

KaranBlade

Online Handbook. First Edition (Aug`98).

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Introduction

"The God created all beings, built this vast world from the ashes. And then, one of his beloved emissaries tried to steal his place as the king of creation... But failed.

Now this traitor lives hidden at our world, we call him the Balrog, master of demons and bringer of all evil."

The holy codex

So, you want to know more about our world, don't you, traveler? Well, I must say, sincerely, that you have come to the right place... We live in the Near World, that is only a piece of the KaranBlade world. Here we have huge cities, noble governants, skilled knights and wise magicians... Unfortunately, just outside the security of our glorious cities we can find the most diabolical monsters you will ever seen. No, I'm not talking about the orcs of the Barren Mountains, nor the drow of Anahul Maakh, I'm talking of the demons that surged in our lands the past years.

Yeah, traveler, the Codex proved to be the unique truth. The demon ruler, the once fictional Balrog, really exists, and so the legend was right: Two thousand years from today the demon ruler invaded our world, coming from the distant lands of Dordread. And this demon destroyed several ancient cities, like the legendary Torannia, to be only defeated by the mighty Galtar Karan and the Sword of Eternal Fire, also knowed as KaranBlade...

That's it, there's no legends or fantasy tales anymore, they are all very real, and now the kingdom of evil is returning to our world, just at the exact moment in time that the prophets of Codex saw long time from now. The Balrog is coming, and because of our ceticism, we didn't made anything to prepare the world for him.

The Red War will occur once again my friend, demons against the world. But this time the Near Wold aren't united like before, the high elves will never join forces with the dwarves, nor the barren or syll orcs will ever aid any torannian... Because of all that, traveller, I'm travelling all the world, wandering our vast lands, in the hope of finding once again our savior, the hero sent by the true God. Not only me, but many other wisemen are searching this brave that will fight with the KaranBlade, cause this hero might be the only chance of our survival.

Tellius Tolken, Loremaster of Talantha

A Brief Overlook at NearWorld

" I trully want to view our world united, now more than ever... But Zurtak, Fiodras, bhrodain and maw-tutso-ju doesn't seen to follow my view. "

ultar, Governor of talantha

The vast lands knowed as Near World are a peninsola devited in theree major contries: Torann, in the middle, are the most civilized of them. Stonebridge is the land of the dwarves and barbarians. Dardeeh is a desertic territory, with giants and drow elves, only the most lunatic dare to travel there. Also, we have the Syll island at east, where the pirate orcs hide from the law. To the distant and cold north we find the Khitai kingdom, where strange humans live, with weird weapons like the katana. Finally, to the very west are the demoniac lands called Dordread, avoid this like the hell.

Torannian are the humans who live at almost every place, they are the race with the most population in Near World, so they are very common to find. Their name come from the Torann county, that is historically the cradle of their civilization. Most of the cities of Near World were built by the torannians, like Talantha, Bak, Soldur and Zirmandia. Between the most famous of the torannians we may find Ultar Brightarm, the governor of Talantha, Marcus Odissey Biamindua, the supreme sorceror of the Magic House, Deldor Daryll, the governor of Bak, Eleanor, the high priestess of Soldur, and Tellius Tolken, the loremaster of Talantha. Torannians used to get along with all other civilized races, but most races just tolerate them because of his high presence in the world.

Rotunnians are barbarian humans who habitate the south lands of Stonebridge, they are not much civilized and live most on villages and tribes. They are called rotunnians, but no barbarian are found at the Rotun Montains, the name derived from the proximity of their homes from this rocks. These folk are normally strong and health, but not much knowed by their culture. Actually, only a few can read and write, and only a rare ones can be called as wisemen. Rotunnians are often humiliated when they dare to enter civilized

cities, cause they seem to have big problems of adaptation to the urban life. From the rare famous rotunnians we may find Baldin, the Bigrock, leader of the south tribes and Jukhatar, the Wildwind, leader of the Rain Islands tribes.

Dardees, or "Daredees", are the human who runs the desertic lands of Dardeeh. Most of them live at the sporadic oasis of The Sand Ocean, the hugest of all deserts. Obviously, their names derived from the Dardeeh country name. They are also known by their courage and capability of survival. Anyway, they are very rare to see outside his lands, and the ones who flee apparently become like the torannians in much aspects, excluding the bronze skin. The only famous dardee is Kithz Kopesh, owner of the caravans who make the commerce between the desert and the cities.

Khitaianians are the human civilization that live at the distant north, at lands covered by snow and tundra. They are a mysterious civilization, with his own culture, honor and education. His weird weapons and armor are rare found at the south lands, but they are very famous between the warriors. One few examples are the Katana and the Shuriken... Though they are rare to find at the south lands, the ones who travel the huge distance are very respected by their courage. Khitaianians spoke a totally different tongue and apparently never lose their accents when talking in world common. The most famous of the Khitaianians must be his king Maw-Tutso-ju, that is believed to be the richest man in the world.

High elves are the elves of Mahul Maakh, they are a very noble race, though some say they are just arrogant ones. The high elves obey a council that consists of the oldest patriarchs of their families, and because of his long life expectancy, these council may be very well the "grand parents" of all his folk. Some of these elves are very bound with the nature and rarely leave Mahul Maakh forest, but many others go on adventuring all the world around. These elves are known to hate both orcs and dwarves because their "lack of nobility", also, they normally don't consider rotunnians as "humans"... Most of all, the high elves rarely team up with any other race on their travels, although sometimes they like to use the very efficient thieving skills of the hobbits to reach magical relics and stuff. The Council of the Mahul are formed actually by six about 700 years old males and Fiodras, an olden female who leads the votes, some say, using her amazing beauty.

The dwarves of Near World live in the northern part of the Rotun Mountains, at their fantastic underground city called the High Helm. They are normally skilled miners and blacksmiths, but some of them often decide to study other things such as history and geography. Known as the "masters of mountains", most of them go on outside their city to live and adventure some other open lands. There are lots of dwarves on Bak and Talantha, particularly. Dwarves have a common hate with all the elves, that they call "the nobles of the woods". Also, they don't get along with orcs and giants at all. Among the famous dwarves we find Bhrodain, the governor of the High Helm, Oldagg, master-smith of the High Helm, and Antysa, famous priest who lives at Soldur.

Syllian orcs, or syll orcs, are the orcs who live at the Syll island. They are rude pirates that plague the entire east coast with his pillages, particularly at Zirmandia... But this city just gets what it plants. They differ from his descendants, the barren orcs, because of his most thin, agile body. Although the barren orcs are much more strong. Most of the syllian are pirates, or at least have a parent that is a pirate. They have natural bond with ships and all related skills such as navigation and swimming, and naturally they love the sea and prefer to navigate much more than stay at ground. These folks are racial enemies

from almost every other civilized race, but most of them aren't too bad as his reputation. There are various famous syllian orcs, unfortunately all of them got their fame by plundering and pillage lots of gold from the cities. People like Fillowpig, Axumal and Captain Cyclops are knowed and hated all around the coast.

Barren orcs are the orcs who live at the underground caves at the eastern part of the Barren Mountains, near the High River. Even they live comparatively near to Talantha and the torannians, they rarely leave their caves, cause they don't like the sunlight and avoid it as possible. These folk are good body built and have excellent strength. Almost every other civilized race doesn't get along with them, alought they are better reputed than the syllian. Many of this folks live at Sur, because his former governor, Garlik, was forced to open his gates to the most uncivilized races, in an desperate attempt to reflourish it's economy... The talanthians questioned this act and in response Garlik left the government of Sur to Zurtak, a barren orc, in exchange of an antique sword that Zurtak and his followers found at the deep underground of the Barren Mountains. So Zurtak now is the most famous orc of the world, and his city is growin up with the entrance of the most varied races, day after day...

The hobbits and gnomes of Near World live at the western Stonebridge, near Soldur. Hobbits make his ground and round houses at the plains, and the gnomes live in sofisticated buildings among the hills. Hobbits are usually very peaceful folk, and doesn't seen to like much the adventurer life, but a few of them, particullary the more ambitious, go on around the world in search of fun. Actually many hobbits make a live at Mahul Maakh, for the unpleasure of the high elves... Gnomes are knowed by their genial engineering skills, and many of his inventions, like the cannon and the rare arquebus, are copied by the dwarves and torannians. They doesn't seen to like travels, and like the hobbits, rarely leave their homeland. Excluding the hobbits of Mahul Maakh, all other breed of hobbits and gnomes have a fair relationship with the civilized races, alought the gnomes tend to hate giants and orcs like the dwarves. Among the famous hobbits and gnomes we can find Floro Galduick, mayor of the hobbit lands, and Gnocha Galliezzo, master-inventor of the gnomish folk.

Finally we have the uldras, a harmonic race that lives at the forests north of Bak, near the Great Water. These folk are very bound with the nature and all the animals and non-hostile beings. Many of them are beloved by the elementals and spirits of the woods, causing a little fear to the cetics that deal with them. Uldras almost never leave their home forest, and the few who does it are banned from the misterious clans that they have. Thus any undaric adventurer are very alone by self nature, and will rarely team up with any other people. Uldras also have a great affinity with the druids and barbarians, because of their shared love with the nature. The unique famous uldras is Yaal Kin Futh, the Grand Druid of the uldaric woods, and one of the most powerfull beings of the world. And now we have our brief description of the Near World and his civilized races completed... Hope you have had the same fun reading this that I once had when writing.

Tellius Tolken, Loremaster of Talantha

Races

Torann

" Sometimes the most common of the races can be the most heroic, or the most dastardly..."

Ultar, governor of talantha

Torannians(Humans)

Overlook: Torannians are the most common folks of the Torann country. They are the race with the most variations among them, some are strong and tall, while others are thin and short. You may not define this folks entirely, but here I will try to give you some of their habits. Torannians are mostly urban, and tend to agglomerate at huge cities other than make various towns. They are normally united and will aid anyone of his own as possible. Some of his favorite clothing are tunics, vests, dresses, cloaks and sandals. Torannian warriors tend to be very adventuring, unless the paladins that must follow his governor. Mage torannians usually make a long life of study in the Magic House, to become travelers only when they fell enough wise and powerful to do it. Priests usually believe in the urban gods, and many of them live at Soldur, as you might expect from a priest. Torannian rogues tend to live at populated cities like Talantha, Bak and Zirmandia, and they are experts in delaing with the thieves and pirates that plagues the urban areas.

Height: 50/48 + 2d10 (ex: a 5 and a 8 would result in a 6'3''male)

Weight: 170/150 + 10d10 (in pounds)

Starting Age: 15 + 1d4

Maximum Age: 70 + 2d20

Aging: 45/60/90

Racial Adjustments: None

Ability Requirements: 3/18 All

Special Bonuses: None

Special Hidrances: None

Allowed Classes: All(U)

Thieving Skill Adj.: None

High Elves

Overlook: High elves live at Mahul Maakh and are very noble, some say just arrogant. They tend to be taller and slimmer than normal humans, with beautiful faces and shinny hair. This folk are somewhat bound with the protection of the forests, and doesn`t like to stay much time at the urban areas. Almost all of them like to hear robes and long dresses, but some warriors often abidicate of that clothing to use armors and stuff. High elven warriors tend to be mora agile than strong, being very good archers. The magicians are feared among the lands because they are all skilled and powerfull. High elven priests believe in the gods of nature, but there are some that pray for the urban gods too. The rogues tend to be outlaws, and they love to steal jewels particulary.

Height: 55/50 + 2d10

Weight: 90/70 + 5d8

Starting Age: 100 + 5d6

Maximum Age: 350 + 4d100*see player`s handbook

Aging: 175/233/350

Racial Adjustments: +1 Dexterity; -1 Constitution

Ability Requirements: 3/18 Str and Wis; 6/18 Dex; 7/18 Con; 8/18 Int and Cha

Special Bonuses: 90% Resistance against Sleep and all Charm-related spells; +1 to attack rolls when using any bow other than the crossbow, short and long swords; -4 to opponents surprise rolls if alone(or with other elves and hobbits) or 90 feet away from his party, and not using any metal armor. -2 if he needs to open a door or screen to attack; Infravision:60 feet; (1 on 1d6) chance of locating secret doors when passing within 10 feet. (1-2) chance if searching, and (1-3) for canceled portals(if searching too).

Special Hindrances: None

Allowed Classes: Cleric, Fighter and Thief(12); Mage and Ranger(15).

