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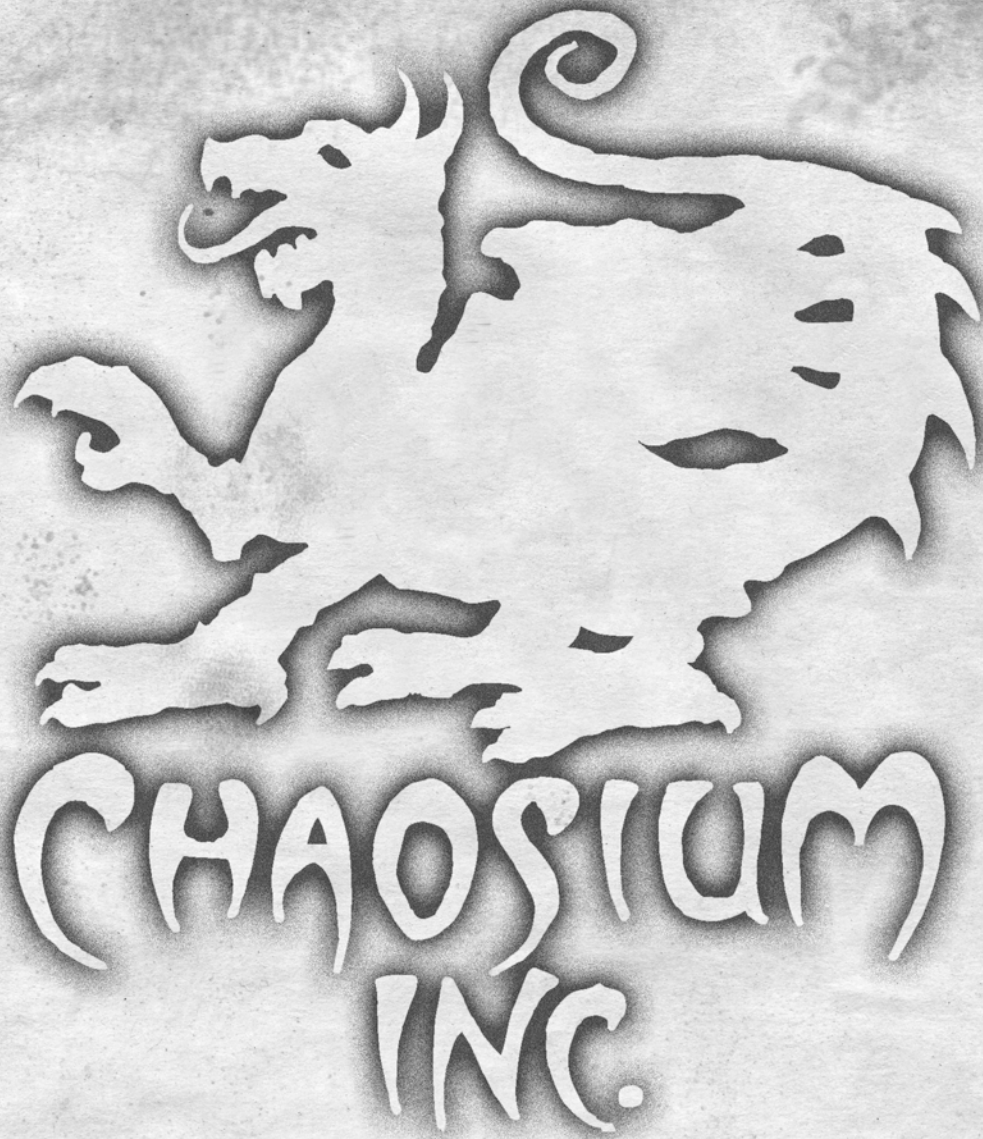
# The Chronicles of Future Earth

Science-Fantasy Roleplaying in Earth's Far Future

**Sarah Newton**







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# The Chronicles of Future Earth

Science-Fantasy Roleplaying in Earth's Far Future

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since the beginning.*



*To Chris, soul-mate and sword-brother, who first saw the Venerable Autocracy with me.*

*“In the last centuries of the Fifth Cycliad, a great malaise began to descend upon the lands of human-kind. The great civilizations of Urth, which for Aeons had seemed on the verge of slumber, now finally began to rot from within. From the edges of the world the ever-present enemies drew close, their hungry claws poised to tear apart the delicate flesh of a fruit a hundred millennia in the harvesting. And all around, a cry arose for Heroes, to stand against the dying of the light and save the world from the sins of its past.*”

*“Some said that it was the end of days. Some said that it was only the beginning. These pages tell the history of that time yet to come. These are the Chronicles of Future Earth.”*





# The Chronicles of Future Earth



## INTRODUCTION

You hold in your hands *The Chronicles of Future Earth*, a complete science-fantasy roleplaying setting for Chaosium's *Basic Roleplaying*. In these pages you'll find a strange, compelling world, filled with adventure.

The Earth we know is gone, forgotten in the depths of time. In its place is the Urth – a world of mystery and danger, steeped in a thousand centuries of history and legend, where humankind brushes shoulders with beings and creatures strange and monstrous. The Venerable Autocracy of Sakara, the greatest – and oldest – Empire on Urth, rules over half the world, led by an immortal God-Emperor whose very word is law. It's a world of deep, dark forests, brooding mountains, timeworn ruins haunted with the ghosts of the past and the weird monsters of the future. Arcane sorcerers explore strange dimensions, terrible priests wield powers from extradimensional beings known as Gods, mighty soldiers forge new histories from the ruins of the past. It's a time of danger, reckoning, and adventure. Welcome to *The Chronicles of Future Earth*...

### *This Book*

This sourcebook includes *The Worm Within*, a three-part episodic scenario set in the

world of Urth, and all the background and setting information required to play. Apart from the *Basic Roleplaying* rules, everything you need is here.

This book focuses on the Great City of Korudav, an immense and ancient metropolis. More than a day's march from end to end, it holds not only streets, towers, and temples, but forests, ruins – and secrets. Your adventures in this vast city will lead you to one of these secrets, about to be revealed.

## Adventuring

### Creating Characters

Characters are rolled up according to the *Basic Roleplaying* rules. **Chapter One: Races & Cultures** presents some of the many races and cultures of the Venerable Autocracy, including examples of the humanoid "Jeniri" races, the genetically engineered "Cousins of Man", and the non-humanoid "Esteri", true aliens from far-off worlds lost in the forgotten past. **Chapter Two: Creating Characters** details character professions, social class, and wealth. For your adventures in the Great City of Korudav you could play the following types of characters:



- ▲ A skilled fighter from one of the Autocracy's legions. He'll be sent by his superiors on troubleshooting missions into the city's strife-riven quarters.
- ▲ A lone sorcerer seeking ancient magics in the ruins of Korudav's undercity. He'll be looking for lost grimoires and secret summoning rituals.
- ▲ A roguish explorer from the House of the Respectful Explorers of Antiquity (popularly known as "Tomb Robbers"). He'll be streetwise, with a good knowledge of Korudav's layout, history, and the likely location of treasure hoards ripe for exploring.
- ▲ A pious priest from the Temple of Regos or Vareltias, entering the city's more dangerous districts on secret temple business. He'll have some temple sorceries, and may even have sacrificed for a couple of his god's divine powers.

## Getting Started

**Chapter Eight: The Worm Within** provides an episodic scenario set in the city of Korudav to get you playing immediately. You can also explore the city and wilderness maps using the background, creatures and treasures in **Chapter Five: Artifacts and Equipment**, **Chapter Six: The City of Leaden Walls**, and **Chapter Seven: New Creatures**.

## Background

The Urth of the far future is vast and complex, with its own societies, religions, magic, and monsters. Chapter Six: The City of Leaden Walls introduces the world of *The Chronicles of Future Earth* and provides ideas for further adventures in the Springtide Civilizations.

## Important Rules

*The Chronicles of Future Earth* presents new rules for demons and divine powers, new sorcery spells, creatures, races, and treasures. It requires only the *Basic Roleplaying* rules to play; for completeness we also provide details for Major Wounds, Fatigue, Hit Locations, Strike Ranks and so on where appropriate. The Chronicles make extensive use of the *Basic Roleplaying* Powers chapter: Sorcery is central to Urth's magic-using characters, and Psychic Powers, Mutations and Super Powers are used to describe non-human characters and creatures.

## Gamemaster Material

Nothing in this book is Gamemaster-eyes only, although players wanting to play through the scenario in **Chapter Eight: The Worm Within** should refrain from reading it in advance. Players should read **Chapter One: Races & Cultures**, **Chapter Two: Creating Characters**, **Chapter Four: Gods of the Great Compact**, and **Chapter Six: The City of Leaden Walls**, to get a feel for the unique atmosphere of *The Chronicles of Future Earth*.



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## CHAPTER ONE: RACES & CULTURES



This chapter presents a selection of races and cultures for characters in *The Chronicles of Future Earth*. It covers the following:

- ▲ Hivernians – a human culture from the northern land of Hivernium. A good choice if you want to play a “standard” human character.
- ▲ Amadoradi – Storm-worshipping humans from a Protectorate on the Autocracy’s northern frontier. The Amadoradi are currently occupied and oppressed by Dafuri flame worshippers, and old hatreds for the Autocracy are on the rise.
- ▲ Virikki – a non-human but humanoid race of blue-skinned psionic traders, the Virikki are “Jeniri”, the so-called “Cousins of Man”, one of Urth’s races genetically engineered from human stock in far-off antiquity.
- ▲ Spider Folk – a truly alien race also known as the Hsun, they resemble giant termites or spiders, are powerful psionists, and create weird alien biotech known as hsuntach.

More detail on these races is given below. Pick one you like, roll up your characteristics, and proceed to **Chapter Two: Creating Characters** to choose a profession for your character.

### *Hivernians — the Peninsular People*

Ruler:	Provincial Autarchs at Korudav (Lord Jakai Tellisan) and Elikan
Race(s):	Human (Hivernian)
Appearance:	Variable: Yurazi traits predominate
Language(s):	Low Sakaraic (Common)
Professions:	Soldier (legionnaire), merchant, entertainer
Religions:	Dafur, Regos
Favored Weapons:	Broadsword, crossbow
Favored Armor:	Alagin ringmail, hard leather
Cultural Skills:	Ride, Insight
Items:	Holy symbol of patron deity; mount

Hivernians are a human culture of the Venerable Autocracy, native to the cool northern lands of Hivernium – the provinces of Elikan and Korudav. They’re the staunchest, most adaptable, most passionate of the Autocracy’s peoples, but their fatalism distinguishes them from mainland Sakari; no Hivernian ever forgets the Chaos Wastes to the north.

Hivernium is the most mixed of the Sakari cultural regions, and leans heavily towards



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Yurazi standards of dress, food, and language. Hivernians favor the martial deities Regos and Dafur, principally for historical reasons – the peninsula has rarely been free of strife.

## Amadoradi

Ruler:	General Mikal Bashu of the Legion of the Sword of Fire
Race(s):	Human (Amadoradi)
Appearance:	Dark skin; dark, curly hair; grey/blue/green eyes. Men wear beards.
Language(s):	Ya-Kad (Amadoradi tongue), Low Sakaraic (Common)
Professions:	Hunter, warrior, priest
Religions:	Belorias, Belom
Favored Weapons:	Great sword, long bow
Favored Armor:	Soft leather
Cultural Skills:	Knowledge (Amadorad), Stealth
Items:	Traps & snares

The Amadorad Protectorate has been part of the Autocracy for a millennium or so, and it's still very conscious of itself as a separate land. For millennia it was a wild and lawless frontier, inhabited by a brave yet fatalistic people who believed they were destined to be alive at the end of the world in a second great War of the Gods; this same belief colors the Amadoradi world view today. Amadorad breeds great and courageous warriors, leaders of lost and desperate causes – fortunate, given their position on the frontline against the Chaos Wastes.

Many Amadoradi speak a separate language from the rest of the Autocracy. Racially different, with dark skins, dark, curly hair, thick eyebrows, and eyes ranging from grey through blue to green, males favor thick, bushy beards, and heavy robes in reds and browns, protection against the mountain winds. They worship Belorias as God of the

Warriors of the Storm, and Belom as God of Inevitable Death.

## Virikki

*“Blueskins, the People of the Mind”*

Of all the humanoid “Cousins of Man” (the Jeniri), the Virikki are among the most alien: strange, inscrutable, and cold. They're also strongly psionic, with a deep love of philosophy and science, and renowned as adventurous traders. Their histories reach back beyond the dawn of the Springtide Civilizations.

## Appearance

Virikki stand over two meters tall, thin and spindly with almost insectoid features. Their pale aquamarine skin appears dry, leathery, almost scaly; their eyes large, dark, with a batting “secondary” eyelid. Their hands have long fingers; their small lipless mouth is filled with tiny, razor-sharp teeth; their hairless head bears a hard crest 3-5cm high.

Adapted to cold, arid climes, Virikki in the humid, hot lands of central Sakara swaddle themselves in sun-reflecting clothing and dwell in cool stone halls. Virikki sensitivities are austere, and their highly-developed aesthetic sense is one of the models of good taste throughout the Empire.

## Relations

The Virikki have a long history of coexisting with humans: their bantoor wagon trains are a famous sight, and since time immemorial Virikki Houses have maintained trade routes throughout the Springtide Civilizations. These “Trader Princes” revere Vareltias, god of communication, and slant their psionic powers towards trade, diplomacy, and communication.



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## Virikki Lands

The Virikki have no identifiable homeland. Commonest in the seaports of Elikan, the cities of Palanqa and Irgiddi Province, and hot and steaming Laigas, they're integrated into the Sakari mainstream via the mercantile Virikki Houses, such as the Unblinking Gaze, psionic traders devoted to Vareltias based in Elikan who dominate Provincial trade and are a powerful force throughout Hivernium.

## Religion

Many non-Virikki think the Virikki are cold, calculating, even arrogant. They acknowledge the Gods of the Great Compact, but don't offer them worship; even their involvement with Vareltias is intellectual and pragmatic. With sophisticated and ancient psionic doctrines, Virikki have little interest in the less rational powers of the priesthoods.

## Language

Virikki have no separate languages, and speak High or Low Sakaraic based on station and birthplace. Almost all speak the trade language Eletas, and between Virikki of different nations it's often their common tongue.

## Names

Virikki personal names are distinctive, generally ending in a vowel, with three syllables, one containing a double-vowel or consonant. Names like Estaddi, Morfa'ayi, and Chaibayaan

are typical; Virikki Bloodlines and Houses include Tunguddi (a Bloodline), Virigu (a Bloodline and House), and Unblinking Gaze (a famous Trader Prince House of Elikan).

## Adventurers

Virikki make excellent adventurers, with drives and motivations similar to humans. They tend towards cerebral roles, and there are more Virikki psions, merchants, scholars, and rogues, than warriors. Many Virikki come from high-status Houses, which in



VIRIKKI

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status-conscious Sakara may cause friction in an adventuring party.

## Statistics

Characteristics	Average		
STR 2D6+2	9	Move	10
CON 2D6+2	9	Hit Points	12
SIZ 2D6+8	15	Fatigue	18
INT 2D6+8	15	Major Wound	6
POW 2D6+8	15	Damage Bonus	none
DEX 2D6+6	13		
APP 3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	-/4
L Leg	05-08	04-06	-/4
Abdomen	09-11	07-10	-/4
Chest	12	11-15	-/5
R Arm	13-15	16-17	-/3
L Arm	16-18	18-19	-/3
Head	19-20	20	-/4

Weapon	SR	Att%	Damage	Par%	Pts
Quarterstaff	6	25%	1D8	25%	20

**Armor:** None

**Skills:** Bargain 15%, Appraise 25%, Other Language 10%, Literacy 10%, Brawl 00%, Grapple 10%, Fast Talk 10%, Knowledge (Venerable Autocracy) 15%, Knowledge (Beyond The Veil) 05%, Swim 15%

**Powers:** Virikki may employ psionic (psychic) powers. Virikki are cold-resistant, with the Resistance (Cold) super power equal to 1/3 POW (permanently in effect)  
Virikki are heat-susceptible; heat-related Resistance rolls are Difficult.

**Typical Professions:** Trader, Psionicist, Sage

**Notes:** Skill Scores represent Base Chances for beginning characters.

## Spider Folk

*“The Hsun”*

The Spider Folk, or Hsun, are the makers of the semi-organic artifacts known as *hsuntach*, and the metal-substitute *alagin*, used in arms

and armor throughout the Springtide Civilizations. They’re a vital component of the Venerable Autocracy’s status quo.

Spider Folk are long-lived – lifespans over 500 years aren’t uncommon – and strongly psionic with intense creative powers, including the organic, almost horticultural creations of the Spider Folk Gardeners, the mechanism-oriented Artificers, and the mysterious powers of the Shapers.

## Appearance

Spider Folk are among the largest of Urth’s races: 2.5m from head to thorax and a meter high, they resemble enormous termites or insectoid crustaceans. They have six pairs of strong, triple-jointed legs, four for walking or climbing; the sixth, front-most pair for manipulation, and the fifth, intermediate pair fulfilling either role. Spider Folk have no “head”: their torso simply ends in a large, vertical mouth. Sensory organs sit at the topmost joint of each of their limbs in an orifice covered by a sensitive membrane functioning as both ears and eyes: the Spider Folk “see” by a sonar-like sense. They swim comfortably on the surface of the seas surrounding their island homes, and can dive for up to fifteen minutes by sealing these apertures and surviving off their lung capacity.

Spider Folk coloration is vivid and individual. Reds, blues, and greens are common, as are mottled or dappled patterns. With age a copper hue predominates, and older Spider Folk are covered with a brilliant, copper sheen.

## Spider Folk Lands

Hsunnish mythology tells of their arrival on the Isles of Zor following a great migration during the Time of Snows; they’ve dwelt in



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## Races and Cultures of Urth

Human Cultures (Venerable Autocracy)		Humanoid Races (Jeniri – “Cousins of Man”)		Non-humanoid Races (Esteri – “Not-People of Urth”)	
Aiforians	Black-skinned Dark-ness-worshippers	Atalaq	Deep Ones, Shark People	Hsun	Spider Folk
Amadoradi	Storm-worshippers of the North	Che Kwa	Red Men of Kadram	Ing Shu	Sea Traders
Desert People	Grey-skinned Death-cultists of the East	Dedaloi	Black Eaters, Eaters of Men	Paladoi	Grazers
Hivernians	Staunch, passionate, fatalistic Northerners	Helemor	Whips of Chaos	Chaos Beasts	Foes of Man
Laigasi	Black-skinned sorcerers and defenders of the South	Kesh	Cloud Riders	Shalai	Time Dragons
Mukhari	Unsophisticated country folk of the Sakari Heartlands	Magigi	Red Giants of Hagya	Telasti	Stinking Ones
Tallanids	Urbane sophisticates of the Sakari Heartlands	P’Tek	Troglodytes, Men of Darkness	Tung Mai	Mantis Men
Yurazi	Fierce, honor-bound pale-skinned inhabitants of the Middle Sea Coasts	Skarapai	Scorpion Folk		
		Stuyvosian Guard	Bondsmen		
		Virikki	Blueskins, People of the Mind		

their Promised Isles ever since. Relations with humankind have always been good, but with the Tung Mai to the south they engaged in a great number of bloody, genocidal battles, the last of which culminated 700 years ago in the Great Intercession which incorporated the Zorian Protectorate into the Autocracy. The port of Dengazi is the principal settlement on the Isles, and seat of the Exarch (“Duke”) of Zor, the Autocracy’s human representative.

## Religion

Spider Folk favor Khosht the Builder, frequently depicted as one of their own. They’re great hero-worshippers, with many shrines to individuals from Hsunnish history and myth. The greatest is Adabris of Zor, who led the migration to the Isles, viewed as the model Hsun for his single-handed creation of their homeland.

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## Hsun

### *Language*

Communication with Spider Folk is always tricky, as their high-pitched musical language is inaudible to human ears. The Spider Folk have two ways round this. Firstly, they use a broad-brush sign language known as Hsunsign, easily learned by Hsun and non-Hsun (Base Chance 15%); and secondly they use a vocalus, a Hsun-tach construct resembling a two-tentacled octopus with a centrally-located, human-looking mouth. A Hsun wears a vocalus over a breathing aperture, instantaneously transposing its high-pitched vocalizations into something

humans can hear (and understand, if they've learned the language).

### *Names*

Spider Folk names derive from cultural heroes, places, items, chosen for sound and parental aspirations. They're frequently transliterated for human use, perhaps the most famous being "A'a-hitap-ri'ish", founder of the Zorian Isles, known to humankind as Adabris. Likewise "Pa'i-t'ch'kai-yai", Commissar of the Dengazi Commissariat, whose full title in human circles is "Pytochikyai, August Speaker of the Dengazi Commissariat, Master Gardener of the



Vales of Tamur, 3rd Circle Seeker of the Glorious Continuative”, commonly referred to as General Pyto.

## Adventurers

Spider Folk can make good – if unusual – adventurers. “Hsun tinkers” are found almost everywhere, repairing alagin items and acting as a kind of local smith. Some Spider Folk are attached to legions as weapon smiths, armorers, and sometimes even fighters.

### Statistics

Characteristics	Average		
STR 3D6+12	22-23	Move	8
CON 3D6+12	22-23	Hit Points	26
SIZ 3D6+18	28-29	Fatigue	45
INT 2D6+6	13	Major Wound	13
POW 3D6	10-11	Dmage Bonus	+2D6
DEX 2D6+8	15		
APP 1D6	3-4		
Hit Location	Melee (D20)	Missile (D20)	Points
R Leg 1	01	01	4/7
L Leg 1	02	02	4/7
R Leg 2	03	03	4/7
L Leg 2	04	04	4/7
R Leg 3	05	05	4/7
L Leg 3	06	06	4/7
R Leg 4	07	07	4/7
L Leg 4	08	08	4/7
Abdomen	09-11	09-12	4/11
Thorax	12-14	13-16	4/11
R Arm/Leg	15	17	4/7
L Arm/Leg	16	18	4/7
R Arm	17-18	19	4/7
L Arm	19-20	20	4/7

Weapon	SR	Att%	Damage	Par%	Pts
Halberd*	4	15%	3D6-2+db	15%	13
Hsun Bow**	3/6/9	25%	2D6+2	-	-

Round Shield\* - - - 15% 14  
*The Hsun attacks with halberd or Hsun Bow and parries with round shield*

\*Alagin halberd and round shield.

\*\* *The Hsun Bow is a repeating heavy crossbow firing six bolts before reloading (taking 6CR).*

**Armor:** 4-point chitin

**Skills:** Fine Manipulation 15%, Grapple 50%, Hide 00%, Listen 50%, Speak (Hsunsign) 15%, Spot 00%, Stealth 00%, Swim 50%, Understand (Low Sakaraic) INT x5%.

**Powers:** Spider Folk use the following psionic (psychic) powers: telekinesis, levitation, pyrokinesis, cryokinesis.

Separate Hsun-only Psionic (psychic) powers exist for each type of hsuntach (including alagin) (see “Crafters of the Spider Folk” in **Chapter Two: Creating Characters**).

Spider Folk cannot use telepathic or similar Psionic powers.

Spider Folk can hold their breath for a number of minutes equal to CON

Spider Folk have Super Sense (Sonar) at POW/3. With 360 degree perception, Spider Folk cannot be back-stabbed.

**Typical Professions:** Gardeners, Artificers, Shapers (see “Crafters of the Spider Folk” in **Chapter Two: Creating Characters**).

**Notes:** Spider Folk have the following disadvantages:

- Being large, Spider Folk have difficulty adapting to human scales;
- Hsunnish equipment (armor in particular) is custom-made and expensive;
- Spider Folk are often dependent on interpreters to speak to non-Hsun;
- Spider Folk are a Big Target in combat (*Basic Roleplaying* p215);
- Spider Folk are in an Inferior Position against human-sized opponents (*Basic Roleplaying* p232).
- Skill Scores represent Base Chances for beginning characters.



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## CHAPTER TWO: CREATING CHARACTERS



### Overview

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This chapter expands *Basic Roleplaying* character generation, detailing Urth's professions, Bloodlines, Houses, the Status skill, and characters' starting finances.

#### Houses and Bloodlines

Characters should choose a House and a Bloodline. A "House" is the main social grouping in the Venerable Autocracy, a network of extended family groups descended from prehistoric tribes in the Time of Snows. There are many Houses with differing social status and professional specializations, and although many profess regional "homelands" – recalling their tribal roots – they're widely distributed throughout the Empire. Collectively known as the "One Thousand Houses of Sakara", they range in social status from Very Low to Low, Medium, High, Noble, and Aristocratic. Very Low status is usually reserved for the socially unacceptable Slavers and Oloriad Gladiatorial Houses: most peasants belong to Low-status Houses. A small selection of Houses most appropriate for player-characters is provided in the adjacent table: select one which feels appropriate for your character's background.

Within their Houses, the Sakari identify themselves by Bloodlines – extended families – and their cities or regions of origin, which often have pronounced local cultures, especially in the far South. Each Bloodline belongs to a given House; some are extremely famous. Bloodlines approximate modern-day surnames, and include: Balashi, Belir, Jelbar, Manivi, Minogos, Morniban, Mykos, Namris, Pal-Dai, Porlivere, Qanaq, Salash, Totris, Vortivire, and many others.

#### Using the Status Skill

In *The Chronicles of Future Earth*, the Status skill represents a character's relative status within his peer group. Sakari have one Status skill for their House and, optionally, a Status skill for membership in a guild, priesthood, legion, or sorcerous college.

Status skills begin at 15%; during Character Generation, the addition of skill points may raise this to no more than 50%.

Status skill may indicate "rank", "circle", or position in temples, guilds, colleges, legions, or other professional groupings. A character may be a Chief Priest (Status (Temple) 40), or a Legion Deodimact (Status (Legion) 15). Status may bring material benefits, such as increased access to weapons, information, or spells.



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## A Note on Money

Characters begin play with an amount of money determined using the following table, as well as equipment gained during character generation.

Starting Money for Characters	
Wealth Level	Starting Money
Destitute	1D20 Dineri
Poor	1D100 Dineri
Average	5D100 Dineri
Affluent	1D4 x 1000 Dineri plus 10D100 / month
Wealthy	1D10 x 1000 Dineri plus 20D100 / month

Sakari currency comprises golden Tempars (or “Tharia”), silver Marks (“Hagirae”), and bronze Pennies (“Dineri”). 1 Tharion is worth 20 Hagirae; 1 Hagira is worth 20 Dineri. Coins are generally oblong or circular, with a square hole for threading onto a string. Fifty coins on a string are called a Cord; twenty-five are a Half-Cord.

## Professions

The following table lists *Basic Roleplaying* professions appropriate for Urthly characters: select one for your character, and allocate skill points and other abilities appropriately. Asterisked professions are new or modified, detailed below.

Professions of the Venerable Autocracy		
Artist	Hsun Crafter*	Servant
Assassin	Hunter	Shaman*
Beggar	Laborer	Slave
Canal Folk*	Lawman	Soldier*
Clerk	Lawyer	Sorcerer*

Craftsman	Legionnaire*	Spy
Criminal	Mechanic	Student
Detective	Merchant	Teacher
Engineer	Mercenary*	Temple Guard*
Entertainer	Noble	Thief
Explorer	Pilot	Tribesman
Farmer	Priest*	Virikki Psionist*
Fighting Priest*	Psion*	Warrior
Gambler	Sailor	
Gladiator*	Scholar	

## Fighting Priests

Many Temples employ “holy warriors” to undertake their most dangerous expeditions. Professional priests, they sacrifice much of their time to train in martial skills.

