain, teach, associate with, or rule humans. The only certain motivation that can be attributed to Demons is the destruction of all life. This motivation is not a desire or a need as we might think of it, but more a very law of nature. It is more like our "need" to take up physical space. We do not have a choice in the matter, it is just our nature as physical beings, as the destruction of life is the nature of the Demonic Unlife. The only good thing that can be said about Demons is that since Lucard closed the gate, a Demon must be summoned to gain access to our world. There are Demons on the loose that have escaped their summoners, but in most cases a Demon in the area means a Demon summoner in the area.

The majority of Demons are mindless brutes but all Demons will defer to a Demon of greater type. It is only when there is a not a greater Demon that Demons will tend to fight amongst themselves. Currently there are three major factions of the original invading army, each headed by a Demonic general and numerous loose units and individual Demons.

3.3

DEMONOLOGISTS

"Know then that if you joust with monsters you may become one, and as you gaze into the abyss the abyss gazes back into you".

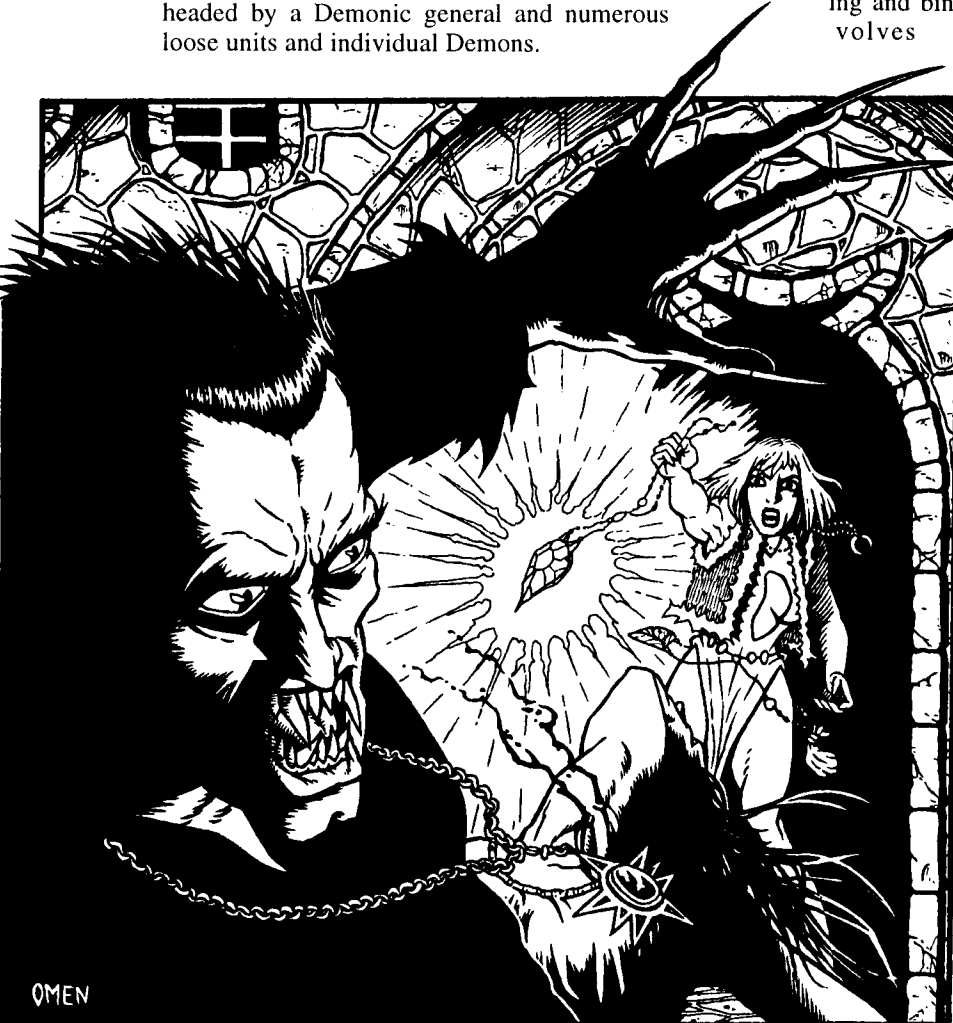
—Frederick Neitzche

The cult leader stepped to the edge of the circle, and speaking in the sharp demonic tongue, spat out the last invocations. He placed a handful of herbs into the burning bowl of oil that lay just inside the circle. With his knife, he slit his palm and let the blood flow into the bowl.

The dark smoke poured over the lips of the bowl, and the fire took on a bluish hue. The smoke spun in eddies and whirls, dancing across the ground at the bottom of the circle. There it began to slowly thicken. After a few minutes the ground was hidden from view by a thick black smoke, and at the circle's boundary there was a sharp edge to the smoke that rose an inch above the ground. But the smoke never moved past the boundary of the circle.

The tendrils of smoke now began to reach upward towards the moon and the open night sky. In the center of the circle, a slowly spinning, twisted, worm-like spiral had formed, and it began to thicken.

Demonologists are people who specialize in summoning and binding creatures of Unlife. Summoning involves offering something that will draw a particular creature of Unlife from its realm, across the void, and into the world. Demonologists practice their art for any number of reasons: to gain power, to help their tribe, to gain revenge, to hunt other Demons; but all of them pay a price for their knowledge. Demonologists quickly become warped by the forces of Taint and are universally hated throughout the Scarthen World. Playing a Demonologist is an extremely perilous choice, and most of the time such a character will die either at the hands of a summoned Demon or the populace at large.



STRUCTURE OF THE SULA'FAY

This section discusses the structure of the church at Sula'fay.

4.1

CHURCH STRUCTURE

The church of Sula'fay is non-centralized, and each parish operates under the same set of basic guidelines as an autonomous unit.

Each parish generally consists of a church with a full priest of 20th level or higher as the head of the parish. While the parishes attempt to keep a loose communication network, there is no guarantee that another parish has not been infiltrated, corrupted, or taken. Seldom does one parish risk its own security to help another.

A typical parish will consist of ten altar tenders, three or four acolytes, one ordained priest, and a single abbot. But that number varies depending upon the religious devotion and wealth of the town. The larger and more wealthy the town, the more people they can afford to employ in the church. This is not to imply that the church is considered a luxury; indeed, it is one of the primary defenses, against a powerful Unlife assault.

It is the duty of the altar tenders to take care of the mundane elements of the churches' upkeep. They fix broken roofs, clean and sweep, keep track of what supplies are available to the church and what is needed. This responsibility is often rotated through various members of the populace every couple of years. The different jobs which the altar tenders are responsible for are divided up among them. The average time of service as an altar tender is a year or two. Those who show remarkable dedication and capacity are often offered positions as acolytes. Altar tenders who wish to become Acolytes must take a series of vows, detailed below.

Acolytes study the ways of Sula'fay, assist their priest and abbot in any way they can, and at times seek to explore the outside world. Acolytes who feel the need to wander and spread the protection and love of Sula'fay must either return to their home parish or find another abbot who will be willing to ordain them as a priest when the time comes.

Full priests are responsible for running the church, and daily prayer services. They also teach the Acolytes and the altar tenders.

The Abbots supervise and are ultimately responsible for all church activity. The Abbots also supply advice on matters of confidence to the town people.

4.2

VOWS OF AN ACOLYTE

Here are the vows each acolyte must take upon joining the Church of Sula'fay.

VOW OF POVERTY

"I will turn over all items of value to the church such that I shall never own more than I can personally carry without aid."

VOW OF RESISTANCE

"I shall seek to end the plague of Unlife upon the land and the people."

VOW OF AID

"I shall seek to aid all who are in need."

VOW OF PROTECTION

"Life, love, and the church of Sula'fay are the shield that we carry against the Unlife. I will protect life, love, and the church as my foremost responsibility in the battle against Unlife."

VOW OF TRADITION

"I shall pass the knowledge of Sula'fay only to one has taken and affirmed all of the vows which I have now taken."

In the eyes of the church all vows are considered equal. Upholding one vow at the cost of another is still breaking a vow. When the acolyte is ready to become an ordained priest, this same set of vows are taken as oaths. Very few priests of Sula'fay will make an acolyte who has broken their vows into a priest. Atonement for a broken vow is possible, but generally only done by the priest who witnessed the vow.

4.3

THE CHURCH DIVIDED

The church of Sula'fay is not totally unified in its tradition. Though variations do exist, the above model is the most common. Each branch of the church considers themselves to be the true tradition and will argue the theological ramifications with members of a different tradition.

THE BRANCH OF THE STRINGENT FAITH

This branch of the church has no vow of poverty, no vow of aid, and the words life and love have been taken out of the vow of protection. The vow of stringent faith has been added.

"To destroy all Unlife and Taint is my purpose. I will never allow, through action or inaction, any form of Taint or Unlife or which I know, to exist."

In this branch of the church healing spells are uncommon but Paladins are extremely common. Many think that this is the branch of the church from which Paladins originated.

THE BRANCH OF MATERIAL FAITH

This is by far the most common branch of the church. They are for all purposes identical to common church structure except they have no vow of poverty.

4.4

ARCHITECTURE OF THE CHURCHES

The architecture of a church of Sula'fay depends on the size of the town in which the church is located, and upon what branch of the church was responsible for the church's building. In general, the larger and more wealthy the town is, the larger the church. In most towns, the church will be the largest building in the town. The bell tower is a feature

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Church Structure

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The Church Divided

Architecture of the Churches

SHADES OF DARKNESS



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Architecture of the Churches

Paladins of Sula'fay

which most of the churches hold in common, as the bell can also serve as the town's alarm. Towns that have undergone long battles may have decided to replace the bell with a drum or trumpet, as the bell has been melted down for weapon's metal, however, the tower will still stand, and replacing the bell will be among the town's first priorities after the conflict is over.

Churches of the branch of stringent faith tend to be built of stone and oriented towards being highly defensible. Some are small keeps with moats and walls that separate them from the rest of the town. They may be large enough to offer sanctuary to most of the town if the town were overrun.

Churches of the branch of material faith tend to be more elaborate. They may have golden altars or crystal candle holders. Stained glass, elaborate paintings, and statues are also common within churches of this branch.

The particular design of the church will depend upon the needs and means of the town in which it is built. In a forest, the church wall will probably be wood because timber is plentiful. If stone is easy to quarry, then most churches in that area will be of stone. In a large town where a meeting place is needed, the church will be built to have a large central hall where people can gather.

Worshippers of Sula'fay often wear soul crystals around their necks for protection against Unlife. A soul crystal is a piece of quartz crystal that has had special spells cast on it by a priest of Sula'fay. There are many different kinds of soul crystals that provide different amounts of protection; the most powerful of the crystals actually extend their field of protection past the body of the wearer. Of course, rifles, and swords do not hurt the protective crystal wearer either.

A typical village that worships is constructed as two concentric circles. The first ring is a razor wire fence which is designed to keep out all of the lesser servants of the Ulpir. About three yards behind the first ring is a second ring of posts. On top of each of these posts is a large soul crystal which has an area of effect large enough to encompass the first ring. Guards also maintain watch and patrol the entire perimeter.

Strangers who approach the town at night are told to wait outside until morning, at which time all who wish to enter the city are examined by a priest of Sula'fay before being allowed to enter. Some towns will have a small 10' by 10' compound outside the town fence where strangers will be allowed to stay the night in a safe environment until morning comes.

Followers of Sula'fay are intolerant of even the slightest Taint in strangers and will never willingly associate with an individual whom they know to be Tainted. They see the Druids as misguided people they recognize them as being free of the Ulpir lords.

4.5

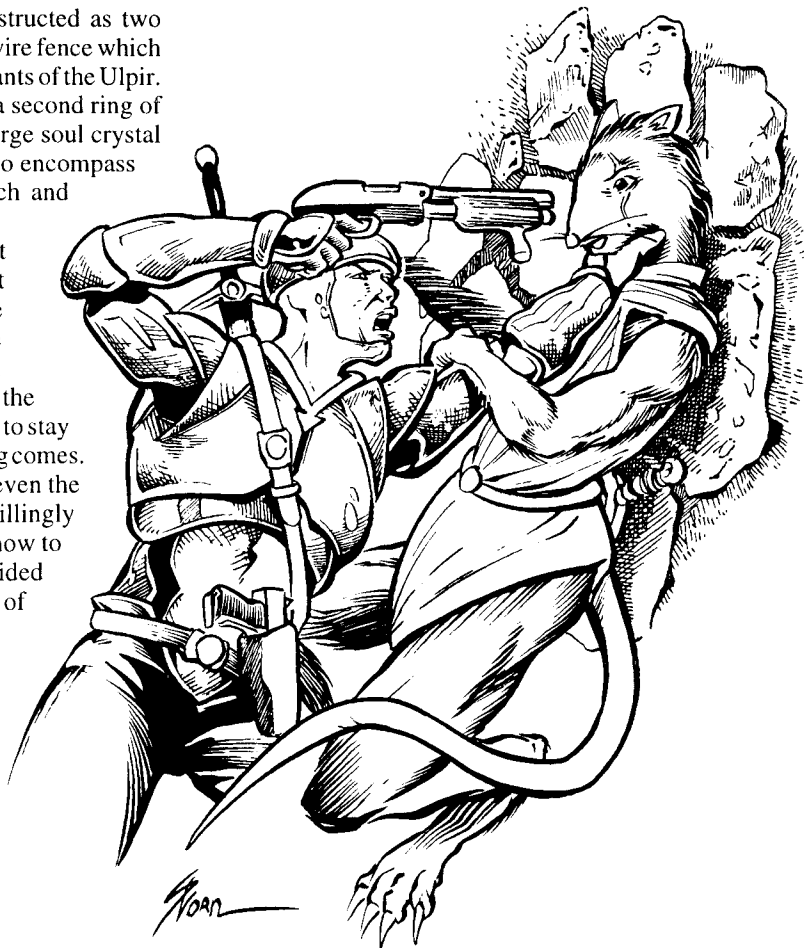
PALADINS OF SULA'FAY

Paladins are the fighting arm of the church. They are fanatic, even more so than Clerics, and they must adhere to the absolute letter of their oaths. Only churches that come from larger towns can afford the cost of keeping and training Paladins, and even among the larger town, Paladins are uncommon.

Paladins are trained from an early age, first as squires; they are made into Paladins at the age of 18. While being trained as squires they must take all vows that an initiate Cleric of their faith would take. They must also take vows never to love any with greater love than their love for Sula'fay. When they become Paladins they must take all of their vows as oaths.

The breaking of an oath is an even more serious matter for a Paladin than it would be for a Cleric, as a Paladin loses all spell casting abilities until such a time as the Atonement spell is cast on him. Paladins are incapable of learning the Ceremonies spell list that would allow them to cast an Atonement spell.

Paladins are expected to fight the forces of Taint and Unlife wherever they encounter them. Indeed, many Paladins feel driven to seek out and destroy these forces where ever they lay. Paladins are trained to think of their life and safety as secondary to the goals of the church of Sula'fay. This does not mean that they are unintelligent and that they will throw away their own life needlessly. They can better serve Sula'fay by living to fight again another day; however, should the situation arise where sacrifice is called for, a Paladin must not to hesitate to do so.



TENANTS OF CHAMUR

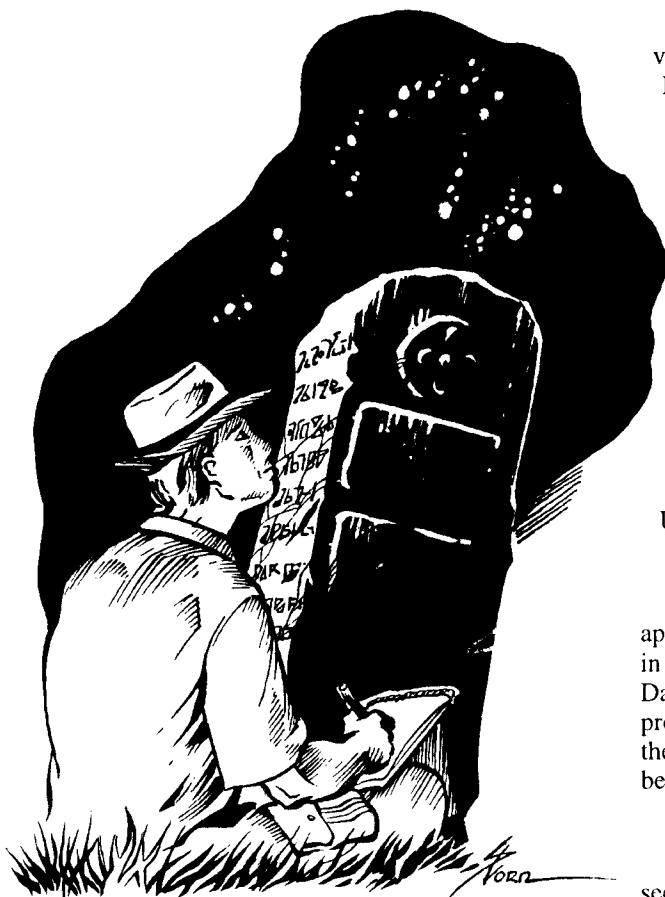
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Tenants of
Chamur

Ley Lines and
Nodes

The Face of
the Chamur



This section discusses the tenants of Chamur.

5.1

LEY LINES AND NODES

At first it seems surprising that the Chamurians are experts at finding Ley lines and Nodes. Ley lines and Nodes are very terrestrial phenomena, and the Chamurians spend most of their time looking up, not down. But the Chamurians base their ability to find these points of power on the earth on a little magical equation, "As above, So below." A Chamurian who understands the position and alignment of the stars can, through a mathematical formula, determine the position and alignment of Ley Lines and Nodes on the planet. The exact process is a well guarded secret and only strengthens speculation that perhaps the Chamurians are what is left of the ancient scientists.

5.2

THE FACE OF CHAMUR

There are many constellations which can be found at different times in the nighttime sky of the Scarthen World. Literally hundreds have been cataloged, some of which are merely single stars. Listed here are the most prominent of the constellations. The times and orientations are generalized for the southern half of the continent and will be changed slightly if observed from the north.

THE DRAGON

The summer guardian of the Vault. The Dragon is first visible in the night sky from late spring through early fall. Her twisted tail begins in a ten star spiral which straightens to form the head with two wings spread above the spiral. The Dragon is the guardian who attacks and destroys any Demons who attempt to cross Chamur's Vault.

THE ARCHER

The winter guardian of the Vault. The Archer is visible in the night sky from early fall through late spring. Only the upper half of his body is visible; a single extended arm, that holds his bow made of four stars, always points north. His left arm is reaching behind the profile of his head to a cluster of stars from which he will draw his arrow.

Like the Dragon the Archer attacks the Demons of the Unlife as they attempt to cross the Vault of Chamur.

THE DAGGER

Visible for only four weeks of the year, the Dagger appears during the last month of spring as the Archer is low in the sky and the Dragon is beginning to climb. The Dagger is the weapon that Chamur gives to humans to protect themselves. It is the blade that mankind must use in the fight, for while Chamur is strong, the humans must also be able to help themselves.

THE BOOK

The source of knowledge. The Book reveals many secrets to those who are willing to read it. Visible twice during the course of the year, it first appears in late fall and early winter for a period of three months, then reappears for a second three month trip across the sky in late spring.

THE CLOAK

Providing humanity with protection from the elements and comfort from the storms of winter, the constellation of the Cloak appears just before the winter solstice and remains in the sky until the first days of spring are upon the Scarthen World. Its appearance is welcomed as the halfway mark for winter and is often celebrated with a feast.

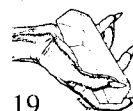
THE HOPE STAR

Actually a nearby planet, the Hope Star is by far the single brightest nighttime object for the entirety of the late spring and summer while it is in the sky. It is the reminder that there is always hope.

CHAMUR'S TEARS

Falling twice a year, the shower of shooting stars knows as Chamur's Tears are the result of dust and particulate matter entering the atmosphere above the Scarthen World from a comet's tail. The comet first passes in late spring and returns mid summer. On both passes, the shooting stars can be seen for five nights after the comet's passing. These are the tears that Chamur cries for those who have been killed by the Demons.

SHADES OF
DARKNESS



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of the DruidsThe Structure
of Druidism

Leadership

Groves

Druid Towns

ORGANIZATION OF THE DRUIDS

This section discusses how the Druids are organized.

6.1

THE STRUCTURE
OF DRUIDISM

The focus of Druidism is on how the individual can aid in healing the world. Individuals can learn the spells of the Druids in Druid circles or Druid groves. A Druid may wander freely from circle to grove spending years or only a few days at each one.

The task of healing the Scarthen World is far larger than any one individual, or even any one generation, can finish. In order for the healing to continue the knowledge of the Druids must be passed on. The protection of the groves and circles is important so that the tradition can continue. For this reason the most powerful Druid at a grove or circle is called the High Druid and is in charge of the protection of the site.

6.2

LEADERSHIP

Druids are broken into groups, called circles. There are two types of circles; major and minor. The leader of a major circle is called a High Druid. A Druid must have reached at least 20th level before he may take the leadership of a major circle and become a High Druid. Lesser circles are controlled by Druids who have attained at least 10th level. The leadership of lesser circles will seek out the advice of a High Druid on important matters.

Each circle (major or minor) will also have a Dragon Guardian. Dragons are Druids who have learned enough of the Dragon's Way Spell list to enable them to change into great reptilian beasts. Dragons have an intimate tie to the purity of the land and can feel Unlife if it moves within range of their Druid grove. No Druid circle can have more than one Dragon guardian. So, if a Dragon emerges from among Druids who already have a Dragon guardian, the new Dragon will leave, usually accompanied by one or more 10th level Druids, to found another circle.

The only authority that a High Druid has is to ask other Druids to aid in the protection or keeping of a given grove or circle. The protection and keeping of a given circle or grove can be immediate or far reaching. The local structure of a group of Druids depends mostly on the personality of the local High Druid and the Dragon guardian.

6.3

GROVES

The roots of Druid power lie in the secrets held within the Druid groves.

Each circle of Druids establishes a grove from which they draw the power to protect the villages and hamlets that surround them. The Druid grove must always be 10 miles or more outside of any town in order to preserve its natural purity. But it may be a population center itself with multiple areas and even a private chamber for the grove's high Druid. A large Druid grove may have as many as fifty Druids and grove guards (warriors in the service of the grove) in residence at any one time, not including individuals who are in the surrounding towns or gardens.

A Druid grove is a site of significance to Druids, for here a Druid can study all of the Druid spells. They are natural structures, usually outside, although a few do exist inside of caves. The outside Druid groves are protected from the elements by a roof of tightly interwoven tree branches which cover a thick grass or pine needle carpet.

Not everyone is of the correct mind to be able to study and learn magic, and yet in the fight against the Unlife all must be mobilized. The grove guards are the fighting arm of the Druids. They study the fighting arts to defend, and against the immediate physical threat of the Taint, work in conjunction with the magic of the Druids.

In some communities the grove guard serves as a training organization which all young men and women pass through to learn the basic fighting skill all free people on the Scarthen World need to survive. Typically a individual will train with the grove guards for between two and four years, although some stay in the grove guard with the Druids for their entire lives.

6.4

DRUID TOWNS

The towns that surround the Druid groves are not unusual. While the primary defense of a Druid town is the presence of a nearby Dragon, the Dragon is linked to its Druid grove and will be unwilling to move far from it, as this leaves the Dragon vulnerable. They place guards on top of most buildings, and the streets are well lit at night. Guard dogs, often half-bred wolves, are common, and some animals are given special abilities by the High Druid.

These people have no dislike of the worshipers of Sula'fay, nor any other people so long as they can prove that they are not Tainted. If they encounter Tainted individuals, they will try to test them to see if they are worth the effort to unTaint them. The Druids realize that not everyone can fully avoid Taint and are tolerant but suspicious of anyone who is slightly Tainted.



Unlike the church of Sula'fay, which keeps its priorities and laws relatively uniform through the dogma of Vow and Oath, Druid structure is based solely upon the tenants of respect and responsibility for fellow man and nature. This makes the Druids less an organized church and more a group of people who share common practice, power, and belief structure.

In places near free towns, or larger Druid circles, the groves are used as regular training facilities, with guards walking perimeters and mid level Druids supervising activities. In places where the Druids are in direct conflict with an Ulpir, they become highly secretive, only allowing individuals who have been examined by the High Druid or Dragon to know the location of the groves or circles. Others are taken to and from the circles and groves with blindfolds and ear plugs.

Inside a Druid circle crafts such as leather working, wood carving, or animal training are as common as trade for herbs and goods.

Herbal healing is almost always given to those who need it. The price can be raised or lowered depending on the wealth of the buyer. In times of crisis or need, herbs are given not to the most wealthy but as the survival of the whole dictates.

6.5 DRAGON TRANSFORMATIONS

Dragons appeared soon after the demonic invasion began. At first mistrusted, Dragons were eventually accepted by the Druids and became their first teachers. Dragons do not procreate in the sense that we do. Dragons are the result of a lifetime of immersion in the flow of Essence. When a Druid has reached a critical point in their studies and practice they will feel the urge to transform into a Dragon. The process of transformation that changes a Druid into a Dragon is spectacular, yet seldom observed by non-participants. A Dragon is an embodiment of the forces of nature from which a Druid draws power. It is a self-initiation that the Druid performs. Each Druid has a different experience in the initiation and transformation process. Some common elements involve traveling into the wilderness alone for a time, during which fasting, sleep deprivation, and eating wild herbs is common. The Druid may feel drawn to fight a particular creature of Taint or plant a particular plant or tree deep in the wilderness. In some cases the Druid will invoke a new grove or circle as part of the process.

The result of the initiation process is twofold. The first and most obvious result is the physical transformation of the Druid into a Dragon. The second is the mental transformation that occurs. A Dragon is no longer human. They look at the world and the creatures in it from a different level. Birth, death, the cycle of the years, the passage of time, these are all part of the natural cycle of life and the flow of Essence. These things do not disturb a Dragon. The spread of Taint is not a part of nature and is the only true evil. Mankind is just another animal among the many that must live on the Scarthen World. Dragons value human life and animal life equally. They see

many of the tools and buildings of man as separations that keep mankind from living and understanding the rest of life on the Scarthen World.

The new Dragon still has all of the memories of the Druid it once was, however it does not have the same emotional attachment to those memories that a human would. That was the life and experiences of a fundamentally different creature than what the Dragon has become.



Part I

Sections
6.4, 6.5

Druid Towns

Dragon
Transformations

SHADES OF
DARKNESS



PART II

CHARACTER CREATION



"I'm not a thug... I'm on a mission from the goddess."

—Lyra Wildstar, Ulpir hunter

Her initial intention had been to let the man have his say, but this had already gone too far.

"Last time over 100 were killed. The Ulpir hunters come and go like the wind, but when they have passed, our Lord Bradford is still here and it is we who will bear the brunt of his anger."

Lyra stepped in close, her dagger sliding down her sleeve and into her hand. She grabbed his hair, forced his head slightly back and, before he could respond, placed the tip of the dagger against his neck.

She had him leaning back over the bench, preventing him from falling, yet keeping him off balance. If he tried to move forward, he pushed his neck into the dagger.

She spoke with confidence, loud enough to reach the far corners of the great hall, but soft enough that they would keep quiet and strain to hear.

"You call him Lord? No blood sucking leech is my Lord. It is the foe. It has no feeling. To it we are cattle. I am not cattle, and if it is your Lord, then you are also the enemy. I'm sure you misspoke yourself, didn't you?"

Beads of sweat began to form on the fat farmer's forehead as he desperately tried to nod in agreement.

She had seen this type before. A petty little man who had sold his neighbors' children a thousand times for a little extra security from the local Ulpir lord. She despised him, but killing him would put the entire village against her, and she had no proof.

She let go of him as quickly as she had grabbed him and started to walk to the door knowing her companions would follow her out. The fat man fell backwards over the bench and into the laps of the townspeople sitting behind him.

She stopped at the exit and spoke over the rising voices, "Mr. McGinnis, we will save your daughter, and we will hunt the Ulpir, if you so desire it. The price is the six fastest horses and 20 silver jacketed bullets.

"We leave tomorrow morning if you have not brought us our price. Until then we will be helping ourselves to the hospitality of your inn."

CHARACTER RACES

Selecting a race is handled like it is in the *RMSR*, except the only choices for races are shown below. The effects of racial selection are detailed in the *RMSR*. The races available to players as character races in the Scarthen Earth are detailed below.

Note: *Players should not be allowed to play Ulpir! Ulpir are strictly an NPC race. As most of the Fey races are highly susceptible to the Taint (and the mysterious sleep it causes them), they are not available as player character races.*

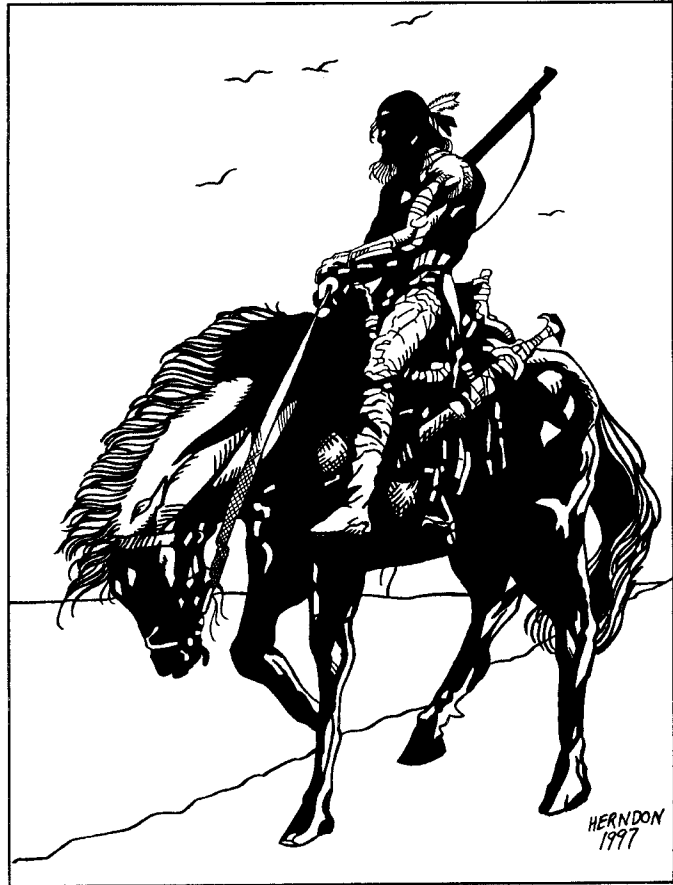
There is one special note about races. In the Scarthen World, certain professions are not normally available to certain races. However, this is not an absolute restriction. Listed below are optional guidelines for GM's to use when deciding to use a normally prohibited race / profession combination.

In all cases, the character must have his background molded to describe why he has received this specific type of training. Remember that your profession is defined very early in your life (before the end of adolescence) and therefore you must have been exposed to your profession before the time your character leaves adolescence. This does not mean that your character had formal training then, just that your character's motivations, likes, dislikes, and tendencies were defined then. In addition, if allowing characters to normally start above first level, characters who take a normally prohibited race / profession combination should start at a lower level than others (to reflect more time spent in training).

Option 1: The GM assigns a Flaw appropriate to the situation of a character taking a normally restricted race / profession combination.

Option 2: The character must spend one (or more at the GM's discretion) background option (10 Talent Points if using Talent Law) to take a normally prohibited race / profession combination.

Option 3: Use both Option 1 and Option 2.



RACE ABILITIES TABLE T-1.1 (MODERN)

Race	— Racial Stat Bonus Modifications —											RR Mods					# BG	Talent
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Men.	Poi.	Dis.	Opts	Pnts*	
Blood stock	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6	65	
Half-dwarf†	-1	+4	0	0	+2	-1	0	-1	-1	+2	+20	+10	+20	+10	+10	4	45	
Half-elf†	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	5	55	
Horse Rider	0	+2	0	0	+2	0	0	+2	0	+2	0	0	0	0	0	6	65	
Lowlander	0	+2	0	0	+2	+2	0	0	0	+2	0	0	0	0	0	6	65	
Raul	0	+2	0	0	+2	+1	0	+1	0	+2	0	0	0	0	0	6	65	
Ravanna	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	4	40	
Terogue	+1	+1	0	0	+2	+1	0	+1	0	+2	0	0	0	0	0	6	65	
Tribal Peoples	+1	+1	0	0	0	+1	0	0	+1	+1	0	0	0	0	0	6	60	
Ulpir Household	0	+3	0	0	+1	0	0	+1	0	+3	-5	-5	-5	0	0	6	65	

* : Talent Points should only be used if the GM is using *Talent Law*.

† : Only characters who roll the Half-dwarf or Half-elf background on the Sula'fay Background Chart may play these races.





Part II

Section 7.0

Character Races

Race Abilities Table T-1.1 (Modern)

RACE ABILITIES TABLE T-1.1 (MODERN) (CONT.)								
Skill Rank Bonus Progressions:								
Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development				
Blood stock	0•6•3•2•1	0•4•3•2•1	0•2•1•1•1	0•3•2•1•1				
Half-dwarf	0•7•4•2•1	0•4•3•2•1	0•3•2•1•1	0•2•1•1•1				
Half-elf	0•7•3•2•1	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2				
Horse Rider	0•6•5•2•1	0•4•3•2•1	0•2•1•1•1	0•3•2•1•1				
Lowlander	0•6•4•2•1	0•4•3•2•1	0•2•1•1•1	0•3•2•1•1				
Raul	0•7•3•2•1	0•4•3•2•1	0•3•2•1•1	0•3•2•1•1				
Ravanna	0•6•3•1•1	0•5•3•2•2	0•6•4•3•2	0•6•5•4•3				
Terogue	0•6•4•2•1	0•5•3•2•2	0•3•2•1•1	0•3•2•1•1				
Tribal Peoples	0•6•4•2•1	0•5•3•2•1	0•3•2•1•1	0•3•2•1•1				
Ulpir Household	0•6•4•2•1	0•5•3•2•2	0•3•2•1•1	0•4•3•2•1				
Special Notes								
Race	Avg Life	Soul Depart	Start Langs	Hrs Sleep	w/o Sleep	Endur	Rec. Rate	Race Type
Blood stock	70	18	2	6	1	+0	x1.0	3
Half-dwarf	300	20	3	6	2	+20	x0.5	2
Half-elf	1000	6	5	4	1	+0	x1.5	3
Horse Rider	90	10	2	6	1	+10	x0.75	2
Lowlander	85	11	2	6	1	+0	x0.75	2
Raul	75	12	2	6	1	+0	x1.0	3
Ravanna	90	6	4	4	1	+0	x1.5	3
Terogue	70	12	2	6	1	+0	x1.0	2
Tribal People	70	18	2	6	1	+10	x1.0	3
Ulpir Household	100	6	3	6	1	+0	x1.5	3
Avg Life: average lifespan (in years); Soul Depart: round for soul departure; Start Langs: number of starting languages; Hrs Sleep: number of hours of sleep needed per night for complete rest; w/o Sleep: number of days a character of that race can go without sleeping before incurring exhaustion penalties; Endur: bonus to exhaustion points; Rec. Rate: multiplier for healing time for injuries (i.e. a x1.5 means the race recovers 1.5 time slower than normal); Race Type: race type for determining stat deterioration, etc.								

SPECIAL NOTES ON RACES

Here are some special notes on the races available in the Scarthen World.

Blood stock—Blood stock are the typical folk in the Scarthen World. They are subject to an Ulpir Lord.

Half-dwarf—Half-dwarves have a Human mother but a Dwarven father. Half-dwarves get the following skills classified as Everyman: Caving, Leather-crafts, Mental-crafts, Smithing, and Mining. In addition, they have Nightvision (75') and are naturally resistant to heat and cold (+10 to all RRs versus naturally occurring heat and cold).

Half-elf—Half-elves are the product of an Elven father and a Human mother. Half-elves are naturally cold resistant (+5 to all RRs versus naturally occurring cold) and have Nightvision (100').

Horse Rider—All members of the Horse Rider clans may classify Riding (Horse), Animal Handling (Horse), and Animal Training (Horse) as Everyman skills.

Lowlander—The Lowlanders are the blood stock who live in most populated areas (and are subject to Ulpir Lords).

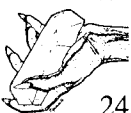
Raul—All Raul tribes have totems. These totems are usually some type of animal (GM's discretion). However, there is a 20% chance that a given tribe will have a demon. In this case, shaman of the tribe may be granted extra special abilities from their totem. If using *Talent Law*, all Raul must take a physical flaw of -5 points or greater (and they do not get to add to their talent points with this flaw). All Raul get a special bonus of +5 to the Lore • Magical and Lore • Obscure skill categories.

Ravanna—All Ravanna are taught to entertain. Thus, they may select (subject to GM approval) up four skills (minimum of two) from the Artistic • Active skill category that may be classified as Everyman. For each skill less than four chosen as Everyman, the character may classify one skill from the Artistic • Passive skill category as Everyman. All Ravanna have a slight resistance to cold (+5 to all RRs versus naturally occurring cold) and have Nightvision (100').

Terogue—All Terogue tribes have totems. These totems are usually some type of animal (GM's discretion). However, there is a 20% chance that a given tribe will have a specific Ulpir as a totem. In this case, shaman of the tribe may be granted extra special abilities from their totem. If using *Talent Law*, all Terogue must take a physical flaw of -5 points or greater (and they do not get to add to their talent points with this flaw). All Terogue get a special bonus of +10 to the Lore • Obscure skill category.

Tribal People—Tribal people have totems. They get +10 to Outdoor•Animal and Outdoor•Environmental Skill categories.

Ulpir Household—Those raised around the Ulpir have a slightly different outlook on life. All Ulpir get a special bonus of +5 to the Power Awareness skill category.





ADOLESCENCE DEVELOPMENT TABLE FOR SHADES OF DARKNESS (T-8.1)

Part II
Section 7.0
 Character
 Races
 Adolescence
 Development
 Table for
 Shades of
 Darkness
 (T-8.1)

	Bloodstock	Half-dwarf	Half-elf	Horse Rider	Lowlander	Raul	Ravanna	Terroque	Tribal Peoples	Ulpir Household
Artistic • Active skill category	—	—	2	—	—	—	3	—	—	—
Acting skill	—	—	—	—	—	—	3	—	—	—
Dancing skill	—	—	1	—	—	—	3	—	—	—
Artistic • Passive skill category	—	1	2	—	—	—	3	—	1	1
Athletic • Brawn skill category	1	2	—	1	1	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1	2	1	1	2	1
Swimming skill	1	—	1	1	1	2	2	1	2	—
Athletic • Gymnastic skill category	1	1	1	1	1	1	1	1	1	1
Climbing skill	1	1	1	1	1	1	2	1	1	—
Awareness • Perceptions skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Alertness skill	2	1	2	2	1	1	3	1	2	2
Awareness • Searching skill category	1	1	1	2	1	2	1	2	1	1
Awareness • Senses skill category	2	1	1	2	2	2	—	2	1	1
Body Development skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Body Development skill	2	3	1	1	1	2	1	2	2	1
Communications skill category	2	2	3	2	2	2	2	2	2	2
choice of Language skills	8	8	9	8	6	6	12	6	7	10
Influence skill category	—	1	1	1	—	2	—	1	—	2
Lore • General skill category	3	3	3	3	3	3	3	3	3	3
“Own” Region Lore skill	3	3	3	3	3	3	3	3	3	3
“Own” Culture Lore skill	3	3	3	3	3	3	3	3	3	3
Lore • Obscure skill category	1	1	1	1	—	—	1	1	—	2
Ulpir Lore skill	1	1	1	1	—	—	1	1	—	2
Outdoor • Animal skill category	1	—	1	2	1	2	1	2	2	—
Riding (Horse) skill	—	—	—	3	—	—	1	—	1	—
Outdoor • Environmental skill category	1	1	2	2	2	2	3	2	3	1
Science / Analytic Basic skill category	1	1	1	—	—	—	—	—	—	1
Basic Math skill	—	—	1	—	—	—	—	—	—	1
Subterfuge • Stealth skill category	1	1	3	1	1	2	3	1	1	—
Stalking skill	1	1	2	1	1	2	3	2	2	—
Hiding skill	1	1	2	1	1	2	3	2	2	1
Tech. / Trade • General skill category	3	2	2	1	2	2	—	2	2	1
Tech. / Trade • Vocational skill category	3	3	1	1	2	2	—	2	2	1
Urban skill category	1	—	—	—	1	—	—	—	—	1
Weapon • 1-H Edged skill category	1	3	2	1	1	—	1	2	1	1
choice of 1 weapon skill	1	3	2	1	1	—	1	2	1	1
Weapon • 1-H Concussion skill category	1	2	1	—	2	3	—	—	—	—
choice of 1 weapon skill	1	2	1	—	2	3	—	—	—	—
Weapon • 1-H Missile skill category	1	—	2	1	—	1	1	2	2	—
choice of 1 weapon skill	1	—	2	1	—	1	1	2	2	—
Hobby skill ranks	14	10	10	10	14	11	10	12	12	12
Background Options (Talent Points)	6 (65)	4 (45)	5 (55)	6 (65)	6 (65)	6 (65)	6 (65)	4 (40)	6 (65)	6 (65)

SHADES OF
 DARKNESS



BACKGROUNDS

Part II

Sections 8.0, 8.1

Backgrounds

Druid Past

Druidic Background Chart

Several new background charts are available for characters in the Scarthen World. Along with the normal background options from *Rolemaster Standard System Rules*, a Gamemaster may allow characters a greater amount of depth and variety by including these background charts. To roll on one of these charts requires that a character spend one background option and the character must be from the appropriate background (subject to GM approval). GM's should not allow players to roll on more than one of the "Past" tables. Note that GM's should use the modified Background Options: Special Items chart (presented below) in place of the Special Items chart in the *RMSR*.

8.1

DRUID PAST

This table is appropriate for anyone who was raised in a village protected by Druids. If the character was from a non-Druidic town, but a Druid circle was hidden nearby, allow one pick as a result of the character's early contact with Druidic ways.

DRUIDIC BACKGROUND CHART

- 01-03 **Vegetarian:** Due to strong religious belief of the sanctity of animal life, the character will not eat red meat, or poultry. In some extreme cases, this may also extend to fish and animal products such as milk and eggs.
- 04-07 **Green Thumb:** Any plant which is tended by the character will grow at twice normal rate.
- 08-11 **Soft Touch:** Character is so in tune with nature that they leave no mark of their passing on the plants or the ground around them. Tracking maneuvers to follow the character suffer a special penalty of -50.
- 12-16 **Weather Sense:** Character has a special modifier of +30 to his Weather Watching skill.
- 17-20 **Bump of Direction:** Character's innate sense of direction is phenomenal. The character has a special modifier of +50 to his Direction Sense skill.
- 21-26 **Natural Survivor:** Character has a special modifier of +20 to all Survival and Foraging maneuvers.
- 27-29 **Nature's Eye:** The character was born with an eye for nature. This gives him a special bonus of +10 to Flora Lore, Fauna Lore, Herb Lore, Tracking, and Awareness skills when outdoors.
- 30-33 **Aspect of Boar:** Character gains a special modifier of +20 to his Frenzy skill.
- 34-37 **Aspect of Bear:** Character gains a special bonus of +5 to any maneuver that uses Strength as long as he doesn't have anything in his hands.
- 38-41 **Aspect of Elk:** Character gains a special bonus of +20 to Adrenal Strength maneuvers.
- 42-44 **Aspect of Ferret:** Character gains a special bonus of +5 to DB and to any maneuver that requires Quickness (as long as the character is not wearing any armor or encumbered in any other way).
- 45-48 **Aspect of Deer:** Character gains a special bonus of +20 to Adrenal Quickness and Adrenal Leaping maneuvers.
- 49-52 **Aspect of Turtle:** Character gains a special bonus of +20 to all Meditation maneuvers.

- 53-56 **Aspect of Horse:** Character expends exhaustion at one-fifth the normal rate.
- 57-60 **Aspect of Crane:** Character gains a special bonus of +5 to any maneuver that requires Agility (as long as the character is not wearing any armor or encumbered in any other way).
- 61-64 **Aspect of Snake:** Character may now classify the Ambush skill as Everyman.
- 65-68 **Aspect of Eagle:** Character gains a special bonus of +20 to all sight-based Awareness maneuvers.
- 69-72 **Aspect of Lynx:** Character gains a special bonus of +10 to any Stalking maneuvers.
- 73-76 **Aspect of Mouse:** Character gains a special bonus of +20 to any Hiding maneuvers.
- 77-80 **Aspect of Tree:** Character will age at one-third the normal rate.
- 81-86 **Animal Companion:** Character has an animal who has been the character's friend for many years. This relationship is one of mutual respect and friendship, not a master/servant relationship. The two will have developed a slightly empathic communication over the years that is not perfect, but will allow the communication of simple concepts.
- 87-93 **Animal Friend:** Animals innately like the character. Predators will avoid the character unless they are extremely hungry and no other prey is available. Character receives a special bonus of +25 to any Animal Handling, Riding, or Animal Training maneuvers.
- 94-96 **Tied to the Earth:** Character has strong ties to the natural forces of the earth. The cost for casting any spells is halved as long as he is in contact with the Earth (character cannot be flying, inside a man made structure, or otherwise separated from the Earth to gain the benefits, though he can wear shoes or sandals without interfering with this ability). However, this link to the Earth makes him especially susceptible to the effects of living in or passing through Tainted lands. He gains Taint from Tainted lands at one and a half times the normal rate.
- 97-98 **Aspect of the Dragon:** Character may learn the Dragon's Way spell list without ever having the *Awaken the Dragon* spell cast on them. In addition, the character receives a special bonus when casting a spell on that list of +10 to all Spell Casting Static Maneuvers. The character will also have an effective level of three higher than actual level (when determining spell effects, etc.), and gains a special modifier of +10 to his Power Point Development skill (only usable for spells on the *Dragon's Way* list).
- 99 **Dragon Friend:** During adolescence, the character developed a friendship with a Dragon. If the character needs a favor, the Dragon will most likely do it, so long as it does not put the safety of the Druid groves, circles, and the surrounding areas in danger. Should the character repetitively ask for favors, the Dragon may begin to suspect that the character is taking advantage of their friendship and refuse further contact.
- 100 **Druid/Dragon Child:** Character is the child of a High Druid or a Dragon. The relationship between the character and the parent should be discussed by the Gamemaster and player. In general, the more helpful the parent the more protective and restrictive the parent. In any case, the character receives a special modifier of +3 to Intuition and +3 to Constitution.



8.2

SULA'FAY PAST

This table is most appropriate for characters who come from villages protected by churches of Sula'fay. However, any Lowlander character has the opportunity to take one pick from this list, be they slave or free, as Sula'fay brings hope even into the darkest despair.

SULA'FAY BACKGROUND CHART

- 01-03 **Colored Hair:** Character was born with oddly colored hair. This is considered a sign of favor from Sula'fay. Typical colors are gold, green, purple, or bright red.
- 04-10 **Artistically Inclined:** Character may classify all skills in the Artistic group as Everyman.
- 11-16 **Reduced Food Consumption:** Character needs only half the normal amount of food and water to survive.
- 17-22 **Linked to an Element:** The Gamemaster should assign a natural element for the character. The character has a special bonus of +10 to all maneuvers in and around this element. Any and all maneuvers in an "opposite" element receive a special penalty of -10.
- 23-34 **Soul Crystal:** Character has a crystal which has had the *Soul Crystal* spell cast on it.
- 35-38 **Fay Sight:** Character can see sleeping Fay and Elementals as part of their normal vision.
- 39-45 **Pure Soul:** Character acquires Taint at half the normal rate.
- 46-51 **Fay Friend:** Fay and Elementals naturally like the character. If there are any in the locale, they will attempt to linger around the character and help the character where possible.
- 52-57: **Magnified Soul Crystal:** Character has a crystal which has had the *Soul Crystal* and *Magnify Crystal* spells cast on it.
- 56-65 **Soul Touched:** The Essence of Sula'fay runs strong through this character. The character receives a +5 bonus to his Power Point Development skill.
- 66 **Fay Companion:** Character has a Lesser Fay that has awakened and latched on to him. This Lesser Fay will follow the character and attempt to aid the character as best they can. Prolonged or intense exposure to Taint can force the Fay back into hibernation.
- 67-72 **Emotional Glow:** Character glows when emotionally excited. Character glows red when angry, blue when sad, gold when happy, etc. In extreme emotional states, the glare will give the character +5 DB (as foes are unsure about the nature of the character). The character will also suffer appropriate modifiers to Stalking and Hiding maneuvers.
- 73-77 **Aura Sight:** Character can see auras. This allows them to know the emotions of anyone they look at unless the person is being careful to hide their feelings and project something else.
- 78-83 **Protective Aura:** When in combat, the character glows brightly and has special modifiers of +5 to DB and +5 to all RRs.
- 84-89 **Highly Magnified Soul Crystal:** Character has a crystal which has had the *Soul Crystal*, *Magnify Crystal*, and *Magnify Crystal II* spells cast on it.
- 90-94 **Favor of Sula'fay:** Character receives a special bonus of +5 DB, +5 RR, and +5 to his Power Point Development skill.

- 95-98 **Destiny Sense:** The character has an unusual sense of destiny that he can sometimes call upon. He may receive repetitive dreams on the subject and other hints as to what his destiny is. Character will receive a +10 on any maneuvers that deal directly with this destiny.
- 99 **Half-dwarf:** Character was born the child of a Dwarf father and a Human mother.
- 100 **Half-elf:** Character was born the child of a Elf father and a Human mother.

Part II

Sections 8.2, 8.3

Sula'fay Past

Special
Equipment

Sula'fay
Background
Chart

Special Items
Chart

8.3

SPECIAL EQUIPMENT

This table is appropriate for anyone who has had contact with one of the Ancient pre-invasion cities or may have inherited the artifact from a relative.

SPECIAL ITEMS CHART

- 01 Mountain bike.
- 02-05 Character chooses one GM approved herb.
- 06-07 Titanium framed sunglasses. With UV lenses.
- 08-12 Character chooses one GM approved herb from the Activated Herb Table.
- 13-18 Five normal rounds of any caliber ammunition.
- 19-24 +5 finely crafted hand weapon or 15 rounds any caliber normal ammunition.
- 25-31 Lead lined gloves, +5 to Brawling and Martial Arts • Striking skills.
- 32-35 Hunting rifle (uses Table ME 20 from Weapon Law: Firearms)
- 36-43 Steel-toed hiking boots.
- 44-47 Large caliber revolver.
- 48-51 Double barreled shotgun (uses Table SG 13 from Weapon Law: Firearms).
- 52-56 Gas mask.
- 57-60 2 Shot Derringer.
- 61-65 +15 steel alloy hand weapon or 20 rounds any normal caliber ammunition.
- 66 20 silver-cased rounds of any caliber ammunition.
- 67-73 Tranquilizer gun with 8 empty rounds.
- 74-78 Grappling gun.
- 79-83 Shock baton.
- 84-88 +5 silver-edged hand weapon.
- 89-93 Bolt cutters
- 94-96 Pair of walkie-talkies with a rechargeable battery. (current charge left 1 hour)
- 97 10 Grenades of players choice; 5% chance each grenade is dud.
- 98 Combat helmet with light intensifier, infrared, respirator hook up, and radio hook up.
- 99 Portable computer, Essence or Demon powered.
- 100 Solar powered generator.

For descriptions of items see GM's Section (under equipment).

SHADES OF
DARKNESS



8.4

TAINTED PAST

This table is appropriate for anyone who has had contact with a high level of Taint or dealings with Demons on the Scarthen World. Because of the permanent Taint in the Ravanna clans, a Ravanna character may always roll on this chart. A character may not take picks from both this list and the Druid or Sula'fay lists.

TAINTED BACKGROUND CHART

- 01-02 **Kills Plants:** Character slows the growth of any plant that they are within 10 feet of and kills any non-magical plant they touch. Large plants such as trees or large shrubs will only be partly affected, with the branches near the character wilting, and the leaves falling off.
- 03-08 **Frightens Animals:** Animals sense a Demonic aura to the character. No animal will willingly approach the character and many will attempt to leave the area as they approach.
- 09-14 **No Emotion:** Character has lost their ability to feel any emotion. The skill of Frenzy must be classified as Restricted. He will be totally calm and logical in almost any situation. He receives a special modification of +50 to all RRs versus Fear and/or any spell with a sub-type of "m."
- 15-20 **Teeth:** Character has animal-like teeth. He may develop skill in attacking with teeth (as a Racial Attack skill in the Special Attack skill category). The player may choose to have a Medium Bite attack (with extra large teeth) or a Small Bite attack (with retractable teeth that aren't so noticeable).
- 21-26 **Berserker:** Character receive a special modification of +50 to Frenzy maneuvers. However, any time he suffers a critical hit, there is a 10% chance that he will go berserk (Character automatically roll on his Frenzy skill without spending any percentage of action).
- 27-33 **Claws:** Character has animal-like claws. He may develop skill in attack with these claws (as a Racial Attack skill in the Special Attack skill category). The player may choose to have a Medium Claw attack (with large, non-retractable claws) or a Small Claw attack (with retractable claws).
- 34-40 **Lesser Bound Demon:** Character has an item with a Type I Demon bound in it (or has a Type I Demon bound to his person).
- 41-47 **Reserve of Strength:** Character has learned to channel magical power to the realms of Unlife in exchange for strength. Every time this ability is used, it costs d10 PPs. However, it adds as much to the character's St bonus as PPs spent (only good for 1 round). In addition, the character gains an amount of Taint equal to the number PPs spent.
- 48-55 **Minor Bound Demon:** Character has an item with a Type II Demon bound in it (or has a Type II Demon bound to his person).
- 56-60 **Wings:** Character has wings. He may choose to have large, bat-like wings (which he can use to fly at up to 20 miles an hour) or he can grow (once per day) a membrane between his arm and back (which he can use to glide short distances at about 10 miles an hour).
- 61-65 **Burst of Speed:** Character has learned to channel magical power into the realms of Unlife in exchange for additional speed. Every time this ability is used, it costs d10 PPs. However, it adds as much to the character's Qu bonus as PPs spent (only good for 1 round). In addition, the character gains an amount of Taint equal to the number PPs spent.
- 66 **Demonic Ally:** Character has personal relations with a minor Demon Lord. The character may be asked to undertake special actions for their ally, who will aid them an equivalent amount.
- 67-74 **Major Bound Demon:** Character has an item with a Type III Demon bound in it (or has a Type III Demon bound to his person).
- 75-82 **Tracking Scent:** Character can track by scent (with a special modifier of +25 to Tracking) and gains a special bonus of +50 to all smell-based Awareness maneuvers.
- 83-90 **Greater Bound Demon:** Character has an item with a Type IV Demon bound in it (or has a Type IV Demon bound to his person).
- 91-98 **Special Bound Demon:** Character has an item with a Type V Demon bound in it (or has a Type V Demon bound to his person).
- 99-100 **Bound Demon Prince:** Character either has an item with a Demon Prince bound in it (or has a Type VI Demon prince bound to his person).



LANGUAGES

Part II

Section 9.0

Languages

The modern languages of the world are still in place (for the most part), but a few new languages (and dialects) are now available to those that wish to learn them. Any of the languages listed below are available to any character to learn (though they will have to come up with a pretty good story about why they know Scuth). The GM should approve all selections.

Gleff & Kell: Both Gleff and Kell are dialects of English that have developed since the Unlife invasion. While they are both extremely similar in sentence structure and sound, the vocabularies (except for a few of the most basic words such as “yes” and “no”) are different. Gleff is spoken in the northern mountains and among the Horse Riding clans of the northern plains. However, many of the more isolated tribes of the north will have their own particular dialects of Gleff that they use and which may be almost totally incomprehensible to outsiders. Kell is the dialect that is common to the Lowlands. It is spoken with only slight changes of accent fairly consistently throughout the Lowlands.

Star Tongue: The new name given to Latin. Seen as a magical language that dates from before the Unlife invasion, Star Tongue is both written and spoken. It is still studied by the followers of Chamur the Vault, as most of their texts and spell books are written in Star Tongue. The followers of Chamur the Vault may use a sentence or two of the language to identify themselves to each other.

Feld: Feld is a language that is native to the Dragons. It is a language that has no alphabet, and is spoken only. Feld uses hand and body movement to give context to words that have no tense and are conveyed in an order that designates the most important word, rather than using a set sentence structure. The purpose of Feld is to move the speaker closer to the frame of mind of an animal.

Scuth: To call Scuth the language of the Demons would be inaccurate. Most Demons are unintelligent and have no language. Scuth is actually the language of the intelligent Demonic royalty. It is a low, guttural-sounding language which has 87 different words that mean “to kill”, and differentiates the methods which can commonly be used to kill. Scuth is highly dependent on tonality to convey meaning. Thus, the same word with a different tone or inflection can mean vastly different things. The written language of Scuth is a pictographic-syllabic system. Each syllable has its own pictographic symbol. The manner in which symbols are joined together conveys a word’s tone. Many Demonologists have studied Scuth so as to be able to speak to Demonic royalty without the aid of spells.