Thieving Skill Adj.: PP(+5%); OL(-5%); MS(+5%); HS(+10%); DN(+5%).

Barren Orcs

Overlook: These are the orcs who live at the underground caves of the Barren Mountains. They are taller and stronger than the normal humans. Their appearance resembles primitive humans, with gray skin and coarse hair, their faces also can be compared to the face of a common pig. They doesn't seem to use very noble clothing, and most of them use rags and such to just cover their bodies. Most of them are excellent fighters, and normally combats with uncomparable rage. The few priests usually trust in the gods of the mountains, but some appear to follow demoniac gods. Thieves are the most common folk at cities like Sur and Niadia.

Height: 60/55 + 3d6

Weight: 190/180 + 10d10

Starting Age: 15 + 1d6

Maximum Age: 100 + 2d20

Aging: 50/75/95

Racial Adjustments: +1 Strength; -1 Charisma

Ability Requirements: 3/17 Int, Wis and Cha; 3/18 Dex; 9/18 Str; 12/18 Con.

Special Bonuses: Constitution Saving Throw Bonuses(such as dwarf on player`s handbook); +1 to hit dwarves, goblins and hobgoblins; Infravision:60 feet; Same detection abilities of dwarves(see player`s handbook).

Special Hindrances: -1 to their attack rolls on sunlight; 30% chance to malfunction when using non warrior magical items; -3 reaction adjustment against humans, elves and dwarves; Starts with half of the starting money.

Allowed Classes: Cleric(8); Thief(12) and Fighter(15).

Thieving Skill Adj.: OL(+5%); F/RT(+10%); RL(-10%).

Half-Elves

Overlook: Half-elves are the breed originated by a thorannian human and a high elf parent. Because their parents are both considered noble races, they are the unique mixed-race that others treat normally and without much repugnance. As you bet, their appearances, clothings and skills vary between humans and elves. Generally, they possess a human father and an elven mother, this because usually is the humans who don't resist the charm of the female high elves! Half-elves normally live at the cities, and only a few ones are accepted inside Mahul Maakh's concil.

Height: 53/50 + 2d10

Weight: 120/100 + 8d10

Starting Age: 15 + 1d6

Maximum Age: 125 + 3d20

Aging: 62/83/125

Racial Adjustments: None

Ability Requirements: 3/18 Str, Wis and Cha; 4/18 Int; 6/18 Dex and Con.

Special Bonuses: 30% Resistance against Sleep and all Charm-related spells; Infravision:60 feet; (1 on 1d6) chance of locating secret doors when passing within 10 feet. (1-2) chance if searching, and (1-3) for canceled portals(if searching too).

Special Hindrances: None

Allowed Classes: Bard(U); Druid(9); Mage and Thief(12); Cleric and Fighter(14); Ranger(16).

Thieving Skill Adj.: PP(+10%); HS(+5%).

Stonebridge

"they say that we are rude and stupid, but we don't refuse to aid any brother that asks for help. If the torannians at least consider that we are humans too, we might join them."

Baldin, leader of the south tribes

Rotunnians(Humans)

Overlook: Rotunnians are the barbarian men who populate the southern part of Stonebridge, and the Rain Islands. Most torannians say that they are less intelligent than them, and do not may be considered "noble" humans... Anyway the brave rotunnians just ignore their "words of wisdom", and don't seem to have any fear from their civilized structure. After all, rotunnians just stay at the savage lands because they really hate cities and all related to an urban life. This folk are strong and very wealth, males usually have large shoulders and hairs, females don't differ much of the torannian ones. They like to wear hides, girdles and basinet helms adorned with fierce bone horns. Of course females just use common dresses. Rotunnian warriors are very savage and fights with superior enthusiasm. Magicians are very, very rare on this folk, but clerics of the barbarian gods are very usefull for the leaders to keep his tribes happy and united.

Rotunnian thieves tend to be pirates that go for Zirmandia hoping to join some syllian orc boat, and are hated even by their own.

Height: 52/50 + 2d10

Weight: 175/150 + 10d10

Starting Age: 14 + 1d4

Maximum Age: 65 + 2d20

Aging: 45/60/90

Racial Adjustments: +1 Constitution

Ability Requirements: 3/17 Int and Wis; 3/18 Dex and Cha; 5/18 Str; 8/18 Con

Special Bonuses: None

Special Hidrances: -2 reaction adjustment against torannians; Starts with half of the starting money.

Allowed Classes: Bard and Fighter(U); Mage and Druid(7); Cleric and Thief(15); Ranger(18).

Thieving Skill Adj.: None

Dwarves

Overlook: The dwarves live at the fantastic city that is also the symbol of their proud: The High Helm, a city encraved between the gargantuan walls of pure rock of the Rotunn Mountains. Males like to wear leather tunics and boots, males prefer silk blouses and fine dresses. So, you must know that all dwarves like to wear good clothings. Also, males treat his beards as relics, and may kill someone that cut it. Dwarves make fierce warriors because of their amazing endurance. Clerics pray for the mountain gods, and some also pray for Thr, a dwarven god. Thiefs doesn't seem to be much agile but are still tough.

Height: 43/41 + 1d10

Weight: 130/105 + 4d10

Starting Age: 40 + 5d6

Maximum Age: 250 + 2d100

Aging: 125/167/250

Racial Adjustments: +1 Constitution; -1 Charisma

Ability Requirements: 3/17 Dex and Cha; 3/18 Int and Wis; 8/18 Str; 11/19 Con

Special Bonuses: Constitution Saving Throw Bonuses(see player's handbook); 20% chance of malfunctioning when using any non warrior magical item; +1 to hit orcs, half-orcs, goblins and hobgoblins; -4 AC against ogres, trolls, ogre magi, giants and titans; Infravision: 60 feet; Detection Abilities(see player's handbook).

Special Hidrances: None

Allowed Classes: Cleric(10); Thief(12) and Fighter(15).

Thieving Skill Adj.: OL(+10%); F/RT(+15%); CW(-10%); RL(-5%).

Hobbits

Overlook: Hobbits are the child-like ones who live at the plains east of Soldur. They have the back of their hands and feet covered with hair, and are so small that really look

like the toranian childs. Both males and females like to use light clothing, and they rarely use any metal armor, mostly because the armors made for their size are very rare. Fighters tend to use his superior agility to compensate their fragile muscles. Clerics are adept of the torannian urban gods, and most of them live at Soldur with all the other priests. Hobbit thieves are master of the escape art, and most ones go to Mahul Maakh in the search of magical jewels and glorious adventures.

Height: 32/30 + 2d8

Weight: 52/48 + 5d4

Starting Age: 20 + 3d4

Maximum Age: 100 + 1d100

Aging: 50/67/100

Racial Adjustments: + 1 Dexterity; -1 Strenght

Ability Requirements: 3/17 Wis; 3/18 Cha; 6/18 Int; 7/18 Str*(fighters do not roll for exeptional strength) and Dex; 10/18 Con.

Special Bonuses: Constitution Saving Throw Bonuses(see player`s handbook); Bonus to save versus poison equal to the constitution usual bonuses; +1 to attack rolls when using throw weapons or slings; Bonus to surprise opponents(see high elves); 15% chance to have 60 feet of infravision, if fails still have 25% chance of having a reduced infravision of 30 feet; Detection Abilities(see player`s handbook).

Special Hidrances: None

Allowed Classes: Cleric(8); Fighter(9) and Thief(15).

Thieving Skill Adj.: PP(+5%); OL(+5%); F/RT(+5%); MS(+10%); HS(+15%); DN(+5%); CW(-15%); RL(-5%).

Gnomes

Overlook: Gnomes live very near the hobbits, but their villages are at the hills rather than at plain fields. They have some assemblance with dwarves, but their cultures are almost opposed. Gnomes are master inventors and engineers, they love the mathematics and physics and very often are called by the wise talanthians to aid with their study. Tough, gnomes doesn`t seen to be a very adventuring race, and will only enter any long travel or quest if some new discoveries are involved. Their clothing are very much alike the hobbits, but males tend to use all kinds of hats. Gnomish warriors are very rare, but these ones often make use of their newest weapon, the arquebus, that functions by the use of something called “powder”. Some gnomes learned the secrets of the illusionary magic and became skilled mages. Clerics also follow the urban gods, but they tend to stay at home rather than live with the others at Soldur. Gnomish thieves are also rare to find, and of course they love to steal anything that looks like “a new technology”.

Height: 38/36 + 1d6

Weight: 72/68 + 5d4

Starting Age: 60 + 3d12

Maximum Age: 200 + 3d100

Aging: 100/133/200

Racial Adjustments: + 1 Intelligence; -1 Wisdom

Ability Requirements: 3/18 Dex, Int and Wis; 6/18 Str and Int; 8/18 Con

Special Bonuses: Constitution Saving Throw Bonuses(see player`s handbook); 20% chance of malfunctioning when using any non warrior-illusionist-thief magical item; +1 to hit kobolds and goblins; -4AC against gnolls, bugbears, ogres, trolls, ogre magi, giants or titans; Infravision:60 feet; Detection Abilities(see player`s handbook).

Special Hindrances: None

Allowed Classes: Cleric(8); Fighter(9); Thief(13) and Illusionist(15).

Thieving Skill Adj.: OL(+5%); F/RT(+10%); MS(+5%); HS(+5%); DN(+10%); CW(-15%).

Uldras

Uldras are the folk who lives at the woods near the Great Water. They look just like a gnome, but are leaner and a little bit taller when compared. Have white, discolored hairs, long ears, but just like human ones, and pale gray skin. Males usually uses long beards, females like to use ponytails. All of them appears to have long and agile fingers in both hands and feet too.

This race are knowed of having a great sense of wisdom, because they rarely leaves the forest, having a calm and peacefull life in their villages opened to the power of nature. Some say that uldras never leave his homes cause they doesn`t have much of a health to travel around the world... The fact is that these folks are rarely seen at urban areas, but mostly cause they are very connected to the nature, his forests and rivers.

So, uldras are calm and gently people, with a very affinity with nature and his secrets. Usually they found themselves with a vast knowledge at the end of their lives, generating one of the most cultural races of the world.

They use very stilish clothing, and most of them have a long, conic hat at head. Usually they doesn`t use metal armors or weapons, but this is merely a preference, and no penalties are given for them if they use. By the way, uldras like so much the aspect of using natural stuff, that they have a +1 to hit rolls with any kind of wooden weapon(includin wooden bows, but not crossbows).

Uldras have a good infravision just like the gnomes, and can see for up to 60 feet in the dark.

Because of his deep connection with the nature and his elements, uldras became resistant to elemental based magic. They gain +2 to his saving throws against all elemental spells and elemental magic of any kind.

Uldras have a natural empathy with non-hostile animals, having a permanent +3 to reaction rolls against them.

Uldras can note if a passage is up or down grade 75% of the time(roll a 1,2 or 3 on 1d4), also, they can determine direction half of the time(roll a 1,2 or 3 on 1d6).

Finally, Uldras receive +1 to their Wisdom and -1 to their Constitution.

Height: 40/38 + 1d8 Weight: 62/58 + 3d6 Startin age/Aging: like gnomes

Alowed Classes: Fighter(10 maximum level), Ranger(13), Cleric(8), Druid(11) and Thief(12).

Racial Ability Requirements: Strenght(5/18*do not roll for exeptional strenght), Dexterity(3/18), Constitution(7/18), Intelligence(7/18), Wisdom(4/18), Charisma(3/18).

Thieving Skill Adjustments: PP(+5%), OL(+5%),MS(+15%), HS(+10%), DN(+5%), CW(-15%).

Final Notes: Uldraric rangers are knowed as wanderers of the savage lands, and unlike their people, chosed the path of a nomadic life. Usually, uldaric druids never leave his home forest, braking this code only to make vital tasks for his superiors, or to preserve his home against intruders or iminnent destruction.

Dardeeh, Khitai and Syll

"I see all this people of Torann and stonebridge, thinking that they know very much about our lands... they are pathetic, and clueless about the real size of the world..."

kithz kopesh, dardean
trader

Dardees(Humans)

Overlook: Dardees, also knowed as “daredees”, are the brave people who dare to live at the greatest of all deserts, The Sand Ocean. They are survivalists, who work hard, day after day, for gain his food and water from the sand... Course most of them have their villges at some of the rare oasis, but a few ones actually live by wandering the savage lands of Dardeeh. Dardees like to use very light clothing, because of the heat of the desert, and men wearing any metal armor are quite impossible to find, unless they leave their homelands. Most of them use caps and tunics to protect their skins from the direct sunlight. Dardean warriors are very common to find, and almost all of them have heightened survival and endurance skills. Magicians are rare and tend to stay at the security of the oasis. Priests are so rare at the desert that only one oasis actually has a church. Dardean thieves tend to be very agile and skilled in pick pockets and move silently thieving skills.