**Wealth:** Poor to Affluent; usually Average.

**Skills:** Command, Dodge, Fast Talk, First Aid, Knowledge (Religion), Melee Weapon, Missile Weapon, Perform (Oratory), Perform (Rituals), Status (Temple).

**Special:** May learn Temple sorcery; may (rarely) sacrifice for divine or demon powers; may obtain summoned demons from the Priesthood if applicable.

## Gladiators

Mortal combat as a spectator sport has forever held a fascination for Urth’s civilizations, and the Venerable Autocracy is no exception. In the Empire’s cities and major towns, the House of the Warrior in Chains maintains great oloriad arenas, where trained oloriacti gladiators – often slaves – fight to the death to the cheers of thousands. Provincial Capitals hold oloriads weekly, while smaller towns only stage festivals on important holidays. Glorious Kados holds oloriads every day.

Oloriacti Gladiators are managed by the House of the Warrior in Chains; if free, they pay half their winnings to the House for training and upkeep. If enslaved, the House



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affords them a pittance, though some day they may buy their freedom.

**Wealth:** Poor to Affluent; usually Average

**Skills:** Brawl, Dodge, Jump, any three Melee Weapon skills, Perform (Oloriad Bout), Shield, Strategy, Throw

## Priests

Priests officiate in all of Urth's Temples; see the descriptions in **Chapter Four: The Gods of the Great Compact**. Use the *Basic Roleplaying* Priest profession for priestly characters, noting that Status (Temple) is a required skill.

The Perform (Ritual of Summoning / Invocation) skill is a professional Priest skill (see Chapter Three: Demons and Divine Powers). If you're using the optional Allegiance rules, start Priests with Allegiance (Deity) equal to 1D6-2 (minimum 0), plus POW/2, plus one point per Temple spell or divine power.

## Psions

*The Chronicles of Future Earth* calls psychic powers *psionics*, and their practitioners *psions* or *psionists*. Most people fail to distinguish psionics from sorcery; only a handful of groups within the Empire are acknowledged to possess these mystical powers.

**Wealth:** Poor to Affluent; usually Average

**Skills:** Dodge, Insight, Knowledge (Occult), Listen, Persuade, Sense, Spot, plus any three other skills.

**Special:** May use psionic (psychic) powers.

## Crafters of the Spider Folk

**Culture:** Hsun (Spider Folk)

**Religion:** Generally Khosht

**Money:** 5D100 Dineri

**Equipment:** One or more items of hsuntach

**Other Skills:**

**Gardeners:** Science (two of: Botany, Natural History, Hsuntach)

## Typical Sakari Houses for Player Characters

House of the Golden Blade	House of Korudav's Autarch, Lord Jakai Tellisan. Choose this if your character is an aristocrat.
House of the Obsidian Shield of Khadis	Ancient noble House often worshipping Unthar. Choose this if your character is a noble or noted scholar, sorcerer, or priest.
House of the Umbran Coil	High social-status House producing many great warriors and legionnaires.
House of the Argosic Scribes	Medium social-status House producing many priests and sorcerers.
House of the Respectful Explorers of Antiquity	Low social-status House popularly known as "Tomb Robbers". Choose this if your character is a roguish, thieflly, or explorer type – or an out-and-out "adventurer".
House of Hookamon of Kados	Low social-status House of Canal Folk. Choose this if your character is a Canal Person, or an associated rogue or merchant.

**Artificers:** Technical (one of: Clockworks, Siege Engines, Traps), Repair (Mechanical), Science (Chemistry)

**Shapers:** Art (Sculpture), Craft (Alagin), Science (one of: Biology, Chemistry, Hsuntach)

The mysterious arts of hsuntach are known throughout Sakara, mostly through the alagin used to make most of the Autocracy's weaponry and armor. Few know how hsuntach is produced.

There are three types of Spider Folk Crafter: the Gardeners, producing raw materials, growing vocali, luminacts, or alagin colonies in specially prepared environments; the Artificers, creating and maintaining





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## Typical Sakari Legions for Player Characters

Legion of Lord Regos, Indomitable	Lead by the Autarch himself, this is Korudav's best-known and most glorious legion. Its colors are blue, white, and gold, and it is famed for its Flamelance Chelother Cavalry. Most PC Legionnaires from Korudav should belong to this legion.
Legion of the Sword of Fire	An ancient legion devoted to Dafur, God of Fire. It is extremely bloodthirsty and sacrifices its war-captives on fiery pyres. General Mikal Bashu, recent conqueror of Amadorad, heads this legion, and its presence in Korudav and the North is causing much friction and ill-feeling. Most Korudavi hate this legion.
Legion of the Scouring Storm	This legion is reeling from the recent deposition, arrest, and disgrace of its leader, Barayansan-Samith, ex-Duke of Amadorad. Devoted to Belorias, Lord of Storm, the legion violently opposes the Sword of Fire, and the whereabouts of many legionnaires is unknown, presumed to be in the Amadoradi wilderness, awaiting developments and protecting their lands against the Dafuri.

mechanisms, often affiliated to the Temple of Khosht; and the Shapers, working psionically to develop new creations or variations on existing hsuntach – the cutting edge of the Hsun Crafter's art.

## Psionicists of the Virikki

**Culture:** Virikki

**Religion:** None; occasionally Varelthias

**Money:** 10D100 Dineri

**Equipment:** As Psion

**Skills:** As Psion

Virikki Psionicists consider themselves privileged, and honor-bound to use their powers for the good of the Autocracy. They are often scholars and philosophers, and specialize in the telepathic arts.

## The Canal People

**Culture:** Great Cities and Grand Canals of the Autocracy

**Religion:** Varelthias, Eshtikar, Payorian

**Wealth:** Destitute to Average; usually Average.

**Money:** 3D100 Dineri

**Equipment:** Narrow boat tackle, boat hooks, etc

**Skills:** Any ten from: Appraise, Bargain, Fast Talk, Fine Manipulation, Gaming, Hide, Insight, Knowledge (Streetwise), Knowledge (Great Cities and Grand Canals), Listen, Persuade, Pilot (Narrow Boat), Sleight of Hand, Spot, Stealth



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The Autocracy is criss-crossed with canals dating from its earliest days, and sometimes before. These are home to the Canal People, who live, work, and die upon the Empire's waterways. Dwelling in narrow boats of often great size, gaudily decorated, half-home half-shop, Canal People have their own customs and dialects, and networks of slow but inevitable communication.

## Shamans

A more primitive form of priest found in certain religions and regions of the Urth, shamans are often solitary, their rituals and doctrines passed down by oral tradition. They have the same access to sorcery and demon and divine powers as Priests.

## Soldiers

Soldiers are a frequent sight in the Venerable Autocracy. Mostly proud legionnaires with good training, superior equipment, and a solid *esprit de corps*, soldiers are also found guarding temples, as swords-for-hire, protecting travelers, merchant caravans, as shipboard marines, and recently participating in the great "Call to Arms" issued by the Autarch of Korudav on the Empire's northern frontier. The Venerable Autocracy is often a wild and woolly place, frequently beset by raiders and internal troubles which only a trained soldiery can handle.

### Legionnaires

**Culture:** As Legion

**Religion:** As Legion

**Money:** 10D100 Dinari

**Equipment:** Legion arms and armor; pellison-like amulet for bearing legion *kladia* (heraldic symbols).

**Skills:** Status (Legion), Brawl, Climb, Dodge, First Aid, plus any five optional Soldier skills.

### *Languages of the Venerable Autocracy*

Most people in the Venerable Autocracy speak a language known as "Low Sakaraic". A common tongue for the Autocracy, it has strong local dialects, often unintelligible in places. Hence, a more standardized language known as "High Sakaraic" is used by educated people, and in most official writings. High Sakaraic is very stuffy, however, and rarely spoken except on extremely formal occasions.

High and Low Sakaraic have written forms: a cursive form known as *shirif*, and a monolithic form known as *munum* used on monuments, engravings, and inscriptions (and hence only for High Sakaraic).

The other main language in the Autocracy is the *Eletas* tradespeech of the Temple of *Vareltias*. Foreign traders generally speak *Eletas*.

Many *Jeniri* and *Esteri* races speak their own languages, as well as Low Sakaraic if in regular contact with the Autocracy.

There are many legions in the Venerable Autocracy, and those serving in them are assured of respect and status. Although regimented, legion life can be rewarding for those prepared to serve a cause and progress steadily through the ranks. Pick a Legion for your character from the adjacent table, based on the type of Legionnaire you'd like to play.

### Mercenaries

**Culture:** Varied

**Religion:** Varies

**Money:** 5D100 Dinari



**Equipment:** Weapons and armor worth 10D100 Dineri  
**Skills:** Knowledge (Streetwise), Brawl, Climb, Dodge, First Aid, plus any five optional Soldier skills.

Although the Autocracy frowns upon mercenaries as unruly near-bandits, recent circumstances have changed things. Troubles with Chaos Beasts in the Kadram Mountains have led the autarchs of Korudav and Elikan to hire warriors to bolster their patrols, and cities like Amadorad and Korudav are seeing influxes of mercenaries from all over the Empire.

## Temple Guard

**Culture:** Varies

**Religion:** By Temple

**Money:** 10D100 Dineri

**Equipment:** Alagin ring mail, plus one alagin weapon for each weapon skill.

**Skills:** Knowledge (Religion), Status (Temple), Brawl, Climb, Dodge, First Aid, plus any four optional Soldier skills.

**Special:** Temple Guards may be permitted access to Temple sorceries

As well as Holy Warriors, there's always work for fighting men and women in the companies of guards who protect and patrol temple precincts. Temple Guards often accompany Holy Warriors on expeditions.

## Sorcerers

There are many types of Sorcerer, from pious scholars researching ancient sorceries in temple libraries, to organized colleges with mysterious agendas, to solitary practitioners plumbing the secrets of demonology, necromancy, and the strange worlds Beyond the Veil.

Sorcerers use the *Basic Roleplaying* "Wizard" profession. They study the High Tlanik and High Sakaraic languages, in which most sorcerous texts are written; at the GM's discretion they can also learn prohibited tongues such as High Nayaraki, used in forbidden grimoires and codices.



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## CHAPTER THREE: DEMONS AND DIVINE POWERS

### Overview

The extradimensional entities which humankind calls Gods are the source of Urth's sorcery and supernatural powers. This chapter presents new Sorcery spells, and rules for the demons and divine powers wielded by their worshippers.

### Learning Sorcery

*The Chronicles of Future Earth* uses the *Basic Roleplaying* Sorcery rules. Temples and Sorcerous Colleges teach their own spell corpus to members and (occasionally) non-members, as well as commonly-available "General Spells" unless they contravene their doctrines (Belom, god of death, doesn't teach "Heal", a General Spell, for example).

A sorcerer or priest may petition his College or Temple to learn a Temple, College, or General spell. This may require a Status roll. Sorcerers affiliated with but not belonging to college or temple must donate 25 silver Marks per spell level: non-affiliated or "free" sorcerers donate 100 Marks per

level, with a +1% bonus to the Status roll for every Mark thereafter.

A successful petitioner may research the spell in the temple libraries. Learning the spell directly from a temple member costs a sum equal to the original donation for each week's tuition after the first (*ie* 25 or 100 Marks). Members of the priesthoods tend to learn spells directly from their peers, while affiliated and free sorcerers are more inclined to research the temple libraries.

### New Spells

The following new spells are referenced in **Chapter Four: Gods of the Great Compact**. Each description follows the *Basic Roleplaying* format, with an additional "Type" entry indicating whether a spell is a General, College, or Temple spell.

#### Blood Sacrifice (4)

**Range:** Touch

**Category:** Occult

**Type:** Temple (Babisiya, Dafur, Entos, Minisia, Great Hegemonist, Reaver Gods)

**Cost:** 4PP



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## Description

This bloodthirsty sorcery enables a spell-caster to gain power points by sacrificing sentient beings – generally slaves or war-captives. The caster receives power point equal to the POW of the being sacrificed, used to refill power batteries such as braziers of power or mana shards, or directly in sorcerous workings such as demon summonings. Shunned by right-thinking folk, Blood Sacrifice is found in the Temples of Babisiya and Dafur, and among the evil followers of the Great Hegemonist and Reaver Gods. If you're using the optional Allegiance rules, learning and casting this spell earns Allegiance points towards dark and evil powers.

## Command [Demon/Elemental] (1)

**Range:** Sight

**Category:** Summoning

**Type:** General; by Temple; by College

**Cost:** 1PP + 1PP per level of Command.

## Description

No single Command Demon / Elemental spell exists. Instead, species-specific spells are available, such as Command Servitor of Law or Command Salamander. To command a demon or elemental, a sorcerer must succeed in a POW vs POW resistance roll against it. If the entity is the same religion as the sorcerer, or well-disposed for some reason, failing this roll may have few consequences. If inimical, a failed roll may mean the entity attacks the spell-caster.

If an entity is already Commanded (but not Bound) by another person when this spell is cast, power points of the new Command spell must overcome the power points of the older before any POW vs POW rolls are made. Sorcerers therefore frequently empower Command spells with more than the basic 1PP required; each additional point makes the Command more difficult to overcome.

*For example, a Law Priest of Ankadar uses 10PP in a Command Servitor of Law spell; if another sorcerer casts a subsequent Command Servitor of Law spell on the same demon, the second spell must overcome the 10PP before the POW vs POW roll to command the demon may be rolled. If this second roll fails, the demon is no longer Commanded and may act freely.*

A Commanded demon will perform a single task of limited duration which accords with its nature. Chaos Demons may be commanded to wreak havoc, Fire Demons to raze an area with fire, and so on. Temple Demons are often commanded to guard temples, but serve only as long as their duties reflect their natures, and no longer than the next Temple High Holy Day. A priest of Dafur may find his Fire Demon bodyguard too uncontrollable under a Command spell, starting random fires and indulging its fiery nature: in such cases, a Binding may be more appropriate (and much safer!).

## Invoke Divine Power of [Deity](1)

**Range:** Self

**Category:** Summoning

**Type:** Temple (specific to religion)

**Cost:** 1PP + variable by Divine Power

## Description

This spell is the counterpart to the Summon [Demon] spell for Temples, invoking divine powers instead of summoning demons. The essentials are the same, including a ritual requiring 1D8 hours. However, only a single divine power may be invoked, to be bound into an object (usually a holy symbol) at a cost of 1 POW, with no POW vs POW roll required. Cost is 1 power point for the spell, plus the cost of the divine power. See Demon and Divine Powers, below.

This spell is generally (but not necessarily) cast within a temple.



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## Speak with Beasts (1)

**Range:** Sight  
**Category:** Utility  
**Type:** Temple (Entos); Temple (Eshtikar) provides Speak with Horse only; Temple (Vareltias) provides Speak with Bantoor only  
**Cost:** 1PP

### Description

This spell allows communication with non-sentient animals. It doesn't modify the animal's normal behavior; it's risky to cast Speak with Beasts on a black lion, for example. It's obvious when the caster is communicating, less so when the animal is communicating back (maybe requiring an Idea or appropriate Knowledge / Science roll to notice). Information gained is basic, reflecting the animal's interests, with answers like "two prey animals passed by here this morning" or "we were panicked into fleeing by your kind last night". Communication deals with events over the last 24 hours.

## Telekinesis (1-4)

**Range:** Sight  
**Category:** Manipulation  
**Type:** College (Respectful Explorers); Temple (Belorias, Khosht, Vareltias)  
**Cost:** 1PP/level

### Description

Each spell level causes 3 SIZ points of an object or being to rise into the air. The caster can cast the spell on himself and fly. Targets move at 24m per Combat Round; each level above minimum adds 6m. If the target resists the caster must match his POW vs the target's POW or SIZ (GM's discretion).

Multiple casters may cooperate to lift larger objects. There is no maximum, but should one spell fail, the entire object will come crashing to the ground.

## Trigger Mechanism (2)

**Range:** Touch  
**Category:** Manipulation  
**Type:** College (Respectful Explorers); Temple (Khosht, Vareltias)  
**Cost:** 2PP

### Description

This spell telekinetically reaches inside a mechanism and "triggers" it. The caster must physically touch the mechanism. Locks can be opened or locked, traps sprung or reset, clockwork items rewound, and so on. Complex devices may require an Idea or INT vs complexity roll; otherwise, the spell automatically succeeds.

## True Strike (1-4)

**Range:** Touch  
**Category:** Combat  
**Type:** Temple (Ankadar, Madiz, Regos)  
**Cost:** 1PP/level

### Description

Each spell level provides a +5% attack (and parry) bonus. It can only be cast on a Rod of Ankadar or Battle Scepter (or sword) of Regos wielded by a devout worshipper, or on the Sacred Gauntlet of a Destroyer or Avenger of Madiz. The weapon need not be wielded by the caster.

## *Demons and Divine Powers*

### Invoking Divine Powers

Many priests can invoke the divine powers of their deity. Such powers must be invested in physical objects (such as holy symbols) before they can be used. Belom's "Turn Undead" divine power, for example, is commonly invested in the Temple's "Sword of Belom" holy symbol, brandished whenever the power is used.



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This process is known as “Invoking and Investing a Divine Power”.

## Summoning a Demon

Other deities provide powers to their priesthoods in the form of other-planar entities known as “demons”. There are many types of demon, from the Sacranim or Time Demons of Unthar to Dafur’s Agnappei or Demons of Flame. Such priests are said to “summon demons” rather than “invoke divine powers”.

Demon summoning follows the *Basic Roleplaying* rules, with two differences. Firstly, not all demons cost 9 power points to summon. Depending upon their power, demons may require far more, and 9 power points should be regarded as a minimum. Summoning costs are detailed in *Defining a Demon*, below.

Secondly, there is no single “Summon Demon” spell: each Temple has its own variant, such as “Summon Fire Demon” (Dafur) or “Summon Time Demon” (Unthar). Casting a Summon Demon spell also requires a ritual using the Perform skill: a corresponding ritual exists for each Summon spell. Thus, casting the spell “Summon Demon of War” also requires a Perform (Demon of War Summoning Ritual) skill roll. Group Workings in *Invocation and Summoning Rituals*, below, discusses how temples and sorcerers handle these rituals.

Summoned demons may be bound into physical objects, similar to investing a divine power. A demon may also be summoned “in person”, given independent existence by either Commanding it or Binding it into its own body.

## How to Invoke and Invest a Divine Power

Each Temple allowing invocation of divine powers provides a sorcerous spell such as *Invoke the Divine Power of Belom*. As with demon

summoning, invocation spells require a ritual using the Perform skill: casting *Invoke the Divine Power of Belom* requires a Perform (Ritual of Invocation of the Divine Power of Belom) skill roll, more succinctly called the *Invoke Belom Ritual*.

Invoking a divine power closely follows the demon summoning rules above. In addition to the power point cost of the Invocation spell, the priest expends additional power points for the cost of the divine power, shown below. There is no 9 power point minimum cost for invoking divine powers.

Only one divine power may be invoked during a ritual, specified beforehand. There is no concept analogous to defining a demon when invoking divine powers: the power to be invoked is already defined, and its PP cost is fixed.

A point of POW must be expended to invest the divine power in an object. A typical invocation and investiture costs 1 power point (for the Invocation spell); 1 or more power point (for the power); and 1 point of POW (for the investiture). The Perform (Ritual) skill roll is made at the end of the ritual: if it fails, all power points and the 1 point of POW are lost. Group Workings in *Invocation and Summoning Rituals* below details how priests commonly handle invoking divine powers.

## Calling Upon a Divine Power

Once invested, a divine power may be used at will. Some are restricted by the number of times they may be used in a given period (usually Per Hour or Per Day); others require additional power point to function. Finally, those targeted against another object (living or otherwise) may require a Resistance roll to succeed. See the divine power descriptions below.



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## Sorcery Spell Summary

Showing Temple, College, and General Spells

<u>Augmentation Spells</u>	<u>Elemental Spells</u>	<u>Occult Spells</u>
CLOAK OF NIGHT (1-4): General	BOUNTY OF NIM (4): College (Elementalists), Temple (Nim, Nimur)	BLOOD SACRIFICE (4)*: Temple (Babisiya, Dafur, Entos, Minisia, Great Hegemonist, Reaver Gods)
SORCERER'S LEAP (1-4): General	FIRE OF AGNI (4): College (Elementalists), Temple (Agni, Dafur)	BRAZIER OF POWER (4): General
SORCERER'S SURENESS (1-4): General	GIFT OF THE URTH (4): College (Elementalists), Temple (Malud, Emeldias)	CHAIN OF BEING (4): General
<u>Characteristic Spells</u>	WINGS OF BEL (4): College (Elementalists); Temple (Bel, Belorias)	UNDO SORCERY (1-4): General
SORCERER'S BEAUTY (1-3): General	<u>Enhancement Spells</u>	WARD (3): General; Temple (Vareltias)
SORCERER'S PLASTICITY (1-3): General	MAKE FAST (1): General	<u>Summoning Spells</u>
SORCERER'S SOUL (1-3): General	MAKE WHOLE (1): General	COMMAND [DEMON] (1)*: General; by Temple; by College
SORCERER'S SPEED (1-3): General	MIDNIGHT (1): General; Temple (Babisiya, Great Hegemonist)	COMMAND [ELEMENTAL] (1)*: General; by Temple; by College
SORCERER'S STRENGTH (1-3): General; Temple (Entos, Madiz)	MOONRISE (1): General	INVOKE DIVINE POWER OF [DEITY] (1)*: By Temple
SORCERER'S SUPPLENESS (1-3): General; Temple (Entos)	<u>Manipulative Spells</u>	SUMMON [DEMON] (1): General; by Temple; by College
SORCERER'S VITALITY (1-3): General; Temple (Madiz)	TELEKINESIS (1-4)*: Temple (Belorias, Khosht, Vareltias)	<u>Utility Spells</u>
SORCERER'S WISDOM (1-3): General; Temple (Konfu)	TRIGGER MECHANISM (2)*: College (Respectful Explorers); Temple (Khosht, Vareltias)	BIRD'S EYES (1): General
<u>Combat Spells</u>	CURSE OF SORCERY (4): Temple (Great Hegemonist, Reaver Gods)	BREATH OF LIFE (1): College (Elementalists); Temple (Nim, Nimur)
SORCERER'S ARMOR (1-4): General; Temple (Regos)	FURY (1): General; Temple (Ankadar, Emeldias, Madiz)	HEAL (2): General; Temple (Konfu, Regos)
SORCERER'S BULWARK (1-4): General; Temple (Regos)	LIKEN SHAPE (4): Temple (Entos, Qal)	RAT'S VISION (1): General
SORCERER'S HAMMER (1-4): General; Temple (Regos)	MUDDLE (1): General; Temple (Babisiya)	REFUTATION (1-4): General
SORCERER'S RAZOR (1-4): General	POX (1): General	SORCERER'S EAR (1): General
SORCERER'S SHARP FLAME (1-4): General; Temple (Regos)	UNBREAKABLE BONDS (3): Temple (Madiz)	SORCERER'S EYE (1): General
SORCERER'S TALONS (1-4): General; Temple (Madiz)		SPEAK WITH BEASTS (1)*: Temple (Entos, Eshtikar, Vareltias)
TRUE STRIKE (1-4)*: Temple (Ankadar, Madiz, Regos)		WITCH SIGHT (3): General; Temple (Konfu, Unthar, Vareltias)



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## Optional Rule: Divine Powers and Divine Intervention

If you're using the optional Allegiance rules, the following rule enables characters to call directly on their gods for aid. At a cost of 1 POW, any committed worshipper with a POW of 16+ and an Allegiance (Deity) score at least 20 points above any other may call for a single use of any of its deity's divine powers if a successful Allegiance roll is made. If the roll fails, the POW isn't expended.

## Group Workings in Invocation and Summoning Rituals

Up to eight priests (or sorcerers) may cooperate in an invocation or summoning, a benefit of belonging to a temple or sorcerous college. This *Group Working* enables the summoner or invoker to use *Chain of Being* to increase the power points for their appropriate ritual. Other participants use Cooperative Skill Rolls to augment the summoner or invoker's Perform skill: given the rarity of improving Perform (Summoning / Invocation Ritual) skills by experience, and the frequently lamentable consequences of failure, such Group Working is often the only way priests can achieve a reasonable chance of success.

### Power Cost per Demon

Total PP required to summon a demon:

Per 1D6 of STR, CON, etc	1PP
Per 10% of power or skill	1PP
To bind a demon	1 permanent POW
To bind a demon eternally	3 permanent POW
Specific demon power	As demon power descriptions below

## Defining a Demon

Demons are living creatures (albeit other-planar ones) varying widely in characteristics and abilities. Where a minor priestling of Dalfur may be content to summon a Demon of Fire to attack a single foe, a high priest of the Flame Legions will lead a cohort of priests in summoning Fire Demons capable of searing a battlefield with fire and melting the rocks to lava! Because of these variations, demon summoning involves variable power point expenditure rather than the 9 power points indicated in *Basic Roleplaying*: the more powerful the demon, the more power points its summoning requires. This cost is calculated as follows:

- ▲ Demon Characteristics are calculated in multiples of 1D6. Each 1D6 of its 8 characteristics (STR, SIZ, CON, DEX, POW, INT, APP, and MOV) costs 1 power point; a demon with 3D6 in each characteristic would cost (3x8) 24 PP to summon. All demons must have a minimum 3D6 POW and 1D6 in each other characteristic (see below).
- ▲ A demon bound into an object uses only POW and INT, but still requires the minimum 1D6 in its other characteristics.
- ▲ Demon Skill Scores are calculated in multiples of 10%, each costing 1 power point. A spider demon with 150% in Climb costs an additional 15 power points.
- ▲ Demon Powers may be purchased at the power point costs indicated below. Some demon types (Time Demons, Demons of War, etc) have limited power choices, while others such as Chaos Demons are relatively unlimited. Chapter Seven: New Creatures presents the War Demon or Serapai as an example.



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## Commanding a Demon

A priest worshipping the same deity as a demon may command it to perform a single task. Common tasks include “guard this temple” or “be my bodyguard”. The task may not last beyond the deity’s next High Holy Day, which is why many summonings take place during High Holy Day ceremonies, thereby gaining a full year’s service. See the spell Command [Demon / Elemental].

Spells such as Witch Sight and powers such as Soul Sight can discern whether an embodied demon is Bound or simply Commanded. It’s always preferable to bind a demon if there’s a chance that another may usurp command of it (using the Command [Demon / Elemental] spell), although com-

manding doesn’t require the sacrifice of POW.

## Binding a Demon

If the demon is a separate religion to the summoner, or if the summoner wishes to bind the demon into an object to exploit its powers, the demon must be bound, as detailed in *Basic Roleplaying*.

Binding a demon restricts its abilities, but allows the binder to draw on the demon’s powers as if they are his own. A priest of Dafur who binds a Fire Demon into his holy flamberge henceforth has a blade that burns with



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searing fire. One who binds a Fire Demon into a ruby amulet worn at his throat may gain the power to breathe great gouts of fire. Mighty sorcerous items are created this way, and priests gain powers in emulation of their gods.