Geal: Geal is the language of the Fey. It is a lilting musical tongue that is beautiful to the ear. Geal is not a language for direct speakers, it is full of metaphor and suited to long discussions and elegant subtle comparisons. It also lacks any form of pronoun.

Tribal Languages: Each tribal group has its own language which usually has the same name as the tribal group that speaks it. Common tribal languages include Lakota, Cheyenne, and Navaho.

SHADES OF
DARKNESS

CHARACTER PROFESSIONS

The Scarthen World is a land of darkness, ignorance and fear. The Unlife invasion has destroyed civilization as it was known to the ancestors of our brave adventurers. Many of the *Rolemaster Standard System* professions and training packages are not appropriate for the Scarthen World, and many more are appropriate only in specific situations. Here is a short description of each profession's place in current society. Note that no other professions (from any other *Rolemaster* book are appropriate).

Fighter, Thief, and Rogue: These professions are acceptable everywhere on The Scarthen World. The common adventurer is of the Rogue profession, supplemented by whichever training package best describes the character. Each of these professions can be modified to be good warriors, Ulpir hunters, Grove Guards, apprentices, etc.

Warrior Monk: Warrior Monks do not exist in this setting.

Layman: The Layman profession is the common profession of the Scarthen World. Any character can be a Layman.

Magician and Illusionist: The secrets of the pure Essence professions have been lost to most of the Scarthen World. However, a rare worshiper of Chamur will follow these paths, as will some of the servants of the Ulpir.

Clerics: All full priests of Sula'fay are of the Cleric profession as in *RMSR*. The only difference is their spell lists.

Animists: The Druids of the Scarthen World are Animists, as are some of the worshipers of Chamur and some of the shamans of the Tribal Peoples.

Mentalists: Only the Ravanna hold the secrets of the Mentalist. This is one of the traits that makes them valuable to the Ulpir. Adolescents who show a strong gift for Mentalism may be chosen to become Speakers of the Ulpir. But many Ravanna possess Mentalism to a lesser degree and use their abilities to aid their tribe.

Lay Healer: Lay Healers are generally Followers of Chamur the Vault and are thus very rare, and often viewed with some suspicion.

Healer: The Healer profession is adjunct to the church of Sula'fay. They lose the Cleansing base list and gain the Soullight Ways list from the Sula'fay spell lists.

Mystics: The secrets of Mysticism are taught by Chamur alone.

Sorcerers: To become a Sorcerer, a character must make a pact with the Unlife. Sorcery is taught by Demon princes to their servants; the art of destruction furthers their plans for the Scarthen World. Sorcerers are uncommon, feared and mistrusted. A variant of Sorcerer which exists in the Scarthen World is the Demonologist. Demonologists specialize in the summoning and binding of demons. They are primarily an NPC class and are described in depth on in Section 20 of this book.

Ranger: Followers of the Druidic way and followers of Chamur have both been known to become Rangers. The few Grove Guards who are not Laymen, Rogues, or Fighters are generally Rangers.

Paladin: The phenomenon of Paladinhood is unique to the Church of Sula'fay.

Monks: Monks do not exist on the Scarthen World.

Bards: The profession of the Bard is kept alive throughout the Scarthen World by a loose network of Master Bards teaching the secrets of the profession through oral tradition and secret signs. They tend to wander. Characters from any land can become Bards. Many Bards are either followers of Chamur or of the Ravanna.

Dabbler: Dabblers are not found in the Scarthen World.

Magent: Other than amongst the Ravanna, the Magent profession is rare in the Scarthen World. A few famous Ulpir hunters have been known Magents, and a student of one of these hunters would be a formidable indeed. An Ulpir Hunter/Magent will not learn the spells that study or finger patsies.

FOLLOWERS OF CHAMUR THE VAULT

Spell users who follow Chamur the Vault cannot have more ranks in any spell list than they have in either Star Gazing or Astronomy (player's choice).

TRAINING PACKAGES

Part II

Section 11.0

Training
Packages

The standard rules for Training Packages apply to all Training Packages presented here. For convenience, the key to the Training Package Entries is repeated here.

Four of the following Training Packages are labeled Lifestyle, but they reflect training gained from the various schools of magic. If a character wishes to choose one of these Lifestyle Training Packages, the GM should still allow them to choose any other Lifestyle Training Package if they so desire. This is because these Training Packages reflect the knowledge they would have gained as a basis for learning spell casting, and should not limit the caster from other Lifestyle Training Packages like Demonologist.

TRAINING PACKAGE ENTRIES

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a number of development points (based upon the character's profession)

Time to Acquire: This is the amount of time the character needs to train before gaining the benefits of the package. This time should be modified by a percentage equal to triple the character's SD bonus (expressed as a percentage).

For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (See Section 17.1 in *RMSR*).

Starting Money: Some occupations (or lifestyles) have more or less starting money than others. Most packages list a modification to the "normal" starting money. This includes the starting type of coins (silver, gold, bronze, etc.). For example, if the normal starting money is 10 silver, the Adventurer package would have 10 silver plus d10 (open-ended) silver.

Note: *There is one notation unique to the packages: d10 (open-ended). This means roll d10; if the result is 1 to 9, keep the result; if the result is a 10, roll d10 again and add it to 9; continue until a 10 is not the result.*

If the training package is developed after the Apprentice level, the starting money does not apply. When generating starting money, either the GM should make the rolls; or the player can simply take 51 (for each d100 roll) or 6 (for each d10 roll).

Special: The GM should make a d100 roll (open-ended) for each item, adding the number in parenthesis after the item (the rolls should be made in the order the items are presented). If the result is over 100, the character gains the special item or quirk. After successfully gaining one item, the chances of gaining any further items is halved (i.e. the number in parenthesis is halved). After successfully gaining another item, the next chance is halved again (repeating each time an item is gained). If no items are gained, the last item on the list is automatically gained (if the GM is unavailable to roll, the player should take the last item). If the package is developed after Apprentice level, the benefits gained here may be inappropriate (GM's discretion).

Note: *The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).*

Skill and Skill Category Ranks: All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. Occasionally, the package will list Weapon/Attack. This means that the character can choose either a weapon skill rank or martial arts skill rank. In addition, a Training Package cannot raise a skill rank above 10th rank.

Training Package Spell Lists: Certain training packages give ranks in training package spell Lists. Training package spell lists are a new category of skills in the *RMSS*. All training package spell lists are classified as Restricted skills unless the character is currently associated with the training package that awards ranks in that spell list. Note that "associated with" has no firm definition. The GM should judge whether it is reasonable for the character to still have normal access to the spells or not.

All training package spell lists are part of the Spell group and will receive any profession bonuses appropriate to that group. There are two new categories that must be added to the Spell group to accommodate these new spells: Spells • Own Realm Training Package and Spells • Other Realm Training Package. The cost to develop Spells • Own Realm Training Package is 8/8/8 for non-spell users, 4/4/4 for pure and hybrid spell users, and 6/6/6 for semi-spell users. The cost to develop Spells • Other Realm Training Package is 16/16 for non-spell users, 8/8 for pure and hybrid spell users, and 12/12 for semi-spell users.

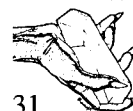
Stat Gains: Some Training Packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.

Background Options: You may spend a background option to decrease the cost of a training package for the Apprenticeship Development period only.

Professional Qualifiers: This is a set of requirements that, if the character possesses all of the requirements prior to purchasing the training package, the character pays a lesser cost for the training package. The discount to the normal cost is shown after the qualifier.

Lifestyle Skills: Normally, a training package cannot raise a skill above tenth rank. However, if a skill is designated as a Lifestyle skill, the training package ignores this limit and instead may raise the skill as high as fifteen ranks.

Cost by Profession: This section shows how much the Training Package costs (in development points) for each profession. Only the professions appropriate to the Scarthen World are included.

SHADES OF
DARKNESS

Part II

Section 11.0

Training Packages

Blood Stock (Escaped) (V)

Exiled Ravanna (V)

BLOOD STOCK (ESCAPED) (V)

Blood stock do occasionally manage to escape their Ulpir masters. Their ability to break free and to survive gives them some unique skills. All Blood Stock start with d10 of permanent Taint they may also ignore the first two points of Taint that they are exposed to in any 24 hour period. Any escaped Blood stock will have to have developed resistance to Mentalism (+10).

Time to Acquire: 33 months

Starting Money: none

Special:

Stolen Gun (GM's discretion)	15
Stolen Ulpir Guards Uniform	20
Hand drawn map (local)	40
Hand made knife (-5 non-magical)	20
Herbs (random roll on chart)	0

Category or Skill	# of ranks
Athletic • Endurance skill category	2
Distance Running	1
choice of one skill	1
Awareness • Perceptions skill category	0
choice of up to two skills	4 (total)
Awareness • Searching skill category	2
choice of one skill	1
Observation	1
Lore • Obscure skill category	1
Ulpir Lore	1
Outdoor • Environmental skill category	1
Survival	1

Stat gains: Constitution

COST BY PROFESSION

Fighter	25	Lay Healer	32
Thief	24	Healer	33
Rogue	24	Mystic	28
Warrior Monk	NA	Sorcerer	33
Layman	26	Ranger	23
Magician	33	Paladin	29
Illusionist	31	Monk	NA
Cleric	31	Dabbler	NA
Animist	30	Bard	27
Mentalist	32	Magent	25

EXILED RAVANNA (V)

The Ravanna are extremely clannish and there is a great deal of prejudice against them in all human communities. This combination makes it very rare for a Ravanna to leave their clan. Those that do usually manage to survive by living on the fringes of society.

Time to Acquire: 41 months

Starting Money: normal

Special:

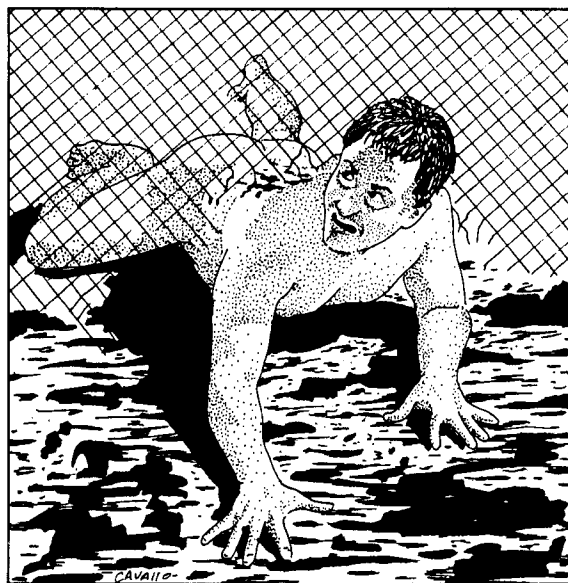
Hand weapon (+5 non-magical)	40
Stolen jewelry (worth 5d10 sp)	30
Disguise kit (+15 non-magic)	20
Missile Weapon (+5 non-magical)	20
Underworld contacts	20
Lockpicks and disarm trap kit (+5 non-magic)	0

Category or Skill	# of ranks
Artistic • Active skill category	2
choice of one skill	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Sense skill category	1
choice of one	1
Subterfuge • Attack skill category	0
choice of one skill	1
Subterfuge • Mechanics skill category	1
choice of one skills	1
Subterfuge • Stealth skill category	2
choice of up to two skills	2 (total)
Urban • Urban skill category	1
choice of up to three skills	1
Weapon choice of skill category	1
choice of one skill	1

Stat gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	45
Thief	20	Healer	47
Rogue	22	Mystic	38
Warrior Monk	NA	Sorcerer	46
Layman	28	Ranger	28
Magician	45	Paladin	40
Illusionist	39	Monk	NA
Cleric	43	Dabbler	NA
Animist	39	Bard	30
Mentalist	43	Magent	25



FOLLOWER OF CHAMUR THE VAULT (L)

The Followers have dedicated their life to the Vault of Chamur. Disregarding the notion of an organized church they are often isolated and some tend to wander. While they travel they gather knowledge as the Vault above gathers information on the world around them.

Time to Acquire: 116 months

Starting Money: normal

Special:

Weather-resistant clothing	80
Riding Beast (GM's discretion)	40
Cloak (+5 Hiding)	30
Boots (+5 Stalking)	30
Map of the Stars	0

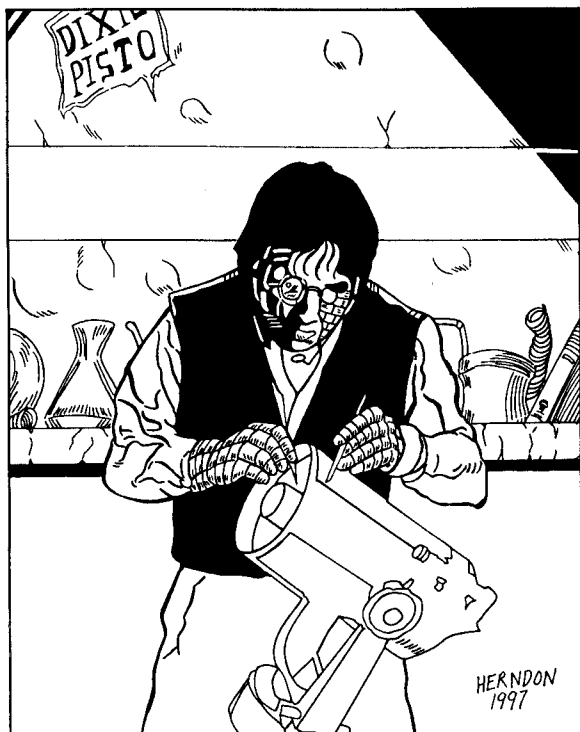
Category or Skill	# of ranks
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Searching skill category	1
Observation	1
Communications skill category	3
choice of up to three written languages	3 (total)
Lore • General skill category	3
choice of up to three skills	3 (total)
Outdoor • Animal skill category	1
Riding	1
Outdoor • Environmental skill category	3
choice of up to three skills	3 (total)
Spells • Arcane skill category	0
The Vault Open spell list	3

Stat gains: Memory



COST BY PROFESSION

Fighter	52	Lay Healer	37
Thief	46	Healer	37
Rogue	42	Mystic	34
Warrior Monk	NA	Sorcerer	37
Layman	38	Ranger	35
Magician	37	Paladin	34
Illusionist	35	Monk	NA
Cleric	34	Dabbler	NA
Animist	31	Bard	34
Mentalist	37	Magent	34



SHADES OF
DARKNESS



Part II

Section 11.0

Training
Packages

Horse Rider
Thane (L)

Ravanna
Foundling (L)

HORSE RIDER THANE (L)

The Horse Rider Thanes are the elite of Horse Rider society. They have magical attunement to their mounts and an ingrained understanding of horses.

Time to Acquire: 100 months

Starting Money: normal

Special:

Horse friend	50
War horse (+10 Riding, Mounted Combat)	50
War horse (+5 Riding, Mounted Combat)	40
Pony (+5 Riding)	30
Favor of Clan Chief	30
Other equipment (+5 non-magic)	20
Weapon (+10 non-magic)	10

Category or Skill	# of ranks
Awareness • Searching skill category	2
Reading Tracks	1
Tracking	1
Combat Maneuvers skill category	0
Mounted Combat	1
Lore • General skill category	3
Region Lore (Horse Rider Plains)	3
choice of one melee weapon skill category	1
choice of one skill	1
Outdoor • Animal skill category	2
Riding	2
Spells • Own Realm TP skill category	0
Equestrian Ways spell list	2

Stat Gains: Agility, Empathy

COST BY PROFESSION

Fighter	282	Lay Healer	NA (179)
Thief	245	Healer	NA (116)
Rogue	284	Mystic	116
Warrior Monk	NA	Sorcerer	128
Layman	261	Ranger	178
Magician	155	Paladin	174
Illusionist	155	Monk	NA
Cleric	159	Dabbler	NA
Animist	151	Bard	186
Mentalist	179	Magent	178



RAVANNA FOUNDLING (L)

Occasionally a human child will be raised amongst the Ravanna.

Time to Acquire: 100 months

Starting Money: normal plus d10

Special:

Weather-resistant clothing	30
Wagon (GM's discretion)	30
Cloak (+5 Hiding)	30
Boots (+5 Stalking)	30
Make-up Kit (+5 non-magic)	0

Category or Skill	# of ranks
Artistic • Active skill category	2
choice of two skills	2
Athletic • Endurance skill category	1
choice of one skill	1
Athletic • Gymnastic skill category	1
choice of one skill	1
Awareness • Searching skill category	1
Observation	1
Communications skill category	1
choice of one skill	1
Lore • General skill category	2
choice of up to two skills	2 (total)
Outdoor • Environmental skill category	2
choice of one skill	1
Outdoor • Animal skill category	1
Riding	1

Stat gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	37
Thief	25	Healer	40
Rogue	24	Mystic	38
Warrior Monk	NA	Sorcerer	40
Layman	26	Ranger	24
Magician	40	Paladin	27
Illusionist	38	Monk	NA
Cleric	32	Dabbler	NA
Animist	29	Bard	26
Mentalist	37	Magent	27



REBELLIOUS ULPIR SERVANT (L)

The Ulpir keep tight control on their servants. When one does rebel they find themselves hunted for the rest of their lives. Unlike Blood Stock, Rebel Servants come from a higher caste and thus have a different skill set.

Time to Acquire: 100 months

Starting Money: normal plus d10 (open-ended)

Special:

Hand Gun and ammunition (1d10 + 6)	20
Stolen jewelry (worth 5d10 sp)	30
Hand weapon (+ 10 non-magical)	30
Map (World)	30
Map (Local)	0

Category or Skill	# of ranks
Awareness • Perception skill category	0
choice of one skill	1
Communication skill category	3
choice of up to three skills	3 (total)
Crafts skill category	0
choice of one skill	2
Influence skill category	2
choice of two skills	2
Lore • General skill category	2
choice of one skill	1
Lore • Obscure skill category	1
Unlife Lore	1
Ulpir Lore	1
Technical Trade • Vocational skill category	1
choice of one skill	1

Stat gains: none

COST BY PROFESSION

Fighter	30	Lay Healer	28
Thief	30	Healer	28
Rogue	30	Mystic	25
Warrior Monk	NA	Sorcerer	28
Layman	28	Ranger	30
Magician	28	Paladin	28
Illusionist	26	Monk	NA
Cleric	28	Dabbler	NA
Animist	28	Bard	23
Mentalist	28	Magent	25



Part II

Section 11.0

Training
Packages

Rebellious
Ulpir Servant
(L)

SHADES OF
DARKNESS



Part II

Section 11.0

Training
Packages

Sula'fay
Acolyte (V)

Tribal People
Warrior (L)

SULA'FAY ACOLYTE (V)

An Acolyte of Sula'fay has heard the call of the divine and is now seeking to fulfill his role. He will receive a few starting gifts from his local church and some training. He must then decide the best way to serve the Goddess.

Time to Acquire: 46 months

Starting Money: normal

Special:

Soul Crystal (Magnified II)	50
Mentor (will act as advisor)	50
Weapon (+10 non-magic)	40
Soul Crystal (Magnified)	30
Soul Crystal	0

Category or Skill	# of ranks
Communication skill category	1
choice of one skill	1
Influence skill category	1
Public Speaking	1
Lore • General skill category	3
choice of up to three skills	3 (total)
Lore • Magical skill category	2
choice of up to 2 skills	2
Lore • Obscure skill category	2
Ulpir Lore	1
Unlife Lore	1
Self Control skill category	2
Cleansing Trance	1

Stat gains: none

COST BY PROFESSION

Fighter	29	Lay Healer	24
Thief	28	Healer	23
Rogue	26	Mystic	24
Warrior Monk	NA	Sorcerer	25
Layman	25	Ranger	25
Magician	25	Paladin	25
Illusionist	24	Monk	NA
Cleric	25	Dabbler	NA
Animist	25	Bard	18
Mentalist	24	Magent	23



TRIBAL PEOPLE WARRIOR (L)

The Tribal Peoples are accustomed to a life of hardship and battle. They are generally suspicious of magic (except for the magic of their own tribal shamans).

Time to Acquire: 77 months

Starting Money: normal

Special:

Hand Weapon (+10 non-magical)	40
Riding Beast (GM's discretion)	30
Hand Weapon Missile	20
Hand Weapon (+5 non-magical)	0

Category or Skill	# of ranks
Awareness • Senses skill category	1
Detect Taint	1
Body Development skill category	0
Body Development skill	1
Outdoor • Environmental	2
choice of up to two skills	2 (total)
Self Control skill category	1
choice of one skill	1
Weapon skill category #1	2
choice of up to two skills	2 (total)
Weapon skill category #2	2
choice of one skill	1
Weapon skill category #3	1
choice of one skill	1
Weapon skill category #4	1
choice of one skill	1

Stat gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	74
Thief	34	Healer	92
Rogue	31	Mystic	99
Warrior Monk	NA	Sorcerer	100
Layman	36	Ranger	38
Magician	100	Paladin	34
Illusionist	100	Monk	NA
Cleric	58	Dabbler	NA
Animist	56	Bard	45
Mentalist	74	Magent	41



ULPIR HUNTER (L)

The process by which a normal person becomes an Ulpir hunter is not one that is well understood. Ulpir hunters come from all walks of life. Hunter's represent a diverse grouping of people who one day walk away from their normal life to become hunters. Most speak of an irresistible calling, a calling as strong as the need to eat or sleep. Many hunters claim that they have felt the call since birth, others begin on the path after losing a loved one to the Unlife.

They hunt the Unlife and the Ulpir. There is a strange bond between the hunters and the Ulpir that most people neither understand nor are comfortable with. This bond between hunter and hunted may simply be that the Ulpir and the Unlife have become the sole reason of existence for the hunters. Without the Ulpir, the hunters would have no reason to go on.

Others say that because the Ulpir are predators themselves, they respect the nature of the hunters. They seem to feel that the hunters are worthy opponents because they hunt out of instinct, need, and passion, much like the Ulpir themselves.

Whatever the reason, the Ulpir do seem to feel that the hunters are above the lesser mortal humans. They often recognize hunters and address them as "hunter," with a kind of reverence.

The exact source of the hunter's power is unknown. Many feel that they are answering the call of the world attempting to rid itself of the Unlife. Others see it as a personal need to punish evil. They are known as fanatics by most inhabitants of the Lowlands.

Time to Acquire: 130 months

Starting Money: Normal

Special Items:

Weapon (+5 non-magic)	50
Armor (+5 non-magic)	50
Cloak (+10 Hiding)	40
Weapon (Type I Demon-bound)	30
Soul crystal	30
Riding Animal (GM's choice)	30
Flesh bound Demon (up to Type II)	10

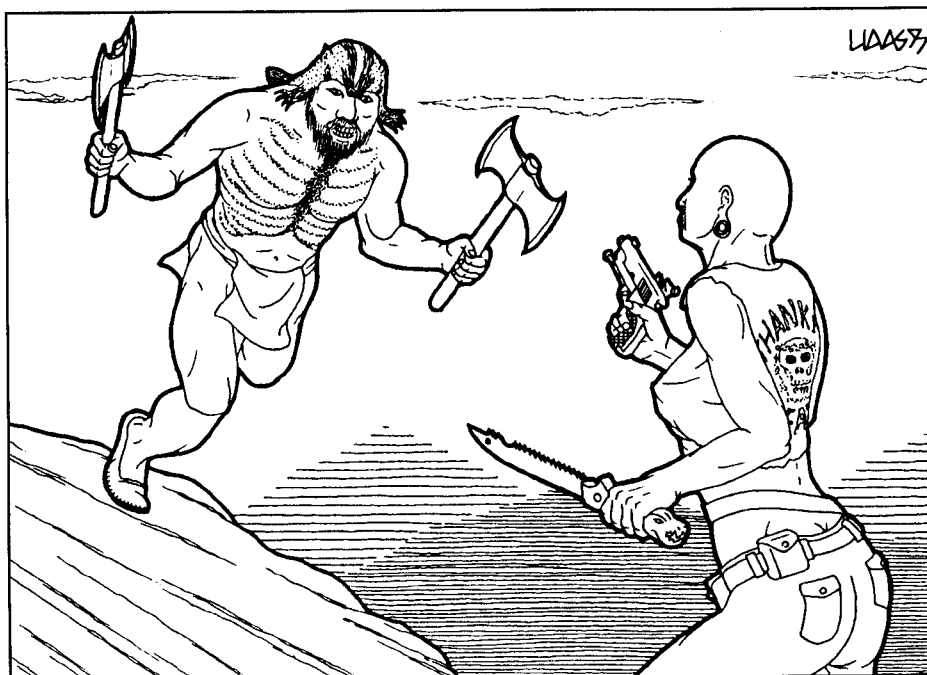
Category or Skill # of ranks

Awareness • Senses skill category	2
Detect Taint	1
choice of one skill	1
Lore • General skill category	4
Culture Lore (culture X)	1
Culture Lore (culture Y)	1
Region Lore (region P)	1
Region Lore (region Q)	1
Lore • Obscure skill category	4
Ulpir Lore	3
Demon Lore	1
Spells • Arcane	0
Hunter's Sense and The Hunt spell lists	3(total)
Subterfuge • Attack skill category	0
choice of up to two skills	2
Weapon/ choice of skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	61	Lay Healer	49
Thief	51	Healer	52
Rogue	47	Mystic	50
Warrior Monk	NA	Sorcerer	52
Layman	46	Ranger	43
Magician	52	Paladin	45
Illusionist	46	Monk	NA
Cleric	49	Dabbler	NA
Animist	46	Bard	46
Mentalist	49	Magent	42



Part II

Section 11.0

Training
Packages

Ulpir Hunter
(L)

SHADES OF
DARKNESS



OTHER TRAINING PACKAGES

Some training packages from the *RMSR* are not appropriate for adventures in the Scarthen World.

Adventurer: Appropriate for any profession.

Amateur Mage: Druidic Animists and Sula'fay acolytes occasionally take this package to display their devotion to their religion without actually becoming Druids or priests. Chamurian Magicians and Illusionists have been known to train amateur mages in one Essence spell list. The GM should be very careful when assigning this training package, as it could easily change the feeling of the game.

Animal Friend: The Animal Friend training package is appropriate for Druidic characters, as well as any of the Tribal People. Typical Horse Riders would take this training package, automatically gaining Horse Friend status, while Horse Rider Thanes would take the Horse Rider Thane package.

Assassin: In a dark world, the skills of Assassins are always needed. Any Lowlander character can be an Assassin. Many Assassins work for the Ulpir, and, perhaps fittingly, hunt them as well.

Berserker: Those who have served the Ulpir may learn this training package.

Burglar: Any urban setting will support a Burglar. However, due to the rule of the Ulpir, urban settings are rare. Ravanna occasionally resort to burglary in towns they may visit. In addition, the rare city-dwelling Lowlanders can be burglars.

City Guard: City Guard is an appropriate package for Druidic Grove Guards, town watches, or any character that has had weapon training in their past.

Cloistered Academic: This is not a very appropriate package for most Ulmerican adventurers. A character raised by a Chamurian hermit might be a Cloistered Academic, with the GM's permission.

Con Man: This could be an appropriate package for a Ravanna entertainer.

Crafter: This is an appropriate package for any character.

Crusading Academic: This is appropriate for any Chamurian, and can be used for the occasional Sula'fay and Druidic worshipers who are not priests or acolytes.

Cut Purse: The cut purse is appropriate anywhere a burglar might be.

Detective: Some Ulpir hunters take the Detective training package.

Diplomat: The Diplomat package is useful for anyone who speaks for one faction or another. Servants and Speakers of the Ulpir, Draconic familiars, Sula'fay priests and Paladins—even leaders of the Ravanna—can take the Diplomat package.

Doctor: This package is not available.

Explorer: This package can be appropriate for almost any player character, but will be rare among the general populace.

Guardian: This package is extremely appropriate for Druidic grove guards and Sula'fay temple guards. It can also be appropriate anywhere the City Guard package is appropriate.

Herbalist: This package is appropriate for any member of a Druidic society, priest or otherwise. Some Tribal Peoples and the Ravanna will also train herbalists.

Highwayman: This package is an appropriate one on the roads of the Scarthen World. Most highwaymen, however, are eaten very early on in their careers by werewolves, Ulpir, or wandering Demons.

Hunter: This package is appropriate for all Tribal Peoples, Horse Riders, and Lowlanders near Cully.

Knight: The Knight package is appropriate for Horse Rider Thanes who do not take the Horse Rider Thane package. It is also appropriate for the human servants of Noble Ulpir and some Paladins of Sula'fay (Material Branch). Otherwise, knights are rare.

Loremaster: The secrets of the Loremaster have been nearly lost from the Scarthen World. Some Chamurians can take the Loremaster package.

Martial Artist: A character trained by an unusual Ulpir hunter and some Druid Grove Guardians may take this package.

Mercenary: The Mercenary is an appropriate package for Ulpir hunters, Tribal Peoples, and Lowlander adventurers.

Merchant: Merchants are found anywhere in the Lowlands of the Scarthen World.

Performer: Performers are appropriate anywhere, especially for Bards and Ravanna.

Philosopher: Few people in the Scarthen World have time for philosophy. Chamurians, Druids, and Sula'fay worshipers can take the Philosopher package.

Sailor: Sailing is forbidden by the Ulpir masters. Sailor is not an appropriate package for player characters.

Scout: This package is appropriate for any Druidic, Tribal People, Ravanna or Horse Rider character.

Shaman Priest: The Shaman Priest package is appropriate for the religious leaders of the Tribal Peoples.

Soldier: This package is appropriate for any character who has spent time in service to the Ulpir or to a free city near Cully. Some Paladins of Sula'fay may also take the Soldier package.

Spy: Spies are employed throughout the Scarthen World. Any character that works for a faction, be it the Ulpir, the Druids, the Church of Sula'fay, or some other group, can be a spy. In the paranoid land of the Scarthen World, however, spies have a notoriously low life expectancy.

Traveler: This package is appropriate for any player character, but is rare among the general population of the Scarthen World.

Wanderer: this package is much like the Traveler, but is suited especially well to Chamurians, the Ravanna, and Bards.

Weaponsmaster: This package is rare, but appropriate for any player character.

Zealot: This package is appropriate for any worshiper of Sula'fay, especially Paladins of the Stringent Faith.

SKILLS

Part II

Sections
12.0, 12.1,
12.2

Skills

Notes on Old
Skills

New Skills

12.1

NOTES ON OLD SKILLS

Astronomy is normally a Restricted skill. Star Gazing requires a teacher for gaining the first rank, but after the first rank, subsequent ranks may be gained simply by studying the night sky.

12.2

NEW SKILLS

There are several new skills for characters in the Scarthen World. The skills listed below are all available to characters in the Scarthen World. Shown in parentheses after the skill name is the skill category for the skill. Shown after the skill description is the optional third stat (see the *RMSR*, Section 9.2 for more rules on the optional third stat).

Cleansing Trance: (Self Control) Cleansing Trance is used to remove Taint from oneself or another. As such, it is a very common skill in the Scarthen World. Roll on the cleansing chart every half hour of trance. If removing Taint from another person the Taint is absorbed by the individual meditating.

CLEANSING STATIC MANEUVER CHART

(-26 or less) Spectacular failure

Complete lack of concentration has resulted in all temporary Taint increasing by 30%

(-25 - 00) Absolute failure

Your trance failed. All Taint levels are the same as before. In addition, the shock to your system makes it impossible for you to reenter the trance state for three days

(00-65) Failure

The trance failed. All Taint levels are the same as before. You may try again after eight hours of sleep.

66 Unusual Event

Due to some deep unresolved psychological issue, the trance to remove temporary Taint has instead caused one fourth of the temporary Taint level to become permanent. You may not attempt a trance again for three days.

(67-90) Slight progress

Roll next round with a +10 to your roll.

(100) Unusual Success

The trance is spectacularly successful. Remove either twice your Cleansing Trance skill ranks of temporary Taint or remove permanent Taint up to half your skill ranks of Cleansing Trance.

(101-125) Good progress

All remaining rolls during this trance are made at +20.

(125-150) Startling progress

All remaining rolls during this trance are made at +30.

(151-175) Successful Trance

The trance is successful. You have eliminated as many Taint points as you have ranks in Cleansing Trance.

(176 and up) Perfect Trance

As Successful Trance, and you may attempt another Cleansing on yourself or another immediately with no penalty.

Ulpir Lore (Lore • Obscure): Characters with this skill will be able to recognize the different Ulpir houses, as well as know a little about Ulpir politics, tactics and abilities. They know about Ulpir culture, so while this skill can not be used to find

out what powers a particular Ulpir might have, it could be used to try to identify the family ties of a particular Ulpir. A highly successful roll might tell the character something about the traditional tactics used by Ulpir of that house or family.

Unlife Lore: (Lore • Obscure) This represents general knowledge of the Unlife Demon realms and the creatures who dwell in them. Unlife Lore can be used for identification of Demon species. It also represents a knowledge of the hierarchy of Demons and at higher levels can represent knowledge of the individual Demon servants, knights, princes, and lords of the Demon realms.

Gunsmithing (Crafts): Almost any village of moderate size will have at least one person who has the Gunsmithing skill to some degree. It is also not unusual for some rural farmers to be able to repair their weapons. If attempting to forge a gun from raw materials, a penalty of -50 applies to the maneuver. If attempting to construct a gun out of pieces from other guns, the penalty is only -20. The Gunsmithing maneuver is unmodified if attempting to repair a formerly working gun.

GUNSMITHING STATIC MANEUVER CHART

(00 or less) Spectacular failure

You might as well melt down the metal; there's nothing left even to salvage.

(01-25) Bad failure

The weapon will not fire. You could use some of the parts for another project.

(25-65) Normal failure

It fired okay the first time, but it seems unreliable. (10% chance of exploding when fired, 30% chance of jamming)

(66) Unusual Event

While inserting a round of ammo the gun goes off. Take a critical severity B.

(67-75) Marginal Failure

Almost perfect, but you think you've got it figured out. Make another roll on this chart or take the weapon as is with a +10 to its chance of critical failure.

(76-90) Partial Success

You got it! Roll again on this chart at +20 or take the weapon as is with a +5 to its chance of critical failure.

100 Unusual Success

Not only is it working, but you've improved the weapon. Weapon is at +5 OB until it again needs repair.

(101-125) Marginal Success

Gun is in good shape, but it will have a 10% chance of jamming each time it is used.

(125-175) Success

The weapon works perfectly.

(176 and up) Complete Success

This weapon is a work of art. Turn out a few more like this and people will start collecting your guns.

Detect Taint (Awareness • Senses, classified as Restricted for all characters): This skill gives a bonus for detecting the presence of Taint. This represents knowledge of the nature of Unlife Taint, how it spreads, and what subtle signs to look for to detect it. Detect Taint is restricted unless otherwise noted.

SHADES OF
DARKNESS



EQUIPPING THE CHARACTER

13.1

STANDARD EQUIPMENT

Since in many ways the Scarthen World is technologically in the Dark Ages, a beginning character should be equipped using the *RMSS* equipment list. If the character wishes (and the GM allows), higher tech equipment may be purchased as a background (see background options).

Prices are listed in silver or gold pieces. A silver piece is considered to be 0.1 ounce of silver of 90% purity or better. Most major purchases are not made using large quantities of silver. More commonly, items of high value are traded for other items of high value. Indeed, large amounts of silver as payment for valuable items are often not accepted unless the seller has a use for large quantities of silver. In an instance in which a whole village needs silver to purchase weapons, they will often have an individual with a high value item trade for silver, whereupon the individual is reimbursed by the other villagers with items to help replace the loss. Gold coins are rare, minted on a few occasions when Lucard ruled Ulmerica, and are worth twenty standard silver pieces.

While most know that items of gold, gems, and jewelry were at one time considered valuable, they are now regarded as superfluous trinkets by most of humanity. Though nice to look at and perhaps even valued for the skill with which they were made, they are not generally regarded as a means to support oneself. The Ulpir, however, still hold such items to be valuable since they display the status and wealth of their holdings.

Refer to *Rolemaster Standard Rules* for prices.

COMMISSIONING WORK

In most communities, valuable commodities such as iron and silver are owned by the village as a whole. Individual crafters request supplies from the communal stock to create the items that the village needs to survive plus, if possible, a surplus to trade to other villages. In many cases, villages will specialize in certain items which they will then trade to their neighbors.

If something is not readily available in a particular village or one close by, it may be possible to find a crafter who can fulfill special requests. Many crafters do not have supplies for jobs that are unusual in nature. Often, in the case of a smith, the ore the smith uses is the property of the entire village, as it is usually purchased by the village. Thus, the smith could only use that ore to make weapons to defend the town. People who wish to purchase or commission weapons from that smith will either need to bring their own ore or negotiate with the town government.

How much free time a crafter has may also be an issue especially if the craft is vital to the town's safety, and the one wishing to commission the work is a stranger.

13.2

RARE ITEMS

Activated herbs far from any Druid garden, soul crystals from a church or priest, or any pre-Unlife technology are all rare items.

Although most technology was lost in the horrific devastation of the Unlife invasion, some items remain. For various reasons—mostly either loss of technology or loss of knowledge—fabrication of such items is often no longer possible. This rarity makes them valuable, especially if they are useful as well. This is only a partial list of the ancient items.

There are no listed prices for these items as all of them are only available in rare circumstances and the price of such an item depends drastically on the situation. In many cases, the item simply may not be for sale. It is rare too, for any NPC to have both the money and the interest in buying these items.

The items listed below are examples of what might be found on the Scarthen World. Because most of the items listed would have been manufactured by different companies and at different times, the Gamemaster should make minor variations to the descriptions. For example, adventurers may find a variety of tents available, such as dome tents, tents with rain flies, tents with padded floors, etc.

Binoculars: (2 lbs.) Increases the range of daytime vision capability by x5, x10 or x25. This does not increase the user's Perception skill, but does remove any negative modifiers due to distance.

Bolt Cutters: (5 lbs) They look like a giant pair of pruning shears, but these bolt cutters can cut through a 1/2 inch thick piece of rebar iron or a 1/4 inch piece of steel rod. They will go through a barbed wire or chain link fence like wet toilet paper. In a pinch it can be used as a club (attacks on the mace table but requires two hands).

Cable Cutters: (10 lbs.) A small titanium cutting blade with one-yard-long handles. Will cut through up to 2 inches of steal cable. Can be used as a weapon, attacking on the One-Handed Club Attack Table using the Two-Handed Weapon skill.

Cable Saw: (.25 lb.) This two-foot-long cable has ridges that cut like a saw. It has two handles on either end to grasp. Some are designed to saw through metal.

Campfire Coffee Pot: (3 lbs.) It is a rare thing to find an artifact from pre-invasion times that works perfectly and is so valuable. This little stainless steel coffee maker works on the old percolation system. The water goes in the bottom and as it boils is forced up a narrow tube and then spills back onto a metal filter filled with coffee grounds which allows the water (now coffee) to fall back into the lower container. Makes 4 cups of coffee.





Car Jack:(8 lbs.) Maximum lifting capability 3000 lbs., average lifting rate is one inch per five seconds, and the maximum lifting height is 3.5 feet.

CD player:(1 lb.) A 4"x4"x2" box with a small LCD screen and a slot on the top. Plays audio stored digitally on 3"x 1/2" square metal/ceramic cards. Usually found with one or more pre invasion music albums, like the once hugely popular Mr. Happy and the Dancing Halibuts, or instructional or self help discs such as "Synthetic People Who Hate humans and the Men That Love Them" or "The Anarchist Handbook for Popular Destruction." All completely incomprehensible to the Characters as language spoken is pre-invasion.

Chemical Glow Sticks (pack of 12) Glow sticks are plastic tubes with chemicals inside. When the tube is bent sharply and shaken the chemicals interact and give off a soft green glow. The light is bright enough to signal someone, read by, or follow a path. 10% chance per stick that the chemicals have lost their potency, or leaked out.

Chemical Respirator: (.25 lb.) Respirator that covers nose and mouth extracting impurities from the air. Good for 6 hours of use. Chemical filter unit may be purified by slow heating to drive out impurities (heating requires about 2 hours 5% chance of accidentally destroying the filter). A respirator can reduce Taint of traveling characters brought on by breathing Tainted air by 1 per day.

Clothing: Clothing might include formal wear, shoes, hats, business attire, gang clothing, or military gear from the pre-invasion times. Will only be found in undisturbed ruins.

Combat Helmet:(10 lbs.) A carbon fiber +20 full helmet with built-in light intensifier, infrared sensor, respirator, and radio hook up. Has a straw built in so one can drink, from bottles strapped to the sides, while wearing it. Requires 4 rechargeable batteries but can accept 6. Will run for 5 hours per battery or longer if some capabilities are turned off.

Compass: A pocket-sized compass set on a glass-faced, metal backed disk. It will always point North unless it is near a significant amount of magnetized metal.

Compound Bow: (2 lbs.) Looks like a regular bow but has a set of pulleys on each end and is made of a light weight, high tech alloy. Allow for a increase in the power of the bow while decreasing the amount of strength needed to pull the bow (attacks as Long Bow at +10)

Flash Bang Grenade:(1 lbs.) Has a fuse which is preset to five seconds, which is equivalent to 50% of a round. Once activated, it will go off the round after the trigger is released. All within a ten yard radius must make a RR against a 10th level attack or be deaf one round for every 2% failure and blind for one round for every 5% failure.

Flashlight:(3 lbs.) Casts a concentrated beam of light up to 30 yards depending on conditions. Takes 3 rechargeable batteries which will last 3 hours.

Gas Mask:(2 lbs.) Gas mask will negate one point of Taint from breathing Tainted air per round. It will also increase the wearer's poison resistance vs. gas poison by +100. Gas mask filters must be cleaned after every one hour of use. They must be rinsed in a pure alcohol solution (wood grain or corn grain will do, at least 150 proof) and left to soak in pure water for 6 hours.

Grapple Gun:(15 lbs.) Fires a grappling hook tied to a nylon rope up to 200' high or 400' horizontally. Adds +50 to grappling skill. Requires a modified rifle bullet (Medium Maneuver) to fire.

Heritage Humidor:(5 lbs.) A fine hardwood box with "Share your grandfather's cigars with your grandchildren" printed on the bottom. This box was intended to store cigars for great lengths of time. If any cigars are inside they may (40%) be still fresh enough to smoke. Will keep any organic material fresh for longer than anyone cares. 1'x6"x6" with a hidden latch (Medium Maneuver to find).

Part II

Section 13.2

Rare Items

SHADES OF
DARKNESS



IR Goggles: (1 lb.) Goggles of tinted plastic that passively accept local infrared light and convert it to the visible spectrum. IR cannot distinguish between two objects if they radiate the same temperature, and low temperature objects tend to be lost against high temperature backgrounds. High temperature objects against low temperature backgrounds, shows up clearly.

Magnesium Flares: (.25 lb.) A one-foot-long flare with a six inch handle. Self ignites when the tab on the top is removed. Burns for up to 20 minutes. Does not require air to burn, so can be used underwater.

Mountain Bike: (15 lbs.) Made of either titanium or aluminum frame with rubber wheels. Using a mountain bike requires a special skill (Athletic • Gymnastics • Ride Mountain Bike).

Nylon Aluminum Tent: (3 lbs.) Lightweight, collapsible, two-person tent.

Remote Controlled Car: (3 lbs.) A radio controlled car measuring 1'x5"x9". Will run 20 hours on 2 rechargeable batteries. Can be operated from 50 yards away by it's controller, which requires 1 rechargeable battery. The car can carry 5 lbs. and will run over moderately rough terrain.

Road flare: (.5 lbs.) A one-foot-long flare with no handle. Ignites by striking with the attached striker, or on a rough surface like concrete. Burns for about 2 hours. This flare gets very hot, so is difficult to hold when ignited. Will not ignite if wet, but once lit will burn wet, in anything up to heavy rain. It will not burn under water. If left in hot conditions for more than a day, the chemicals will become volatile and may explode upon striking (10% chance per day in >90°) attacking on the Shock Bolt Attack Table for x2 damage.

Self Winding Watch: Watch rewinds itself by using the movements of the hand in normal daily use (although most people pick up the habit of quickly twisting their wrist, just to make sure). Watch can be programmed to keep time, phases of the moon, barometric pressure, and temperature.

Shock Baton: (5 lbs.) A 1 foot-long-baton that inflicts a B Electrical critical on contact. Requires 4 rechargeable batteries for 20 shocks. Will work in rain, but will automatically deactivate underwater (unless damaged, in which case, it may (60%) do 1 E Electricity critical to all touching the water, then will never work again)

Solar Battery Charger: (1 lb. (empty)) Device will charge all types of rechargeable batteries 1-10 at a time. Requires 1 hour per battery no matter how many batteries are connected. This device is fairly rugged and can be wet or very dirty and still function. However, its four folding solar panels are delicate and easily broken, reducing the charging power or possibly making the device useless. When folded, the panels are protected inside its casing.

Solar Powered Calculator: Calculator will function under any direct strong light (candle light or fire light is not strong enough). Calculator is top of the line. As well as performing all mathematical functions expected it can also store short messages. Calculator stores electricity. For every 10 minutes in a direct light the calculator can function for one minute in the dark up to 6 minutes.

Steel-Toed Hiking Boots: (5 lbs.) Straps up to above the ankle. Gives a twenty percent chance to negate sprained ankles of magical or non-magical origin, negates 20% of all foot criticals, and gives a +10 to any foot based attacks.

Titanium Framed Sunglasses: (.01 lbs.) Titanium framed sunglasses with polarized plastic lenses. The titanium alloy that makes up the frame is highly bendable but resilient. Gives +50 to RR's against flashes or bright light.

Tool Kit: (20 lbs.) A locking steel box with compartments for the following tools: hammer, various sized screw drivers, ratchet set, pliers, wire cutters, wire strippers, and a wrench set. Several small drawers for holding bolts, nails, or screws are also in the box. If filled with the appropriate tools, the box will weigh 30 lbs.



Tranquilizer Gun with 8 Unfilled Rounds:(3 lbs.) A pistol that fires a 1" wide by 3" long tube with a 4" long needle. Upon impact the canister injects whatever is inside the needle. Attacks as a normal pistol at 1/4 damage and rolls critical only for location and special damage (such as eye hits). If the attack gets a critical, whatever is inside is injected in the victim.

Walkie-talkies: (1 lbs.) These hand-held communication devices were once very popular and useful. They are, however, useless with out another one to "talk to." Their FM signal is only strong enough to carry about 10 miles. FM is a line of sight medium, so it is less effective in mountainous area. The walkie-talkies work on a pair of rechargeable batteries. There is about one hour of charge left. If fully charged batteries will function for approximately 5 hours.

Water Purifier:(1 lb.) A hand held pump that draws water through a series of filters designed to remove any organic impurities. The filter is ceramic and can be cleaned by slow heating followed by washing (1 hour to heat 5% chance of accidentally destroying filter, 1/2 hour to wash). A water purifier can negate 2 points of Taint from Tainted water per day. Will become clogged easily in dirty water. Requires 10 minutes per pint of water.

13.3 HERBS

These Herbs are new magical plants that came into existence since the invasion. Although some may have names from post invasion plants they are vastly different. Herbs are used throughout the Scarthen World. Regular herbs (not Druid-activated herbs) are not unusual (though some are rare or expensive) and characters may purchase a number of useful herbs. Almost any Character may have access to non-activated herbs. The Gamemaster may limit availability of herbs according to the climate in which the character is living, or according to where the character has been.

Climate Codes: a=arid; c=cold; e=everlasting cold; f=frigid (everlasting cold); h=hot and humid; m=mild temperate; s=semi arid; t=cool temperate,

Locale Codes: A=Alpine; B=Breaks/wadis; C=Coniferous forest; D=Deciduous/mixed forest; F=Freshwater coasts and banks; G=Glacier/snowfield; H= Heath/scrub/moor; J=Jungle/rain forest; O=Ocean/saltwater shores; M=Mountain; S=Short grass; T=Tall grass; U=Underground; V=Volcanic; W=Waste; Z=Desert.

Difficulty of Finding: 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70)

Form and Preparation:

Brew- Effective if imbibed 20 rounds after water is boiled.

Ingest- Immediately usable and may be eaten, chewed, drunk, or inhaled, whichever is appropriate.

Apply- Requires 1-10 rounds to prepare; herb is then applied directly onto injured area.

Paste- Raw matter is made into a paste that may be put into food or drink or applied to tools or weapons and stays effective for up to 1 week, or until object or person is struck; if a poison is used and a critical is obtained, foe must make a RR or he receives the effect; if the attack results in no critical, the poison is gone.

Liquid- As paste, except it remains effective for 1 hour.

Powder- May not be applied to weapons; only effective in food or drink.

Addiction Factor (AF): GMs may wish to make certain herbs addictive. Each time the herb is employed after its initial use in a given week, the GM should roll to see if the user becomes addicted. GMs can double the addiction factor with each subsequent use in a given week. If the roll is under the adjusted addiction factor, addiction results. Subsequent effects: (a) loss of effectiveness of the herb; (b) loss of effectiveness of user (e.g.. -50) when not using the herb; (c) loss of ability of the user to resist using the herb when under stress; (d) unpleasant, possibly violent, withdrawal symptoms without usage.

Effect: Unless otherwise stated, a maximum of one dose can take effect in a given round. The effect is based on a dose weighing 1 ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

Part II
Sections
13.2, 13.3
Rare Items
Herbs

HERB CHART					
Antidotes	Codes	Form/Prep	Cost	AF	Effect
Black Oak Acorn Mash	m-D-4	Nut/apply	10 gp	2	Level 1 universal poison antidote.
Blue Boneset	c-M-4	Flower/brew	5 sp	3	Doubles healing rate for fractures.
Dog Radish	h-F-5	Root/ingest	27 gp	3	Level 4 antidote for nerve poisons.
Green Wood	m-D-6	Leaf/brew	38 gp	7	Level 4 antidote for muscle poisons.
Bone Repair	Codes	Form/Prep	Cost	AF	Effect
Hoof Step	s-A-9	Leaf/brew	9 gp	11	Reduces penalty due to fractures or shatters by 50%, eliminates first week of healing time overnight.
Lady's Lace	f-H-3	Flower/ brew	145 sp	4	Level 1 antidote for nerve poisons.
Lemon Grass	m-S-8	Leaf/apply	24 gp	2	Triples healing rate of bone injuries.
Rose Berry	m-T-5	Berry/ingest	19 gp	2	Level 2 antidote for circulatory poisons.
Burn/Exposure Relief	Codes	Form/Prep	Cost	AF	Effect
Aloe	m-O-2	Leaf/apply	12 sp	1	Doubles healing rate of surface burns or cuts.
Elk Tongue	s-A-3	Leaf/brew	12 gp	6	Cures 2-20 hits of burn damage in 1 hour.
Ice Lace	f-M-6	Leaf/brew	165 sp	3	Cures 2-20 hits of cold or ice damage in 1 hour.
Singing Dogwood	m-D-2	Bark/brew	19 gp	0	Doubles healing rate of all burn related damage.
Sun Petal	h-S-4	Flower/apply	15 sp	5	Prevents frostbite 1 day if applied before exposure.
Yellow Willow Leaf	h-J-7	Bark/brew	167 gp	2	Cures 10 square inches of burn or cold damage overnight.
Circulatory Repair	Codes	Form/Prep	Cost	AF	Effect
Blood Sap	s-F-7	Stick/apply	84 sp	0	Reduces bleeding by 1 hit/rd per application, movement will reopen wound within 1 hour.
Globe Berry	a-A-4	Berry/ingest	6 gp	7	Reduces all bleeding by 1 hit/rd for the next hour.
Grapple Weed	m-T-8	Leaf/apply	48 gp	2	Induces clotting, and sealing of wound. Bleeding on that wound is reduced by 1 point every three round for the next 30 rounds regardless of activity.
Green Willows Beard	m-D-6	Moss/apply	15 gp	0	Reduces bleeding by 2 hits/rd.
Concussion Relief	Codes	Form/Prep	Cost	AF	Effect
Daisy Pepper	m-T-7	Nut/ingest	30 sp	15	Heals 1-10 concussion hits.
Elf Tears	h-M-4	Leaf/brew	12 sp	3	Heals 3-8 concussion hits.
Southern Ivy	t-H-3	Leaf/ingest	58 sp	4	Heals 2-20 concussion hits.
Sweet Greenwood	a-O-2	Leaf/ingest	28 sp	5	Heals 1-3 hits/rd for three consecutive rounds.
General Use	Codes	Form/Prep	Cost	AF	Effect
Gold Duggle Flower	m-S-9	Flower/brew	500 gp	1	Causes user to fall into a coma for 1 day, during which user physically ages 1 year and heals 10 year's worth of healing.
Muggle Wart	c-A-6	Moss/apply	3 gp	0	Causes any wound to leave no scar after healing.
Silver Duggle Flower	m-S-7	Flower/brew	100 gp	1	Causes coma for 1 day, during which user ages 1 year and heals 1 year's worth of healing.
Sula'fay's Tears	m-C-4	Leaf/brew	1 gp	3	Causes coma like sleep for 2-12 hours. Has 5% chance of curing insanity upon waking.



HERB CHART					
General Use	Codes	Form/Prep	Cost	AF	Effect
White Duggle Flower	m-S-5	Flower/brew	10 gp	1	Causes coma for 1 day during which user ages 1 year and heals 1 month's worth of healing.
Life Preservation	Codes	Form/Prep	Cost	AF	Effect
Dragon Breath	h-J-7	Flower/ingest	56 gp	14	Lifekeeping 1 hour.
Finger Root	a-A-9	Root/brew	87 gp	6	Lifekeeping 1 day if subject has no permanent Taint.
Robbers Flower	m-F-9	Flower/brew	1798 gp	0	Lifegiving if ingested within 1 minute of death.
Muscle, Cartilage, Tendon	Codes	Form/Prep	Cost	AF	Effect
Horse's Mane	t-D-5	Moss/brew	9 gp	3	Doubles muscle damage healing rate.
Lemon Hops	m-T-8	Leaf/ingest	26 gp	6	Doubles tendon damage healing rate.
Maple Fern	m-C-8	Leaf/ingest	12 gp	2	Doubles cartilage damage healing rate.
Thule Barbs	s-C-6	Thorn/brew	34 gp	5	Heals minor sprains overnight and doubles the healing rate of major sprains.
Nerve Repair	Codes	Form/Prep	Cost	AF	Effect
Dog's Foot	h-F-4	Root/apply	27 gp	0	Limb preservation for 1 day.
Druid's Beard	m-D-7	Lichen/brew	34 gp	3	Stops internal bleeding, heals damage to stomach or intestine.
Ellen's Birch	m-D-6	Bark/brew	780 gp	6	Restores all damage to sight over 1 month.
Flowering Alfalfa	m-S-5	Flower/ingest	20 gp	2	Doubles nerve damage healing rate.
Organ Repair	Codes	Form/Prep	Cost	AF	Effect
Royal Copper	s-T-5	Leaf/apply	170 gp	0	Limb and organ preservation for 1 week.
Sweet Chives	m-S-7	Leaf/ingest	560 gp	2	Restores all damage to hearing over 1 month.
Teltracane	c-O-8	Lichen/brew	45 gp	36	Instills sense of euphoria for 1-6 days and heals all nerve damage.
Physical Alteration	Codes	Form/Prep	Cost	AF	Effect
Black Soulfire	h-J-9	Flower/brew	4,000 gp	12	Cures 1-6 permanent Taint.
Druid's Fern	h-D-6	Fern/brew	16 gp	16	+10 to Alertness in forest or wilderness for 2 hours.
Quick Foot	m-T-7	Leaf/ingest	24 gp	18	User gains 10% extra action for 1 hour, after which he will need to sleep for 6 hours.
Stat Modifiers	Codes	Form/Prep	Cost	AF	Effect
Bear Heart	m-U-9	Fungus/brew	2,000 gp	20	+5 Str bonus, +5 Con bonus for 1-6 hours.
Star Flower	m-B-8	Flower/ingest	1200 gp	9	+20 to RE, ME, EM, PR, IN bonus for 1 hour, followed by a 1-6 point loss in temp stat for all of these stats. There is a 5% chance for each stat that the loss is from the potential stat as well.
Stun Relief	Codes	Form/Prep	Cost	AF	Effect
Bitter Sandguard	a-Z-6	Flower/brew	35 gp	4	Removes 1-10 round of stun.
Druids Bite	m-D-8	Leaf/ingest	6 gp	6	Removes 1 round of stun.
Guddle Bud	m-T-5	Root/ingest	28 gp	4	Removes 1-3 round of stun.
Lithe Berries	m-T-8	Berry/ingest	56 gp	6	Ignores next 3 round of stun taken within 1 hour. Does not affect current stun level.



ACTIVATED HERBS

Activated
Herbs
Activated
Herb Effect
Table

Most herbs on the Scarthen World have latent powerful effects. These herbs, when treated by a Druid with the power to enchant them, are called activated. These are the effects of the activated form of the herbs. Activated herbs are herbs that have been grown in a Druid garden using the *Activate Herb* spell. They are generally sold only by Druids and at 5 times the cost of the regular herb. Unmentioned statistics remain the same as the inactivated version.