Height: 50/48 + 2d10

Weight: 170/150 + 10d10

Starting Age: 15 + 1d4

Maximum Age: 70 + 2d20

Aging: 45/60/90

Racial Adjustments: None

Ability Requirements: 3/18 All

Special Bonuses: Since dardees are prime survivalists, all of them starts automatically with the survival and direction sense proficiencies, with no cost.

Special Hidrances: Starts with half the starting money.

Allowed Classes: Bard, Fighter, Ranger and Thief(U); Cleric(8); Mage(12).

Thieving Skill Adj.: PP(+10%); MS(+5%).

Khitaian(Humans)

Overlook: Khitainas are the humans from the distant and cold north. They have their own culture and education, and are quite different from the other humans in this topic. Their appearance are very calm, and almost all of them have distinct, almond-like eyes. They wear also very strange clothing, with robes and bandanas, and very often have some strange tatoos at heir upperbodies. Most of all, khitaian seen to follow a strict code of honor, and we know that any khitaian deserted from their cities or villages by some evil act are knowed as “ronins”. Course we know that because is usually these ronins that travels the long distance between our contries and tells more about their culture. All we know about khitaian warriors is that they use very weird weapons, like the katana and the shuriken. Some say that their magicians are quite powerfull, but they never leave their lands. Some of the khitaian gods are knowed by our priests, and we think they have clerics too. Khitaian thieves are knowed as “ninjas”, and they are skilled assassins that sells their skills for the evil khitaian lords. Obviously they are very feared, and hated, among their folk.

Height: 45/42 + 2d10

Weight: 150/125 + 10d10

Starting Age: 100 + 5d6

Maximum Age: 70 + 2d20

Aging: 45/60/90

Racial Adjustments: None

Ability Requirements: 3/18 All

Special Bonuses: None

Special Hidrances: None

Allowed Classes: All(U), excluding Druid and Paladin.

Thieving Skill Adj.: MS(+5%); HS(+5%); RL(-5%).

Syllian Orcs

Overlook: This are the orcs who habitate the Syll islands, they are rude pirates who have a distardly reputation among the coasts. Syllian orcs differ from the barren orcs in both body shape and culture: Syllians are more thin and agile, and also doesn't seen to bother with the effects of sunlight. Actually their skins are almost brown stead of gray, and they commonly have lots of tatoos among their bodies. Culturally syllians seen to be more advanced, particullary in the navigation and construction topics. They like to use all kinds of leather armors, and will rarely use metal armor because of their weight. Skullcaps and large pants are also part of their clothing. Syllian warriors are knowed as “the tough crew” among their own. Mages doesn't exists among them, and clerics are very rare to find. Thieves are the most common to find, and almost all of them are skilled pirates that pillage and plague all the Torann and Stonebridge eastern coast.

Height: 55/50 + 3d6

Weight: 150/140 + 8d10

Starting Age: 15 + 1d6

Maximum Age: 100 + 2d20

Aging: 50/75/95

Racial Adjustments: +1 Dexterity; -1 Charisma

Ability Requirements: 3/17 Wis and Cha; 3/18 Int; 6/18 Str and Dex; 8/18 Con.

Special Bonuses: Constitution Saving Throw Bonuses(such as dwarf on player`s handbook); +1 to hit dwarves, goblins and hobgoblins; Since they are very bound with the sea, all of them starts automatically with the seamanship proficiency, with no cost.

Special Hindrances: 30% chance to malfunction when using non warrior magical items; -4(-5 if became famous pirate) reaction adjustment against humans, elves and dwarves.

Allowed Classes: Cleric(8); Thief(15) and Fighter(12).

Thieving Skill Adj.: PP(+10%); OL(+5%); DN(+5%); RL(-10%).

Kits

"we want to know what is a mirror house? It`s very simple indeed. someday a wiseman made a question to himself: if there are so many mages utilizing the land`s mana for casting his spells, why we don`t build a "mana pool"?"

marcus odyssey biamindua, supreme sorcerer

Adepts

Description: Adepts are the noble magicians who studied the arcane arts at the city of the mages, also called the Magic House, that is situated east of Talantha. This city was planned and built by the torannian wizards, with the aid of some of his constructors of course. It is basically a huge tower that slashes the sky, envolved by the city itself (that isn`t much populated like Talantha and Bak) and the city walls. The city has about 200 years, and it all started when his buiders realized that all the mgicians use the same force to cast his spells, something invisible and ethereal, that they called "mana". So, the plan was to construct a tower where the wizards can absorb more of this mana from the world, and share this power between them.

The tower at the center point of the Magic House is called Arcann, and inside there various mages study and practice the arcane arts, day after day. At the top of the tower, a huge soluakh crystal is used to absorb the maximum mana possible (Soluakh are the best crystals knowed for the absorption of mana, they are also very, very rare to find. This one at the top of the tower are the biggest ever found, and one of the most valuable artifacts of the world). The mana absorbed is also redirected by the mages for the "mirror houses" all around the land. Mirror houses are reduced versions of the Arcann tower, and each one have at least one piece of soluakh to receive the mana sent from there. Some of the knowed mirror houses are the mirror houses of Talantha, Bak, Pravokia and Niadia... Also, some experienced mages have been able to built his own mirror houses, but this ones are hidden among the lands, and will certainly not accept any mage asking for a mana recharge.

The adepts are bound by nature with the mana that flows from the Magic House, and by doing it they receive some extra power to cast his spells, as long as they keep recharging

it at the mirror houses or at Arcann tower itself. So adepts are more powerful mages, but unfortunately they are equal subject to a infamous destiny... If someday, for some reason, the Arcann tower is destroyed by some disaster (well, we are very afraid right now that the Balrog takes it!), all the adept mages will loose automatically his ability to cast spells, untill it's rebuilt somewhere... Actually, some think that the adepts will still be able to cast spells, but as long as the Arcann tower is destroyed, these casts will be extremelly painfull for them!

Any torannian, high elf or half-elf can be adept. Only mages and specialists, of course, can take this kit. Also, to reflect the tough tests that the adepts must pass to enter the Magic House school, all adepts must have the following minimum ability scores: Intelligence 15 and Wisdom 12.

Role: In the most part of the civilized lands, the adepts are very respected beause of their noble profession. But there`s so many other that doesn`t seen to have any like for them, particullary the mages that were not accepted by the Magic House school. But, after all, the simple fact of being an adept automatically reflects his high intelligence and knowledge of the arcane arts to almost anyone of his own culture.

Weapon Proficiencies: The adepts use the same rules for normal mages. And some of the prefered weapons are the dagger and the quarterstaff.

Nonweapon Proficiencies: Bonus: Ancient History, Reading/Writing and Religion. Recommended: Ancient languages, spellcraft, artistic ability, cooking, dancing, etiquette and modern languages.

Special Benefits: Adepts can absorb the mana from the Arcann tower and the mirror houses, these mana raises the number of spells that they can cast, **but not per day!** These bonus must be kept by the side of the normal spells thay can cast, and it`s used the exactly same way, **except that this bonus spells are only refreshed when the mage enter a mirror house or the Arcann tower, and spents at least 30 minutes absorbing the soluakh crystal`s mana.** Also, they can only refresh one time per day, they can`t, for example, get his bonuses at morning, go on adventuring untill afternoon, and refresh it again. In this case they will have to wait for the other day to refresh it.

The bonus spells that an adept gains is based in his own level and rank among the Magic House scholars. So, there`s a table for the bonuses they receive:

Table 1: Adepts Bonus Spell Progression

Wizard Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1								
2	1								
3	2								
4	2	1							
5	3	1							
6	3	2							
7	3	2	1						
8	4	3	1						
9	4	3	2						
10	4	3	2	1					

11	4	4	3	1				
12	4	4	3	2				
13	4	4	3	2	1			
14	4	4	4	3	1			
15	4	4	4	3	2			
16	4	4	4	3	2	1		
17	4	4	4	3	3	2		
18	4	4	4	3	3	2	1	
19	4	4	4	3	3	3	2	
20	4	4	4	3	3	3	2	1

Special Hidrances: As talked above, the adepts are very dependants of the Arcann tower, and if someday it is invaded or destroyed, the adepts will automatically loose all their abilities to cast spells, **both from their bonuses and their normal spell ability.**

Also, if anyway this wizards had to make their spells, they will loose 10 hit points per level of the spell being casted. This loose hits are only recovered by resting, any magical healing will fail to restaur it... Even wish spell will heal only half of the wizard's lost hits.

The only chance for the adepts survival if some terrible thing happens to their tower is to build another tower somewhere, but it will surely that years of hard work. Well, being an adept is both a great thing and a grat risk!

Nightblades

Because of technical problems, you will have to see this kit on the site:

<http://www.geocities.com/Athens/Forum/4202/akits.html>

Obs: If anyone knows how to convert an table in **.html** to an table in **.doc**, please contact me :o)

Great Cities

"even the most great of the cities must be built the same way as a common brick house: block by block."

Oldagg, master-smith of the High Helm

Bak

Walls! City walls, guard towers, wood fences... This is the city of army, a genial engineering project planned to be the ultimate protection against the demons that spread all over the open lands. At the moment Deldor Daryll heard about the surge of these monsters, he imediatelly called Oldagg, a master dwarven smith, and Gnosha Galliezzo, a grand inventor of the gnomish folk, to make the ambitious project of Bak.

It took about ten years for the construction of the new walls and steel cannons, but the "new" Bak is finally finished... This city is totally devoted to the militar and warrior arts,

here we can find the better weapons, armors and war charriots of all Near World. Here we have the better warrior school of all, and obviously the most skilled warriors and mercenaries that you can find.

The governor of Bak is called Deldor Daryll, he's a noble paladin that reach this position by doing a marvellous work as a knight of his contry. Daryll is loved by almost every noble warrior and paladin of our lands, that calls him as the "yellow paladin", because of his famous golden full plate that he gained from the governor of the friend city of Talantha, Ulmar Brightarm.

Daryll is very concerned about the unsecure situation of our world this days, so he also created an army of knights to protect the weak from all the dangers of the lands that surround Bak... This army is called the Purple Army, and they cover the lands between the edge of the South Wood and the end of the Crow Hills, that surrounds the city. Only the most strong, skilled and noble are accepted in the Purple Army.

The city has about 650,000 habitants, most of them torannians, alought high elves, dwarves and rotunnians are also very common to see inside it's walls. The city economy is prosper and very dependant of his arms production, the most skilled blacksmithers, weaponsmithers and armorers live there. Also, there's a great space covered by farms just outside the city area, and the Purple Army make their security too.

Bak is allied of almost all the other cities, that sure need their weapons to make a stand against the demon charge... But Zirmandia, as you may expect, aren't much beloved by Daryll and his strong principles.

The High Helm

Craved between the rock walls of the Rotun Mountains, the High Helm is symbol of the dwarven pride. It is almost an underground city, with caves and tunnels that lead to the dwarven mines, but of course the houses are actually outside the mountain, and they form the passage between the walls of pure rock.

No one knows when the High Helm was built, but it's believed to be as old as the city of Talantha, and that means that it was built right after the Red War. But the dwarves aren't worried about their history, they are always thinking in the gold that they will mine the next day...

Bhrodain is the governor of the High Helm, he's a very olden dwarf that left his life as warrior to enter the dwarven politics, and succeed. Tought he's not exactly aclamed by their own, Bhrodain does a nice job of keeping his folk in the dig of gold and construction of new defenses to his city. Course the governor has his own army too, formed by strong and skilled dwarves wearing plate mails and huge axes.

Inside it we can count almost 400,000 dwarves, and other races, particullary elves and orcs, are very rare to find at the High Helm. The economy lives by the hard work on the mines, and also by the forging of weapons and armor... So, if a dwarf isn't a miner, he surely will work as a smith.

Bhrodain are very diplomatic, and his city is allied of all other cities, excluding the city of the orc Zurtak, Sur, for obviously reasons.