## Using a Demon's Powers

Although the powers of an object-bound demon may be used by the summoner as if they were his own, they nevertheless emanate from the demon, and so powers such as Regenerate affect the demon object itself, not its wielder.

Demon skills are used similarly: if the summoner already has the same or similar skill at a lower level, the demon's skill is used instead of his own (and may not be increased through experience).

If bound into a body, a demon operates independently under the summoner's control. Such demons can be damaged and even killed. Demons don't heal naturally on this plane, although if dismissed and later re-summoned, a demon will have healed any previous damage.

## Binding a Demon for Someone Else

Some Temples summon and bind demons on behalf of favored worshippers, or the very rich and influential. This is rare and expensive: the demon is summoned and bound normally, then a second binding carried out to bind the demon to its new owner. This second binding requires a one-hour ritual and Perform (Summoning Ritual) skill roll by the priest who performed the original summoning, with new and full PP expenditure. The would-be new owner must make a POW vs POW roll against the demon's POW, and sacrifice 1 POW.

- ▲ If the would-be owner wins, the transfer succeeds and the demon is now bound to him;
- ▲ If the demon wins, it breaks loose from the Circle of Summoning and may attack

the summoner or return Beyond the Veil, depending on disposition.

Priesthoods are understandably wary of binding demons for others, only doing so under exceptional circumstances. Sorcerers are less reluctant, especially when they charge heavily for their services. Demons summoned in this manner are generally bound into objects, particularly weapons or armor.

## An Example of Demon Summoning

*Telemesh of Sapedra, War Priest of Regos, wishes to summon a Serapai War Demon to inhabit his sacred Battle Scepter. As he intends to bind the demon into an object, he isn't concerned with physical characteristics, spending 6 power points to put 1D6 each into STR, CON, SIZ, DEX, APP, MOV, 3 points into POW for the minimum 3D6 POW, and 3 more into 3D6 INT. Base cost for characteristics is 12 power points, plus 1 for the Summon Demon of War spell.*

*Telemesh wishes the demon to possess two demon powers: Demon Weapon and Mindlink.*

*Telemesh has 22 POW. He sacrifices 1 permanent POW point to bind the demon, and, as he wishes to remain conscious immediately following*

### Failed Bindings

A failed binding attempt means the demon has been summoned but is free to act of its own volition. If summoner and demon are of the same religion, this isn't generally a problem. If otherwise, the summoner may be in grave danger. The demon may try to kill the summoner, or embark upon a destructive rampage. It may even demand services from the Summoner to refrain from the above!



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the summoning, he has 20 power points to use in defining the demon. He has already spent 12 power points summoning the demon, so has 8 power points for the two demon powers.

Telemesh puts 5 power points into the Demon Weapon power: according to the power description this adds +1D10 damage to every Battle Scepter attack. The remaining 3 power points go into Mindlink, enabling him to communicate telepathically with up to 3 targets simultaneously.

Telemesh now summons the demon with the desired abilities, as follows:

## Summoned Demon of War

INT 11 (3D6)

POW 14 (3D6)

Demon Weapon 5: +1D10 damage

Mindlink 3: affects 3 targets simultaneously costing 3 power points per use.

He attempts his Perform (Demon of War Summoning Ritual) skill of 60% and rolls a 53 – success! In a blaze of light and the sound of blaring trumpets, the War Demon appears in the Summoning Circle before him.

Telemesh now tries to bind the demon. His 22 POW versus the demon's 14 gives a 90% success chance; he comfortably rolls 49%, and the demon enters his Battle Scepter, which takes on a wondrous, golden sheen. Telemesh reduces his POW to 21 and his power points to 1.

## Listing of Demon and Divine Powers

The following is a brief selection of some of the demon and divine powers provided by the gods to their worshippers. There are many others.

Some powers may be invoked or summoned at varying levels of magnitude, but no higher than the final **Perform (Summoning or Invocation Ritual)** skill score, including any Cooperative skill bonuses, divided by ten. This level must be specified during the summoning

or invocation, although users may later use less powerful versions of a power if desired. Non-variable powers (i.e. with fixed power point cost) may be invoked or summoned regardless of Perform (Ritual) skill score.

For example, Tandalaine the Appraiser, Trader-Priest of Vareltias, with Perform (Invoke Vareltias Ritual) 54%, successfully invokes the Analyze Artifact divine power at level 5 (the maximum for him), costing 5PP in the Ritual of Invocation. Providing he invests this power in an object (probably his holy symbol) at a cost of 1 POW, he may thereafter use it at any level up to level 5 (but no higher). So, if he had only 4PP remaining, he could use Analyze Artifact at level 3 rather than level 5.

Each power description comprises the following elements:

**Name:** The generic title for the power.

**Type:** Whether the power is a demon or divine power; some are both.

**Availability:** Specifies who provides the power – a deity for divine powers, or a demon for demon powers. *General* means the power is available to all deities or demons, as appropriate.

**Sacrifice:** The power points initially sacrificed to summon or invoke that power. Excludes POW required for binding demons or investing a divine power in an object.

**Range:** See the *Basic Roleplaying* Sorcery rules. Several demon or divine powers have fixed ranges or areas of effect.

**Chance:** The die roll required, if any, to successfully use the power. Many powers are automatically successful.

**Use:** A brief summary of the power's effects.

**Duration:** 1 Combat Round per POW point of the user, unless otherwise stated.

## Analyze Artifact

**Type:** Divine Power

**Availability:** Khosht, Vareltias

**Sacrifice:** 1PP / level

**Range:** Touch

**Chance:** 10% chance / level

**Use:** Allows an unknown artifact to be gradually understood. Costs 1PP/level to use.

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## Description

The user comprehends an unknown artifact, technological, sorcerous, or otherwise. The power takes from several minutes to several hours to use; each level provides a 10% chance of understanding something significant about the device, such as purpose, functions, spells contained, or deity dedicated to. The power may only be successfully used on a given artifact once. Information gleaned is determined by the roll's success level, as follows:

- ▲ **Critical:** User understands artifact's detailed function and purpose, including: why it isn't currently functioning; how it's recharged; where or by whom it was made.
- ▲ **Special:** User broadly understands artifact's function and/or purpose.
- ▲ **Success:** User understands a single significant fact about the artifact.
- ▲ **Failure:** User fails to understand anything significant about the artifact.
- ▲ **Fumble:** User misunderstands the artifact and makes potentially dangerous deductions about function or purpose.

## Bite

**Type:** Demon Power  
**Availability:** General  
**Sacrifice:** 1 PP / level  
**Range:** Touch  
**Chance:** 10% / level  
**Use:** Damage according to Demon and Divine Powers Magnitude table on page 34.

## Description

A straightforward snap with gaping jaws and glistening teeth; damage done and attack chance increase with power points sacrificed (see the "Demon and Divine Powers Magnitude" table on page 34). This power costs no power points to use.

## Carapace

**Type:** Demon Power  
**Availability:** General  
**Sacrifice:** 1 PP / level  
**Range:** Self  
**Chance:** Auto  
**Use:** Continuous 1 AP / level.

## Description

Grants a coating of hide, scales, shell, or other substance appropriate to the demon's nature. Each power point sacrificed equals one armor point: the power costs no power points to use.

## Claw

**Type:** Demon Power  
**Availability:** General  
**Sacrifice:** 6 PP  
**Range:** Touch  
**Chance:** 60%  
**Use:** 1D8+db damage

## Description

One or more of the demon's limbs conclude in animal claws appropriate to its nature. Two claws can attack in the same round, five DEX ranks apart. Each claw costs 6 power points, has a 60% attack chance and does 1D8+db damage. The power costs no power points to use.

## Communication

**Type:** Divine Power  
**Availability:** Varelthias only  
**Sacrifice:** 1 PP  
**Range:** Self  
**Chance:** Auto  
**Use:** Perfect communication with 1 person per power point

## Description

The priest of Varelthias communicates with or mediates between one or more parties and facilitates perfect communication. There are no misunderstandings, no ill-placed turns of phrase or cultural mishaps. Language isn't an issue – the power works whether the parties concerned share a common language or not. Each participant included in the Communication costs the



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Priest 1 power point; there is no upper limit on the number of participants.

This is Vareltias' most profound ability, and is a sacred function of his priesthood. It doesn't guarantee peace and goodwill, but does ensure that everybody understands everybody else.

## Demon Armor / Divine Armor

**Type:** Demon and Divine Power

**Availability:** Demon of War (Demon Power); Belom (Divine Power)

**Sacrifice:** 1 PP / level

**Range:** Self

**Chance:** Auto

**Use:** Additional AP equal to level

### Description

While a demon may wear this armor, it's usually bound into armor worn by a character, which takes on a bizarre or fantastical appearance due to the demonic presence. *For example, the Demon Armor of Regos looks like it is made of solid gold.*

If the demon is bound into the armor, the armor has its normal armor points, plus additional armor points equal to the power's level.

If the demon wears the armor instead of being bound into it, the armor loses its magical effect when the demon removes it, or when the demon is dismissed or dies.

## Demon Shield / Divine Shield

**Type:** Demon and Divine Power

**Availability:** Demon of War (Demon Power); Belom (Divine Power)

**Sacrifice:** 1 PP / level

**Range:** Self

**Chance:** Auto

**Use:** Additional AP equal to level

### Description

While a demon may carry this shield, it's usually bound into a shield carried by a character.

If the demon is bound into the shield, it has its normal armor points, plus additional armor points equal to the level of the power.

If the demon carries the shield instead of being bound into it, if the shield breaks the demon dies. A shield carried by a demon retains its magical effect for one blow after the demon releases it, or after the demon is dismissed or dies. After that the shield is again ordinary in all respects.

## Demon Weapon / Divine Weapon

**Type:** Demon and Divine Power

**Availability:** Fire Demon, Demon of War, Centaur Demon (Demon Power); Belom (Divine Power)

**Sacrifice:** 1PP / level

**Range:** Touch

**Chance:** 10% / level

**Use:** Damage as per "Demon and Divine Powers Magnitude" table

### Description

As a demon power, a demon may carry and use the weapon, but usually for both Demon Weapons and Divine Weapons this power is bound into a weapon. The weapon does normal damage, plus the wielder's damage bonus, plus additional damage corresponding to the power points sacrificed for the power (see the "Demon and Divine Powers Magnitude" table on page 34). As a demon power, the chance to hit also increases according to this table, provided the demon wields the weapon. If the power is bound into the weapon, use the attacker's weapon skill.

When used to parry, add the additional damage dice to the weapon's hit points. If the weapon breaks for any reason, the magical effect is broken and the demon dies or the divine power is lost.

For a demon or divine bow, the chance to hit with arrows or sling stones improves, but damage doesn't. Instead, demon or divine arrows must be created to increase the damage done.



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## Disintegrate

**Type:** Demon and Divine Power

**Availability:** Khosht (Divine Power); Chaos Demon, Demon of Destruction, Void Elemental (Demon Power)

**Sacrifice:** 1PP / level

**Range:** Touch

**Chance:** Auto; PP vs PP roll against living creatures

**Use:** Reduces physical objects to dust. Costs 1PP / level.

## Description

This much-feared power reduces physical objects to dust. A power point vs power point roll is required against living creatures; damage done is shown on the “Demon and Divine Powers Magnitude” table. Damage is done directly to the target’s hit points. Armor points don’t protect. Damage represents parts of the target being reduced to dust.

*For example, Shalbard the Sorcerer uses Disintegrate at level 10 against a human-sized segment of 12cm thick stone wall (AP9, HP20). This does 2D10 damage directly to the 20 hit points, ignoring the 9 armor points. Two or three uses of this power (each costing 10 power points) will create a breach large enough for Shalbard to walk through.*

If this ability is used to attack, ascertain if the attack touches the target’s armor or flesh. If armor, Disintegrate damage reduces armor points, possibly destroying the armor. Any points of disintegrate remaining then affects target’s hit points. If the target’s flesh is touched, armor doesn’t protect and damaged flesh simply sloughs away, turning to dust. Destroyed flesh can’t be restored by a simple Heal spell, but requires more powerful magic such as Konfu’s divine powers.

## Geas

**Type:** Demon and Divine Power

**Availability:** Demon of War, Servitor of Law, Demon of Destruction (Demon Power); Vareltias (Divine Power)

**Sacrifice:** 3

**Range:** 5 meters

**Chance:** PP vs PP

**Use:** Expend PP to establish Geas; violating Geas reduces characteristic points or has other effect.

## Description

This power places a prohibition upon a target, violation of which triggers certain consequences. The prohibition’s nature depends on the demon creating it: a Servitor of Law, for example, will use a Geas to force a recipient to adhere to a specific law, often as punishment for breaking that law. Gamemasters should ensure Geases are defined in a balanced and playable way.

Consequences of violating Geases can vary, but usually result in characteristic point reductions. To impose a Geas, the demon or caster expends a number of power points, specifying a primary characteristic and matching them against target point as follows:

- ▲ **Critical:** Geas is successful. If violated, recipient is instantly reduced to 0 in the target characteristic. This loss is permanent, and may cause the recipient’s death.
- ▲ **Special:** Geas is successful. If violated, recipient permanently loses 2D6 points of the specified characteristic.
- ▲ **Success:** Geas is successful. If violated, recipient temporarily loses 1D6 characteristic points. Lost points return at a rate of one per week.
- ▲ **Failure:** Geas is semi-successful. If violated, recipient temporarily loses 1D3 characteristic points. Lost points return at a rate of one per day.
- ▲ **Fumble:** Geas is unsuccessful.

## Example:

*A Law Priest of Ankadar imposes a Geas on a convicted murderer. The Geas compels the murderer to “shed no blood”, and is targeted at the murderer’s STR. The Law Priest has 25 POW, and expends 20 power points against the murderer’s 11 power points, giving a 95% success chance. A roll of 10% results in a Special Success: the murderer receives the Special Geas “Shed No Blood”.*



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A WARRIOR BATTLING A SORCERER

*Years later, the murderer commits a bloodthirsty attack. Although the victim is not killed, blood is shed, and the Geas is activated. The murderer permanently loses 7 points of STR (rolled on 2D6).*

## Know Location

**Type:** Divine Power

**Availability:** Varelthias

**Sacrifice:** 3PP

**Range:** Self

**Chance:** Auto

**Use:** Establishes user's location or direction and distance to nearest trade route.

## Description

The priest ascertains precisely where he is on Urth. The power doesn't work Beyond the Veil or on other worlds. Knowledge gained depends upon the priest's own knowledge; if familiar with the area, he realizes he's "in a tavern somewhere by the waterfront in Korudav's Low City", for example. If unfamiliar with a place, he realizes only that he's "somewhere in the mountains of Ingush".

The priest also knows direction and approximate distance to the nearest trade route.



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Usually trade routes are the Great Highways of the Springtide Civilizations, but in remote regions any road traversed by traders counts. This power costs no power points to use.

## Mass Sorcery

**Type:** Demon Power

**Availability:** Demon of War

**Sacrifice:** 3 PP

**Range:** Sight

**Chance:** Auto

**Use:** Enables multiple targets to be affected by sorcery.

## Description

Mass Sorcery is a very powerful ability allowing a single Sorcery spell casting to affect more than one target. All power point costs must be paid, and targets each get Resistance rolls if appropriate. The Range "Touch" becomes "Sight". A War Priest of Regos could cast a Heal spell on five different targets simultaneously, for a total cost of 10 power points.

You can combine this power with Chain of Being, enabling up to eight War Priests to cooperate in a Mass Sorcery working. Bat-

talions of War Priests accompanying the Legions of Regos are a familiar sight, and units are trained to accept support magic cast upon them before and during battle.

## Mindlink

**Type:** Demon and Divine Power

**Availability:** Demon of War (Demon Power); Valtias (Divine Power)

**Sacrifice:** 1 PP/level

**Range:** Sight

**Chance:** Auto

**Use:** Allow mind-to-mind communication with one target / level. Costs 1PP / level to use.

## Description

Each power level enables telepathic communication with another mind, intelligent or not. Only surface conversations or feelings are transmitted, and the Gamemaster may require an Idea roll to understand a non-intelligent being.

Language isn't a barrier to this power. The target may communicate only with the priest or demon. War Priests of Regos use this power in battle to communicate directly with commanders in the field.

## Rally Troops

**Type:** Demon Power

**Availability:** Demon of War

**Sacrifice:** 1 PP/level

**Range:** Sight

**Chance:** Auto

**Use:** Allows Command skill roll to inspire troops. Costs 1PP / level.

## Description

The priest or demon inspires all troops on his side in a battle who can see or hear him. Make a single Command skill roll, with a +10% bonus per power level, ignoring any adverse penalties due to morale. Any bonus gained lasts 1D4 Combat Rounds. You can use this power repeatedly (and consecutively) in battle.

## Demon and Divine Powers Magnitude

This table shows Base Success Chance and Damage by power points sacrificed.

PP Spent	Damage	Base Chance
1	1D2	10%
2	1D4	20%
3	1D6	30%
4	1D8	40%
5	1D10	50%
6	1D10+1D2	60%
7	1D10+1D4	70%
8	1D10+1D6	80%
9	1D10+1D8	90%
10	2D10	100%
11+	(etc)	(etc)



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## Regenerate

**Type:** Demon Power

**Availability:** All Demons except Fire Demons, Sea Demons, Storm Demons, and Demons of Darkness, which use a limited version

**Sacrifice:** 3 PP

**Range:** Self

**Chance:** Auto

**Use:** Regenerate 1HP/CR.

## Description

Automatically restores one hit point per Combat Round on its DEX rank. The demon contributes these hit points only to itself. Power point sacrifice for this power is fixed at 3 power points; it costs no power points to use.

## See / Hear

**Type:** Divine Power

**Availability:** Varelthias

**Sacrifice:** 1 PP

**Range:** Sight

**Chance:** Auto

**Use:** See distant objects or hear distant conversations despite obscuration or noise. Costs 1PP to use

## Description

See / Hear is two powers with similar effects. The priest can visually or audibly distinguish distant events, such as a distant rider's identity, troop deployments, an inscription on a wall, or a whispered conversation across a crowded room. A Spot or Listen roll is required. Neither dust, fog, smoke, darkness, nor noise blocks this power. Within a meter, the user can see or hear up to ten times better than normal. On a fumbled roll, the user may misunderstand what he sees or hears.

## See Battle

**Type:** Demon Power

**Availability:** Demon of War

**Sacrifice:** 1 PP/level

**Range:** Sight

**Chance:** Auto

**Use:** Augments single use of Strategy skill. Costs 1PP / level to use.

## Description

The priest or demon gains an improved impression of the whole field of battle, irrespective of darkness, smoke, fog, or other obscurations, gaining a +10% bonus to a single use of the Strategy skill per level.

## Silvertongue

**Type:** Divine Power

**Availability:** Varelthias

**Sacrifice:** 1 PP

**Range:** Range of voice

**Chance:** POW vs POW

**Use:** Implants a suggestion in the target. Costs 1PP to use.

## Description

The priest charms his listeners. On a successful POW vs POW roll the priest implants a suggestion in the target's mind which it accepts as true without evidence to the contrary. Examples include: believing the user is a friend, or someone other than he really is; believing something is worth more than it is; changing one's mind about a previously held belief. Thus the target may accept the user as a friend, but not if the user is attacking the target at the time.

For radical or unbelievable suggestions that strain credulity, the gamemaster should allow the target an Idea roll each CR or Turn to realize the deception. A victim may be persuaded the vinegar is really wine, but with each mouthful is allowed an Idea roll to realize the truth!

## Vision

**Type:** Demon and Divine Power

**Availability:** Varelthias (Divine Power); Chaos Demons (Demon Power)

**Sacrifice:** 1PP/level

**Range:** 100/10 meters

**Chance:** Auto

**Use:** Remotely views past or present location or gains vision of past use of an object. Costs 1PP / level.

See the *Basic Roleplaying* "Vision" magic spell for a description of this power.





# CHAPTER FOUR: THE GODS OF THE GREAT COMPACT

## *How the World Was Made*

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*“There are many worlds, ever birthing and dying like bubbles rising in a hot spring, to burst on the surface when their journey is done. The Urth is one such world, rising through the formless, ever-shifting Void beyond the Veil. Which of the many Gods – known or unknown – created our world, is not to be known by us, for the Gods are as far beyond our understanding as we are above the tiniest insects which scratch in the sand beneath our feet.*

*“However it was, in the timeless past our world was created, and populated with all manner of creatures, from the great trees, to the fish which teem in the sea, and the last and the greatest of these creatures was Man.*

*“The world was a paradise, then, and men and women lived in an age of innocence, untroubled by thoughts of Gods or the other worlds beyond the Veil. In peace and isolation they grew, until all the world and even the skies were their domain, perhaps as it always should have been.*

*“But it did not last. In a world without the Gods, humanity thought itself the Pinnacle of Creation, and grew proud, and yearned for more and more to satiate their boundless egos. Such a world was easy prey for the Great Hegemonist, the Dark Lord of Despair, who hungers to extinguish the Light of Hope in every world and make it his own. Throughout the endless Aeons countless worlds had come under his iron heel, to be crushed and tormented for his pleasure, bled dry and destroyed*

*for his delight. The Paradise of Man seemed just another bauble to be ground in the dust beneath his feet.*

*“Perhaps it would have ended, then, and the Urth gone the dreadful way of so many others, but for the Light which still burned in the hearts of many. For the Hegemonist could not speak to all, and his promises and deceits fell on many deaf ears. As others embraced the Hegemonist and the demonic powers which he bestowed, and plundered their world, others raised their arms to the heavens in mute and desperate supplication, appalled that their paradise was to succumb to the darkness before their very eyes.*

*“And there was an answer! Wise Konfu, noble Regos, bountiful Emeldias, fearsome Lord Belom. The Gods looked down upon the hapless people and breathed words of hope into their hearts.*

*“Thus began the Armageddon, which destroyed the Paradise of the Dawn of Time and ended forever the dominion of man over his world. It lasted an Aeon, and millions gave their lives that hope might survive, never knowing whether the Hegemonist would triumph and render their sacrifice in vain.*

*“Thus the world began. Old before it was ever truly born, the Urth endured, and met the new dawn with hope. Humbled, humanity turned to the Gods who had saved them, and vowed never again to allow the exiled Hegemonist to prey upon the world. Thus ended the Age of Innocence, the Childhood of Mankind, the Time of Myth. And thus began the first of the Ages of Urth.”*

*- Pilogiarch Jennisa Vlatu of the House of the Umbran Coil, Venerated High Priestess of the Temple of Unthar at Korudav, 2991CV*

The might of the Gods of the Great Compact is an undeniable fact to Urth's peoples. This



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chapter details two of the Gods, and gives capsule descriptions of the other eighteen, as well as the Great Hegemonist and the Reaver Gods – Urth’s evil deities. Characters may belong to these Temples as priests or holy warriors, or may choose a deity as their patron. In the intrigue- and danger-filled Springtide Civilizations, Temples are often sources of employment – and adventure.

## The Temple of Regos the Conqueror

*Mystical Principle of Command*  
**The Conqueror, God of War**

<b>Professions:</b>	War Priests, Glorious Paladins, Legionnaires, warriors, certain Noble Houses
<b>Symbol:</b>	The Golden Scepter
<b>Colors:</b>	Blue, gold
<b>High Holy Day:</b>	1st holiday in Gabisa (“The Festival of the Great Compact”)
<b>Holy Day:</b>	Each Rashadi

Regos is god of Rulership and Conquest. Emperor of the Gods, he rules over loyal subjects, bringing light into benighted lands. Regos seeks a well-ordered society, valuing ritual and pageantry. Discipline, obedience, loyalty are paramount; many legions follow him, as do rulers, nobility and noble Houses, military commanders in his ruler aspect, soldiers as their supreme Lord of Conquest. His temples are glorious, martial affairs, filled with choirs, bull-roarers, and horns. He commands the Demons of War, also known as Serapai.

Regos and Ankadar are the two ruler gods of the Venerable Autocracy. Regos is lord of military conquest, command, and leadership of the Gods, while Ankadar oversees law, government, and justice. Regos’ worship is popular among the legions, less so among judges, officials, administrators, who prefer Ankadar.

## War Priests of Regos

Regos glories in the pursuit of war for the aggrandizement of the Empire. His War Priests accompany the Legions of Regos into battle, and summon the Serapai War Demons upon the field.

Regos’ worshippers use many weapons, although his War Priests prefer the gold-lacquered “Battle Scepter”, also Regos’ holy symbol. War Priests have some ability as battlefield healers.

<b>Profession:</b>	Priest
<b>Armor:</b>	Any
<b>Weapons:</b>	Battle Scepter (as Heavy Mace)
<b>Skills:</b>	Command, First Aid, Perform (War Demon Summoning Ritual); as Priest
<b>Gear:</b>	Battle Scepter (as Heavy Mace)

## Glorious Paladins of Regos

Glorious Paladins are Regos’ temple protectors, answerable only to high priests. They dwell in the precincts of Regos’ temples in separate, fortified compounds.

Glorious Paladins are famed for their magnificent chelother warhorses. These steeds have claws instead of hooves, and their mouths are filled with vicious fangs. Their training and breeding are a religious secret.

The weaponry of a Glorious Paladin differs from a War Priest in that the Paladin is often mounted: a sword or battle-scepter is available for fighting on foot, but on horseback the Paladin fights with lance (sometimes flamelance) and target shield or heater.

<b>Profession:</b>	Fighting Priest
<b>Armor:</b>	Any
<b>Weapons:</b>	Sword, Battle Scepter (as Heavy Mace), Lance
<b>Skills:</b>	Command, Strategy; as Fighting Priest
<b>Gear:</b>	Chelother War Horse, Battle Scepter (as Heavy Mace), Lance, Scale mail



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## Demons of War

Priests of Regos summon Serapai, Demons of War, and may bind them into their sacred Battle Scepters.

Demons of War may have the following demon powers: *Demon Armor*, *Demon Shield*, *Demon Weapon* (Battle Scepter, Lance), *Geas*, *Mass Sorcery*, *Mindlink*, *Rally Troops*, *Regenerate*, *See Battle*.

Typical statistics for an embodied War Demon are provided in Chapter Seven: New Creatures.

## Temple Spells

The Temple of Regos teaches the following spells: Command Demon of War, Heal, Sorcerer's Armor, Sorcerer's Bulwark, Sorcerer's Hammer, Sorcerer's Sharp Flame, Summon Demon of War, True Strike.

## *The Temple of Vareltias, Lord of Tongues, the Great Mediator*

*Mystical Principle of Communication*  
**The Mediator, Trader Lord**

<b>Professions:</b>	Trader Priests, Speakers, Listeners, Temple Priests
<b>Symbol:</b>	The Knotted Circle
<b>Colors:</b>	Green marble
<b>High Holy Day:</b>	The Summer Solstice ("Festival of Vareltias")
<b>Holy Day:</b>	Local Tharion days

Vareltias is the god who mediated the Great Compact which banished the Hegemonist and ended the Armageddon of the Gods. His powers are of connection and communication: he speaks all languages, knows all cultures, and is

the perfect diplomat. His titles include Peacemaker, Speaker, Oathbinder, Trader Lord.

On Vareltias' holy days oaths are sworn, contracts signed, treaties concluded, and debts settled. His temples are lively, cosmopolitan places, home to the greatest traders and linguists in the Autocracy and some of its most powerful psionicists.