ACTIVATED HERB EFFECT TABLE

Dog Radish	Level 30 antidote for nerve poisons.
Green Wood	Level 30 antidote for muscle poisons.
Rose Berry	Level 20 antidote for circulatory poisons.
Lady's Lace	Level 1 antidote for nerve poisons.
Blue Boneset	Heals fractures overnight.
Hoof Step	Instantly cures fractures or shattered bones.
	Bone will be weak for 1-2 days
Lemon Grass	Heals bone injuries instantly.
Aloe	Closes cuts, stops bleeding,
	re-grows skin in burned area.
Elk Tongue	Heals 5-50 points of burn damage.
Ice Lace	Heals 5-50 points of clod damage.
Singing Dogwood	Cures burns and 3-40 points
	of burn damage.
Sun Petal	All cold damage cut by 75% for 1 hour.
Yellow Willow Leaf	Instantly cures
	20 square inches of burn damage.
Blood Sap	Reduces bleeding by
	2 points per application,
Globe Berry	Reduces all bleeding by 4 for 1 hour,
	2% chance of heart attack that hour.
Grapple Weed	As inactivated, except 5 points is
	stopped every round on one wound.
Green Willow Beard	Reduces bleeding by 6 points.
Daisy Pepper	Heals 2-20 concussion points for
	each of two rounds.
Elf Tears	Heals 3-30 concussion points.
Southern Ivy	Heals 20-200 concussion points.

Sweet Greenwood	Heals 1-10 concussion hits for
	each of ten rounds.
Gold Duggle Flower	No activated powers
Muggle Wart	No activated powers
Silver Duggle Flower	No activated powers
Sula'fay's Tears	As inactivated, but chance to
	cure insanity is 50%.
White Duggle Flower	No activated powers.
Dragon Breath	Lifekeeping 1 day.
Finger Root	Lifegiving if subject has no permanent
	Taint, otherwise Lifekeeping 1 day.
Robbers Flower	Lifegiving if soul has not departed.
Horse's Mane	Cures muscle damage overnight.
Lemon Hops	Cures tendon damage overnight.
Maple Fern	Cures cartilage damage overnight.
Thule Barbs	Heals minor sprains instantly,
	and heals major sprains overnight.
Flowering Alfalfa	Cures nerve damage overnight.
Teltracane	No activated powers.
Dog's Foot	No activated powers.
Druid's Beard	Heals internal organ damage.
Ellen's Birch	Heals damage to sight overnight.
Royal Copper	Limb and organ preservation
	for 1 year.
Sweet Chives	Heals damage to hearing overnight.
Black Soulfire	Lowers 1 mutation by 1 level.
Druid's Fern	No activated powers.
Quick Foot	As inactivated except bonus
	is 50% action.
Bear Heart	+15 Str, +15 Con for 1-6 hours.
Star Flower	No Activated powers.
Bitter Sandguard	Removes all stun effects.
Druids Bite	Removes 3 rounds of stun.
Guddle Bud	Removes 2-12 rounds of stun.
Lithe Berries	As above except 10 rounds of
	stun are ignored.
Black Oak Acorn	No activated Effects.*
Black Oak Leaf	No activated Effects.*

* It is rumored that there is a way to activate poisons, but Druids no longer know the secret. If a Dragon or some other creature can remember/discover poison activation, it is recommended that the poison level be increased by a multiple of 5.



THE FLOW OF POWER

This section deals with the spell lists that are particular to the Scarthen World. All Open and Closed lists (except for Arcane) are available to spell using characters. In addition, the lists on the following pages are available with the following guidelines.

14.1

CLERICS OF SULA'FAY

Clerics of Sula'fay should be treated as RM Clerics. Of the Cleric base lists, a Cleric of Sula'fay has access to *Protections*, *Life Mastery*, *Communal Ways*, and *Channels*. They also have the unique spell lists of *Soulight Ways*, and *Sula'fay Ceremonies*. The other standard Cleric base lists in *SL*, these may be learned as Closed Channeling spell lists if the GM feels that it is appropriate.

Note: See pages 50-51 for the specialty Sula'fay Base lists.

14.2

DRUIDS

Treat Druids as Animists. Druids have as their base lists the Animist base lists of *Animal Mastery*, *Nature's Lore*, *Nature's Protection*, *Nature's Movement/Senses*, and *Plant Mastery*. In addition, they have the unique base list, *Druid's Garden*. Other Animist base lists may be purchased as Closed Channeling spell lists if the GM considers it appropriate.

Note: See page 52 for the specialty Druid spell list.

14.3

HORSE RIDER THANES

Any character belonging to a Horse Rider clan may develop the Horse Rider Thane Training Package spell list, *Equestrian Ways*, as a Training Package Own Realm spell list. For all other characters, this list is classified as Restricted.

Note: See page 53 for the specialty Horse Rider Training Package spell list.

14.4

DEMONOLOGIST

The Demonologist spell lists should be classified as Essence TP spell lists and should be classified as Restricted to all except those who have developed the Demonologist training package (for whom they are classified as Normal).

Note: See pages 54-57 for the specialty Demonologist spell lists.

14.5

ULPIR HUNTERS

Ulpir Hunter lists should be treated as Arcane • Open spell lists for the purposes of development. These spell lists should only be available to characters who have developed the Ulpir Hunter training package. To all other characters, these lists should be classified as Restricted.

Note: See pages 58-59 for the specialty Ulpir Hunter spell lists.

14.6

FOLLOWER OF CHAMUR THE VAULT

Those that have taken the Follower of Chamur the Vault training package have access to this Arcane • Open list.

Note: See page 60 for the specialty Arcane list for followers of Chamur the Vault.

14.7

ULPIR SPELL LISTS

These are Spell Lists that have been passed down through the Ulpir's ranks over the years.

Note: See pages 61-63 for the specialty Ulpir spell lists.

14.8

OTHER ARCANES SPELL LISTS

These are other Arcane spell lists that may be developed as Closed Arcane spell lists if the GM deems it appropriate (in most cases, the character must have a specific background or other special event occur for the character to get access to the spell list).

Note: See pages 64-65 for the specialty Arcane spell lists.

14.9

UNESSENCE WAYS DEMON PRINCE ARCANE LIST

This spell list is dedicated to the destruction of Power Points that are of Essence rather than the Unlife. The realms of Mentalism, Essence, and Channeling all qualify for Essence-based Power Points for the purpose of this spell list. This list has no specific spells, but rather the level of the spell is the base number of Power Points the caster wishes to destroy.

The level of the spell is equal to twice the number of Power Points that will be destroyed should the target fail an RR against the caster's level.

Part II

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14.8

The Flow of
Power

Clerics of
Sula'fay

Druids

Horse Rider
Thanes

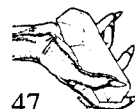
Demonologist

Follower of
Chamur The
Vault

Ulpir Spell
Lists

Unessence
Ways Demon
Prince Arcane
List

SHADES OF
DARKNESS



SHADES OF DARKNESS SPELLS

Part II

Section 14.0

Shades of Darkness Spells

This section lists all of the spells associated with the Scarthen World. All of the standard rules, restrictions, and notations from *Spell Law* are used here. For convenience, the spell description key is repeated here.

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

Special Spell Codes

[RR Mod #] — Any RRs against the effects of this spell are modified by #.

- * — Instantaneous; spell does not require preparation rounds.
- — Spell does not require power points.
- ‡ — Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

Spell Types

E — Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a “wall” spell) or the sense of the target (e.g., an “illusion” spell). Because the elements are real, no Resistance Rolls are normally allowed.

BE — Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements.

DE — Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on one of the “bolt” attack tables.

F — Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell’s force. If the spell has a target capable of resisting, the caster makes an attack roll on the *Spell Law* Basic Spell Attack Table 5.1 to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 5.10 in *Spell Law*, using the target’s level and the attacker’s level as the indices).

P — Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM’s discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

U — Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM’s discretion), but it is modified by -50 (i.e., he most likely will not resist successfully). Most healing spells are of this type.

I — Informational spell. These spells involve gathering information through means that do not require RRs.

Spell Sub-Types

s — Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell; and if he is unconscious (or is asleep or in a trance), a spell of this type can be cast by the subconscious as necessary (starting with the highest level spell needed). An exception to this is the *Stun Relief* spell. This spell may (at the option of the caster) be cast by the subconscious while the caster is stunned.

m — Mental Attack spell. These spells affect the target’s mind and are subject to mental defenses.

Spell Areas of Effect

x target(s) — The spell affects *x* number of targets.

x target(s)/lvl — The spell affects a number of targets equal to the caster’s level times *x*.

distance R — The spell affects all within a radius equal to *distance* in size.

distance R/lvl — The spell affects all within a radius equal to *distance* times the caster’s level in size.

area — The spell affects all within a fixed area of effect. Sometimes *area* will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster — The spell affects only the caster.

— — The spell has no area of effect.

varies — The exact size of the area of effect depends upon some other aspect of the spell.

Spell Durations

time — The spell has a fixed duration equal to time.

C — Concentration is required. Concentration takes 50% of the caster’s normal activity. The caster cannot cast any other spells while concentrating.

duration (C) — Concentration is required, except the period of concentration cannot exceed the *duration* given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.

P — Permanent. The spell has a permanent effect (in the sense of creating a “permanent” physical or mental condition). The effects of permanent spells that manipulate matter and require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be effected by outside forces. For example, the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.



varies — Variable. The exact duration depends upon some other aspect of the spell.

“—” — No duration. The effects of this spell required no duration and are applied immediately.

time / level — The duration is the *time* multiplied by the level of the caster.

time / # fail — The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see *RMSR* Section 23.6). The duration is equal to this difference divided by # and then multiplied by *time*.

Example: 1 rnd/10 fail would mean that if the RR is failed by 20, the spell would last for 2 rounds.

Spell Ranges

self — The spell can only be cast upon the caster himself.

touch — The caster must touch the target to create the effect.

distance — The caster can be no further than *distance* to the desired area of effect.

distance / lvl — The distance to the area of effect can be no further than *distance* times the caster's level.

unlimited — There are no limitations placed upon the distance to the area of effect.

varies — The distance to the area of effect depends upon some other aspect of the spell.

WHAT'S ON A SPELL LIST

1. **Spell List Name**—The name of the spell list appears in two places on the page; above the descriptions and above the listing.

2. **Spell List Number**—Each spell list is given a unique identifier that combines its classification and the equivalent of a section number.

3. **Listing**—In one of the upper corners of the page is a listing of all the spells on the list, sorted by level. This listing also shows important spell parameters.

4. **Check Box**—Beside each spell in the listing is a check box. Use this box to indicate the level to which your character currently knows spells on the list.

5. **Spell Level/Name**—The level and name of each spell appears in two places on the page; in the listing and in the descriptions. In all cases, if the names of two spells are the same (except for perhaps a roman numeral), the spells should be treated as the same.

6. **Area of Effect**—This is the area affected by the spell. If “varies” appears here, check the description for the exact area of effect.

7. **Duration**—This is the duration that the spell will remain active. If “varies” appears here, check the description for the exact duration.

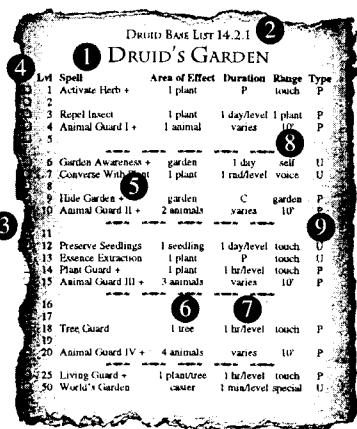
8. **Range**—This is the range from the caster to the area of effect. If “varies” appears here, check the description for the exact range.

9. **Type**—This is the type of spell. The type of spell will determine what kind of resistance roll the target of the spell will get (if any).

Part II

Section 14.0

Shades of
Darkness
Spells



DRUID'S GARDEN

Spell	Area of Effect	Duration	Range	Type
1. Activate Herb +	1 plant	1 day/level	1 plant	P
2. Repel Insect	1 plant	1 day/level	1 plant	P
3. Animal Guard I +	1 animal	varies	varies	P
4. Garden Awareness +	garden	1 day	self	U
5. Converse With Plant	1 plant	1 rnd/level	voice	U
6. Hide Garden +	garden	C	garden	P
7. Animal Guard II +	2 animals	varies	10'	P
8. Preserve Seedlings	1 seedling	1 day/level	touch	U
9. Essence Extraction	1 plant	P	touch	U
10. Plant Guard +	1 plant	1 hr/level	touch	P
11. Animal Guard III +	3 animals	varies	10'	P
12. Tree Guard	1 tree	1 hr/level	touch	P
13. Animal Guard IV +	4 animals	varies	10'	P
14. Living Guard +	1 plant/tree	1 hr/level	touch	P
15. World's Garden	caster	1 min/level	special	U

DRUID'S GARDEN

1. **Activate Herb**—If cast once a week on a plant from the time the plant is placed in the ground to the time of harvest, the herb will count as activated. Activated herbs generally have effects far greater than those of normal herbs. For specifics, see the Activated Herb Table.

2. **Repel Insect**—Causes insects to be repelled from the plant.

3. **Animal Guard I**—Causes the animal in question (no larger than 50% of the Druid's mass) to guard the Druid garden against entrance from anyone other than the Druid who cast this spell, or those specifically designated as acceptable. The animal will remain under the effect of the spell, aiding the Druid to the best of their ability and to the death. The Druid garden can have only one Animal Guard at a time.

4. **Garden Awareness**—Allows the Druid to know the layout of the garden as well as the location of any creatures or people within the garden.

5. **Converse With Plant**—Casting this spell allows the Druid to speak with any one plant. To most plants, all animals look the same. There are, "things that eat us, things that don't eat us, things that walk on us, and things that walk upright." Plants can also distinguish Druids and Dragons from normal people.

6. **Hide Garden**—Requires anyone who is looking to make a Resistance Roll against the level of the caster or they will be unable to find the garden, even if they know exactly where it is.

7. **Animal Guard II**—As Animal Guard I, except two animals may be affected by the spell.

8. **Preserve Seedlings**—After this spell has been cast on a seedling, the seedling will be resistant to the normal hardships of transport.

9. **Essence Extraction**—Allows the caster to remove the healing or magical properties of an herb and place those properties into a liquid or powder form. The number of doses is directly transmitted from one form to the other, and the original herb is destroyed in the process. Casting time for this spell is 1 hour.

10. **Plant Guard**—Changes a normal plant into a garden plant that will attempt to grab, knock down, and attack anyone who comes near it other than the caster of the spell.

11. **Animal Guard III**—As Animal Guard I, except three animals may be affected by the spell.

12. **Tree Guard**—As Plant Guard, except it may be cast on trees.

13. **Animal Guard IV**—As Animal Guard I, except four animals may be affected by the spell.

14. **Living Guard**—As Plant Guard or Tree Guard, except the plant will be able to uproot itself and walk slowly around. At the end of the spell, the plant must re-root itself or it will die.

15. **World's Garden**—Allows the caster to use any of the spells that can normally only be cast from inside a Druid garden from anywhere in the world for the duration of this spell).

SPECIAL NOTES

Spells marked with a plus (+) may only be cast inside of an area that has been transformed into a Druid Garden by the Create Druid Garden spell from the Dragons Way spell list.






SHADES OF
DARKNESS



SULA'FAY BASE LIST 14.1.1

SOULIGHT WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Analyze Crystal	1 soul crystal	1 rnd	sight	I
2	Soul Crystal	1 soul crystal	P	touch	U
3	Soulight Bolt	target	—	100'	DE
4	Magnify Crystal	1 soul crystal	P	touch	U
5	Power Crystal	1 soul crystal	varies	touch	U
6	Wall of Souligh	10' wall	1 rnd/level	touch	E
7	Magnify Crystal II	1 soul crystal	P	touch	U
8	Soul Fires	target	varies	touch	F
9	Magnify Crystal III	1 soul crystal	P	touch	U
10	Power crystal II	1 soul crystal	varies	touch	U
11					
12	Triad of Souligh	3 targets	—	100'	DE
13					
14					
15	Souligh Dome	10'r	1 rnd/level	self	E
16					
17					
18	Call Souligh	10'r	1 rnd/level	self	E
19					
20	Magnify Crystal IV	1 soul crystal	P	touch	U
25	Power Crystal III	1 soul crystal	varies	touch	U
30	True Soul Crystal	1 soul crystal	P	touch	U
50	Avatar of Sula'fay	varies	1 rnd/level	varies	U

8. **Soul Fires**—The target of this spell must willingly accept it or they will be at +25 to make their Resistance Roll. Once the spell is in effect the target takes one heat critical per round and loses 2d10 permanent Taint per round until their permanent Taint is at 0. The severity of the critical is dependent upon the amount of permanent Taint which the target currently has. Below 10 permanent Taint imparts an A critical, 11 to 25 B critical, 26 to 40 C critical, 41 to 55 D critical, 56 and above E critical. The spell will continue even after the target has died, until all permanent Taint is gone. As the permanent Taint level is reduced, the critical severity should be adjusted.

9. **Magnify Crystal III**—This spell is cast on an existing Soul Crystal. Gives the wearer a +5 DB against Unlife.

10. **Power crystal II**—Can be cast on any Soul Crystal. The next creature of Unlife who comes within 10 feet of the wearer must make a RR or take a B heat critical.

12. **Triad of Souligh**—As Souligh Bolt, except three bolts are cast instead of one. The bolts may be directed against one target or separate targets as the caster wishes. The caster's directed spell OB must be divided among the three bolts.

15. **Souligh Dome**—Creates a glowing dome of light, with a 10' radius, that does not move. Creatures of Unlife must make a save against the level of the caster to pass through the dome. Creatures of Unlife that do manage to move through the dome take a C heat critical as they do so.

18. **Call Souligh**—Creates a glowing dome of light centered on the caster that moves with the caster. Creatures of Unlife must make a save against the level of the caster to pass through the dome. Creatures of Unlife that do manage to move through the dome take a D Heat critical as they do so.

20. **Magnify Crystal IV**—This spell is cast on an existing Soul Crystal. Any Creature of Unlife within 10 feet of the wearer must save against the level of the caster every round or take an A heat critical

25. **Power Crystal III**—Can be cast on any Soul Crystal. Allows the wearer to invoke Bladeturn I one time in the future when they are in combat against creatures of the Unlife.

30. **True Soul Crystal**—Can be cast on any Soul Crystal. The next creature of Unlife who comes within 10 feet of the wearer must make a RR or take a Slaying critical.

50. **Avatar of Sula'fay**—Caster can use any one lower level spell (on this list) each round.

SOULIGHT WAYS

1. **Analyze Crystal**—By casting this spell, the caster can determine the quality of a crystal. The caster will know if the crystal is of high enough quality to be usable as a soul crystal, and the maximum magnification it could accept as a soul crystal.
2. **Soul Crystal**—A small glowing crystal, a Soul Crystal created with this spell provides a wearer protection against Unlife. It grants the wearer ten extra level for purposes of resisting spells powered by Unlife.
3. **Souligh Bolt**—A beam of energy and light projects from the caster's hand and attacks on the Shock Bolt Attack Table. Creatures of Unlife take an additional heat critical of one less severity level.
4. **Magnify Crystal**—This spell is cast on an existing Soul Crystal. The magnification extends the protection to give the wearer a +30 against elemental spells that are powered by Unlife.
5. **Power Crystal**—Can be cast on any Soul Crystal. Allows the wearer to invoke Unstun I (as if it was an Instantaneous spell) one time in the future when they are in combat against creatures of the Unlife.
6. **Wall of Souligh**—Creates a 10' wall of glowing light that does not move. Creatures of Unlife must make a save against the level of the caster to pass through the wall. Creatures of Unlife that do manage to move through the wall take a B heat critical as they do so.
7. **Magnify Crystal II**—This spell is cast on an existing Soul Crystal. Extends the area of effect of the Soul Crystal and the Magnify Crystal spells to cover all allies of the wearer within 5 feet. Does not extend the range of any of the higher level Magnify Crystal effects.



SHADES OF DARKNESS



CEREMONIES

1. **Prayer**—While casting this spell, the caster leads a congregation in a prayer. After the prayer is completed, all who participated in the prayer gain a +5 on any roll that is not for a critical. If the bonus is not used by the end of the day, then it is lost. This spell is only effectual on one person once per day.
2. **Vow**—This spell can normally only be cast on a willing recipient. An unwilling target gains a special bonus of +50 to the RR against this spell. If the vow is broken, then any Cleric of Sula'fay will recognize the individual as someone who has broken a vow. Vows are highly specific in their wording.
3. **Burial**—Burial is cast when burying a body. Scavengers, are at -30 to all awareness maneuvers to find the body.
4. **Coming of Age**—During the casting of this spell, the youngster upon whom the spell is being cast will find their purpose in life. After the ceremony is completed, they will no longer live at the house of their parents, but will instead seek to apprentice themselves to the appropriate person so they might fulfill their calling.
5. **Chant**—While this spell is in effect, all who are participating in the chant may continue in any activity that does not require the use of their voice, without tiring. When the chant is completed, the participants will immediately acquire all of the fatigue that they have not felt for the duration of the chant.
6. **Oath**—Must be cast on a willing recipient. If the recipient of this spell breaks their oath, they will receive one D Heat critical and one D Electricity critical. In the future, all Clerics of Sula'fay will be able to tell that the character has broken an oath. Vows are highly specific in their wording.
7. **Consecration**—May only be cast on inanimate objects not bound or directly associated with Demons or Unlife. Each casting of the spell removes one point of permanent Taint from the object.
8. **Corner Stone**—Cast on the corner stone of a building. Allows the building, once completed, to serve as a church of Sula'fay.
9. **Vestment of War**—Imbues the power of Sula'fay into the target's clothing, making it count as AT 10 with no Moving Maneuver modifier. Can only be used on worshipers of Sula'fay who have undergone the Coming of Age ceremony.
10. **Exorcism**—Casting this spell attempts to destroy or banish a ghost or spirit that is tied to an object or place. The creature being exorcised receives a Resistance Roll, and to complete the spell, the caster must walk through the entirety of the building or around the object.
11. **Atonement**—Casting this spell changes the effects of having broken a Vow or Oath so that Clerics of Sula'fay will no longer see the target as someone who has broken an Oath or Vow.
15. **Acolyte Initiation**—This spell can only be cast on a willing target. An unwilling target gains a special bonus of +50 to the RR against this spell. It makes them a lesser initiate of Sula'fay and allows them to spend development points on the spells of that profession up to level 10. This spell is usually cast in coordination with the several Oath spells. This status can be lost due to inappropriate actions, such as breaking an Oath.
16. **Protection of the Flock**—Casting this spell must be cast during a religious service. It is an invocation to Sula'fay to protect the attending members of the congregation from the evils of Taint. It negates the first three points of Taint that any of the recipients of this spell would acquire within the next 24 hours.
19. **Paladin Initiation**—As Acolyte Initiation, except the target can learn all the Paladin of Sula'fay spells.
20. **Ordain**—As Acolyte Initiation, except the target can learn all Cleric spells.

SULA'FAY BASE LIST 14.1.2

SULA'FAY CEREMONIES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Prayer	congregation	1 day	voice	P
2	Vow	1 target	P	touch	P
3	Burial	1 corpse	P	10'	P
4	Coming of Age	1 target	P	touch	P
5	Chant	1 group	C	10'	P
6	Oath	1 target	P	touch	P
7	Consecration	1 item	P	touch	F
8	Corner Stone	1 cornerstone	P	touch	P
9	Vestment of War	1 target	1 min/level	touch	P
10	Exorcism	1 object	P	touch	F
11	Atonement	1 target	P	touch	P
12					
13					
14					
15	Acolyte Initiation	1 target	P	touch	P
16	Protection o/t Flock	1 church	24 hrs	varies	P
17					
18					
19	Paladin Initiation	1 target	P	touch	P
20	Ordain	1 target	P	touch	P
21	Found the Temple	1 building	P	touch	P
25	Sight of the True Fay	1 target	P	touch	P
30	Excommunicate	1 target	varies	world	F
50	Chapel Defense	1 building	1 hour	1 building	P

21. **Found the Temple**—Can only be cast on a building that has been built with the Corner Stone spell cast upon it. Places a Spell Store rune on the cornerstone of the building. The Spell Store may only hold one Chapel Defense spell.

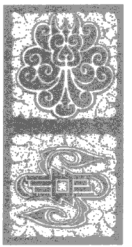
25. **Sight of the True Fay**—As Acolyte Initiation except the spell can only be cast on individuals who already have accepted the Acolyte Initiation spell. Allows the individual to learn the True Fay spell list.

30. **Excommunicate**—This spell is only cast on one who has turned their back on the way of Sula'fay. The target must be known by the caster and may have their Resistance Roll modified by the will of Sula'fay. Should the target fail their Resistance Roll, they lose the ability to cast Channeling spells that originate from Sula'fay. Spell casting ability can be regained if the Cleric or Paladin quests for forgiveness.

50. **Chapel Defense**—This spell can only be cast at a church of Sula'fay. It surrounds the entire building with a Call Soulight spell which will last for 1 hour. In addition, any Cleric of Sula'fay in the building will count as twice their level for spells, and will be able to use power points as if they had double their ranks in Power Point Development.

SPECIAL NOTES

Unless otherwise stated, all of these ceremonies take at least ten minutes to perform.



DRUID BASE LIST 14.2.1 DRUID'S GARDEN

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Activate Herb +	1 plant	P	touch	P
2					
3	Repel Insect	1 plant	1 day/level	1 plant	P
4	Animal Guard I +	1 animal	varies	10'	P
5					
6	Garden Awareness +	garden	1 day	self	U
7	Converse With Plant	1 plant	1 rnd/level	voice	U
8					
9	Hide Garden +	garden	C	garden	P
10	Animal Guard II +	2 animals	varies	10'	P
11					
12	Preserve Seedlings	1 seedling	1 day/level	touch	U
13	Essence Extraction	1 plant	P	touch	U
14	Plant Guard +	1 plant	1 hr/level	touch	P
15	Animal Guard III +	3 animals	varies	10'	P
16					
17					
18	Tree Guard	1 tree	1 hr/level	touch	P
19					
20	Animal Guard IV +	4 animals	varies	10'	P
25	Living Guard +	1 plant/tree	1 hr/level	touch	P
50	World's Garden	caster	1 min/level	special	U



DRUID'S GARDEN

1. **Activate Herb**—If cast once a week on a plant from the time the plant is placed in the ground to the time of harvest, the herb will count as activated. Activated herbs generally have effects far greater than those of normal herbs. For specifics, see the Activated Herb Table.

3. **Repel Insect**—Causes insects to be repelled from the plant.

4. **Animal Guard I**—Causes the animal in question (no larger than 50% of the Druid's mass) to guard the Druid garden against entrance from anyone other than the Druid who cast this spell, or those specifically designated as acceptable. The animal will remain under the effect of the spell, aiding the Druid to the best of their ability and to the death. The Druid garden can have only one Animal Guard at a time.

6. **Garden Awareness**—Allows the Druid to know the layout of the garden as well as the location of any creatures or people within the garden.

7. **Converse With Plant**—Casting this spell allows the Druid to speak with any one plant. To most plants, all animals look the same. There are, "things that eat us, things that don't eat us, things that walk on us, and things that walk upright." Plants can also distinguish Druids and Dragons from normal people.

9. **Hide Garden**—Requires anyone who is looking to make a Resistance Roll against the level of the caster or they will be unable to find the garden, even if they know exactly where it is.

10. **Animal Guard II**—As Animal Guard I, except two animals may be affected by the spell.

12. **Preserve Seedlings**—After this spell has been cast on a seedling, the seedling will be resistant to the normal hardships of transport.

13. **Essence Extraction**—Allows the caster to remove the healing or magical properties of an herb and place those properties into a liquid or powder form. The number of doses is directly transmitted from one form to the other, and the original herb is destroyed in the process. Casting time for this spell is 1 hour.

14. **Plant Guard**—Changes a normal plant into a garden plant that will attempt to grab, knock down, and attack anyone who comes near it other than the caster of the spell.

15. **Animal Guard III**—As Animal Guard I, except a three animals may be affected by the spell.

18. **Tree Guard**—As Plant Guard, except it may be cast on trees.

20. **Animal Guard IV**—As Animal Guard I, except four animals may be affected by the spell.

25. **Living Guard**—As Plant Guard or Tree Guard, except the plant will be able to uproot itself and walk slowly around. At the end of the spell, the plant must re-root itself or it will die.

50. **World's Garden**—Allows the caster to use of any of the spells that can normally only be cast from inside a Druid garden from anywhere in the world for the duration of this spell).

SPECIAL NOTES

Spells marked with a plus ("+") may only be cast inside of an area that has been transformed into a Druid Garden by the *Create Druid Garden* spell from the *Dragons Way* spell list.





EQUESTRIAN WAYS

1. **Mount**—Allows the caster to jump immediately up to twenty feet and land safely on the back of a horse.
2. **Bonding**—Bonds the caster to one animal for life. This spell cannot be cast a second time so long as the caster and target animal are both still alive. If either caster or animal dies, the survivor will operate at -10 to all actions for one month due to extreme depression.

So long as the bond is in effect, the caster will have empathy with the animal and will know the direction and distance to the animal. In addition, any Mentalism spells cast on either member of the bond are resisted at +50.

4. **Standing**—Allows the caster to act while standing on the back of a horse as if standing on the ground. Gives the rider a +100 to all Riding and Moving Maneuvers while on that mount.
5. **Horse Landing**—Caster takes no falling damage so long as caster lands on back of the horse to which he is bound.
6. **Horse Speech**—Caster may understand and be understood by any horse. This speech is basically nonverbal, although it does require that eye contact or physical contact be established and maintained.
7. **Call Mount**—Tells the caster's bound mount the location of the caster. The mount will attempt to move to that location with the greatest possible speed, and will not stop until it arrives. Mount does not need food, water or rest while the spell is in effect.
8. **Mind Link**—Once cast, the bound mount of the caster and the caster will be able to mentally communicate so long as they are within 10 yards of each other.
9. **Leap**—Gives a bound horse with rider the ability to leap 100 feet vertically and 200 feet horizontally and land safely.
10. **Water Walk**—Allows a bound horse with rider to walk or run across water as if it were normal land.
11. **Horse Eyes**—May only be cast on the caster's bound mount. Allows the caster to see through the eyes of the mount for the spell's duration.
12. **Far Link**—Extends the range of a mind link to 10 miles.
14. **Blood Tie**—While in effect, any herbs taken or healing spells cast on either the caster or mount will affect the other party equally as well.

HORSE RIDER THANE TP LIST 14.3.1

EQUESTRIAN WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Mount	20'	—	self	U
2	Bonding	1 animal	P	touch	P
3					
4	Standing	1 animal	1 rnd/level	self	U
5	Horse Landing	caster	—	self	U
6	Horse Speech	caster	1 rnd/level	sight	U
7	Call Mount	bound animal	—	10 mi/level	U
8	Mind Link	bound animal	10 min/lvl	10'	Pm
9	Leap	1 animal	—	touch	U
10	Water Walk	1 animal	1 min/level	touch	U
11	Horse Eyes	bound animal	1 min/level	touch	U
12	Far Link	bound animal	1 hr/level	touch	Um
13					
14	Blood Tie	bound animal	1 min/level	10'	U
15	Sky Rider	1 animal	1 min/level	touch	U
16	Command Horse	1 horse	1 rnd/level	100'	Fm
17					
18	Multiple Bond	2 animals	P	touch	P
19					
20	Break Bond	1 animal	P	self	F
25	Star Rider	1 animal	1 hr	self	U
50	Unity	animal & rider	1 hr/level	self	U

15. **Sky Rider**—Allows a bound horse with rider to move across air as if walking or running on the ground. The speed of the animal does not change, and if the horse is not on ground at the end of the spell's duration, it will fall.

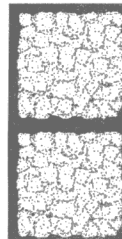
16. **Command Horse**—Caster can issue any simple concept command such as "Stop," "Leave," "Come Here" that does not obviously put the horse's life in danger. If the horse has a rider, the rider's total number of ranks in Riding counts as a bonus to the animal's Resistance Roll.

18. **Multiple Bond**—As Bonding, except the caster can bond to a second animal without breaking the bond with the first animal.

20. **Break Bond**—Casting this spell removes any bonds on the caster created by the Bond or Multiple Bond spells. Removing the bond in this way changes the penalties from -10 to -5 for one month, but the caster will never be able to bond with that same horse.

25. **Star Rider**—During this spell's duration the horse and rider may travel up to the edge of the planet's atmosphere, turn around and ride back down. This allows them to travel up to 400 lateral miles in one casting.

50. **Unity**—Allows the caster to completely join with the bound mount and become half man and half horse for the duration of the spell. Hit points of the horse and rider are added and the half-man/half-horse counts as one large creature. In addition, the caster's Riding skill is tripled.



DEMONOLOGIST TP LIST 14.4.1

BINDING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Bind I	demon	P	10'	F
2					
3	Unbind I	demon	P	10'	P
4	Bind II	demon	P	10'	F
5	Safe Bind I	demon	P	10'	F
6	Unbind II	demon	P	10'	F
7	Bind III	demon	P	10'	F
8					
9	Unbind III	demon	P	10'	P
10	Safe Bind II	demon	P	10'	F
11	Bind IV	demon	P	10'	F
12					
13	Unbind IV	demon	P	10'	P
14	Bind V	demon	P	10'	F
15	Safe Bind III	demon	P	10'	F
16	Unbind V	demon	P	10'	P
17	Bind VI	demon	P	10'	F
18					
19	Unbind VI	demon	P	10'	P
20	Safe Bind	demon	P	10'	F
25	Multibind	demon	P	10'	F
50	True Bind	demon	P	10'	F

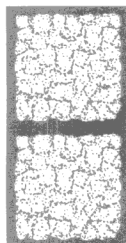
7. **Bind III**—As Bind I, except a Demon of Type III or less.
9. **Unbind III**—As Unbind I, except a Demon of Type III or less may be unbound.
10. **Safe Bind II**—As Safe Bind I, except a Demon of Type II or less.
11. **Bind IV**—As Bind I, except a Demon of Type IV or less.
13. **Unbind IV**—As Unbind I, except a Demon of Type IV or less may be unbound.
14. **Bind V**—As Bind I, except a Demon of Type V or less.
15. **Safe Bind III**—As Safe Bind I except a Demon of Type III or less.
16. **Unbind V**—As Unbind I except a Demon of Type V or less may be unbound.
17. **Bind VI**—As Bind I except a Demon of Type VI or less.
19. **Unbind VI**—As Unbind I except a Demon of Type VI or less may be unbound.
20. **Safe Bind IV**—As Safe Bind I except a Demon of Type IV or less.
25. **Multi Bind**—Allows the binding of multiple Demons to a single object, combining the effects, powers, and Taint points of the Demons in the object. Each time an additional Demon is bound, there is a 10% chance that one of the already bound Demons will escape.
50. **True Bind**—As Safe Bind I, except there is no RR, and the Demon may be of any type.

SPECIAL NOTES

Casting of any of these spells gives the caster Taint points equal to the number of power points spent casting of the spell.

BINDING WAYS

1. **Bind I**—Forces a Demon of Type I or lower to join its physical shape with the physical shape of an item or living being. This may be attempted whether or not the Demon is contained. However, the Demon gains +25 to its Resistance Roll if not contained. If the bind succeeds, results are determined on the Demon Binding chart (see GM section). If the bind fails, the Demon is also freed of any current magical containment that the caster and only the caster had in place.
3. **Unbind I**—Releases a Demon of Type I or lower from an item or individual to whom it is bound. Resistance Roll is made against the level of the caster who bound the Demon. Unless banished or contained, the unbound Demon is free to take any action it wishes. Unbinding a Demon from an individual removes half of the permanent Taint associated with the binding from the individual, but not any mutations that may have resulted from that Taint.
4. **Bind II**—As Bind I, except the Demon may be of Type II or less.
5. **Safe Bind I**—As Bind I, except failure to successfully bind the Demon does not affect any magical containment the caster had in place.
6. **Unbind II**—As Unbind I, except a Demon of Type II or less may be unbound.





CONTAINMENT WAYS

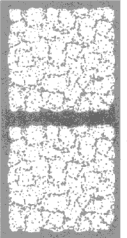
1. **Contain Demon I**—Gives a containment circle (a large mystical circle drawn by the Demonologist) the capacity to contain a type I Demon. Demon gets RR to escape. Reversible.
3. **Contain Demon II**—As Contain Demon I, except contains a type II Demon.
5. **Second Circle I**—Caster may place a second containment circle around the first. This circle afflicts any Demon who crosses it with an "A" heat, ice, electrical, or impact critical (caster's choice). Caster must dispel this circle to bind the Demon.
6. **Contain Demon III**—As Contain Demon I, except contains a type III Demon.
8. **Second Circle**—As Second Circle I, except delivers a "B" critical.
9. **Contain Demon IV**—As Contain Demon I, except contains a type IV Demon.
11. **Second Circle III**—As Second Circle I, except delivers a "C" critical.
14. **Contain V**—As Contain Demon I, except contains a type V Demon.

DEMONOLOGIST TP LIST 14.4.2

CONTAINMENT WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Contain I	circle	varies	self	F
2					
3	Contain II	circle	varies	self	F
4					
5	Second Circle I	circle	varies	self	E
6	Contain III	circle	varies	self	F
7					
8	Second Circle II	circle	varies	self	E
9	Contain IV	circle	varies	self	F
10					
11	Second Circle III	circle	varies	self	E
12					
13					
14	Contain V	circle	varies	self	F
15	Second Circle IV	circle	varies	self	E
16					
17					
18					
19					
20	Second Circle V	circle	varies	self	E
25	Master Containment	circle	varies	self	F
30					
50	True Name	circle	varies	self	P

15. **Second Circle IV**—As Second Circle I, except delivers a "D" critical.
20. **Second Circle V**—As Second Circle I, except delivers an "E" critical.
25. **Master Containment**—As Contain Demon I, except will contain a Demon of any type.
50. **True Name**—Allows caster to inscribe a Demon's "true name" on a circle (assuming he knows it). Demon is automatically bound with no RR.



DEMONOLOGIST SPELL LIST 14.4.3

BANISHMENT WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1	Banish I	self	10 min	self	F
☐ 2					
☐ 3	Extend I	self	10 min	self	P
☐ 4	Quicken I	self	—	self	P
☐ 5					
☐ 6	Banish II	self	10 min	self	F
☐ 7					
☐ 8	Quicken II	self	—	self	P
☐ 9	Extend II	self	10 min	self	P
☐ 10					
☐ 11	Banish III	self	10 min	self	F
☐ 12					
☐ 13					
☐ 14	Quicken III	self	—	self	P
☐ 15	Banish IV	self	10 min	self	F
☐ 16					
☐ 17					
☐ 18	Extend III	self	—	self	P
☐ 19					
☐ 20	Banish V	self	10 min	self	F
☐ 25	Master Banish	self	10 min	self	F
☐ 30					
☐ 50	True Banish	self	1 hr	self	F

BANISHMENT WAYS

1. **Banish I**—The caster must spend 1 hour in preparation to banish one species of a Type I Demon. Any demon of that species who comes within 10' of the caster in the 10 minutes after this preparation must make an RR against the level of the caster or be banished.

3. **Extend**—Must be cast before casting a banish spell. Increases the duration of the banish spell by 10 minutes.

4. **Quicken I**—This spell may be cast immediately before casting any of the Banish spells to reduce the preparation time by one-quarter.

6. **Banish II**—As Banish I, except Type II Demons may also be banished.

8. **Quicken II**—As Quicken I, but the casting time is cut by half.

9. **Extend II**—As Extend I but the duration is increased by 20 minutes.

11. **Banish III**—As Banish I, except Type III Demons may also be banished.

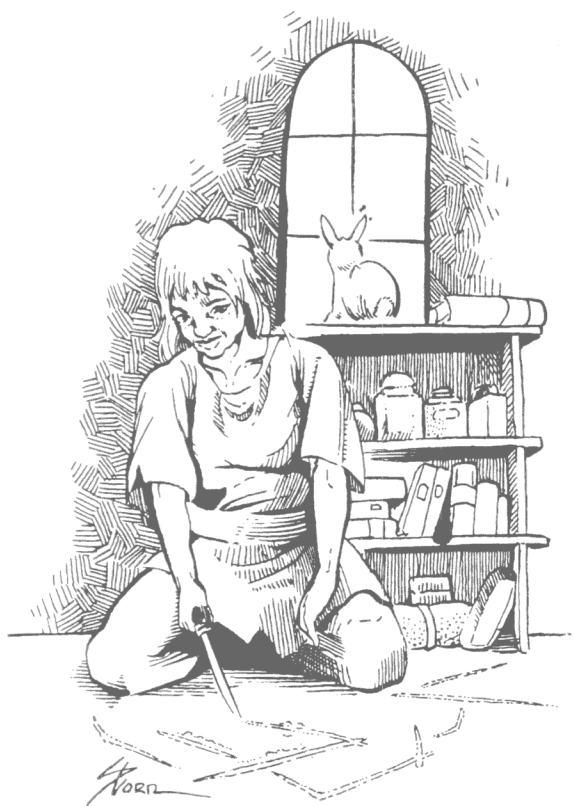
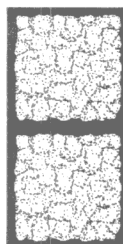
14. **Quicken III**—As Quicken I, but the casting time is reduced by three-quarters.

15. **Banish IV**—As Banish I, except Type IV Demons may also be banished.

20. **Banish V**—As Banish I, except Type V Demons may also be banished.

25. **Master Banish**—Allows the caster to change the species of Demon they are currently banishing. Only has effect if a Banish spell is in progress.

50. **Banish**—As Banish I, except the species of Demon does not need to be specified.



SHADES OF DARKNESS





DEMONIC RELATIONS

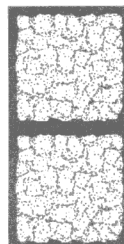
1. **Open Gate**—Opens a 10' by 10' gate to an Unlife realm of the caster's choosing. The caster can move the gate on the Unlife realm at a rate equal to their level in yards per round. The gate appears as a transparent image of what is on the other side to individuals on either side of the gate. There is no obstacle to crossing the gate in either direction. Closing the gate requires one round.
2. **Summon Type I**—Forces one Type I Demon to move towards and pass through an open gate. If there are no Demons of the appropriate Type who could travel to and reach the gate within the spell's duration (10% chance), then none will arrive.
3. **Seek Demonic Type**—May be cast directly before casting a Summon spell to specify a particular species of Demon to be summoned.
4. **Hide Gate**—May be cast directly before casting an Open Gate spell to render the gate invisible to anyone on the other side.
5. **Summon Type II**—As Summon Type I, except a Type II Demon is summoned.
6. **Translation Portal**—When this spell is cast on a gate, the gate may act as a translator. The gate will only translate communication in the form of a spoken language. Because many Demons use body language as an integral part of their communication, inflection and meaning may be jumbled or lost in translation.
7. **Spell Seduction I**—Caster may cast a spell, up to level 5, belonging to a Demon who has been summoned to a gate. The Demon must know the spell, and the caster must spend appropriate Power Points. The caster may choose to Spell Store the Demonic spell as it comes through the gate if that spell is available.

DEMONOLOGIST TP LIST 14.4.4

DEMONIC RELATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Open Gate	gate	1 min/lvl	10'	P
2	Summon I	gate	1 min/lvl	10'	F
3	Seek Demonic Type	gate	—	Self	P
4	Hide Gate	gate	1 hr/lvl	10'	P
5	Summon II	gate	1 min/lvl	10'	F
6	Translation Portal	gate	1 min/lvl	10'	P
7	Spell Seduction I	gate	1 rnd	10'	P
8	Gate Guard	gate	1 min/lvl	10'	P
9	Portal of Truth	gate	1 min/lvl	10'	P
10	Summon III	gate	1 min/lvl	10'	F
11	Spell Seduction II	gate	1 rnd	10'	P
12					
13					
14	Summon IV	gate	1 min/lvl	10'	F
15					
16	Spell Seduction III	gate	1 rnd	10'	P
17	Seek Named Demon	gate	1 rnd	10'	P
18					
19	Summon V	gate	1 min/lvl	10'	F
20	Spell Seduction IV	gate	1 rnd	10'	P
25	Summon VI	gate	1 min/lvl	10'	F
30					
50	Contract	1 demon	varies	touch	F

8. **Gate Guard**—Any creature who wishes to pass through a gate without the permission of the caster must make a Resistance Roll against the level of the caster or they will be unable to pass through the gate.
9. **Portal of Truth**—May only be cast after the Translation Portal spell has been cast on the target gate. Causes the gate to flash white any time the words being spoken through it are believed to be a lie by the speaker.
10. **Summon Type III**—As Summon Type I, except a Type III Demon is summoned.
11. **Spell Seduction II**—As Spell Seduction I, except the level of the spell may be 10 or lower.
14. **Summon Type IV**—As Summon Type I, except a Type IV Demon is summoned.
16. **Spell Seduction III**—As Spell Seduction I, except the level of the spell may be 15 or lower.
17. **Seek Named Demon**—May be cast before casting an Open Gate spell. Allows the caster to cause the gate to open within 10 feet of a specific Demon whose name the caster knows.
19. **Summon Type V**—As Summon Type I, except a Type V Demon is summoned.
20. **Spell Seduction IV**—As Spell Seduction I, except the level of the spell may be 20 or lower.
25. **Summon Type VI**—As Summon Type I, except a Type VI Demon is summoned.
50. **Contract**—Creates a binding contract between the caster and the Demon. Both parties must agree to the contract. The exact wording of the contract is important and the contract must be in some written form. Should either side break the contract they will take three slaying criticals in a row. The exact powers of a demonic contract are up to the GM.



SHADES OF DARKNESS



CLOSED ARCANE LIST 14.5.1 HUNTERS SENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Night Sight	caster	10 min/level	self	U
2	Tracking Scent	caster	10 min/level	self	U
3	Listen	caster	10 min/level	self	U
4	Awareness	caster	10 min/level	50'	U
5	Far Ear	caster	10 min/level	100'	U
6	Danger Sense	caster	10 min/level	100'	P
7	Watch	caster	10 min/level	self	U
8	Detect Unlife	caster	10 min/level	100'	P
9	Fay Speech	caster	10 min/level	self	U
10	Demon Speech	caster	10 min/level	self	U
11					
12					
13	Power Sense	caster	10 min/level	100'	P
14					
15	Project Sense	caster	10 min/level	10/level	U
16	Passive Sonar	caster	10 min/level	self	U
17	Clairvoyance	caster	10 min/level	1 mi/level	U
18					
19					
20	Project True	caster	10 min/level	1 mi/lvl	U
25	Master Project	caster	10 min/level	10 mi/lvl	U
30					
50	Split Sense	caster	10 min/level	self	U

HUNTERS SENSES

- 1. Night Sight**—Allows the caster to see at night as if it were day.
- 2. Tracking Scent**—Give the caster a +50 to all smell perception rolls for the duration of the spell.

Allows the caster to use their smell sense for tracking and perception purposes. This allows tracking even where foot prints do not exist. Other strong odors will give a penalty to tracking by scent.

- 3. Listen**—Caster can pick a point up to 10' away and will hear as if he were at that point, (objects in the way such as walls are ignored for the duration of the spell).
- 4. Awareness**—While spell is in effect, caster has perfect 360 degree vision. This negates any flank or rear attack bonuses attackers might normally have against the caster. In addition, this spell gives a +10 to all sight based perception rolls.
- 5. Far Ear**—As listen except maximum range is 100'.

- 6. Danger Sense**—While spell is in effect, caster can roll intuition bonus plus 50 over 100 to know when they are entering into a dangerous situation, about to be ambushed, or attacked from behind.

If the roll is successful the attacker will not be able to use their ambush ranks, nor will they receive the from rear attack bonus.

- 7. Watch**—As Far Ear, except the caster can see from the unmoving point which can rotate.
- 8. Detect Unlife**—Caster can detect creatures or items which are Demonic or Unlife in nature. More than 100 points of Taint qualifies an individual as Unlife.

- 9. Fay Speech**—Allows caster to speak with and understand the speech of Fay. Fay in the area may or may not wish to talk with the character, and if they do, there is no way to know how cooperative they will be.
- 10. Demon Speech**—Allows caster to speak with and understand the speech of Demons. The Demons may or may not wish to hold a conversation with the caster.
- 13. Power Sense**—While this spell is in effect, the caster can look at any item, person, or creature and determine the origin of its power as Unlife or Essence. It will also allow the caster to know the number of power points in the thing within 20% of the true value. The caster will also learn the amount of Taint given off on a daily basis.
- 15. Project Sense**—Caster may move their frame of reference away from their current location. This allows them to see, hear, and even smell as if they were at a location other than where their body is. They may move their point of perception at a rate equal to their level in yards per round. The frame of reference may not be moved through any barrier through which the caster could not normally pass.
- 16. Passive Sonar**—Caster now may perceive the area around them by the echoes of sounds reflecting off objects in the environment.
- 17. Clairvoyance**—Allows the caster to see what is on the other side of a wall which they are touching.
- 20. Project True**—As per the Project Sense spell except the caster may also cast any of the other spells from this list to affect their senses.
- 25. Master**—As Project True except the caster may move their frame of reference through any non-magical barriers.
- 50. Split Sense**—Caster may have two completely separate frames of reference in operation at the same time, receiving separate perception rolls for each frame of reference. They could have two separate Project Trues, or a Project True and their own normal perception operating at the same time.



THE HUNT

1. **Declare Hunt I**—The caster of this spell declares the target of a hunt, who must be within sight. The hunter cannot cast this spell or any of the other Declare Hunt spells again until the target of this hunt has been found and killed.

If the target of the hunt makes a successful Resistance Roll then they know the spell has been cast. If the target knows the hunter, they will know who cast the spell. When the target sees the hunter, the target will know that this is the person who is hunting them.

2. **Empathy**—Allows the caster to know the surface emotions of the target of their current hunt.

3. **Tracking**—Gives the caster a bonus equal to twice the level of the hunt's target to tracking for purpose of tracking the target of the hunt.

4. **Memory**—The round after casting this spell the caster can declare a hunt on a target that they have seen in the past, but who is not currently within sight.

5. **Charge Weapon**—Charges the weapon with magical energy that delivers an electricity critical of one lesser severity level than the critical delivered by the weapon. On the second and third hit, the weapon delivers an electricity critical of two lesser severity levels. After that the weapon will deliver an electricity critical of three less severity levels until the spell duration runs out.

6. **Declare Hunt II**—The caster of this spell declares the target of a hunt, who must be within sight. The hunter cannot cast this spell, or any of the other Declare Hunt spells again until the target of this hunt has been found and killed.

While this hunt is in effect the caster gains the target's level as a bonus to both OB and DB in any combat that is directly connected to the hunt. The caster must complete the hunt within a number of days equal to their own level or they lose the bonus OB and DB and operate at half power points. When the hunt is complete, the hunter regains lost power points.

7. **Forward Charge**—This spell can only be cast when the target of a hunt is within sight. It allows the caster to move at 110% normal speed toward the target and still have a full action for combat purposes. Caster must take all of their movement and must take the most direct route between themselves and their target or the spell will end. The spell will also end when they reach the target. The caster is free to attack anyone else who they wish so long as they continue to move in the movement phase of every round.

8. **Combat Trance**—May only be cast while in combat with the target of a hunt. All combat effects that would stun the caster are ignored, and all effects that would make the caster stunned and unable to parry count as stunned. While this spell is in effect, the caster must make a full attack on the target every round. This spell cannot be used with the frenzy skill.

10. **Retributive Strike**—Caster summons the remainder of their life force into a single blast, destroying their soul and doing a tremendous amount of damage to the target. The blast is ten yards long and one yard wide. It attacks as 10 separate +50 Firebolt attacks.

11. **Shadow Walk**—Allows the caster to step into a shadow and step out of another shadow up to 100 feet away. Both shadows must be large enough to conceal the caster and there must be no barriers between the two shadows.

12. **Psychic Battle**—If the caster can make eye contact with the target of a hunt then he can lock him in psychic battle. The target must make a Resistance Roll or lose 10% of his concussion points and be stunned one round for every 10% failure.

CLOSED ARCANE LIST 14.5.2

THE HUNT

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Declare Hunt I	caster	varies	self	U
2	Empathy	caster	varies	self	U
3	Tracking	caster	varies	self	U
4	Memory	caster	1 rnd	self	U
5	Charge Weapon	1 weapon	1rnd/ level	touch	E
6	Declare Hunt II	caster	varies	self	U
7	Forward Charge	caster	varies	self	U
8	Combat Trance	caster	1rd/ level	self	U
10	Retributive Strike I	10'R	—	self	E
11	Shadow Walk	caster	—	100'	U
12	Psychic Battle	1 target	—	sight	Fm
13					
14	True Strike	1 weapon	1rnd/ level	touch	E
15	Declare Hunt III	caster	varies	self	U
16					
17					
18					
19					
20	Retributive Strike II	10'R	—	self	E
25	Containment Dome	target + caster	varies	self	E
30					
50	Slaying Strike	1 weapon	1rnd/ level	touch	E

14. **True Strike**—This spell is cast on one weapon, the enchanted weapon will ignore all forms of magical protection so long as it is being used against the target of a hunt.

15. **Declare Hunt III**—The caster of this spell declares the target of a hunt, who must be within sight. The hunter cannot cast this spell, or any of the other Declare Hunt spells again, until the target of this hunt has been found and killed.

While this hunt is in effect, the caster gains twice the target's level as a bonus to both OB and DB in any combat that is directly connected to the hunt. The caster must complete the hunt within a number of days equal to their own level or they die.

20. **Retributive Strike II**—Caster summons the remainder of their life force into a single blast, killing themselves and doing a tremendous amount of damage to the target. The blast is ten yards long and one yard wide. It does 20d10 plus 2d10 for every level above 1 of the caster.

25. **Containment Dome**—Creates an impenetrable dome around the hunter and the target of a hunt. Neither one can leave the dome until one is killed.

50. **Slaying Strike**—Bestows the property 'of slaying' upon one weapon allowing the weapon to deliver slaying criticals against the target of a hunt for the duration of the spell.

SPECIAL NOTE

None of the spells on this list are available until the caster has cast one of the Declare Hunt spells (I, II, or III). Then all spells on the list usable by the caster become available.



CHAMUR THE VAULT LIST 14.6.1 THE VAULT OPENED

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Star Tongue	1 target	C	100'	U
2	Path of Chamur	6 people	varies	near	U
3	Invoke the Cloak	1 target	1 hr	touch	U
4	Detect Earth Node	1 node	C	1 mile	Is
5	Safety of Chamur	1 camp	10 hrs	10'	U
6	Invoke the Book	caster	1 question	self	U
7	Find Node	self	—	special	I
8	Node Sense	self	—	special	I
9					
10	Invoke the Archer	caster	1 minute	100'	DE
11	Offering to Chamur	target	P	touch	U
12	Star Shout	caster	C	100 miles	U
13					
14					
15	Ley Traveler	1 group	1 day	2 nodes	U
16					
17					
18					
19					
20	Invoke the Hope	starcaster	1 rnd	self	U
25	Invoke the Dragon	10' wide	—	100'	EB
30					
50	True Gift of Chamur	target	P	touch	U

10. **Invoke the Archer**—Creates a bow of stars. The caster can fire one shock bolt per round using his bow OB. At any time the caster may fire a final shot which attacks as a lightning bolt.

11. **Offering to Chamur**—Target may purge themselves of Taint by spending one power point for every point of permanent Taint they wish to have removed.

12. **Star Shout**—Caster can mentally communicate with any one individual who knows the Star Tongue spell. Caster must have had previous Star Tongue contact with the target, and both caster and target must be under the open night sky.

15. **Lay Traveler**—Creates a glowing tube in a straight line between two Earth Nodes. The tube and everyone inside it are invisible to anyone outside the tube who is not within one of the two Earth Nodes. Any who leave the tube will not be able to find it to reenter unless they return to one of the two Earth Nodes.

20. **Invoke the Hope Star**—Gives the caster a +10 to their next roll if that roll is made within 1 round.

25. **Invoke the Dragon**—Allows the caster to breathe a swath of fire 100' long, 1' wide at the base and 10' wide at the end. The fire attacks as a +80 fire bolt, but only affects Demons.

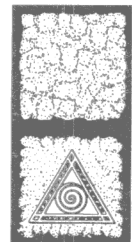
50. **True Gift of Chamur**—Target may purge themselves of permanent Taint by spending one power point for every point of permanent Taint they wish to have removed.

SPECIAL NOTE

The Vault Opened becomes available for development to any character who worships Chamur the Vault and who develops ranks in star gazing equal to their level. Should the number of ranks of star gazing ever drop below their level then they loose the ability to cast spells from this list until such time as the star gazing ranks equal or exceed their level.