The Magic House

Warning, here be magic! The Magic House is the city of the adepts, magicians that use the Soluakh crystals to absorb the mana of the world to their own corpses, and become more powerfull that way. Course they are also very dependant of the Arlann tower, the tower at the center point of this city, that is called "the mana pool". Some say that if this tower is destroyed, all the world adepts will loose their ability to cast spells!

The city was planned and builthy by the torannian wizards, with the aid of some of his constructors of course. It is basically a huge tower that slashes the sky, envolved by the city itself (that isn't much populed like Talantha and Bak) and the city walls. The city has about 200 years, and it all started when his buiders realized that all the mgicians use the same force to cast his spells, something invisible and ethereal, that they called "mana". So, the plan was to construct a tower where the wizards can absorb more of this mana from the world, and share this power between them.

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The Magic House is supervisioned by Marcus Odissey Biamindua, known as "the best mage of the world". But it's a part of Talantha, and is governed by Ultar Brightarm. The city doesn't have a economy of it's own, and it serve for the purposes of all the torannian wizards who study and develop his magical skills and culture. Other races are very unlikely to enter this city, but the allied high elves and the common breed of half-elves are often accepted as students of the arcane arts.

Niadia

The northern city of Niadia is almost a huge marketplace, here one can find all the traders that come from the south exchanging his goods with the dardean caravans that come from the Sand Ocean... It's basically that, no big army, no big laws, no big security, just an area open for the trade.

Niadia was once an caravan camp: The dardean caravans started to stop by there between his long travels from the north to the south, and vice-versa. As time passed it became a famous place for the trading of both common goods and rare, most stolen, magical itens and artifacts. Actually the only city with more merchants and thieves than Niadia is the coast city of Zirmandia.

The city doesn't even had a governor, but a mayor was suggested by the dardeans to control the trades in it... Of course these mayor will follow anyone who pays him more, and so the corruption of Niadia's army is almost the great in the Near World (loosing again to Zirmandia). The actual mayor is Huij Othar, a dardean merchant, but this city's

mayors change very frequently, as they are commonly murdered by the thieving gangs that one day doesn't agree with his position anymore.

The habitants vary too much, but it's believed to have more than 250,000 residents in Niadia. The economy is based only on the commerce and trade between the merchants that passes by it, but there's also a few farms beside city's area. Niadia get along with all the other cities, basically cause everyone likes to go there to buy it's rare items.

Pravokia

Green! Gardens, giant trees, exotic flowers, rare herbs... This is the city of Pravokia, situated in perhaps the most beautiful spot of Near World, between Mahul Maakh and the Great Water, this is definitely a place for the nature lovers.

Some say that it was settled by the high elves of Mahul Maakh, and then populated by the torannian rangers who adventure the forest, but officially it was built by the legendary Mister Riggs, an antique and famous druid gardener that made his fame at Talantha... Although the exact age of Pravokia is unknown.

Today the city is very dependant of Talantha, and so they have a mayor instead of a governor: His name is Omar Tutelys, and he is a glutton totally controlled by Umar and his generous gold contributions to his family. Actually the army of the city is formed on the Talantha warrior schools too. So, like the Magic House, this city is almost a district of Talantha.

Pravokia has about 75,000 residents, and they all live at houses built on the top of the enormous trees that grows inside it's area (the city also doesn't have any kind of walls or fences limiting his land). Among the residents we may find a lot of torannians, high elves, hobbits and also rotunnians who came from the barbarian lands.

The economy is based upon the production of medicinal and special (some say magical) herbs which sells very costly. Also there are a few farms around the open fields... Finally, this city has good relationship with almost every other city of Near World, but with the arrival of orcs at Sur the elves are having some problems with this cities alliances.

Soldur

This is the city of light. Where clerics from all around the world came to pray for their beloved gods. Soldur is a totally religious city, and his habitants follow various religious rules and restrictions, according to their own god. It was believed to be the ancient land where the emissaries came to feed the goldmen (see Ancient Lores), and so it's venerated by the followers of the Holy Codex... But many other religions adopted this city for their own praying too.

Because all that the city hasn't a governor, yet they have an high priest that administrates the city and take care of the dislikes between the various religions to maintain the harmony... The actual priest is a priestess: Eleanor, the high priestess of Soldur, a woman of incredible charisma and power of oratory who are loved not only by the followers of the Holy Codex, but even by every other religious person inside Soldur.

The city is also very protected by his city walls and the White Cross, an army of clerics and paladins who protect Soldur with strenght and faith. Also, inside it's walls any people

hurt normally receive an excellent magical healing treatment, but of course it costs some gold...

The population varies because the city receives lots of visitors looking for help from their gods, but it's believed to have almost 300,000 people inside its walls. The economy is very strong, based on the farms around the city, and also on the contributions that the prayers gave to their clerics. Also, this city has a fairly alliance with every other city of this world.

Sur

Many barren orcs live at Sur, because his former governor, Garlik, was forced to open his gates to the most uncivilized races, in a desperate attempt to revitalize its economy... The talanthians questioned this act and in response Garlik left the government of Sur to Zurtak, a barren orc, in exchange of an antique sword that Zurtak and his followers found at the deep underground of the Barren Mountains. So Zurtak now is the most famous orc of the world, and his city is growing up with the entrance of the most varied races, day after day...

Sur is a city very much like the olden Bak, it is very militaristic, and of course here you will find lots of warriors and mercenaries, except that here this warrior will be orcs, hobgoblins, gnolls, and so on...

As soon as Zurtak entered Sur, he started to reinforce its city walls, and also to contract more and more people to his army. Although he still accepts "civilized" races, most of his armymen came from the humanoid villages around the Barren Mountains... Because of all that, this city is also called "the monster city" these days.

Before Garlik's abdication, the city population was about 450,000 persons, but now nobody knows how many beings live inside its walls. The once dead economy is now growing up, mostly because of the high city taxes, and the transactions between Sur and the humanoid villages near it... Farms are now very rare around Sur, specifically the torannian ones.

As you may expect, the relations with other cities are very chaotic now... The High Helm are declared enemies, and Talantha, with Pravokia, also dislikes Zurtak's government... Actually only Soldur have a fair relationship with Sur.

Talantha

Known as "the world's capital", Talantha is the most brightly and civilized city of the Near World. Believed to have been settled right after the Red War, it may also be the most olden city of the lands.

Here you may find almost everything: Marketplaces, city tribunals, city walls, warrior arenas, bard theaters, magic libraries, beautiful churches, and so on... All that governed by the noble Ultar Brightblade, a descendant of the ancient kings of Torannia, with the wise advice of his right arm, the loremaster Tellius Tolken (hey, that's me and I will not count my talents here...).

Ultar has his own army, called the Royal Army, although no kings are found anymore, excluding at Khitai... This army has not only skilled warriors and noble paladins, but

also most adepts, trained to fight as battle mages! So, you bet this city, and it's governors, are very protected against the demon surges... At least for now.

It is also the most populated city: About 730,000 torannians live here... But of course you may find every other civilized race inside it's walls, though orcs are still very rare. The economy is also bright, with extensive farmlands, skilled smiths and powerful alchemists... Also there's a huge marketplace in the center square, and the warrior's arena, that attracts fans from all around the lands.

Talantha have a fair relation with all other cities, though Sur and Zirmandia are just tolerated because the trades generate more funds for the city. Who doesn't like gold?

Zirmandia

"The city of thieves" isn't so bad as their reputation... Yes, here you will surely find the most chaotic and evil thieves and burglars from the world, but the city has also its good points. One of them is the great seaport, that generates an enormous trade and fishing industry, that sells all over the eastern coast... Unfortunately, because this industry, Zirmandia also receives lots of syllian orcs looking for their loved work as seamen.

It was settled by the thieves who got banned from the other cities, and became with time a "thief paradise"... More than at Niadia, here are lots of theiving gangs and assassin organizations, so you better take care of your pocket here, to not say your life!

The governor of this city is known as "the death skull", nobody ever seen his face, covered by a human skull helm, but he's believed to be a famous torannian assassin who escaped from jail when he's about to suffer his death sentence... So, you better take distance from this one also.

The death skull has his own bodyguards, yes, not an army, just a group of skilled bodyguards to protect his skin from the other gang leaders, and to secure some of the rich merchants who pass by the city from time to time... But, laws? No, here you will not find anything like that...

The population is about 370,000 people... Most of them torannians and syllians, but many other civilized races can be found here, including high elves and rotunnians. The economy is based, as said before, in the sea industry... But you may expect that they don't make a living only by that, it's because there are so many thieves, of course.

This city's relations are very complex, but they surely make lots of trades with Talantha, Bak, Sur, Niadia and also Soldur... The High Helm are not much inclined to make transactions with Zirmandia.

Tellius Tolken, Loremaster of Talantha

Famous Places

"It takes much more than 700 years to discover all the mysterious places and magical realms that our world hides among the lands."

Fiodras, member of the Mahul council

Anahul Maakh

Knowned as "The Shadow Forest", Anahul Maakh is in much aspects alike the Mahul Maakh woods, excluding the fact that there you will not find friendly and almost peacefull elves... Cause this is the homeland of the drow elves, and all their shady familiars.

Situated to the east of Niadia, Anahul Maakh is a forest considerably distant from the civilized lands, and mostly because of that, its very uncommon to find any civilized race wandering inside its trees. Actually only the most brave and skilled adventurers dare to enter this dangerous place.

If the high elves are a noble and civilized race, his shade brothers are knowed to be the exact opposite... Beginning with their pale dark skin color, passing by their scary white eyes that have no pupils and can see well even at the extremelly dark areas of their woods, and finally ending with their cruel and evil alignment, the drow seen to be very different from their brothers.

As the high elves, they also posses a concil inside its trees, a concil that decides everything that happens with their folk, making plans that always look to bring more knowledge and magical powers to them. Also, the drow elves posses innate magical abilities, and are powerfull black magicians... One of their most scary abilities is to control the giant spiders that live inside their woods, using them both as pets and mortal companions.

The Crossed Bones

The sinister island situated at west of Sur, knowed as The Crossed Bones, is a place so dangerous that are also called "The Hell Island". There you will find all the pirates, thieves, assassins and other folk with shade souls...

All these people come to there to avoid the laws of the continent, and on this island... Well, there the words "laws" and "order" are just non-existent. The only aspect of organization you will find there is the famous mansion of Monterrey Caliguri, the Sea Rogue.

The Caliguri family is a famous family of torannian pirates, and legend says that they started to build a village at this island about centuries ago... Monterrey is the last Caliguri alive, and rule his island with iron fists (or fist and hook, as you want..).

So, the only law that really exists on The Crossed Bones is the law of the taxes: Caliguri gives the protection the pirates and thieves need, and in exchange thay must donate some of their pillages and robbery to Caligury`s cause... Easy and just, at least for the rogues.

Devil`s Pit

The Barren Mountains hides more secrets than you might ever expect, and Devil`s Pit maybe the most interesting and dangerous of them...

It looks like a vulcano, but nobody ever seen any lava spreading out from it... After all, very few people actually have seen Devil`s Pit.

The very few who travel by there and survived come to their cities almost insane, saying things about other worlds, powerfull demons, magical portals and such things... From what I know I can't tell you much about this place, but I have once talked to an old adventurer that returned from Devil's Pit totally crazy, and passed years to regenerate his mental abilities... That oldman told me that all Near World is nothing but a tiny peace in the infinite space that covers all the universe. He told that he entered the vulcano, and passed by some kind of portal that sent him to a weird city called Sigil, where people from all other worlds meet. Also, he told me about various gods, new gods, gods that I never ever heard about...

Well, he told me a lot of things, and at some point I were not following the oldman anymore... The point is: What mysterious places and portals this vulcano hides on its depth? This my friend, you will have to discover by yourself.

Dragon Islands

Dragons are very rare to find across our lands, but the islands knowed as Dragon Islands seen to be a kind of "dragon contry". Some explorers say that all the dragons of these islands habitate it simply because it's the better place for them to live in peace, and far away from the ignorance of men... But many others say it has a religious cause.

Some ancient tales, took from the dragon culture, say that all live dragons are descendants of a golden dragon called "The Great Wyrm"... These dragon was the first of all dragons, created by the True God (obviously for the dragons God has a dragon form) and awersome wise and powerfull. He were so big that some hills were smaller than his tail, and this dragon lived for hundreds and hundreds of years.