Vareltias' worship transcends Imperial boundaries, stretching to Far Chinis and the lands of the Ing Shu. His priesthood enjoys a "supranational" status, crossing borders between countries without hindrance, even in times of war – such is the importance of trade and communication.

Vareltias teaches the Temple language known as "Eletas", or Truespeech, first taught to unite the peoples of the world against the Great Hegemonist. Universally used by the fabled bantoor wagon-trains travelling Urth's trade routes, colloquially Eletas is known as Merchant's Argot, Tradetalk, Tradetongue, or Tradespeech.

At the dawn of Urth's history, Vareltias' priests and heroes travelled the world, joining together peoples isolated in the chaos of the Armageddon. The ancient routes they created survive today as the Empire's Grand Highways. The greatest of these is the Spice Road, which runs from the ruined city of Bamak in the southern Sakari Heartlands, through Palanqa to Kados, thence Oron, Alagir, Far Chinis, before beginning its mighty trek across the northern edges of the Rabaq Hor, to Unknown Shuash and the strange floating cities of the Ing Shu. In places it remains a marvel, with raised causeways, vaulting bridges, and great roadways capable of accommodating eight bantoor wagons abreast.

Throughout history Vareltias' worshippers have amassed great wealth, and the modern-day Trader Princes of Laigas, Garapur, and Elikan are no exception. They maintain a studied political neutrality. Whenever the



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Temple has tried to restrict those it will deal with, the results have been disastrous. Vareltias trades with all comers.

Vareltias' temples specialize in money-lending, speculation, swearing and witnessing mercantile oaths and contracts, and the dissemination of news. Vareltias' Speakers are itinerant criers; their arrival often signals impromptu festivities in smaller communities. Vareltias' Listeners are the nearest the Autocracy gets to journalists: expert at ferreting out information, they have networks of clients to whom they sell their unusual wares.

## Aspects of Vareltias

Vareltias is a many-faceted god, worshipped in many ways, even appearing sometimes to be different gods. These are Vareltias' "Aspects" – forms of worship for his different roles. Comparable to the Hero Cults of other Temples, there are four principal Aspects.

### Thar the Trader Lord

Thar is patron of merchants and traders, especially the Trader Princes of Laigas, Garapur, and Elikan, centers of his worship. Depicted as a tall, elderly, yet hearty man with a distinctly Virikki cast to his features, many bantoor wagon-trains are mobile shrines, and many Virikki revere him. His name gives us the word *Tharion*, the market square of Sakari villages and towns. Thar is the "Golden God" who gifts humankind with gold; Sakara's gold coin, the *Templar*, is also known as a Tharion (plural *Tharia*), after the god and the markets where it is used.



### Ramalu Peacemaker

Ramalu is patron of diplomats and ambassadors. Depicted as a handsome, urbane man in the splendid garb of a Consul of ancient Tlan, he's witty, cultured, and sensitive to others' needs – virtues his followers strive to emulate.

### Korash Oathbinder

Depicted as a stern man with outstretched hands drawing two people together, Korash is patron of all who enter into oaths and contracts of a mercantile nature. He fulfills no judgmental function – such is the province of Ankadar – but ensures that oaths taken in his name are not broken without swift and severe retribution.

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## Jestis Speaker

Jestis Speaker is the patron of Eletas, the Temple Language of Truespeech, and of the Speakers and Listeners of the Temple. Depicted as a young, handsome man, with smiling, boyish features, and simple, almost rustic clothes, there's a shrine to him at every temple, much visited by those seeking eloquence and charm.

## Trader Priests

Vareltias' Trader Priests are the least priest-like of his clergy, more like a guild than a temple. They espouse all their God's virtues, placing above all trade, which they contend holds the Springtide Civilizations together.

Skilled in bargaining and appraisal, conversant in Eletas Truespeech, they also possess divine powers and sorceries from their god.

<b>Profession:</b>	Priest
<b>Armor:</b>	Any
<b>Weapons:</b>	Any
<b>Skills:</b>	Appraise, Bargain, Fast Talk, Perform (Invoke Divine Powers of Communication Ritual), Speak (Eletas Truespeech); as Priest
<b>Gear:</b>	As Priest

## Divine Powers of Vareltias

Vareltias' priests invoke the divine powers of Communication, including: Analyze Artifact, Communication, Geas, Know Location, Mindlink, See / Hear, Silvertongue, Vision.

## Temple Spells of Vareltias

The Temple teaches the following spells: Speak with Bantoor, Telekinesis, Trigger Mechanism, Ward, Witch Sight.

## The Other Gods

### Ankadar the Lawgiver

Venerable Autocrator, Lord of Law, God-Emperor of Sakara, Ankadar is the living god, ever-present in the Eternal Column of Flame in the Ethereal Palace of Kados, from where his Avatar rules over the Venerable Autocracy. His Law Priests summon the Servitors of Law, and his Law Lords crusade against the forces of Chaos. His symbol is the Rod of Ankadar.

### Babisiya the Night Hag

Maid of Darkness, ruler of the forces of night, darkness, and gloom, Babisiya's cult is savage and evil, dedicated to the extinguishing of light, and expanding the rule of darkness over the Urth. Her Night Hags summon the Demons of Darkness, also known as Umbrai, and her Dark Lords form the dreaded Legions of Night. Her symbol is the Black Mask.

### Belom, Lord of Death, Decay, and Corruption

The mystical principle of Death, Belom is Lord of the Beloved Dead and the Underworld, sworn enemy of Undeath which his black-cloaked Death Lords battle eternally. His Death Priests invoke divine powers to slay undead and bless the bodies of the dead, although they may never learn Healing, which denies Belom his due. His holy symbol is the Sword of Belom.

### Belorias, Lord of Storm

The mystical principle of Turmoil, Belorias is god of storm and lightning, bringer of restless and ceaseless change. Worshipped in the unruly lands of Amadorad and the Wilderness of Ellib, he values might of arms, independence, bravery, boasting and honesty,





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despising pretence, modesty, and rule from above. Small wonder the lands of storm never sat easily within the Venerable Autocracy. Belorias' Priests summon the Storm Demons, also known as Ulmai, and his Storm Lords defend his lands. His holy symbol is the lightning bolt.

## Dafur, Lord of Flame

The mystical principle of Change by Fire, Dafur is the searing, explosive heat beneath the earth ready to erupt in an orgy of destruction. An inferno held in check, Dafur is a violent god who accepts human sacrifices on his pyres. His Legions are favored by the Avatar Enessi for their ruthlessness. His Flame Priests summon Fire Demons, also known as Agnapei, and his Fire Lords wield crimson flaming flamberges. His holy symbol is the ruby, or a stylized copper flame.

## Emeldias, Lady of Spring

The mystic principle of Growth, Emeldias is goddess of fertility, the Urth, plants, and domestic animals. Her Earth Priestesses bless the land and its beasts to keep disease and blight at bay, and summon the Earth Demons, also known as Urthai. The terrifying Protectors, fierce avenging warrior-women, the Amazons of Urth, guard her temples. Her holy symbol is the tree, sometimes the branch or leaf.

## Entos, the Horned God

The mystic principle of Animality, Entos is god of wild beasts, nature red in tooth and claw. His worshippers inhabit wild places and are often shapechangers, including the Chantha Desert Hound Folk and Belothi Black Lion People. His Wild Priests and Shamans summon Beast Demons, and his bloody fanes are defended by Beast Masters and their Brethren. Entos has no single holy symbol; his shamans bear fetishes of pelts and animal bones.

## Eshtikar the Rider

The mystic principle of Fate, Eshtikar is the Horse God, revered throughout the Springtide Civilizations. His priests produce the famous "Book of Auspicious Days", which all Sakari consult before any significant endeavor, and summon the half-man, half-horse Centaur Demons. His holy symbol is the horseheaded staff.

## Khosht the Builder

The Great Architect, Builder of Cities, Khosht is held to be one of the Great Gods of the Ancients. His priests include the Artificers, who maintain the devices of the Ancients, and who reclaim the metal which lies hidden within blocks of rust.

## Konfu, Lord of Wisdom

Konfu is god of healing and wisdom, whose yellow-robed healers are found everywhere. Most cities have one of his hospitals or "Yellow Houses". Powerful factions dominate the Temple, including the itinerant Zofi Monks who practice a martial mysticism known as "Zofi". Konfu heals disease and regrows limbs, but cannot bring life to the dead that is the province of Staros.

## Madiz the Destroyer

God of Vengeance and Destruction, Lord of the Iron Legions, Madiz is the terrifying instrument of vengeance of the Venerable Autocrat. A scourge – blind rage and annihilation – avoided by right-thinking people, his priests summon the Demons of Destruction, also known as Unichai, and his Holy Avengers leave nothing but smoking ruins and desolation in their wake. His holy symbol is the Fist Raised High.



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## Minisia the Cold

The mystical principle of Narcissism, Minisia is Goddess of Winter, the Cold, and the Empty Smile. Her priests, known as Narcissists, can steal one's youth, skills, and strengths, and bestow them on others. Their services are much in demand, consuming the lives of countless slaves. Her priesthood includes the dreaded Vampire Lords, who drink only human blood. Her holy symbol is the Smiling Mask, and her priests summon the Demons of Cold, also known as Vampire Demons or Morzai.

## Nimur, Goddess of the Seas

The mystic principle of Cyclicity, Nimur is Goddess of the Seas and the Moon, and her Seers read the Urth's complex cycles to predict the future. Her watery temples are defended by the Sea Rangers, and her priests summon the Sea Demons, also known as Nimirrim. Her holy symbol is the sapphire, or

an aluminum moon-shaped amulet enameled blue-green.

## Payorian the Singer

The mystic principle of Passion, Payorian is the Lover, God of Archery, Music, and Wine. He embraces life joyously, and his worshippers are found everywhere, from lordly Talanid hunters to the humble peasants of the Long Dance. His priests include the Harpers, itinerant bards who sway hearts and inspire heroes. His holy symbol is the harp.

## Pline, Who Cares Not

The mystic principle of the Void, Pline is the God of Empty Spaces, the Emptiness Between Things, the Absence of Presence. His worshippers are few, mystics affecting a disinterest in the world verging on the suicidal. Those undertaking heroic paths abase themselves at his cold and empty temples to learn lessons of humility.

Pline admits the possibility of boredom, lassitude, and disinterest in the universe, and is an essential part of the Sakari pantheon. His priests, the Ascetics, appear to have no divine powers; harming one is a capital crime, and they pass through the Autocracy doing what they will. His holy symbol is the hoop, or empty circle.

The Sakari regard the Ascetics of Pline with a mixture of fear and pity, afraid they may have somewhere glimpsed an intense meaninglessness to the cosmos, and pitying them for the burden they bear.

## Qal of the Two Faces

The mystical principle of the Union of Opposites, Qal is the Hermaphrodite, the Light Who is Darkness, God of Paradox and Impossibility. Her worshippers include alchemists, mystics, homosexuals, hermaphrodites, and those devoted to questionable pleasures.



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Qal's festivals always include some element of social transgression, casting social mores into contrast by presenting their opposites. Qal challenges, shocks, destroys complacent acceptance of the status quo, looking beyond to new combinations of elements and new possibilities. In the stratified societies of the Springtide Civilizations, Qal is often the only force for what little social change there is. His Riddlers are attended by howls of outrage, lynch mobs baying for blood. Suspected of being tricksters, they are frequently accused of being agents provocateurs, saboteurs, spies, or worse. Her holy symbol is the mirror.

## Staros the Eternal

The mystical principle of Eternity, Staros values life and existence in all its forms. His priests, the Lords of the Bright God, bring the dead back to life, but his temples are bright, cold, empty fanes filled with undead, and most people shun them. His holy symbol is the stariact, a crystal triangle or prism.

## Unthar the Timekeeper

Unthar is the God of Time, and his priests – known as Chroniclers – are great preservers of Urth's many histories. They summon the Demons of Time, also known as Sacranim. Unthar's holy symbol is the sand-clock.

## The Great Hegemonist

The supreme force for evil in the world, the Great Hegemonist is the Demiurge who would dominate all creation with cruelty and terror. Only the evil and the deranged worship him. He's served Beyond the Veil by the semi-mythical slave race called the Helemor, who continually plot to take over the Urth for their dreaded master. His Devil Priests summon the Fleshbound, or Demons of Domination, and his Temple is served by the unholy Domina-

tors; both ride Voidriders, the Steeds of the Helemor. His holy symbol is the purple orb.

## The Reaver Gods

Gods of Chaos unleashed upon the world by the Great Hegemonist after losing the Battle of Terchus Plain in the Armageddon of the Gods. They have no priesthoods and no holy symbols, worshippers grouping together out of urge or necessity, disbanding just as easily. Their shamans summon the Chaos Demons.

There are considered to be six principle Reaver Gods.

**Gumazhdu the Mutator:** Depicted as a roiling vat of chaos with polyps and tentacles erupting in a seething orgy of mutation, Gumazhdu provides great mutagenic magics and bestows upon his most devout followers the "gift" of ceaseless metamorphosis.

**The Goddess of the Torn Flesh:** Her secret name may never be pronounced, for this Goddess is wont to appear in person and rend and devour all around her. Depicted as a huge, naked female with a fanged mouth dribbling with gobbets of her own flesh, her body is covered with dreadful, self-inflicted wounds. She is goddess of cannibalism, and gains converts from the starving masses of the Empire. Her worship is entrenched in Aiforia, and among the Black Eaters of the Kameeran Jungles.

**The Gouger:** Depicted as a hulking, bestial man holding his own gouged eye in his bloodied hand, the Gouger is god of mutilation. He is worshipped among the Troglodytes, the Black Eaters, and the Tung Mai Mantis Men.

**Xados the Annihilator:** Depicted as a skeleton with a leering maw, shrouded in rags and bearing a blackened, burning scythe, standing in a blasted, rubble-strewn landscape, Xados is the god of senseless destruction. He is



often worshipped by Troglodyte berserkers and the Tung Mai Mantis Men.

**Belekh the Plague God:** Depicted as a cadaverous man with rotting, pocked skin sloughing off his bones, draped in brown robes, Belekh is the God of Disease. His followers include certain banished tribes of the Rabaq Nun deserts and, it is rumored, the mysterious Telasti of the Hagya range. Belekh enables his followers to carry disease and infect others without perishing themselves.

**Danisakh the Lady of Pain:** Depicted as a tall, fanged woman with an evil, cruel smile, Danisakh is the deity of torture, sadism, and pain. Her followers carry cruel, barbed whips and specialize in magics capable of inflicting terrible agonies. Her worship is popular among the Troglodytes, the Tung Mai Mantis Men, the Black Eaters, and certain furtive cults of the Empire.



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## CHAPTER FIVE: ARTIFACTS AND EQUIPMENT

Urth is rich with weird artifacts, strange interdimensional sorceries, and mighty weapons and armor. This chapter presents some of these treasures. They may be found in the possession of powerful adversaries or non-player characters, or may be the goal of an entire adventure. You can find a number of them in the scenario episodes in **Chapter Eight: The Worm Within**.

Some of the artifacts here are powerful and potentially game-unbalancing. None should be given out casually. Prices are provided for comparison purposes; they're rarely available for purchase.

### *Types of Artifact*

#### **Mindstones**

Strange, psionic crystals created by the Paladoid Grazers, mindstones include mana shards (power storage batteries) and spell stones (psionic "grimoires"). They're primitive, rudely-worked, yet still strangely attractive – products of the Grazers' sophisticated, yet Stone Age, culture.

Using a mindstone requires an intimate psionic relationship between stone and user known as *attunement*. A would-be user must

spend twenty-four hours in physical contact with a mindstone, then make a POW vs POW roll against it. If successful, the user "comprehends" the stone – its type and approximate power – and may attune it, requiring the sacrifice of 1 POW. The mindstone is then attuned to that user and no one else may use it. Attuned mindstones count against the user's INT limit (see Memorization of Magic in *Basic RolePlaying* page 91).

Mindstones may be unattuned, taking twenty-four hours and requiring a POW vs POW roll, repeated every twenty-four hours until successful. Once successful, that mindstone is no longer attuned, and a point of the wielder's INT limit is freed up.

#### **Ancient Artifacts**

Technological devices forged in antiquity, Ancient artifacts are mysterious and unfathomable. The secrets of their manufacture are long lost, yet somehow they survive, some in the hands of the mighty, others in the hands of their enemies, others still entombed beneath the Urth, waiting to be found.

Ancient artifacts have many different purposes. Some are clearly weapons; others seem designed to protect. Some take recognizable forms, such as swords, shields, amulets,



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## *Skill: Knowledge (Ancient Artifacts)*

People encountering an Ancient artifact won't usually know what it is. The Artificers of Khosht have codified what knowledge they have about Ancient artifacts, and have the best chance of anyone at identifying one and its function. Failing that, gamemasters may allow skills like Knowledge (Ruins), Knowledge (Ancients), and even Knowledge (History), or the Analyze Artifact divine power to puzzle out the workings of an Ancient artifact.

talismans, or wands, while others are obscure, the secrets of their use long forgotten.

Ancient artifacts use a mysterious energy akin to sorcerous power which runs through the ancient manatines of the Great Cities of Urth (see below). This manatine energy wanes with use until the item no longer functions, but placing an exhausted device in close proximity to a living manatine "recharges" it, taking one hour for each hour of charge. Known manatines are usually in the hands of legions or temples, who charge 100 Dineri per charge.

## **Hsuntach - Artifacts of the Spider Folk**

One of the Autocracy's most important trade items, *hsuntach* is the peculiar technology-magic-craft of the Spider Folk, created on their little-known islands of the Zorian Protectorate, comprising strange semi-organic, semi-

## *Condition of Ancient Artifact Found*

(Roll once per artifact)

D100	Condition
01-50	Irreparably damaged, non-functional
51-75	Broken but repairable
76-90	Damaged (partly functioning) but repairable
91-99	Normal condition; 1-100% of charges present
100	Ancient Artifact enclosed in Stasis Field (see below); otherwise in perfect condition.

living items, and including the iron-substitute *alagin*, described below.

## **Helemor Artifacts**

The Helemor are the feared slave-race of the Great Hegemonist, evil extradimensional wielders of fiendish magical and psionic items. Their favored weapon is the terrible Staff of the Helemor.

## *Item Descriptions*

### **Alagin**

A dark-brown or jet-black substance similar to flint, mica, or obsidian, created – some say grown – by the mysterious Spider Folk. Alagin is vaguely translucent, and warm to the touch, as though alive.

Approximately as hard as bronze, alagin is used on Urth in place of metals such as iron, which is scarce. The elite of the Empire's legions are fitted out with the stores of steel, iron, or bronze which every legion hoards, but town or city guards or less well-connected or poorer fighters use alagin armor and weaponry, which has a markedly lower performance (see below). Alagin weapons,



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shields, and armor are available throughout the Autocracy at list prices; iron items rarely so, and at least five times the price.

Alagin can be lacquered and shaped fancifully. Lighter than iron, and malleable during the creation process, the Spider Folk of the Isles of Zor create beautiful artworks from this strange substance.

## Alagin Weapons

Alagin weapons earn a -2 modifier to damage in combat (minimum 1 point), and only critical against similarly armored opponents. Alagin weapons cannot critical against iron armor. Alagin weapons have only half the hit points of equivalent iron weapons, and cannot damage iron weapons, armor, or shields.

## Alagin Armor

Alagin armor has 1 armor point less than equivalent iron armor, and loses 1 armor point whenever penetrated by an iron or better weapon. Rapid deterioration of alagin armor is the main reason fighters choose the heavier metal armors if they can get them – the weight increase for the relatively small protective improvement is compensated for by iron's longevity.

## Alagin Shields

Alagin shields have only 2/3 the hit points of equivalent iron shields, and damage done to them by iron weapons or better is doubled. Fighters prefer the heavier and bulkier iron shields if they can afford them for their additional protection and longevity.

## Dragonels

**Max. Charges:** -                      **Value:** -  
**Charge Use:** -                        **Damage:** 10D10

Great, dragon-headed cannon, 30m long or more, dragonels perch atop the turrets of the Great Cities of Urth like gargoyles. Legend



KNIGHT WITH A FLAMELANCE

speaks of them spitting fiery-blue bolts of plasma-like energy. Used primarily against besieging armies, dragonels were responsible for lifting the Siege of Kados in the Third Cychiad.

## Energy Maces

<b>Max. Charges:</b> 12	<b>Value:</b> 35,000D
<b>Charge Use:</b> 1/hr	<b>Damage:</b> 2D6+2
<b>Skill:</b> Mace (25%)	<b>Str/Dex:</b> 7/7 (1H)
<b>Range:</b> Med	<b>Enc:</b> 1.5
<b>Attk:</b> 1 (Crushing)	<b>SR:</b> 2

Energy maces seem little more than ornately carved, gem-studded batons of antiquated appearance. When certain “gems” are touched, a ball of glowing blue plasma-like energy forms at its head, and any object or creature struck suffers horrible, burning wounds.



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## Flamelances

<b>Max. Charges:</b> 50	<b>Value:</b> 50,000D
<b>Charge Use:</b> 1	<b>Damage:</b> 3D6+1
<b>Skill:</b> Flamelance (15%)	<b>Str/Dex:</b> 9/7 (2H)
<b>Range:</b> 50	<b>Enc:</b> 2
<b>Attk:</b> 1 (Fire)	<b>SR:</b> 1/SR

As many as one in a hundred of the Autocracy's legionnaires possesses a flamelance. Shaped like a halberd, but instead of a blade the flamelance ends in a ruby crystal. Its ornately carved haft bears another crystal, which when touched projects from the flamelance's tip a bolt of fiery-orange light inflicting terrible burns.

The Temple of Dafur considers the flamelance sacred to their god, and endeavors to acquire them to equip their legions.

## Force Blades

<b>Max. Charges:</b> 12	<b>Value:</b> 60,000D
<b>Charge Use:</b> 1/hr	<b>Damage:</b> 2D8+3+db

When deactivated the force blade seems little more than a sword hilt of a pseudo-metallic, marbled material similar to a lucical. It's activated purely by thought, producing a thin blade-like column of colored manatine energy inflicting slashing wounds. The Virikki and Spider Folk believe the force blade to be a psi-weapon, as the "blade" seems to take the form visualized by the wielder. The two-bladed force blade wielded by General Kefanis Peladur of the Legion of Lord Regos, Indomitable, is cited as further proof.

Force blades use the statistics for *Basic Roleplaying* energy swords. Alagin weapons parrying a force blade take damage directly to their hit points.

## Gravity Cannon

<b>Max. Charges:</b> -	<b>Value:</b> -
<b>Charge Use:</b> -	<b>Damage:</b> 20D10

Similar to dragonels, and often found in the same gun-tower, gravity cannon are fixed-emplacement weapons targeting a specific "killing zone". Any target in the killing zone when the gravity cannon is fired must make a Dodge roll or take 20D10 damage. The cannon has no visible projectile, but rends and tears the very air before it, the area of ground impacted explodes toward the horizon with terrifying speed and power. Gravity cannon range is less than 100m: the crater its impact produces is 30m across and 3m deep.

## Lucical

<b>Max. Charges:</b> -	<b>Value:</b> 10,000D
<b>Charge Use:</b> -	<b>Damage:</b> -

A bar or globe of unknown, obsidian-like material, a lucical lights up within 1-3m of a manatine, providing illumination. Found in ancient ruins and the citadels and palaces of the Autocracy as well as its richer temples and legions, they are impressive and mysterious light sources. Lucicals are often used by explorers as portable manatine detectors.

## Mana Shards

A form of mindstone, mana shards are believed to partake of the same arcane energy which powers Ancient artifacts, and indeed recharge twice as quickly within 1m of a manatine. They store Power Points, which attuned users may use when within 1m. Used power points regenerate in the same way as normal power points.

Most mana shards store a fixed number of PP, which determines their POW. Very rarely, and usually when obtained directly from the Grazers, "empty" mana shards are found. These may be "fixed" by a sorcerer or priest filling it with power points in a single act: a sorcerer with 18 POW could pour all of his 18 power points into an empty mana shard, giving it a fixed POW of 18. Spells



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such as Chain of Being or Brazier of Power can be used to achieve very high power levels. Empty mana shards are extremely valuable. Valued at 500D per POW point, a typical mana shard has 4D6 POW.

Shards are often set into staves by sorcerers; priests tend to incorporate them into holy symbols. Others place them into amulets or wield them as “touchstones”.

## Manatines

Manatines allow Ancient artifacts to continue to serve humankind. Conduits of manatine energy are a meter or more thick and covered in intricate carvings. Manatines are absolutely immovable and are found only in the citadels of Urth’s Great Cities. Legend says they link with a great well of power existing beneath every citadel.

Knowledge of the number of functioning manatines in the Autocracy is limited and in the hands of its most powerful temples and legions. Evidence exists that there were once many more. Throughout the citadels are structures with the appearance of manatines, but which bestow no power. These “dead” manatines are a prominent architectural feature of the citadels, often heavily decorated.

## Planing Machines

Planing Machines are the greatest of Urth’s treasures. Ornately carved, antique-looking, circular or semicircular gateways up to 10m in diameter, they provide a means of transportation to the lost worlds of the Great Commonality which died in the Armageddon of the Gods.

Known planing machines in the Autocracy are under the control of the Venerable Autocrator. Through them the Empire receives much-needed steel from the world of Ladabran, the steadfast and loyal Stuyvosian Guard from the dark world of Stuyvos, and

contact with other, stranger worlds not widely known to the peoples of the Empire.

Legend says each planing machine can contact ten worlds. A functioning planing machine must exist on the other “side”. Both machines must allow passage, or contact is visual only. Rumor says that eight of the ten worlds contactable by the planing machine beneath the Autocrator’s Ethereal Palace in Kados are so implacably hostile that were the Autocrator to permit access, the whole world would erupt in terrible war. For this reason planing machines are the most perilous Ancient artifacts of all.

## Shields of the Ancients

**Max. Charges:** 50

**Value:** 100,000D

**Charge Use:** 1/hr

**AP:** +20AP

Also called “Energy Shields”, these devices can resist attacks from dragonels and flamelances. Commonly appearing as small rods or amulets, when activated they surround the user with a cloak of impenetrable, coruscating light.

Energy shields come in different sizes: Minor Shields protect a single person; Major Shields up to 10 people; and Greater Shields up to 100 individuals. Glorious Kados is rumored to possess a Shield of the Ancients capable of shielding the entire city.

A Shield of the Ancients has 50 charges, and provides +20 armor points. Each hour of operation uses one charge.

## Spell Stones

Spell stones, a form of mindstone, are the traditional way of storing spell knowledge for primitive tribes and illiterate shamans. Operating as Grimoires they take 1 week per level to store or retrieve a spell. Idea rolls are used to identify and extract spells in an attuned spell stone.



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## Identifying / Extracting Spells in a Spell Stone

Origin of Spell Stone	Identify	Extract
Sorcerer of same race	Auto	INTx5
Jeniri Sorcerer (character is human or Jeniri)	INTx5	INTx3
Jeniri Sorcerer (character is Esteri)	INTx3	INTx1
Esteri Sorcerer (character is human or Jeniri or Esteri)	INTx3	INTx1

Spell stones have 1D10 POW, and contain that many spell levels. More powerful spell stones have been known. The Witch Sight spell or Soul Sight power determines POW and origin of the stone. Prices average 1000D per POW.