THE VAULT OPENED

1. **Star Tongue**—Caster may mentally speak with anyone else who knows this spell and is within range.
2. **Path of Chamur**—Cast upon a group not to exceed six people in size. Allows the group to travel with a decreased chance of being encountered by random predators and creatures of Unlife. Decreases the chance of a violent random encounter by 50%. This does not affect the ability of anything already following the group. The spell will last until the group stops to rest.
3. **Invoke the Cloak**—Target will remain warm and dry regardless of the weather.
4. **Detect Earth Node**—Caster knows the direction and location of any Earth Nodes within the range of the spell.
5. **Safety of Chamur**—Cast upon a camp. Works like the Path of Chamur, decreasing the chance of a violent random encounter by 50%.
6. **Invoke the Book**—Caster may ask one yes or no question to which they will receive an answer. Questions which are not 100% answerable will be answered with "probably," "unlikely," or no answer.
7. **Find Node**—Tells the caster the direction and distance to the nearest Earth Node.
8. **Node Sense**—Tells the caster the type and location of any creature inside of an Earth Node in which the caster is also located.



HUMAN MASTERY

1. **Eye Lock**—Caster may pick any single target within line of sight who is able to see the caster as the target of the spell. If the target fails to resist the spell, the target can take no action other than standing in place, looking into the eyes of the caster. This condition will continue until either the caster drops the spell or the line of sight is broken.
2. **Telepathy**—Allows the caster to transmit words directly into the mind of the target.
3. **Probe**—May only be cast on a target who is already under the influence of an Eye Lock spell. Casting a probe does not interfere in any way with the caster maintaining the Eye Lock. If the target fails an RR, the caster may search through the target's memories, watching any they wish. The memories are replayed for the caster at the same speed at which they happened.
4. **Fear I**—All who wish to approach within ten feet must make a RR or be unable to approach. Those who fail the RR will be unable to make a second attempt until the spell wears off.
5. **Fear Seed**—May only be cast on a target who is already under the influence of an Eye Lock spell. Casting a Fear Seed does not interfere in anyway with the caster maintaining the Eye Lock. If the target fails an RR, the caster can choose any one person, place or thing that will be treated by the target as if it had a Fear II cast upon it. The target may attempt to overcome the Fear Seed once per day.
7. **Fear II**—As Fear I except the radius of the fear is extended to one hundred feet.
9. **Coma**—May only be cast on a target who is already under the influence of an Eye Lock spell. Casting a Coma does not interfere in any way with the caster maintaining the Eye Lock. If the target fails the RR, they fall into a coma. The duration of the coma is 1 month for every ten percent failure.
10. **Fear III**—As Fear I except the spell effect is extended to any who wish to attack the caster. Attackers who are attacking from range get a +1 to their RR for every foot of distance greater than one hundred between them and the caster.
11. **Master Fear Seed**—As Fear Seed except the target may attempt to overcome the fear once per year.
12. **Terror I**—Cast on a single target. If the target fails by more than 50 they die of fright. If the target fails by less than 50 they react as Coma. Target who make their RR but by less than 20 suffer the effects of a Fear III spell.
13. **Brain Wash**—May only be cast on a target who is already under the influence of an Eye Lock spell. Casting a Brain Wash does not interfere in any way with the caster maintaining the Eye Lock. If the target fails the RR, the caster can take up to one hour's worth of their memories and change them in any way the caster desires. The target is allowed a second RR any time they encounter evidence that directly contradicts the implanted memories.
14. **Command**—May only be cast on a target who is all ready under the influence of an Eye Lock spell. Casting a Command does not interfere in any way with the caster maintaining the Eye Lock. If the target fails an RR, the caster can issue any command of three words or less, which the target must attempt to carry out to the best of their ability. If the command involves killing themselves or performing an action that is grossly out of character, the target is allowed a second RR at +50 just before they act.

ULPIR SPELL LIST 14.7.1

HUMAN MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Eye Lock	target	C	sight	Um
2	Telepathy	target	10 min/level	500'	Um
3	Probe	target	C	sight	Um
4	Fear I	10' R	1 rnd/level	self	P
5	Fear Seed	target	varies	touch	Um
6					
7	Fear II	100'	1 rnd/level	self	P
8					
9	Coma	target	varies	sight	Um
10	Fear III	varies	1 rnd/level	self	P
11	Master Fear Seed	target	varies	touch	Um
12	Terror I	target	varies	100'	Um
13	Brain Wash	target	varies	touch	Um
14	Command	target	varies	sight	Um
15	Soul Destruction	target	P	sight	Um
16					
17					
18					
19					
20	Dominate	target	C	sight	Um
25	Possession	target	C	touch	Um
30					
50	Mass Command	targets	special	sight	Um

15. **Soul Destruction**—As Coma except that if the target fails their RR, their soul is destroyed, instantly killing them. The caster receives Life Points as if they had killed the target using their hands.

20. **Dominate**—May only be cast on a target who is already under the influence of an Eye Lock spell. Casting a Dominate does not interfere in any way with the caster maintaining the Eye Lock. If the target fails an RR, the caster has complete control over the actions of the target. While maintaining this spell the caster sees through the eyes of the target, not their own, so all Perception rolls made by their own body are at -100. If the caster should choose to speak through the mouth of the individual they control, the speech is in the caster's voice.

The maximum duration the caster can maintain the Dominate spell for is one minute for every five percent failure on the original RR.

25. **Possession**—As Dominate except the duration is as long as the caster wishes to maintain the spell.

50. **Mass Command**—As Command except it may be cast on any group of individuals already working in concert. Eye Lock is not required. Each individual roles RR separately.



ULPIR SPELL LIST 14.7.2

HERDING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Brand	target	P	touch	P
2	Fatten	target	P	touch	P
3	Detect Brand	target	1 min	1 mile/lvl	P
4	Fertility	varies	1 month	100'	P
5	Immunization	target	5 years	touch	P
6	Twins	target	P	touch	P
7	Dull I	target	P	100'	P
8	Lethargy I	target	P	100'	P
9	Stupefy I	target	P	100'	P
10					
11	Triplets	target	P	touch	P
12	Dull II	target	P	100'	P
13	Lethargy II	target	P	100'	P
14	Stupefy II	target	P	100'	P
15					
16	Quadruplets	target	P	touch	P
17					
18	Dull III	target	P	100'	P
19	Lethargy III	target	P	100'	P
20	Stupefy III	target	P	100'	P
25	Calm	varies	—	100'	Um
50	Mass Calm	varies	—	50'	Um

HERDING WAYS

- Brand**—Places a brand on the target that can be magically detected by the Ulpir. The brand will appear as a mark that can be in any shape the Ulpir wishes, so long as the Ulpir can draw it. The mark will appear on the target at the location the Ulpir touches.
- Fatten**—Causes the target to eat far more than they need to so long as food is available. The end result is that over several month they will gain weight. As a side effect, they are worth half again as many Life Points as normal.
- Detect Brand**—For one minute the Ulpir will know the exact location of any one target who has a brand they have placed. The range of this spell is the level of the Ulpir in miles.
- Fertility**—Causes the target to be unusually fertile, increasing the chance of successful fertilization to 97% so long as both parties involved are under the effects of the spell. Should only one party who is involved be under the effects of the spell, the chance is reduced to 50%. The number of targets who can be effected is equal to twice the caster's level, so long as they are all within 100 feet of the caster at the time of casting.
- Immunization**—Gives the target a +30 to resist disease and infection for the duration of the spell. This spell is only usable on a target once in their lifetime and is most often used on children, who are more vulnerable to disease or infection.

- Twins**—Must be cast within the first three months of pregnancy. Guarantees that the birth will be twins, but also introduces a 5% chance that the children will be born Tainted mutants.
- Dull I**—Only affects children under the age of three. Reduces the Empathy and Memory of the target by 5%. The number of targets who can be effected is equal to twice the caster's level, so long as they are all within 100 feet of the caster at the time of spell casting.
If multiple Dull spells are cast on a single target only the strongest one takes effect.
- Lethargy I**—As Dull I except the Self Discipline and Quickness of the target are reduced by 5%.
- Stupefy I**—As Dull I except the Reasoning and Intuition of the target are reduced by 5%.
- Triplets**—As Twins except triplets will be born and the chance of mutation is 10%.
- Dull II**—As Dull I except the Empathy and Memory of the target are reduced by 10%.
- Lethargy II**—As Dull I except the Self Discipline and Quickness of the target are reduced by 10%.
- Stupefy II**—As Dull I except the Reasoning and Intuition of the target are reduced by 10%.
- Quadruplets**—As Twins except quadruplets will be born and the chance of mutation is 15%.
- Dull III**—As Dull I except the Empathy and Memory of the target are reduced by 15%.
- Lethargy III**—As Dull I except the Self Discipline and Quickness of the target are reduced by 15%.
- Stupefy III**—As Dull I except the Reasoning and Intuition of the target are reduced by 15%.
- Calm**—Calms a number of targets up to the casters level who are within 50 feet of the caster.
- Mass Calm**—Calms a number of targets up to twice the caster's level who are within 100 feet of the caster.



MASTER OF THE LAND

1. **Detect Earth Node**—Allows the caster to know the location of the nearest Earth Node, provided the Earth Node is within the caster's level in miles.
4. **Node Alarm**—Can be cast on any Earth Node that the caster has cast the Claim Earth Node spell on first. Tells the caster anytime someone enters or leaves the Earth Node.
10. **Claim Earth Node**—Claims the power of an Earth Node to be the casters. Anyone who wants to use the Earth Node must first break the caster's hold on it by making an RR against the caster's level. The caster will know when any attempt to break their hold on the Earth Node is made. This spell takes one hour to cast. Any attempt to break this spell takes one hour. The caster becomes aware of any attempt to break his hold on the Earth Node at the beginning of the attempt.
11. **Lands Empathy**—This spell may only be cast within the confines of an Earth Node that is controlled by the caster. While this spell is in effect, any time an event of significance to the area within fifty miles of the Earth Node happens, such as a rock slide, a fire or other major event, the caster can roll 2x EM bonus + d100 breaking 100 to know what has happened and the location.
12. **Weather Empathy**—As Lands Empathy except the caster can know the weather at any location within fifty miles of the Earth Node.
15. **Mass Familiar**—Allows the caster to choose one type of animal which will act as an extension of themselves. Animals of that type will gather from up to a hundred miles around to the home of the caster. Anytime the animals see something that would be of interest to the caster the caster may make a roll 2x Em bonus + d100 breaking 100 to notice it.
Common appropriate animals are rats, wolves, and crows. This spell will not affect specific animals who are magically tied to another or who are above average intelligence for their species.
20. **Foot prints echo**—As Lands Empathy except a roll is allowed any time a human crosses the fifty mile radius.
25. **Names Echo**—As Land Empathy except the caster can roll every time their name is mentioned with the fifty mile radius.
50. **Weather Mastery**—Causes the weather in the area around a controlled Earth Node to reflect the mood of the Earth Node's controller. The controller has a small amount of control as to how the weather manifests itself, but cannot totally direct it.

Example: *The caster could be in a bad mood and have that manifest as a storm but could not say where the lightning from the storm was going to strike.*

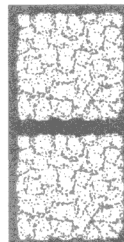
ULPIR SPELL LIST 14.7.3

MASTER OF THE LAND

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Earth Node	node	—	1 mi/lvl	P
2					
3					
4	Node Alarm	node	P	touch	P
5					
6					
7					
8					
9					
10	Claim Earth Node	node	P	touch	P
11	Land Empathy	node + 50 mi	P	touch	P
12	Weather Empathy	node + 50 mi	P	touch	P
13					
14	Mass Familiar	100 mi	1 year	special	P
15					
16					
17					
18					
19					
20	Foot Prints Echo	node + 50 mi	P	touch	P
25	Names Echo	node + 50 mi	1 year	touch	P
30					
50	Weather Mastery	node	P	special	P

SPECIAL NOTES

This spell list is appropriate both for Ulpir and Demon Princes who have crossed over to the Scarthen World. Anyone who has the power to convert Essence into Unlife could learn and use this list, given the proper training.



CLOSED ARCANE LIST 14.8.1

DRAGONS WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Drake Tongue	caster	C	sight	P
2					
3					
4					
5	Earth Sense	caster	C	1 mi/lvl	I
6	Create Druid Garden	1 garden	P	10'	P
7	Create Druid circle	1 circle	P	10'	P
8	Hibernate	caster	varies	self	U
9	Create Druid Grove	1 grove	P	10'	P
10	Radiate Power	10'	1 rnd/level	self	F
11	Mind Scan	1 target	1 rnd/level	100'	Fm
12					
13					
14					
15	Remove Taint	1 target	P	touch	P
20	Shape of the Dragon	caster	P	self	U
21	Dragon Hearth	1 grove	P	10'	U
22					
23	Fly	1 target	1 min/level	touch	U
24	Breath Weapon	100'	—	varies	DE
25	Awaken the Dragon	1 target	P	touch	P
30	Breath Cloud	100'	—	varies	E
35	Familiar	1 target	P	touch	P
50	Assume Human Form	caster	varies	self	U

11. **Mind Scan**—Allows the caster to read the surface thoughts and emotions of any one individual.

15. **Remove Taint**—This spell cannot be cast on creatures or items of Unlife. Each casting of the spell removes one point of permanent Taint. This spell can only be cast once per day on any given individual and must be cast while inside of a Druid circle.

20. **Shape of the Dragon**—Changes the caster into a Dragon. The size, shape, color, and abilities of the Dragon depends on the caster. Refer to the Dragon transformation chart.

21. **Dragon Hearth**—Can only be cast if the caster has transformed into a Dragon. If cast on a Druid circle that the caster has created, then it gives a permanent Earth Sense centered on that location. In addition, it allows the Dragon to channel power from or to any individual who is willing and is in the Druid circle, regardless of the distance the Dragon is from the circle. However, if anyone ever destroys the circle by smashing the altar in its center, the Dragon will die in ten rounds.

23. **Fly**—Target can fly at a rate of 50' per second. If the target is a Dragon then they will be able to fly at a rate as determined by their form.

24. **Breath Weapon**—Casting this spell allows a Dragon to breath their appropriate breath weapon as determined by their form.

25. **Awaken the Dragon**—Takes one hour to cast. Gives the target the ability to study and learn this spell list.

30. **Breath Cloud**—As Breath Weapon except the Dragon will breath the appropriate cloud.

35. **Familiar**—Allows the Dragon to take a human as a familiar. The human must be no higher than 1/10th the level of the Dragon; should the human ever exceed that level, the spell will end. While this spell is in effect the Dragon can at will see through the eyes of the human and cast spells through the human so long as they are within ten miles of each other. Should either die, the survivor will operate at -50 for one day and -15 for one month.

50. **Assume Human Form**—Allows a Dragon to assume human form again. They can at will change back to Dragon form, which is still considered their natural form.

DRAGONS WAY

1. **Drake Tongue**—Caster may mentally speak with any individual who also has this spell list.

5. **Earth Sense**—Gives the caster an innate sense of the overall level of Taint in the area. Also tells the caster if that level has changed significantly recently and if there are any concentrations of Taint or Essence.

6. **Create Druid Garden**—Completely cleanses an area and makes it an acceptable place for the casting of the spells from the Druids Garden spell list. A Druid's Garden must be at least twenty miles from any population center.

7. **Create Druid Circle**—Designates an acceptable location as a Druid circle. The location must be completely surrounded by nature and at least one mile away from the nearest population center. Individuals who travel to the circle can study to learn the Druid spell lists up to 10th level.

8. **Hibernate**—Places the Druid in a death-like trance from which they will not awake until they reach a time declared before they went into the trance. While in this state they will heal at normal rate, need no water or food, and age backwards; a Druid who hibernates for a year will come out physically one year younger.

9. **Create Druid Grove**—Designates an acceptable location as a Druid grove. The location must be completely surrounded by nature and at least twenty mile away from the nearest population center.

Individuals who travel to the grove can study to learn the Druid spell with no level limit. Druid groves are almost always guarded by the people who create them.

10. **Radiate**—Caster radiates an aura of power such that any creature with hostile intent who wishes to approach within 10' must make a Resistant Roll or be stunned. Also gives a +20 to any Leadership or Public Speaking rolls.

SPECIAL NOTE

This spell list cannot be learned, nor can development points be spent on learning it until the Awaken the Dragon Spell has been cast on the individual.



TRUE FAY

CLOSED ARCANES LIST 14.8.2

TRUE FAY

1. **Detect Elemental**—Allows the caster to see Elementals even if they have been forced into hibernation by exposure to Taint. This spell will allow the caster to detect the sleeping Elemental as long as they are within ten yards of each other regardless of what is between them. The caster does not have to see the Elemental to detect it. Elementals buried in stone or under water will be known to the caster.
2. **Awaken Whispling**—Casting this spell empowers an Elemental Whispling to reactivate if it has been forced into hibernation. In general, the Whispling will be well disposed to the caster of the spell, but will do as it wishes. Near the end of the spell's duration the Whispling will seek a safe place to return to hibernation. Exposure to Taint may immediately force the Whispling back into hibernation or reduce the duration of the spell.
3. **Control Whispling**—If successful this allows the caster to speak to the Whispling and have their words understood and obeyed. This does not give the Whispling the ability to speak back to the caster, although the caster may give orders such as, "If the answer is yes, spin in a circle," to facilitate communication.
4. **Detect Lesser Fay**—As Detect Elemental except the caster will detect Dryad, Satyr, Gnome, and Pixie in hibernation.
5. **Elemental Speech**—Grants the target Elemental the ability to speak in the caster's native tongue.
6. **Awaken Lesser Elemental**—As Awaken Whispling except the target may be a lesser Elemental.
7. **Control Lesser Elemental**—As Control Whispling except the target may be a Lesser Elemental.
8. **Awaken Lesser Elemental**—As Awaken Whispling except the caster will be able to awaken Dryad, Satyr, Gnome, and Pixie from hibernation.
9. **Awaken Elemental**—As Awaken Whispling except the target may be an Elemental.
10. **Control Elemental**—As with Control Whispling except the target may be an Elemental.
11. **Detect**—As Detect Elemental except the caster will detect Elf, Dwarf, Troll, and Greater Fay in hibernation.
13. **Fay Speech**—While this spell is in effect, the caster may speak with Elemental or Fay who are still in hibernation without drawing them fully out of hibernation.
14. **Awaken Greater Elemental**—As Awaken Whispling except the target may be a Greater Elemental.
15. **Control Greater Elemental**—As with Control Whispling except the target may be a Greater Elemental.
16. **Awaken Fay**—As awaken Whispling except the caster will be able to awaken Elf, Dwarf, Troll, and Greater Fay from hibernation.

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Elemental	10'	1 rnd/level	10'	Is
2	Awaken Whispling	1 whispling	1 hr/level	10'	P
3	Control Whispling	1 whispling	1 hr/level	10'	F
4	Detect Less. Fay	10'	1 rnd/level	10'	Is
5	Elemental Speech	1 elemental	1 min/level	10'	P
6	Awaken Less. Ele.	1 elemental	1 hr/level	10'	P
7	Control Less. Ele.	1 elemental	1 hr/level	10'	F
8	Awaken Less. Fay	1 fay	1 hr/level	10'	P
9	Awaken Elemental	1 elemental	1 hr/level	10'	P
10	Control Elemental	1 elemental	1 hr/level	10'	F
11	Detect Fay	10'	1 rnd/level	10'	Is
12					
13	Fay Speech	1 fay	1 min/level	self	P
14	Awaken Great. Ele.	1 elemental	1 hr/level	10'	P
15	Control Great. Ele.	1 elemental	1 hr/level	10'	F
16	Awaken Fay	1 fay	1 hr/level	10'	P
17					
18					
19					
20	Master Elemental	1 elemental	P	10'	F
25	Awaken True	1 elemental/fay	1 year	10'	P
50	Enter Fay	1 target	1 hr	touch	U

20. **Master Elemental**—Once this spell is cast on an Elemental, the Elemental will be under the complete control of the caster provided that no one else already controls that Elemental. The maximum Elementals that one spell caster can control is the caster's level divided by ten.

25. **Awaken True**—As Awaken Whispling except this spell may be cast on any Elemental or Fay, and it may be recast at the end of the year to prevent the Elemental or Fay from returning to hibernation.

50. **Enter Fay**—Sends the target of the spell into the land of the Fay for one hour. This spell is most effective on willing recipients. Non-willing targets can resist at twice their level.

SPECIAL NOTE

This list is granted to favored worshipers of Sula'fay who are not necessarily priests, granting them access to knowledge of the Fay.



PART III FOR THE GAMEMASTER



15.0 TONE AND MOOD

Part III

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15.0, 15.1,
15.2

Tone and
Mood

The Life
Stream of the
World

Taint

The Scarthen World is a dark and foreboding place. The land is corrupted and the few humans who manage to survive are no longer at the top of the food chain. They are hunted by the creatures of Unlife. Human villages pay tithes of blood to their inhuman masters. And lying in the background, deep in the shadows, is the specter of the Demonic hordes, desperate to bring suffering to all life on the planet.

The Scarthen World is a place desperate for heroes yet, terribly frightened of them. The last people to rise up and save the world were the Ulpir, so the people of the world are understandably suspicious and paranoid. They fear what they want and want what they fear. They trust no one, not even themselves. They believe in no one and nothing and are desperate for something or someone to believe in.

Characters in this world are as often endangered by frightened villagers as they are by those creatures who stalk the night. The mood of the Scarthen World should be dark, gloomy, foreboding and almost hopeless. Characters who try to make a difference should be treated as if they must be a bit crazy. Anti-heroes are common—characters who are thrust into the role of hero against their will. For inspiration we recommend movies as diverse as the old Hammer Horror movies, especially those that take place in lonely terrified villages, to some old westerns in which a drifter comes into a persecuted town and ends up, against his will, saving the day.

15.1 THE LIFE STREAM OF THE WORLD

Essence flows through all things in the world. It has been known by many names—spirit, chi, ki, ilmu. It is the energy that is life. Without Essence you have only dead matter. But just as there is anti-matter to matter, there is Unlife to Life. Unlife is not the absence of life, it is the antithesis of life. And where there is Unlife there is Taint. Taint is the Unlife equivalent of Essence.

Essence flows through the world like blood flows through human bodies. The veins and arteries of the world are called Ley Lines. And where they meet are called Earthnodes. These Nodes are places of great power. Druids build groves on them, churches are often built on them (sometimes unconsciously).

Unfortunately, Taint flows also. If a Ley Line becomes Tainted it threatens all the Earthnodes with which it is connected. If a Node becomes tainted all Ley Lines that emerge from it are at risk. Thus, Nodes must be protected both physically and magically.

15.2 TAINT

In the open lands, Taint often runs uninhibited. It festers, it grows, and it consumes. As the presence of Taint begins to spread, it infects the natural flora and fauna of the land. The manifestations of Taint and Unlife are diverse. Effects can range from subtle changes of the ecosystem, such as ailing plants and animals or herbs failing to grow; to more blatant mutations such as twisted and strange creatures.

15.2.1 • TAIN'T POINTS

When a character interacts with Unlife, they begin to become Tainted with Unlife. Taint points are the method by which the amount of Taint a character has accrued is tracked. From this, the character's chance of mutation can be determined. Two kinds of Taint points accrue: permanent and temporary. Permanent Taint is Taint that has become part of the character's being through prolonged exposure. Permanent Taint is extremely difficult to remove. Temporary Taint is the Taint that the character is currently carrying that will become permanent if the character does not cleanse himself. Temporary Taint is always at least equal to the character's Permanent Taint.

Every month (generally on the night of the new moon), the character's permanent Taint is increased according to the following formula:

(Temporary Taint - Permanent Taint) / 10

Their temporary Taint score should be reduced by the same amount.

Example: *Alish Collins is a Demonologist with 24 points of permanent Taint and 63 points of temporary Taint. On the night of the new moon, she acquires additional permanent Taint. Her current temporary Taint level is 64 and her permanent Taint level is 24. She gains another 4 points of permanent Taint to bring her permanent Taint to 28, but her temporary Taint level drops to 60.*

$(64 (\text{temporary Taint}) - 24 (\text{permanent Taint}) / 10 = 4.$

Add 4 to permanent Taint $(24 + 4) = 28.$

Subtract 4 from temporary Taint $(64 - 4) = 60.$

15.2.2 • GAINING TAIN'T

Taint points are gained when a character interacts with Taint in any way. Channeling power points to Demons or creatures of Unlife gives Taint, as does summoning of such creatures or opening gates. Binding with a Demon can give the character permanent Taint, and many magical items that contain bound Demons give the character who carries or uses them Taint on a daily basis.

Regions of high Taint may also give the character Taint points, as will close interaction with Tainted creatures. The following list is a guide for Gamemasters to use when determining how much Taint a character acquires during the course of a day.

Taint from Tainted Land (+0 to +5 points per month)—

This is the Taint that saturates the land, the water, and all who live within the land. In a free village where Taint is hunted and destroyed, Taint levels will be so low as to have no effect. In wild lands not controlled by Ulpir, Taint levels will be one point per month. Within an Ulpir territory, one to two points per month is normal, depending on how much effort the Ulpir and their servants spend hunting and destroying the signs of Taint. Inside of an Ulpir's stronghold or a Demonologist's camp, three points per month is standard. Inside a stronghold where Demons have been summoned, four points per month is normal. In the border zone (between demon lands and

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others), characters will accrue five points per month. Characters' Taint increases based on the type of terrain they spent the most time in over the course of the month.

Taint from Demons (+1 to +6 points)—Close interaction with a Demon, will give half the Demon's type in Taint points. Any combat that lasts longer than 6 rounds, or results in the character being wounded or being splashed with Demonic blood counts as close interaction. Any wound a character inflicts on a Demon that cause bleeding will result in the character being covered with blood unless they specifically state that they are attempting to avoid it (this statement of avoidance must be made before the attack roll and results in the character only able to use half their OB to attack). Characters must also avoid it while cleaning their weapons after a battle with demons.

If multiple creatures are encountered Taint is gained for each creature separately. If the character is covered in blood or is bleeding from an open wound and exposed to blood, the amount of Taint normally gained is doubled.

Taint from Tainted Creatures [+1 to +2 points]—Physical contact with any creature that has more than 100 permanent Taint for longer than one minute will give one point of Taint. Physical contact with any creature that has more than 200 permanent Taint points for longer than one minute will give 2 Taint points)

Consuming Tainted Food [+5 to +25 points]—Characters who eat Tainted food gain 5 points of Taint if it was a normal creature or plant that came from a Tainted land. They gain 10 points if it was a creature or plant of Taint. Characters who drink Tainted water gain an amount of Taint equal to how much Taint the land carries (1 to 5) times 5 (i.e., 5 to 25 points).

15.2.3 • EFFECTS OF TAIN

When a character has accrued any Taint, the following rules apply to him.

- He must always make a Spell Casting Static Maneuver (no spells are automatic). In addition, the character's permanent Taint points act as a penalty to the Spell Casting Static Maneuver.
- He suffers a penalty equal to his permanent Taint on all Meditation attempts (including Cleansing Trance).
- He must check for mutations once every phase of the moon. Roll d100 (not open-ended) and add 10% of their permanent Taint score. If the result is over 100, they mutate (see Section 15.3 for more information on mutations).
- When he has 100 points of permanent Taint, he will begin to be partially effected by spells and items that only effect creatures of Taint. He will give one point of Taint to any creature he touches. In addition, he gives one point of Taint to anyone he touches for more than one minute.

- When he has 200 points of permanent Taint, he will count as a creature of Taint (for all spell effects). In addition, he gives two points of Taint to anyone he touches for more than one minute.

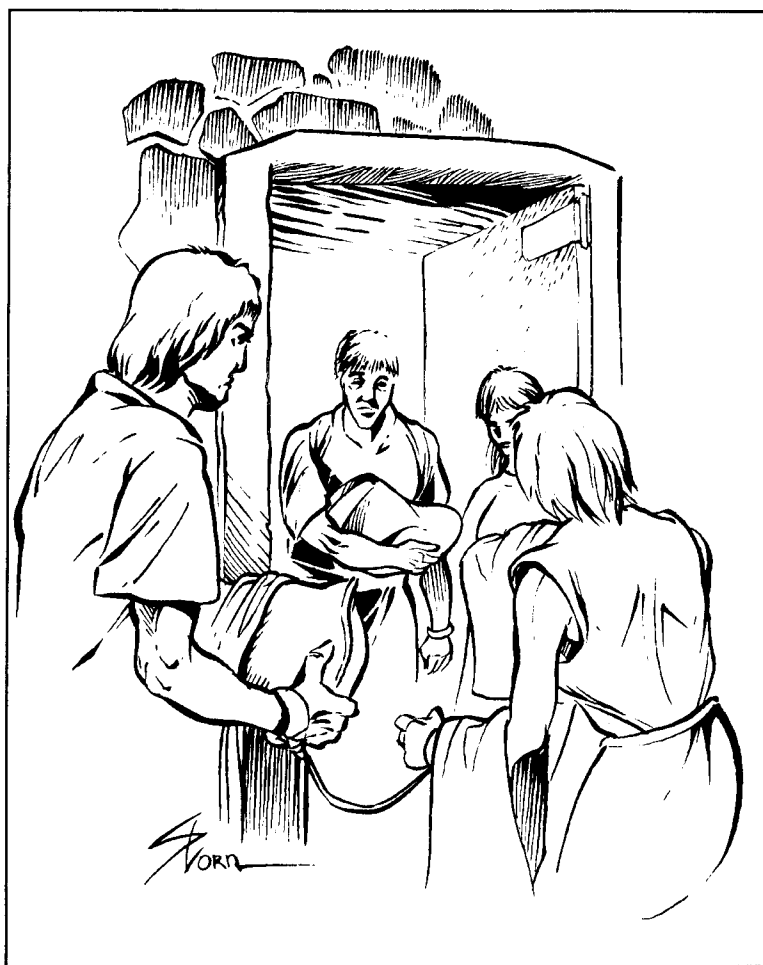
15.2.4 • REMOVING TAIN

The simplest way for a character to remove Taint is to have and use the Cleansing Trance skill. Cleansing Trance can be used to remove Temporary Taint points. Characters must meditate for at least one-half hour. For each half hour a character meditates he may roll on the Meditation Chart (shown in Section 9.0).

A character can also use Cleansing Trance to aid someone who does not have the Cleansing Trance skill. To do this they must sit quietly with the person whose Taint they are attempting to remove. Consult the Meditation Chart for results. However, instead of removing Taint, the Taint is transferred to the person with the Cleansing Trance skill. They must then meditate for themselves to remove their own Taint.

In the Ulpir controlled lands, cleansing Taint through Cleansing Trance on ritual holidays (usually one day out of seven) has become the norm. This is because taint interferes with an Ulpir's ability to feed (see below). Mothers will spend hours each day cleansing first themselves and then their children.

Both Druids and Clerics of Sula'fay are capable of removing Taint, although only the Clerics of Sula'fay can remove Permanent Taint, and the process can be quite painful and dangerous. Clerics of Sula'fay can also protect their followers through the use of spells (see Section 11.0).



There are also herbs that can affect Taint. Black Soulfire, while extremely rare, lowers Permanent Taint levels. There are two other herbs that affect Taint that are not listed on the general herb list. The reason for this is that both are not generally recognized as herbs and they only grow in two locations in the Scarthen World. The first is Sludge Moss, a dark green-black moss that absorbs and holds water. It only grows in the Border Zone and is rare even there. It must be diluted to a one percent concentration and boiled for ten hours, or it acts as a level 10 poison that brings brain death to the drinker in d10 seconds. Once properly prepared, one dose a day can be taken to give the user a resistance to Taint; all acquired Taint is lowered by half. The second herb is called the Tears of Lucard. It is a vine that climbs the west wall of Castle Lucard. The white flower can be eaten to remove 10-100 points of temporary Taint and 10 points of permanent Taint.

15.3 MUTATIONS

In the following charts, mutations and their effects can be determined. Roll on the severity chart first, then roll for the type of mutation.

MUTATION SEVERITY CHART

Roll	Effect
01	Roll twice more on this table ignoring results of 01.
02-04	Gain one new mutation and increase the severity of all old mutations by one level. GMs may either roll randomly or choose which mutation is increased.
05-10	Increase the severity of all mutations by one level. GMs may either roll randomly or choose which mutation is increased.
11-20	Gain two new mutations and increase the severity of one old mutation by one level. GMs may either roll randomly or choose which mutation is increased.
21-40	Increase the severity of one old mutation by 1-6 levels. GMs may either roll randomly or choose which mutation is increased.
41-65	Gain one new mutation.
66	Increase the severity of one mutation by two levels. GMs may either roll randomly or choose which mutation is increased.
67-96	Increase the severity of one mutation by one level. GMs may either roll randomly or choose which mutation is increased.
97-99	No severe mutation, no visible or game effect.
00	Decrease the severity of one mutation by one level. GMs may either roll randomly or choose which mutation is decreased.

Note: Some Gamemasters will not wish to use the Mutation Type Table but will instead wish to choose the mutation that they feel fits the character. The best way to do this is for the player to roll three times on this table to choose three separate mutations and for the Gamemaster to choose which one applies.

MUTATION TYPE CHART

01-04	Aging
05-08	Animal Hatred
09	Blood Replacement •
10-11	Bruising from the Inside
12-13	Calcium Deposits
14-19	Cannibalistic Tendencies
20	Cat Eyes •
21	Change Skin, Hair of Fingernail Color
22-23	Color Blind
24-25	Compulsive Eating
26-27	Decreased Bone Stability
28-30	Decreased Weight
31	Density Loss •
32-33	Deafness
34-36	Dripping Flesh
37-39	Fits
40-41	Flesh Burns From the Inside
42	Glow
43	Growing Teeth
44-46	Hair Loss
47-49	Headaches
50	Heat Generated
51-52	Increased Breathing Rate
53-54	Increased Metabolism
55-57	Increased Weight
58-61	Insensitivity to Pain
62-63	Interior Bleeding/Dysentery
64-66	Light Burns Skin and Eyes
67-69	Loss of Emotion
70	Multiple Personalities
71-72	Narcolepsy
73-75	No Self Worth
76-77	No Strength Control
78-79	Pyrophobia
80-81	Random Paralysis
82-84	Ridged Skin
85-89	Scabbing and Dripping Cysts
90-93	Scaling and Shedding skin
94-96	Sensory Overload
97-99	Sensitized Skin
100	Stability •

Note: Certain mutations (marked with a •) may not be appropriate for a character who is not already severely mutated. GMs should consider having a player reroll any inappropriate result.

Aging—For every level of mutation, the characters skin and hair ages 10 years. At first this will prove no real disadvantage and may even fool some people into letting down their guard. Eventually the character will suffer the affects of aging (slowed healing, sensitivity to temperature, susceptibility to disease etc.).

Animal Hatred—Due to the unnatural Taint that is in this character, many animals and individuals with high intuitions will feel uncomfortable when the character comes near. The level number of this mutation is both the range in yards at which others will begin to feel the presence of the character and the Intuition Bonus that they gain when rolling to see if they detect the Taint in the character. An

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Taint

Mutations

Mutation
Severity Chart

Mutation Type
Chart

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Intuition roll of above 100 indicates that the mutant makes whoever made the roll feel uncomfortable. If the roll is above 150, then whoever rolled will recognize the Taint of Unlife in the character.

Blood Replacement—This is a one-time mutation that causes the character's blood to be replaced with a different substance. Some possible suggestions are maggots, acid, ants, white mucus, blood discoloration to green, purple, or any fluorescent color. This does not kill the character but instead the character now uses this medium to function as blood. This will make the character "unpalatable" to many carnivorous creatures, natural and unnatural.

Bruising from the Inside—This mutation indicates that for one reason or another the character's body is beginning to hemorrhage, releasing blood under the skin and causing large dark patches on the body. The level of the mutation is the percent of the body that is generally covered. The bruises are also very painful, so every level of the mutation also subtracts one point from the character's concussion point total. If the bruises are healed, they will come back over a period of one week per level and after a 1-4 day remission period.

Calcium Deposits—This mutation indicates that the body is beginning to store excess calcium on the bones. Every level indicates 30-150 grams of calcium deposited in some area, causing the bone to be lumpy and irregular. As the deposits get larger, the skin begins to show evidence of the deformity. The level of the mutation is the penalty to Appearance as well as the penalty the character suffers to Move/Maneuver rolls.

Cannibalistic Tendencies—The character gets the urge to eat the flesh of creatures of the same race. The level of the mutation is how often per month on average the character will need to satiate this urge. If characters do not eat as often as they must, they can think of nothing else and operate with a cumulative penalty of one point for every missed meal. A meal of appropriate flesh reduces the penalty by two.

Cat Eyes—This is a one time mutation in which the character's eyes move from a horizontal to a vertical orientation, taking on the appearance of a cat's eyes. Characters lose some color sharpness but gain better night vision. As mutation progresses the character has a greater difficulty seeing during the day and will eventually lose all color perception.

Change Skin, Hair or Fingernail Color—This mutation causes the character's skin, hair, or fingernails to change to some abnormal color. The change is gradual and the end color is not evident for the first few levels. After seven levels the character is considered to have changed the color completely. The GM is free to make the color as outlandish or disgusting as he or she wishes. At high degrees of severity, this mutation reduces a person's appearance, creating difficulties in social situations.

Color Blind—As the character gains this mutation, they begin to see colors as shades of black, white, and gray. Every level of this mutation indicates another of the seven colors, red, orange, yellow, green, blue, indigo, and violet, that the character cannot see.

Compulsive Eating—As this mutation begins to take effect the character begins to have the desire to eat at an unnatural rate. With a successful roll over five times the level of the mutation modified by the character's SD modifier, the character succeeds in eating a normal amount for the day. Otherwise the character eats twice what they would normally eat, and gain weight appropriately.

Decreased Bone Stability—This mutation indicates a weakening of the bone structure of the character. Every level of this mutation counts as a +1 on Impact or Crush critical rolled.

Decreased Weight—This mutation indicates that the character is rapidly losing weight. Every level counts as a -1 to the character's CO bonus and a 1% weight loss. NOTE: While obesity will counter the weight loss, the CO loss still takes effect.

Density loss—This mutation indicates that the character's body is gradually moving out of phase with the rest of the world. The character must make a SD roll to affect anything physically. The character must roll versus the level of the mutation times 10. At level 6 the character is considered to have half their original mass and at level 10 the character is translucent. The level of this mutation times five also adds to the character's defensive bonus.

Deafness—Every level of this mutation causes the character to take a -5 to any hearing-based Perception rolls.

Dripping—This mutation causes the character's body to create excess skin, creating first wrinkles at level one, then larger gatherings of flesh and finally baggy sagging folds of flesh that hang off of the character's body at every location. Every level of mutation indicates one half inch of excess flesh on the character.

Fits—This mutation indicates that the character be subject to 1 to 100 (d100) round fits during which they have no recollection of what they are doing and will thrash around, writhing on the ground with all of their strength. The level of the mutation is the number of fits that the character will have per month.

Flesh Burns from the Inside—This mutation indicates that the character's skin is beginning to bubble, crack, and char with no visible explanation. Each burn is extremely painful and takes several months to heal. New burns reoccur at approximately the same rate as they naturally heal. The mutation level is the percentage of the character's body that is in the process of healing at all times and is the penalty the character takes to their concussion point total and to all skills.

Glow—This mutation causes the character to emit light. At level 1, the character emits a slight glow. At level 3 the character emits as much light as a small candle, level 4 radiates the equivalent of a single torch, level 6 a small campfire, level 8 a large campfire, and at level 10 the character emits as much light as a large bonfire. The character will take stalk and hide penalty as appropriate to the light conditions. Refer to the Stalk and Hide static maneuver chart for the appropriate penalties (RMSR p200).

Growing Teeth—This mutation causes one pair of the character's teeth to grow into fangs or tusks. The rate of growth is equal to the level of the mutation in inches per year. They can be used to attack on the Small Bite Attack Table so long as the teeth are under six inches in length, at which point they become unwieldy.



Hair Loss—This mutation causes large clumps of the character's hair to fall out. Every level indicates that 10% of the character's body and head is without hair, so at level 10 the character is completely hairless.

Headaches—This mutation indicates that the character now gets splitting headaches. The level of the mutation is the penalty the character takes due to pain, the number of hours the headaches last, and the number of headaches the character gets per month.

Heat Generated—This mutation causes the character's body to begin to generate extra heat. Every level of the mutation raises the character's average body temperature by 3 degrees. At a high enough level, this mutation can cause clothing to burst into flame. However, the new body temperature is now the character's natural body temperature so hot weather will bother the character less and cold weather more.

Increased Breathing Rate—This mutation causes the character to increase the rate at which they are breathing. Every level of the mutation causes the character's resting breathing rate to increase by 10 breaths per minute. At high levels, this can limit physical activity because of the character's inability to breath fast enough. At extremely high levels it can cause the character to suffocate while laying still. Every level counts as a -5 to CO (both temp and potential) bonus for purposes of determining fatigue only.

Increased Metabolism—Every level of this mutation indicates that the character must eat half again as much as they normally would. A character with two levels of this mutation would eat 1.5 as much as normal and a character with three levels of this mutation would eat 2.75 times as much as normal. In addition to that, every level of this mutation gives the character a +1 to their QU and AG bonus and a -1 to their SD bonus. As the character reaches higher levels of this mutation they will tend to start losing weight due to their inability to eat food at a speed fast enough to supply the body with their needed energy.

Increased Weight—This mutation indicates that the character is rapidly gaining weight. Every level counts as a -1 to the character's CON bonus and a 1% weight gain. NOTE: While decreased weight will counter the weight gain, the CON loss still takes effect.

Insensitivity to Pain—When a character receives even one level of this mutation, they no longer keep track of their own concussion points; but rather the Gamemaster keeps track of them for the character. At any time, the character can take a half action to check on their current status by making a roll above the level of the mutation times 5. (e.g., Bruno, with 6 levels of Insensitivity to Pain, pauses in battle for quick check-up. He must roll 31 or better {>6 levels x 5}. Poor Bruno rolls an 18 and fails to realize there is an arrow in his back. Maybe the bleeding will stop by itself).

Interior Bleeding/Dysentery—As this mutation begins to take effect, the character begins to notice that along with their normal excretion, they are losing a significant amount of blood due to interior bleeding. The level of the mutation is the number of concussion points of blood that the character loses every day. While magical healing will reduce the blood loss for that day, the rate will increase at one point per day until the rate of blood loss is again at levels equal to the level of the mutation.

Light Burns Skin and Eyes—This mutation causes the character's skin and eyes to have an increased sensitivity to light. The effect of this is that when the character is operating in the light the character suffers a penalty equal to the level of the mutation for all actions.

Loss of Emotion—This mutation indicates that the character has begun to lose the ability to feel emotions and care about other creatures. The level of the mutation is a bonus for purposes of resisting spells that play against emotions and also count as a negative empathy modifier.

Multiple Personalities—This mutation causes the character's mind to fragment to cope with stress. The level of the mutation is the number of extra personalities the character has. Each personality has the same skills as the character, but not all of the personalities would use all of the skills in the same way.

Part III

Section 15.3

Mutations



SHADES OF
DARKNESS



Narcolepsy—The level of this mutation is the percentage chance that the character will fall asleep in a stressful situation. These sleeping bouts can last for 1d10 minutes per level of the mutation.

No Self Worth—The character ceases to care for his own personal safety. The character must roll EM Bonus + SD Bonus over level of mutation times 5 to take even the most simple steps to save themselves from personal danger. That roll would be required, for instance to parry, or eat a healing herb, but no roll would be required to attack.

No strength control—A character who has this mutation must roll SD Bonus over the level of mutation times 5 to avoid applying their full strength to even a simple action such as picking up a glass of water or shaking a hand.

Pyromaniac—The character begins to love fire and to have the desire to light things on fire. The character must roll SD Bonus over the level of mutation times 5 to avoid building a fire if presented with a safe opportunity such as a fireplace. In addition, if the SD roll is below the level of the mutation, the character will use anything possible as starting material to build the largest possible fire. This is regardless of personal safety or the safety of companions.

Random Paralysis—The level of this mutation is the number of times during a day that the character may experience a random paralysis for 1 to 6 minutes. Roll a number of times equal to the level of the mutation. Any roll under the level of the mutation times 5 results in temporary paralysis. The character should roll to see what part of the body becomes inert during that period of time: 1- right leg, 2- left leg, 3-right arm, 4- left arm, 5- both legs, 6- neck down.

Ridged Skin—This mutation indicates that the character has begun to grow bony ridges under the skin just above the first layer of muscle. The ridges appear at the surface density of about three per inch and are parallel to each other. The ridges on either end are smaller than the ridges in the middle. As the number of ridges grow, the older ridges get bigger. Every level of the mutation indicates about a square inch of ridges that have appeared. At level 10 the character's natural armor type will change to 3, and at level 20 it will change to 4. However, the level of the mutation is also the Moving Maneuver penalty the character will suffer.

Scabbing and Dripping Cysts—This mutation has several stages. In the first stage, the skin of the character will develop welts between 1/16th of an inch to 1 inch in diameter. The welts will be red and sore to the touch. After some time the welts will open and begin to drip. In the last stage, the cysts scar over and stay dormant. The dormant cysts eventually reopen. Every level of the mutation indicates 3-6 new cysts opening. The cysts tend to stay in patches with occasional new patches opening on other parts of the body.

Scaling and Shedding Skin—This mutation usually starts on the neck and spreads either up onto the face or down the arm, back, or chest with each new level of mutation.

The skin appears first to segment into small squares which then dry, and flake off. The new skin underneath appears red and inflamed and is also segmented. As the mutation continues, the character will have various areas of skin in different stages of the cycle; some skin dead or dying, some dead and hanging from the body with red, inflamed skin showing through underneath. The entire infected area will also itch all of the time often driving the character to claw off both living and dead skin. Every level of the mutation causes about 5 square inches of the character's body to transform. The level of the mutation is also a negative SD modifier.

Sensory Overload—At first, this mutation appears to be a benefit, giving +5 to Perception rolls for every level. However, the character must also make a Resistance Roll against the level of the mutation or go into a fetal position every time a loud noise occurs near to the character. As the mutation increases, the things that upset the character get smaller. It could be walking through a crowd, the sudden change of light, or the touch of a kitten. Any sensory input that the character does not experience daily requires a roll. The amount by which the character misses the roll is the number of rounds the character must spend immobile and curled up after the stimulus has stopped.

Sensitized Skin—Every level of this mutation gives the character a +1 to any action that involves the sense of touch. In addition, every level of mutation causes the character to take an additional -2 to all actions for 3 rounds after being hit, because of pain. When the number of levels of mutation exceeds the character's CON bonus, the character will begin to take the mutation level as a penalty to all actions due to the continuous distraction of the feeling of their own skin. As this mutation begins to increase, characters may begin to be overwhelmed by the feeling of their own clothing, bathing or a slight breeze.

Stability—This mutation causes the character's body to adjust to the presence of Unlife in such a way as to be able to live with Taint and not mutate as severely. This has two effects, both of which change use of the Mutation Severity Table. The roll of 00 is now treated as a roll of 97-99, the non-severe mutation effect. In addition, the character gets a +10 to their roll on the Mutation Severity Table for every level of Stability that they have. Rolls that go beyond the end of the chart should be treated as if they were in the 97-99 range on the chart.



SECRETS OF THE ULPIR

This section explores some of the details of Ulpir life (or rather, Unlife).

16.1 MODELS OF ULPIR GOVERNMENT

There are two primary models by which Ulpir govern their blood stock. The first is a township model in which the Ulpir's blood stock is spread over a larger area and is basically left to self rule. The second model is the camp model in which all of the Ulpir's blood stock are kept in a series of armed work camps and herded from job to job by armed guards.

16.1.1 • THE TOWNSHIP

In the township model humans live in small towns that surround the Ulpir's stronghold. They stay within their own walls where they have a local government and are usually ruled by a mayor. The leadership of the towns is chosen by the Ulpir and is often female. The reason for this is simple; Ulpir do not generally dull the intellect of female children through the use of their breeding spells. Intelligent people are better able to cleanse Taint through Cleansing Trance, and the Ulpir generally leave this work to women due to their connection with birth, the ultimate expression of life. Consequently, by the time they are adults, women tend to be better able to handle the administrative tasks necessary to keep the Ulpir towns going.

Under this model, faithful leaders and spies are rewarded by the Ulpir with gifts. The Ulpir also collects a heavy tax every year. This tax can be collected in many different ways but often it is taken in material goods that the Ulpir uses to feed servants. The Ulpir who controls a township may also desire the trappings of humans, such as jewelry, clothing, and craft works.

Humans are often allowed to roam from town to town within the realm that is governed by a specific Ulpir. All of the townships are kept ten to fifteen miles away from each other so the distance can be crossed in a hard day's travel. The Ulpir then allows servants to hunt freely at night so long as they do not cross into the townships in their hunts. This guarantees that no one will be out after dark and the Ulpir occasionally find some extra blood stock from other townships not under their control.

By allowing their servants to hunt, the Ulpir can pay less attention to feeding them. The hunting servants also keep the blood stock protected against other forms of Taint.

The Ulpir will rotate the towns from which they take their blood stock and will choose blood stock from large, poor families. Then after the blood stock is taken, they give the family gifts in the form of materials that were taxed from others.

Although this model basically relies upon the humans to govern themselves, the Ulpir also have roaming servants which can make an example of any who try to step out of line. These servants are often members of the Cult of the Ulpir.

16.1.2 • THE CAMP

The camp model of Ulpir government is based upon complete control of the blood stock. Armed, non-human servant guards watch the camps day and night. Work teams are taken into the field under guard and in chains. Unlike in the cities, one day out of seven is not set aside for meditation. Each camp has special work crews of female slaves whose job it is to cleanse the camp of taint, and which generally cleanse one seventh of the camp each day.

Head counts are made as each work squad leaves the camp, when they reach their work site, and after they return to the camp. Children are taken from their parents and raised in separate sections. No one ever knows who their parents are. Procreation is encouraged and often mating couples are assigned and regulated to keep the blood stock strong.

In some camps there are advanced positions that are farmed out to humans called foremen. The foremen live above the other human slaves. They often have private quarters and better food, as well as other small privileges. They wear black arm bands to identify themselves and have various jobs such as supervising the kitchens or keeping inventories. However, the foremen are responsible for all that happens underneath them, and should there be any mistakes they are answerable to the Ulpir and often become quick blood stock.

While the camp model is by far the more secure form of government for the Ulpir, the township model of government provides a higher profit margin for the Ulpir because they use far fewer servants.

16.2 PREFERENCES AMONG THE HOUSES

The Ulpir of House Del Oro use the township model of government with almost no exception.

They often put a rather unique twist on the formal township model of government. They take great pains to make it understood that their taxation and need for blood stock is the price that must be paid for their protection from Unlife. They often publicly state that should any individual wish to leave, they are welcome to do so.

Any who do leave turn up dead within a week, at which time the Ulpir make a great show of saying how sorry they are that this had to happen, and isn't the world a dangerous place, and isn't taxation better than death.

In reality, it is the Ulpir and the Ulpir's servants that are the greatest source of danger to most humans. Many in the townships know this, but it does provide a ground for argument against rebellion, and it gives the local leaders and spies who work for the Ulpir moral justification for their actions.

Some of the members of House Del Oro have adopted a hybrid form of government using aspects of both the camp and township models. They have several Townships which pay normal taxes. They also keep a retinue of slaves in a camp near their home. It is from their slaves that they draw their blood stock. The slaves are kept branded and separate from the townships and their labor is used to benefit the

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Preferences
among the
Houses

The Mind of
the Masters

townships and the Ulpir. The story that is told is that only criminals are made into slaves although the most common form of law breaking is being too poor to pay taxes.

Those who are moved from the townships to the camp are first reconditioned with extensive torture and degradation to break their spirit and make them more fit slaves.

Within the House Tussan territory the camp model of government dominates. The less hospitable mountains that dominate the House Tussan territory greatly reduce the amount of livable and arable land. This requires closer regulation of food consumption and does not allow for the separation of towns which makes the township model work. In addition, the high mountain valleys provide natural confines for the camps and insure that those who do attempt to escape will have to face the harsh mountain wilds as well as guards.

The exception to this is the Seven Sisters area where a loose township model is used. The reason for this is that because the Seven Sisters area is the stronghold of House Tussan, enough forces are readily available to easily crush any rebellion.

Dixie relies far more heavily on the Township model than it does on the Camps. Long believes that the secret to Lucard's control of Ulmerica lay in the people's belief that he was their savior. Consequently, Long is trying to build a similar cult of personality based on his image as a provider and friend of the people. Camps are reserved for "trouble makers." The Cult of the Ulpir has large temples in all major towns in Dixie, and Long uses them to push his image as the rightful successor to Lucard. Such activities have not gone unnoticed by the other houses and are beginning to become a source of contention.

House Bender, much like Dixie, has few camps. Bender seems to believe that willing slaves are more valuable than forced ones. The other houses have speculated, in hushed tones, that the real reason is that Bender is growing weary of all forms of conflict even that which is necessary to govern his human population. This is seen as a sign of weakness and may cause either Del Oro or Tussain to move against their Northern cousins.



16.3

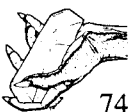
THE MIND OF THE MASTERS

It is important to understand the conflicting motivations that an Ulpir is going through at any given moment. These conflicting motivations may cause them to behave in a manner that appears illogical, or as one hardy adventurer put it, "They're barking mad." However, their behavior does make sense once looked at in the proper light.

An Ulpir is an individual who is living with two souls, that of a Demon of Unlife and that of a human, which have been fused together and placed inside a single body. Each of these two souls exist with its own set of instincts and motivations. At any given moment a different portion may be in control of the actions of the Ulpir.

The Demonic portion of the Ulpir's soul is one that has only the most basic of motivations. It is an instinctual hunter, a loner who seeks only to kill for greater power. It has no emotion other than the thrill of the hunt and no pleasure other than that which it gains from the fight and the kill. It trusts no one, including its own kind. It knows itself well. It knows that it would do anything to increase its power. It knows that it would even kill its own kind to increase its power. So it knows that its brothers and sisters would do that as well, given the chance.

This Demonic hunter is also intelligent. It knows that as weak and useless as the human part of it is, it needs that human soul to stay in contact with the source of Essence it so hungers for. It does not needlessly hunt its own blood stock into extinction because it knows that it needs that blood stock for its own long term survival. The Demon also knows that to kill from among its own blood stock indiscriminately will agitate its slaves, but it longs to hunt.



16.4 ACTING HUMAN

The human side of the Ulpir's personality is far more complex. Like most humans, it may desire social contact; however, the Demon within it can only see other humans as food. An Ulpir seeking friends among its own blood stock is almost unheard of. Blood stock seem to be regarded as less interesting than free humans. Some Ulpir seek friendship from their servants. This seems to be more successful, but the Ulpir do consider themselves to be nobility and most will not stoop to consorting with servants. This leaves non blood stock humans as perhaps the only hope an Ulpir has for friendship. Some use local leadership from the townships as a form of human contact, but most find that to be unrewarding as the leaders are more like groveling slaves than true equals to the Ulpir.

So the arrival of a group of adventurers in the territory of the Ulpir can often be welcome. After all the adventurers can fulfill two of the Ulpir's most pressing needs. The adventurers are not blood stock and they are fighters, so the Ulpir can look at them as equals. They will disagree with the Ulpir in a conversation, so there will be a part of the Ulpir that will want to talk to them, as it is so rare to find humans with spirit. The adventurers also represent conflict and battle. This excites the Demonic part of the Ulpir. Hunting slaves can get boring quick as eternity grinds along.

So the Ulpir do not want the adventurers to die quickly. They want the adventurers to die slowly, over a long period of time, with the maximum possible conflict and personal enjoyment for the Ulpir. More importantly they want to get to know the adventurers, they may want to invite them over for dinner before the battle. It is rare that an Ulpir can have dinner guests.

Just like humans, no two Ulpir are exactly the same. They are complex individuals who will have their own beliefs and their own responses to a situation, so it is best to run them as such.

16.5 INTERNAL POLITICS

Each of the houses has its own royalty and leadership. In all of them, the court system is the same. The ruler of the house appoints judges who act as their personal envoys. The judges take testimony from the afflicted parties. Humans, werewolves, and other servants are not allowed to testify because they are property. When the judge is satisfied that he has found the truth of the matter (or at least an outcome the house's ruler can support) he brings the judgment to the ruler. The crimes that are tried by the court are kinslaying, hunting in another territory, and incompetence.

Kinslaying is punishable by removable from the house and execution.

Hunting in another territory is most often punished by the paying of recompense.

Incompetence is decided by setting a test, which could be bringing under rule a rebel village or town, or bringing a number of subjugated humans to the court as a gift. There is a time limit on these tests which is most often a year. An observer from the court may be sent also to report to the court at the end of the year.