But the dragon were very lonely, having no other of his own species to talk, or, to breed! So the Wyrm asked God to create a female for him, so he can procriate his species and live happy... God said: "You can procriate, my son, but your sons will not have even a half of your power and wisdom... Do you accept this treat?". Wyrm said a loud "Yes!".

From his first breed, the first dragons alike we know by now were born... And this glorious birth took place exactly at the Dragon Islands, and a temple is set at the place to remind all dragons of the birth of their great and powerfull race. It seen that all dragons respect this holy place, but warn you traveller: Not all the dragons are just wise and peacefull... Many others are knowed to be chaotic treasure hunters, hunting humans and other races just to get their magical garments and shiny gold.

The Five Deaths

This archipelago of five mysterious islands is feared among the lands, and these islands doesn't have this name for nothing...

People say that this islands are habitated by the demons that live at the distant continent of Dordread. Nobody knows why these demons stay there and doesn't try to enter our lands, but nobody wants to discover that as well... We are all happy with the fact that these vile beings are living their own life, and very far away from our cities!

I even heard about a hidden portal, situated on these islands, that lead to another world, called Kwadryn - Realm of Shadows... But if that's the truth or not you will have to find by your own, traveller.

Glory Ruins

Some say that the Glory Ruins, just west of Talantha, are the ruins from the legendary city of Torannia (see Ancient Lores)... And this ruins might have, deep inside it's ground, the so called KaranBlade! But folks who spread these words may be fools, or even totally stupid ones...

The fact is that nobody knows what exactly these ruins is, or were. They looks like a part of an very antique city, very probably constructed very before the Red War, and its architecture is totally mysterious and different of any other type of architecture knowed on the civilized world.

Many historians and explorers often visits this place, but no one ever got a clue about its real origin. Its not a too dangerous place, tought, because its considerably near the protection of Talantha, and monsters seen to avoid this place by also unknown reasons...

The great notice these days is that Garlik, former governor of Sur, is living alone on the depths of these ruins... I aways suspected of Garlik's fragile sanity, but now he is convincing me that he is really insane!

Nymph Wood

The paradisiac forest called Nymph Wood is, obviously, habitated by nymphs...

Descendants of the elves and the faeries, nymphs are beautifull and charismatic beings! They live at their woods in total peace and harmony, just like the uldras, excluding the fact that nymphs hate to be disturbed on their own home... It's really rare to see a nymph giving any attention to other races, they generally simply avoid them, and make sure they will not interrupt their daily life.

Nobody ever seen a male nymph, and many wisemen deffend the fact that nymphs are magical beings, created from the forest own ground to deffend it against dangerous explorers and destroying civilizations.

Nymphs are believed to be good aligned, but there are tales about men that got seduced by this magnificent beings, and never returned from their trips to the Nymph Wood... Who knows all the truth about this place?

Purplefog Swamps

Legends say that a long time ago, a titan that lived among these lands got so huge and powerfull that tried to challenge the gods for a place on their kingdom... The enraged gods decided to puny this vile being, and sent an army of one hundred giants to stop the titan's intent.

The battle of the titan with the giants took years to end, and the lonely titan got a tremendous victory, to claim his right of being a god right after... Then the gods decided to really punish the titan: They offered him a glass with a strange purple liquid, saying that the titan only had to drink the liquid to became a real god!

So, the ingenue titan dranked the liquid, and felt hard to the ground, instantly killed by the poison hat the gods offered to him... At a last attempt to live, the titan started to pray

for the True God to give strenght to him, and the titan`s body begun to growth even more, taking limitless proportions...

But the titan`s pray wasn`t made with conviction, cause the titan was still wanting to became a god, taking a revange against the other gods... And so, the titan died. His body took the size of a great forest, and from his decomposed corpse strange fogs of purple color started to spread among the air, creating a enormous swamp that today is called the Purplefog Swamps.

Well, that was the legends, and even knowing that huge pieces of bone, having the size of an entire city, were found on the swamp`s area, I can`t tell you if this legend says the truth or not... Anyway, this swamps are a very dangerous place, habitated by hostile monsters and vile undeads.

The Wall

House of the giants, these mountains situated beside the Grand Fall river, at Dardeeh, have no particular name, tought many dardeans learned to simply call that "The Wall".

They are gargantuan pieces if rock, that hides the scary villages of the many giant races that live there... Only the greatest warriors and braviest explorers dare to travel these land, and even the "daredees" seen to loose their courage when facing its giant stones.

There are knowed tales that say about a portal situated at the top of the greatest mountain of them all, this secret portal lead his passengers to a even more great mountain, called Mount Celestia... Some say this land is the lost paradise where the goldmen still live in supreme happiness. But, hey traveller, if you will trust every tale the people say to you, you will sure get disapointed, cause almost all of them is just another fantasy that creative people think in their tedious days...

Tellius Tolken, Loremaster of Talantha

Monsters

"So, all the people turned to the deep horizon, and saw a giant demon surging far away..."

Wick the Old, famous storyteller

BALROG

CLIMATE/TERRAIN: Any land

FREQUENCY: Unique

ORGANIZATION: Lord of all demons

ACTIVITY CYCLE: See below

DIET: Omnivore

INTELLIGENCE: Supra-genius (19-20)

TREASURE: See below

ALIGNMENT: Chaotic Evil (Neutral)

NO. APPEARING: 1 (plus about 50-500 lesser demons)

ARMOR CLASS: -3

MOVEMENT: 9, Rush 15

HIT DICE: 300hp (approx. 70 HD)

THACO: -5

NO. OF ATTACKS: 6 or weapon (see below)

DAMAGE/ATTACK: 1-12/1-12/2-24/4-40/1-10/1-10

or by weapon (see below)

SPECIAL ATTACKS: Aura of inferno, terror

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 35%

SIZE: G (50' long)

MORALE: Fearless (19-20)

XP VALUE: Campaign end or 153,000

The legendary Balrog is the most dreaded demon of the Near World. The creature is a scaly biped with two horns on its head, a lashing tail and a tough skin covered by flames. His eyes are just like two small suns, and his face resembles the most terrible nightmares. Around the creature there's an aura of infernal flames that burns everything on its path. Also, the Balrog is always followed by an infernal hord of flying, human-sized demons (5d10x10 Winged Demons).

The Balrog seen to only speak a specific demon tongue, that nobody could ever understand, for giving orders to his demon army.

Combat: The Balrog is a nihilist being, and when he's permitted to attack the civilization (see below), he's most likely to end it. Normal attacks are with two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (4d10 points of damage), and two thrusting horn attacks (1d10 points of damage each).

Also, he can summon a giant flame whip to his hands, and make one single, but devastation attack, with it. The whip does 5d10 points of damage in a common slash, plus acts as a *sword of sharpness*, severing a limb on a natural attack roll of 18 or better. The demon can choose to make a called shot (-4 to hit) with this whip, grappling the target on a successful attack. A target grappled by this whip will suffer 50 points of damage per round, and the only way to get free from it by physical moves is by rolling a natural attack roll of 18 or better. Normally, the Balrog will use this whip when attacking specific heroes trying to stop him.

Once every turn, the normally slow-moving Balrog can rush forward at a movement rate of 15, making all horn attacks cause double damage and trampling anything underfoot for 4d10 points of crushing damage.

The mere sight of the Balrog causes creatures with less than 3 levels or Hit Dice to be paralysed with fright (no saving throw) until it's out of their vision. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 7 or more levels or Hit Dice that

manage to succeed with a saving throw vs. paralysation are not affected (though they can still decide to run away).

The Balrog's body is surrounded by an aura of infernal flames. Those who dare to engage in a melee combat with him must save vs. breath weapon for every turn of fight to avoid 2d10 points of bruise damage. Also, normally flammable items will burn away, and magical items must succeed the same saving throw to avoid the damage. Needless to say that any metal armor will stun it's wearer and make the fighting impossible. Note that this aura isn't magical, it's just normal flames spreading from the creature's body. Obviously the Balrog is totally immune to all heat and fire, and it regenerates hit points at a rate of 1 hit per round. Only enchanted weapons (+1 or better) have any hope of harming the Balrog.

Habitate/Society: The Balrog only showed himself a long time ago, and the legends say that only the mighty Galtar Karan with the Sword of Eternal Fire was able to stop his anger and send him to another long sleep. Some say that the Balrog only surges when the civilization starts to lose his union, and that he only attacks to finish what the beings themselves started... Anyway, the only objective that this dread demon follows is the objective of destroy all civilization, every being alive. Nobody knows the exact time of the creature's sleep, but it's surely measured by centuries.

Ecology: Slaying of the Balrog is said to be impossible. Even if the monster is reduced to -30 or fewer hit points, he will just be carried away, piece by piece, by his army, to be regenerated in a safe place. Not even a *wish* spell can defeat him, although it can surely make his regeneration time a lot longer. Legends say that only the ancient artifact called the Sword of Eternal Fire can end his anger and send him to another sleep, but this relic is believed to be permanently lost from the Near World.

Another tale says that when the Balrog is defeated and sent to another sleep, every step that he takes goes out of the lands leaves a great amount of gold, jewels and the most powerful magical items on the ground... But, who knows the truth? The location of the Balrog remains a mystery, as it rarely leaves witness in its wake, and nature quickly grows over all remnants of his presence. Defeating the Balrog is the main objective of any KaranBlade campaign, and normally the campaign will end after the final battle with the demon, making all the victorious players legends alive on the Near World. But, if the DM and the players want to continue playing, it's suggested to start playing at another campaign setting: Planescape. This basically causes when the Balrog leaves the world, all the powerful monsters that surged on the campaign will vanish with him. Anyway, the campaign path is always chosen by the DM, of course.

GIANT EAGLE, Torannian

CLIMATE/TERRAIN: Eagle Rocks

FREQUENCY: Rare

ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: High (13-14)
TREASURE: Nil (In lair: O, P, Q)
ALIGNMENT: Neutral Good

NO. APPEARING: 1-20
ARMOR CLASS: 5
MOVEMENT: 3, Fl 48 (D)
HIT DICE: 4 + 3
THACO: 14
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-12
SPECIAL ATTACKS: Dive
SPECIAL DEFENSES: Surprised only 10% of the time
MAGIC RESISTANCE: Nil
SIZE: L (10' stand)
MORALE: Champion (15-16)
XP VALUE: 650

These are the intelligent and honorable giant eagles of the Eagle Rocks. They are very loved by the defenders of good, because they doesn't hesitate to aid any adventurer against monsters and evil beings... Also, they often serve as transport for a lucky few. The torannian giant eagles can spoke torak, and also have their own tongue, based on loudy screams.

Combat: The torannian giant eagles stand 10 feet tall, and have wing spans of up to 20 feet. They share the coloration and fighting methods of their samller cousins. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its claws damage.

Giant eagles have exceptional eyesight and hearing and cannot be surprised excapt at night or in the lair, and then only 10% of the time.

Habitate/Society: Far more social than normal eagles, up to 20 nests can be found in the same area, one nest for each mated pair. Also, there`s a few knowed clans that have dozens of nests hidden at some cave among the Eagle Rocks... There`s a few brave thieves who hunt these nests to steal it`s rare eggs. These eggs sell for 2000 to 3500 gp.

Ecology: Torannian giant eagles are very bound with their habitat, and it`s almost impossible to see one of them out of the Giant Rocks area. Some evil hunters managed to capture some of them, but jailed far from their home they become weak and die in several months... These marvelous beings are very intelligent, tough, and can serve as a sky army if the world is in emminent danger. A few lucky rangers managed to befriend one of these animals, and use him as a mount.

WINGED DEMONS (Baldreads)

	Lesser	Greater	Commander
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Servers of the Balrog	Servers of the Balrog	Servers of the Balrog
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	High (13-14)	Genius (17-18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	Varies (1-500)	Varies (1-100)	Varies (1-10)
ARMOR CLASS:	5	2	-3
MOVEMENT:	9, Fl 9 (D)	9, Fl 9 (D)	9, Fl 9 (D)
HIT DICE:	5	8	12
THACO:	16	13	9
NO. OF ATTACKS:	3 or weapon	3 or weapon	3 or weapon
DAMAGE/ATTACK:	1-4/1-4/1-10 or wp.	1-6/1-6/2-12 or wp.	1-8/1-8/3-18 or wp.
SPECIAL ATTACKS:	Fire breath	Fire breath	Fire breath
SPECIAL DEFENSES:	See bellow	See bellow	See bellow
MAGIC RESISTANCE:	Nil	Nil	25%
SIZE:	M (5`-6` tall)	M (6`-7` tall)	L (7`-8` tall)
MORALE:	Elite (14)	Champion (16)	Fanatic (18)
XP VALUE:	1,200	5,000	13,000

The winged demons, knowed best as the baldreads, are the servers of the Balrog. Some say that they are created and mantained alive by the Balrog`s own forces, but it maybe not true... Anyway, it says in the legends that once the Balrog start to sleep again, all this demon fiends vanishes, burned to ashes by their own fires!