## Staff of the Helemor

A gnarled, intensely chaotic black staff 1-2m long, holding a radiant purple gem. The Staff of the Helemor is a transmitter of evil energies from Beyond the Veil. Each combat round it projects a searing purple light (Projection attack, 2D10 damage, range 25m). If the staff or gem is destroyed, an explosion of purple energy does 10D6 damage in a 5m radius (Dodge roll avoids). Individual staves may be enchanted with additional powers.

## Stasis Field

A means of storing and preserving ancient artifacts, a stasis field “stops time” around an object and prevents it from aging. A stasis field appears totally black, smooth, glistening like oil, and aesthetically quite beautiful.

A stasis field fails if placed in a manatine energy field for a day, flickering briefly just before failure and providing tantalizing split-second snapshots of the object within. The Artificers of Khosht theorize this is not the “true”

way of deactivating a stasis field, but it is the only one known.

No stasis field has ever been encountered containing a living creature, although the Artificers say there is nothing to prevent this.

## Thermifex

An ancient waystone, usually surrounded by an inn or wayhouse. A thermifex is a verdigrised, hoop of unknown metal perched upon a stone. Always warm, protecting travelers from the cold, a thermifex is said to indicate the presence of a manatine nearby, and temples and legions with access to manatines frequently also house thermifexes. They are sometimes found outside the Great Cities, away from signs of ancient habitation. Whatever powers such thermifexes remains a mystery.

## Triatics

Max. Charges: -

Value: 70,000D

Charge Use: -

Damage: -

An ancient healing device, transferring life energy from one person to another. A triatic is a large, ornate apparatus into which both subjects must be harnessed before use. The Autocracy uses triatics as devices of punishment or execution for those of noble birth.

## Equipment Price Lists

### Weapons

The following weapons are available for sale in the Venerable Autocracy. Prices are in bronze Dineri.

Item	Cost	Alagin*	Enc
Arbalest	700	N	10
Axe, Battle	100	Y	1
Axe, Great	120	Y	1.5
Axe, Hand	25	Y	0.5



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Item	Cost	Alagin*	Enc
Axe, Throwing	50	Y	0.5
Axe, Wood	40	Y	1
Blackjack	25	N	0.2
Blowgun <sup>1</sup>	50	N	0.5
Bola <sup>1</sup>	50	N	3
Boomerang <sup>1</sup>	25	N	0.5
Bow, Composite	350	N	0.5
Bow, Long	350	N	0.5
Bow, Self	150	N	0.5
Cestus <sup>2</sup>	100	Y	0.1
Club, Heavy	6	N	2
Club, Light	4	N	1
Crossbow, Heavy	500	N	8
Crossbow, Light	300	N	3.5
Crossbow, Medium	400	N	5
Crossbow, Repeating <sup>3</sup>	800	N	7.5
Dagger	33	Y	0.3
Dart	75	Y	0.3
Flail	240	Y	2
Flail, Morningstar	250	Y	2
Garrote	15	N	0.1
Halberd	250	Y	3
Hammer	100	Y	1
Hammer, Great	250	Y	2
Hammer, Sledge	200	Y	1.5
Hammer, War	150	Y	1.5
Javelin	100	N	1.5
Knife	10	Y	0.2
Knife, Throwing	50	Y	0.2
Lance	150	N	3.5
Lasso	100	N	1
Mace, Heavy	220	Y	2
Mace, Light	100	Y	1
Maul, War	150	Y	2
Net	50	N	3
Pike	65	Y	3
Rapier	500	Iron**	1
Saber	1000	Iron**	1.5
Scimitar	200	Y	1

Item	Cost	Alagin	Enc
Scythe	50	Y	2
Sickle	40	Y	0.5
Sling	30	N	0.1
Spear, Long	30	N	2
Spear, Short	20	N	2
Staff, Quarter	20	N	1.5
Staff, Short	10	N	0.5
Sword Cane	1000	Iron**	1
Sword, Bastard	230	Y	1.5
Sword, Broad	175	Y	1
Sword, Great	320	Y	2.5
Sword, Long	875	Iron**	1.5
Sword, Short	100	Y	0.5
Trident	150	Y	1.5
Whip	75	N	0.5

1: Rarely available in the Autocracy.

2: Used principally by *oloriacti gladiators*.

3: Special commission from an expert weaponmaker.

\*Weapons marked "Y" are alagin, with -2 damage modifier and half listed HP. See page 45 for details of Alagin weapons. Iron weapons are 5x price and use the statistics in the BRP rulebook. Items marked "N" have little or no metallic or alagin elements: use the BRP statistics as provided.

\*\*Available in iron only, but rarely: prices are suggested minimums.



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## Shields

Excepting Primitive Shields (generally wood or wicker) all shields are made from alagin. Corresponding iron shields are 5x cost, with AP and ENC shown in *Basic Roleplaying*.

<u>Item</u>	<u>AP</u>	<u>Cost</u>	<u>Enc</u>
Primitive	10	40	2
Buckler	10	90	1
Full Shield	15	120	4
Half Shield	10	90	2
Heater	14	60	2
Hoplite	18	150	5
Kite	15	120	4
Large Round	15	150	4
Round	14	120	3
Spiked	14	90	4
Target	10	60	2

## Transportation & Animals

<u>Item</u>	<u>Cost</u>
Saddle, standard	200
Saddle, noble	2500
Horse, cart	500
Horse, riding	750
Horse, cavalry (battle-trained)	2500
Horse, war (battle-trained)	5000
Chelother	10000
Orn	6000
Cambriother (Loper)	3000
Bantoor	2500
Kenek ox	300
Bayuri sheep	50
Two-wheeled cart	45
Two-wheeled waggon	175
Four-wheeled freight waggon	500
War Chariot	800

## Travel & Living Costs

<u>Item</u>	<u>Cost</u>
Cheap meal (khalub, lamas, pelati, etc)	0.25
Good meal (meat, several dishes)	0.5
Banquet	3
Trail provisions (1 week)	10
Mug of ale (1/2 liter)	0.1
Cask of ale (5 liters)	6
Barrel of ale (100 liters)	65
Mug of wine (1/2 liter)	0.25
Cask of wine (5 liters)	7.5
Barrel of wine (100 liters)	90
Goblet of havas (Jeniri liqueur) (1/4 liter)	0.5
Bottle of havas (Jeniri liqueur) (1 liter)	3
Glass of man shu (apricot brandy) (1/10 liter)	1
Bottle of man shu (apricot brandy) (1 liter)	11
Common room floor (per night)	0.25
Dormitory (per night)	1
Shared room (per person per night)	2
Private room (per night)	5
Hot water	0.2
Stabling (stall, per day)	0.5
Stabling (stall and feed, per day)	1.5
Stabling (special care)	2
Trail fodder (oats, per week)	5
Very low status clothing (yearly)	1-2
Low status clothing (yearly)	2-5
Medium status clothing (yearly)	5-10
High status clothing (monthly)	10-20
Noble status clothing (monthly)	20-50
Aristocratic status clothing (monthly)	100+
Adventurer's clothing (monthly)	10



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## General Equipment

<u>Item</u>	<u>Cost</u>
30m rope	45
Lantern	35
Lamp oil, 1 liter flask	4
Torch (lasts 5 hours)	1
10m alagin chain (SIZ 60)	120
Hatchet	15
Fish hooks	0.1
Hammer	5
Writing tools	10
Paper, papyrus, vellum (per sheet)	0.5
Cooking / eating gear	2
Tent, 1-man	10
Tent, 3-man	25
Tent, 5-man	40
Tent, noble pavilion	200
Fire starter (bow and block or tinder box)	2
Back pack	5
Sack, small	0.2
Sack, large	0.5
Wooden spikes (10)	1
Water skin	1
Flask	1
Jug, 2 liter	2
Cask, 5 liter	5
Keg, 50 liter	30
Barrel, 100 liter	50
Kadram lur horn	25
Kra lyre	20-100
Famul reed pipes	1-5
Banishesz (sitar-like instrument)	50
Payorian harp	10-50
Tsambu bagpipes	10-25

## Armor

Prices are in Dineri; entries are for a full suit. Non-standard armor (such as Hsunnish armor) must be custom-made, costing twice as much, plus an amount equal to the base cost per 10 SIZ points above 20. Alagin half-plate for a typical (SIZ 28) Hsun costs 720D (three times base price).

<u>Armor Types</u>	<u>AP</u>	<u>Enc</u>	<u>Cost</u>	
			(Per Enc)	(Full Suit)
Leather, Soft	1	3.5	20	70
Padded / Quilted	1	3	25	75
Clothing, Heavy	1	2.5	30	75
Hide	1	3.5	20	70
Leather, Hard	2	5	20	100
Padded / Quilted, Heavy	2	4	25	100
Leather, Cuirbouilli	3	5	45	225
Ring, Alagin <sup>1*</sup>	4	5	110	550
Lamellar, Alagin <sup>1*</sup>	5	9	200	1800
Scale, Alagin <sup>1*</sup>	5	10	120	1200
Chain, Alagin*	6	10	240	2400
Plate, Alagin, Half <sup>1*</sup>	6	9	250	2250
Plate, Alagin, Full <sup>1*</sup>	7	13	270	3510
Ring, Iron <sup>1</sup>	5	10	550	5500
Lamellar, Iron <sup>1</sup>	6	18	1000	18000
Scale, Iron <sup>1</sup>	6	20	600	12000
Plate, Iron, Half <sup>1</sup>	7	18	1250	22500
Plate, Iron, Full <sup>1</sup>	8	25	1350	33750
Helmet, Light	1/+1	1.5	-	7
Helmet, Alagin*	7/+2	1.3	-	351
Helmet, Iron	8/+3	2.5	-	3375

*1: Excluding head protection: must be acquired separately.*

*\*See page 45 for alagin armor rules.*



# CHAPTER SIX:

## THE CITY OF LEADEN WALLS

The Great City of Korudav, capital of Korudav province in the land of Hivernium, is known as the “City of Leaden Walls”. It’s a huge metropolis, tens of thousands of years old. This chapter provides the background needed to begin adventuring there.

### Where is Korudav?

Korudav is only one of many cities in the vast and ancient empire known as the Venerable Autocracy of Sakara. It is the oldest and greatest of the Springtide Civilizations – a group of countries on the shores of the Middle Sea – the Mediterranean of the far future of our planet, a world now known as Urth.

### *Urth*

Urth is in the throes of an ice age. Ice sheets cover the northern reaches of the world. The lands of the Venerable Autocracy encompass warm temperate and subtropical zones around the equator. The Empire’s north contains mixed coniferous and pine forests in Amadorad and great woodlands in Korudav and Elikan, the deciduous Yurazi region, and the province of Irgiddi. Further south the Sakari Heart-

lands enjoy a mild climate and long growing season, criss-crossed with rice paddies, grain fields, and herds of great, boar-like kenek and bayuri sheep.

In the east, the Hagya Mountains form the Sakari watershed; many of the Empire’s greatest rivers rise here. Beyond lie the arid and broken lands of Khadis and the western Rabaq Hor, before the steppelands of the central Rabaq Hor and the true deserts of the Rabaq Nun.

In the south, the Aiforian Marches and provinces of Shenekhel, Gini, and Kan mark the transition to the subtropical zone, where steaming, almost impassable rainforests extend from mountains to sea, broken by the Naishere river system and the Laigas delta, merging into the jungles of Kameeran. Southern Sakara is hot and humid, infested with insects of prodigious size.

### **The Heavens**

Urth’s night sky is much changed from our time. Seven heavenly bodies are known: the Sun (Rasha), the Moon (Yala), and the planets Mercury (Balor), Mars (Devrak), Venus (Eplanaï), Jupiter (Malud), and Saturn (Sayib), important in Sakari astrology.

The Moon, Yala, is no longer white, but a beautiful blue-green world, said to possess both an atmosphere and inhabitants. It has not



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been reached by humanity in millennia – none of the known planing machines leads there. In the distant past the famous sorcerer Rathalos the Heretic was said to have visited Yala; his map is currently displayed in the Great Hall of Pillars of the House of the Noctilucous Orb in Kados, which he founded upon his alleged return from that world.

The Pentalogiat (or Logiat) are the “Word Stars”, a mysterious constellation of intricately interwoven lines. It’s held to spell out a word in an ancient and now-forgotten tongue, said by some to be the Word of Creation itself. Few pay attention to it, except for shepherds, philosophers, and children.

## *The Chenta faKayalaf*

“It is told in the Tales of Kayalaf how the Doom of Nayarak came to Yurasha, and how the Warrior-Sage Kayalaf led his people through untold hardships to the hope of new life on the shores of the Middle Sea...”

## **The Venerable Autocracy**

The people of the Venerable Autocracy believe they are the heirs of an eternal holy city called Jiva, scattered from their ancestral home by a cataclysm known as the Doom of Nayarak. For fifteen millennia they’ve lived on the fertile coasts of the Middle Sea, led by their founder and God-Emperor Ankadar the Lawgiver, Lastborn of the Gods of the Great Compact.

The Empire of Sakara is an Autocracy, a state ruled by an absolute ruler, an immortal God-Emperor whose very word is law. His representative on Urth is the Avatar, a human being gifted with awesome powers and the right to absolute rule over the Empire as his proxy. Below the Avatar are the Autarchs, semi-hered-

itary aristocracy from the astriger racial subgroup who rule the Empire’s provinces, monarchs in their own right but for their fealty to the God-Emperor and his Avatar.

Today, in the year 2992 of the Fifth Cycliad, the glory of the Empire is tarnished. To those dwelling in splendor in the Sakari Heartlands it’s unheeded yet, unthinkably after millennia of greatness, the Empire is in trouble. The fall of Ellib a century ago sent shockwaves through the Autocracy. In the deep south of the Aiforian Marches, dark jungle tribes mutter of independence. In the north, internecine strife places majestic Hivernium on a knife edge while Chaos gnaws at its borders. Something is wrong in the Venerable Autocracy, yet the 315th Avatar, Enessi 21st, luxuriates indolently in the harems and pleasure-gardens of the Ethereal Palace, and pays no heed.

## *Korudav, the City of Leaden Walls*

Refounded seven millennia ago in 8000YA (Year of the Autocrator), the city of Korudav is much older, one of the true “Great Cities” of Urth. Areas of its Citadel and Undercity are said to predate even the Armageddon of the Gods. Home to some 500,000 souls, much of the city’s vast interior nevertheless feels barren and underpopulated. Only in the Citadel and Low City does the weight of people press around the visitor, dwarfed by the monumental edifices gifted by antiquity to this fabled metropolis.

## **The Low City**

Although an inland city, Korudav is very much a port: the taverns and twinkling lights of its Low City open onto the Falais, a large freshwater lake dividing the fast-flowing Upper Landusi River from the gentle agricultural plains of the Lower. Korudav’s Low City waterfront is dotted with jetties and harbors, filled with fishermen, trading vessels plying the Landusi,



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## *Riding Beasts and Beasts of Burden*

The most common beast of burden in the Autocracy, found pulling the great Virikki trade wagons and the Canal People narrow-boats, is the reptilian “trunkless elephant” called the bantoor. It’s never ridden. Horses are ubiquitous, but the military prefer the two-legged reptilian cambriotheres, or “lopers”, or the fanged and clawed horse-beasts known as chelotheres. Noble women of refined taste ride four-legged semi-avian orns, and hollow-boned Kesh warriors soar through the skies astride their fabled elenisor riding beasts.

canal folk transporting produce up through the Precincts to the distant Citadel. Its colorful and energetic streets pride themselves on their cosmopolitan feel and magnificent fish and shellfish cuisine. The Low City is sometimes referred to as the bordoi.

## **The Citadel**

In Korudav’s Citadel the world of the Ancients joins the might and majesty of the Autocracy. Here are found the great temples; the Obsidian Tower, Hivernium’s most notorious prison; and the Autarchal Palace, stern and monolithic, studded with dragonels and fearsome gravity cannon. Tall buildings are the norm – even tenement blocks are rarely lower than five stories – and the narrow streets afford hardly a glimpse of the sky above. The Citadel is sometimes referred to as the *capalus*.

## **The Undercity**

Korudav’s age of ruin endowed it with a network of little-known yet inhabited tunnels beneath its streets – the so-called “Undercity”. Most extensive beneath the Citadel, the upper levels are known to extend as far as the shores

of the Falais – doubtless frequented by smugglers and worse in spite of regular patrols. The deeper levels are the stuff of legends, with stories of ruined temples of the Hegemonist, treasure houses of the Hierophants of Ancient Tlan, hideous guardians, terrible monsters, and perilous devices.

## **The Precincts**

The depopulation following the Tung Mai wars in the south left Korudav’s Precincts at their lowest ebb, endless ruined tangles uninhabited for centuries, and squalid slums of peasants struggling to live off the depleted land. Recently the Precincts have seen a new, if dubious, lease on life as bands of mercenaries migrate to Hivernium in answer to the Autarch’s “Call to Arms”. This influx has caused friction, lawlessness, and unrest, as wild frontier settlements spring up amidst the rubble of the abandoned past. The Precincts are sometimes referred to as the *inidiaie*.

## **The Necropolis**

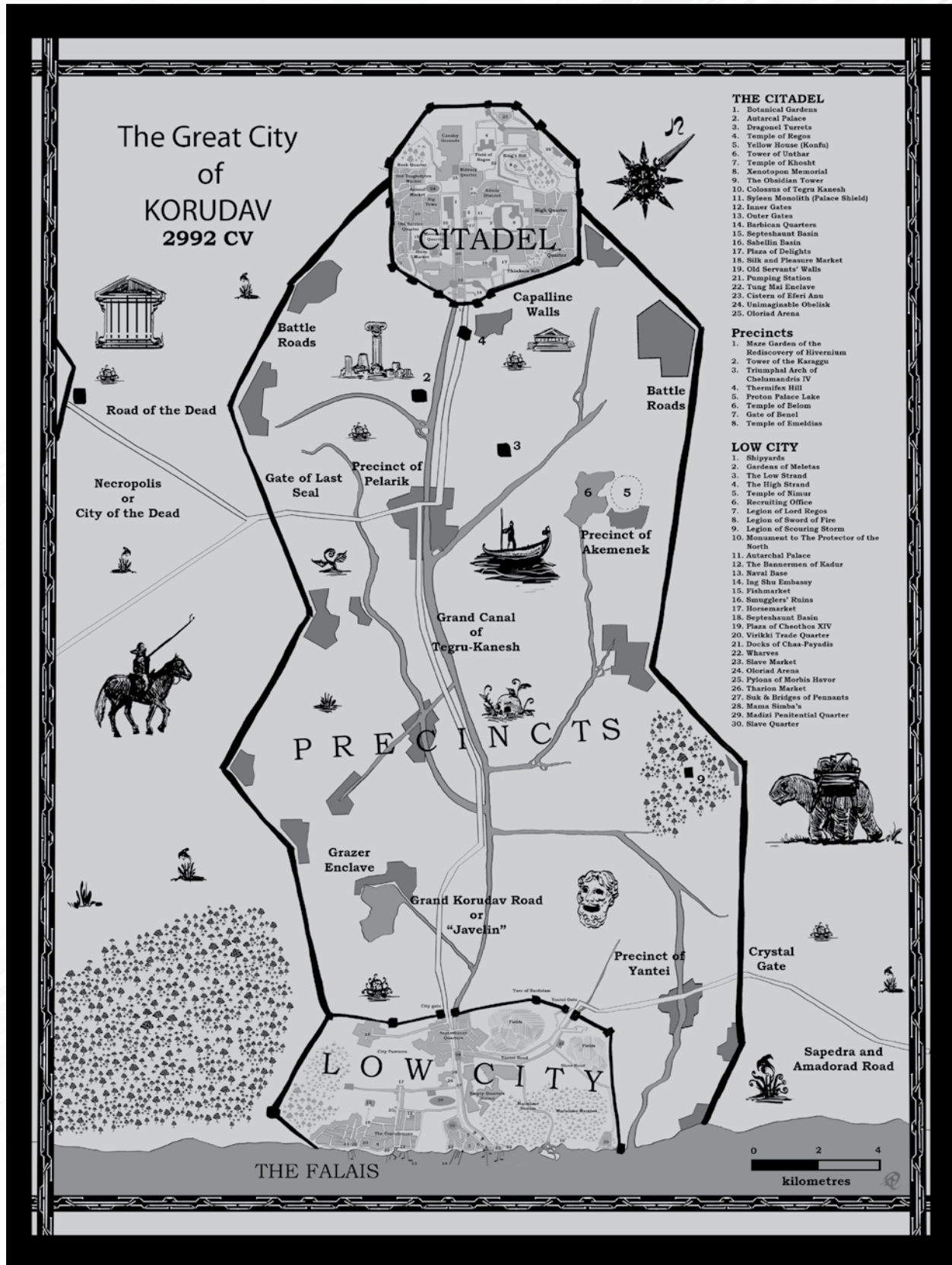
The Necropolis of Korudav lies several kilometers west of the Citadel, outside its Leaden Walls, at the end of the Road of the Dead. It dates from before the province’s founding, and was heavily looted during the city’s abandonment, although ancient treasures are said to still lie untouched beneath the new Sakari tombs. Access is only by permission of the Necropolis Guard of the Temple of Belom.

## **Korudav Today**

Korudav today is a city in ferment. Just weeks ago its greatest ally, Duke Barayan-san-Samith of the proud storm-worshipping Protectorate of Amadorad, was brought in chains to the city and imprisoned in the Obsidian Tower. Korudav’s autarch watched helplessly as bloodthirsty General Mikal Bashu locked the Duke and his family away and marched the Legion of the Sword of Fire to usurp Barayan’s



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kingdom – all at the orders of Avatar Enessi himself!

This enmity goes back a hundred years, and still shakes the Autocracy. The once-great province of Ellib is now a wilderness, held by bandits and unruly worshippers of the storm, its Autarchal family purged in a terrible civil war – the War of the False Avatar – a century ago which brought the Avatar Enessi to the Iridium Throne and sent the Houses of Ellib fleeing into exile to Amadorad. Now it looks like Enessi is finishing the job – rumors filter south of atrocities committed in the north kingdom, and smoke lays thick over Dafur's sacrificial pyres.

## *The Great Cities of Urth*

The grandest cities of Urth have existed for millennia. A visit today to any of them presents an architectural kaleidoscope, from fantastic animals and abstract geometry on ancient and moldering bas-reliefs from the latter days of Tlan, through brash and boastful monuments and towering columns of the First Cyliad, the wistful rococo nostalgia of minarets and spires from the decadent Fourth Cyliad, to the baffling complexity of modern Sakaraic ornamentalism, with its intricate engravings, marvelous architectural feats, and breathtaking scale.

When the Autocracy first arose from the chaos of the Time of Snows, the seas had retreated, stranding ancient cities far inland. With their manatines, dragonel turrets, and gravity cannon, they were far too precious to abandon, and so Grand Canals were built, rivers channeled, and Battle Roads built to link these "Citadels" with the "Low Cities" growing up on the shores of the new seas. Within the area circumscribed by the Battle Roads rose the Precincts – lightly urbanized, half-rural and agricultural lands, often tens of kilometers wide, contained within the city walls. The Precincts make a Great City partly self-sufficient, huge, sprawling affairs some 50 kilometers or more from end-to-end, some quarters empty and others teeming and overcrowded. Parts have become ruined, haunted, and abandoned over time, while others raise new buildings on the ruins of the old.

## *Describing Korudav*

An atmosphere of towering age and muted decay pervades Korudav's Citadel, and while many buildings have been repeatedly rebuilt since the city's reoccupation seven millennia ago, they don't age well. Not so the ancient buildings from before the Time of Snows; the Autarchal Palace and the Capalline Walls are constructed of the dull-grey, unbreakable, metal-like material which gives the city its name, and are as smooth and unblemished today as they have ever been.

Night-time in the Citadel is haunting. Lucicals illuminate many streets, especially close to temples and legion quarters where manatines still function. Elsewhere Spider Folk luminacts drift, shedding a soft radiance. All around, great skyscrapers stand like tombstones, blocking out the stars.

The Low City bursts with life, a riot of noise and color. Taverns in the Tentellenane waterfront spill out light and music, shops and strange emporia cater for all tastes. Tight-lipped warriors jostle uneasily on the wharves, freshly arrived off ship and wary of the huge warren of seething life. Everywhere, and the press of people, the smells of fishing boats. You feel the cries of gulls...

This isn't all. In recent years there have been sightings of Chaos Beasts, denizens of the Chaos Wastes, in the high peaks of the Kadram Mountains, and bandit gangs of Che Kwa – erstwhile defenders of the Kadram Wall – plague the lowlands. The autarchs of Korudav and Elikan petitioned the Avatar for reinforcements, only to be refused. In disbelief Jakai Tellisan, autarch of Korudav, issued his now-famous "Call to Arms", a summons to soldiers, warriors, and mercenaries to come to Korudav to take his coin and protect the northern frontier.

Not since the end of the Three Crusades a millennium ago has Korudav seen the like. The Low City teems with mercenaries, and the Flame-lord's invasion of Amadorad has shat-



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tered the city's unity. Factions of flame-worshippers clash with the Legion of Lord Regos in the city's Precincts, and Amadoradi Wind Lords have fought fireblade-wielding legionnaires in the ruins of the Low City's Empty Quarter. Only a week ago a riot before the Obsidian Tower was put down with great loss of life. The city is a powder keg. And here and there bandits roam, and there are rumors of monsters, and witches, and war.





# CHAPTER SEVEN: NEW CREATURES

In the Golden Age before the Armageddon of the Gods, Urth was a paradise. During the Armageddon, this changed: beasts from strange worlds appeared, and dreadful sorceries wrought new creatures out of nightmare. With the onslaught of the Reaver Gods, chaos and mutation stalked the world.

The natural world of Urth is barely recognizable to those of us from its distant past. Once-dominant predators are gone – wolves and bears, great cats, the sharks and killer whales of its oceans – and in their places new creatures have arisen. Some, like the kenek ox, scythe beast, and rock spider, are mutated descendants of geneered stock; others are imports from the lost worlds of the forgotten Commonality, including the faithful bantoor and fearsome galagur cave scavenger. Others still are products of sorcery, chaos mutation, or invasions from Beyond the Veil: thus do the undead stalk the Urth, and the bloodsucker

and the belur lightning lizard. Urth is savage and strange, the wilderlands rightly feared for the perilous creatures which call them home.

The following is a brief sample of Urth's creatures, including some of those appearing in **Chapter Eight: The Worm Within**.

## Bloodsucker

“Voriact”

Huge, batlike, bilious yellow-beige creatures with huge proboscis, membranous wings up to 4m across, and no limbs, bloodsuckers dwell deep within warm temperate forests and jungles in groups of up to 12. They drink only blood.

A bloodsucker attacks by plunging its proboscis into its prey and lifting it into the air while draining its blood. Having drained up to its HP, it will drop its prey and flap off to digest the meal.