The leader of the house generally presides over the court although they are free to ask advice or delegate the case if they so choose.

Each house operates under a different code and claims different ties to the historic, mythical father of the Ulpir Lord Valmoth Lucard. Each house has different codes in dealing with other house members and other houses.

Between House Del Oro and House Tussan there is almost continual war. Neither house has any intention of ending the conflict, and neither house has made significant gains.

Ulpir who wish to expand their territories into those claimed by a member of their own house have a serious problem. If the Ulpir where to strike openly against a member of their own house, they would be guilty of the most serious crime that exists in Ulpir society, the crime of kinslaying. If declared guilty, all Ulpir of any house can move against the guilty party with impunity.

None of this stops the Ulpir from continuously plotting and covertly moving to aid any humans that might fight against their enemy. Indeed were any humans to successfully thwart an Ulpir the others would move quickly to have their kin declared unfit to rule.

16.5.1 • HOUSE BENDER

Bender is the only known name of the second of the Ulpir. Bender is a tall and muscular black man, noble in appearance and with a tattoo of a horse being chased by wolves across his chest. He is still alive and was Lord Lucard's closest confidant while Lucard was here. He lives in his small house on an island to the north.

Bender was the only Ulpir made by Lord Lucard who was not a family member. His origin is as mysterious as that of Lord Lucard himself. When the Lord Lucard returned as an Ulpir to infect his family, Bender was already an Ulpir. Where Lucard went, Bender was at his side. When Lord Lucard left to go over the ocean he left on a boat from the island of House Bender. Most believe that it is that island to which he will return.

House Bender is small, has never sought to grow and has given up territory to distance itself from the politics of the other houses. Kinslaying is unheard of in House Bender, as are slavery and servitude. The Ulpir of House Bender are free to do as they will. On occasion, Bender, who claims no titles, will issue instructions. Such instructions are rare, however, they are executed without question when issued.

House Bender is cordial with all of the other houses because of its secluded and peaceful nature, though its refusal to become involved in politics is making it look weaker and weaker in the eyes of other Ulpir.

Part III

Sections 16.4, 16.5

Acting Human

Internal Politics

16.5.2 • HOUSE DEL ORO

Lord Valmoth Lucard's first wife was a young woman named Valerie Del Oro. Valerie gave birth to three sons: Carlos, Stephen, and the youngest, Julian, who was born 8 months after Lord Lucard first disappeared. When Lord Lucard returned with Bender, he made Carlos and Stephen into Ulpir. His reasons for not making Valerie and Julian into Ulpir are unknown, but it is an extremely delicate point among all of the Del Oro clan. Many of the clans traditional opponents claim that it was a sign of dissatisfaction with his first wife and her children.

House Del Oro does not claim to be the only children of Lord Lucard, but they do claim to be the only legitimate blood descendants of the Ulpir Lord. Lord Lucard was married to Valerie Del Oro, and while he may have sired other children, they are viewed as little more than bastards; he only had one legitimate family.

House Del Oro maintains a tradition of keeping their blood line as pure as possible. Once children are born, they are taken from their parents and raised in country estates, well guarded and served. The House is the only loyalty and family that the children know. Once they are adults they will be put to work in the courts of one of the greater Ulpir Lords. Only the few who prove their merit will be made into Ulpir.

16.5.3 • HOUSE TUSSAN

Heather Tussan was Valmoth Lucard's servant and lover while he was still human before he left the service of Unkail Samm. She bore him two children before he left; they were named John and Greg. When Lord Lucard returned he took them to be raised on his estate. Soon after his return Heather gave birth to Thomas (proof that Ulpir are still fertile, though the children are always human); and a year later the twins, Mary and Christine were born.

After the demon wars, Lucard placed Heather in charge of the Seven Sisters Valley. Her children, upon reaching puberty, were made into Ulpir and became important servants in that region. Since the blood wars began, the members of House Tussan have become increasingly paranoid, fearing that they will be crushed between the might of Del Oro and the rising Stars and Bars of Dixie.

The Tussan house keeps very close track of their bloodline. While they were originally common people, they simply keep track of who marries who, and to how many children each family member gives birth. Most of the family is human and lives under various assumed names to keep them safe from the House's enemies. The humans often have no idea that they are related to Ulpir, but the Ulpir know, and those families will often receive unexplained gifts to help them along during hard times. The Ulpir make sure only to swell their ranks from those who have the blood of Valmoth Lucard in them.

House Tussan house is less structured than House Del Oro. They have fewer young members, and kinslaying is much less common. They have an undying hatred for the Del Oro house, who they believe killed their beloved clan mother. They are confident that the Del Oro clan will be punished for the death and destruction while they have caused.

Infamous among the Tussan is the House Tussan Breeding Pits, ruled over by Duncan Tussan with a grip of iron. Duncan is quite the scientist and spares no expense or effort over his 'darlings.'

16.5.4 • DIXIE

Long, called the Kingfish, is a short Caucasian man with curly black hair and small beady eyes. He comes across as friendly and personable, even as something of a bumpkin. This impression fades very quickly as most people realize that behind this facade hides a shrewd intelligence and a cunning mind.

Long has organized Dixie into a series of "States" based on the political entities that existed before the invasion. Each state ruled by an Ulpir governor that was created by Long. These Ulpir have nominal authority to control their territories, but in actuality they are little more than book-keepers and administrators. The real power lies in the clerics of the Cult of the Ulpir, whose members serve as Long's personal envoys.

The Cult also acts as Long's personal propaganda machine, pointing out the wonders of Long's rule to the population. The Cult has even begun to restore the broken telecommunications system in a effort to bring both his orders and his image to the masses.

Long's activities are beginning to worry the other Houses. If Long can rule by more than just fear, he would have a powerful weapon to move against the other Ulpir. House Tussan is especially wary, since they would be his most likely target if Long were to begin expanding his dominion.

16.5.5 • ROGUE HOUSES

The Rogue Houses came into being during the long rule of Lord Valmoth Lucard, as he occasionally drew some of the more attractive humans into the ranks of Ulpir as immortal lovers. Of course, as time went on, the King of the Ulpir would grow tired of each new lover and tossed them aside for others. A few of these lovers managed to make places for themselves inside the Del Oro house; those that did not leave.

Those who left did not simply disappear; they were, after all, immortal. Some carved out their own territories; some went to be servants to other Ulpir; a few hid among the humans, moving often enough to hide their immortality; most wandered, hunting where they could.

While Lord Valmoth Lucard was still ruling, no one would dare to bother these houseless Ulpir. They had once been his lovers and no one knew what Lord Lucard's disposition was towards them.

However, while Carlos Del Oro was regent, he declared that these Ulpir must come under one of the houses. They must be within a house or they would be hunted down and killed. What was rapidly discovered was that many of these rogue Ulpir had done just as Lord Lucard; created companions and lovers for themselves out of the human populace. Suddenly there were hundreds demanding places in the houses, none of whom had any blood ties to Valmoth Lucard.

Carlos then decided to annihilate these rogues and gave his brother Steven the job. This hunt was quite successful and the few rogue Ulpir who were still alive were either running or hidden between the territories of the great Ulpir Lords.

With the Del Oro and Tussan houses engaged in their blood war, some of the more powerful rogue Ulpir began to carve out territories for themselves to the west along the southern border of House Del Oro and in the Mountain passes of the Rok'aes.



16.6 USING SERVANTS OF THE ULPIR

The Ulpir tend to prefer sending their servants out to do their dirty work. After all, they are above the petty concerns of most mortals. These servants are grim enough to give almost any character a challenge. The Ulpir use a variety of servants and within secret laboratories and chambers of horror more are always being created. However, over time certain servants have become standard amongst Ulpir Lords (statistics for these servants are in the bestiary).

When maximum terror and carnage are needed the Ulpir turn to the Werewolves. Werewolves are great bipedal beasts, part man, part wolf. There are two types of Werewolves available to the Ulpir. The first is the standard Werewolf created in the Breeding pits and laboratories of the Ulpir. This cross between a man and a wolf is more intelligent than a wolf, less intelligent than a man, and more aggressive than either. They are, on average, 7-8 feet tall, covered with hair and powerfully built. They have extended claws on both hands and powerful jaws. When provoked there is no trace of humanity in their eyes. The best way to use these creatures is to set them loose in the general direction of what you want to punish and let the chips fall where they may.

If more focused destruction is needed, then the Ulpir send out an Alpha Werewolf. Alpha Werewolves come solely from the Ravanna (see secrets of the Ravanna), and are more intelligent than their lesser kin. They stand between 8 - 9 feet tall, with a deeper chest and a slightly more hunched back. The fur that covers their back is often lighter in color, sometimes even white. They also possess distended claws and a powerful jaw, but they have a quiet, more dignified look about them. They will automatically fall into the role of pack leader. These creatures are of about human intelligence. They are capable of target discrimination and can control their aggressiveness to a greater degree than a standard werewolf. If challenged, however, they are just as vicious and deadly as their smaller kin.

When a job requires stealth or expendable creatures then the Rattling is usually the best choice. Rattlings are small bipedal creatures (about 4-5 feet tall). They are truly loathsome nervous fidgety creatures, possessing the face and look of a giant rat (and worse—the hygiene). They have slightly less than average intelligence. They are often employed on suicide missions as assassins, but can be used as shock troops if enough of them swarm together.

The final common creature that the Ulpir employ are ghouls. Ghouls are the most useful and least trusted of the common servants. Ghouls were once humans who, because of exposure to Taint or the bite of a werewolf, have gained the Cannibalism mutation. They may also possess other mutations. Branded as undesirable by the rest of humanity, they either die in the wilderness or seek out the Ulpir to become servants. They are valuable because of the intelligence and skills they may bring, but are suspect because at one time they were free humans.

16.7 THE PRICE OF IMMORTALITY

Arrogance and apathy are commonplace among the Ulpir. After all, in several hundred years most of them have had little to worry about. If all they get enjoyment from is hunting and killing and they haven't had any challenging hunts, many develop a "who cares," attitude. If they are bored, they may become easily obsessed with apparently trivial matters, only to bore with that in time too. Obsessive collections can help to pass the time, but collections are not any good if you cannot show them to anyone, so the player's arrival may be an opportunity to show someone a collection. For the truly bored Ulpir, there is always plotting against one's neighbor, or paranoia for years of unending excitement.

Because of their human appearance and human behavior patterns, it is easy for one to fall into the trap of examining the Ulpir as humans with strange powers. This is an error. While it does seem to amuse the Ulpir to mimic human form and behavior, they are fundamentally different from humans.

The Ulpir are creatures of instinct; hunters by nature, lone predators, driven by the continual desire for the hunt, the chase, the fight, the kill, and the feast.

Yet they are intelligent and were once human, and, much like humans, they need social and emotional contact. While they crave companionship, they are wary of each other's company. Their instincts tell them that any other Ulpir who enters into their domain will hunt from their blood stock. They would no sooner trust another Ulpir to walk their lands than a farmer would trust a fox in his chicken coop. This makes them hesitant to seek each other for social contact.

16.7.1 • FEEDING

The Ulpir consider humans to be cattle. Cattle upon which they must feed once each month before the night of the new moon. Of course, some Ulpir feed more often if they have been in battle or for the sheer pleasure of it.

The Ulpir do not actually drink the blood of the victim. They drain the life energy, the Essence, out of a person through bodily contact. The procedure can be either painful or pleasurable for the human, depending on the whim of the Ulpir. The Ulpir is able to sense the human's emotions as they feed and the human's pain or pleasure heighten the experience for the Ulpir.

Having enslaved a local populace, most know that to hunt and kill randomly from the blood stock would frighten the populace and upset the system, so they often draw upon their blood stock in a ceremonial, predictable manner.

Sometimes during the feeding ceremony they attempt to satisfy their need for human contact. The victim can be expected to fulfill two roles; that of lover, and that of prey. Often only the young and desirable men or women from the blood stock are chosen as blood donors, and elements of seduction are commonplace in feeding ceremonies. In one reported case, the choice of blood stock was indicated by the Ulpir. The villagers then forced the victim into the wilderness. If the victim could make his or her way back to the village, then that blood stock would be again safe for another month. However that has never happened. The

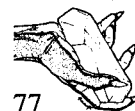
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werewolves and servants of the Ulpir chase the victim around the forest, keeping them away from any shelter, rest, or food for several days. At the end of the hunt the Ulpir appears to the victim and offers the food and shelter of their castle, and takes the victim as lover and food. By morning the human is dead and the Ulpir does not need to feed for another month.

For many this is not enough. They still crave the hunt and the fight. They need it, and having it denied to them is almost more than they can bear.

As time passes, if no foe has presented itself, the Ulpir may become disinterested in life, paranoid, or deeply depressed. In response to this they will most commonly look to push the edges of their domain farther, to take more land and more people as their own. If this pits them against the Ulpir whose territory is next to theirs, so be it. The Ulpir know their own minds and instincts, so they suspect every move of another Ulpir to be a trick or trap.

16.7.2 • FLAWS

Most Ulpir will have one of the following two flaws.

PSYCHOTIC TEMPER

Usually only found in Ulpir under the age of 500. Anytime he is insulted or offended, he must roll a d100 (not open-ended), add three times his SD bonus, and subtract 40. If the result is over 100, he must respond to the offense with a viscous attack.

DISINTEREST

Ulpir with this flaw consider challenges to be interesting or amusing, but not real threats so they will not take personal action in a conflict until forced to and will prefer to order servants into battle first. Often they will send only the minimum amount of force so as to "test" the opponents. Because Ulpir with this flaw possess a high level of boredom they will often kill opponents slowly for maximum entertainment value.

SUSCEPTIBILITY TO TURNING

Though Ulpir are not undead, their fusion of human and demon souls makes them susceptible to a *Repel Undead* spells. These spells can be used to drive an Ulpir off, though an Ulpir will not disintegrate even if he fails his RR by more than 50.

16.7.3 • EATING HABITS OF THE ULPIR

The Ulpir have no actual need for food. They need to kill in a close and personal manner to restore their power but they do not need to eat. This does not mean they do not enjoy the taste, texture, and aroma of a good meal. It does mean that they receive no actual nourishment from the consumption of said meal. There is no limit to how much they can eat, for the faster they eat, the faster it simply passes through them.

Meals have nevertheless become an important part of Ulpir culture. When Ulpir do eat, it will most often be at a feast that can last for days on end, with breaks while the next course is prepared. The more exotic and elaborate the food the better. Live animals sown inside of cooked ones are always a favorite, as are cakes or pies with surprises hidden within.

Often times an Ulpir will feast for a day or so as a sort of ceremonial build up to the actual killing and replenishing of their Life Points. Some Ulpir have been known to have their intended victim hanging from the ceiling in a cage watching the feast, while others have dressed up their prey in appropriate clothing to have them sit at the table, eating until the time of death comes.

16.7.4 • THE VISION OF AN ULPIR

Ulpir do not have sight in the same way that a human does. Their eyes see color, but that is of secondary importance. Their primary vision is power perception, which they use to see the Essence and Taint levels in life.

For this reason, darkness provides little cover against their vision. But life filled Essence sources such as bushes are perfect cover.

16.7.5 • IMMUNITY TO TAINT

As creatures of Unlife, Ulpir are immune to further Taint and mutation.

16.7.6 • POWER POINTS

Ulpir do not have the ability to naturally generate their own Power Points. They are creatures of Unlife and as such, Essence does not run through them. They need to get Life Points from unTainted living creatures. Life Points represent Pure Essence which can be corrupted to gain Power Points.

16.7.7 • LIFE POINTS

When an Ulpir kills without the aid of spells or weapons, the Ulpir gains Life Points equal to the level of the victim times five. Life points allow the Ulpir to use their powers and abilities. If the victim has any permanent Taint at all, then the number of life points the Ulpir receives is reduced by the number of points of Taint the victim has times ten.

Life points gained = (Level x 5) - (Permanent Taint x 10)

If the Ulpir choose to eat an animal rather than a human, the same formula is used. The level at which the animal makes RR's is considered to be its level.

An Ulpir does not have to take the life points every time they kill, but they get an incredible rush from doing so. They find it to be such a rush that many will eat parts of the victim in an animalistic feeding frenzy, although that is entirely unnecessary.

Absolutely no healing, resurrection, or reincarnation has any effect on an individual who has been used for blood stock by an Ulpir. It is also impossible to contact the soul of the victim, for it is the Essence of the soul that the Ulpir absorbs when they kill.

16.7.8 • LIFE POINT MAXIMUM

All Ulpir have a life point maximum (LPM), the most life points they can contain. This number can be increased in two ways. Every year that the Ulpir is an Ulpir, their life Point maximum increases by one.

Ulpir may also choose to gorge. Gorging is a process by which an Ulpir saturates their body with life points to increase their life point maximum. If an Ulpir is at their life point maximum and they feast so as to gain 100 life points that they do not use, and they do this within one hour, then their LPM is increased by one.



GOING OVER THE LPM

An Ulpir may go over their LPM if they wish such as during a gorge. However the benefit of such an act is minimal. Life points above the Ulpir's maximum are lost at such a rate that the Ulpir will be back at their maximum within one hour of going above their LPM.

Despite this, it is still common for many Ulpir to kill some of their available blood stock before going into a battle.

16.7.9 • GOING WILD

It is possible for an Ulpir to take the life of an animal rather than the life of a human, but only rarely do they do this, for it can have a high price. The life points received from an animal seem to draw forth the animalistic nature of the Ulpir. They may find themselves running wild through the wilderness as a wild beast would, succumbing to their natural urge to hunt and kill.

Such a wild Ulpir may move into the territory of another Ulpir and attack blood stock indiscriminately. An Ulpir who has gone wild is no longer recognized as an Ulpir by the other Ulpir and is considered a fit target to be killed or driven off.

Every life point received by an animal other than a human counts as a -1 to the Empathy modifier of the Ulpir. Every Life Point received from a human can give a +1 to the Empathy modifier of the Ulpir, but only to counter that lost by drinking animal blood.

Any time an Ulpir is 10% or more below their normal life point maximum, they must make a roll modified by their Empathy modifier. If the resulting roll is below 10, they will wildly attack the nearest seen source of life points.

When their life points are returned to within 10% of their normal life point maximum, they may make a second roll modified by their Empathy modifier. If the resulting roll is above 100, they will return to normal. An additional roll is allowed every time the Ulpir gains life points and is within 10% of their normal maximum.

16.7.10 • SPENDING LIFE POINTS

Ulpir are limited in the number of life points they can spend in a given round. The most Life Points an Ulpir can spend in one round is limited by their Life Point Expenditure Threshold or LPET. The LPET of an Ulpir is equal to their age divided by 100 plus their Intuition Bonus.

Life Points can be spent for many effects. All of these are instantaneous and subconscious expenditures for the Ulpir, requiring only deduction of the appropriate number of Life Points.

16.7.11 • POWER POINTS GAIN

One Life Point can gain the Ulpir one Power Point. Power Points thus gained fade within 1 hour if not used.

16.7.12 • HEALING

One Life Point can be used to heal 10 hits worth of damage, or reduce bleeding by 1 point per round, or to heal +5 of a negative modifier received from a wound.

One Life Point can be used to get rid of one round's worth of stunned and unable to parry effect.

16.7.13 • OTHER ABILITIES

Ulpir may use their Life Points for the following abilities.

Grow teeth-I: For two Life Points, the Ulpir may grow teeth and attack on the Small Bite Attack Table using Martial Arts or Brawling Skill. The teeth last for one hour.

Immovable Will: Three Life Points make the Ulpir immune to fear and charm. In addition, sleep or mind control spells are halved in duration and attack level. This effect lasts for one day.

Grow teeth-II: Four Life Points allow the Ulpir to grow teeth and attack on the Medium Bite Attack Table using Martial Arts or Brawling Skill. The teeth last for one hour.

Grow claws-I: Four Life Points allow the Ulpir to grow claws and attack on the Small Claw Attack Table using Martial Arts or Brawling Skill. The claws last for one hour.

Regrowth: Five Life Points are required to regrow a major limb or organ that has been destroyed. This process takes five minutes, during which the Ulpir can perform no other action. Should the Ulpir be forced to act, the process will halt and the Life Points will be lost.

Grow claws-II: Six Life Points allow the Ulpir to grow claws and attack on the Medium Claw Attack Table using Martial Arts or Brawling Skill. The claws last for one hour.

Grow teeth-III: Seven Life Points allow the Ulpir to grow teeth and attack on the Large Bite Attack Table using Martial Arts or Brawling Skill. The teeth last for one hour.

Grow claws-III: Nine Life Points allow the Ulpir to grow claws and attack on the Large Claw Attack Table using Martial Arts or Brawling Skill. The claws last for one hour.

Accelerated Healing: Ten Life Points can allow the Ulpir an accelerated healing rate for one twenty-four hour period, which allows them to heal as much as they would normally heal in one year. The accelerated healing rate is ended should they take any damage during that time.

16.7.14 • WEAKNESSES

The Affect of Sunlight and Fire: Sunlight and fire are both raw forms of Essence to which Ulpir are exceptionally vulnerable. Because of this, when exposed to the sun or when burnt by fire, the Ulpir lose some of their current Life Points to represent the power within them that is destroyed.

An Ulpir will lose one Life Point for every ten minutes or fraction thereof for which they are in the sun. In the case of fire, the reaction is more severe. For every point of damage an Ulpir takes from fire they lose one off their current Life Point total.

The Soulright of Sula'fay counts as both fire and sunlight. So an Ulpir who is exposed to Soulright will lose one Life Point from its current total for every ten minutes they are exposed. In addition should an Ulpir take any damage from Soulright, then they will also lose one off their current Life Point total for every hit they take.

Part III

Section 16.7

The Price of Immortality

SHADES OF DARKNESS



16.7.15 • KILLING ULPIR

The Ulpir are notoriously hard to kill. The binding of their human souls to that of a Demon has kept them alive and unaging. For this reason, they are immune to all disease and poison. They also do not need to breathe, or eat, although many continue to eat out of habit and custom more than anything else.

Should an Ulpir be killed or knocked out because of hit loss or a critical, they will be incapable of any action except for expenditure of Life Points. If they bring themselves back to positive hits and have healed any organ damage that would prevent them from normal action, they can begin to act again. If the Ulpir cannot heal itself from mortal damage to its body, its soul leaves the body, which begins to rot very quickly. Most of its flesh will be gone in minutes.

16.7.16 • PROFESSIONS

In addition to the powers and limitations imposed on them by the nature of their existence, Ulpir also have an eternity to perfect the skills of their chosen profession.

While they do not have personal Power Points the Ulpir can still spend Life Points to gain Power Points, so it is still possible for them to cast spells. In addition, the Ulpir houses have kept alive or gathered many of the spell casting traditions, such as Sorcerer or Magician, that are lost to the common people. The houses also have the Open and Closed lists and some of the ancient and powerful Arcane lists. These lists are available to the Ulpir, which makes it far more viable for Ulpir to be full spell casters.

16.7.17 • ULPIR MAGIC ITEMS

Holding most of the world's resources at their disposal, the Ulpir have created magic items specifically to deal with their needs.

Blood Stones: A Blood Stone is by itself not useful to the Ulpir to whom it belongs. Most often, Blood Stones are held by an elder Ulpir as a way to keep control of the servant Ulpir. When the servant Ulpir is released from service the Blood Stone is handed over.

Ulpir can create a Blood Stone for themselves by spending Life Points equal to their level, but most Ulpir prefer to have as few Blood Stones available as possible.

Anyone who has possession of a Blood Stone may cast spells on the Ulpir to whom it belongs as if they were at point blank range, regardless of the actual range. The effective level of the caster is doubled and the effective level of the Ulpir is halved for purposes of making RRs.

Blood Weapons: To make a Blood Weapon, the Ulpir must have one of their own Blood Stones which must be incorporated into the hilt or haft of the weapon. The Blood Weapon then acts as if it were a blood stone; should anyone get hold of a Blood Weapon, they may use it to cast spells just as if it were a Blood Stone.

The benefit of having a Blood Weapon is that an Ulpir may use it to kill and gain Life Points for the kill just as if they had used their bare hands.

Shadow Hats These are wide-brimmed magical hats designed to protect an Ulpir from the effects of direct sunlight. The hats cast shifting magical shadows over the face and chest of the Ulpir reducing the effects of sunlight on an Ulpir by half, or to no effect if used in combination with a Shadow Cloak. Shadow Hats also provide +5 to all Stalk and Hide rolls in partial or full darkness.

Shadow Cloak: Much like the shadow hat except covering the body from the shoulders down. Reduces the effect of sunlight on an Ulpir by half, or to zero if used in combination with a shadow hat.

Some shadow cloaks have hoods that act as shadow hats when up giving complete protection against the sun even when used by themselves. A shadow cloak provides +10 to all stealth rolls in partial or full darkness.

Vanity Mirrors: A small magical mirror that casts a minor illusion on anyone who looks into it, causing them to appear as if they were in the prime of health and youth regardless of the actual condition.

More sophisticated versions that add slight auras of color or modify the features of the one who looks in the mirror are common. Only one target at a time can be under the effects of the mirror, and that is whoever looks into it last. The illusion lasts for twenty four hours.

16.7.18 • PAIN CHAMBER

There are several varieties of Pain Chamber, but they all share the same dreadful purpose. The Pain Chamber is a device that aids the Ulpir in obtaining Life Points from humans by subjecting the humans to intense amounts of pain.

The most basic Pain Chamber consists of two magical disks, each one of which is surrounded by an array of metal spikes. The Ulpir stands on one disk and the human is placed on the other. Over a period of several hours as the human is slowly tortured to death, the Ulpir receives twice the normal number of Life Points they normally would. While the human is being tortured the Ulpir will be extremely distracted, for while they take no physical damage, they experience all of the pain that the human feels as they receive the Life Points. Many Ulpir find the experience invigorating emotionally in addition to the added Life Points received.

The more complex Pain Chambers can be built to accommodate several human victims at once. Some have a built in feature to reduce the pain that is transmitted to the Ulpir.

16.7.19 • PLEASURE CHAMBER

The Pleasure Chamber is still in its theoretical and experimental stages. The extraction of a large amount of Essence via Life Points is not tied to pain, but to sensation. Excruciating pain works well and is fairly easy to create, but theoretically an Ulpir could get the same amount of Life Points, perhaps even more, from excruciating pleasure. The problem is, as Ulpir experimenters have found, that pleasurable sensations experienced too long become painful. In addition, it is difficult to get a human to allow themselves to succumb to pleasure while terrified of their imminent death.

Ulpir experimenters, however, are certain that one day they will overcome these problems and create the perfect "harvesting" machine. A machine that extracts the maximal amount of life-force energy in Life Points while killing its victim with undreamed of pleasure. When that day arrives the Ulpir feel they will have to turn away volunteer blood stock. After all, life on the Scarthen World is harsh, for some almost unbearable to die feeling excruciating pleasure would be for some quite attractive.

ULPIR OF NOTE

Part III

Sections
17.0, 17.1

Ulpir of Note

House Tussan

This section contains some details about several Ulpir of note in the Scarthen World.

17.1 HOUSE TUSSAN

This section contains some of the Ulpir of note from House Tussan.

17.1.1 • MARY TUSSAN

Profession: Magician **Level:** 20
AT: 13 **DB:** 26
Hits: 111 **Blood Points:** 410
Offensive: Quarterstaff (+90), Composite Bow (+60)
Moving Maneuver Penalty: +0
Skills of Note: Alertness (28); Ambush (29 with 4 ranks); Dancing (50); Detect Traps (74); Directed Spells (80); Hiding (49); Interrogation (80); Lie Perception (77); Locate Hidden (74); Lore—most (48); Observation (65); Play Instrument (56); Poison Perception (80); Seduction (80); Sense Ambush (80); Singing (56); Stalking (49); Swimming (60).
Stats: Ag-72, Co-85, SD-96, Me-77, Re-79, St-76, Qu-75, Pr-48, Em-100, In-65
Spells: All Magician Base lists to 20th level and all Open and Closed Essence lists to Level 15.

Mary Tussan, one of the last direct children of Heather Tussan, rules House Tussan along with her sister Christine. While her sister takes care of most of the mundane aspects of House business, Mary is the magical half of the House. Born with a talent for magic, Mary often shows interest in followers of Chamur the Vault.

EQUIPMENT OF NOTE

Astrolabe of Morray—Forged of iron and engraved with silver. Gives a special bonus of +20 to all Astronomy maneuvers. In addition, if the user can use the Astrolabe to find five constellations in the night sky, the user will gain access to all Animist base lists to 20th level (for the next day only).

Necklace of Tears—A thin mithril chain set with 6 tear drop shaped diamonds. Acts as a x2 PP multiplier (for Ulpir only). If exposed to direct sunlight, the necklace will be rendered inert for 24 hours.

Robes—Demonically animated robes with a thin mithril mesh woven into the fabric. Protects as AT 13 with +30 DB and allows wearer to fly at 50' per round.

Magical Stones—Four magical stones that she carries in a small leather belt pouch. The pouch is intelligent and only opens to her touch.

Stone #1: At the will of the holder, this stone will open close, lock or unlock any door that the holder can visualize, in the Lakeguard complex.

Stone #2: Allows holder to activate or deactivate selected doors in the Lakeguard complex.

Stone #3: Allows telepathic communication with anyone Lakeguard.

Stone #4: When used with its twin stone, currently held by Christine Tussan, allows opening of the deepest vaults at Lakeguard.

17.1.2 • CHRISTINE TUSSAN

Profession: Layman **Level:** 25
AT: 20 **DB:** 52
Hits: 125 **Blood Points:** 410
Offensive: Broadsword (+60), Composite Bow (+134)
Moving Maneuver Penalty: -15
Skills of Note: Alertness (35); Detect Traps (82); Hiding (80); Locate Hidden (74); Lore skill—most (75); Observation (70); Poison Perception (77); Sense Ambush (89); Stalking (80); Swimming (73).
Stats: Ag-92, Co-85, SD-86, Me-77, Re-79, St-86, Qu-75, Pr-98, Em-74, In-56
Spells: All Ulpir spell lists to 20th level

Christine Tussan keeps an iron grip on the daily affairs of House Tussan. While less powerful magically than many of her brethren or underlings, she has a gift for leadership and organization. Her plots are the thickest of all Ulpir and her dedication to what she calls 'the Destiny' burns the brightest.

EQUIPMENT OF NOTE

Plate Mail Armor—Gives the protection of AT 20 with a special bonus of +20 to DB and encumbers as AT 17.

Iron Gauntlets—Allows their wearer to cast Break Limb 5x/day.

Scar—A broadsword forged of a steel steal alloy and contains a lesser bound Demon prince. The sword attacks with a special bonus of +25 to OB, gives its wielder half Blood Points from any kill, and allows its wielder to cast Disruption V once per day.

Feri—A pre-invasion bow constructed of fiberglass which contains a lesser bound Demon. The bow attacks with a special bonus of +30 to OB, halves all range penalties, and inflicts an extra Slash critical (of one less severity).



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Magical Stones—Four 4 magical stones which she carries in a small leather pouch on a chain around her neck.

Stone #1: Opens, closes, locks, and unlocks all doors in the Lakeguard complex at the will of the holder.

Stone #2: Allows holder to activate or deactivate selected doors in the Lakeguard complex.

Stone #3: Allows telepathic communication with anyone in Lakeguard.

Stone #4: When used with its twin stone, currently held by Mary Tussan, allows opening of the deepest vaults at Lakeguard.

17.1.3 • DAMION SAN GABRIELLE

Profession: Healer

Level: 40

AT: 12

DB: 30

Hits: 265

Blood Points: 558

Offensive: Quarterstaff (+104), Dagger (+80)

Moving Maneuver Penalty: +0

Skills of Note: Alertness (50); Ambush (74 with 15 ranks); Climbing (88); Detect Traps (100); Directed Spells—Shock Bolt (95); Hiding (105); Interrogation (100); Lie Perception (95); Locate Hidden (94); Lore skill—most (60); Observation (95); Poison Perception (100); Reading Tracks (89); Sense Ambush (105); Stalking (105); Swimming (70); Tracking (105).

Stats: Ag-72, Co-56, SD-56, Me-87, Re-94, St-86, Qu-75, Pr-97, Em-40, In-100

Spells: All Demonologist and Evil Channeling spell lists to 20th level.

General of the southern army for House Tussan his hatred for House Del Oro is legendary. His mere appearance is enough to frighten even the stoutest of humans. Most of the skin and muscle tissue on the left side of his face has been burnt away. He is either incapable of healing this wound through expenditure of blood points or for reasons of his own does not care to. It is thought that its wound was the result of an encounter early in the blood war.

Damion San Gabrielle is 6'3" tall and gaunt, weighing only 185 pounds. He most often travels wearing black robes with his face wrapped in black velvet, leaving only his one good eye visible. When he goes into battle, he wears a golden mask under a winged helmet.

His banner is a black heart on a field of flame, and it is worn only by his hand-picked personal guard.

Damion San Gabrielle is a Demonologist of immense power and uses this to deadly effect, preferring to allow his underlings to engage in direct physical conflict while he casts spells from the sidelines. Much of the destruction in the Border Zone is a direct result of his magic. One of his favorite pastimes is to summon Demons and send them across the Border Zone with the instructions, "Go in that direction and kill anything you encounter." The Demons are more than happy to undertake this sort of task.

EQUIPMENT OF NOTE

Black Stone: A small black stone that at will, sprouts forth five black tentacles with a reach of fifteen feet. They attack with a +60 OB on the Grapple/Crush Attack Table. All targets must be within a single 180 degree arc and no more than two tentacles can attack a single target.

Damion San Gabriel's Staff: +20 hardwood staff that casts a 30th level *Limb Break* on any living target it touches.

Black Metal Chain: Protects as AT 14 with a +15 DB.

Flameheart: A dagger that receives a special bonus of +20 to OB, resolves its attack on the Short Sword Attack Table, and allows the wielder to cast *Firebolt I* twice per day.

17.1.4 • DUNCAN TUSSAN

Profession: Animist

Level: 25

AT: 2

DB: 20

Hits: 89

Blood Points: 465

Offensive: Club (+92)

Moving Maneuver Penalty: -10

Skills of Note: Alertness (58); Ambush (30 with 4 ranks); Climbing (60); Hiding (50); Lie Perception (77); Locate Hidden (74); Lore skills—most (75); Observation (68); Poison Perception (88); Stalking (50); Swimming (60).

Stats: Ag-67, Co-68, SD-87, Me-89, Re-97, St-86, Qu-45, Pr-67, Em-20, In-100

Spells: All Demonologist and Closed Channeling spell lists to 25th level.

Master of the House Tussan Breeding Pits, Duncan, grandson of Lucard, is a Lay Healer and Demonologist and is known among the Ulpir as a recluse. He is constantly experimenting, attempting to create new races for his house to use in the blood war.

Duncan is 5'2" and weighs 160 pounds. He is fond of wearing simple gray or brown hooded robes, which he ties off at the waist with a bit of rope.

Duncan is the best possible manager of the House Tussan Breeding Pits. He takes loving care of all of the residents of the pits except where training or matters of discipline are involved. Torture and disfiguring experiments, which are often fatal, are never without purpose. A particular set of experiments might include bleeding several hundred of two different strains of werewolf to see which strain can last longer.

While he physically does not look like much, and is far from the most deadly of the Ulpir, Duncan is quite strong and fast and will not hesitate to fight when attacked. Indeed his reclusive nature and his wish for his experiments to remain undisturbed has led him to build defenses that are excessive even for an Ulpir.

EQUIPMENT OF NOTE

Silver Rod: A silver rod with a special bonus of +25 to OB.

Attacks with the rod are resolved on the Mace Attack Table. When it delivers a critical, the Silver Rod will also force the target to make an RR vs. 50th level or gain one level of mutation.

Personal Digital Assistant: A wallet-sized, black-cased computer with a bound Demon attached to it. This device keeps track of all aspects of the Breeding Pits, including feeding and exercise schedules. It will deliver an "C" electricity critical to anyone other the Duncan who touches it. It can also cast a *Shock Bolt I* (with an OB of +100) five times per day, and *Blade Turn* three times per day and *Missile Deflection* three times per day.

Com Unit: Radio head set that can be used to communicate to the Captains of Duncan's personal forces.

Truth Stone: A small white stone which will briefly turn black if an intentional lie is told in its presence (within sight of the stone).



17.2 HOUSE DEL ORO

This section contains some of the Ulpir of note from House Del Oro.

17.2.1 • STEPHAN DEL ORO

Profession: Magent **Level:** 40
AT: 12 **DB:** 50
Hits: 165 **Blood Points:** 408
Offensive: Broadsword (+140); Composite Bow (+110); Rapier (+90)
Moving Maneuver Penalty: +0
Skills of Note: Acrobatics (95); Alertness (35); Ambush (100 with 20 ranks); Climbing (90); Dancing (50); Detect Traps (94); Directed Spells-Shock Bolt (71); Hiding (155); Lie Perception (88); Locate Hidden (94); Observation (95); Poison Perception (100); Quick Draw (105); Reading Tracks (100); Reverse Strike (105); Sense Ambush (105); Silent Attack (94); Stalking (155); Swimming (90); Tightrope Walking (105); Tracking (74); Tumbling (95).
Stats: Ag-99, Co-90, SD-67, Me-80, Re-87, St-98, Qu-97, Pr-97, Em-87, In-67
Spells: All Magent Base, Open Mentalism, and Closed Mentalism lists to 25th level.

EQUIPMENT OF NOTE

Stephen Del Oro prefers to switch weapons and equipment on a regular basis so as to prevent himself from becoming predictable. He will generally attempt to choose strategies that best fit his opponent's weaknesses. His equipment is always of quality giving a bonus of between +15 and +25 to its wielder. He will use guns for ranged attacks and often carries a weapon of Slaying (keyed to demons, humans, fay, ect.), depending on what he is expecting to fight.

Magical Stones: Stephen carries three magical stones at all times. He has had a Steel chain belt made to hold them.

Stone #1: +20 to DB.

Stone #2: Renders the wearer partially invisible and blurred giving +20 to Stalking and Hiding maneuvers as well as DB.

Stone #3: Gives carrier complete protection from sunlight.

17.2.2 • THE SLAYERS

Trained in the arts of subterfuge and assassination, Stephen Del Oro's Slayers are feared even by their fellow Ulpir. There are four of them and they use a tactic unheard of among other Ulpir; they operate as a team. It is only the intense hate of the House Tussan that allows them to work together in this way.

None of the Slayers have personal territory or blood stock. They survive off raids against the House Tussan blood stock or gifts given to them by members of House Del Oro. Not having their own blood stock or territory keeps the Slayers mobile and means that they do not distrust each other, for without blood stock or territory, they have nothing they want from each other.

The Slayers have fought against the House Tussan since the beginning of the Blood War. Indeed they are responsible for the death of Heather Tussan the mother and matriarch of House Tussan, as well as her children John, Greg, and Thomas Tussan.

IRIS

Profession: Rogue **Level:** 20
AT: 14 **DB:** 50
Hits: 118 **Blood Points:** 312
Offensive: Broadsword (+130); Dagger-Thrown (+119)
Moving Maneuver Penalty: -15
Skills of Note: Acrobatics (91); Alertness (31); Ambush (114 with 30 ranks); Camouflage (94); Climbing (124); Contortions (92); Dancing (96); Detect Traps (101); Hiding (140); Locate Hidden (104); Reading Tracks (110); Seduction (97); Sense Ambush (94); Silent Attack (96); Stalking (140); Swimming (124); Tightrope Walking (104); Tracking (104); Tumbling (88).
Stats: Ag-98, Co-74, SD-91, Me-74, Re-74, St-86, Qu-92, Pr-97, Em-90, In-64
Spells: All Magent Base, Open Mentalism, and Closed Mentalism lists to 25th level.

An Ulpir from the Meadowlark side of the Del Oro family, one must not allow Iris's charm, wit, and grace to belie that she is a heartless killing fiend. Iris stands 5'4" tall and weighs 115 pounds. She has thick, black, curly hair that naturally stays out of her eyes.

When traveling she is fond of wearing trousers, white shirts, and blue cloaks. She fights with rapier and dagger, carrying multiple daggers which she throws. She is the Slayers' expert on traps and explosives, and can be exceptionally stealthy when she desires to be so. On missions where larger quantities of explosives are needed, she is careful not to carry them on her person but arranges to bring a servant who carries them for her. This paranoia comes from once having almost been killed when a House Tussan magician hit her with a Fire Ball while she was carrying a significant quantity of explosives.

IRIS'S EQUIPMENT OF NOTE

Bloodseeker: This Rapier holds a bound Lesser Demon Prince in its red blade. Bloodseeker doubles the effects of all bleeding criticals and also drinks blood. On any critical that causes bleeding the Bloodseeker gives five times the number of bleeding points it caused to its wielder as a special bonus to OB in the following round.

Spitfire: A small gold ring with a raised star which holds a red gem. The gem is a bound Type III Demon. If the gem is used to scratch a surface, the caster can at any time in the next twenty-four hours cause a point blank *Fire Ball* to be delivered to that location. Iris uses this to set off explosive charges. Can only have one "scratch" at a time (subsequent "scratches" take precedence over older ones).

Magical Sunglasses: Reduces the effect of direct sunlight by half (cumulative with other items).

Shadow Hat: Reduces the effect of direct sunlight by half (cumulative with other items).

Black Metal Chain: AT 14 with a +15 DB, allows the wearer to become perfectly silent giving a special bonus of +25 to all Stalking and Hiding maneuvers.

NITAU

Profession: Fighter **Level:** 18
AT: 17 **DB:** 30
Hits: 165 **Blood Points:** 298
Offensive: Polearm (+180); Mace (+150)
Moving Maneuver Penalty: -45
Skills of Note: Alertness (20); Ambush (74 with 15 ranks); Camouflage (89); Climbing (20); Hiding (105); Lie Perception (89); Locate Hidden (84); Observation (80); Mounted Combat (89); Quick Draw (89); Reverse Strike (89); Sense Ambush (80); Silent Attack (89); Stalking (105); Swimming (70).

Part III

Section 17.2

House Del
Oro

SHADES OF
DARKNESS





Part III

Sections 17.2, 17.3

House Del
Oro

House Bender

Stats: Ag-99, Co-93, SD-82, Me-77, Re-90, St-97, Qu-93, Pr-88, Em-40, In-79
Spells: All Demonologist spell lists to 18th level.

Nitau has a well built figure, he stands 5'11" tall, and weighs 170 pounds. He wears a breastplate whenever he goes into battle, and prefers to fight with a poleaxe. In close combat, he drops the poleaxe and relies on a pair of spiked gauntlets. At long range he uses a fully automatic rifle (attacks using Attack Table ME 14 from *Weapon Law: Firearms*) with silver jacketed ammunition.

His exact family lineage is unknown, although he has been an Ulpir and a good friend to Stephen Del Oro since before the blood war, so none have as of yet questioned him, for fear of arousing Stephen's anger.

Nitau has long black hair colored with gray streaks and is one of the only Ulpir to be cursed with a mutation from his life as a human. Nitau has two upturned three-inch tusks coming out of either end of his mouth.

Although he knows Demonology well and often uses it to dispel Demons who fight the Slayers, he prefers a "straight up fight," and it is in such fights that he excels.

NITAU'S EQUIPMENT OF NOTE

Poleaxe: A bound Demon prince of extreme power. Any object the blade touches must make an RR vs. 20th level or be disintegrated; this includes any shield or weapon used to parry the axe. The axe is unnamed, or if it is Nitau has never told anyone its name. In addition to its item-destroying qualities it has a special bonus of +20 to OB and delivers an additional Electricity critical of equal severity any time it inflicts a normal critical.

Gauntlets: Enchanted to strike as maces with a special bonus of +20 to OB, they also allow the wearer to strike twice a round with no penalty so long as the wielder is holding nothing in his hands.

Padak: A black steel alloy skull cap with a spider-like creature engraved in it, any who have the cap on their head must make an RR against 30th level or fall under the control of the Demon who is bound to the skull cap. Upon the death of the victim, the cap runs back to Nitau on black, spider-like legs. Removal of the cap can be done, but requires an Extremely Hard maneuver modified by triple Strength bonus (and if there is not a Demonologist and someone who can cast Nerve/Tendon Repair, the victim will die upon removal).

Green Stone: Allows user to use *Long Door* 100' five times per day.

HIRO YASHIMOTO

Profession: Magent **Level:** 25
AT: 1 **DB:** 10
Hits: 135 **Blood Points:** 308

Offensive: 2-H Sword (+150); Blowgun (+110)

Moving Maneuver Penalty: +0

Skills of Note: Acrobatics (104); Alertness (32); Ambush (100 with 20 ranks); Camouflage (116); Climbing (120); Hiding (125); Interrogation (104); Locate Hidden (120); Mounted Combat (98); Observation (120); Quick Draw (98); Reading Tracks (94); Reverse Strike (98); Sense Ambush (78); Silent Attack (111); Stalking (125); Swimming (120); Tightrope Walking (104); Tracking (97); Tumbling (110).

Stats: Ag-94, Co-86, SD-97, Me-82, Re-83, St-94, Qu-91, Pr-90, Em-87, In-82

Spells: All Magent Base spell lists to 25th level.

Hiro Yashimoto is a dark figure who has received formal training as an assassin from Stephen Del Oro. He feels that he has long surpassed his teacher's abilities, although he is

wise enough not to be vocal about this opinion. Like Iris, he is from the Meadowlark side of the Del Oro family; he is in fact her great grand nephew. He travels, indeed lives, entirely wrapped in loose black clothing.

HIRO YASHIMOTO'S EQUIPMENT OF NOTE

Hiro is an expert at using the folds in his clothing to hide weapons. Like his teacher he always carries a variety of weapons. Under his loose black clothing he wears a magical non-encumbering suit of chain that is also magically silent. Hiro has a variety of poisons, almost all of which are deadly, that he uses on throwing spikes and blow gun darts. He also carries a 4 round, sniper rifle (resolve attacks on Attack Table ME 25 in *Weapon Law: Firearms*) with a bipod, infrared targeting laser, and infrared laser sight.

SABLE DEL MARCO

Profession: Mentalist **Level:** 20
AT: 13 **DB:** 30
Hits: 120 **Blood Points:** 357
Offensive: Club (+89); Blowgun (+110)
Moving Maneuver Penalty: -10

Skills of Note: Alertness (35); Ambush (29 with 4 ranks); Climbing (54); Hiding (50); Interrogation (120); Observation (115); Poison Perception (115); Seduction (120); Sense Ambush (55); Stalking (50); Swimming (54).

Stats: Ag-65, Co-51, SD-100, Me-94, Re-90, St-64, Qu-50, Pr-98, Em-20, In-79

Spells: All Mentalist Base to 20th level; all Open Mentalism and Closed Mentalism spell lists to 10th level.

Sable Del Marco, 5'10" tall, pale-skinned beauty, is a shadowy figure said by some to be Stephen Del Oro's daughter, and by others to be his lover. More discrete minds have stopped questioning her lineage or where she learned her magical skills. She would not answer them anyway. Sable Del Marco has not spoken out loud in 200 years.

SABLE DEL MARCO'S EQUIPMENT OF NOTE

Transparent Stone: Allows casting Mentalism spells unobtrusively. Wielder can ignore any modifications to Spell Casting Static Maneuvers that are based upon Free Hands and/or Voice.

Gold Head Band: Gives a +20 RR Bonus against Mentalism.

Pointed Steel Rod: Contains a bound Demon. Upon the user's mental command will dance around the user attacking and parrying on the user's behalf as a stiletto with an OB of +75.

17.3

HOUSE BENDER

This section contains some of the Ulpir of note from House Bender.

17.3.1 • BENDER

Profession: Monk **Level:** 50
AT: 2 **DB:** 30
Hits: 169 **Blood Points:** 450
Offensive: Javelin (+160); Dagger (+160); Polearm (+190)
Moving Maneuver Penalty: +0

Skills of Note: Acrobatics (155); Alertness (35); Ambush (100 with 20 ranks); Climbing (120); Detect Traps (80); Hiding (105); Locate Hidden (100); Lore skills—most (75); Mounted Combat (120); Observation (100); Reading Tracks (97); Sailing (155); Sense Ambush (94); Stalking (105); Swimming (120);

Tightrope Walking (104); Tracking (105); Tumbling (120).
Stats: Ag-99, Co-92, SD-98, Me-77, Re-82, St-97, Qu-93, Pr-88, Em-90, In-79
Spells: All Horse Rider Thane, Monk Base, Animist Base, Open Essence, and Closed Essence spell lists to 50th level.

BENDER'S EQUIPMENT

Not only does Bender not use any Demonic equipment, he also does not allow any of his underlings to use any.

Conch Shell: Casts *Fog* twice per day.

Black Corral Harpoon: Attacks as +20 javelin. Magically returns one round after being thrown ripping itself out of its target and subsequently delivering an additional critical of one less severity.

Jade Knives: Two crescent-shaped jade knives meant to be held in the palm of the hands, deliver Slash Criticals of one less severity with Martial Arts • Strikes attacks and doubles bleeding effects of any critical delivered.

Boots: Cause all movement to be perfectly silent and leave no footprints.

Onyx Wave: Bender's horse. An awesome black beast, Onyx wave can both breathe underwater and walk on water and confers the same properties to his rider.

17.4 DIXIE

This section contains some of the Ulpir of note from House Dixie.

17.4.1 • LONG

Profession: Magent **Level:** 30
AT: 2 **DB:** 15
Hits: 200 **Blood Points:** 230
Offensive: Mace (+180); Rifle (+150)
Moving Maneuver Penalty: +0

Skills of Note: Acrobatics (95); Alertness (25); Ambush (60 with 12 ranks); Climbing (72); Detect Traps (48); Hiding (65); Locate Hidden (60); Lore skills—most (47); Observation (60); Public Speaking (95); Reading Tracks (60); Sense Ambush (56); Stalking (65); Swimming (72); Tale Telling (72); Tightrope Walking (62); Tracking (63); Tumbling (72).

Stats: Ag-91, Co-91, SD-96, Me-81, Re-88, St-95, Qu-99, Pr-95, Em-87, In-85

Spells: All Magent Base, Bard Base, Open Mentalism, Closed Mentalism spell lists to 30th level.

Long is 5' 7" tall and weighs 170 lbs. He has thick curly black hair and dresses in pre-invasion white suits and straw hats. Long is always smiling, and goes to great pains to make others feel at ease around him.

LONG'S EQUIPMENT

Longstrike. Longstrike is a sniper rifle with a special bonus of +25 to OB (attacks on Attack table 29 in *Weapon Law: Firearms*). It has a magazine of 15 rounds. Long usually arms it with silver bullets.

Cloak of Invisibility. Long's Cloak projects a constant *Invisibility II*.

17.5 INDEPENDENTS

This section contains some of the Ulpir of note from Ulpir not associated with any particular house.

17.5.1 • BALATHAR

Profession: Fighter **Level:** 18
AT: 20 **DB:** 30
Hits: 180 **Blood Points:** 104
Offensive: Axe (+180); Dagger—Thrown (+159)
Moving Maneuver Penalty: -45

Skills of Note: Alertness (35); Ambush (85 with 20 ranks); Climbing (80); Hiding (90); Leadership (120); Observation (74); Sense Ambush (50); Silent Attack (89); Stalking (90); Swimming (80); Tactics (90).

Stats: Ag-86, Co-96, SD-84, Me-75, Re-72, St-95, Qu-87, Pr-98, Em-36, In-69

Spells: None.

Operating within the bounds of the House Tussan district, Balathar is a rogue Ulpir mercenary. He sells his skills to the highest bidder, returning to his mountain hideaway far to the north between missions. The price of his services is high, 10% of the blood stock of the region he is protecting, but during times of crisis it can be well worth the price. Balathar consumes the entirety of his payment in a gorge on completion of the job, he keeps no blood stock of his own.

Most often Balathar works for members of House Tussan, although he has contracted his services to House Del Oro on occasion. He does not trust House Del Oro and will charge its members higher prices for his services.

Balathar is a massive, barrel-chested Ulpir. He stands 6'3" and weighs 210 pounds. He wears his red hair and beard long, and is fond of black bear and red fox furs. Originally a barbarian smith who was seduced to work for the Tussan clan, Balathar has never given up the secrets of working steel and high steel to House Tussan. Exceptionally shrewd, he lived forging weapons, yet not allowing any to learn his methods, he maneuvered himself into a position where he was made into an Ulpir by House Tussan.

Once he was an Ulpir, Balathar slowly cut ties from House Tussan and finally going rogue during a major conflict with House Del Oro. He bargained his critical services as a smith in exchange for guaranteed freedom after the conflict was over.

Balathar has a citadel that lies well hidden far in the mountains to the north. He keeps himself surrounded with human servants who are with him from birth and are loyal to him to death. He never draws on his servants for blood stock and eats with them at the same table.

It is from his servants that Balathar draws the members of his well-trained gorilla fighting force. He uses small unit fighting tactics to superior effect. His teams of snipers target any visible leaders using sniper rifles (attacks resolved on Attack Table ME 25 in *Weapon Law: Firearms*) with steel-jacketed rounds, devastating almost any enemy.

Balathar has so far refused to take any job that could lead to direct confrontation with Stephen Del Oro's band of Slayers.

EQUIPMENT OF NOTE

Axe: A double-bladed Steel axe which attacks on the Battleaxe Table at +25, delivering an additional slash crit of one less severity. The axe is magically lightened so it requires only one hand to use and encumbers as if it were a hand axe.

Armor: A full suit of Steel plate mail (AT 20) that encumbers as AT 17. It can cast *Missile Deflection I* four times per day and *Bladeturn I* twice per day.

Dagger: Attacks as a short sword with +15 bonus, returns to user by flight, and has double throwing range.

Part III

Sections 17.3,
17.4, 17.5

House Bender

Dixie

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SHADES OF
DARKNESS



Part III

Sections

18.0, 18.1,

18.2, 18.3,

18.4

Secrets of the
Ravanna

Werewolves

Speakers

Living Free

Ravanna and
Taint

SECRETS OF THE RAVANNA

"Ahh the Ravanna, a mysterious group of rabble, entertaining and enigmatic. One wonders what sorrows are hidden in their carefree lives".

—Philip Rudinger, Cleric of Sula'fay

The Ravanna are the only group that have full run of the Scarthen World and are not hunted as blood stock. This makes them the objects of both envy and speculation. Because of their unusual appearance some speculate that the Ravanna are not and have never been human and therefore the blood that flows in their veins is sickening to the Ulpir. Others say that they have made a pact with a Demon that has made the Essence that flows through their bodies loathsome. Some say (especially the Ravanna) that they have secret powers that will ward off Ulpir and other predators of the night. The Ravanna may even sell you one of their powerful magical charms to protect you. The truth is both less romantic and more prosaic. The Ravanna produce something the Ulpir want more than their blood - their children.

18.1 WEREWOLVES

A Ravanna camp teams with life. Children play while men play music and women dance. Stories are told to local villagers, plays are put on, fortunes told and goods traded. On occasion a mother will be seen grieving. If anyone asks they will say the child died of sickness peculiar only to the Ravanna. And no more will be said. These mothers grieve for the loss of a son or daughter, not to illness but to the Ulpir. The Taint that runs through all the Ravanna, for all Ravanna have permanent Taint, produces the occasional mutant birth. But unlike other species, the mutation is never random. The child is either gifted with Mentalist abilities or is an Alpha Werewolf.

When a werewolf is born amongst the Ravanna it is obvious and the child is whisked away from the mother and quickly brought to the nearest Ulpir Lord. Werewolves make valuable servants to the Ulpir, first, for their natural abilities and, secondly, because they have not been socialized by any other beings.

To the world at large, and even amongst the Ravanna, the story will be told that the child died at birth.

18.2 SPEAKERS

The second mutation that occurs amongst the Ravanna is the gift of Mentalism. A Ravanna born with this gift is not so obvious at first. Not until the child is old enough to speak will their abilities become obvious. These children are highly prized and every attempt is made to keep them hidden from the Ulpir as long as possible. If a child can grow old enough they may escape the Ulpir by simply becoming undesirable. The Ulpir want the children young so that they may be socialized and eventually forget their first life, remembering only their lives with their masters. If a child reaches the age of nine or ten before they are taken they may remember their childhood, resent their masters and attempt to escape or rebel. If a Ravanna camp is detected by an Ulpir lord he may visit in the dead of night and whisk away any child that is seen to have Mentalist abilities and is still under the age of eight.

Once trained they are called "speakers" and are used to carry messages and warnings and to get information from the local populace. Speakers can use their abilities to alter the perception of their appearance so that they will not be recognized as Ravanna. The Ravanna grieve the loss of a gifted child in this manner but many go undetected until they are old enough to use their abilities for their tribe. These Ravanna become the tribes Mentalists and Magents.