This monsters have various forms and appearances, but almost all of them are humanoids with wings, sharp claws, red skin and other demoniac looks. The most common and weak are called lesser baldreads, the ones who managed to get more fighting skills and strength are called greater baldreads, and finally, the few ones who reached the glorious position of army leaders are knowed as the baldreads commanders.

Combat: Baldreads can breath fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage depends upon the type of demon breathing. Lesser amd greater baldreads cause 3d6 and 5d6 points of damage, respectively, while commanders inflict 7d6 points per breath attack. A sucessfull saving throw vs. breath weapon reduces damage by half. Baldreads tend to use their breath only when they are in eminent danger, or if they can kill lots of beings with one.

All baldreads are immune to *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells. Greater and commanders are also impervious to weapons with less than a +2 bonus. Many of these creatures are invulnerable to one or more additional forms of attack (e.g., cold, fire, eletricity). Lesser baldreads have 50% chance, while greater baldreads have 80% chance of being impervious to one additional attack form. Commanders are resistant to magic (25%) and are always immune to two additional forms of attack. They can also make a

suggestion, as the spell, once per round, even when engaged in combat.

Baldreads doesn't wear any type of armor, but they can wield any kind of weaponry, attacking with them instead of his claws and bites.

Habitate/Society: Generally, baldreads are always besides their master, the Balrog, but sometimes they are seen around cities spying the plans of the governors. While alone or in small groups, probably these demons will not fight to death, trying to evade if they get serious damage. After all, this folks are absolutely nihilist and evil, and will never accept any treats or pacts for betraying their master. The baldreads serve the Balrog to the death and beyond...

Ecology: Baldreads are carnivore, and can eat almost any type of meat, aloght they always try to eat recent killed beings.

Items & Artifacts

"So he took the sword with his own hands, and felt a power beyond his knowledge... An evil power!"

Wick the Old, famous storyteller

Flamberge swords

Wield by the biggest, burliest and sometimes most flamboyant mercenary troops of Near World, massive two-hand swords are used to break the opposing army's front line. Carried by selected soldiers, the two-hander would be rushed forward to break the heads off the enemy's pikes. Once the line was jumbled, its user could choke up his grip for close quarters thrusting and chopping by holding the ricasso. It became so popular that whole schools of fence are devoted to its use. Eventually, the two-handers evolves into useless, ornate monstrosities called "bearing swords" which were carried in parades and sometimes weighed over 18 lbs! The flame blade, or "flamberge" is believed to cause more serious injuries, which may be not true, but certainly looks fearsome all the same. Hand forged, superbly tempered blade by Bak Steelcrafts is complemented by a grip and ricasso covered in leather.

Overall-63½" * Blade-46" long, 17/8" wide

Item	Cost	Weight(lbs.)	Size	Type	Speed	DamageS-M	Damage L
Flamberge	100gp	18	L	S	11	1d12	2d10

Soluakh crystals

This crystals are used by the adepts to absorb the mana from the world, unfortunately for them they are also very, very rare to find... The greatest ones ever found are true relics, and functions as major mana absorbing devices. They are located at the Arcann tower (see Cities & Places) and at the various mirror houses. Smaller crystals are more common (though still rare to see), but doesn't have the same capability of the greater ones. Anyway, every soluakh crystal seems to have another ability: They can absorb the sunlight too, using it as a simple lantern, or redirecting as deadly bolts of pure light! Some say that this rare jewels can only be found at the northern mountains of Dardeeh, called as "The Wall", but some skilled dwarven miners often find soluakh at the Rotun Mountains underground...

Using a smaller (about the same size of a common crystal ball)soluakh crystals, adepts can try to absorb some mana from the world, even without going to a mirror house... Unfortunately, though this method, they can only absorb up to 5 spell points per day. Use that as one 5th lvl spell, one 3rd lvl and one 2nd lvl spells, five 1st lvl spells, or any other combination resulting in five. Note that they cannot overlap his normal abilities, an 2nd lvl adept can't cast a 5th lvl spell this way, he will have to wait until he is able to cast it normally.

Also, there's the sunlight absorption. If a soluakh crystal passes at least three hours exposed to the direct sunlight, or five hours if it's not direct (such as if the user is walking around a forest and the crystal passes by shadows from time to time...), the soluakh user will be able to cast one of the following magical effects:

- Cantrip(1st lvl wizard spell)for about 5 hours without concentration.
- Dancing Lights(1st lvl wizard spell) for one turn.
- Light(1st lvl wizard spell)for five turns, centred on the crystal itself.
- Flaming Sphere(2nd lvl wizard spell) for five rounds. The sphere is the crystal itself, so the caster is better be not touching it during the casting.
- Fireball(3rd lvl wizard spell) for 5d6 points of damage.

Finally, adepts can't use soluakh crystal until they are bound with it and it's effects. To do so, an adept must spent at least one week trying to use the crystal about one hour per day. Once they understands the function of one of this crystals, they will be able to use them all... But look for something: More soluakh crystals will not add more spell points per day to the adepts. So, an lucky adept carrying three of this jewels will only be able to absorb 5 points of spells per day, anyway. Though he can use the sunlight effects with everyone of them.

If you haven't noticed it yet, soluakh crystals are better used if they are attached to some wand or staff.

The Sword of Eternal Fire (Unique Artifact)

The Sword of Eternal Fire, also known as the KaranBlade, is the legendary artifact that Galtar Karan wielded to defeat the Balrog (see Ancient Lore)...

The sword itself is a very common long sword, except that within his blade there are twelve carved tiny red rubies, forming a perfect circle right above it's grip. The grip is

covered with leather, and the blade looks like a very ordinary one... But this sword is much, much more than an ordinary long sword!

It is a Long Sword +5 with the following powers:

- Delivers +10 damage, instead of +5, to any demon or demon kind.
- It severs any limb on an attack of 17 or more, and any head on 20.
- Gives total invulnerability to fire and any fire related attacks or creatures. No saving throw required.
- Can travel to the elemental plane of Fire (though the user must know its existence first) and survive there.
- Can ignite itself (requires one round), becoming a flaming blade and adding +1 to damage.
- While ignited can shoot one fireball per turn, as a 17th lvl mage.
- Has an intelligence of 17, and can speech or telepath with flame tongue, demon tongue, ancient torannian, modern torannian, elven tongue and red dragon tongue.
- Has the chaotic neutral alignment.
- And finally the most important one: Can end the Balrog's rage, sending him to another long sleep, if takes at least one point of damage from him.

Legends also say that this sword was forged into the depths of The Nine Hells, and also that a fire elemental looses it when some great magician from Near World summoned him... But no one can say exactly from where this artifact is, nor where it's have been. Just one thing you can say about it: It's a real deadly weapon!

Ring of the Black Scorpion (Unique Artifact)

The Ring of the Black Scorpion is a legendary artifact of the khitaian culture. Many antique tales of these folks say that the Black Scorpion was an evil god, a god that managed to transmute himself into an ordinary scorpion, and he sent a telephatic suggestion to the most deadly scorpions of the lands, calling them to aid him in a diabolical plan. The evil god planed to plague the khitaian cities with the mortal bites of his army of poisonous creatures... Some say that the only objective of this god, called the Black Scorpion, was to kill all living khitaians, and start a new race of monsters based on his beloved scorpions...

But the khitaians discovered his plan, and sent another army, an army of ferocious warriors, to kill all scorpions alive. It was Haw-Matso-ju who finally killed the Black Scorpion with his katana, but the creature doesn't simply got destroyed... Instead, it turned itself into a mysterious black ring, with a distinctive non-reflective metal. Unfortunately, and also unwisely, Haw-Matso-ju took these ring and set it into his own fingers... Immediately, he suffered an extreme pain, and felt that the ring craved itself into his fingers with tiny blades that surged from the part which makes contact with the skin. Scared, the warrior tried to take the cursed ring out his finger, but it simply didn't managed to do that in a normal way, cause the ring was really deeply craved into his finger!

So, the desperate khitaian took his dagger and cut his own finger out... Amazingly, the blood who did spread out his injury had a light yellow color, but at this time Haw-Matso-

ju wasn't yet alive to see that... It is just a legend, but many khitaian wisemen says that this ring really exists, and right now it is craved into someone's finger, someone who will have to wear it till the end of his days...

Well, let's go to the "technical" aspects of this mysterious artifact:

- It looks like a normal black metal ring, just a bit wider than a common wedding-ring, but it has a distinctive aspect: the metal is totally non-reflective.

- As anyone put it on his/her own finger, the ring craves itself on the wearer's finger, and from now on can only be taken if the finger entirely is cut (tough if the wearer knows its function he will sure avoid this..)

- Craved on the wearer, the ring immediately starts to turn all the wearer's blood into a unknow substance that functions as both blood and a deadly liquid poison... This process may take up to 5 minutes (in which the wearer can still cut his finger and stay alive), and the liquid has a light yellow color.

- After the 5 minutes, if the wearer takes the ring out, he will dies automatically (unless some *wish* spell or some powerfull magic can be cast to avoid this..).

- The ring adds 1 point to his wearer's Constitution score, and gives him totally invulnerability to any kind of poison (no saving throw required, and no damage taken by any means).

- The wearer's blood is treated like a strenght "J" poison (-5 to saving throw), and his deadly powers are **always effective**, no metter if the wearer's want this or not.

- The ring has a chaotic evil alignment, and can be detected easily by any *detect evil* spells.

Ancient Lores

*" We cry for a distant place
we cry high for a vanished race
we sing this song at the end
a song for a distant land "*

Tempus Fugit bards

The Goldmen

The oldest of all this world's tales talks about the primary habitants of Near World, called the goldmen. These men were the race chosed by the true God to populate the world at it's birth... They were almost perfect: Had golden skin, that shine high with the sun; Invulnerability to all kinds of disease or poison; The ability to fly as an giant eagle; Hightened reflexes and intelligence... And that's just a few of their talents.

Well, well, these men had a beautiful life, with no evil, no violence, no war... But, they still had to eat for survive. But it wasn't any problem, cause they hadn't to bother with go hunting animals, nor to plaint at ground: Their beloved God created a group of seven emissaries to give them all the food they need. And these emissaries worked hard for the

bring of food, each day of the week was given to one of the emissaries work, while the rest stay resting from their work. So, at any given day of the week the goldmen had just to ask for the day's emissary to bring all the food they want.

Years passed, glorious years of peace and tranquility for the goldmen... But, someday one of the emissaries started to feel very tired from their life as a mere servical of these men. This emissary started to hate his creator too, and decided to try to steal the God's throne as the king of everything...

This emissary made his own diabolical plan, that starts up with a simple commentary that he made to one of the proud goldmen, while delivering their day's food:

"_You think you are the most perfect beings of the world, don't you? Well, I have to say that some other race exists here, and they are much more powerful and wise than you: they are called the crystalmen."

From now and then the goldmen, with all their proudness, started to be more suspicious about their creator. As time passed, more and more of them started to refuse his God, feeling a great envy about these crystalmen that the evil emissary invented. This mutiny got so high that the goldmen started to plan a rebellion, a dastardly revolution against the most powerful of the gods! It's all what the evil emissary wanted.

But God sets up their upset about these puny traitors, and sent a merciless revenge against the goldmen: A cloud of infernal fire that flew all around the lands, burning and destroying everything in its path... That was the sad final of the race known as the goldmen...

Also, God doesn't forget his evil emissary, and condemned him to stay at the once dead world for all the eternity! This emissary, locked at an once infernal world, started to sleep... But time passed again, a long, long time, and the world ressurged from his punishment with a renewed fauna and flora. It was the time of the actual world's rebirth, and life found its way again.

Unfortunately it was not the final of the evil emissary yet, and he would wake up someday, to start the most critical war that this world's has passed... This day he would be called as the Balrog, the most dread demon alive!

Wick the Old, famous storyteller

The Red War

It was a peaceful time for the lands, and the wise king Andallon were ruling all the known lands. The capital of this great kingdom was the great city of Torannia, where the most noble paladins share sits with the wisest magicians at the Andallon's round table. There were no known monsters, nor wars between the races... But, someday, strange things started to happen...