Voriact

Characteristics	Rolls	Average	
STR	5D6	17-18	
CON	3D6	10-11	
SIZ	5D6	17-18	
INT	6	6	
POW	3D6	10-11	
DEX	2D6+6	13	
Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01-04	3/5
Body	03-05	05-09	3/6



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R Wing	06-09	10-13	3/4
L Wing	10-13	14-17	3/4
Head	14-17	18-19	3/5
Proboscis	18-20	20	3/4

Weapon	SR	Att%	Damage	Par%	Pts
Proboscis	7	50%	1D8+db*	-	-
Grapple	7	50%	Special*	-	-

\*Plus Blood Drain: see below

**Move:** 12 flying

**Hit Points:** 14

**Fatigue:** 28

**Major Wound:** 7

**Damage Bonus:** +1D6

**Armor:** 3-point hide

**Skills:** Dodge 50%, Hide 75%, Stealth 60%

**Powers:** Blood Drain: drains 1D6 STR, then 1D6 per CR of successful Grappling thereafter until zero, then 1D6 CON until zero, when the victim dies. Lost points regenerate 1/day. Drained points do not increase the bloodsucker's PP.

**Climate / Terrain:** Temperate and subtropical forests; some swamps

**Organization:** Solitary; pack (2-12)

## Carrion Eater

"Aurivor"

Carrion Eaters are said to be tainted by chaos. They're enormous centipedal, snail-like or worm-like creatures with paralyzing tentacles or pseudopods, infesting the wilderlands of Urth and the abandoned precincts of its Great Cities.

Characteristics	Rolls	Average	
STR	4D6+18	32	
CON	3D6	10-11	
SIZ	4D6+18	32	
INT	3	3	
POW	3D6	10-11	
DEX	2D6+6	13	
Hit Location	Melee (D20)	Missile (D20)	Points
R Leg 1	01	01	4/6



Aurivor

L Leg 1	02	02	4/6
R Leg 2	03	03	4/6
L Leg 2	04	04	4/6
R Leg 3	05	05	4/6
L Leg 3	06	06	4/6
R Leg 4	07	07	4/6
L Leg 4	08	08	4/6
R Leg 5	09	09	4/6
L Leg 5	10	10	4/6
Body	11-15	11-18	4/10
Head	16-20	19-20	4/10





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Weapon	SR	Att%	Damage	Par%	Pts
Bite	6	65%	1D4+1/2db*	-	-

\*Plus paralyzing touch with POT equal to carrion eater's CON, resisted by target's CON; failure means target paralyzed a number of Turns equal to POT, unless antidote administered.

**Move:** 10

**Hit Points:** 22

**Fatigue:** 43

**Major Wound:** 11

**Damage Bonus:** +3D6

**Armor:** 4-point chitin

**Skills:** Climb 80%, Dodge 40%

**Powers:** Paralyzing Touch (POT equals CON)

5% chance of a chaotic feature.

**Climate / Terrain:** Ruins, deep forests, wastelands, battlefields

**Organization:** Solitary

## Chimaera

*"Chaos Beast"*

Like gimmerlings, chimaera belong in fairy tales – they're all but unknown today. "Normal" animals mutated by Chaos, with chaotic features and mutations, chimaera have recently been reported in the Kadram Mountains, but their numbers are small and the situation is under control. Like gimmerlings, they tend to appear in winter or in very cold conditions such as the snowcapped Kadram Peaks.

Chimaera don't naturally reproduce, but rumor says they sometimes "infect" creatures with chaos simply by touch. The truth of this is unknown.

The following statistics are for a Mountain Goat Chimaera; typically for chimaera, it's no real match for a trained warrior, but is a significant threat to the very young, old or infirm. Other chimaera may be created from normal animal statistics.

Chimaeric offspring do not always develop into viable animals; the nature of Chaos

means that its progeny often swiftly perish, and chimaera can develop to become pathetic and sickly creatures as well as truly dangerous ones.

Characteristics	Rolls	Average
STR	4D6*	14
CON	3D6	10-11
SIZ	1D6+1	4-5
INT	4	4
POW	4D6*	14
DEX	2D6+6	13

\*Abnormally high due to mutations and chaos features.



Chimaera



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Hit Location	Melee (D20)	Missile (D20)	Points
R Leg 1	01	01	6/3
L Leg 1	02	02	6/3
R Leg 2	03	03	6/3
L Leg 2	04	04	6/3
R Leg 3	05	05	6/3
L Leg 3	06	06	6/3
R Leg 4	07	07	6/3
L Leg 4	08	08	6/3
Hind Q	09-12	09-13	6/4
Fore Q	13-16	14-18	6/4
Head	17-20	19-20	6/3

Weapon	SR	Att%	Damage	Par%	Pts
Butt	3	50%	1D6+db	-	-

**Move:** 5

**Hit Points:** 8

**Fatigue:** 25

**Major Wound:** 4

**Damage Bonus:** -

**Armor:** 6-point fused fleece “shell”.

**Skills:** Climb 25%, Jump 40%, Listen 50%, Scent 50%

**Powers:** The Goat Chimaera has the following mutations:

- Increased POW (+2D6)
- Structural Weakness: eight feeble-looking legs make movement clumsy and stumbling

Chimaera possess the Resistance (Cold) super power equal to ½ POW; and are heat-susceptible – heat-related Resistance rolls are Difficult

**Chaotic Features:** The Goat Chimaera has the following chaotic features:

- +2D6 STR: abnormally muscled, some legs deformed from resulting fractures
- Appears harmless until enters combat: this pathetic creature seems unable to pose any threat.
- 6-point armored skin: fleece appears fused together, inhibiting movement.

**Climate / Terrain:** Any

**Organization:** Solitary; multiple instances are possible

**Notes:** Chimaera have 1-3 mutations and 1-3 chaotic features, at the gamemaster’s discretion.

## Demon of War

“Serapai”

Demons of War, also known as Serapai, are summoned into the Battle Scepters of the priests of Regos or as embodied creatures. They’re tall, martial-looking heroic humanoids seemingly made of solid gold. They shine with an inner light, inspiring the faithful to great deeds in battle. They wield golden Battle Scepters dealing bone-shattering blows, and may have the following demon powers: Demon Armor, Demon Shield, Demon Weapon (Battle Scepter, Lance), Geas, Mass Sorcery, Mindlink, Rally Troops, Regenerate, See Battle.

The statistics below are a “typical” embodied Demon of War with 5 demon powers (Demon Armor 5, Demon Weapon (Battle Scepter) 7, Geas (3), Mass Sorcery (3), Regenerate (3)), and 2 skills, costing 62PP to summon and 1 POW to bind. Demons of War summoned for object-binding are more limited in scope.

Characteristics	Rolls	Average
STR	5D6	17-18
CON	5D6	17-18
SIZ	5D6	17-18
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+6	13

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/6
L Leg	05-08	04-06	5/6
Abdomen	09-11	07-10	5/6
Chest	12	11-15	5/8
R Arm	13-15	16-17	5/5
L Arm	16-18	18-19	5/5
Head	19-20	20	5/6

Weapon	SR	Att%	Damage	Par%	Pts
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Battle

Scepter 6 95% 1D8+2+db+1D10+1D4 95% 20\*

\*Add 1D10+1D4 Demon Weapon damage to HP when parrying.



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Ghuls

**Move:** 10

**Hit Points:** 18

**Fatigue:** 35

**Major Wound:** 9

**Damage Bonus:** +1D6

**Armor:** 5-point golden "skin"

**Skills:** Command 70%, Strategy 70%

**Demon Abilities:** Demon Armor 5, Demon Weapon (Battle Scepter) 7, Geas (3), Mass Sorcery (3), Regenerate (3); OR one or more of: Demon Armor, Demon Shield, Demon Weapon (Battle Scepter, Lance), Geas, Mass Sorcery, Mindlink, Rally Troops, Regenerate, See Battle

**Climate / Terrain:** Summoned

**Organization:** Solitary

**Notes:** Costs 62PP to summon and 1 POW to bind.

## Flay

*"Void Elemental"*

*"The Flay are like black, flapping patches of nothingness, and neither fly nor move in any comprehensible fashion. They move in some other dimension, and we see only their distorted reflection."*

Jared Halfmask, Paladin of Regos,  
whose face was half eaten away by a  
Flay attack in the Aiforian Marshes  
Expeditions of 2975-80.

Flay, or Void Elementals, are the spawn of Lord Vile, the Eternal Hunger, and the most feared of all elementals. They attack by hurling themselves at their targets, dissolving whatever they touch into nothingness. Flay damage represents destruction of parts of the victim's body, and this damage doesn't recover naturally or by Heal spells, requiring instead specialist healing powers such as those of Konfu.

Void Elementals are summoned by sorcerers dabbling in forbidden magics, shamans and priests of Chaos, and Devil Priests of the Great Hegemonist. They're also found in the company of other creatures from Beyond the Veil, such as Helemor and voidriders. The statistics below are for a medium-



# The Chronicles of Future Earth

sized flay, costing 3PP to summon. Flay exist as small as 1D6 SIZ. There is no maximum size.

Characteristics	Rolls	Average
STR	3D6	10-11
SIZ	3D6	10-11
POW	3D6	10-11
Hit Location	Melee (D20)	Points
Body	01-20	-/11

Weapon	SR	Att%	Damage	Par%	Pts
Smother*	1	100%	db**	-	-

\* Represents the flay hurling itself at its target. May be Dodged or Parried.

\*\*Base damage is the flay's Damage Bonus. It's also a Disintegrate attack equal in level to the flay's SIZ (in this instance doing 2D10 damage): it eats through armor and inorganic matter, but requires a PP vs PP roll to damage living matter.

**Move:** 10

**Hit Points:** 10-11

**Fatigue:** 21

**Major Wound:** 6

**Dmg Bonus:** -

**Armor:** None

**Abilities:** Smother (Disintegrate attack at level equal to SIZ)

**Climate / Terrain:** Summoned; often accompany extradimensional creatures such as Helemor or voidriders.

**Organization:** Solitary

**Notes:** Costs 3PP to summon and 1 POW to bind.

## Ghoul

"Ghul"

Dog-like, bestial, devolved humans, ghouls run in packs in the Hagya Wilderness, the ruined cities of the Rabaq Hor and Rabaq Nun deserts, and most recently Ellib. They can be found anywhere there are human corpses to eat.

Despite popular legend, ghouls aren't undead. Their life-cycle is unknown, but ru-



Void Elemental

mor says the bite of a ghoule can transform its victim into one. They run in a loping manner similar to primates, using their forearms for balance, reaching up into bipedal stance for short periods. They're not considered to be Jeniri.

Use the *Basic Roleplaying* Ghoul statistics: ghouls aren't magical or incomplete creatures and don't gain PP by consuming corpses, but can howl and paralyze with their venom.

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## Gimmerling

“Chaos Crawler”

Most people know of gimmerlings through fairy stories, the imps and devils which plague naughty children and steal babies, leaving changelings in their place. In Amadorad and the Kadram Mountains, people know gimmerlings are harbingers of Chaos. They're small chimaera, able to reproduce by “infecting” a corpse with a mass of little gimmerlings which spread the infestation further. Not individually dangerous, but lethal to babies and the old or infirm, a gimmerling infestation is very hard to clear.

Small, tentacled mutations of animals such as birds and mice, gimmerlings are normally no bigger than a rat. They flap about but cannot fly. Infestations occur mostly in winter.

Gimmerlings modify the *Basic Roleplaying* Rat Pack rules:

- Gimmerlings attack in a “swarm”, treated as a single creature for combat;
- A swarm usually consists of 2-5 “packs” of a dozen or so individual gimmerlings (about 20-60 gimmerlings in total); large swarms might contain more. Each pack has 10HP;
- Each pack attacks with a percentage chance equal to the total number of packs x10%, decreasing as packs are destroyed. Each pack attack does 1D6+1 Slashing damage;
- Gimmerling pack attacks may be Dodged but not Parried;
- Attacks against gimmerling packs are Difficult due to size, and do 1D6+1+db Crushing damage regardless of weapon. Damaging a pack causes it to scatter, and it can't attack the next combat round, when attacks against it are Easy. Gimmerlings won't flee, unlike Rat Packs, but attack until destroyed;



Garamand

- A gimmerling pack has one chaotic feature; roll on the Chaotic Features Table, ignoring results below 19;
- A creature killed by gimmerlings will spawn a gimmerling pack in 1-12 hours, unless burned to ashes.

## Guardian of Tlan

“Gargamand”

Guardians of Tlan are magical constructs also known as Gargamands. Comprising a six-armed humanoid torso joined to a huge, serpentine body made from gleaming brass or bronze, Guardians of Tlan are found



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**Chaos Crawlers**

guarding sacred places of the ancient Tlanik Empire. They're imbued with powerful sorceries and awesome fighting skills.

As artificial constructs Guardians of Tlan don't have hit points. Use the optional Hit Location rules to track damage: each location is an Inanimate Object with 12 armor points as per "Damage to Inanimate Objects" (*Basic Roleplaying* p 276).

Characteristics	Rolls	Average	
STR	3D6+12	22-23	
CON	-	-	
SIZ	3D6+12	22-23	
INT	11	11	
POW	5D6	17-18	
DEX	4D6	13-14	
Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-03	01-08	12/-
Torso	04-06	09-13	12/-
R Arm 1	07-08	14	12/-
L Arm 1	09-10	15	12/-
R Arm 2	11-12	16	12/-
L Arm 2	13-14	17	12/-
R Arm 3	15-16	18	12/-
L Arm 3	17-18	19	12/-
Head	19-20	20	12/-

Weapon	SR	Att%	Damage	Par%	Pts
Iron					
Halberd	4	75%	3D6+db	50%	25
Force Blade	5	75%	2D10+db	50%	30
Flame					
Lance	3/6/9	75%	3D6+1	-	18
Iron Round					
Shield	-	-	-	75%	20

*Guardians of Tlan may attack or parry with all six arms in any CR; one attack each with halberd, force blade, and flamelance, one parry with round shield.*

**Move:** 10

**Hit Points:** -

**Fatigue:** -

**Major Wound:** -

**Damage Bonus:** +2D6

**Armor:** Entire body is 12-point armored shell

**Skills:** Dodge 50%

**Powers:** Resistant to sonic attacks; may be enchanted with Sorcery spells such as "Pox" or "Terror"

**Climate / Terrain:** Ancient ruins (Tlanik)

**Organization:** Solitary



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## Skeleton

“Dhaka”

Skeletons are the lowest form of undead, little more than sorcerously animated skeletons. Created by Staros, Babisiya, and the Great Hegemonist, skeletal warriors are often found as tomb guardians. The Troglodytes employ skeletal guardians in the dreadful fanes of Durgħa the Dark Mother in their underground queendoms. Use the *Basic Roleplaying* Skeleton statistics.

## Spawn

“Chaos Mutators, Spawn of Gumazhdu”

Spawn are chaos beasts, kin to gimmerlings, thralls, and chimaera. But where the latter are often sickly, pathetic, pitiable creatures, the Spawn are truly dangerous. Unknown in the Autocracy for millennia except to those with knowledge of Chaos or the Chaos Wars, most people will wrongly assume they’re some kind of demon or chimaera – at least to begin with.

Spawn are the origin of all thralls and chimaera. Their “Gift of Gumazhdu” infects any creature physically touched (*i.e.* penetrating armor) with Chaos. No damage need be done: the Gift works by physical contact alone. The Gift must overcome its target in a POW v.s. POW roll, with results depending on the degree of success:

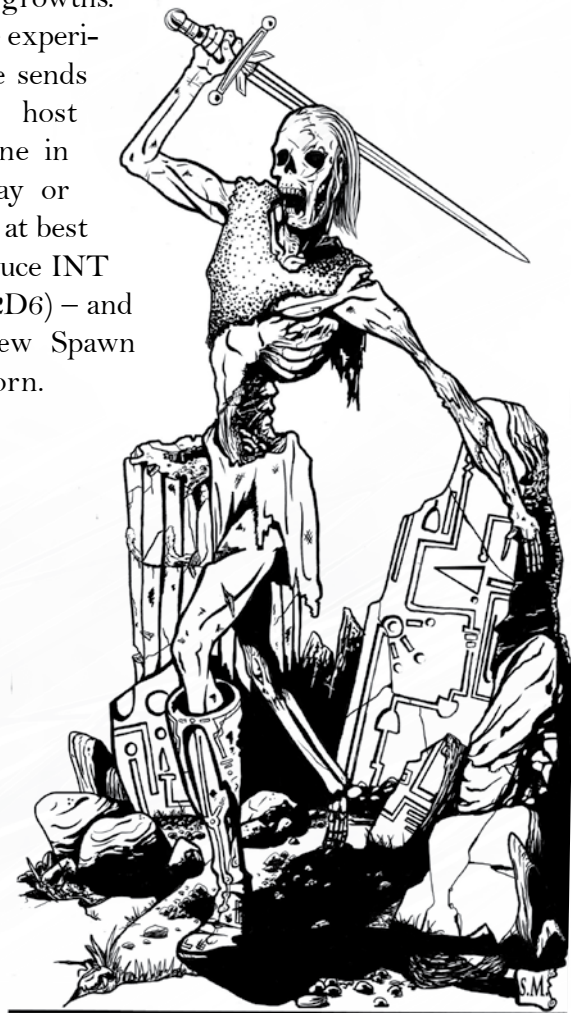
- Critical: Target acquires the Gift of Gumazhdu special ability, shortly becoming one of the Spawn (see below).
- Special: Target acquires a random chaotic feature or mutation (gamemaster’s discretion). Repeated exposure effectively transforms the target into a chimaera or thrall.
- Success: Target receives a horrible, festering, Chaos wound, healable only by the

“Heal Chaos Wound” spell of the Temple of Ankadar. Reduce APP by 1D3 points.

- Failure: No effect. If the Spawn’s attack was otherwise successful, it has normal effect.
- Fumble: Target throws off the Gift with such force that henceforth he’s immune to attacks from that particular Spawn. If the Spawn’s attack was otherwise successful, it has normal effect.

Those possessing the Gift of Gumazhdu are also subjected to continuous physical instability, undergoing ceaseless, painful mutation. Their body constantly changes, shrinking, growing, sending out new limbs and shedding old ones, erupting in welts and growths.

The experience sends the host insane in a day or two at best (reduce INT by 2D6) – and a new Spawn is born.



Dhaka



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Spawn retain the skills and abilities of their previous existence, but no non-Chaotic divine powers; any non-Chaotic demons become antagonistic. Their insanity requires an Idea roll for them to cast spells and use Mental skills. Spawn tend to spread from a single, intelligent “leader”, who creates chimaera, thralls, other Spawn as required. They are treasured among the Chaos Beasts.

To create a Spawn, begin with a normal creature, chimaera or thrall: add at least 1D4 chaotic features and 1D4 mutations, and the Gift of Gumazhdu. Spawn have the Resistance (Cold) super power equal to  $\frac{1}{2}$  POW, and are heat-susceptible – heat-related Resistance rolls

are Difficult. The Worm Which Walks in the episode “Into the Undercity” in **Chapter Eight: The Worm Within** is an example of a Spawn of Gumazhdu.

## Thrall

“Hiemact”

Thralls are humans, Jeniri, or Esteri who have been mutated by Chaos. Unknown in the Autocracy except to those with knowledge of Chaos (such as the Che Kwa) or the Chaos Wars, people will wrongly assume they’re some type of demon or Helemor. The days of such blissful ignorance are, unfortunately, numbered.

Thralls possess 1D3 chaotic features and 1D3 mutations, and are generally insane (reduce INT by 2D6). On a successful Idea roll they may cast spells or use Mental skills from their previous existences, subject to restrictions imposed by their reduced INT. Like chimaera, they’re tolerant of cold and intolerant of heat: thralls tear off their clothes, and seem compelled to travel towards the cold lands of the north. Thralls don’t reproduce. Example statistics can be found on pages 89-90.



Chaos Mutators



Hiemact



# CHAPTER EIGHT: *THE WORM WITHIN*

Something is rotten in the city of Korudav. This chapter presents an introductory scenario for *The Chronicles of Future Earth*, in which the PCs gradually uncover a sinister force within the walls of the ancient city which threatens its very existence — an incursion of Chaos, unheard-of for a thousand years. The scenario's final episode culminates in a revelation which you can use as a springboard to further adventures in the Venerable Autocracy.

Player characters playing this scenario should have good combat and First Aid skills, maybe a Heal spell, and some knowledge of the city and its history.

## *Summary of Events*

In the cold summer of the year 2992, unknown forces beneath the distant Chaos Wastes activate an ancient planing machine connecting to the trackless undercity of Korudav. In an instant they pour through into the heart of the Autocracy to infect and corrupt its unsuspecting populace.

A servitor of Chaos known as the Tentacled One arrives from the Wastes to organize the infiltration. With a growing army of infected Chaos creatures he tunnels up to the precinct of Akemenek where he corrupts Bilisi

Manu, the precinct's headman, and gains the first of many converts to his Chaos horde.

Chaos corrupts swiftly, and spreads like a plague. Fishermen from Proton Palace Lake unknowingly carry the infection, and outbreaks of gimmerlings — chaos crawlers — occur in the Citadel's fishmarkets. The Spider Folk tinker Jalluo, patron of the Red House where the Tentacled One first tunnels to the surface, is overcome by Chaos and mutates into a hideous monster before heading to the marshes of Korudav's waterfront, murdering hapless wayfarers.

For the Tentacled One, everything is going to plan. Now he needs unwitting puppets to unlock an ancient secret he has discovered beneath Korudav which may change the fate of the Springtide Civilizations forever. Will the player characters be his pawns, or his destroyers?

## *Episode One: Gimmerlings*

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The citadel of Korudav is buzzing with rumors of hauntings and mutilations in its Old Service Quarter. A child has gone missing, and frightened mobs are roaming the streets



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of the quarter looking for scapegoats, thinking there's a murderer abroad. A day or two ago a local idiot girl, Majalin, narrowly escaped a lynching, and things are spiralling out of control.

## Starting Play

This episode is a simple introduction to get players used to adventuring in the Autocracy. If they belong to a legion or a temple, have them sent to the Tenements on a "routine mission" to police the deteriorating situation; otherwise they could just be passing through and hear the rumors, or witness Majalin's near-lynching, or even be attacked by gimmerlings themselves!

Let the players play this episode as they see fit. Victory conditions can include: saving Majalin; defusing the tension in the Tenements; solving the mystery of the missing child; and (most dangerously) finding and destroying the gimmerling infestation.

## What's going on?

No one has realized this yet, but there's been an outbreak of gimmerlings (chaos crawlers - see **Chapter Seven: New Creatures**) in the half-abandoned buildings on the edge of the Tenement Quarter (see adjacent map). They've killed one of the local children, and his corpse has spawned yet more gimmerlings, carrying the infestation further. Such are the ways of Chaos!

Remember that no one without a deep knowledge of chaos or history (appropriate Knowledge rolls) will realize at first they're dealing with chaotic forces at all. It's possible not even the player characters will realize this, and will have to consult specialists to identify what they're fighting against. The presence of "monsters" in the Citadel of Korudav is a shock to everyone!

## Cast of Characters

**Majalin, the Idiot Girl:** *"Don't cross me, or I'll put a spell on you!"* Everyone knows this harmless simpleton, and no one ever takes her seriously. Now, though, people are muttering she's involved with young Havad's disappearance. Since escaping the recent lynch-mob, Majalin's in hiding in the empty tenements.

**"Last Word" Koroman:** *"Yes, you might well think that. But I represent the Law, and you will do as I say!"* The player characters are likely to meet Koroman as soon as they arrive. He's the overbearing, indeed annoying, headman of the West Wall Tenements, and is organizing manhunts and leading the mob to bring someone to "justice". He doesn't much care whether that someone is guilty or not.

**Batrabas Blueskin:** *"This isn't justice... this is a witch-hunt!"* A Virikki scholar-priest who haunts the nearby Tower of Unthar, Batrabas was Koroman's advisor until they fell-out over the Majalin affair. Batrabas is the center of a faction urging cooler heads prevail.

**Arzad Pylemor:** *"These people are corrupted - we'll purify them with fire!"* Phalanx leader of the Legion of the Sword of Fire and ardent Dafur worshipper, Arzad and his squad of legionnaires (mounted on hissing, snarling Lopers) have been sent on a separate mission to sort out the situation in the Tenements in their uniquely bloodthirsty Dafuri way - and doubtless come into conflict with the player characters.

## Suggested Order of Play

This episode can be as simple or as complex as you like. It can be a straight combat against gimmerlings, or a paranoid investigation against the clock, avoiding the Dafuri and Koroman's lynch-mobs while trying to save Majalin and solve the mystery.





# The Chronicles of Future Earth

There's a five-pack gimmerling swarm terrorizing the streets when the PCs arrive, and people are looking for a dangerous animal or some crazed psychopath. The clues below point to something much more sinister.

Depending on your pacing, you can introduce the adventurers to key characters, harry them with gimmerling attacks, and involve them in conflicts (physical or otherwise) with Koroman's faction or Arzad's troops. At some point they should follow the trail to Jehospa's rooms and the gimmerling lair. What they do there is up to them. Alerting the Dafuri and Koroman's faction to the presence of Chaos — and the fate of young Havad — may be the only way to stop the mob and save Majalin.

You can set the size of the gimmerling infestation to be as big or as small as you want. We recommend placing one small (5-pack) and one large (10-pack) swarm in Jehospa's rooms, as well as the single 5-pack swarm

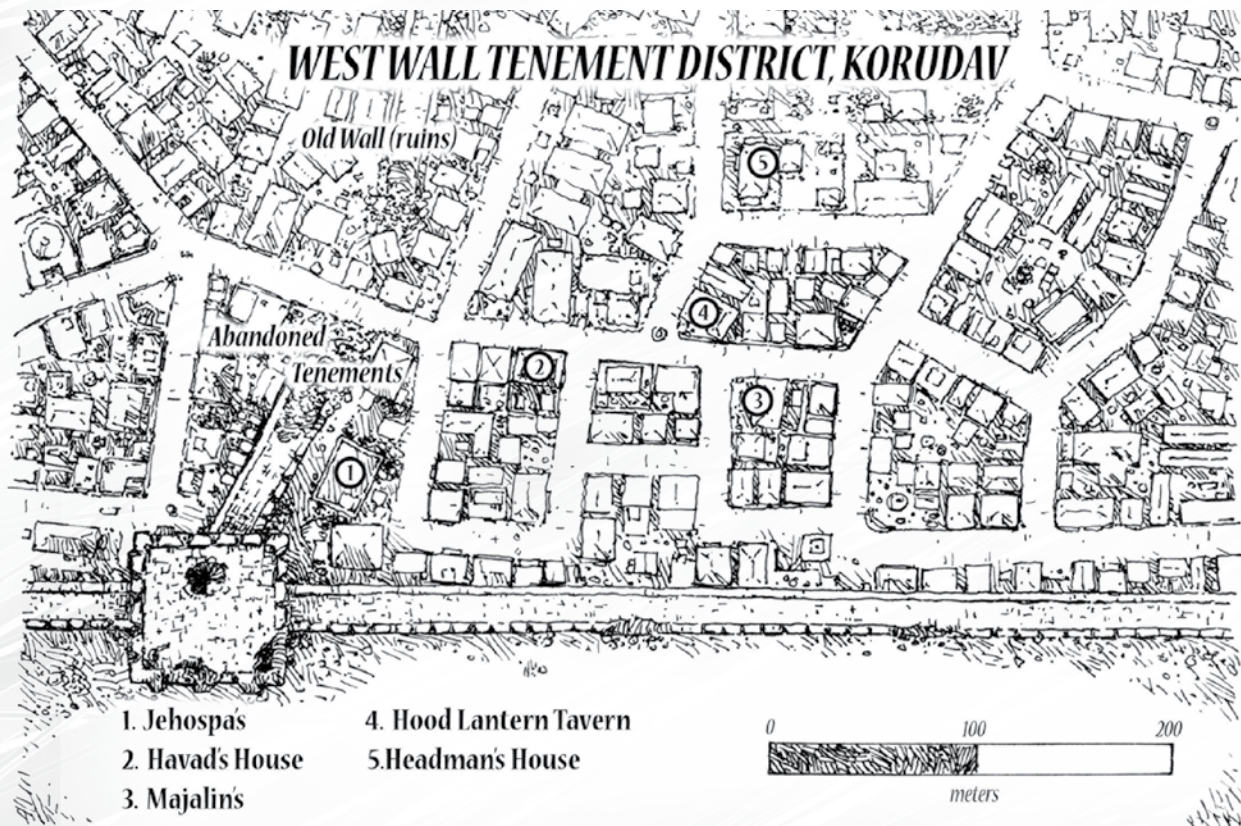
## The Service Tenements

Korudav's Old Service Quarter is a cramped district of impoverished tenement blocks; colorful, xenophobic - and dangerous. Once separate from the Citadel proper, even today large sections of the Old Wall remain. A claustrophobic, grim place where life is hard, and disturbances common and put down with a heavy hand — especially now that Dafur's legions patrol the city.

terrorizing the streets. Gimmerlings will attack fearlessly, day or night.