18.3 LIVING FREE

The Ravanna travel the countryside in brightly colored wagons and carts. They set up camps on the outskirts of villages and begin giving performances and relaying the latest news and information from other areas of the Scarthen World. Typical performances include juggling, acrobatics, plays, music and dancing. The Ravanna seem naturally adept at all performing arts. Fortune telling is often done in Ravanna camps, sometimes with a high degree of accuracy, sometimes as a tool to get more money out of the mark ("You are cursed, you must take an egg and a red kerchief, bury it with 5 silver bullets or coins by the large willow at the end of the graveyard at the stroke of midnight!"). After the village has settled down a bit from the excitement of their arrival the Ravanna will begin trading for goods. Typical goods traded are silver bullets, weapons, guns, livestock, horses, cloth, flour, grains, rice, beans, the occasional pre-invasion artifact and any piece of junk the Ravanna can convince someone is really a charm, amulet, talisman or can do something it can't possibly do.

The Ravanna never stay in one place more than a week or two. Otherwise the paint might wash off of the gilded picture frame or townsfolk might decide that the burglaries they've been suddenly experiencing are connected to the arrival of the Ravanna. They will soon pack up and move on. The one area in which they can be trusted is in delivering messages or packages. The Ravanna are well paid for the service, and work hard to keep an impeccable reputation for delivering mail from one community to another.

18.4 RAVANNA AND TAINT

As has been said, the Ravanna all carry permanent Taint. This has led to their greatest secret. With each generation the permanent Taint becomes worse. In order to combat this the Ravanna must bring new blood into the tribe. This has led to stories of the "promiscuous" Ravanna girls who seduce and break the heart of some local lad. The truth is even harsher. The Ravanna girl needs to get pregnant by a non-Ravanna for the Taint in her bloodline is running very high. The child will be born looking like a Ravanna, but the Taint will have been diluted. The second method is even more risky. The Ravanna will sometimes have a human looking person in the camp. This person, if asked, will tell a tale of a family killed by beasts and he left alive and rescued by the Ravanna. Most often this is true, but tales occasionally surface of the Ravanna stealing children. It may be that some tribes, desperate for new blood have resorted to this.

SECRETS OF THE DRAGONS

19.1 DRAGON ASPECT

The exact physical manifestation of a new Dragon is a difficult thing to predict. All are massive creatures; the average size is around thirty feet long. Most have snake-like bodies, anthropomorphic faces, and huge claws. Their coloration will vary as will their special abilities, depending on which aspect of nature they become most closely associated with.

The aspect of nature a Dragon is based on should be the decision of the Gamemaster, depending on the personality of the Druid.

If GMs decide to let player characters continue playing after they have transformed into Dragons, it is suggested that the new Dragon be given stats appropriate for a young Dragon of the appropriate type. Unless noted in the aspects section, Dragons do not use breath weapons. If there is no appropriate type for the player character, use Fire Drake statistics (C&M, p52). Dragons are as individual as human beings, none of the stereotypes in the creatures books can be applied to them.

Part III

Sections
19.0, 19.1,
19.2

Secrets of the
Dragons

Dragon
Aspect

The Council
of Dragons

DRAGON ASPECT CHART

Aspect	Colors	Traits	Associated Animals	Special
Winter	White, Silver, Gray, Black	Protective, tends to horde and gather strength, willing to destroy knowing that growth will follow.	Bear, Boar, Mouse	Cold or Wind Breath
Spring	Green, Blue	Virility, passion, and action	Elk, Rabbit	Animal Friendship
Summer	Green, Gold	Leadership, Involvement with Humanity, Noble bearing.	Man, Dog, Hawk	Aura of Calm, Smooth Power Flow 1.5xPP
Fall	Gold, Red	Melancholy, Beauty, Tends to see all life ending, Wisdom.	Insects, Fox, Vulture	Foresight and Future Vision
Storm	Blue, Black, Yellow Stripes	Destroys Taint, quick to anger, sweeps aside all that is not essential.	Lion, Hawk	Lightning Breath, Call Storm
Sea	Blue, Green, White	Mystery, Protective of the sea.	Dolphin, Whale, Octopus, Sea Gull	Underwater Existence, Befriends Sea Life
Night	Black, Silver, Indigo	Stealth, Guards nocturnal creatures.	Owl, Shrew, Cat	Night Vision, Shadow Walk

19.2 THE COUNCIL OF DRAGONS

The Council of Dragons is the ruling body of Dragons which attempts to organize and govern the Druids. It is not a powerful centralized force, as most Druids and indeed most Dragons feel that any centralized ruling body only provides the Ulpir and the Unlife a focused leadership to attack. Also, most Druids and Dragons have no reason to place themselves under the rule of a governing body, as one of the central features of Druidism is self reliance and independence.

The Druid groves and the Druid circles are the channels from which the Druids learn the magic of nature. It is the self appointed job of the High Druids and Dragons to maintain and guard these groves and circles. As powerful as the High Druids and Dragons are, they still need the help of others in this task.

The Dragons and the High Druids almost universally agree that those who benefit from something should also help support it. So every individual who studies at a Druid grove or Druid circle maintained by a member of the

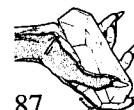
Council of Dragons will also be expected to aid in the every day work and defense of both that circle or grove and other circles or groves.

To insure that individuals will honor this commitment as they study, they are given complete tasks to do that will aid the grove or circle.

Sometimes one circle or grove will have far too many people studying and working at it whereas another grove or circle will not have enough help. In such cases, the Council of Dragons will communicate, using the lay lines between Earth Nodes, to shift resources to fit the needs of the general Druid population.

Part of the benefit of the study of Druidism is not only the personal benefit but the benefit which can be brought to society as a whole. There are people who benefit and believe in Druidism who are not capable or do not wish to learn spells. So the positions of Grove Guard and Circle Guard were invented. The Guards further protect the groves and circles and aid the Druids by taking care of physical tasks that the Druids are not needed to do. After a year or two of service, the local Dragon may give a Guard a Dragon's Eye Amulet as a reward. A Dragon's Eye Amulet is an acorn with an eye carved on one side and the Dragon's personal mark carved onto the other side.

SHADES OF
DARKNESS



Part III

Sections 19.2, 19.3

The Council
of Dragons

Some Typical
Dragons

These Amulets are nontransferable markers which represent the work and service of that an individual performed for the Druids. That marker can be turned over to any Dragon in exchange for herbs, weapons, or other help from the Dragon. Should the Dragon be different from the original Dragon who presented the marker, some time may be required to verify the marker by communicating through the lay lines.

Dragon's Eye Amulets are not given to Druids, because it is assumed that their reward for service is the spells they learn.

19.3 SOME TYPICAL DRAGONS

ELVIS CARBENNI (THE SUMMER DRAGON)

Level 30 Druid; All Druid base lists to 30th Level; all open and closed Channeling lists to 30th level, Dragon's Way list.

Base Rate 200; Max Pace/MN Fspt/15; Speed VF/FA; Size/Crit H/SL; Hits 500; AT 20; DB 60; Attacks 100Hbi/140HCl/110HBa/70HHo; Power Points 125.

Elvis Carbenni is a huge beast of a green/gold color, protecting his grove and hearth on the north side of Dragon's Rest Lake as a member of the Compact. Elvis Carbenni likes humans and enjoys talking to anyone who visits his home during daylight hours. His familiar, Timothy, is a Layman who he is training to be a Druid and a diplomat. Elvis Carbenni does not possess a flaming breath, but does fly.

WALSFE0 (LORD OF THE SHOALS)

Level 50 Druid; All Druid base lists, all open and closed Channeling lists to 50th level. Water Law to 50th level, Dragon's Way list to level 50.

Base Rate 150; Max Pace/MN Spt/15; Speed MF/MF; Size/Crit H/SL; Hits 700; AT 16; DB 60; Attacks 130Hbi/100HCl/190HBa/90HHo; Power Points 150.

Walsfeo was known by a different name (Don Gordon), but changed his name upon ascending to "dragon-hood" After fighting the Unlife for 200 years, Walsfeo decided that others could take the fight to the Demons and he would explore the deep ocean, looking for allies and protectorates under the sea. Walsfeo has founded at least three Druid groves under the ocean depths. No one knows what, if anything, worships there. Walsfeo is a turquoise colored Dragon, long and sinewy. He is always followed by six dolphins wherever he goes.



DEMONOLOGISTS

Demonologists are people who specialize in the summoning and binding of the creatures of Unlife. Summoning involves offering something that will draw the particular creature of Unlife you are attempting to summon from its realm, across the void, and into the world. They practice the art of Demonology for any number of reasons: to gain power, to help their tribe, to gain revenge, to hunt other Demons, but all of them pay a price for their knowledge. Demonologists quickly become warped by the forces of Taint and are universally hated throughout the Scarthen World. Therefore, it is suggested that they are only to be used as an NPC profession.

Demonologists have a Summoning skill and spells that aid in summoning. Each type of Demon has a particular summoning ceremony, so summoning is selective. Included in the description of the Demons are the kinds of activities and items that can be included in the ceremony for specific bonuses.

20.1 DEMON BINDING

Binding with a Demon is a dangerous and painful process. Every round the character is in binding they will take 1d10 concussion points and roll once on the binding chart. Characters involved in binding with a Demon are considered to be stunned and unable to parry during the length of the binding process.

20.1.1 • POWERS

If bound into a weapon, arm, or any location it can attack from, the Demon transfers 1/10th of their OB to the user.

If bound to skin or clothing, the Demon transfers its Armor Type to the user, as well as use of any extraordinary physical stat the Demon has.

When bound, the Demon's spell casting ability is cut in half.

20.1.2 • TAIN'T

The type of the Demon times three is the permanent Taint gained when the Demon is bound to a living being.

The type of the Demon is the Taint gained per day for carrying them in a bound form.

As always, any power channeled to a Demon to allow the Demon to cast spells gives the player one point of Taint per point of power channeled.

Flesh bound Demons give six times permanent Taint and three times daily Taint.

20.2 DEMON BIO-WEAR

Binding with a Demon is a painful and dangerous process. The character with whom the Demon is binding takes 1D10 concussion points per round and an A Physical Alteration critical until 100% alteration had been achieved. After 100% physical alteration has been achieved, the character will continue to take 10 concussion points per round for 1 to 10 rounds.

If the Demon being bound to the character is unwilling to bind, then the Demon may make whatever attacks it has available on the character while the binding is in progress. Once the Demon is bound it can not go free until the character it is bound to dies. A bound Demon can be controlled with appropriate spells or contracts.

The Taint points received by a binding to a Demon will not go away as long as the character is bound to the Demon. Unbinding the Demon can be achieved with appropriate spells, but this will only remove half of the Taint points acquired.

20.3 SPELL CASTING THROUGH DEMONS

It is not uncommon for a character to bind to a Demon that can cast spells or to have Demons cast spells into a spell lock for use at a later date. While it is obviously advantageous to have access to several new spell lists, there are some limitations.

Demons, being creatures of Unlife are totally unable to manipulate the Essence of the world. This is why they must have the power supplied to them by a living person. While characters themselves are not casting spells, they are still responsible for supplying the power and directing the spells.

In order to be able to supply power and correctly direct spells, the character must develop Spell Mastery separately for every spell list. When a bound Demon casts a spell, the host character must make a Spell Mastery roll with all of the usual spell casting modifications except that armor modifiers do not apply, and they must take their current Taint points as a negative modifier. The casting times determined by the level of the spell and the level of the character still apply, as do modifiers for ignoring those time requirements. A negative total means that the character must make a critical spell failure roll. Note: Spell failure affects the character and not the Demon.

In addition, every point of power that a character channels to a Demon gives the character an additional temporary Taint point.

Part III

Sections 20.0, 20.1, 20.2, 20.3

Demonologists

Demon Binding

Demon Bio-wear

Spell Casting Through Demons



BINDING STATIC MANEUVER CHART

(-26 or less) Spectacular failure

Foolish mortal! The bind has failed, the Demon is free, character who was attempting to bind the Demon is stunned and unable to parry for three rounds.

(-26 - 00) Absolute Failure

The bind has failed. But the Demon remains contained. You may not attempt to re-bind the Demon and take a -10 modifier to banishing it.

(00-75) Failure

The bind has failed, but the Demon remains contained. The Demon has one round of freedom to act or attack as they wish after which they are sucked back into the binding process. All modifiers are reduced to 0 and the bind attempt may continue, as if starting over.

(66) Unusual Event

The body of the character who was attempting to bind with the Demon has rejected the Demon completely. They are racked with pain, stunned and unable to parry for 10 minutes. The Demon is free and may act as it wishes to. Should the character ever attempt to bind with this type of Demon again they will take -20 to all binding rolls for the entire process.

(76-99) Slight progress

Roll next round with a +10 to your roll.

(100) Unusual success

The Demon is Bound in such a way that it now transfers 1/4 of its OB or has full casting abilities.

(91-110) Near Success

All remaining rolls during this bind attempt are made at +20.

(111-175) Successful bind

The bind is complete, but the character will continue to take concussion damage for the next 10 rounds, during which time they remain stunned and unable to parry.

(176 and up) Perfect bind

Bind is complete and character takes no concussion point damage this round.

LOCATIONS OF NOTE

Part III

Sections
21.0, 21.1,

Locations of
Note

Lakeguard

This section contains details and maps of various locations of note in the Scarthen World.

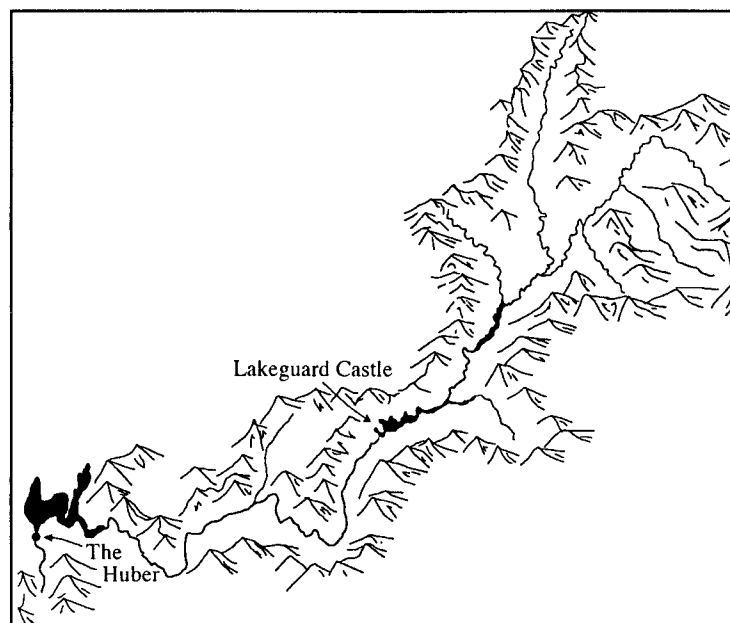
21.1 LAKEGUARD

On the southern end of the Seven Sisters area lies Castle Lakeguard, the chief stronghold for the Tussan clan.

Lakeguard was built on the shoulders of the Glen Canyon Dam. When the dam was operational it supported a huge electrical output, but most of its equipment no longer works. To repair the facilities, the slew gates of the dam would have to be repaired, as well as many of the generators. The water that currently runs through unhindered would back up into the Seven Sisters area, reducing the land available to blood stock in the area to less than half.

Only one generator still runs, the smallest auxiliary generator, which sits on the edge of the slew way. Even this is enough to provide power to the castle. On the west shore are a series of locks used for moving boats past the dam into the rest of the Seven Sisters area.

Most of the interior of the dam has been rebuilt to allow for the immense feasting halls and massive bed chambers that the Ulpir favor. The added levels above the dam superstructure are constructed mostly of brick and are crude when compared to the massive steal and concrete structure upon which they rest. However, the castle is magically reinforced and the dam's defenses easily cover even the tallest of the castle towers.



21.1.1 THE BREEDING PITS

Adjacent to Lakeguard is the tower Blackguard beneath which lie the Breeding pits of House Tussan.

The tower is home to Duncan, the Lord and architect of the Breeding Pits. The entrance to the Pits is a series of natural caves that have been expanded and set with walls and blast doors at each chamber entrance and exit. The chambers are well lit and guarded against passage in either direction. Fox holes armed with arbalests and small cannons line the walls and are manned constantly.

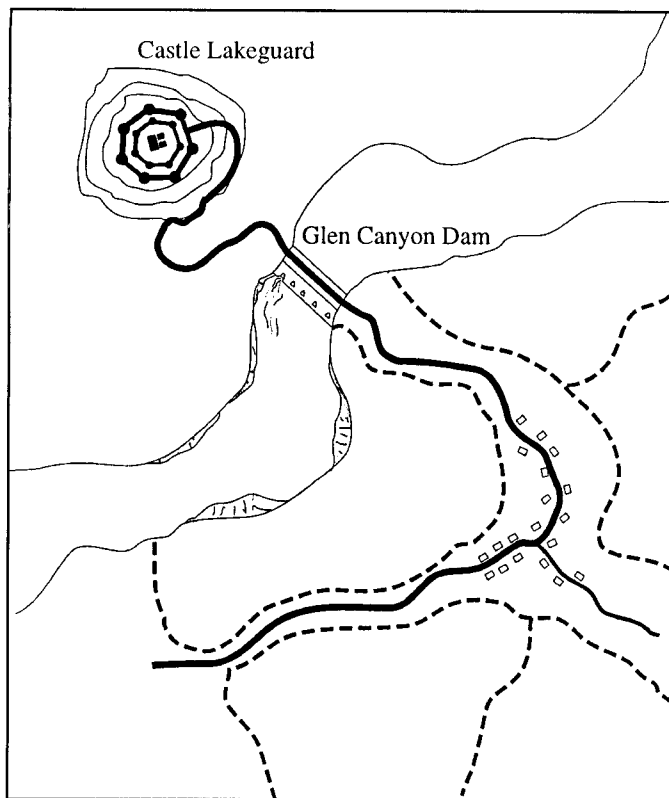
Once past the entrance chambers, the Breeding Pits expand in a maze of chambers, stairs, and halls, most of which have been artificially carved over the years. A variety of locations lie within, such as small cells where individuals live, larger breeding cells built for two, a massive infant ward, exercise chambers, and fungus farm chambers deep within the earth in which ten foot tall mushrooms are grown and harvested. Underground rivers are used for fresh water and, at their exit, waste removal. Even fresh meat is available from specially bred mushroom eating cattle.

Duncan is the only Ulpir who lives here, and he jealously guards the secrets of the place. He never allows visitors into the pits themselves, only into the tower and then only if they are of sufficient rank that he can not possibly turn them away.

Commanders and assistants are chosen and trained for skill and loyalty from birth. They are given first choice of food, more luxurious quarters, and breeding rights. All will gladly fight to the death for Lord Duncan.

BREEDING PITS KEY

- A. The exercise hall is a large chamber, 200 yards across, for the blood stock to move around so that they do not atrophy and spoil the flavor. At any given time, 200-500 blood stock are moving around the exercise hall in a counterclockwise circle. Most of the blood stock lack anything resembling self will or intelligence and move about like cattle.
- B. The Stables - A, B, C Wing. The stables contain the living quarters for the breeding stock of House Tussan. Each person is placed in a small stall with hay to lie on. Food is brought in every day at a regular time. Blood stock do not wear clothing in the Breeding Pits, as the air is kept technologically comfortable and warm. Each blood stock is branded with a number and a rating. Ratings measure intelligence, strength, general health and Taint. Any Tainted blood stock is moved to the F Wing to await experimentation, as they are no longer useful for consumption. Up to 500 blood stock can be housed in each wing.



C. The Construct Species Stables - D Wing. This portion of the stables is actually divided into little bunks for the construct species created by Duncan as the servants of the Breeding Pits. Orcs and Viles (C&M p.129) have been created to watch over the blood stock and to assist with the everyday running of the Pits. This species of Vile does not slay mindlessly, but awaits word from Duncan to defend the Pits from all threats, external or internal. There are 150 Orcs and 10 Viles in the Pits at any one time. Orcs are kept in line with the threat of torture and promise of reward in the 'Palace of Reward,' where they are given drugs and allowed the use of Tainted or inferior blood stock for their own pleasure. Viles, being completely constructed, stand in their places awaiting commands. Neng (C&M p.150), Troglodytes (p.262), and Ratlings (this book) are occasionally scattered about as well.

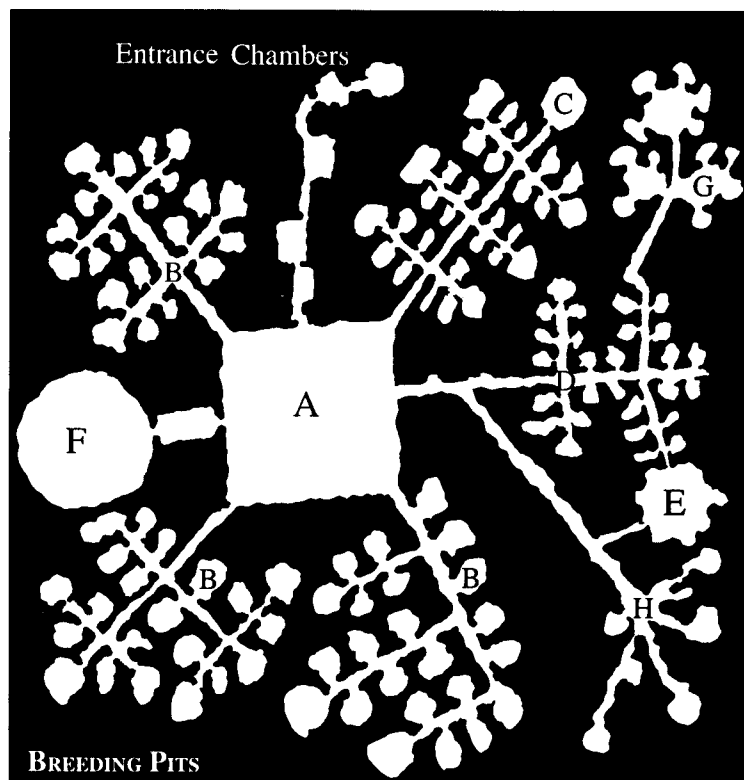
D. The Quarantined Stables - E Wing. This portion of the stables is reserved for Tainted, inferior, or diseased blood stock. Each blood stock is kept in a containment cell until Duncan or an assistant can come and examine it. Diseased stock are kept in a quarantined area away from the others. Duncan can use Tainted blood stock for his experiments in mutation. Orcs and Viles have been his two greatest successes; his failures all end up in the Refuse Pit (E), where some of them, if one can use the word, survive. Duncan uses diseased stock to compile his collection of diseases and to create better weapons for the Ulpir. Inferior stock are generally slain and fed to the Orcs to keep them out of the breeding pool.

E. The Refuse Pit. This is the place where all the failed experiments are dumped. From there, it is a constant struggle to survive among the monsters. Typically there are 3-5 living mutants in the Refuse Pit. Most of the survivors are vaguely humanoid, but other more horrible things have been known to inhabit the pit.

F. Palace of Reward. This 150' diameter, circular room smells of sweat, incense, and other less savory smells. The floor of the stone chamber is covered with old, slightly tattered pillows, and there are many crude hoo-kahs scattered across the floor. At any time, there will be 5-20 servants luxuriating here for an afternoon of pleasure. They are given drugs (that dull the mind and reduce life span as well as provide extreme pleasure) and their choice of inferior blood stock to do with as they wish. The blood stains and ripped cloth throughout the room tell the story of those unfortunate enough to be 'entertainment.' Duncan's servant, the Neng Pza, is the keeper of the Palace and considers it his honor and duty to provide each one coming to the Palace with a memorable experience.

G. The Chambers of Correction. These chambers are reserved for disobedient servant races and the most recalcitrant blood stock. Any blood stock who show signs of rebelliousness and intelligence live in fear of the tortures that occur in the Chambers of Correction. Each chamber contains various devices for inflicting pain with an eye towards conditioning the victim into proper behavior. Other chambers contain simple operating rooms for routine lobotomies, tongue removals, and amputations. Most of the corrections are made by the Viles, under the direction of Duncan.

H. Chambers of Science. It is here, in this network of caverns, that Duncan finds his real work. Two small rooms leading from the right and left of this 7' by 7' corridor serve as preparation/waiting rooms for blood stock awaiting experimentation. The main room in the



back contains all necessary equipment, both magical and technological, to operate a full fledged laboratory. Electric lights hang from the ceiling, making their characteristic buzz. Dissected body parts lie in jars for study or future use. To the west of the operating room is Duncan's study. On any day, this is where Duncan is likely to be, reading from his ancient tomes or consulting his computer. His study is full of papers, charts, bottles of dissected parts, and other vaguely sinister and medical paraphernalia. Duncan has instructed that no servants enter this room and will not take kindly to anyone disturbing his privacy.

PZA

Lvl 16 Layman; AT 11; DB 10; Hits 120; #1 OB 70me (long sword); #2 OB 50ms (hand crossbow); MMP -15; Locks/Traps 50; Climb/Swim 65; Alert 25; Obser. 50; Ambush 25(3); Stalk/Hide 50; Attune/Runes 25; #Ranks Lang. 50; Lore (General) 90; Admin. 85.

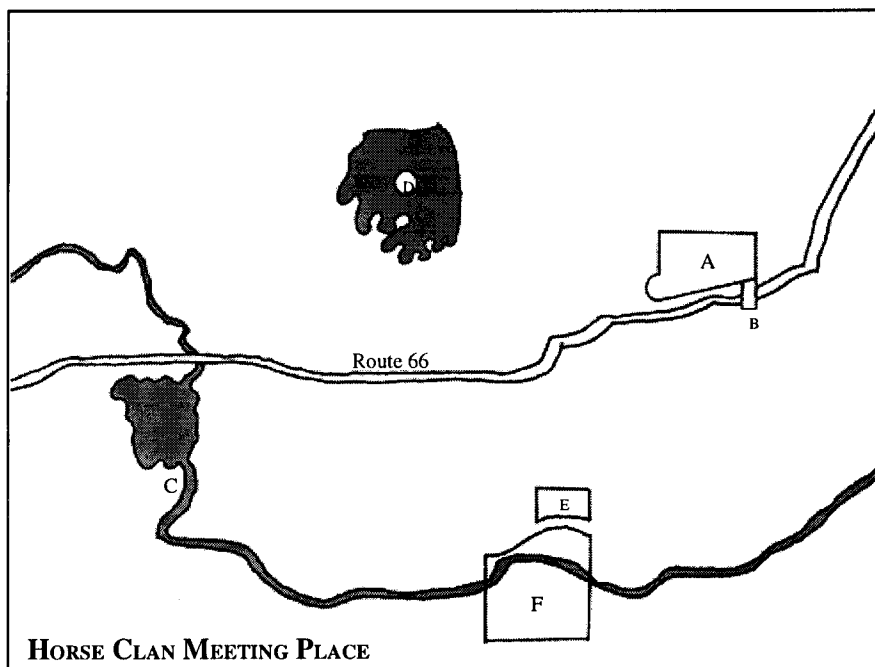
Cloaked in dark red, armored in treated werewolf hides, the good natured Pza has proven himself exceptionally gifted at every task set to him by Duncan. While Pza can never leave the Breeding Pits, Duncan looks upon him as a favored pet, providing him with little gifts and trifles. Duncan has also given him the Palace of Reward as his personal domain, perhaps because Duncan does not like dealing with the servant races himself. Pza is intensely loyal to Duncan and will protect him at all costs. Pza knows more about Duncan's operations in the Breeding Pits than any other creature besides Duncan himself.

21.2 HORSE CLAN MEETING PLACE

21.2.1 • ROUTE 66

The Great Road was constructed to be a major route that connected the once populated midwest with the west coast, it runs through the plains that are ruled by the Horse Riders. Unlike most other roads which have not survived the passage of time, Route 66 is still mostly intact. Six hundred miles of concrete roadway stretch across the open plain. Running four lanes wide and straight as an arrow in a few rare places the road is cracked and potted, but for the most part it has maintained its integrity.

The road comes to an end at the ruins of an ancient site of Okhoma Sit'ae. Twice each year the Horse Riders meet just South of this place in order to seal marriages, feast, and compete in contests of skill.



21.2.2 • HOME CAMP KEY

- A) The dome and tower of Castle Rohallie are the most noticeable features of the Home Camp. The dome and tower have been unopened in the history of the Horse Riders. No windows are visible on the huge ivory and brass structure, and even the climb to reach the tower base is treacherous. The clans all consider this tower to be a sacred place and will defend against any attempt to open it.
- B) The Gate to Castle Rohallie. The archway is carved from stone, showing scenes of battle and war with cavalry as the main forces. A single face is carved in the center of the arch. That face is of a young Valmoth Lucard. The gates themselves are of steel with no remarkable features other than they appear to be solid with no joints or seams.
- C) The Well Spring. From thirty yards above the base of the camp, water pours forth from the plain.
- D) The Elder's Circle. A small platform made of tile and inlaid with gold, brass and ivory, the Elder's Circle is held three yards above the lake on stone pillars. A long thin walkway held only two yards above the water leads out of the circle. A set of stairs are at the beginning and the end of the walkway to provide easy access. Recently, a canopy was added to the circle. Wooden poles covered in pony skins are strapped to the sides of the circle and provide shade and protection from the elements.

It is on the Elder's Circle where the clan elders meet to discuss matters that effect all the clans. This is also the location where marriage ceremonies are formalized.

In both marriage and legal matters, the majority of the ceremony or discussion is held on the open tile floor. Only for the final discussion or the last bit of the ceremony is the Elder's Circle used.

- E. Tile Floor. This open tile floor is where the Horse Riders perform most of their trade, where marriages are carried out and court is held when necessary. Horses are not allowed here because of the fear that their hooves would damage the floor.

SHADES OF DARKNESS



Part III

Sections
21.2, 21.3

Horse Clan
Meeting Place

The Dog
Towns

F. South Camp. The open southern half of the home camp is the place where the slaughter happens in the winter gathering. It is also where the most prestigious of each clan camp during the gathering. This open area is dust and sand for most of the year as whatever little vegetation that manages to grow here is trampled twice a year during the gatherings.

TYPICAL HORSE RIDER STATS

Lvl 3 Rogue; AT 7; DB 30s; Hits 70; PPs 0; #IOB 70ms; 50me; MMP -10; Locks/Traps 5, Climb/Swim 70, Alert 20, Obser. 40, #ranks Spells 0, Ambush 0, Stalk/Hide 20, Attune/Runes 10, #ranks Lang. 32, Riding 90, Tracking 40, Animal Handling 40.

The typical Horse Rider cares for his or her herd of horses and ponies, and his or her family. Horse rider families stick together within the clans, moving in groups as the clan moves.

HORSE RIDER THANE STATS

Lvl 10 Rogue; AT 7; DB 30s; Hits 114; PPs 21; #IOB 104ms; #2OB 89ms; MMP -10; Locks/Traps 40, Climb/Swim 90, Alert 30, Obser. 70, #ranks Spells 10 (Horse Rider List), Ambush 0, Stalk/Hide 40, Attune/Runes 15, #ranks Language 35, Riding 130, Tracking 50, Animal Handling 90.

A Thane is the head of his or her household, and a favored Thane might be chosen to ride with the Chief in his or her retinue, acting as a bodyguard and companion. It is a great honor to be chosen to ride with the Chief, an honor that all Thaners take very seriously.

21.3

THE DOG TOWNS

The dog towns are a series of well-fortified keeps and forts, some with large underground networks. Spread on both sides of the Border Zone, these military communities of werewolves patrol their areas, attacking any creature they come across.

Dog towns are ruled harshly by Ulpir commanders who generally preside over several of the towns. The Ulpir on both sides consider the dog towns to be one of their primary border defenses, so destroyed towns are quickly rebuilt.

Command of the House Del Oro dog towns ultimately rests with Stephen, although he will sometimes assign a general commander to watch over them for a time. The House Tussan dog towns are watched closely by Damion San Gabrielle of House Tussan.

21.4

THE BLACK DESERT

The region known as the Black Desert is even more desolate than the rest of the Border Zone. Here, there are no boulders, no small shrubs, not even the cracked earth to provide variation in the terrain. Here there is only black, rocky sand, and low, shifting dunes.

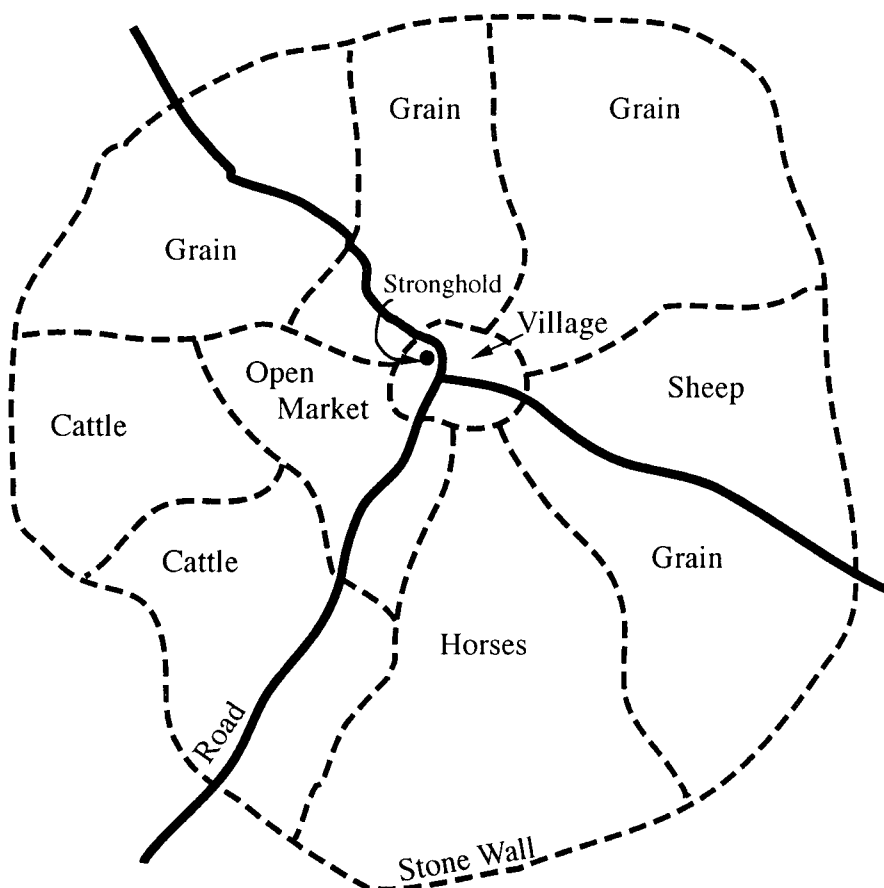
During the day the black rock and sand absorb the sun's heat, and at night the heat is released, keeping temperatures elevated through the night. The Black Desert is also the home to giant trap door spiders.

21.5

THE CASTLE LUCARD

The Castle Lucard was built during the reign of Lord Valmoth Lucard, taking thousands of slaves twenty years to get to its present state, which is not half of what Lucard intended it to be. The castle now lies abandoned. The massive structure represents the only post-invasion project of its kind. Every aspect of the castle is spectacular. It sits in the side of a cliff across the Gulden Gate which serves as the drawbridge into the massive structure. Its tall spires reach far above the height of the rock, and can be seen from almost 30 miles away.

The front entrance hall is 30 yards wide and 30 yards tall at the apex of its arched ceiling. The floor is made of black onyx. A purple carpet edged with gold delineates the walkway down the center. Spaced every six yards on the sides of the hall are pillars. The pillars are made of a clear crystal material that is harder than steel. Inside of each pillar is a man



who has had his chest cavity opened. The heart and part of the circulatory system of each man has been brought forward to be visible to any walking down the hall. These men are magically kept alive and preserved, but are unable to move except for their hearts, which continue to beat, and their eyes, which have been frozen open.

The entrance hall opens into the feasting hall and audience chamber. This room is one hundred yards long by fifty yards wide with five balconies rising above the central floor. At the far end of the hall is a raised section meant for Lord Lucard's throne which was never constructed. The pillars in this room are carved with intricate patterns from the floor to the ceiling.

Atop the cliff are castle gardens. Enclosed by a crystal dome and wall, the castle gardens hold exotic creatures and plants from across the Scarthen World. Many have their own special environmental needs magically met. A small glen with a cold waterfall and warm pool are at the center of the garden. Here, there is a fountain made of ivory that cycles thousands of tiny diamonds in a continuous stream.

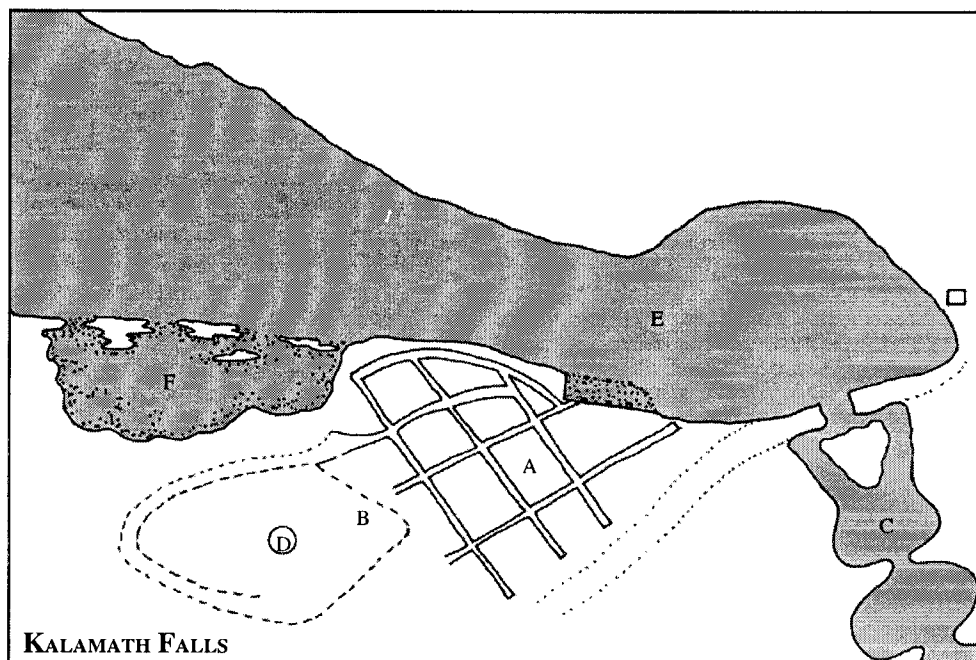
A magical generator was buried far into the earth under the castle to tap into the Earth Node that was there. This provides power for the elevators, lights, and automatic doors throughout the castle.

Other parts of the castle are in different stages of construction. One thousand guest rooms dug far into the mountain are mostly complete. Tremendous stables built in the valley next to the castle were the first completed section.

The castle kitchens are huge, complete with refrigerators, grills, and cast iron cages for holding human-sized food.

Three of the five spires of the castle were completed. One is the castle library. The second was being used by Lord Lucard as temporary sleeping quarters until the tallest could be completed, at which point it was to become sleeping quarters for Stephen Del Oro. The third tower is the castle armory and holds the chamber where the shadow knights sleep.

The castle defenses are unknown, as most were hidden and the castle has never been attacked. It is known that many of the statues in the castle came alive at the word of Lord Lucard or when certain other conditions were met. It is also believed that magic, both Demonic and human in origin, was enchanted into many parts of the castle.



21.6 THE TOWN OF KALAMATH FALLS

Kalamath Falls is a small village that has survived for generations on the border of House Del Oro and Cully. Most of the villagers are trained for combat from the age of twelve. They value their freedom and are highly suspicious of strangers. Due to their location, they often are the target of attacks from House Del Oro as well as immigration attempts by slaves fleeing Del Oro lands.

21.6.1 • KALAMATH FALLS KEY

- A: Kalamath Falls: population 1,700
- B. Flat Top Ridge
- C. Meadowlark Falls
- D. Flat Top Keep
- E. Finger Lake
- F. The Elbow/ Finger Bog

In a typical year, the village will receive as many as 10 ex-slaves attempting to join their village. The villagers require that those who wish to join first travel to visit the Dragon Spotswood, who lives 50 miles to the north. Only those who are approved by Spotswood are allowed to join the village, and then only on a probationary basis for the first five years.

While the defenses of the village are strong, they are by no means adequate to withstand a full-scale attack by House Del Oro. However, House Del Oro must fight at a significant disadvantage. The Ulpir want the humans alive and docile, while the villagers are entirely willing to fight to the death of every man woman and child.

Typical Ulpir assault tactics include killing off leaders and smiths, destroying food production facilities, and laying siege to the town. So far, Kalamath Falls has withstood all such attacks.

Kalamath Falls is governed by a council of three town elders who are elected for life by the town as a whole whenever a vacancy occurs.

SHADES OF DARKNESS



21.6.2 • MAJOR FIGURES OF KALAMATH FALLS

ROBERT SMITH

10th level Rogue; AT 13; DB 30s; Hits 108; PP 21; OB#1 125me; OB#2 100ms. MMP -10; Locks/Traps 35, Climb/Swim 70, Alert 20, Obser. 40, #ranks Spells 0, Ambush 0, Stalk/Hide 20, Attune/Runes 10, #ranks Lang. 32, Metal Lore 50; Metal-Craft 70.

Robert is a retired smith who left the forge at age 50 to supervise most of the town's defense construction. His two sons, John and Robert Jr. (Bob, as he is most often called) are both married and share the operation of the smithy.

Robert Smith is a lifelong resident of Kalamath Falls. His family has provided the town's smiths for the past four generations. He knows every person in the town by name and attends every birth, death, and wedding carrying his hand-made, fully-automatic assault rifle (WLF: ME 10).

Robert stands 5'4" tall and weighs 200lbs., mostly muscle. He has long black hair and a thick black beard, which covers a claw shaped scar that runs across his neck and collar bone. Most people in town know that he gained the scar from a battle twenty years ago as he carried his wounded wife from the field. She died shortly thereafter and Robert barely survived.

BART WELLINGTON

8th level Druid; AT 2; DB 30s; Hits 88; PP 72+; OB#1 90me; OB#2 80ds;

All Druid base lists and the Dragon's Way arcane list to his level. Locks/Traps 5, Climb/Swim 70, Alert 30, Obser. 50, Ambush 3, Stalk/Hide 25, Attune/Runes 20, #ranks Lang. 32, Animal Lore 45, Mimicry 35.

• includes a Dragon amulet that acts as a 2xPP multiplier.

The third of the council of elders, Bart Wellington immigrated to the town with his family at the age of five. He stayed with the Dragon Spotswood by invitation from the ages of nine to twenty, returning to Kalamath Falls once during that period for his parents' funeral at the age of fifteen. Both of his parents, Louis and Gretta Wellington, were killed in combat against the Ulpir. His only surviving relative is his sister, Lisa, who he took back with him to Spotswood.

He has sandy blond hair which he wears cut short and he almost always wears the green and brown robes of a Druid. He has started a Druid garden to the south of Kalamath Falls in the Finger Bog and has begun training several locals as Grove Guards.

He is the youngest member of the council of elders in anyone's memory, being only twenty-six. He is also unmarried, and basically a stranger, which has led many to question if he was the kind of leader the village needed. But Spotswood highly recommended him and his powers as a Druid are needed by the town. More importantly, it is felt by most that he will come into his skills as a leader as he gets older. Bart knows that many look at him as young and inexperienced, and so he is eager to prove himself, taking any opportunity he can for public displays of his power and leadership potential.

LISA WELLINGTON

4th Level Druid; AT 1; DB 10; Hits 60; PP 16; OB#1 50me; OB#2 50ms. Locks/Traps 0, Climb/Swim 40, Alert 15, Obser. 30, Ambush 0, Stalk/Hide 20, Attune/Runes 10, #ranks Lang. 24, Animal Handling 35, Herb Lore 20.

All Druid base lists to her level.

Bart Wellington's younger sister, Lisa, was removed from normal village culture at the age of nine when both of her parents were killed. She was taken by Bart to live with Spotswood. Since her return to Kalamath Falls, she has had little to do with normal village life. Bart has kept her living at the Druid garden working with the plants most of the time. She is now eighteen years old and she feels that she is ready to begin looking for a lifelong partner. Unfortunately, the Druid garden keeps her out of the village and away from any social interaction. She blames Bart for this and thinks he is overprotective and manipulative, which is not too far from the truth.

Lisa also knows that Bart's position as a leader must be protected, so the most she will say to anyone is that he has failed to make training new garden tenders a priority.

SHATELL

Wolf Companion; AT 3; DB 30; Hits 130; #1 OB 80MBi.

ShaTell is Lisa's companion, bound to her for life by the Dragon Spotswood. ShaTell will try to follow Lisa's instructions to the letter and guard her to the death. When given the freedom to do so, ShaTell likes to frighten newcomers until she decides to accept them, becoming acquaintances and eventually friends. No other friendship, however, will come between ShaTell and Lisa.

JULIA CATELL

15th level Layman; AT 1; DB 0; Hits 30; PP 21; OB#1 0me. Locks/Traps 5, Climb/Swim 40, Alert 40, Obser. 80, Ambush 0, Stalk/Hide 20, Attune/Runes 10, #ranks Lang. 52, Leadership 65, Diplomacy 70.





The first of the council of elders, the matriarch of the Catell clan, is a native to the village. Her family has been one of the most successful farming families in the Kalamath Falls area for as long as the village has stood. Her family fields are spread all along the northern walls of the village and have been for generations. It is no coincidence that this is also the region where the village defenses are the strongest. The farmers look at Lady Catell, as they like to call her, as one of them. She is very careful to maintain this image, going out of her way to give small loans or gifts when needed.

Julia almost always wears a white shawl given to her by her first husband. She has been married three times and has outlived all three. Her eldest granddaughter, Florence, almost never leaves her side and is being trained by Julia to act as her successor.

Julia would like nothing more than to arrange a marriage between one of her progeny and one of the Wellingtons, as she knows the value of having Druids in the family. Unfortunately, Bart seems uninterested and Lisa unavailable.

21.6.3 • FLAT TOP KEEP

A single, ivy-covered spire of stone and mortar is all that stands here. Remnants of wooden buildings and the wooden fences that once surrounded the tower are visible, but none still stand. The tower itself with its iron gate is untouched. There are no windows in the keep, but if one stands near the keep for any length of time, one may hear the noises of something moving around inside.

It is believed that there is a creature trapped within the tower. Perhaps the Ulpir set something to guard a vast treasure, perhaps the previous dwellers in this place trapped a Demon inside for eternity. Whatever it is, it is active at night and has been heard to growl and claw at the inside of the keep's iron doors.

21.6.4 • FINGER LAKE

The long flat lake is visible from almost every other point in the Kalamath Falls area. The lake is well stocked with fish of all sorts, rainbow trout being the preferred catch of the fishermen who sail out from Kalamath Falls on a daily basis.

There is no dock on the lake since all of the boats are flat bottomed with a single sail and oars; at night the boats are dragged up on the shore and left until the next day. Boats go out every day with two or three people working the nets and oars on each boat.

So far there have been no incidents of Tainted fish or marine attacks. However, the fishermen are aware of how vulnerable they are when out on the lake, so most boats bring spears and all fishermen check every fish carefully for signs of Taint.

21.6.5 • THE ELBOW BOG

The area known as the Elbow, or the Finger Bog is the thick swamp which lies to the south end of the Finger Lake. The thick mud and brambles make passage on foot almost impossible, and the maze of dead ends and unseen underwater snags make boat travel equally difficult.

Three miles south of Kalamath Falls and near the end of the Finger Lake, hidden with the Elbow, is Bart's Druid garden. The garden is protected by a 20th level Hide Garden spell. In addition, Lisa Wellington is almost always at the garden with two human guards, her two animal guards, and the alligators which, while not native to the area, are adapting quite well. Lisa is never without her animal companion, a wolf named ShaTell who will fight to the death for Lisa if need be.

GROVE GUARDS

2nd Level Laymen; AT 13; DB 30s; Hits 35; Sense Ambush +20; Gen. Perception +20; Tracking +10; OB#1 20me (spear); OB#2 20me (long bow).

ALLIGATORS

Size Large; Hits 150; AT 8; DB 0; MD/MD; #1 OB 75LBi.

21.6.6 • MEADOW LARK FALLS

The falls drop over three hundred yards in elevation in four tiers. Two falls at the top each drop approximately twenty yards, followed by a large drop, just over two hundred yards down to a large pool that empties into the last, seventy-five yard drop. The sight is, needless to say, spectacular.

Carved into the cliff face to the east of the falls are a series of caves, balconies, and steps. These lead into a cavern network, which is the home of Legrath, a rogue Ulpir. She was a lover of Valmoth Lucard until she was discarded for another. Even now, she remains loyal to him and hopes for his return. Because of Legrath's close relationship to Lucard, she has not been bothered by House Del Oro, even though the villagers use her help and knowledge of Demonology against the Del Oro's from time to time. Legrath does not hunt the villagers, instead preying on the immigrants rejected by Spotswood and blood stock hunted by her Demonic servants from distant lands.

While the villagers of Kalamath Falls know of Legrath, they make no attempt to drive her away or destroy her. She does not harass them, and on several occasions she has given them help, albeit for a price. Many villagers in Kalamath Falls Legrath favors. Legrath, for her part, is patient. She believes that some day the Del Oro forces will attempt to take Kalamath Falls and she intends to be on the side that offers her the most. She hopes to take the village as her own private kingdom in time.

Part III

Section 21.6

The Town of
Kalamath
Falls

Part III

Section 21.6

The Town of
Kalamath
Falls

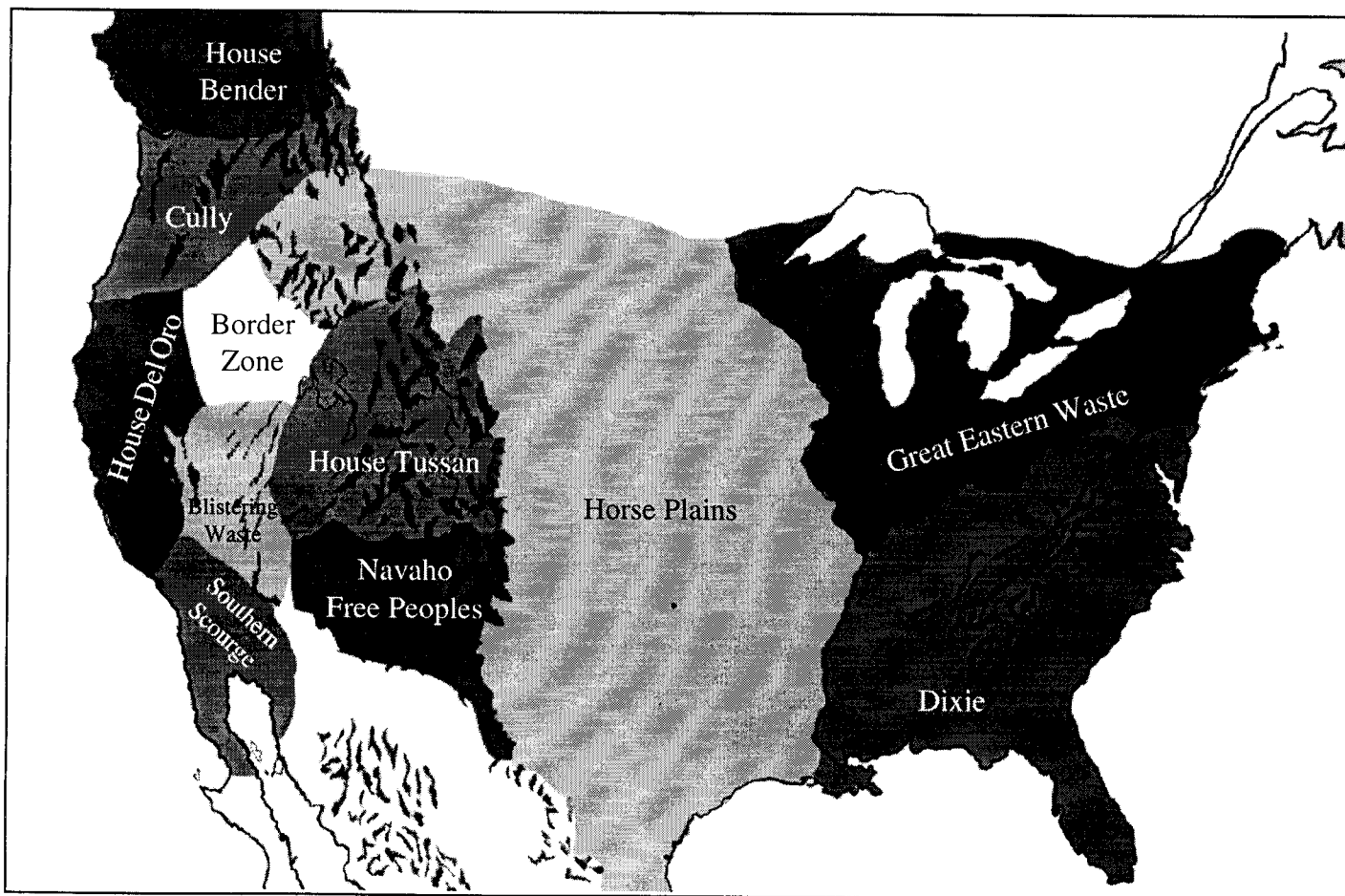
LEGRATH

Lvl 13 Demonologist, AT 1; DB 5; Hits 98; Blood Points 206; OB#1 50me; OB#2 100ds; All Demonologist base lists to level 20 and Evil Channeling lists to level 10.

JEAN CURTI (MANSERVANT)

Lvl 4 Layman; AT 2; DB 20; Hits 50; #1 OB 10me.

Jean Curti displays all of the traits typical of a Manservant. He spends most of his time telling Legrath how beautiful and young she looks to bolster her ego. He flutters around Legrath, brushing hair, fixing clothes, acting maternal unless she sends him to deliver a message, in which case he becomes all business and scorn.



OTHER LANDS

22.1 CHINA

When the invasion occurred, the Chinese government discovered and embraced the concept of summoning and binding Demons to their soldiers. They had remarkable success using this technique. However, as the generals became more and more exposed to Taint, it began to affect them psychologically. Rebellion and civil war was the result as the newly empowered and tainted generals began to grab for more and more power. It was a short period of time before it was next to impossible to determine which of the warlord/generals were originally humans and which were actually Demons. The entire nation now lives in a constant state of civil war. Humans live in servitude and abject poverty.

22.2 INDIA

In India, the Demons are worshipped as gods. The Demon prince Batarra the Overflowing took much of the remnants of Mepheligar's demonic army and then took aim at one of the largest concentrations of humans that still existed. First, he concentrated on destroying the centers of modernization and civilization. Then he gathered the masses of humanity for the building of temples. He declared himself and a few chosen lieutenants as gods. The Demons are fed every day on human sacrifice. Despite this, India is still the most populated (with humans) place on Earth.

22.3 SOUTH AMERICA

The Demons thrived in the tropical jungles. It was a few short years until the majority of the human population was dead. The few that survived live in small tribal groups. The Demons of South America have twice tried to assault on their northerly neighbor, but Lucard stopped both attempts cold. In the years since his disappearance, however, the Demons have become more aggressive.

22.4 THE MIDDLE-EAST

As the Demon invasions were occurring, Islamic fundamentalists took the opportunity to seize power in the countries of the Middle-east and began a final war to reclaim Palestine. Israel, besieged on all sides, responded with tactical nuclear weapons. The Twenty Minute War effectively made most of the Middle-east uninhabitable. Israel, though still in one piece, has trouble now because of the occasional radiation drift which spreads across its borders. Although Israelis live in a complete police state (more than three-quarters of their population are on call for military action), they are independent and free; but just barely holding on. They currently have access to most modern technology, but almost all of it is devoted to keeping enemies (i.e., everyone) at bay.

22.5 AFRICA

The few fleeing Arabic survivors of the Israeli devastation combined with the native Africans and Egyptians. The result was that humans began using magic in Africa sooner than in other parts of the world. Unfortunately, much like in South America, the Demons loved the jungle. The Congo is currently a complete pit of Demons and Unlife. Many humans live in small nomadic tribes on the plains (and the shamans keep magical protections to help protect their tribes).

22.6 CANADA

The use of nuclear weapons and the release of magic on the face of the Earth has changed most of the traditional weather patterns. The result is the beginning of a new Ice Age. Canada, for the most part, has become a cold and hostile land. The Demons that live in that area are thriving on the cold. The few humans that survive live in nomadic tribal groups. The Demons of ice would love to assault the rest of North America, but the Ulpir have kept them at bay so far.