The skies started to look like the petals of a red rose, and some weird and evil creatures were noticed among the lands, killing everyone in its sight... The king started to worry about these strange happenings, and called his loremaster, Meldor the Sage, to explain these things.

Meldor studied hard with his royal followers during long years, and he finally got the answer... By talking with the entities and gods of nature, Meldor discovered all the truth

about these monsters, and the worst: He also discovered that the evil emissary of the ancient tales were very real, and are awakening to destroy all the civilization!

Once these news were spread among the lands, everyone started to mistrust all strange beings, to a point where all the land's races started to get upset with each other... The so bright union of the world were broken, and then various wars surged between the men of Torannia, the dwarves of the Rotunn Mountains, the elves of Mahul Maakh and the Orcs of the Barren Mountains.

When all the lands were destroyed by these pointless wars, the Balrog finally woke up from his eternal sleep, to destroy the now fragile rest of the known civilization... But a might hero, a savior sent by the mercy gods, defeated this evil incarnation. The man knowed as Galtar Karan, finally killed the Balrog after years of painfull wars and endless disgrace. He wielded the artifact called as the Sword of Eternal Fire, a sword made by the demons in the distant lands of Dordread, a sword that is also knowed as KaranBlade!

After the defeat of the Balrog, legend says that all the demons that plagued the world burned in it's own fire, and the sky started to shine blue again... Galtar rebuilt the world as the new king, and the Balrog, seriously hurt, escaped to Dordread and started to sleep again.

That's what legend says, but now we know that this tales were the very truth... And the Balrog is starting to wake up again... God give us his mercy when this beast starts to walk our lands again.

Just to finish: Some say that the Glory Ruins, just west of Talantha, are the ruins from the legendary city of Torannia... And this ruins might have, deep inside it's ground, the so called KaranBlade! This city might be our only hope to defeat the Balrog, but, who will wield the sword this time?

Tellius Tolken, Loremaster of Talantha

The Holy Codex

I will tell you what is the Holy Codex in fact... It was written a long time ago, precisely at the years of disgrace that the races passed during the development of the Red War. At this time, while the union of our world was falling apart because of the lack of trust between the races, a man, a glorious man, walked by our lands. This man, knowed as Sananda the Consoler, was sent by the true God, that never forgot his sons, to bring the unique truth knowed at the heavens, to tell the reason why these Red War has to happen... Borned from the sacred waters of the Peace River, Sananda reached a farmer's house in a cradle of vines that flowed above the water... He grew up as a normal farmboy, until he reached his torn age. From this day and then the once farmboy would start a revolution in all the concepts of the known world.

Sananda preached among the lands, healing all physical diseases, and confortng all that were mentally disturbed... Sananda said: "There's no reason to this war, there's no need to fear the Balrog, nor the God that sent him too! These poor fallen emissary exists only to bring us back to the reason, the common love... He will surely not harm you, or any of your cities, as long as you stay united, as long as you love each other and stay united... But, if your world loose it's union, the God will have to act, and bring you once more to the right path."

Obviously the puny people of the epoch doesn't trust Sananda's words of wisdom and supreme love... But, fortunelly for us, clerics and preachers, some men and women followed Sananda across his travels, and wrote his thoughts in an imense book... This book is called as the Holy Codex, and is now in the safety of Soldur's libraries, to bring the truth of the unique wisdom and love to all who decide to follow the path of the true clerics, whose pray for the only God that really exists!

And I'm not over yet... It's a sad thing to do, but i have to tell you what happened to Sananda these times: As he tried to enter Torannia and preach for the population in a public square, he was caught by the guards and sent to the prision. Following Meldor's advices, the "not-so-wise" king Andallon condmned Sananda for inciting a rebellion against the king... Andallon gave two choices for Sananda, the banishment from the civilized lands, or the death by poison ingestion...

Of course Sananda had to follow his own preach, and decided to die by the poison... It was the sadest of all days, and these day sealed the destiny of our descendants, cause without the words of love and union to help the people from this epoch, the Balrog was free to bring his punishment to the lands. And the most guilty man from all this tale was the loremaster of Torannia, Meldor, who incited the king to condemn Sananda... And that all because he believed that the Balrog was really the evil one... But we all know that the evil isn't outside, it's inside our harts, and we fight to contain it, and transform ourselves into holy people, divine beings that we really are!

Eleanor, high priestess of Soldur

Urban Gods

"There are many gods on our lands, but only one was there... at the Creation."

The Holy Codex

The True God

Areas of concern : Creation, Time, Space, Truth... Almost Everything.

Symbol: A great ball of pure light.

Alignment: Lawful Good.

Legends: They say that this is the one who made everything, the creator and ruler of all that be. He (or she, who knows?) can see everything. His power is the greatest of all.

After all, he's everything. Tough he's the most benevolent of the gods, he's also an avenging god who punishes all forms of evil... However, it's not everyone who believe he actually punishes the ones who chosed to follow the evil path.

Prayer's alignment: Any good.

Prayer's race: Any.

Specialty priests:

- Requirements:** Wisdom 9 (Wisdom 17*).
- Allowed weapons & armor:** Limited to bludgeoning weapons.
- Major spheres:** All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun.
- Minor spheres:** Elemental (All).
- Special Abilities:** As normal clerics on player`s handbook (*Clerics from this god with 17+ Wisdom receive an great bonus: Opponent`s suffer -2 penalty to his saves against this cleric`s spells).
- Turning undead:** Normal (*Clerics from this god with 17+ Wisdom receive an great bonus: They can turn undead as they are 3 levels better).
- Paladins:** Normal.

Ballog, the lord of chaos

Areas of concern : Total Chaos, Nihilism, Armageddon.

Symbol: A trident involved by flames.

Alignment: Chaotic Evil.

Legends: They say this is the creator of all evil and chaos, the one who want to destroy everyone and everything. The rival of the God. This is the god of almost all demons, and the one who seduced the Balrog to his cause, when he was an emissary of the God. This god is only concerned in the end of all life, and he`s feared by almost everyone.

Prayer`s alignment: Any evil.

Prayer`s race: Any (Tough there`s a very few prayers of this god among the civilized races. Hobbits and Ultras seen to never ever had a prayer of this god among them).

Specialty priests:

-**Requirements:** Intelligence 9, Wisdom 15.

-**Allowed weapons & armor:** Any.

-**Major spheres:** All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun.

-**Minor spheres:** Elemental (All).

-**Special Abilities:** Surrounded by an aura of fear with a 10-foot radius. Within this radius, all beings (excluding undeads and other prayers of this god) must make a saving throw versus spells to avoid the effects of a Fear spell (Wiz 4). Untill he reaches the 5th level, the targets gains +1 to their rolls. When he reaches the 10th level, the targets start to suffer -1 to their rolls. After this, for every more 3 levels (13, 16, 19...) the targets suffer an extra -1 to their rolls. When he reaches the 15th level, his aura starts to affect even undeads!

-**Turning undead:** Destroys on turning.

-**Paladins:** Reversed.

Celenia, the lady of cure

Areas of concern : Healing, Love, Peace, The Good.

Symbol: A white rose.

Alignment: Neutral Good.

Legends: They say this is the god of heal and relief. This lady is totlly opposed to any kind of fight, war or such a thing, and is always concerned in the cure of both damages and diseases that the beings must pass throught his lives.

Prayer`s alignment: Any good.

Prayer`s race: Any.

Specialty priests:

-Requirements: Constitution 11, Wisdom 15.

-Allowed weapons & armor: Limited to bludgeoning weapons and non-metal armors. No shield.

-Major spheres: All, Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun.

-Minor spheres: Elemental (All).

-Special Abilities: +1 to all saving throws, gaining +1 for every more 6 levels (7, 13, 19...); Immune to all forms of disease; Can heal by laying on hands once per day, curing 2hp/level and receiving an additional +1hp/level after the 12th level (+3 on 13, +3 on 14...); Can cure diseases (not cursed) once per week for every 4 levels (1 from 1 to 4, 2 from 5 to 8...); At 13th level starts to regenerate 1hp/6 turns, just like as he had a Constitution score of 20. Prayers of this god **never** can start a fight, if they do so they will be subject to loose all his special abilities for an indetermined time!

-Turning undead: Normal.

Diadria, the lady of death

Areas of concern : Death, Darkness.

Symbol: A gray skull.

Alignment: Neutral Evil.

Legends: They say that this is the god of death and pain. This lady is always looking for the great battles and catastrophies, to "recruit" more people to his army of undeads. All beings that die are sent to her kingdom... There`s a few knowed tales about men that managed to escape from her land, but this maybe very well impossible to do.

Prayer`s alignment: Any evil.

Prayer`s race: Any.

Specialty priests:

-Requirements: Intelligence 11, Wisdom 14.

-Allowed weapons & armor: Limited to non-metal armors. No shield.

-Major spheres: All, Astral, Charm, Combat, Creation, Divination, Guardian, Necromantic (reversed), Protection, Summoning.

-Minor spheres: Elemental (All).

-Special Abilities: After reaching the 12th level, can cast Death spell (Wiz 6) once per day. After reaching the 15th level, can cast Finger of Death spell (Wiz 7) once per day. After reaching the 18th level, can cast Power Word, Kill spell (Wiz 9) once per day.

-Turning undead: Controls on turning.

Anthor, the god of honor and chivalry

Areas of concern : Honor, Chivalry.

Symbol: A shield with two long swords crossed behind it.

Alignment: Lawful Good.

Legends: They say that this is the god of nobility and honorable acts. Paladins and noble warriors are very common prayers of this god. He is known by his great sense of honor, and will only accept the most disciplined clerics and paladins on his cause.

Prayer's alignment: Lawful Good.

Prayer's race: Any.

Specialty priests:

-Requirements: Wisdom 12, Charisma 16.

-Allowed weapons & armor: Limited to bludgeoning weapons.

-Major spheres: All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Summoning, Sun.

-Minor spheres: Elemental (All).

-Special Abilities: +3 reaction adjustment upon all non-hostile beings; After reaching the 3rd level, can cast Charm Person spell (Wiz 1) once per day; After reaching the 7th level, can cast Suggestion spell (Wiz 3) once per day.

-Turning undead: Normal.

-Paladins: +1 reaction adj.; Charm Person at 5th; Suggestion at 9th.

Meldread, the god of lie

Areas of concern : Lie, Confusion, Mistrust.

Symbol: An arrow with two edges.

Alignment: Chaotic Evil.

Legends: They say that this is the god of lies and confusion. He always try to confuse everyone with false riddles and tales. After all, every path pointed by this god will always be the wrong path.

Prayer's alignment: Any non-good.

Prayer's race: Any.

Specialty priests:

-Requirements: Intelligence 14, Wisdom 12.

-Allowed weapons & armor: Limited to non-metal armors.

-Major spheres: All, Astral, Charm, Combat, Divination, Guardian, Healing, Necromantic, Protection, Sun.

-Minor spheres: Elemental (All).

-Special Abilities: Immune to detect lie spells, and any mind reading spells trying to detect a lie. After reaching the 2nd level, can cast Charm Person spell (Wiz 1) once per day. After reaching the 5th level, can cast Suggestion spell (Wiz 3) once per day. After reaching the 7th level, can cast Confusion spell (Wiz 4) once per day.

-Turning undead: Confuses on turning (like Confusion spell).

Sembral, the god of battle

Areas of concern : Battle, War, Fight.

Symbol: A hand holding an axe.

Alignment: Chaotic Good.

Legends: They say that this is the god of all bloody battles and grand wars. This god is always looking for a fight, cause he just can't live in peace without feeling very bored. Many warriors, of course, pray for this god.

Prayer's alignment: NG, TN, CG or CN.

Prayer's race: Any.

Specialty priests:

-Requirements: Strength 12, Wisdom 9.

-Allowed weapons & armor: Any.

-Major spheres: All, Astral, Combat, Creation, Divination, Guardian, Healing, Protection, Summoning, Sun.

-Minor spheres: Elemental (All).

-Special Abilities: THACO as Warrior. Can pray for one round before battle begins to gain +1/5 lvls. to both attack and damage rolls once per day.

-Turning undead: Normal.

-Paladins: Same special ability described above. Must still be LG.

Kaldinsky, the god of arts and knowledge

Areas of concern : Art, Knowledge, Wisdom, Philosophy.