## Clues and Explanations

- A fishmonger down by the Wharves, and a mad cat lady called Old Jehospa, have recently gone missing from the Tenements. No one knows what's happened to them.





# The Chronicles of Future Earth



AN OUTBREAK OF GIMMERLINGS THREATENS KORUDAV

- Weird things have been happening near the lonely tenements by the Old Troglodyte Quarter. People think Majalin is hiding there.
- Old Jehospa's rooms are in the abandoned tenements. Anyone investigating soon realizes (see below) that her house is the heart of the gimmerling outbreak.

## *The Heart of the Infestation*

Old Jehospa's Rooms are on the second floor of a ramshackle tenement building in the ruined southwest of the quarter. Bloody remains — possibly human — spatter the doorway and the stairwell inside, and weird gibbering sounds (Listen roll) come from upstairs.

### **Room 1:** Old Jehospa's Room

Contains the stinking remains of Jehospa, her cats, and some cheap fish, all crawling with hundreds of voracious, newly-hatched gimmerlings — see the statistics for the “Large Gimmerling Swarm” below. Anyone entering this room will be attacked instantly.

The fishy remains are from ponds and lakes in the city's precincts (Idea roll); Old Jehospa probably got them from the fishmonger on the Wharves (he also disappeared).

### **Room 2:** Old Kitchen

Filled with detritus and more remains, and crawling with several stray gimmerlings. You can treat these as a swarm if you want to toughen up the encounter, or simply decide there aren't enough to pose a threat.



# The Chronicles of Future Earth

## Room 3: Disused Room

The small gimmerling swarm (see Statistics, below), crawls over the pitiful remains of the missing child, Havad (Spot roll). It'll attack anyone entering the room. Showing the remains to Koroman or the mob will end the manhunt for Majalin (Idea roll).

## Rooms 4 and 5: Offal and Trash

A diligent search here may turn up one or two stray gimmerlings.

## Next Steps

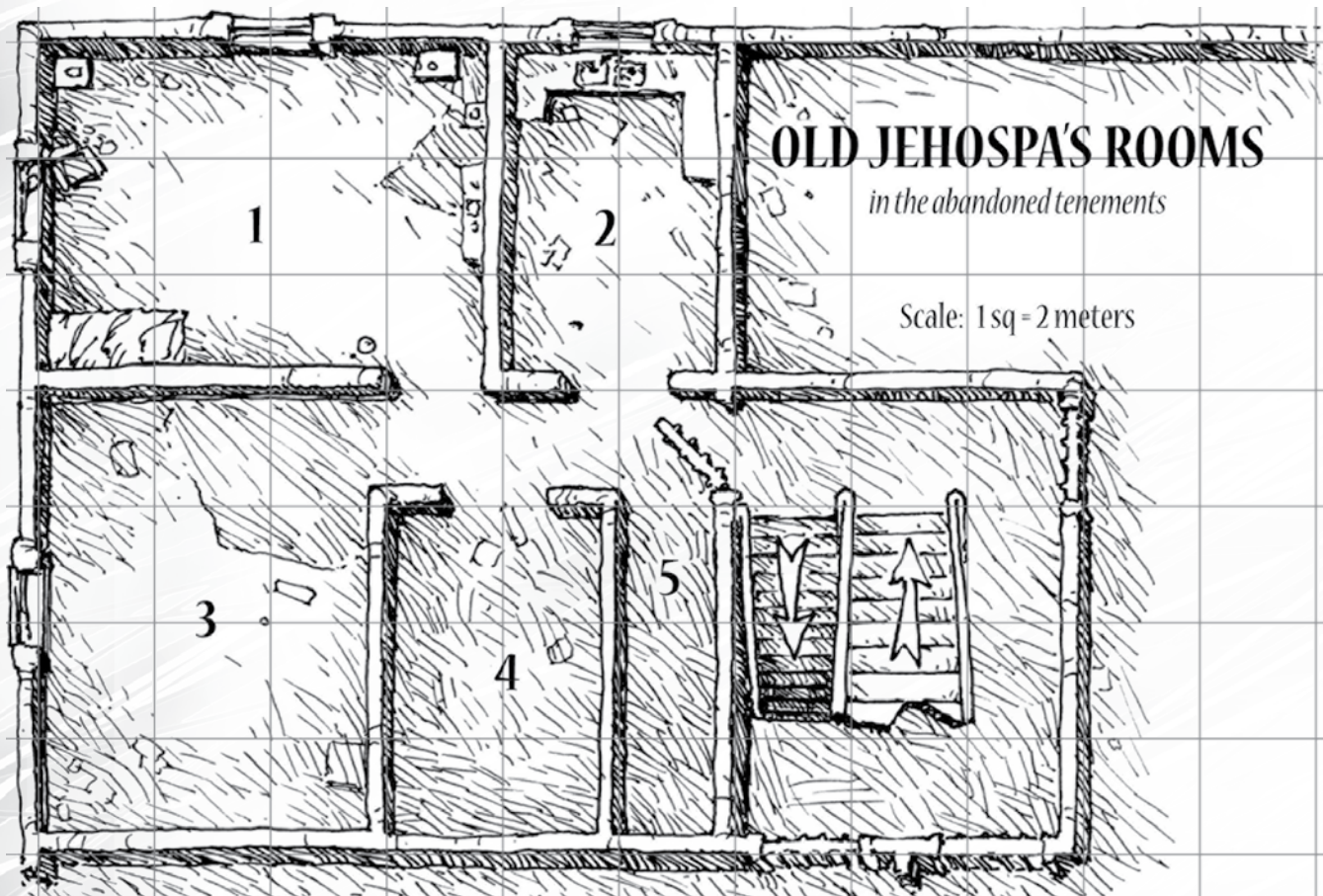
By the end of the episode astute player characters may have realized they're fighting an incursion of Chaos in the city — something which hasn't happened for a thousand years. The gimmerlings are only a symptom of some-

thing much larger — some underlying source. The fishy remains and the fishmonger's disappearance point to an origin in the Low City or precincts, brought in by trader or fisherman. But how can Chaos be here, so far from the northern Wastes? Where has it come from?

## Statistics

### The Dafuri

Phalanx Leader Arzad Pylemor commands three lopermen armed with 1H flamberges and full shields, and two archers armed with composite bows and backup 1H flamberges. All are mounted on bipedal reptilian Lopers (see "Riding Beasts and Beasts of Burden" on page 42).





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## ARZAD PYLEMOR

Phalanx Leader of the Legion of the Sword of Fire

<b>STR</b> 14	<b>Move</b> 10	<b>R Leg</b> 6/5
<b>CON</b> 16	<b>HP</b> 14	<b>L Leg</b> 6/5
<b>SIZ</b> 12	<b>Major Wd</b> 7	<b>Abdomen</b> 6/5
<b>INT</b> 14	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 6/6
<b>POW</b> 14	<b>PP</b> 14	<b>R Arm</b> 6/4
<b>DEX</b> 13	<b>Fatigue</b> 30	<b>L Arm</b> 6/4
<b>APP</b> 14		<b>Head</b> 6/5

*Weapon* SR Att% Damage P% Pts

Flamberge\* 6 84% 2D8+1D10+db 70 18

\*Famous Dafuri "Fireblade", iron Demon Weapon (POW 16) doing 1D10 fire damage plus normal weapon damage.

**Armor:** Alagin half-plate (6-point)

**Skills:** Brawl 65%, Climb 55%, Command 67%, Dodge 40%, Knowledge (Legions) 55%, Listen 70%, Ride (Loper) 70%, Speak Low Sakaraic 70%, Spot 47%, Status (Legion of the Sword of Fire) 42%

**Possessions:** Rides cambriother (see "Mounted Combat" spot rule); wears ruby red legion amafor emblazoned with stylized copper flame; carries 2 Marks and 52 Dineri.

## TYPICAL DAFURI LEGIONNAIRES

Lopermen and archers of the Legion of the Sword of Fire

<b>STR</b> 14	<b>Move</b> 10	<b>R Leg</b> 4/5
<b>CON</b> 13	<b>HP</b> 12	<b>L Leg</b> 4/5
<b>SIZ</b> 11	<b>Major Wd</b> 6	<b>Abdomen</b> 4/5
<b>INT</b> 10	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 4/6
<b>POW</b> 13	<b>PP</b> 13	<b>R Arm</b> 4/4
<b>DEX</b> 13	<b>Fatigue</b> 27	<b>L Arm</b> 4/4
<b>APP</b> 10		<b>Head</b> 4/5

*Weapon* SR Att% Damage P% Pts

1H Flamberge\* 7 65% 1D8-1+db 45% 8

Composite Bow 3/9 60% 1D8+1+½db - -

Full shield\* - - - 60% 15

\*Alagin weapon or shield

**Armor:** Alagin ring armor (4-point)

**Skills:** Brawl 55%, Climb 50%, Dodge 40%, Knowledge (Legions) 20%, Listen 50%, Ride (Loper) 50%, Speak Low Sakaraic 50%, Spot 35%, Status (Legion of the Sword of Fire) 15%

**Possessions:** Ride cambriothers (see "Mounted Combat" spot rule); wear ruby red legion amafor emblazoned with stylized copper flame. Each carries 2D20 Dineri.

## GIMMERLINGS

Small Gimmerling Swarms 1 and 2 (5 packs)

Roll (d20)	Pack # Hit	HP per Pack
01-04	Pack 1	10
05-08	Pack 2	10
09-12	Pack 3	10
13-16	Pack 4	10
17-20	Pack 5	10

**MOV:** 10

Swarm SR1 50%\* 1D6+1 damage

\*Attack chance equals number of living Packs x10%.

**Chaotic Feature:** Reflects 1- or 2-point sorcery back at caster.

Attacks on gimmerlings are Difficult, and scatter that Pack for 1CR, during which it cannot attack and is Easy to hit.

Large Gimmerling Swarm 3 (10 packs)

Roll (d20)	Pack # Hit	HP per Pack
01-02	Pack 1	10
03-04	Pack 2	10
05-06	Pack 3	10
07-08	Pack 4	10
09-10	Pack 5	10
11-12	Pack 6	10
13-14	Pack 7	10
15-16	Pack 8	10
17-18	Pack 9	10
19-20	Pack 10	10

**MOV:** 10

Swarm SR1 100%\* 1D6+1 damage

\*Attack chance equals number of living Packs x10%.

**Chaotic Feature:** Swarm can spit 2D10 POT acid 1D6 times / day, 6m range.

Attacks on gimmerlings are Difficult, and scatter that Pack for 1CR, during which it cannot attack and is Easy to hit.



# The Chronicles of Future Earth

## Episode Two: The Monster in the Marsh

There's been a sudden series of grisly murders down by the waterfront in Korudav's Low City, and people are terrified of a nocturnal attacker with weird powers they're calling "the Ripper".

### Starting Play

This episode follows directly on from Episode One. The adventurers, hot on the trail of a developing outbreak of Chaos, have heard the strange rumors from the Low City and have come to investigate. Travelling across Korudav (a good day's travel by road or canal), they visit waterfront taverns like the Emerald Empress and Harlot's Kiss, uncovering stories of horrific attacks in the Marsh Quarter, and talking to the two surviving eyewitnesses. Finally they confront the creature that was once Jalluo the Spider Folk tinker in a formidable battle with a true (and deadly) chaos monster!

### What's going on?

The "Ripper" is a thrall (see **Chapter Seven: New Creatures**). It was once a Spider Folk tinker named Jalluo from the Akemenek Precinct (see Episode Three).



As in Episode One, remember that no one in Korudav will know anything about chaos unless they're a rare specialist, and it simply won't occur to people that the Ripper might be a thrall. Chaos hasn't appeared in the Autocracy for over a thousand years, and hardly anyone even knows what a thrall is. On the one hand, people won't be scared enough of what they're facing; on the other hand, perhaps it's just as well.



# The Chronicles of Future Earth



THE MONSTER IN THE MARSH

## Cast of Characters

**Banjan the Ropemaker:** *“Look... whoever you are, you’ve got to believe me... It’s going to come back for me and finish the job, I know it is!”* Banjan was attacked on his way home in the Marsh Quarter, and managed to get inside his house and barricade himself in. He says the Ripper was “as big as a bantoor and smelled twice as bad!” He has a neck wound which is going bad, and is terrified the Ripper’s going to come back and kill him.

**Tameela the Streetwalker:** *“Hey! I’ve had some bad clients, but this one — I swear he wasn’t even human. Look what he did to my hand! Are you gonna sort this out so I can get back to work?”* Attacked near the Keelhaul Katarab Tavern after mistaking the Ripper for a client (it was very dark.), Tameela ran when it tried to grab her wrist — she still has a strange, stinking wound where it seized her. She says the Ripper had blazing red eyes, ran in great leaps and

bounds, and stank terribly. Tameela *does* have a reputation for over-dramatizing.

**Kushafi the Steersman:** *“Greetings, my friends! And what can Kushafi do for you?! Fine silks, perhaps? Or a journey aboard my beautiful boat? You have gold, yes?”* Big, boisterous, black-bearded owner and pilot of the narrow-boat *Pearl of Pelarik* in the Canal Folk Moorings, Kushafi recalls a crazy Hsun (Spider Folk) travelling down from the Akemenek precinct a few weeks ago. It seemed drunk, or mad, swathed in thick robes and stinking terribly, but it paid handsomely in coin, and Kushafi let it be. On arrival it headed into the Marsh Quarter.

**Kayapan the Nightwatch:** *“Halt! Who goes there? Silence when you speak to an officer of the Nightwatch!”* Bumbling leader of the local street patrol, Kayapan and his half-comic troop seem more concerned with avoiding the Ripper than catching it. They’re obviously not up to the job, but will escort the adventurers to the scenes of attack if requested.

## Suggested Order of Play

Play this episode as a “Search and Destroy” mission. After investigating the attacks, the PCs track down and destroy the monster. They may also discover the Ripper’s identity and origin in the Akemenek precinct, which will lead them to Episode Three. The PCs’ options include:

- **Searching the Marsh:** the Marshes are notoriously dangerous due to quicksand, carrion eaters, snakes, and bloodsuckers. Track rolls and persistence will lead to the Ripper’s lair, strewn with bones and grisly remains.
- **Baiting a Trap:** all the attacks have been in the north of the Marsh Quarter; a character feigning wounds, alone at night, might



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# The Chronicles of Future Earth

flush the Ripper out — assuming Kayapan's Nightwatch don't mess things up.

- **Ambush:** time-consuming, probably missing several attacks before striking lucky (unless the PCs stake out Banjan's house), a well-planned ambush will eventually catch the Ripper.

## Clues and Explanations

- The Ripper attacks at night on the northern edge of the Marsh Quarter, near the Keelhaul Katarab tavern;
- Victims were mauled by horrific claws; the Trenchen fisherfolk family, the most recent victims, were literally torn apart, and some "bits" are missing.
- Depending on who you talk to, the Ripper attacks by "dropping from the sky" or "running incredibly fast, in great leaps";
- The Ripper has a hideous stench, like dead bodies;
- Banjan and Tameela, the only people to have survived attacks by the Ripper, both recall hearing voices of people they knew, just before the attack.

## The Marsh Quarter

Play up the Marsh Quarter for its spooky atmosphere, particularly at night. There is no street lighting, dank air and tendrils of luminescent fog seep from the marshes. It stinks of fish and rotting vegetation; the claustrophobic streets narrow threateningly, poor quality buildings soaked with moss and slime.

## Next Steps

Investigative player characters may work out the Ripper is linked to the Spider Folk tinker who Kushafi transported down from the Akemenek precinct recently. One way or another clues point to Akemenek, a remote set-

tlement in the rubble of Korudav's precincts, as the likely source of the Chaos infestation.

Adventurers who figured out the fishy remains clue in Episode One may (Idea roll) connect Akemenek with nearby Proton Palace Lake, which supplies fishmarkets in the Citadel and Low City. Adventurers with knowledge of history or Chaos (appropriate Knowledge rolls) may connect the Ripper with descriptions of thralls from the Crusades a thousand years ago.

## Statistics

### The Monster of the Marsh ("The Ripper")

A shuffling, hulking parody of the Spider Folk form, the Ripper has a terrible, rotting disease, bloated, purulent chitin exuding a sickening stench. It regenerates, so the disease never actually kills it — instead, the stench just gets worse.

The Ripper's many legs are distended, and it makes prodigious leaps. It also mimics people's voices, enticing potential targets with cunning despite its low INT. It attacks at night, usually from some high point like a nearby building.

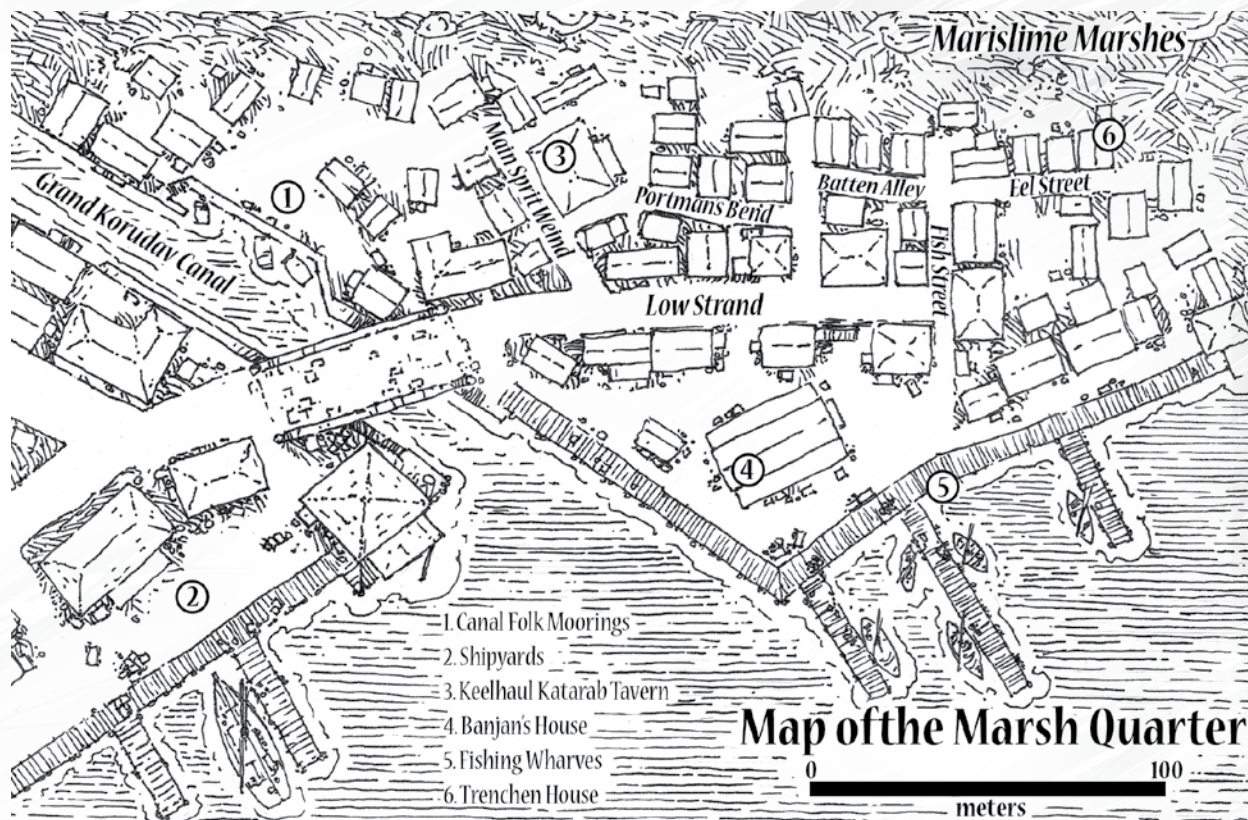
### THE MONSTER OF THE MARSH, aka "THE RIPPER"

Thrall, formerly Jalluo, Hsun Spider Folk tinker from the precinct of Akemenek

STR 33	Move 8	R Leg 1	4/8
CON 25	HP 28	L Leg 1	4/8
SIZ 30	Major Wd 14	R Leg 2	4/8
INT 5	Dmg Bonus +3D6	L Leg 2	4/8
POW 16	PP 28*	R Leg 3	4/8
DEX 13	Fatigue 58	L Leg 3	4/8
APP 1		R Leg 4	4/8
		Abdomen	4/12
		Thorax	4/12
		R Arm 1	4/8



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	<b>L Arm 1</b>	4/8
	<b>R Arm 2</b>	4/8
	<b>L Arm 2</b>	4/8
	<b>L Leg 4</b>	4/8

\*Includes POW 12 mana shard

Weapon	SR	Att%	Damage	P%	Pts
Claws	8	37%	1D6+db	-	-

The Ripper attacks with four Claw attacks per CR.

**Armor:** 4-point chitin

**Skills:** (Mental skills require Idea roll to use) Art (Sculpture) 23%, Craft (Alagin) 78%, Disguise 60%, Dodge 48%, Fine Manipulation 35%, Grapple 37%, Hide 00%, Listen 50%, Science (Biology) 18%, Science (Hsuntach) 29%, Speak (Hsunsign) 25%, Spot 00%, Stealth 00%, Swim 50%, Understand (Low Sakaraic) 25%

\*Includes 20% bonus from Speech Mimicry mutation. Opposed by Insight.

**Powers:** Psionics (requires Idea roll to use):

- Levitation 32%
- Cryokinesis 41%
- Manipulate (Alagin) 44%

**Mutations:**

- Regeneration (1HP/CR)
- Congenital Disease (Skin Rot)

- Speech Mimicry

**Chaotic Features:**

- Can leap 10m from standstill, vertically or horizontally
- Overpowering stench causes nausea in any who breathe nearby. If Target fails a Stamina roll, all tasks are Difficult against the Monster for 1D6+2 CR;
- +7 STR

**Other Powers:**

- Resistance (Cold) 9
- Heat-susceptible (all heat-related Resistance rolls are Difficult)
- Hold breath for 25 minutes
- Super Sense (Sonar) 5

**Notes:** Big Target in combat; Inferior Position against human-sized opponents

**Possessions:** Carries pouch of 48D and several raw alagin nodules; around its front left arm wears an alagin bracelet containing an attuned POW 12 Mana Shard.



# The Chronicles of Future Earth

## Episode Three: Into the Undercity

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All is not well in the precinct of Akemenek. People have seen strange lights at night on Thermifex Hill and have heard weird rumblings and cries underground. People have disappeared, and anyone trying to see Headman Bilisi Manu has been prevented by Typhor, the sinister new head of the guard. Typhor's men patrol the streets by night, and people whisper that they can no longer leave.

### Starting Play

PCs who've played through the previous two episodes may arrive in Akemenek in search of traces of the Chaos infestation they now know exists. Characters who haven't played through previous episodes will have different reasons for visiting; for example, temples or legions may send troubleshooters to Akemenek to find out why the precinct authorities (the headman and head of the guard) have fallen suddenly silent and have stopped sending their reports to the Citadel. For these player characters, the presence of Chaos in the precinct will be a complete surprise.

### What's going on?

Akemenek is the heart of the Chaos outbreak in Korudav, and harbors a terrible — and amazing — secret. Deep in the undercity lies a ruined base of the Ancients from before the Armageddon of the Gods, with a functioning planing machine. Forces from the Chaos Wastes, led by a servitor known as “the Tentacled One,” have come through this machine into the undercity and are spreading through Korudav. Akemenek's headman is now a Spawn of Gumazhdu (see **Chapter Seven: New Creatures**) calling itself “the Worm Which Walks”.

The PCs stumble upon this secret at its very beginning — and the future of Korudav is suddenly in their hands!

### Cast of Characters

**Bilisi Manu:** “*Ai! Ai! The black beast in the night! The face — the face! What are you doing in these tunnels, you fool? Run!*” Headman of Akemenek, Bilisi Manu is closely guarded by his new Captain of the Guard, Typhor, and it's impossible to see him (unusual in the Autocracy). He's no longer even in his tower; he recently received the Gift of Gumazhdu from the Tentacled One and became the Spawn known as “the Worm Which Walks”. He now dwells in the Chaos Warrens below Thermifex Hill.

**Typhor and the Guard:** “*The headman can see no one. Now go - unless you'd like to help us with our inquiries?*” His predecessor vanished under mysterious circumstances just before the fall, sneering Typhor appeared. He and his guardsmen have appropriated the headman's tower and are terrorizing the precinct. They take what they want from the locals, and have imposed a curfew and are behind numerous disappearances. Typhor and his guardsmen are secret cultists of the Reaver Gods, sworn to aid the Tentacled One and the Worm Which Walks.

**Jalluo the Tinker:** the eccentric Spider Folk tinker used to live in the Red House on Thermifex Hill, repairing pots, pans, weapons, and other alagin items for the locals. It was mutated by Chaos when the Tentacled One burrowed directly up into the Red House, and fled to the Low City, where it became the Ripper in Episode Two. Neither Jalluo nor its interpreter Mirell have been seen in weeks.

**Belothi:** “*Ha! Fellow adventurers, I'll bet my beard! What brings you to Akemenek in these troubled times, friends?*” Real name Buri-De-lu, Belothi is one of the shapechanging Black



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Lion People from Aiforia. A huge, boisterous old ex-adventurer and owner of the Black Lion tavern (popularly called “Belothi’s”), Belothi has been watching the deteriorating situation with alarm.

**The Tentacled One:** “Join ussss — and know the unutterable power of Chaossss... Join ussss — or diiiiie!” Servitor of Chaos and Spawn of Gumazhdu from the Chaos Wastes, the Tentacled One is the mastermind behind the Chaos incursion in Korudav. He’s never seen above ground.