Part III

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22.0, 22.1,
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China

India

South
America

The
Middle-east

Africa

Canada



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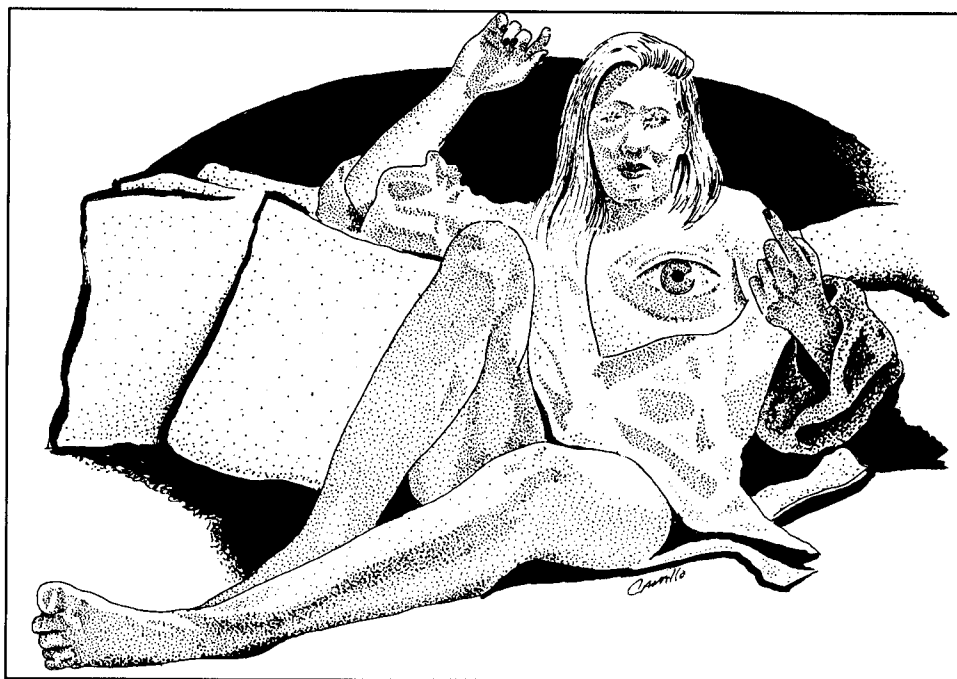
England

Japan

Everywhere
Else

22.7 ENGLAND

England is perhaps one of the only places in the Scarthen World left untouched by Demons. It seems that around the same time as the dimensional rift opened, England shifted out of phase with the rest of the world. At first its location was shrouded in a mist which neither technology nor any known magic could pierce. After the gate was closed, the mist faded somewhat allowing the occasional traveler to gain access to the ancient land. Those who have sailed into the mist and returned have mixed stories. There are some sailors who swear that they landed on the shores of England, while others say all that is left are a few rocky remnants of the grand island.



22.8 JAPAN

Little is known about Japan. It is thought by many that this is the island Lucard has gone to. What is known is that with no armed forces of their own, they were devastated in the initial assault. In an attempt to fight off the invaders, the Japanese turned to biological warfare. They released a genetically-engineered disease in hopes of killing the Demons. They succeeded, and drove the Demons from their shores. But nature pulled a twist. The disease when exposed to the Taint, mutated to affect the inhabitants of the island. Now, no male child born has ever lived beyond puberty. The disease still infests the island and any adult male who lands upon its shores is stricken by the disease (and dies). The rest of Japan continues to exist through cloning and other technology that they are using to attempt to solve their problems. Luckily, the Demons have never returned (perhaps the disease is still keeping them away?).

22.9 EVERYWHERE ELSE

There are no reports from anywhere else in the world. It is presumed that it is a wasteland of devastation, Taint, and Unlife. Very little human life exists. Those humans who have survived do so as hunted animals (reverting to pack-like, animal behaviors).

BESTIARY

Part III

Sections
23.0, 23.1,
23.2

Bestiary

Natural
CreaturesCreatures of
Taint

In the Scarthen World there are many different kinds of creatures, both alien and native. These creatures fall into several different categories.

23.1

NATURAL CREATURES

These are creatures that existed on the Scarthen World previous to the Unlife invasion. This includes cattle, deer, horses, and many other creatures that are found on Earth. However, not all of the creatures that were found on Earth can be easily found on the Scarthen World as a result of the massive extinctions that occurred first during the human expansion and then during the Unlife invasion. Natural creatures are not listed in this supplement as statistics for them are available in the *Creatures and Treasures* supplement and *Arms Law*.

23.2

CREATURES OF TAINT

Creatures of Taint are native creatures who have lived for significant periods of time in regions of severe Taint. Much like the cannibalism mutation turns humans into ghouls, these creatures have undergone changes in their very nature. In some cases, the creatures have undergone so many mutations as to no longer be recognizable.

In other cases, to all outside appearance they appear to be completely normal. In some way they have reached an equilibrium with the Taint in which they live. They have mutated, however, to the point where they no longer are natural creatures. These creatures are rare outside of the Tainted lands that give birth to them.

In addition to the creatures that are listed in this bestiary there are others which can be used as creatures of Taint. Gamemasters can invent their own creatures to fit their own particular version of the Scarthen World or import new beasts.

Creatures that are especially appropriate to be used as creatures of Taint are: Great Spiders; Great Serpents; Gemstings; Jadebacks; Caustic Slimes; Great Porcupines; Killer Rabbits; Minotaur; and Su, all from *Creatures and Monsters*. Certainly additional creatures can be found in both *Creatures and Treasures* 2 and 3 that the Gamemaster may wish to introduce. Use of creatures out of the *Creatures and Monsters* book may be appropriate, depending on the flavor of the campaign being run. In a standard Scarthen World campaign, the following creatures can generally be considered appropriate if used correctly. Remember, creatures of Taint are generally nocturnal ravaging hunters who only care for killing and consumption. Any creatures who are introduced as creatures of Taint should have their outlook rethought. While the creatures of Taint are mutants they are not spell casters, so any monster with spell casting ability or spell-like powers should not be used as a creature of Taint unless those abilities are stripped from the creature.

All of the creatures in the *Unearthly Animals* section (C&M, pp 39-49) can be introduced as creatures of Taint, as can the Cave Worm (C&M, p62).

The Land Monsters (C&M, pp 70-95) are also appropriate as creatures of Taint, with the following exceptions: the Echidna, Gorgon, Ki-Lin, Minotaur, Multi-Spider, and Zephyr hounds all have spell using ability or special abilities that are inappropriate for creatures of Taint. Generally, such abilities are best suited for creatures of Unlife or beings of the Fay. The Cerebus and Leocorn must have different lifestyles if they are to be used. Creatures of Taint are ravaging killers, not guardians or helpful magical beasts.

Of the sea creatures (C&M, pp 90-95), all are appropriate so long as the Capricorn, Hippocampus, and Nator are all treated as ravaging Taint-frenzied beasts rather than helpful or playful creatures.

Most of the Air Monsters (C&M, pp 96-113) are inappropriate for various reasons. Although these creatures, the Carnivorous Flying Monkeys, Dracusus, Gorgcrow, Great wasp, Horribar, Nasti, Sky Shark, and Sky Mantam are all usable as creatures of Taint.

23.2.1 • NEW TAINT CREATURES

FLESH HOUNDS

Lvl 3C; Base Move 110; Max Pace/MM.; Dash/+10; Speed MS/AQ FA/FA; Size Crit M/-; Hits 150F; AT 3; DB 30; Attack 100MBi;

Number Encountered 5-20. Outlook: Hungry.

Standing between 5 and 6 feet tall at the shoulder when full grown, few creatures will stand against a pack of flesh hounds. They are canine in origin although they only slightly resemble their dog ancestors now. Their clawed feet scrape the ground with non-retractable, six-inch claws. Their jaws are massive and rowed with massive teeth which prevent them from ever fully closing their mouths. Their nostrils are also larger than a dog's and their sense of smell is unnaturally acute. They are ravenous eaters and hunters so packs generally are on the move, looking for fresh game. Within a pack there will generally be a single older male who is stronger and more intelligent than the rest of the pack. This is the pack's leader.

Flesh hounds do have one especially strange feature; if for any reason they taste the blood or flesh of another creature and the creature escapes, they will do nothing but hunt the other creature until they kill it and eat it.

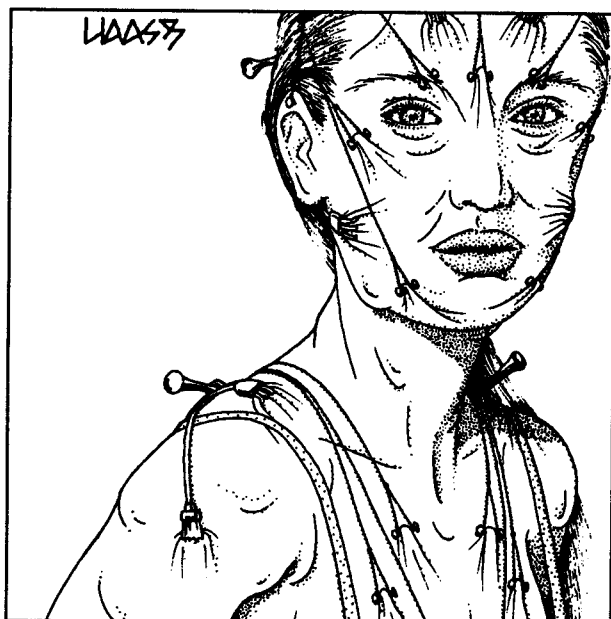
CRACK BEETLES

Lvl 2B; Base Move 50; Max Pace/MM Spt/+10; Speed MS/AQ SL/MF; Size Crit S/I; Hits 20F; AT 17; DB 20; Attack 50SPi;

Number Encountered 50-500. Outlook: Hungry.

Crack Beetles are large Tainted termites which grow to a foot and a half long. As individuals they are harmless, but where one is encountered a hive is surely near. Much like normal termites, they have a hive and a queen. They build their hives with mud walls raised above the earth and tunnels that run under the ground. The hive can grow to be 50+ tall and ten times that depth. Of course, there is a maximum to the size of a hive; when the maximum is reached, a new queen is born who travels and begins a new hive.

SHADES OF
DARKNESS



The black-shelled beetles have no interest in animals, only in fibrous material found in large plants, trees, and wood. Whether the plant is alive or dead is of no consequence to them as their massive jaws rip through and consume it. When full, they carry the pulp back to their hive and excrete it onto a pile used to grow a special fungus, which they and their queen eat. While out foraging, crack beetles will not bother to defend themselves if attacked. However, they will treat any source of wood, including buildings, as food. Crack beetles have an invisible perimeter, usually equal to fifty times the height of the hive. Should any creature enter that perimeter, they begin to click their jaws as an alarm signal. Within seconds the entire hive begins to frenzy, running around, clicking their jaws, looking for the intruder. They will attack in waves, using their crushing jaws to rip the intruders to shreds. After the intruder has been killed, the frenzy continues for up to half an hour more, after which the beetles return to their normal behavior as though nothing happened.

BLOAT TOADS

Lvl 5A; Base Move 10; Max Pace/MM Run/+10; Speed MS/AQ SL/FA; Size Crit: M/-; Hits 40D; AT 3; DB 40; Attack 50MGr100;

Number Encountered 1; Outlook: Aggressive.

Bloat Toads are one of the more grotesque spectacles created by the interactions of nature and Taint. Their basic structure is that of a toad with some remarkable exceptions. They have three eyes, each of which is uniform gold in color and rimmed with white mucus. They have green skin with characteristic black patterns on their backs and forehead regions. No matter what size they are, they appear to be immensely overweight with layers of flesh and fat hanging from their bodies and covering their squat legs. Their appetites match their appearance, and no matter what their size, they only have one thought on their minds—eating. Indeed, Bloat Toads will continue to eat no matter what, and if food is exceptionally plentiful, they may kill themselves by overeating.

Bloat Toads are born as tadpoles like a normal frog or toad, but a mature toads, they average four feet tall. Exceptional individuals have been reported to grow as large as six feet tall.

No matter what the size of a Bloat Toad is, its hunting technique is the same. It will sit almost perfectly still until a smaller creature passes by. Then, from under its massive body, short and powerful legs launch it into the air. It will attempt to land on its prey using its weight as a weapon to crush and pin the target to the ground. Once on top of its prey, tentacles that line the underside of the Bloat Toad (normally hidden by fat) can begin to wrap and constrict their prey.

After the victim has been crushed to death, the Toad will slide off the body and eat it whole.

A typical Bloat Toad can jump almost fifteen times its body length raising to a height of ten times its body length. Jumps of this nature require immense effort and preparation for the Bloat Toad. For several minutes after they land, finish eating, or complete any other activity that causes them to move their legs, they must replace the position of their legs. The shifting of their legs under the mountains of fat appears for all intensive purposes as if they were quivering.

When sitting perfectly still Bloat Toads are, in fact, ready to launch themselves in any direction they choose.

THE STRIPED BACK BLOAT TOAD

Lvl 2A; Base Move 10; Max Pace/MM Run/+10; Speed MS/AQ SL/FA; Size Crit: S/-; Hits 15D; AT 3; DB 40; #1 OB 50SGr90(Level 10 muscle poison); #2 OB 50SC110; Number Encountered 5-20; Outlook Aggressive.

This is the more dangerous variety of the Bloat Toad. They appear almost identical to typical Bloat Toads except the black blotches on their backs form a distinctive set of double stripes, and they only rarely grow to be larger than 1 foot.

The fear that the Striped Backed Bloat Toad inspires in many is well earned. The Striped Bloat Toad is poisonous, and its underbelly tentacles are coated in a layer of fast acting and potent poison that renders most prey immobile by causing all of their muscles to contract almost immediately. Striped Bloat Toads also travel in packs, sometimes as many as twenty. Within a short traveling distance of each other, they tend to hunt larger prey than the common Bloat Toad.

As the prey enters the region where the Striped Bloat Toads are waiting, several will drop on the prey at once, each one attempting to administer its poison. Once the prey has fallen they swarm over it. They do not eat victims whole like common Bloat Toads, but using a set of specified tentacles to tear away chunks of flesh and meat which they slide back and consume. Because the poison of the Striped Back Bloat Toad does not kill the victim, but merely renders them immobile, the prey will often remain alive, aware, immobile, and helpless for the first part of the Striped Back's meal.



BLOOD THISTLE

Lvl 3C; Base Rate -; Max Pace MN Bonus -/-; Speed MS/AQ -/-; Size Crit M/-; Hits 10A; AT 1; DB 0; Attacks (Special);

Number Encountered 3-5; Outlook Passive.

These plants most commonly grow low and flat, spreading thick, dark green, spiny leaves in a circular pattern. From the center a small yellow bud grows. Eventually the bud opens exposing a small group of barbed thorns. The plant then dies, the thorns and thick flat leaves dry and harden.

The action of the plant is fairly simple. When the leaves are depressed, broken, or agitated, the thorns on that side are ejected. The thorns do not fly farther than a few feet, but the tips are sharp and strong and will pierce most flesh; barbs will hold them in.

Along the length of the barb are hundreds of tiny hairs that run the reverse direction along the length of the thorn. The hairs are extremely fragile and are designed to break off and be left behind in the wound. Any attempt to pull out the thorn or indeed any vigorous movement will lodge dozens of the hairs in the wound.

Each of these hairs is a seed. The seeds grow and multiply, taking nourishment from the blood of the host. After several months unchecked, an entire colony will have developed. These colonies stay close to the surface of the skin, each one containing thousands of tiny black seeds. When the colony becomes large enough, the skin above it will rupture open, raining the black seeds down on the earth to begin the growth of a new Blood Thistle.

EMERALD SINK BALLS

Lvl 1A; Base Rate -; Max Pace MN Bonus -/-; Speed MS/AQ -/-; Size Crit M/-; Hits 20; AT 1; DB 0; Attacks (Special);

Number Encountered 1-3; Outlook Passive.

An Emerald Sink Ball is a kind of mutated mushroom that grows under the layers of leaves and dead plant material that fall on the forest floor. To successfully grow, it requires darkness and moisture as well as dead plant material as a food source.

They start small but have been known to grow as large as five feet in diameter. If one were to scrape the leaves and other debris away to reveal the emerald sink ball, one would find round, knobby, bright green mold inside a transparent brown containment sack.

It is only if the containment sack is ruptured that the emerald sink ball becomes dangerous. The green gelatinous mold is highly acidic and will splatter when the containment sack is ruptured. This splattering is how the sink balls spread, but it poses the greatest danger when the balls are hidden under layers of leaves and debris, making the larger ones effectively land mines.

When walking through territory in which the Emerald Sink Balls grow, one can avoid them by stepping close to the base of growing plants because no plants will grow directly over a Sink Ball.

Should the Sink Balls ever dry out, they become brittle and non acidic. Addition of water will quickly reactivate the acidic nature of the ball. This property of the Sink Balls has been noted as useful by many adventurers. A dried Sink Ball can be safely carried in small quantities without risk of Taint. Carrying five Sink Balls in a backpack will give a human 1 Taint point per day. If a dried Sink Ball is touched with a bare hand, it will give one point of Taint.

KELETOS

Lvl 0A; Base Move 5; Max Pace/MM Dash/+5; Speed MS/AQ MD/VF; Size Crit: T/-; Hits 1; AT 1; DB 20; Attack 5TiBi100 +special;

Number Encountered 1-5; Outlook: Aggressive.

The Keletos is a bug shaped almost identically to the mosquito, but with a body a full inch long and a two-foot-wide wing span. Unlike the mosquito that draws its blood from its prey before it lays its eggs the Keletos injects in eggs, into the body of its prey. To do this the Keletos has two long needle like projections that emerge from its bulbous mouth rather than one. The first projection is slender, hair like, and coated with poison. The Keletos first injects this poison, which numbs the area upon which it is going to land. Then it lands and injects the second, larger needle. The second tube is almost 1/32 of an inch on the inside and it is through this that the eggs are delivered.

The eggs are at first tiny and almost imperceptible. The localized numbness introduced by the poison wears off within an hour. After the numbness, the host may notice a slight itch or irritation like they have been bitten by a large bug. This helps to cover the presence of the tiny eggs now embedded in the skin.

Over the next few months the eggs will grow slightly larger but will be hardly noticeable until they hatch open. Once the eggs hatch open, they become tiny white maggots with black and red heads. Their white-sack like bodies are small but grow quickly as they fill with blood. This stage is quite damaging as the maggots use their powerful jaws to first seek blood then rip their way to the surface of the host.

Once they have worked their way out of the host they drop to the ground and seek a safe location to form a pupa from which the mature Keletos can emerge.

NEREL BEARS

Lvl 10G; Base Move 75; Max Pace/MM Spt/+20; Speed MS/AQ MF/MF; Size Crit: L/LA; Hits 275G; AT 12; DB 20; #1 OB 110MBa40; #2 OB 90LGr60; #3 OB 65Lcl; #4 OB 70MBi;

Number encountered 5-50; Outlook: Aggressive.

Nerel Bears are the largest species of bear known to exist on the Scarthen World. A full grown bear can be up to twenty feet tall when standing fully erect on its hind legs, although most grow to a size of around sixteen feet. They are omnivorous with massive appetites and grow more carnivorous as they grow older. As an adolescent, the Nerel Bear is almost entirely vegetarian, occasionally supplementing its diet with grubs and whatever small animals it can catch. As it begins to mature, it starts to look physically different from normal bears. By its third year of life it begins to grow black bone plates that emerge from its thick fur, first on its face and shoulders. The bone plates are spiny and thick, meant to provide protection in addition to the layers of fur and fat which already cover the massive beast.

As adults the Nerel Bears are ferocious and ravenous hunters. They eat almost nothing but meat. On occasion when meat is scarce they will knock over trees and eat the small new growth leaves and pine needles that grow close to the top.

Despite their massive size Nerel Bears can move quite quickly, and have incredible endurance. They have outrun horses at full gallop not by pure speed but by holding a distance and waiting for the horse to tire. They typically use

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size, speed and bony shoulder plates when they hunt, which is an almost constant activity. Should they encounter a herd or group of animals they will often charge at full speed, knocking down, killing, or stunning one or several of the animals on the first pass. They then turn about for a second pass to kill the wounded.

Watching the Nerel Bear eat is a fierce sight; they eat everything their massive jaws can fit around and crush. This includes sinew, hoof, and bone. The Nerel Bear's jaws can crush the hip of a full grown ox in one bite.

BIRDS OF PARADISE

Lvl 5D; Base Move 100; Max Pace/MM Dash/+30; Speed MS/AQ FA/MF; Size Crit: L/- Hits; 200F; AT 4; DB 20; #1 OB 85LCI; #2 OB 85LBI; #3 OB 120LCI;

Number Encountered 1-2. Outlook: Aggressive.

The Bird of Paradise is not a bird at all, but a large cat that has developed the ability to coo and hum much like a dove or humming bird. They average about four feet long, not including tail length. They are entirely black with a tail that averages twice their body length. The only color other the black on their body is the yellow tufts of fur that fan out from the tip of their tail to give the appearance of bird wings.

The Bird of Paradise hunts by drawing attention to its location, humming or cooing and leaving only the tip of their tail visible. With their prey watching this lure they pounce from the side.

FLESH ROT

No Applicable Stats.

Flesh Rot is a malady which is common among swamps and wet lands. It is a fungus which can live on and in flesh. It requires a moist environment with little circulation for good growth and will quickly move into cracks or wounds. Flesh Rot is most common among those who wear heavy armor into the swamp who may find the beginning of an outbreak appearing within a few hours.

The fungus will be killed by exposure to direct sunlight and dry air. However if the infection has progressed far enough so as to work its way into the skin the outside layer will be killed but the inside layer will continue to grow unless the entire infected area is removed.

RAZOR WINGS

Lvl 0A; Base Move 5; Max Pace/MM. Dash/+5; Speed MS/AQMD/VF; Size Crit: T/-; Hits 1; AT 1; DB 20; #1 OB 5TiBi100 + 1 additional slash critical at equal severity; Number encountered 50-5000. Outlook: Aggressive.

Razor Wings are rarely found alone. They travel in groups that can range in the thousands. They are the size of butterflies and have thin, white wings that are fragile yet extremely sharp on the edge. They travel fluttering from plant to plant, the entire horde moving in the same general direction, eating the vegetation as they go. Should anything large enter the area they inhabit, the Razor Wings become excited. Within only a few seconds the Razor Wings are in the air fluttering about madly and ripping to shreds anything less than ten feet above the ground.



SPIT FOX

Lvl 3A; Base Move 30; Max Pace/MM SL/FA; Speed MS/AQ; Spt/+30; Size Crit: S/-; Hits 20E; AT 11; DB 70; #1 OB 45SmBi100;

Number Encountered 2-10; Outlook Aggressive.

A spit fox is a black-furred, mutated vole generally with white or gray paws. They are intelligent, vindictive, voracious, and they spit a corrosive poison that does 1d10 concussion hits per round for three rounds to anything it touches. The Spit Fox grows to the size of a real fox, and mates for life, giving birth to litters between five and ten young every two years.

They are highly intelligent. They recognize most human traps and weapons even if they do not have the appendages necessary to work them. They take extreme delight in frustrating and taunting humans and have a sharp laugh-like call that they make when satisfied.

23.3 FAY CREATURES

Fay, often associated with the goddess Sula'fay, are perhaps the most complex of the creatures that inhabit the Scarthen World. In their natural state they have no physical form, but they can take physical form to interact with the real world. While in physical form, they can be attacked and their physical form destroyed, but this does not kill them. Destruction of their physical form merely causes them to be unable to affect the physical world. Fay without physical form are also unable to move. To those who deal with the Fay and understand them, this state is simply called sleep.

Under normal circumstances a Fay would eventually gather enough power from the world around it to reform a body and move again through the world. Due to the invasion of Taint, this is no longer the case. Fay seem to be especially vulnerable to Taint; it damages them, removing their ability to create a new body.

23.3.1 • FAY SLEEP TABLE

This lists the amount of Taint that a creature of the fay can be exposed to before it is forced back to sleep. If the creature was awakened by a spell it will also go back to sleep if the duration of the spell which woke it is reached.

Creature	Maximum Taint
Whispling	10
Lesser Elemental	20
Elemental	40
Greater Elemental	80
Lesser fay creature	20
Greater fay creature	50

23.3.2 • ELEMENTAL FAY

There are four basic types of Elemental Fay on the Scarthen World; Earth, Air, Fire, and Water. When an Elemental is summoned, its powers, statistics, and even its attitudes are to a certain extent determined by which of the elements it is associated with. Elemental Fay must remain in contact with their primary element in order to take on a physical form.

Water Elementals take double damage from heat or fire attacks. Earth Elementals are vulnerable to spells which can destroy earth or stone such as Earth to Mud, or Cracks Call. Air Elementals are totally destroyed if a Vacuum spell is cast on them and they fail their RR. They also take double damage from being near a Vacuum spell. Fire Elementals suffer double damage from water, ice, and cold attacks.

WHISPLINGS

AIR

Lvl 5H; Base Rate 120; Max Pace MN Bonus Spt/+10; Speed MS/AQ VF/VF; Size Crit S/-; Hits 40H; AT 1; DB 60; #1 OB 20SGr ("A" Impact);

Number Encountered 1; Outlook Helpful.

EARTH

Lvl 5H; Base Rate 40; Max Pace MN Bonus Run/+0; Speed MS/AQ SL/MD; Size Crit S/-; Hits 40H; AT 8; DB 20; #1 OB 20SGr ("A" Impact);

Number Encountered 1; Outlook Helpful.

FIRE

Lvl 5H; Base Rate 100; Max Pace MN Bonus Spt/+10; Speed MS/AQ FA/FA; Size Crit S/-; Hits 40H; AT 1; DB 40; #1 OB 20SGr ("A" head);

Number Encountered 1; Outlook Helpful.

WATER

Lvl 5H; Base Rate 50; Max Pace MN Bonus Spt/+0; Speed MS AQ SL/MD; Size Crit S/-; 40H; AT 3; DB 30; #1 OB 20SGr ("A" Impact);

Number Encountered 1; Outlook Helpful.

A Whispling is the most basic of the Elemental creatures. They are generally small, ranging in size from six inches to a foot in diameter. They are basically unintelligent but they do love to help. They will do anything they are asked to do within their limited power. They cannot exist when not in contact with their own element, but they can change their shape at will so long as their total size remains the same. This is true of the Air Whispling that can also change its size by up to x1/2 or x2. While they cannot leave their own element they can jump from their element up to ten feet if there is more of their element available for them when they finish the jump. The exception to this is water and air, which can not jump through earth or stone. Fire can jump through earth or stone, but must burn material in order to be in their element. They will consume the fuel as a normal fire would.

A Whispling appears as a ball of elemental matter. They can move freely through their own element and can maintain limited integrity against forces that might normally dispel their element. So a gust of wind would not cause an Air Whispling to be blown apart but it would cause it to move. Water Whisplings and Fire Whisplings both take double damage from the other element, but they are made of elemental fire or water, so they can destroy five times their own size of non-magical normal fire or water.

Whisplings are about as intelligent as a well trained guard dog. They have about a fifteen word vocabulary even if spoken to in Fay tongue or if an Elemental Speech spell is cast on them. They can sometimes figure out what their master wants so long as the concept is simple, and they always understand yes and no.

The powers of Whisplings are limited. Air Whisplings can make themselves opaque or clear as they wish and can spread themselves thin to fill a full square yard of space. Fire Whisplings can start small fires wherever there is easily combustible fuel. A Fire Whispling can provide heat to a small room or dry clothing, wood and other such material. Earth Whisplings can dig tunnels the size of their own body at a rate of up to ten yards per round through loosely packed earth. The rate of tunnel formation is slowed if the material is densely packed. Every time the ground density is doubled, halve the amount the Whispling can dig. Water Whisplings can spit small jets of water up to ten yards. These small water jets are totally ineffectual for dealing damage but can distract an opponent, especially if they hit near the face.

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SHADES OF
DARKNESS



LESSER ELEMENTALS**AIR**

Lvl 10H; Base Rate 140; Max Pace MN Bonus Spt/+10; Speed MS/AQ VF/VF; Size Crit M/LA#; Hits 80H; AT 1; DB 60; #1 OB 30LBa(3x); #2 OB 50LGr ("B" Impact); Number Encountered 1; Outlook Helpful.

EARTH

Lvl 10H; Base Rate 45; Max Pace MN Bonus Run/+0; Speed MS/AQ SL/MD; Size Crit M/II#; Hits 80H; AT 8; DB 20; #1 OB 90LBa; #2 OB 40LGr ("B" Impact); Number Encountered 1; Outlook Helpful.

FIRE

Lvl 10H; Base Rate 90; Max Pace MN Bonus Spt/+10; Speed MS/AQ FA/FA; Size Crit M/LA#; Hits 80H; AT 1; DB 40; #1 OB 40MBa(2x); #2 OB 70MGr ("B" Heat); Number Encountered 1; Outlook Helpful.

WATER

Lvl 10H; Base Rate 60; Max Pace MN Bonus Spt/+0; Speed MS/AQ SL/FA; Size Crit M/II#; 80H; AT 3; DB 30; #1 OB 60LBa; #2 OB 60LGr ("B" Impact); Number Encountered 1; Outlook Helpful.

Lesser Elementals are the Elemental that most humans prefer to work with. They are smarter than Whisplings, which makes them capable of understanding most basic concepts and sentence structure. They are generally amiable to working with humans and will attempt to comply with any request or command they are given, although they might not always understand complex situations and may be confused if a situation is different from the explicit instructions they were given. They have about the same attention span, problem solving ability, and vocabulary as a typical ten year old child.

Lesser Elementals are generally two to three feet in diameter although, unlike Whisplings, they do not appear as shapeless blobs or spheres but as bipedal humanoid forms without hands, feet, or facial features. They can assume other forms or move freely through their own element, but they seem to prefer appearing in humanoid form. Also unlike Whisplings, a Lesser Elemental can leave its own element although this severely limits the amount of time it has before it must go back to sleep. Every round outside of its own element reduces a Lesser Elemental's waking time by one minute.

The powers of a Lesser Elemental are far more formidable than that of a Whispling. Lesser Air Elementals can spread themselves thin to fill up to five square yards of space, and can exert up to fifty pounds of pressure. They can also be commanded to protect a single target, giving an additional 50 DB against arrows or thrown weapons and an additional 10 DB against incoming bullets or hand to hand attacks. Lesser Fire Elementals can shoot one fire bolt per round, which attacks on the Fire Bolt Attack Table with a 5 OB and a range of fifty feet. Lesser Earth Elementals can dig tunnels the size of their own body at a rate of up to twenty yards per round through loosely packed earth. Every time the ground density is doubled, half the amount the Earth Elemental can dig. They can also attack on the Ram/Butt/Bash Attack Table with a 20 OB. Lesser Water Elementals can spit jets of water up to fifty feet, attacking on the Water Bolt Attack Table with a 10 OB. Lesser Fire

and Lesser Water Elementals can also exert up to ten pounds of constant pressure on any object should they need to but this will either get the object wet or expose it to fire, possibly igniting it.

ELEMENTALS**AIR**

Lvl 20H; Base Rate 120; Max Pace MN Bonus Spt/+10; Speed MS/AQ VF/VF; Size Crit L/SL#; Hits 120H; AT 1; DB 50; #1 OB 40LBa(3x); #2 OB 70LGr ("D" Impact); Number Encountered 1; Outlook Helpful.

EARTH

Lvl 20H; Base Rate 45; Max Pace MN Bonus Run/+0; Speed MS/AQ SL/MD; Size Crit L/LA#; Hits 120H; AT 8; DB 10; #1 OB 120LBa; #2 OB 60HGr ("D" Impact); Number Encountered 1; Outlook Helpful.

FIRE

Lvl 20H; Base Rate 90; Max Pace MN Bonus Spt/+10; Speed MS/AQ FA/FA; Size Crit L/SL#; Hits 120H; AT 1; DB 30; #1 OB 50LBa(2x); #2 OB 70MGr ("D" Heat); Number Encountered 1; Outlook Helpful.

WATER

Lvl 20H; Base Rate 50; Max Pace MN Bonus Spt/+0; Speed MS AQ SL/MD; Size Crit L/LA#; 120H; AT 3; DB 20; #1 OB 100HBa; #2 OB 75HGr ("C" Impact); Number Encountered 1; Outlook Helpful.

Elementals appear as larger than human sized bipeds, but only Earth Elementals have individual digits on their hands or distinct facial features. The other Elementals have suggestions of facial features rather than actual faces. Elementals are generally as intelligent as an average human. However, this does not mean that they are necessarily easier to work with. Each one will have its own personality and while many enjoy human company, most will grow quickly resentful if they feel that they are being bossed around or unappreciated. So while a Lesser Elemental may be unable to complete a task because they do not understand the nature of the task, an Elemental may simply choose not to complete a task if they grow annoyed with it.

Generally, an Elemental will continue to aid the individual who is responsible for summoning or awakening them so long as they are treated with respect and time is taken to explain to them the entirety of the situation. Depending on their personality, they may wish to chat with the people around them.

They have all of the powers of Lesser Elementals but are twice as effective as a Lesser Elemental, distances are twice as far, OBs twice as high, and so on. In addition, they can freely cast spells of the correct type of Elemental Law up to 10th level. They do not pay Power Points to get these effects; they can simply create them at will for as long as they remain awake.

GREATER ELEMENTALS**AIR**

Lvl 30G; Base Rate 150; Max Pace MN Bonus Spt/+20; Speed MS/AQ VF/VF; Size Crit L/SL@; Hits 180H; AT 1; DB 80; #1 OB 60LBa(3x); #2 OB 80HGr ("E" Impact); Number Encountered 1; Outlook Helpful.





EARTH

Lvl 30G; Base Rate 50; Max Pace MN Bonus Run/+10; Speed MS/AQ MD/MF; Size Crit L/LA@; Hits 180H; AT 8; DB 20; #1 OB 150LBa; #2 OB 90HGr ("E" Impact); Number Encountered 1; Outlook Helpful.

FIRE

Lvl 30G; Base Rate 120; Max Pace MN Bonus Spt/+20; Speed MS/AQ VF/VF; Size Crit L/SL@; Hits 180H; AT 1; DB 60; #1 OB 75HBa(2x); #2 OB 90HGr ("E" Heat); Number Encountered 1; Outlook Helpful.

WATER

Lvl 30G; Base Rate 60; Max Pace MN Bonus Spt/+0; Speed MS AQ MF/FA; Size Crit L/LA@; 180H; AT 3; DB 30; #1 OB 125HBa; #2 OB 80HGr ("D" Impact); Number Encountered 1; Outlook Helpful.

Greater Elementals are the royalty of the elemental world. They are immensely powerful and highly intelligent, or at least that is how they like to present themselves. They appear to have the ability to change their size from that of a normal Elemental to four or five yards in height. They also will often take forms other than human forms. Greater Fire Elementals have been known to appear as small fiery recreations of Dragons. Greater Earth Elementals may take the form of large monoliths or stone statues.

Most Greater Elementals are as arrogant as they are powerful. They will most often refuse to aid anyone unless they are under magical control that forces them to do so.

They resent being placed under magical control and while they cannot directly disobey, they will often take any vagueness in the instructions they are given as an opportunity to purposely mess up. They will grow deeply resentful if they are mistreated or ordered about in an off-hand fashion. They do, however, enjoy being treated with respect and honored, and may "grant favors," if approached as a superior being and asked in a humble manner.

Their powers are ten times that of a Lesser Elemental of the same type. In addition, they can cast spells off of the appropriate Elemental Law list up to 25th level at will.

23.4

FAY FOLK

As a whole, the Fay behave in a manner that is extremely similar to the Elementals. They awaken for a time and then are driven back to sleep. Unlike the Elementals, this may not have always been the case. The evidence for this lies in the fact that, unlike the Elementals who are always awake for a set period of time, the amount of time a Fay stays awake depends mostly on the amount of Taint in the area. Indeed, in areas where there is no Taint, they may not fall back asleep for years. Some theorize that in a world with no Taint, the Fay would awaken by themselves and never fall asleep.

23.4.1 • LESSER FAY

PIXIE

Lvl 3C; Base Rate 40; Max Pace MN Bonus Dash/35; Speed MS AQ MF/MD; Size Crit T/-; Hits 25D; AT 1; DB 45; #1 OB 10me; #2 OB 25ms; Special Abilities; Number Encountered 1; Outlook Timid.

Pixies are small, winged, humanoid bipeds averaging ten inches in height. They are capable of flying forward, backward, or to the side at a constant speed, much like a hummingbird. Also like a humming bird, they can hover, and their wings make a humming or buzzing. They speak in a high, often squeaky voice and usually very quickly. They eat and drink ten times their own weight a day. They love alcohol in almost any form and will drink it at any opportunity, which will quickly intoxicate them. However, they also recover from inebriation within five to ten minutes if they stop drinking.

Most Pixies are nervous, easily excitable creatures with a natural curiosity that constantly gets them in trouble.

While they are intelligent, they have extremely short attention spans and horrible memories. They are small, fast, and very hard to hit so long as they notice that they are being attacked. They may carry darts or small magical swords, which attack on the Dagger Attack Table.

Pixies have the following innate abilities: they can turn invisible at will for up to twenty minutes a day; they can cause themselves to glow, giving off as much light as a candle; and once per day they can flash as per the fifth level Sudden Light spell on the Magician spell list Light Law.

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SHADES OF
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DRYAD

Lvl 2B; Base Rate 70; Max Pace MN Dash/15; Speed MS/AQ MD/MD; Size Crit M/-; Hits 40D; AT 1; DB 20; #1 OB 10SBr;

Number Encountered 1; Outlook Aloof.

The most human of all of the Lesser Fay, Dryads are tree spirits who most often are associated with a particular oak or willow. They appear as graceful young men or women clad only in leaves. They are always polite and will attempt to aid anyone who requests their intervention. However, they are severely limited in what they can do. A Dryad is linked to its tree and can go no further than one mile away from that tree. Also should its tree die, it will too, unless it has time to link itself to a new tree. The process of linking to a new tree is only done when a Dryad's old tree has neared the end of its natural life cycle. The Dryad may then choose a nearby uninhabited tree as its new tree. The transfer takes a year, and during that time the Dryad is affected by the circumstances of either tree.

Their powers are limited. They may fight with their fists if necessary, but they are ineffectual and unarmed. They can walk through living wood as if it were not there, and they do not need to breath, so they can remain within a tree. Dryads also are aware of everything that happens near their tree, even while they are asleep, so they can remember who has passed by or what events have taken place near their tree with little difficulty. Dryads may also speak to other trees, but trees without Dryads in them notice far less of the outside world and tend to measure time in seasons rather than days.

GNOME

Lvl 5E; Base Move 40; Max Pace MM Dash/30; Speed MS/AQ SL/MD; Size Crit S/-; Hits 40D; AT 1; DB 20; #1 15me; #2 10ms;

Number Encountered 1; Outlook Normal.

Only slightly larger than a Pixie, with a height of one foot, Gnomes nevertheless weigh as much as a full grown human, around one hundred and sixty pounds on average. They are perpetually grumpy and depressed, although they enjoy a good drink as much as a Pixie. Once drunk, generally one of two things happens; either they become very chatty and happy making bad jokes and puns at every opportunity or they get even more depressed, refusing to move unless forced to. The reason for this state of melancholy is not well understood as the Gnomes themselves are entirely unwilling to talk about it. It is even more confusing when one looks at the old stories about Gnomes in which they are portrayed as happy, jolly people. Some have noticed that there seem to be no female Gnomes. The Gnomes refuse to talk about this too, and indeed they seem to grow more depressed, if possible, when asked about it.

When summoned or awakened, they step out of a large nearby stone. They will attempt to return to the same stone when they are about to go back asleep. Should this not be possible, they will simply fade into the earth or a nearby stone when sleep overtakes them.

Gnomes are quite strong. On average they have the equivalent of a 101 Strength. If forced to fight, which they don't mind doing, they will punch, throw large boulders, or run head first into opponents. They are, however, quite clumsy and don't use weapons well, fumbling on a roll of 01 through 09 when using a weapon and fumbling on a roll of 01 through 05 when attacking with bolder, fist, or ram attacks.

26.4.2 • GREATER FAY

When allowing a character to summon a Greater Fay, the Gamemaster should remember that there is great variation within each type of Greater Fay. Much like humanity they are diverse peoples who will have diverse skills, powers, abilities, and experience. The most varied of the Greater Fay are the Elves and Dwarves. Individuals from both of these groups may have studied a great many things in their past and may have knowledge of skills left over from before the Unlife invasion. Careful consideration of exactly what a given Fay is capable is necessary so as not to unbalance the game. In addition, the Gamemaster must make sure not to allow Greater Fay to be easily taken advantage of. They are reasonable and will be thankful to whoever wakes them, but they have personality and motivation as individuals.

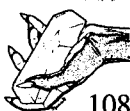
ELVES

Lvl 4D; Base Rate 70; Max Pace MN Dash/20; Speed MS/AQ MD/MD; Size Crit M/-; Hits 50D; AT 9; DB 40s; #1 OB 50me; #2 OB 60ms;

Number Encountered 1; Outlook Aloof.

Elves appear as tall, thin, pale-skinned humanoids. Their manner is graceful, often slow and languid, but they can move with incredible speed and power should they choose to. Elves are highly intelligent and many remember not only the Unlife invasion, but the time that preceded it. When awakened or summoned, they will materialize out of thin air with no equipment except a thin body wrapping. Most of the time they will try to find their stash of items at the first given opportunity. They will ask the humans to return the items to the cache should they unexpectedly be returned to sleep. They can tell when sleep is approaching and will hide their armor and weapons in a place where they think they will be able to get them, however long it takes to reawaken.

Most Elves have three or four spell lists, the two most common are Light Law and Air Law, although Water Law and Illusions are also popular. Choice of spell lists and weapons are as individual as the Elf. Generally, Elves use hand to hand weapons that they can be sure will not break down over the hundreds of years for which they sleep.



Besides whatever natural skills an Elf has learned and the spells that they know, an Elf has no special powers. They can, however, be wonderful sources of information, as they have lived for thousands of years and remember it all. Unfortunately, most Elves have little interest in mechanics, electronics, or chemistry. They generally are obsessed with art, literature, dance, and song, and will talk for hours about the great music halls of the pre-invasion world. Most Elves mourn the loss of the culture of the past more than the actual lives that were lost.

DWARVES

Lvl 3C; Base Move 50; Max Pace MM Spt/0; Speed MS/AQ SL/MD; Size Crit M/-; AT 16; DB 35; #1 OB 60me; #2 OB 30ms;

Number Encountered 1; Outlook Normal.

Much like gnomes, Dwarves sleep within stone or rock. They appear as short, stocky, muscular creatures. If asked, some will say that they are male and some will say that they are female. Both sexes have long, thick beards and are indistinguishable to the human eye. They emerge from their sleep with a loin cloth but will be able to uncover a hidden cache of equipment quickly. Their caches of equipment are almost always hidden in compartments built into rock or hidden under large boulders.

Most Dwarves are experienced in mining, engineering, and smithing. A few have found the time to study electronics and chemistry, but they are rare. So far, no Dwarf has been found who knows any spells. They simply have no interest in learning magic. They say they like the reliability and magic of a well built machine.

They love to build and smith, and will need almost no prompting to do so. Many of them do, however, have secrets that they use when building or smithing. They guard these secrets jealously and will make everyone leave the area before they continue a project, but the result is well worth it. One human observed that although they claim to not know magic, only magic could be responsible for the smithing of a sword as strong as one made by a Dwarf. The Dwarves all claim that it is only the superior knowledge of the science that allows them to do these things.

It is impossible to understand the Dwarven secrets by looking at the results. Even with hundreds of examples and keen observation skills, the Dwarven secrets have remained a mystery. The true Dwarven secret is in their blood. They are, after all, creatures of the Fay, not humans. Even if spied upon it is next to impossible to understand what a Dwarven crafter is doing. They work quickly and often pause, muttering to themselves and drawing sketches in the air.

If a Dwarf discovers that they are being observed while they work, they will fly into a rage and they may attack the observer or even destroy the work and refuse to work again.

TROLLS

Lvl 6H; Base Move 80; Max Pace MN FSpt/10; Speed MS/AQ MF/MD; Size/Crit L/II; Hits 150F; AT 11; DB 10; #1 OB 70 LCl; #2 OB 60LBi; #3 OB 40we; #4 OB 50ro; Number Encountered 1-2; Outlook Aggressive.

Trolls are perhaps the simplest of the Greater Fay. Large, averaging nine feet tall, with hunched backs, oversized lumpy noses, and massive arms that run well down past their waists, Trolls are easily mistaken for creatures of Taint. A Troll has thick green or brown skin and patchy red, white, or black hair. They are simple creatures liking a good fight more than anything else. They are incapable of feeling pain and they do not die; they simply go back to sleep. They know this, so they are not afraid of any fight.

Trolls naturally regenerate. Bleeding is slowed at one point per round, and concussion points heal at the rate of three points per round. They also fight large creatures on combat tables. They have thick skin and six inch long claws so they don't really need weapons or armor, but they are in the habit of picking up sections of trees to use as clubs and wrapping them selves in skins. A Troll is also capable of using almost any hand to hand weapon that their clawed hands can hold, and they enjoy using two handed metal flails and halberds in one hand. They do not like missile weapons, as they get no enjoyment out of killing at range; they like to bash.

In addition to their desire to bash, Trolls have a deep hate of Unlife and Demons. The reasons for this are unclear but little stands in the way of a Troll that spots Unlife or Demons. Encountering a Troll does not always mean combat. Though fearsome, they are not terribly intelligent and can easily be fooled.

23.5 SERVANTS TO THE ULPIR

These are creatures that have been engineered as servants to the Ulpir. Many came out of the Breeding Pits of House Tussan or other such experimentation. They are commonly found in service to all houses, and Ulpir trade them as they do blood stock and other wealth.

WEREWOLVES

Lvl 5B; Base Rate 130; Max Pace/MN Dash/30; Speed VF/VF; Size Crit M/- (7' to 9' tall); AT 4; DB 60; Hits 150 to 200; #1 OB 60LCl; #2 OB 40MBi; Gen Percept. 40; Smell Percept. 80; Stalk & Hide 30; Tracking 60 (90 w/ smell); -2 E.L. to all attacks.

ALPHA WEREWOLVES

Lvl 8B; Base Rate 160; Max Pace/MN Dash/30; Speed 30; Size/Crit L/LA (8' to 10' tall); AT 4; DB 60; Hits 300 to 400; #1 OB 80LCl; #2 OB 60MBi; Gen. Percept. 60; Smell Percept. 120; Stalk & Hide 45; Tracking 90 (135 w/ smell); -2 E.L. to all attacks.

Part III

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Fay Folk

Servants of the
Ulpir

Part III

Section 23.5

Servants of the
Ulpir

Large humanoids with wolf-like facial features, hunched backs, and massive clawed hands, each Werewolf has a distinctive coat, gray, black, brown, and reddish fur are all common. One in every twenty Werewolves will be born larger and stronger than a typical Werewolf. These larger Werewolves are the leaders of Werewolf society. They often have traces of white or silver in their fur, and are referred to as Alpha Werewolves.

Werewolves are highly instinctual creatures and generally have the intelligence equivalent to a typical 10 year old human child. They have their own language, although they can and do learn human speech. While they understand human speech, their mouths are snout-shaped and they have trouble enunciating human words.

The Alpha Werewolves generally are considered to be more intelligent than the typical Werewolf. They quickly and easily understand tactics, and left to their own devices will organize pack tactics.

While intelligent Werewolves are not tool users, it is not because of any intellectual defect, but rather because their clawed hands make fine manipulation difficult. However, when outfitted with such equipment as voice activated radio headsets that do not require use of their hands they do quite well.

Their claws also make them incapable of using any weapon that is not heavily modified.

It is suggested that Werewolves have some Demonic blood in their makeup because they are resistant to Low Essence attacks in the same way the most Demons are. They count as a Demon with a -2 to the Essence level for all combat purposes.

TYPICAL RATTLING

Lvl 4H; Base Rate 40; Max Pace/MN Dash/20; Speed MS/AQ MD/FA; Size Crit M/- (4' to 5'); AT 3; DB 30; Hits 40-70; #1 40me; #2 40MBi; Gen. Percept. 80; Stalk & Hide 60; Tracking 90.

RATTLING LEADER

Lvl 4H; Base Rate 40; Max Pace/MN Dash/20; Speed MS/AQ MD/FA; Size Crit M/- (4' to 5'); AT 3; DB 30; Hits 80; #1 OB 60me; #2 OB 40me; Gen. Percept. 90; Stalk & Hide 60; Tracking 90.

TRAINED RATTLING ASSASSIN

Lvl 4H; Base Rate 40; Max Pace/MN Dash/20; Speed MS/AQ MD/FA; Size Crit M/- (4' to 5'); AT 3; DB 50; Hits 60; #1 OB 60me; #2 40 OBMBi; Gen. Percept. 90; Stalk & Hide 90; Tracking 90; Find/Disarm Traps 80; Pick Locks 80.

Ratlings are crosses between humans and rats, created by the unholy experiments of the Ulpir. They are short hunched figures who tend to be rather nervous and jumpy. Ratlings are capable of human speech but tend to talk in rather high pitched, scratchy voices which makes them hard to understand to the unaccustomed ear.

They have hands and are always fidgeting with things, continuously loading and unloading guns, ripping paper to shreds, tying and untying knots in string and cloth. They will almost always carry an item or two with them just for the purpose of fidgeting or if they have no item, they will play with their own hands.

They are intelligent and dexterous, quite capable of building or disarming traps or working locks. They have not the concentration to study abstract concepts such as math, reading, writing, or magic.

A Rattling's intelligence is perhaps only slightly less than an average human's and they spend a great amount of time coming up with cruel torture methods and vicious poisons.

Ratlings however do not make good servants, for they have notoriously bad sanitation habits; living in their own refuse is common and they never wash or groom themselves. Indeed, it is often said that they can be smelt coming long before they can be seen or heard. Despite this, many an adventurer has been ambushed by a group of Ratlings, wondering why they did not smell anything until it was too late.

Ratlings are social creatures and are not happy unless surrounded by their own kind. While they are loyal to their masters, they are cowardly and, if outnumbered, will often flee. But they make excellent expendable assassins and quickly reproduce, making them the favorite troop of many Ulpir lords.

Some things that Ratlings might carry: Spent shells; rusty keys; colored rocks; rusted bottle cap; 2 inches of twisted wire; disposable lighter with no flue; broken rubber band; badly scratched CD; tin foil ball; screw; pen top; teeth; small bones; pins; dry meat; bent paper clips; empty plastic bag (50% chance of hole); human finger; broken knife blade; combination lock (combination unknown); sharpened small stick; gold wedding band; metal button; rivet; small gold, heart shaped locket with broken hinge; buckle; broken circuitry; et cetera.

GHOULS

Lvl 5C; Base Rate 50; Max Pace MN Spt/0; Speed MS/AQ MD/MD; Size Crit M/-; 70D; AT 10; DB 10; #1 OB 50me; #2 40SBi.

Unlike the other servants of the Ulpir, Ghouls are not manufactured creatures. Humans who gain mutations any time after being bitten by a Werewolf will always gain the mutation of Cannibalism as their next mutation. Many of the people attempt to continue to live within human society despite their growing hunger. Others flee into the Wilderness to be hunted down or to join an Ulpir Lord.

These cannibalistic mutants are ghouls. Their skills may vary wildly, depending on their life before the transformation. Many gain other mutations as they often live surrounded by Taint.

Ghouls are the most useful and least trusted of any servants. They can do anything a human can do, but they still basically have human free will.



TAINTED LAND

Part III

Sections

24.0, 24.1

Tainted Land

Skuler

Crimson Rain

This section contains notes about tainted land.

24.1 SKULER

The Skuler is only found in the most Tainted of the lands. It is the perversion of the natural mists and fog that ebb and flow across the land. The existence of the Skuler often indicates that the presence of a stronghold of Unlife maybe nearby, often accompanied by extremely high levels of Taint.

Skuler appears as a black fog, which floats between 1 to 12 inches above the ground. It moves by sending forth tentacles and pulling itself in the direction it wants to go. It is almost totally insubstantial, so the force it can exert is slight, and it can easily be moved or blown apart by winds. Whether a Skuler is one creature that can split or many tiny creatures that live in the fog and operate as a unit is unknown. It will instinctively move towards other clumps of Skuler and join, growing in size. It also moves toward sources of Essence, seeking life.

Due to its insubstantial nature, in its black mist form the Skuler can have little effect other than a psychological one. It is when the Skuler comes into contact with living creatures who are unaware of its presence that the true danger of the fog becomes evident.

The Skuler moves to a sleeping person or animal and enters its body through the nose or the mouth. Once inside, it begins to work its sinister effect. Within seconds the victim awakens with shooting pain running through their head. Over the next few hours, the pain will continue to increase. The victim will have uncontrollable fits, causing them to fall to the ground and thrash about for several minutes at a time. This ends with the victim in a drooling, semi-catatonic state.

When they arise, they will be a brainless automaton, a zombie; they will continue on in a shadow of their former activity as if by instinct, but their body and brain die.

Grazing animals such as deer or cattle will wander aimlessly eating by instinct even though they are dead and no longer need the sustenance. They rip up grass and continuously chew, but never swallow the food. The chewed grass dribbles out of the sides of their mouths and down their necks.

Any aggressive tendency that the animal might normally have will be amplified. Buck and bulls may charge any target, seemingly at random.

It is in carnivores that the effect is most marked. Wolves and other large hunters will go on a killing frenzy, attempting to find and massacre as many animals as possible. Once they have killed an animal, they will rip and tear at it, spreading the pieces of their prey as they revel in the blood and viscera. They do not actually eat any of the animals but, nevertheless they hunt and shred prey incessantly.

As time passes, the infected and dead animal will begin to decay as would any dead animal. The presence of the Skuler slows the decay so only after many months will their skin begin to peel back to reveal the rotting flesh and bone underneath.

As one might suspect, uninfected animals will recognize the Taint of the infected animals and will stay away from them.

24.2

CRIMSON RAIN

The Crimson Rain comes out of the lands of Taint. It falls in a torrent with howling winds and thick, dark clouds.

At first the Crimson Rain falls hard, driven by the howling wind. As the storm increases in ferocity, the intensity of the wind rises strongly, the gusts ripping down small trees or unstable buildings. It is only at the very heart of the storm that the color of the rain changes to a dark reddish-black. Where this water touches flesh, it sears and stings, drawing out all natural body moisture, leaving skin dry and cracked. The cracks in the skin run deeper; soon blood begins to flow, leaving the victim writhing in pain and blood.

The Crimson Rain drips into the open cracks and mingles with the blood of the helpless victim, where it Taints them for life. The Taint that the Crimson Rain bestows upon those who walk through it is just like any other, but the scars on their flesh will never naturally heal.

Crimson Rain is thicker than normal water and more viscous, almost like tar. This makes it relatively easy to avoid, as it will plug any holes that are in shelters it falls upon. However, the intense wind that often comes with it may rip down the very same shelters if they are not well built.



Part III

Sections 25.0,
25.1, 25.2

Demonicon

The Armies of
the Invasion

How to Fight
the Demons

DEMONICON

25.1

THE ARMIES OF THE INVASION

Even with the powerful leadership of Maphaligar the demonic invasion was less of an army and more of a horde. However with Maphaligar's leadership it was a directed horde.

With the death of their Overlord the Demonic mass under his command quickly fell into chaos. Maphaligar's generals where quick to turn against each other declaring themselves to be the new overlord, the heir to Maphaligar's power. The majority of the Demons simply wandered off or followed any leader who was near them and stronger than themselves.

After a period of feverish confusion the majority of the hoard had dispersed across the world looking for what food they could scavenge, and what death they could deal. In Ulmerica two princes did establish themselves as not only competent leaders but the obvious successors to Maphaligar's power.

They where Bakkog and Chorkatha. They took up camps in the south a scant three hundred miles or so away from each other. Without the forward momentum of a war to sustain their forces both princes found the forces gathered under them insufficient to guarantee a victory over the other. So for now what forces they have they keep happy ravaging the local landscape and occasionally sending out troops to raid a settlement. Where their troops encounter each other they fight, although many of the lesser troops only fight when they overpower their opponents or when directed to do so by a strong commander.

Bakkog has set his capitol in what was once the city of San Diego. The devastation caused by his troops has given the name "The Southern Scourge" to the area from L.A. all the way south to Baja California.

Chorkatha claimed the former city of Las Vegas as his seat of power and his ranging troops have rendered Southern Nevada a blistering waste.

Given 24 hours both Bakkog and Chorkatha can gather a massive horde of Demons from the devastated countryside near their base of power, however neither expend the effort to keep such an army on hand. Both of the Demon princes will have a retinue of up to 100 Demons in the immediate area at any one time.

A third Demon prince of power has also come forward although it is less notable because of the scant forces under its command. It is the Shadow of Maphaligar and it has no permanent home although it has been rumored to be in the area of the island of Ma'haten in the Great Northeastern Wastes.

25.2

HOW TO FIGHT THE DEMONS

Essence moves through all things, but it moves through some materials more freely than others. Essence also exists inside and around all living creatures.

Creatures of Unlife interact with the natural world primarily with this internal Essence. Because of this, when a Demon is attacked, the majority of the damage inflicted on them is from the interaction of the Demon with the Essence of the blow, not the physical force.

Living creatures have a field of Essence all around them. That field flows through all that they touch and decreases with distance; the ability of a natural creature to inflict damage on a Demon is dependent on the distance between the creature and the Demon.