Symbol: A book with pen&ink besides it.

Alignment: Lawful Good.

Legends: They say that this is the god of art and knowledge. He's always searching for the beauty and history of the world. Very concerned about the ignorance of the beings, he's always trying to bring more wisdom to them.

Prayer's alignment: LG, LN, NG or TN.

Prayer's race: Any.

Specialty priests:

-Requirements: Intelligence 13, Wisdom 15.

-Allowed weapons & armor: Limited to bludgeoning weapons and non-metal armors. No shield.

-Major spheres: All, Astral, Combat, Creation, Divination, Guardian, Healing, Protection, Summoning, Sun.

-Minor spheres: Elemental (All).

-Special Abilities: Can read languages as Bard, with 5% chance per level (max 95%). +3 to all proficiencies involving general knowledge, history or arts (ex: Astrology, Dancing, Religion...)

-Turning undead: Normal.

-Paladins: 3%/lvl. RL; +1 to all these proficiencies.

Gods of Nature

"I see all this governors saying that they rule his cities, his lands, his world... I laugh at their faces, cause

we all know that is the nature who rules our lives. And the gods control the nature."

Antysa, dwarven priest

Tyre, the tree of life

Areas of concern : Creation, Nature, Fertility, Fauna&Flora.

Symbol: Giant tree at the center of a forest, illuminated by rays of light coming from the sky.

Alignment: Neutral Good.

Legends: They say that this was the first tree of the world, created to bring the peace and tranquility of nature to the lands. This goddess is always concerned about the growth and fertility of both the fauna and the flora, and will do anything to prevent its destruction.

Prayer's alignment: Any non-evil.

Prayer's race: Any.

Specialty priests:

-Requirements: Wisdom 15, Charisma 12.

-Allowed weapons & armor: Limited to bludgeoning weapons and non-metal armors.

-Major spheres: All, Animal, Creation, Elemental (All), Healing, Necromantic, Plant, Summoning, Sun, Weather.

-Minor spheres: Charm, Protection.

-Special Abilities: Can identify plants, animals and pure water with perfect accuracy after reaching the 5th lvl; Can learn the languages of woodland creatures, starting with one at 5th lvl, and adding one for each 2 more levels; Becomes immune to *charm* spells cast by woodland creatures after reaching the 9th lvl.

-Turning undead: As per 3 levels lower.

Aqualie, the ever flowing river

Areas of concern : Water, Changing, Cycles.

Symbol: A circle of water.

Alignment: True Neutral.

Legends: They say this is the god that takes care of the balance between the forces of creation and death in the nature. She's believed to be the most neutral of the gods, and will always analyse any situation with extremely cold blood, never showing any emotion.

Prayer's alignment: Any neutral.

Prayer's race: Any.

Specialty priests:

-Requirements: Intelligence 9, Wisdom 12.

-Allowed weapons & armor: Limited to non-metal armors.

-Major spheres: All, Astral, Elemental (Water), Healing, Necromantic, Summoning, Sun, Weather.

-Minor spheres: Animal, Plant.

-Special Abilities: Can detect evil or good up to 60 feet away by concentrating on locating evil or good in a particular direction. Each attempt takes one round. Can heal or hurt any being up to 60 feet away, entering any pure water river and praying for one round, gaining or taking 2 hit points per level. This ability can only be used one time per day, though.

-Turning undead: As per 2 levels lower.

Terrarie, the immovable stone

Areas of concern : Earth, Stasis, Protection.

Symbol: A shield of rock.

Alignment: Lawful Neutral.

Legends: They say this is the god of temporal stasis and stagnity. He`s totally opposed to any changing on the nature and the world itself, liking to maintain everything as it are. Obviously he also hates any kind of chaos.

Prayer`s alignment: Any non-chaotic.

Prayer`s race: Any.

Specialty priests:

-Requirements: Constitution 13, Wisdom 11.

-Allowed weapons & armor: Any.

-Major spheres: All, Elemental (Earth), Guardian, Healing, Protection, Summoning, Sun.

-Minor spheres: Animal, Combat, Plant.

-Special Abilities: +2 to all saving throws; Immune to all forms of disease.

-Turning undead: As per 2 levels lower.

Fyrre, the burning fist

Areas of concern : Fire, Burning, Destruction.

Symbol: A fist covered with flames.

Alignment: Chaotic Neutral.

Legends: They say that this is the god of catastrophes and destruction. He`s not exactly evil, but is totally opposed to anything that is "indestructible". He`s always thinking in the best way to destroy the places or buildings that count their indestructible defenses.

Prayer`s alignment: Any non-lawful, non-good.

Prayer`s race: Any.

Specialty priests:

-Requirements: Strength 9, Wisdom 14.

-Allowed weapons & armor: Limited to non-metal armors.

-Major spheres: All, Combat, Elemental (Fire), Necromantic, Summoning, Sun.

-Minor spheres: Animal, Plant, Weather.

-Special Abilities: THACO as Warrior; Any non-living target suffer -3 to its saving throw against his spells.

-Turning undead: As per 2 levels lower.

Aerie, the never ending winds

Areas of concern : Air, Movement, Freedom.

Symbol: A pair of wings with represented gusts of wind behind it.

Alignment: Chaotic Good.

Legends: They say that this is the god of movement, travelling and liberty. He`s totally opposed to laws and burocracy, and always will aid those who believe they can go to anywhere and do anything. Though this god is a bit anarchist, he`s an ally of law for the purposes of murdering, killing, war, and so on...

Prayer`s alignment: Any non-lawful, non-evil.

Prayer`s race: Any.

Specialty priests:

-Requirements: Dexterity 12, Wisdom 12.

-Allowed weapons & armor: Limited to leather or studded leather. No shield.

-Major spheres: All, Astral, Combat, Divination, Elemental (Air), Healing, Protection, Sun, Weather.

-Minor spheres: Charm, Creation.

-Special Abilities: +3 to initiative and surprise rolls; After reaching the 5th lvl, can cast haste (Wiz 3) upon himself once per day, without aging in the process.

-Turning undead: As per 2 levels lower.

Thr, the mountain lord

Areas of concern : Mountain, Royalty, Endurance, Might.

Symbol: An enormous mountain with the sun behind it.

Alignment: Neutral Good.

Legends: They say that this was the first mountain of the world, created to secure the lands with his might. This god is believed to be a dwarf that reached the heaven, but many other races also pray for him as only the god of mountains. Anyway, this god is always concerned to protect the nature and the lands against the hostile gods.

Prayer`s alignment: Any non-evil.

Prayer`s race: Rotunnians, Dwarves and Barren Orcs.

Specialty priests:

-Requirements: Constitution 15, Wisdom 12.

-Allowed weapons & armor: Any.

-Major spheres: All, Astral, Combat, Guardian, Healing, Necromantic, Protection, Sun.

-Minor spheres: Elemental (All), Summoning.

-Special Abilities: THACO as Warrior; +2 to all saving throws; Immune to all forms of disease; Surrounded by an aura of protection as Paladin.

-Turning undead: None.

DM`s Guide

*" Lonely wandering forgotten worlds
capturing pieces of past and future*

The Lord of a Thousand Tales "

Tempus Fugit Bards

The KaranBlade project

This world was created a long time ago, kinda like five or six years before... At these days I were very excited about playing RPGs (mostly AD&D and Rolemaster) and reading J.R.R.Tolkien and Dragonlance books. So, I decided to write my own book, and called it *Fire in Talantha*. The book was basically about a rotunnian that followed his destiny and entered the most dangerous mission of all: The mission to stop the Balrog! Well, as you can imagine, at the end of the tale the rotunnian managed to send the monster to another long sleep, wielding the KaranBlade (unfortunately, I wrote this book in portuguese and can't show it here... nor have the time to translate it).

Well, I finished this book, wrote part of a second one, and forget this world for a long time... Partly because I did stop playing RPGs too. It was about one or two months ago (just to say, I'm writing this 06/02/98!), when I restarted to play AD&D with a bunch of friends, that I got the inspiration to not only write more about KaranBlade, but to bring it to the internet too. I thought it would be very hard to put the things all together again, but now I know I have made the right choice... It took a huge time to do it, but it was wonderful to do. Not only for me, but to the many people that come visit my world. These people are always encouraging me, loving my work... Now I have more inspiration than ever, because of them, because of you that are reading me right now...

So, thank you all that have entered my page, signed my guestbook, put a link for here on your page, emailed me with comments... And, most of all, thank you that are using my stuff, or my entire campaign, to play AD&D or any other RPG you like. Cause, after all, that's my final objective: To make people actually play my world! Thanks for you all.

The main KaranBlade's objective

This campaign isn't, officialy, like many others that you may have played for AD&D... This campaign have a main objective: **To stop the Balrog**. Yes, officially the campaign must end when the characters got killed, or when they stop the Balrog from destroying the Near World... But, of course, if you want to run it as a DM, the choice is up to you. Anyway, there's always the Planescape campaign waiting for god-like characters... :o)

At the campaign's start, the lands should be not too dangerous, not too plagued by the demons surge... But, as the campaign advances, and the characters earn levels, the world should become more and more dangerous and scary, with more and more demons and vile monsters surging on the lands. At the campaign's end, the world should be totally chaotic, with the races fighting between them for territory, the sky as red as rose petals, and the Balrog and his army destroying city after city... Of course the Magic House should be destroyed at the end, so the once powerful adepts will have to use their minds for the limit to be useful on the final battle!

For the final battle with the Balrog, I suggest the city of Talantha, that maybe the last city standing against the monster... Of course the characters will have to search hard for

the Sword of Eternal Fire (KaranBlade), but I suggest you to have them encountering the Balrog a few times before finding the Sword... Mostly because with the KaranBlade the defeating of the Balrog should be eminent.

And, at the end, if the Balrog is defeat, the world should return to be peaceful and bright... As the characters should become living legends, to be remembered forever among the lands! Or, if you want to continue the campaign, you may send them to Sigil (see Planescape) by some weird way... It's up to you, my honorable DM. Make what you want, and don't forget to email me if you need some aid for keeping your KaranBlade campaign running well. Cya around.

KaranBlade`s languages

Have you figured out that I just forgot to put the languages for each race on the race`s page? Well, pardon.. Here`s the languages and it`s descriptions:

-Torak: That`s the common tongue of all Near World. It`s the ancient language spoke by the torannians of a distant past... With the passing of the years it has got a few differences, but it`s still the same tongue.

-Rotuk: That`s a dialect spoke by the rotunnians. It has a primitive form of writing too, based on sketches of animals and hunts engraved on the rocks and caves of the barbarian lands.

-Dardiuk: That`s the language of the dardees. It has a very complex writing form, based on symbols and strange fonts. Only a few dardees actually master their tongue.

-Khitak & Kyanak: This are the two tongues spoke at the distant Khitai. Both of them have a very complex writing form, based on mystical symbols. The first one is spoke by almost any khitaian, but the second one is the feared dark cant, and only used by the shadow clans and it`s agents of the night.

-Mahuan: That`s the melodious language of the high elves. It has also very stylish fonts, and some say that the ones who master this tongue gain the power of making magical suggestions by simply talking...

-Dwarvish & Gnomish: This two languages are almost the same, with a little accent differences and a few non-equivalent fonts... Because of that, some wiseman say that the dwarves and gnomes belongs to the same ancestral.

-Orkish: That`s the grotesque tongue of the orcs. It`s very loudy, with strange grunts among the phrases, but it`s still speakable. There`s a few accent differences between the barren and the sylians, but they can understand each other very well, tough they doesn`t necessary like to do so.

-Hobbitish: That`s the language of the hobbits. It may be the most simple and learnable tobgue of all, and it`s used by a few torannian teachers for making their work a little easier.

-Uldaran: That`s the unrecognizable tongue of the uldras. It`s based on whistles and animal grunts, and hasn`t any writing form. It`s also very rare to see any non-uldaric being knowing this language.

-Zirmandian: That`s a shade tongue spoke by the thieves of Zirmandia. It`s also knowed as thieves` cant. It uses numeral codes as fonts, so it`s a hard job to master it`s writing form.

-Adpet torak: That`s a variation of the torak, used by the adepts to mantain their scripts more safer.

Rafael Arrais

Well, for this first online book I would like to apologise myself for so many spelling and grammar errors, some of which may be on this final line too... The point is: I`m brazilian, and I don`t feel too good on writing english stuff... Yet.

Cya folks.