Because some materials conduct Essence more easily than others, a weapon's composition will also affect the damage inflicted. Apply the following modifiers to all attacks against Demons.

TYPE: MODIFIER TO OB

Ranged Attack	-30
Lead	-20
Iron	-10
Steal	0
Silver-edged or jacketed	+5
Solid Silver	+10
Organic Weapon	+20
Living Weapon	+30

These modifiers are cumulative so a silver jacketed, lead bullet would be at -45, (-30 for ranged attack, -20 for lead, and +5 for silver-edged). A Silver-edged steel sword would be at +5. A claw or fist would be at +30.

KILLING CREATURES OF UNLIFE

Situation	Crit level modified by
Attacking at range	-2
Lead or iron	-1
Steel	—
Silver-edged	+1
Silver-jacketed	+1
Organic	+1
Living Weapon	+2
Silver	+2
Strength of defending creature	+/- 1-5

Example: Kado is ambushed by a type 1 Demon, caught without his silver sword, and has to fight with an iron rake. Since the EL modifier is -1 for an iron weapon and -1 for the strength of the Demon, all of the criticals he delivers would be reduced by two severities. If Kado had been able to reach his silver weapon, the modifiers of the attack would be +2 for silver and -1 for the strength of the Demon for a total of +1, raising all criticals one severity (all A criticals would become B criticals, etc.).

25.3 DEMONIC PRINCES

The class of Demonic royalty is so much more powerful than the rank and file Demons that many Demonologists are of the opinion that they should generally be considered Demonic gods. However, their power does have limits. Were they to be ranked by the same system of creation as other Demons, the least powerful of them would be type 10, and most of the true princes would type between 30 and 50.

There is a progression of Demonic royalty, starting with the dukes, knights, and lesser servants and progressing to the true Demonic princes. Within these courts, the command structure is rigid, often enforced by the superior Demons holding the Demonic true names of their subordinates.

They hate all Unlife not under their rule, and all life that they are not in the process of destroying.

Demonic princes care about more than immediate gain. Their goal is usually nothing less than the total destruction of the Scarthen World. They can occasionally be diverted from this goal to see to the destruction of a particular human who has annoyed them, or even better to see another Demon prince beaten.

They are generally not summonable and are only contacted through one of their lesser minions. They may be negotiated with and may send lesser minions to be bound or to perform some duty as trade if it serves their purposes.

It is best to remember that Demonic princes are vindictive, vengeful, extremely clever, and immortal. They will, however, almost never enter directly into a conflict.

Within the history of the Scarthen World, very few Demonic princes have been forced into service to a human. When this happens, generally their minions will attempt to free them. Once they are free they will assuredly seek to kill and preferably torture the party or parties they see as responsible for their imprisonment.

Lastly, it is important to note that if Demonic royalty enters into a deal they will always honor it, but they will rarely enter into a deal where they do not have a loophole of some sort. It is unwise to assume a Demon prince will not kill a partner and then complete their half of the bargain unless included in the negotiation.

THE SHADOW OF MAPHALIGAR

A Demon of darkness and cold, the shadow could be a reflection of Maphaligar's power that has taken on a life and will of its own, a strange kind of life after death for the powerful Demon Overlord. Others see the shadow as a loyal servant who lived following close to Maphaligar for so long that it lost any separate identity. The death of Maphaligar at first left the shadow disoriented, and confused. It is the only Demon prince who seeks Maphaligar's return. To that end it keeps a few Demonic associates which it sends out on specific missions, but basically remains uninvolved in the conflicts of the other princes.

The shadow appears as an ever changing mass of black energy. Surrounded by magical darkness it blends in perfectly, icy glowing blue eyes, stark white teeth, and black tentacles sometimes move to the edge of the darkness and are briefly glimpsed. It can change its size at will ranging from 1 to 30 yards in diameter and growing and shrinking by up to 5 yards a round. Its magical darkness extends

beyond itself between 1 to 10 yards. Any who enter the shadows darkness field must resist a 25th level fear attack or turn and flee. In addition every round a creature who is not of Unlife is inside the darkness they must save against a 30th level spell or take a C cold critical. Those who do save against the spell only take A cold criticals.

The darkness field negates all magical perception as a 50th level spell and resists any attempt to dispel it at the same level. All normal perceptions, including hearing and smell operate at -100 within the darkness.

Any who come into physical contact with the shadow's physical body must take a D cold critical and save against a 20th level spell or have the limb that touched the shadow become paralyzed for 10 to 100 days.

BEKKOG

He is a massive biped standing 15 feet tall, covered in brown scales with four arms. Between his scales grow black crystalline hairs which are razor sharp. He has two rows of teeth, a sloped flat forehead, two horns, sunken black eyes, and a row of black crystalline spurs down his back.

Bekkog is a master strategist who puts his own safety above all else. He watched his own master Maphaligar killed in battle and does not wish that fate for himself. He has enchanted steel alloy armor which he wears at all times. Bekkog's troops are completely expendable. Any hesitation to follow his commands results in death. Any failure to carry out his orders result in death. Any messenger who brings Bekkog bad news is killed.

Bekkog is especially fond of explosives and has learned how to manufacture both gun powder and TNT. He has been known to send troupes into combat laden with explosives only to have a magic using commander light the bombs from afar.

DOX & MUEL

Dox & Muel are Bekkog's body guards. They are both immensely powerful but they lack the intelligence required to command troops so Bekkog keeps them close by to help enforce his will if needed.

They are identical bipeds, standing 10 feet tall with beetle like heads and mandibles on either side of their mouths. They have hard exoskeletons of overlapping spiked plates and two powerful crab-like pincers. They are immune to all spells from the college of mentalism. They are brutes, juggernauts who recognize Bekkog as their superior and will carry out his instruction to the best of their ability to the death

DISHO

A gray skinned, human sized, hairless humanoid with no facial features except for a single spherical insectoid eye. Disho glows with a silvery aura which is as hard as stone. It communicates its desires through telepathy as it is a powerful mentalist. Both arms end in stumps with an orifice surrounded by teeth.

Disho is first lieutenant to Bekkog. It considers itself to be more intelligent than Bekkog and would someday like to see itself as the Overlord, but for now it is content to watch Bekkog and Chorkatha battle it out and watch for an opportunity.



Part III

Sections
25.3, 25.4

Demonic
Princes

Intelligent
Demons

FIMMIS

Second lieutenant to Bekkog. The left side of Fimmis's body appears as a beautiful raven haired women, the right side is a skeleton. Her teeth are fanged, and she often wears little more then straps of black leather and knee high boots. Her body is wrapped in magically animated barbed wire which leaves small trails of blood across her flesh as it moves. At her will the barbed wire will strike at any target within 13 yards. Any wounds caused by the barbed wire will not heal correctly leaving disfiguring scars on the victim. She carries a sickle in her left hand and a sword in her right

Fimmis is exceptionally cruel and she enjoys torturing her enemies to death once they are subdued. She also has been known to strip the skin off of human females and use it to cover the right side of her body. Any human with appearance of over 90 will send her into a rage and become her primary target regardless of other more strategic targets.

CHORKATHA

Chorkatha's bulbous body is carried on top of four spider like legs. From the front of it's body comes a long snake-like neck coming to a narrow flat head. A row of flame runs down the back of its neck and body. Chorkatha's eyes radiate power and any he focuses his gaze on must save vs a 30th level spell or flee in terror. Chorkatha can focus his gaze on one opponent a round, if the save is made this attack is ineffective against that opponent for the next 24 hours.

Chorkatha's bite is extremely poisonous and any who are bitten must save against a 35th level poison or fall and dissolve into a soup-like mass after 10 rounds of convulsions. Those who successfully save against the poison are only at -15 to all physical actions for the next 1 to 6 days.

Imbedded into the base of Chorkatha's neck is a fist sized ruby which carries 300 power usable for casting any Fire Law spell once a round at Chorkatha's will. The ruby regenerates itself completely every 24 hours. While spells cast from the gem do not count as an action for Chorkatha he is limited to one a round.

TICKARRI

Standing 15 feet tall Tickarri is a bipedal insect-like creature with gossamer Dragonfly wings wings, and curved a stinger tail hanging down between two grasshopper-like legs. His entire body is covered with a thick exoskeleton under which he can fold his wings. Folding or unfolding his wings takes a round. Even with his wings folded his powerful legs allow him to launch himself up to 50' vertically and 150' laterally.

With his wings unfolded Tickarri can fly at speeds up to 450' a round. He can fly with equal speed in all directions, forwards backwards or towards either side. He can come to a complete stop and reverse his direction in less than a second.

GALARBASH

Chorkatha's third lieutenant Galarbash does not so much command troops as lead them on a rampage. It is a 200 foot long slug like creature with gray slimy skin. Brown spots run down its back and a massive maw surrounded by three rings of teeth is its entire head. Above its mouth four slender antennae extend and retract through which it senses the world.

It leaves a trail of acidic slime behind where ever it goes. The slime does 10 d10 damage the round after Galarbash passes by. That is reduced by 1d10 every round until it is harmless.

25.4

INTELLIGENT DEMONS

In general, Demonic royalty represent the height of power in the Unlife realms. Much like humans, they are intelligent, tool-using, and have their own societies and organizations. While they are not always more powerful than the lower Demons, they easily dominate the lower Demons because of their organizational capabilities.

Because Demon princes are intelligent, their motivations, skills, interests, and abilities are individualized. Each has its own name and when summoned, must be summoned by that name as an individual, not as one of a Demonic race. This is done using spells as though the Demon were type VI.

Summoning and dealing with intelligent Demons is the most dangerous of magical dealings. They are creatures who are often proud, and if they find themselves mistreated, they may choose to initiate complex schemes of revenge once freed.

Intelligent Demons can also be dealt with in other ways. It is common for Demonologists to seek Demon princes with their gates and make deals beneficial to both parties. Demon princes have at their disposal the resources of the realms of Unlife. They can magically manipulate specific Demonic creatures for the purpose of creating new Demonic races that will aid humans. This is a difficult task, and one that is only done with a significant exchange.

Demon princes are thinking, planning beings. While they will deal with humans when it suits them, they have no love for humanity. In the end, they are creatures of Unlife, hungry for Essence, for life and bent on the destruction of the Scarthen World.



25.5 SOME KNOWN DEMONS OF THE REALMS

25.5.1 • TYPE I DEMONS

ONIG

Looking more like a ball of walking mouths than anything else, the top of the Onig head is one yard from the ground. Their legs are 6 inches long but can launch them up to three yards through the air. They have three mouths and on a successful bite the jaw locks to hold them to their prey while the other mouths gnaw away. Their sole means of manipulating their environment is by the tentacle-like tongues that come out of each mouth.

Type I Demon; AT 1; DB 0; Hits 80; OB #1 50 Large Bite.

Bound: +10 OB and gives the user 1 Taint per day.

Flesh Bound: +10 OB to hand attacks. User also gains 2 Taint per day and 3 permanent Taint at the time of binding.

YOHLWEIG

A six-legged, half-yard-long, beetle-like creature, the Yohlweig scurries across the ground at remarkable speeds for its small size. On the front of its body are two sharp mandibles, and down its back run a row of purple-topped mushrooms. From the mushrooms they can spray spores, which find food in open wounds and grow to full adult Yohlweig in two to three weeks.

Type I Demon; AT 3; DB 10; Hits 10; #1 OB 30 Medium Bite.

Bound: +5 OB to any weapon. Gives the user 1 Taint per day.

Flesh Bound: No significant benefit, but inflicts 2 Taint points per day and 3 permanent Taint at the time of binding.

25.5.2 • TYPE II DEMONS

AQITHTHUJA

These four-foot-tall stocky humanoid figures have single ribbed spikes rather than hands. Their entire body is covered in a pitted and cracked greenish flesh. A clear slime slowly leaks from between the cracks in their skin and they give off the odor of stale vomit.

Type II Demon; AT 1; DB 50; Hits 60; OB #1 60me (Pike Attack Table).

Bound: +10 OB to any impaling weapon. Gives the user 2 points of Taint daily.

Flesh Bound: Allows the user to attack on the Pike Attack Table with their Martial Arts Strike skill at an additional +20. In order to do this the Demon must be completely covering one hand limiting the use of that hand. Gives the user 4 points of Taint per day and 6 points of permanent Taint upon initial binding.

FOPPAZ

A mindless creature with a small, hairless, frog-like body around one yard in diameter. The head is reminiscent of a vaguely humanoid slug with large red bulbous eyes. Foppaz secrete a slime that will numb anything it touches. Any time a human makes contact with a Foppaz, they must make a RR against a level 10 poison or have the contacting limb rendered useless for one hour for every 5% the RR

failed. If a head or chest region is rendered useless, the target will be unable to take any action until the effect wears off. Foppaz can launch themselves through the air up to five feet with a single hop.

Type II Demon; AT 1; DB 0; Hits 40; OB #1 10 Small Bite.

Bound: Any time the weapon causes a critical that indicates a location the target must make a RR against a level 5 poison or that location is rendered useless. The user gains 2 points of Taint per day.

Flesh Bound: Sends the host into a coma.

KIMMOB

Five feet long and three feet high, they move on a bed of thousands of tentacles that are about 4 inches long, purple at the base, and white at the tip. Their body is covered with a bony exoskeleton that consists of a long, spiny, oval-shaped framework with web-like fibers connecting the main supports. The creature's skin is soft and ranges in color from light pink to dark purple, growing darker towards the base of the creature.

Spaced around the creature every foot or so are three-inch-diameter white domes. From the base of each of these domes comes three 1/4 inch diameter tentacles that are quite strong and are the creature's sole means of sensing the outside world. They are quite sensitive and can sense even the slightest air movement when fully extended. They can retract from their full 4 yard reach in less than a second. Each of the white domes can also fire spines from its center.

Type II Demon; AT 4; DB 10; Hits 50; #1 OB 50 Thrown Dagger (10 times/day)

Bound: Generates and fires 1 spike at +10 OB up to 5 times per day. Gives the user 2 Taint per day.

Flesh Bound: As above except can fire up to 10 spikes per day. The user gains 4 Taint per day and 6 permanent Taint at the time of binding.

LAJOE

A body shaped like a hound, a bird's beak, and a row of spikes fanning out from the neck makes the Lajoe a fierce sight to behold. They move like dogs, hunt in packs like wild wolves, and rend victims with their powerful beaks.

Type III Demon; AT 31; DB 25; Hits 80; #1 OB 80 Medium Bite.

Bound: +30 OB and 3 points of Taint to the user every day.

Flesh Bound: The bird-like beak will strike at any target that it can reach with an 80 OB. Gives the user 6 points of Taint daily and 9 points of permanent Taint.

OFIOG

Humanoid creatures approximately 1.25 yards tall, Ofiog are unnaturally thin, and their skin appears far too taut for their bodies. This gives their faces the appearance of being mummified. While not extremely dangerous as an individuals, they work well with others of their own kind, communicating to each other with series of short sharp grunts, coordinating attacks.

Type II Demon; AT 1; DB 0; Hits 80; #1 OB 50 Large Bite.

Bound: +10 OB and gives user 2 Taint per day.

Flesh Bound: Gives user AT 3 skin, 4 Taint per day, and 12 permanent Taint at the time of binding.

Part III

Section 25.5

Some Known Demons of the Realms

SHADES OF DARKNESS





25.5.3 • TYPE III DEMONS

KARGASH

Known in the tomes as the third of the skulkers, a night-slayer. The Kargash appears as a small wrinkled humanoid that looks like a clawed, fanged, blue-skinned baby with glowing green eyes. It can follow instruction carefully and is extremely cunning.

Type III Demon; AT 3; DB 20; Hits 80; PP 35; OB #1 70 Medium Claw; Shadow (Mystic base Hiding, SL, p183), Silence (Mystic base Hiding, SL, p183), Shadow Assassin (Magent base Disguise Mastery, SL, p176), Unlock II (Magent base Escapes, SL, p177), All Lists to 15th Level.

Bound: +15 OB and two of their four spell lists are available to the user of any weapon they are bound into. The user is required to channel Power Points to utilize the spells and gains one point of Taint for every point of power channeled in this way in addition to 3 Taint gained per day.

Flesh Bound: As above except all lists are available and no OB bonus imparted to the user. The user gains 6 Taint every day, and 9 permanent Taint at the time of binding.

25.5.4 • TYPE IV DEMONS

ASSAMU

Assamu have snake heads, four armed human torsos, and snake tails rather than legs. They use tools and have basic human intelligence. They can spit poisonous saliva at ranges up to two yards and will attempt to spray the eyes of an opponent before closing to attack with hand weapons and tail.

Type IV Demon; AT 3; DB 30; Hits 110; #1 OB 30 MBi; #2 OB 50 LSt(Tail); #3 OB 40 Spits Poison (Level 4); #4 OB 70we.

Bound: +5 OB to any weapon. Gives the user 1 Taint point per day.

Flesh Bound: No significant benefit. Inflicts 2 Taint per day and 3 permanent Taint at the time of binding.

ALEE

They appear as small hairless, genderless humanoid figures. They are stocky and have gray skin that is too large for their bodies, making them look something like melted wax figurines. They emit an odor of rotting vegetation.

Type IV Demon; AT 1; DB 0; Hits 100; OB +30 Directed Spells; Gas Destruction (SL, p119), Physical Erosion (SL, p128), Darkness (SL, p125), Solid Destruction (SL, p121), Mind Destruction (SL, p120), Fluid Destruction (SL, p118), All Lists to 20th Level.

Bound: +5 Directed spell OB and three of their spell lists are available to the user. The user must provide power points for every spell. For every power point the user channels to the Demon,

the user gains 1 point of Taint. In addition, the user gains 4 points of Taint per day while carrying the bound Demon.

Flesh Bound: As above except all six spell lists are available. The user gains 8 Taint per day and receives 12 permanent Taint at the time of binding.

APUET

Massive ox-like creatures that stand seven feet tall at the shoulder and fifteen feet from head to tail. Gray bony plates cover their entire body. Between the bone plates, tufts of gray brown fur grow. A large hump sits just behind their head, and they have no neck.

Type IV Demon; AT 12; DB 0; Hits 180; OB#1 80Ram/ Butt/Bash; (Large Creature).

Bound: +15 OB and the user gains 4 points of Taint daily.

Flesh Bound: Gives the user AT 11 skin, 12 points of Taint daily and 24 points of permanent Taint upon initial binding.

VYRGAR

A VyrGAR is a humanoid figure with cloven goat hooves and legs, a dog head, and a single glowing red eye that sits in the center of its forehead. They have large forearms and 2-inch-long claws. They lumber forward, covering three to four yards with each jumping stride, stopping to investigate when they smell anything.

Type IV Demon; AT 3; DB 60; Hits 105; #1 OB 70MBi; #2 OB 50 MCI; +50 Perception (Smell), +100 Tracking (Smell).

Bound: +5 OB to weapon. Gives the user 1 Taint point per day.

Flesh Bound: No significant benefit. Inflicts 2 Taint per day and 3 permanent Taint at the time of binding.

PIKECH

Pikech are an amber colored swirling balls of smoke that occasionally give off sparks of blue energy. The size of a given Pikech is dependent upon the type of the Demon; each has a diameter equal to their type in 1 foot increments. While in their natural form, they have immense appetites, and as gaseous beings, are immune to all weapons except those that qualify as magic, Unlife, or organic weapons. A Pikech can toss electrical sparks, attacking on the Shock Bolt Table.

After killing a creature, they will settle over it and digest anything smaller than a pony in less than 5 minutes. After they have eaten enough meat to be larger than one yard in diameter, they will divide into four type 1, 1-foot-diameter creatures.

Type I-5 Demon; AT 3; DB 100; Hits 30+5/type; PP 4/rank; OB #1 10/rank (Shock Bolt).

Bound: +5 OB/rank, generates an A-E electricity critical (dependent on type), generates 6 Taint per day +1/type of the Demon.

Flesh Bound: Allows user to cast Shock Bolt I (Light Law, Magician Base List) 1-5 times/day (dependent on type of Demon), inflicts 8 Taint/day +2/type of the Demon, plus an additional 14 points of permanent Taint at the time of binding.

25.5.5 • TYPE V DEMONS

CHISSO

The highest type of the night-slayers, the Chisso are morphing chameleons, their bodies constantly changing shape and color to match their surroundings. When dead, their skin becomes gray and for a few seconds, they take the shape of a clawed, fanged, hairless humanoid. It is hard to closely examine the body, for they quickly dissolve into smoke and dust.

Type V Demon; AT 3; DB 35; Hits 110; PP40; OB#1 90me (hand weapon) Mystical Change (SL p185), Hiding (SL p183), Escapes (SL p177), All Lists to 25th Level.

Bound: +20 OB and access to one spell list. The user must supply the power for any spells and gains 1 Taint for every point of power channeled to the Demon. In addition, the user gains 5 points of Taint per day for carrying the weapon.

Flesh Bound: Gives the user access to all three of the spell lists. User gains 10 points of Taint a day in addition to 15 points of permanent Taint at the time of binding. The user also gains 1 point of Taint for every point of power they channel to the Demon.

A second type of flesh binding has the additional effect of giving the user AT 3 skin. This increases the permanent Taint gained to 30 permanent points at the time of binding and inflicts 15 temporary Taint points per day.

SHINNEL

A three-yard-tall bipedal figure with a crab head and six arms, the Shinnel's top set of arms are thick pinchers. The second set of arms are long and spindly with spikes pointing backwards along their length. The final set of arms is placed more centrally on their body and are a smaller set of claws used for fine manipulation.

Type V Demon; AT 17; DB 70; Hits 140; #1 OB 90LPi.

Bound: +15 OB to any weapon. Gives the user 5 Taint per day.

Flesh Bound: User's skin becomes AT 17. Inflicts 12 Taint per day and 13 permanent Taint at the time of binding.

UJAD

Spidery legs carry the central torso of the Ujad. Its body is that of a human woman with no skin and its head is nothing but a skull. Arching up behind it is a scorpion tail. They are intelligent and can cast spells as well as attack with their poisonous tail once per round. They often take the face and scalp of their last human victim to wear as a headpiece.

Type V Demon; AT 1; DB 60; Hits 65; PP 40; #1 OB 90 Medium Stinger (Level 5 poison does 20 hits for next 5 rounds on a RR fail); #2 OB 50 Directed Spells; Lofty Bridge (SL pg. 87), Physical Erosion (SL pg. 128), All Lists to 25th Level.

Bound: +10 OB, Weapon secretes level 5 poison (does 20 hits for next 5 rounds on a RR fail) continuously. Inflicts 5 points of Taint per day.

Flesh Bound: Ability to cast both spell lists to level 10 and to change facial features to match the last person killed by the character. To effect the last power, the player must actually skin and wear the face of the victim. Inflicts 10 points of Taint per day 1 point of Taint for every power point channeled into the Demon. The face shifting power gives the character 1 point of permanent Taint every time it is used. The host gains 30 points of permanent Taint at the time of binding.

25.6 GENERAL RULES FOR DEMONS

All Demons have as a base:

- Their type times five in Power Points;
- Their type times 20 in Hits;
- They make RR's against spells as if they were equal to their type times five.

Being creatures of Unlife, Demons are saturated with Taint and will radiate this Taint to any who pass near them or touch them. See the section on acquiring Taint for specifics. As creatures of Unlife, they cannot tap directly into the flow of Essence, so while on the Scarthen World, they can not regain Power Points directly. Any creature who does have Power points can, however, pass them directly to a Demon. In addition, the Demon can use any

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location or item which can grant an individual Power Points. The primary example of this is an Earth Node that radiates power to all who are within it.

While the Scarthen World, unless controlled by a Demonologist or under orders from a Demon Prince, a Demon is free to do as it will. In general they all take great pleasure in killing and devouring all they pass. Though it may be done for nourishment, usually it is done for the enjoyment of it. They are creatures of Unlife and as such they desire to destroy all through which Essence flows.

25.6.1 • CREATING DEMONS

These rules are intended to act as guidelines for Gamemasters to create their own Demons. These are the guidelines that were used to create all of the Demons that exist in the Demonicon section of this book. These rules should not be used by players to create a Demon for summoning.

The Demon creation rules are intended to provide inspiration and guidance and to keep the abilities of Demons in the same range for a given type of Demons. So while the Demon generation rules should be discarded if the Gamemaster wishes, doing so may imbalance the abilities of the Demons generated in comparison to other Demons of the same type. The exact physical structure and personality of a Demon is left to the Gamemaster.

The type of the Demon determines the amount of Demonic attribute points the Demon has to spend on powers and abilities. Demons have their type times 10 in Demonic attribute points. Demon princes and other Demonic royalty all count as type 6 or higher. Demonic attribute points can be spent as follows:

DEMONIC ATTRIBUTE CHART

1 point buys

- +10 to the OB of the Demon: This OB counts either towards any weapon or Claw and Bite attack made by the Demon. Demons that can use weapons must buy OB for weapon use separate from Claw and Bite OB.
- +5 to DB: This DB counts as Adrenal Defense and will only aid the Demon if the Demon is aware of the incoming attack.
- +10 Power Points: These are Unlife Power Points, not Essence Power Points. They are the Power Points that the Demon uses to cast any spells that they have. Any spell casting Demons start with their type times five in Unlife Power Points. These Power Points do not regenerate for as long as the Demon remains in the Scarthen World. However, Demons can receive Power Points as gifts from a native Essence user that become Unlife Power Points.
- +10 additional Hits: All Demons start with their type times 20 in concussion points.

2 points buy

- Extraordinary Stat: This gives the Demon a +10 bonus to all rolls based on the statistic in question. This bonus cannot be applied to OB or DB but can be applied to spell casting rolls.

3 points buy

- Secondary attack: This gives the Demon a second attack that they may only deliver if the first attack succeeds. This could, for example, be a Trample attack, which they may only deliver if their first attack, a Ram, knocks down their opponent.

5 point buys

- AT 3 Skin: Makes the Demon's skin Armor Type 3.
- Extra Attack: Allows the Demon to have one additional attack per round with no OB penalty.
- Spell list: Gives the Demon knowledge of one spell list to their type times 5. No Demon may learn to summon other Demons.
- Skill Using: This Demon can learn skills such as Tracking or Riding. Buying this gives the Demon 100 points in appropriate skills. Additional skills may be bought at the cost of one pick for twenty skill points as Layman Profession.

10 points buys

- AT 4 skin: Makes the Demon's skin Armor Type 4.

15 points buys

- AT 11 Skin: Makes the Demon's skin Armor Type 11.

20 Points Buys

- AT 12 Skin: Makes the Demon's skin Armor Type 12.

Variable point buys

- Fear: Any who see the Demon must make a RR against a fear attack. The level of the fear attack is based on the number of points spent. For every point spent the Fear Level increases by .5 rounded up. (Ex. 1 point buys one level, 4 points buys 2 levels, 13 points buys 8 levels, etc.).
- Poison: The claws or teeth of the Demon are coated with poison. one point increases the level of the poison by one or increases the level of damage done by 1d10. For instant death poisons, four points increase the level of the poison by 1.
- Individual spells: Learning one spell costs half the level of the spell in picks.
- Innate Spells: Costs the level of the spell times 2 in Demonic attribute points. Innate spells are automatic and do not require expenditure of Power Points.
- Minions: Be very careful with this pick. It can drastically increase the power of a Demon. No Demon should have control over other Demons that is its own type or higher. The type of the servant Demon is the cost in points of the slave. This power is generally reserved for use by Demon princes. Read the section on Demon princes for further instructions.

ADVENTURE IDEAS

26.1 SEVEN SISTERS

1. A wanderer arrives telling stories of an abandoned Pre-invasion silver mine. Are his stories true? How soon before House Tussan finds out too?
2. A blight has stricken the crops of the tribe. House Tussan is indifferent to the suffering. The Elders ask you to leave the valley to find a Druid that is willing to heal the land.
3. Word reaches a mountain tribe that bandits plan to attack the next grain shipment that leaves the village. The characters are asked to guard the caravan.
4. Something is killing off stray werewolves in the area. The jubilation ends quickly when the type 4 Demon shows up one night. Standing 6'9" and weighing over 300 lbs., this scaly, green Demon killed his summoner, took his sword, and has been wandering the Northern Mountains for the last several months.

CHESSPIECEFACE

Level 13 (Type IV) Demon; Size M; Hits 120; AT 4; DB 60; BF/FA; #1 OB 100LBa; #2 OB 130LCI; #3 OB 90we (silver broad sword).

26.2 TUSSAN

1. The PC's are being brought to the Breeding Pits with other blood stock when a riot breaks out. The ensuing confusion allows the PC's to make their escape. The obvious problem is now that they are free, how to exit the caves.
2. The PC's, with forged passes, attempt to smuggle Tussan subjects to the free tribes of the Northern Mountains.
3. The PC's are hired by rebellious villagers to spy out the defenses and layout of the Castle Tussan. This is a mission of stealth, so as not to draw attention to the underground movement.
4. The PC's are hired by rebels to find and dismantle the power generator used by the Castle Tussan.

26.3 BREEDING PITS

1. PC's are blood stock who try to escape after finding a hidden tunnel in chamber of correction cell. The tunnel, however, leads to Section E. (the Refuse Pit). Out of the frying pan...into the fire.
2. PC's find a map that has directions to the Chamber of Science (Section H.). This could be good for barter with Ulpir or daring PC's could examine the Chamber themselves.
3. PC's catch wind of a shipment of drugs for the Palace of Rewards (Section F.) coming soon. Although always well guarded, it would be a mighty catch for hardy adventurers.
4. Born and raised in the pits, the PC's are contestants in the series of competitions to encourage good health in the Pit. To pique interest, winners of the contests are promised freedom.

26.4 PLAINS OF THE HORSE RIDERS

1. The PC's are tracking a particularly crafty werewolf through the plains. The party must decide if they will get permission to travel the plains from the local Horse Rider clan. This will prevent any uncomfortable jurisdictional misunderstandings but will allow the Unlife's lead to grow.

LUPISTAR

Lvl 10 Werewolf; Base Rate 140; Max Pace/MN Bonus Dash/30; MS/AQ VF/VF; Size/Crit M/-; Hits 160; AT 4; DB 50; OB 85MBi+70SCI.

2. The semi-annual slaughter and trade is approaching at South Camp. The PC's need to bring a herd in from the outer plains and avoid the bandits and other dangers lurking in the dust and scrub.
3. A wild Ulpir has been seen in the herd of the PC's clan. It strikes in the night killing horses and riders who try to defend them. The PC's need to track (or trap) and kill the Ulpir.

GRENDAL

Lvl 10 Ulpir; Base Rate 120; Max Pace/MN Bonus Dash/30; MS/AQ VF/BF; Size Crit M/II#; Hits 110; AT 1; DB 100; #1 OB 90we; #2 OB 70MBi.

Part III

Sections
26.0, 26.1,
26.2, 26.3,
26.4

Adventure
Ideas

SevenSisters

Tussan

Breeding Pits

Plains of the
Horse Riders

SHADES OF
DARKNESS



Part III

Sections

26.5, 26.6,
26.7, 26.8,
26.9

Border Zone

Lowlands

Castle Lucard

Islands of
Bender

Kalamath
Falls

26.5 BORDER ZONE

1. The PC's need to cross the Border Zone with a shipment of silver for Unlife hunting in the North. The journey will be fraught with danger: the on-going Ulpir battles, dog town patrols, circumnavigating the wall, Demons, and the unforgiving landscape should pose sufficient excitement for any travelers.
2. It is rumored that a werewolf captain was ambushed and killed by a giant trapdoor spider. The captain was known to carry a very powerful sword (+20 w/ elect. crits). The PC's are aware of the general location of the spider and could profit from a well planned attack against it.

26.6 LOWLANDS

1. Two Druids request the assistance of the PC's in finding a sight for a Druid Grove in the Del Oro lands. Though Unlife danger is low, the Ulpir would send out the troops to kill any Druids they knew were in the area.
2. Travelers in the Lowlands need escort from the lowlands to Cully. The P.C.'s need to move out of the lowlands and somehow pass into Cully carefully switching identities and cover stories.

26.7 CASTLE LUCARD

1. For most PC's the adventure and reward of breaking into Castle Lucard should be enough to spur them into action. In the quest for silver and artifacts some PC's may overlook a very important place. The very secrets of the Ulpir, their origin and powers, could be available in the Library Tower. If high level and very lucky PC's find a way through (or over) the castle, their reward in knowledge alone would be impressive.

26.8 ISLANDS OF HOUSE BENDER

1. A giant squid has disrupted fishing on the west coast and the PC's are asked to hunt and kill it.
Lvl 12D Giant Squid; Base Move 110; Max Pace/MN Bonus Run/+10; MS/AQ MD/MF; Size Crit L/II; Hits 110E; AT 1; DB 30; #1 OB HGr120; #2 70LPi.
2. A massive storm has moved in and is battering the island. Two human children are missing and the PC's are asked to find them before the brunt of the near-hurricane weather arrives.

26.9 KALAMATH FALLS

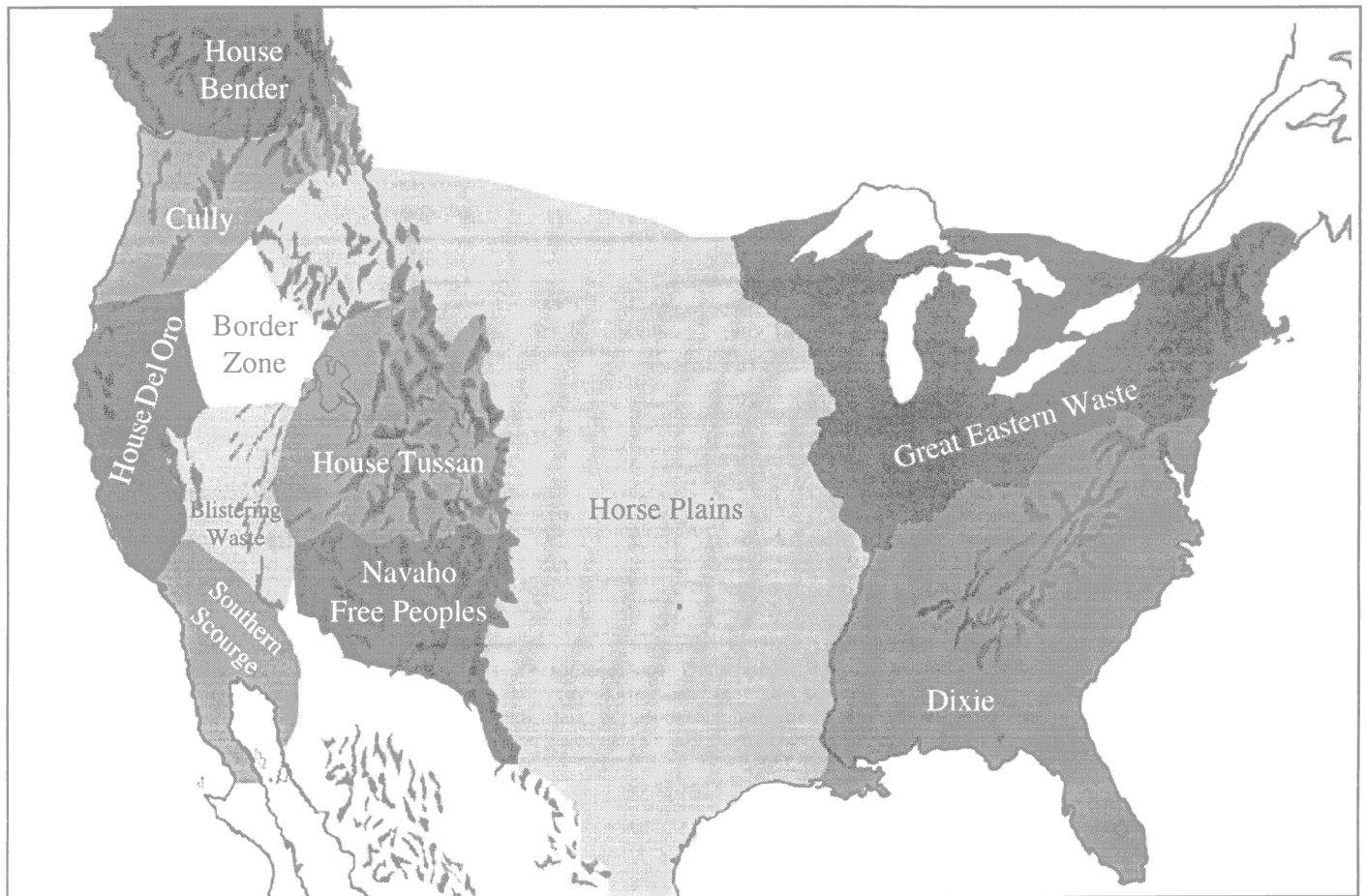
1. A small group of refugees attempting to flee the slave villages and make their way to Kalamath Falls recruit the adventurers to protect them through the wilderness. The hardships of travel pose challenges encountered as well as a force sent by the Ulpir to bring their human property back.
2. Several fishing boats have failed to return at the end of the day. Strange tracks have been found on the shore. Later, a survivor returns to town to tell of a hideous creature. Some mutated creature of Taint has worked its way up through the finger bog and is now in the lake. The adventurers are asked to hunt it down and kill it.
3. Legrath appears at Kalamath Falls. She has accidentally summoned a Demon who she cannot control. She will reward the adventurers well if they return with her to hold the thing off long enough for her to banish it. First, of course, the characters have to find it in her cave complex, dodging any creatures that may have taken up residence there that Legrath has forgotten to mention. She fears that the Demon will soon find its way out of the caves and into the rest of the valley.
4. The creature from Flat Top Keep has been released. Examination of the keep shows that the doors have been opened recently. The creature now roams the valley, killing everything it encounters. Fortunately, the devastation has been limited to livestock. This release may have been engineered by an Ulpir who has taken up residence at the keep. The Ulpir may offer to "protect" the town for a price.



PART IV TABLES

PART IV CONTENTS

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		Tainted Background Chart	126



Part IV

Race Abilities
Table T-1.1
(Modern)

RACE ABILITIES TABLE T-1.1 (MODERN)

Race	— Racial Stat Bonus Modifications —										RR Mods				# BG Opts	Talent Pnts*	
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Men.	Poi.			Dis.
Blood stock	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6	65
Half-dwarf†	-1	+4	0	0	+2	-1	0	-1	-1	+2	+20	+10	+20	+10	+10	4	45
Half-elf†	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	5	55
Horse Rider	0	+2	0	0	+2	0	0	+2	0	+2	0	0	0	0	0	6	65
Lowlander	0	+2	0	0	+2	+2	0	0	0	+2	0	0	0	0	0	6	65
Raul	0	+2	0	0	+2	+1	0	+1	0	+2	0	0	0	0	0	6	65
Ravanna	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	4	40
Terogue	+1	+1	0	0	+2	+1	0	+1	0	+2	0	0	0	0	0	6	65
Tribal Peoples	+1	+1	0	0	0	+1	0	0	+1	+1	0	0	0	0	0	6	60
Ulpir Household	0	+3	0	0	+1	0	0	+1	0	+3	-5	-5	-5	0	0	6	65

* : Talent Points should only be used if the GM is using *Talent Law*.

† : Only characters who roll the Half-dwarf or Half-elf background on the Sula'fay Background Chart may play these races.

Skill Rank Bonus Progressions:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Blood stock	0•6•3•2•1	0•4•3•2•1	0•2•1•1•1	0•3•2•1•1
Half-dwarf	0•7•4•2•1	0•4•3•2•1	0•3•2•1•1	0•2•1•1•1
Half-elf	0•7•3•2•1	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2
Horse Rider	0•6•5•2•1	0•4•3•2•1	0•2•1•1•1	0•3•2•1•1
Lowlander	0•6•4•2•1	0•4•3•2•1	0•2•1•1•1	0•3•2•1•1
Raul	0•7•3•2•1	0•4•3•2•1	0•3•2•1•1	0•3•2•1•1
Ravanna	0•6•3•1•1	0•5•3•2•2	0•6•4•3•2	0•6•5•4•3
Terogue	0•6•4•2•1	0•5•3•2•2	0•3•2•1•1	0•3•2•1•1
Tribal Peoples	0•6•4•2•1	0•5•3•2•1	0•3•2•1•1	0•3•2•1•1
Ulpir Household	0•6•4•2•1	0•5•3•2•2	0•3•2•1•1	0•4•3•2•1

Special Notes

Race	Avg Life	Soul Depart	Start Langs	Hrs Sleep	w/o Sleep	Endur	Rec. Rate	Race Type
Blood stock	70	18	2	6	1	+0	x1.0	3
Half-dwarf	300	20	3	6	2	+20	x0.5	2
Half-elf	1000	6	5	4	1	+0	x1.5	3
Horse Rider	90	10	2	6	1	+10	x0.75	2
Lowlander	85	11	2	6	1	+0	x0.75	2
Raul	75	12	2	6	1	+0	x1.0	3
Ravanna	90	6	4	4	1	+0	x1.5	3
Terogue	70	12	2	6	1	+0	x1.0	2
Tribal People	70	18	2	6	1	+10	x1.0	3
Ulpir Household	100	6	3	6	1	+0	x1.5	3

Avg Life: average lifespan (in years); **Soul Depart:** round for soul departure; **Start Langs:** number of starting languages; **Hrs Sleep:** number of hours of sleep needed per night for complete rest; **w/o Sleep:** number of days a character of that race can go without sleeping before incurring exhaustion penalties; **Endur:** bonus to exhaustion points; **Rec. Rate:** multiplier for healing time for injuries (i.e. a x1.5 means the race recovers 1.5 time slower than normal); **Race Type:** race type for determining stat deterioration, etc.



ADOLESCENCE DEVELOPMENT TABLE FOR SHADES OF DARKNESS (T-8.1)

Part IV

Adolescence
Development
Table for
Shades of
Darkness
(T-8.1)

	Bloodstock	Half-dwarf	Half-elf	Horse Rider	Lowlander	Raul	Ravanna	Terroque	Tribal Peoples	Ulpir Household
Artistic • Active skill category	—	—	2	—	—	—	3	—	—	—
Acting skill	—	—	—	—	—	—	3	—	—	—
Dancing skill	—	—	1	—	—	—	3	—	—	—
Artistic • Passive skill category	—	1	2	—	—	—	3	—	1	1
Athletic • Brawn skill category	1	2	—	1	1	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1	2	1	1	2	1
Swimming skill	1	—	1	1	1	2	2	1	2	—
Athletic • Gymnastic skill category	1	1	1	1	1	1	1	1	1	1
Climbing skill	1	1	1	1	1	1	2	1	1	—
Awareness • Perceptions skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Alertness skill	2	1	2	2	1	1	3	1	2	2
Awareness • Searching skill category	1	1	1	2	1	2	1	2	1	1
Awareness • Senses skill category	2	1	1	2	2	2	—	2	1	1
Body Development skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Body Development skill	2	3	1	1	1	2	1	2	2	1
Communications skill category	2	2	3	2	2	2	2	2	2	2
choice of Language skills	8	8	9	8	6	6	12	6	7	10
Influence skill category	—	1	1	1	—	2	—	1	—	2
Lore • General skill category	3	3	3	3	3	3	3	3	3	3
“Own” Region Lore skill	3	3	3	3	3	3	3	3	3	3
“Own” Culture Lore skill	3	3	3	3	3	3	3	3	3	3
Lore • Obscure skill category	1	1	1	1	—	—	1	1	—	2
Ulpir Lore skill	1	1	1	1	—	—	1	1	—	2
Outdoor • Animal skill category	1	—	1	2	1	2	1	2	2	—
Riding (Horse) skill	—	—	—	3	—	—	1	—	1	—
Outdoor • Environmental skill category	1	1	2	2	2	2	3	2	3	1
Science / Analytic Basic skill category	1	1	1	—	—	—	—	—	—	1
Basic Math skill	—	—	1	—	—	—	—	—	—	1
Subterfuge • Stealth skill category	1	1	3	1	1	2	3	1	1	—
Stalking skill	1	1	2	1	1	2	3	2	2	—
Hiding skill	1	1	2	1	1	2	3	2	2	1
Tech. / Trade • General skill category	3	2	2	1	2	2	—	2	2	1
Tech. / Trade • Vocational skill category	3	3	1	1	2	2	—	2	2	1
Urban skill category	1	—	—	—	1	—	—	—	—	1
Weapon • 1-H Edged skill category	1	3	2	1	1	—	1	2	1	1
choice of 1 weapon skill	1	3	2	1	1	—	1	2	1	1
Weapon • 1-H Concussion skill category	1	2	1	—	2	3	—	—	—	—
choice of 1 weapon skill	1	2	1	—	2	3	—	—	—	—
Weapon • 1-H Missile skill category	1	—	2	1	—	1	1	2	2	—
choice of 1 weapon skill	1	—	2	1	—	1	1	2	2	—
Hobby skill ranks	14	10	10	10	14	11	10	12	12	12
Background Options (Talent Points)	6 (65)	4 (45)	5 (55)	6 (65)	6 (65)	6 (65)	6 (65)	4 (40)	6 (65)	6 (65)

SHADES OF
DARKNESS



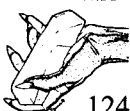
Part IV

Druidic Background Chart

DRUIDIC BACKGROUND CHART

- 01-03 **Vegetarian:** Due to strong religious belief of the sanctity of animal life, the character will not eat red meat, or poultry. In some extreme cases, this may also extend to fish and animal products such as milk and eggs.
- 04-07 **Green Thumb:** Any plant which is tended by the character will grow at twice normal rate.
- 08-11 **Soft Touch:** Character is so in tune with nature that they leave no mark of their passing on the plants or the ground around them. Tracking maneuvers to follow the character suffer a special penalty of -50.
- 12-16 **Weather Sense:** Character has a special modifier of +30 to his Weather Watching skill.
- 17-20 **Bump of Direction:** Character's innate sense of direction is phenomenal. The character has a special modifier of +50 to his Direction Sense skill.
- 21-26 **Natural Survivor:** Character has a special modifier of +20 to all Survival and Foraging maneuvers.
- 27-29 **Natures Eye:** The character was born with an eye for nature. This gives him a special bonus of +10 to Flora Lore, Fauna Lore, Herb Lore, Tracking, and Awareness skills when outdoors.
- 30-33 **Aspect of Boar:** Character gains a special modifier of +20 to his Frenzy skill.
- 34-37 **Aspect of Bear:** Character gains a special bonus of +5 to any maneuver that uses Strength as long as he doesn't have anything in his hands.
- 38-41 **Aspect of Elk:** Character gains a special bonus of +20 to Adrenal Strength maneuvers.
- 42-44 **Aspect of Ferret:** Character gains a special bonus of +5 to DB and to any maneuver that requires Quickness (as long as the character is not wearing any armor or encumbered in any other way).
- 45-48 **Aspect of Deer:** Character gains a special bonus of +20 to Adrenal Quickness and Adrenal Leaping maneuvers.
- 49-52 **Aspect of Turtle:** Character gains a special bonus of +20 to all Meditation maneuvers.
- 53-56 **Aspect of Horse:** Character expends exhaustion at one-fifth the normal rate.
- 57-60 **Aspect of Crane:** Character gains a special bonus of +5 to any maneuver that requires Agility (as long as the character is not wearing any armor or encumbered in any other way).
- 61-64 **Aspect of Snake:** Character may now classify the Ambush skill as Everyman.
- 65-68 **Aspect of Eagle:** Character gains a special bonus of +20 to all sight-based Awareness maneuvers.
- 69-72 **Aspect of Lynx:** Character gains a special bonus of +10 to any Stalking maneuvers.

- 73-76 **Aspect of Mouse:** Character gains a special bonus of +20 to any Hiding maneuvers.
- 77-80 **Aspect of Tree:** Character will age at one-third the normal rate.
- 81-86 **Animal Companion:** Character has an animal who has been the character's friend for many years. This relationship is one of mutual respect and friendship, not a master/servant relationship. The two will have developed a slightly empathic communication over the years that is not perfect, but will allow the communication of simple concepts.
- 87-93 **Animal Friend:** Animals innately like the character. Predators will avoid the character unless they are extremely hungry and no other prey is available. Character receives a special bonus of +25 to any Animal Handling, Riding, or Animal Training maneuvers.
- 94-96 **Tied to the Earth:** Character has strong ties to the natural forces of the earth. The cost for casting any spells is halved as long as he is in contact with the Earth (character cannot be flying, inside a man made structure, or otherwise separated from the Earth to gain the benefits, though he can wear shoes or sandals without interfering with this ability). However, this link to the Earth makes him especially susceptible to the effects of living in or passing through Tainted lands. He gains Taint from Tainted lands at one and a half times the normal rate.
- 97-98 **Aspect of the Dragon:** Character may learn the Dragon's Way spell list without ever having the *Awaken the Dragon* spell cast on them. In addition, the character receives a special bonus when casting spell on that list of +10 to all Spell Casting Static Maneuvers, will have an effective level of three higher than actual level (when determining spell effects, etc.), and has a special modifier of +10 to his Power Point Development skill (only usable for spells on the *Dragon's Way* list).
- 99 During adolescence, the character developed a friendship with a Dragon. If the character needs a favor, the Dragon will most likely do it, so long as it does not put the safety of the Druid groves, circles, and the surrounding areas in danger. Should the character repetitively ask for favors, the Dragon may begin to suspect that the character is taking advantage of their friendship and refuse further contact.
- 100 **Druid/Dragon Child:** Character is the child of a High Druid or a Dragon. The relationship between the character and the parent should be discussed by the Gamemaster and player. In general, the more helpful the parent the more protective and restrictive. In any case, the character receives a special modifier of +3 to Intuition and +3 to Constitution.



SULA'FAY BACKGROUND CHART

- 01-03 **Colored Hair:** Character was born with oddly colored hair. This is considered a sign of favor from Sula'fay. Typical colors are gold, green, purple, or bright red.
- 04-10 **Artistically Inclined:** Character may classify all skills in the Artistic group as Everyman.
- 11-16 **Reduced Food Consumption:** Character needs only half the normal amount of food and water to survive.
- 17-22 **Linked to an Element:** The Gamemaster should assign a natural element for the character. The character has a special bonus of +10 to all maneuvers in and around this element. Any and all maneuvers in an "opposite" element receive a special penalty of -10.
- 23-34 **Soul Crystal:** Character has a crystal which has had the *Soul Crystal* spell cast on it.
- 35-38 **Fay Sight:** Character can see sleeping Fay and Elementals as part of their normal vision.
- 39-45 **Pure Soul:** Character acquires Taint at half the normal rate.
- 46-51 **Fay Friend:** Fay and Elementals naturally like the character. If there are any in the locale, they will attempt to linger around the character and help the character where possible.
- 52-57: **Magnified Soul Crystal:** Character has a crystal which has had the *Soul Crystal* and *Magnify Crystal* spells cast on it.
- 56-65 **Soul Touched:** The Essence of Sula'fay runs strong through this character. The character receives a +5 bonus to his Power Point Development skill.
- 66 **Fay Companion:** Character has a Lesser Fay that has awakened and latched on to him. This Lesser Fay will follow the character and attempt to aid the character as best they can. Prolonged or intense exposure to Taint can force the Fay back into hibernation.

- 67-72 **Emotional Glow:** Character glows when emotionally excited. Character glows red when angry, blue when sad, gold when happy, etc. In extreme emotional states, the glare will give the character +5 DB (as foes are unsure about the nature of the character). The character will also suffer appropriate modifiers to Stalking and Hiding maneuvers.
- 73-77 **Aura Sight:** Character can see auras. This allows him to know the emotions of anyone he look sat unless the person is being careful to hide their feelings and project something else.
- 78-83 **Protective Aura:** When in combat, the character glows brightly and has special modifiers of +5 to DB and +5 to all RRs.
- 84-89 **Highly Magnified Soul Crystal:** Character has a crystal which has had the *Soul Crystal*, *Magnify Crystal*, and *Magnify Crystal II* spells cast on it.
- 90-94 **Favor of Sula'fay:** Character receives a special bonus of +5 DB, +5 RR, and +5 to his Power Point Development skill.
- 95-98 **Destiny Sense:** The character has an unusual sense of destiny that he can sometimes call upon. He may receive repetitive dreams on the subject and other hints as to what their destiny is. Character will receive a +10 on any maneuvers that deal directly with this destiny.
- 99 **Half-dwarf:** Character was born the child of a Dwarf father and a Human mother.
- 100 **Half-elf:** Character was born the child of a Elf father and a Human mother.

Part IV

Sula'fay Background Chart



SHADES OF DARKNESS



Part IV

Tainted Background Chart

TAINTED BACKGROUND CHART

- 01-02 **Kills Plants:** Character slows the growth of any plant that he is within 10 feet of and kills any non-magical plant he touches. Large plants such as trees or large shrubs will only be partly affected, with the branches near the character wilting, and the leaves falling off.
- 03-08 **Frightens Animals:** Animals sense a Demonic aura to the character. No animal will willingly approach the character and many will attempt to leave the area as he approaches.
- 09-14 **No Emotion:** Character has lost their ability to feel any emotion. The skill of Frenzy must be classified as Restricted. He will be totally calm and logical in almost any situation. He receives a special modification of +50 to all RRs versus Fear and/or any spell with a sub-type of "m."
- 15-20 **Teeth:** Character has animal-like teeth. He may develop skill in attacking with teeth (as a Racial Attack skill in the Special Attack skill category). The player may choose to have a Medium Bite attack (with extra large teeth) or a Small Bite attack (with retractable teeth that aren't so noticeable).
- 21-26 **Berserker:** Character receive a special modification of +50 to Frenzy maneuvers. However, any time he suffers a critical hit, there is a 10% chance that he will go berserk (Character automatically roll on his Frenzy skill without spending any percentage of action).
- 27-33 **Claws:** Character has animal-like claws. He may develop skill in attack with these claws (as a Racial Attack skill in the Special Attack skill category). The player may choose to have a Medium Claw attack (with large, non-retractable claws) or a Small Claw attack (with retractable claws).
- 34-40 **Lesser Bound Demon:** Character has an item with a Type I Demon bound in it (or has a Type I Demon bound to his person).

- 41-47 **Reserve of Strength:** Character has learned to channel magical power to the realms of Unlife in exchange for strength. Every time this ability is used, it costs d10 PPs. However, it adds as much to the character's St bonus as PPs spent (only good for 1 round). In addition, the character gains an amount of Taint equal to the number PPs spent.
- 48-55 **Minor Bound Demon:** Character has an item with a Type II Demon bound in it (or has a Type II Demon bound to his person).
- 56-60 **Wings:** Character has wings. He may choose to have large, bat-like wings (which he can use to fly at up to 20 miles an hour) or he can grow (once per day) a membrane between his arm and back (which he can use to glide short distances at about 10 miles an hour).
- 61-65 **Burst of Speed:** Character has learned to channel magical power into the realms of Unlife in exchange for additional speed. Every time this ability is used, it costs d10 PPs. However, it adds as much to the character's Qu bonus as PPs spent (only good for 1 round). In addition, the character gains an amount of Taint equal to the number PPs spent.
- 66 **Demonic Ally:** Character has personal relations with a minor Demon Lord. The character may be asked to undertake special actions for their ally, who will aid him an equivalent amount.
- 67-74 **Major Bound Demon:** Character has an item with a Type III Demon bound in it (or has a Type III Demon bound to his person).
- 75-82 **Tracking Scent:** Character can track by scent (with a special modifier of +25 to Tracking) and gains a special bonus of +50 to all smell-based Awareness maneuvers.
- 83-90 **Greater Bound Demon:** Character has an item with a Type IV Demon bound in it (or has a Type IV Demon bound to his person).
- 91-98 **Special Bound Demon:** Character has an item with a Type V Demon bound in it (or has a type 5 Demon bound to his person).
- 99-100 **Bound Demon Prince:** Character either has an item with a Demon Prince bound in it (or has a Type VI Demon prince bound to his person).





NOTES



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Shades of Darkness™



"I am Sa'juri, speaker to the Lord Dunnigan Del Oro and the words I speak now are his and not mine:

"You only sent one, hunter. How disappointing; I would have thought that you would do better. Never the mind of it, the opening move is mine. The smith is dead. Now it is only a matter of time before the town is mine. Time is, after all, my keenest weapon.

'In the mean time you will deliver a message to them for me, won't you, hunter? Tell them this town will not be safe until it is under the protection of Lord Dunnigan Del Oro.

'Till next time then, hunter."

The speaker turned to walk away and the rest of the world slammed back into Nathaniel's consciousness. From behind him came the voices of the men crowded around the front of the tavern. "By Sula'fay, it's Collen! He's just barely breathing."

The exclamation was followed by whispers of, "The smith, they got the smith."

Apparently no one else had seen it, but its image was still burned into Nathaniel's head. It had looked mostly human with short, slick black hair, a pencil-thin mustache, and a goatee, but the yellow cat eyes and the echoing whisper that had crossed the distance between them were not human, not even slightly.

In the not too distant future, technology has spawned a darkness no one knew could even exist. The darkness swept like a tidal flood across the Earth threatening to make mankind just another extinct species. The night fell upon man... and then came the Taint....

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