**Laramus:** “What is this place? How have we all fallen so low? Ah — my heart, it weeps!” Laramus is the great secret beneath Thermifex Hill — a proto-Helemor, survivor from the Armageddon of the Gods. Initially in stasis in the Planers’ Base, Laramus will, if released, be instrumental in determining the course of the Autocracy’s future history.

## Suggested Order of Play

Adventurers should rapidly realize the troubles center on the ruins on Thermifex Hill, where new tunnels into the undercity lead to the Chaos Warrens. Are they courageous enough to venture into the unknown darkness?

## Clues and Explanations

- Stress the atmosphere of fear and suspicion plaguing the precinct. People are terrified of Typhor and the guards, and very reluctant to talk to strangers;
- Wandering adventurers, especially north of Proton Palace Lake and Thermifex Hill, may be attacked by gimmerlings or chimaera;
- Typhor heads to the ruins on Thermifex Hill every midnight for a rendezvous with the Worm Which Walks.

## Points of Interest

**The Red House:** partly-ruined wayfarers’ inn atop Thermifex Hill, until recently inhabited by the Spider Folk tinker Jalluo, who offered accommodation to poor travelers. It has a functioning thermifex.

**Thermifex Hill:** ruin-topped local landmark named after the Thermifex at the heart of the Red House. Part of the ruins has been disturbed; searching (Spot roll) reveals a recent tunnel to Level One: Zemenegu, the Fortress of the Third Cycliad.

**Proton Palace Lake:** no one knows what or where Proton Palace is, but this lake is well known for its good and tasty fish, sold in the Citadel and Low City fishmarkets.

**The Canal Folk:** clannish but uninvolved, the canal folk moor occasionally in the basin along Esa-Warau’s Last Canal by the market. Friends with Belothi, they know something is very wrong in the precinct.

## The Undercity

Below Thermifex Hill lie the ruins of an ancient fortress called Zemenegu, from the Chaos Wars of the Third Cycliad eight millennia ago. Connected tenuously to other parts of the undercity, they are not completely unknown but, until recently, no one ever guessed there was anything beneath them.

Two levels lie beneath Zemenegu. The lowest — and oldest — is an incredible edifice from the Armageddon of the Gods, a base of the ancient “Planers”, servitors of the Great Hegemonist, known as Shei Menegos. Above lies a warren of tunnels, newly burrowed by the Chaos Beasts from the Wastes.

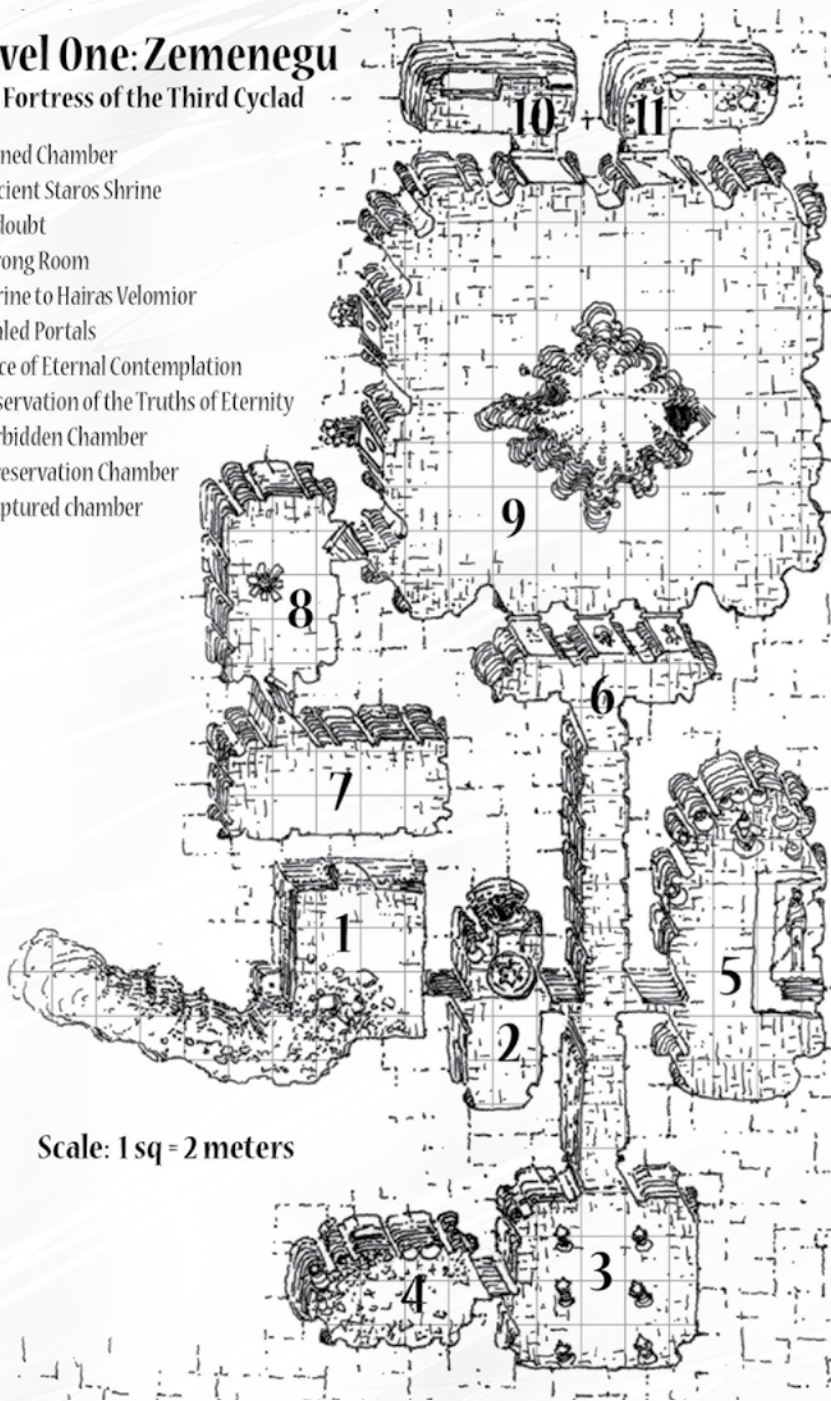




# The Chronicles of Future Earth

## Level One: Zemenegu The Fortress of the Third Cyclad

1. Ruined Chamber
2. Ancient Staros Shrine
3. Redoubt
4. Strong Room
5. Shrine to Hairas Velomior
6. Sealed Portals
7. Place of Eternal Contemplation
8. Observation of the Truths of Eternity
9. Forbidden Chamber
10. Preservation Chamber
11. Ruptured chamber



Scale: 1 sq = 2 meters

## Level One: Zemenegu, the Fortress of the Third Cyclad

The Chaos Wars were dark days for the Autocracy, and things were done to preserve the Empire which, in brighter times, would have been anathema. The ruins of Zemenegu keep

one such secret: facing annihilation by the hordes of Chaos, the Empire's armies resorted to a tactic so shameful it has been expunged from official histories. Here, bodies of the slain were raised to terrible unlife, sent to fight again as the Legions of Staros, Lord of the Undead. After the Chaos Wars, the deeds of Zemenegu were thought so unspeakable that the complex was sealed and abandoned, covered over in the following cycliad with brighter constructions. But the old fortress remains, hiding its secret.

### 1. Ruined Chamber

The tunnel from the surface leads to this partially collapsed chamber. Wall carvings depict solemn-looking legions (Knowledge (Occult, any Temple) identifies Staros' paraphernalia — standards, triangular symbols, prisms). There's a poorly-concealed secret

door in the east wall (Easy Spot roll); an intricately carved archway exits to the north.

Anyone failing a Stealth roll here brings the carrion eater in 7 to investigate in 2-4 combat rounds.



# The Chronicles of Future Earth

## 2. Staros Shrine

The secret door from 1 opens behind an altar on the west wall of a dark, quiet chamber, 5m by 8m, with wall-carvings as chamber 1. The altar is covered with corroded, unrecognizable implements, flanked by two skeletal figures in rusted armor bearing worm-eaten halberds — undead skeletons which attack any intruders unaccompanied by a priest of Staros.

## 3. Redoubt

The commanders of Zemenegu anticipated being overrun; this is their redoubt.

The southernmost portcullis (SIZ 36) is closed, blocking the corridor. Passing beneath the northern portcullis, currently hidden in the ceiling, trips the trap, causing the portcullis to fall (Dodge roll avoids 2D6 damage) and the walls between to project multiple corroded iron spears (Dodge roll avoids 1D8 damage). The spears and portcullis later retract and reset: the southern portcullis is not part of the trap.

Strange crystalline objects stand on six 1m high plinths in chamber 3; next to them 4 skeletons sitting in meditative poses instantly — and creakily — rise to attack.

The crystalline objects are stariacti, the prism-like holy symbols of Staros, each worth 50D (100D to a temple of Staros).

## 4. Strong Room

This chamber had a heavy, brass-bound door, long since rotted away though the bindings remain. Empty stone shelves line the walls: broken amphorae and pottery shards litter the floor.

## 5. Shrine to Hairas Velomior

A barely perceptible golden glow emanates from this chamber (Spot roll unless viewed in darkness). The architrave is decorated with martial scenes more vital than those in 1 and 2.

The chamber was once occupied by one Hairas Velomior of the House of the Conquering Sun, a famous legionnaire of the Legion of Lord Regos, Indomitable. One of the last living defenders of Zemenegu, he swore to hold this chamber against all comers. After the Chaos Wars the room was hallowed as a shrine.

The shrine contains a splendid bas-relief of Lord Regos on the eastern wall, a suit of perfectly-preserved, alien-looking golden armor on a rack before it. This is +6 Full Plate Demon Armor (POW 16, AP 14, SIZ 14) in the style of ancient Tlan and a famous heirloom (Knowledge (History, Legions)), the Armor of Hairas Velomior, Beloved of Hivernium. It must be rebound to use its +6 Demon Armor power by a devout worshipper of Regos (Alliance (Regos) 20+), otherwise functioning as iron full plate (AP8).

Hairas Velomior's ghost protects the shrine, attacking anyone attempting to take the armor who does not worship Regos.

## The Ghost of Hairas Velomior

INT 14

HP -

POW 17

Move 17

**Attacks:** Ghostly Combat (POW vs POW), 1D3PP damage

**Notes:** Immaterial; only affected by sorcery, demon / divine powers, or ghostly combat.

## 6. Sealed Portals

The corridor widens before great stone portals decorated with fearsome carvings of the dead, undead, and chaos monsters. Glyphs in Third Cyliad Classical Sakaraic munum script warn any from entry (Difficult Literacy (High Sakaraic) roll to decipher); half-eaten, recently-charred remains lie on the floor.

The portals are locked (Fine Manipulation roll, Difficult without appropriate tools, to open) and trapped (Spot roll); anyone opening them is fired on by an ancient flamelance in the eastern wall (Dodge roll avoids 1D10+1 damage). The portals are AP 12, HP 25.



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## 7. Place of Eternal Contemplation

A once-secret door to the north is smashed and jammed open. It has a peephole at head-height.

Since the opening of the tunnels, a carrion eater has blundered in here. It's aggressive, and extremely hungry.

## 8. Observation of the Truths of Eternity

Two no-longer-secret doors (with peepholes) are jammed open in the eastern and southern walls. The room contains the remains of a camp-fire, several weeks old.

## 9. Forbidden Chamber

This rough-hewn vaulted chamber 20m across and 10m high reeks of death and another, unsettling odor. A 7m by 7m mutated, organic, yellow-green pyramidal structure rears out of the floor; from it protrudes a glasslike column glowing with a soft blue light — a manatine (Knowledge (Ruins, Ancient Artifacts)). The "pyramid" is AP12, 20-30 cm thick, and exudes a Chaotic aura. There's a 2-meter hole in one corner to a ledge descending into chamber 12 of the Chaos Warrens. The western portals are jammed shut by fallen rubble beyond.

There's a small swarm of gimmerlings (5 packs) in this chamber, gradually flopping towards chamber 8 and the surface.

## 10. Preservation Chamber

In the days of the Legions of Staros the Forbidden Chamber was used for drilling undead legionnaires. This chamber and 11, below, were for their living commanders — until they too fell to the Chaos Beasts.

The secret door opens with a gasp of inert gas, revealing the following items, in good condition despite their immense age:

- 2 round shields of Ladabran steel, decorated with emblems of Dafur (30AP)
- 6 iron halberds

- 4 alagin scimitars, lacquered green, inlaid with the word "Nimirir" in 3rd Cyliad Classical Sakaraic shirif script (modern Sakaraic: "Nimur")
- A hsuntach Sword of Scything, a blue-and-gold lacquered alagin longsword psi-weapon which drains 1D3 power points in addition to hit points damage (POW 16, must be attuned like a mindstone).
- 4 suits of bronze chainmail (treat as alagin)

## 11. Ruptured Chamber

The chamber seal failed long ago, and lumps of corroded rust litter the floor. One object remains (Spot roll): a deep-green sphere 20cm across, of glassy material covered with geometric tracery. This is a lucical, an Ancient artifact (3m range).

## Level Two: The Chaos Warrens

Burrowed recently by the Chaos Beasts, the walls and floors are an organic, mucous-coated mixture of greens, ochers, and yellows. It's eerie and dark, the air stale, sluggish, like the belly of some slow-breathing sea-monster. Muffled sobs, yelps, and slobberings break the silence; torchlight dances off the weirdly-shaped walls.

## 12. Common Room

Lit by the glowing blue manatine rising through the floor, a ledge leads down from 11, above; four chimaera here attack any intruders.

The Worm Which Walks, previously Bilisi Manu, Akemenek's headman, can generally be found here. Unless the PCs are a walkover, it retreats behind the chimaera through the sphincter door towards 16.

Both exits are weird membranes which part rapidly in a sphincter-like movement if touched.



# The Chronicles of Future Earth

## 13. Chaotic Guardians

Two thralls guard the chamber, and a sickly-looking ribbed organic “flue” descends through the floor in the northeast. The thralls attack anyone not being driven by the Worm Which Walks, or accompanied by one of the Sleepers of Shei Menegos (see 28, below).

## 14. Food Store

A chimaera is busily feeding in this grisly chamber of rotting flesh and bones, crawling with maggots. The air stinks; countless gimmerlings flop around the floor.

## 15. Slime Pit

The tunnel dips to a pit filled with noxious — though harmless — yellow slime. Characters running make an Agility roll or fall, requiring 2 combat rounds to regain their footing. Those not running make no roll, but take twice as long to cross.

## 16. Chimaera Guard

Three areas (16, 17, 18) form a single chamber, enabling the Tentacled One and the Worm Which Walks to work together. The entrance is guarded by 2 canine-looking chimaera.

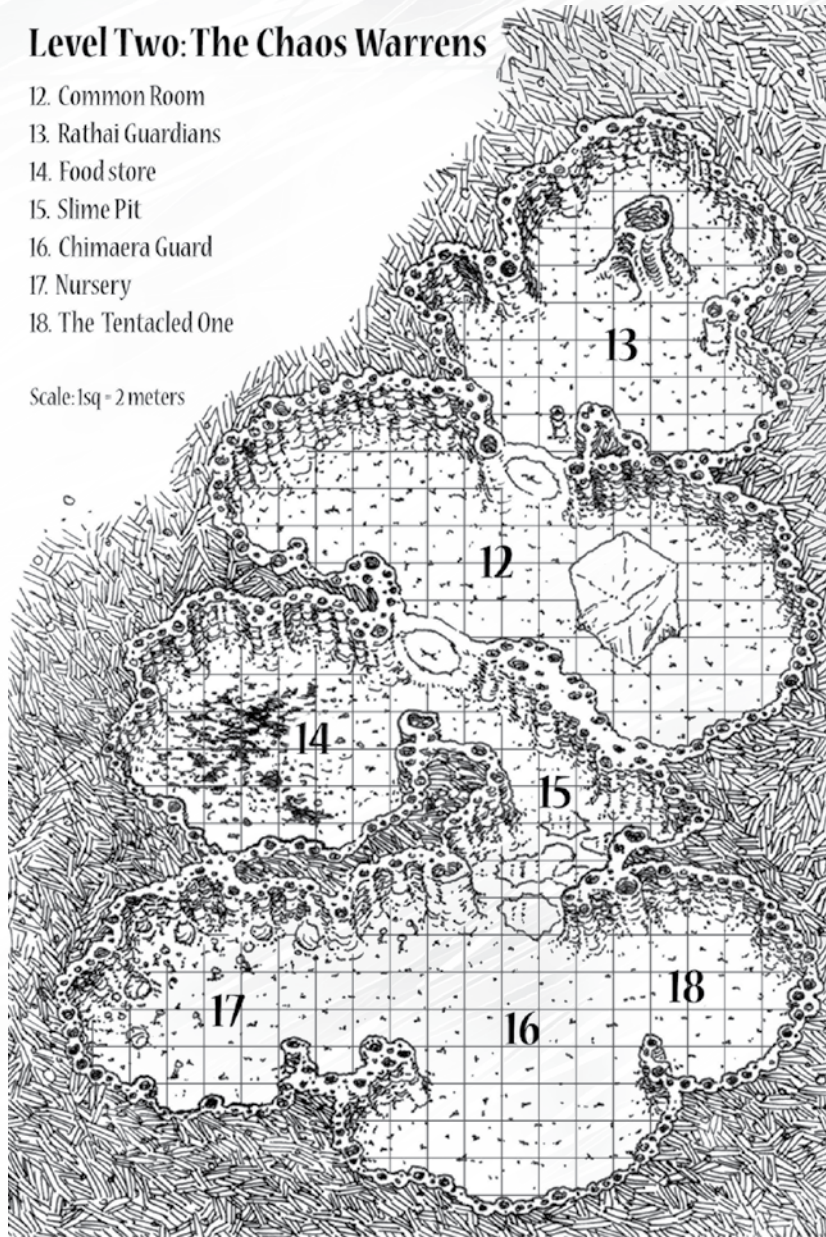
## 17. Nursery

A hellish chamber where thralls bring captured creatures for infection with the Gift of Gumazhdu by the Tentacled One and the Worm Which Walks. It's covered with slime and weird fungal growths, and ani-

## Level Two: The Chaos Warrens

- 12. Common Room
- 13. Rathai Guardians
- 14. Food store
- 15. Slime Pit
- 16. Chimaera Guard
- 17. Nursery
- 18. The Tentacled One

Scale: 1sq = 2 meters



mals writhe and moan softly, gradually succumbing to the Gift. Horribly, there are also three humans bound there.

Characters viewing the horrible sight should make a POWx5 Sanity check or lose 2D4 SAN (check on the appropriate Temporary Insanity Table on 5+). If you're not using the Sanity rules, characters failing the check run away screaming or cower in terror for 1D10+4 combat rounds.



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## 18. The Tentacled One

The Tentacled One and the Worm Which Walks make their stand here, assisted by 2 thralls and 3 chimaera. If they're facing defeat, they attempt escape through 13 down to 25 in the Planers' Base.

### Level Three: The Planers' Base of Shei Menegos

Shei Menegos is the holy of holies of Thermifex Hill, its greatest treasure and its greatest curse. An ancient base of the Planers, earliest followers of the Great Hegemonist. Undisturbed since the dawn of the Ages of Urth, its discovery imperils more than any explorer may conceive.

In Shei Menegos slumber two servants of the Great Hegemonist from the Armageddon of the Gods itself. Their descendants would, in time, become the dreadful race which men call Helemor, but these two — let's call them proto-Helemor — belong to an earlier age, when devotion to the Great



THE GUARDIAN OF THE ANCIENTS

Hegemonist went hand in hand with a mastery of technology, and an abiding desire to dominate the thousand worlds.

This is the danger: these proto-Helemor aren't ravaging monsters, but men, cold and calculating, who if awakened will change the course of the Autocracy's history. The adventurers may dispatch the first, hopelessly insane; but the second, initially bewildered by the much-changed world, will be friendly to his liberators — until he discovers the nature of the Urth today.

**Important Note:** If you intend to run follow-up adventures to *The Worm Within*, have this second proto-Helemor join the PCs as a helpful and potentially powerful ally, or escape into the outside world. It's not a disaster if Laramus perishes, but future scenarios assume he survives to become a major non-player character.

## 19. Guardian of the Ancients

The sinkhole from 13 enters a chamber of unnaturally smooth, powdery rock, with a strange sight: a curved, featureless wall of deepest black, like Korudav's "Leaden Walls", and a gleaming purple portal framed by disturbing, serpentine carvings. In front of the door stands a towering guardian, glistening in black, gold, and steel, like a huge suit of living armor, holding a weapon that looks like a dragonel. The hulking monster activates, its voice booming deafeningly, and the dragonel roars to fiery life!

### *Agents of the Flame Lord*

Nubia Eye-of-Fire is a lieutenant of General Mikal Bashu, the new ruler of Amadorad, and the ranking Dafuri legionnaire in Korudav. She's a constant thorn in the Autarch's side, and demands access to the adventurers, the information they have, and the Akemenek site, all of which Autarch Tellisan strives to deny her. If you want to play up the Dafuri rivalry in Korudav, you can have Nubia constantly try to thwart the PCs' goals and tarnish their glory. She'll play a larger role in coming scenarios.



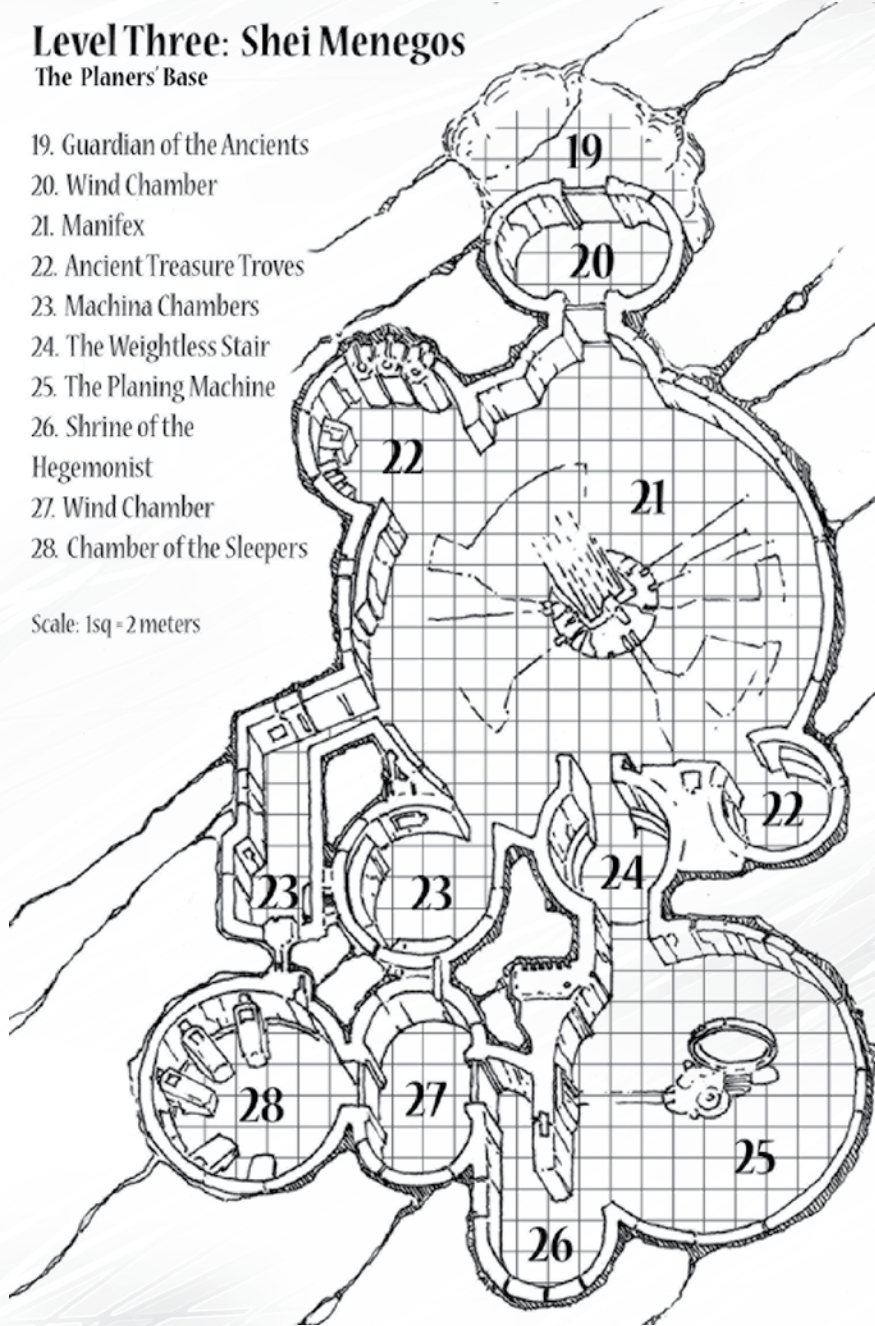
# The Chronicles of Future Earth

## Level Three: Shei Menegos

The Planers' Base

- 19. Guardian of the Ancients
- 20. Wind Chamber
- 21. Manifex
- 22. Ancient Treasure Troves
- 23. Machina Chambers
- 24. The Weightless Stair
- 25. The Planing Machine
- 26. Shrine of the Hegemonist
- 27. Wind Chamber
- 28. Chamber of the Sleepers

Scale: 1sq = 2 meters



The Guardian of Shei Menegos is similar to a Guardian of Tlan (see **Chapter Seven: New Creatures**), but far more advanced. Its weapon is a flamelance, shaped like a dragonel. The Guardian prevents passage to all except proto-Helemor or their Chaos Beast servitors.

The purple portal is closed; to the left is a hand-sized panel with a glowing blue palm-shaped inlay. Pressing a palm against it

causes the portal to vanish: acute senses (Special Spot roll) see the door has moved aside with lightning speed, revealing a darkened interior.

### 20. Wind Chamber

This seemingly purposeless chamber has walls of the same featureless black as the outside. North and south portals bear blue-lit palm panels on the inside walls; the south portal is closed. Pressing a human hand to either instantly closes both doors, and air blasts down on the player characters for 10 seconds; the other portal then opens. If the player characters have passed the Guardian in 19 without disabling it, closing the exterior door prevents it from attacking.

### 21. Manifex

This chamber is like nothing the adventurers have ever seen before. To Future Earth's inhabitants, it's a "Temple of the Ancients" — awesome, dwarfing intruders with its power.

Every surface except the smooth floor is covered with intricate decoration; in the center stands a metal and glass edifice shrouded in a weird, blue glow, from which a single column of blue light rises through the ceiling — the manatine!

This is the manifex, the ancient power source of Shei Menegos. If anyone manages to



# The Chronicles of Future Earth



THE PLANING MACHINE

approach it (see below for why this is difficult), touching it reveals a magical shield centimeters above its surface. Although there are ways to destroy a manifex (and indeed precipitate the explosion which caused the Bright Death of Larum in antiquity), this scenario assumes this is beyond the PCs' capabilities — as gamemaster you are, of course, free to differ!

Approaching the manifex is no easy matter, as it's cunningly protected. Invisible beams of light criss-cross the chamber; touching these results in a flash of light and 1D10+1 damage (Dodge roll avoids — proto-Helemor and Chaos Beasts are unaffected). Moving anywhere touches 1-3 beams.

The tracery of invisible beams extends 2m upwards, so flying or levitation can bypass them. Super Sense (Dark Vision, Infrared Vi-

sion, Night Vision, X-Ray Vision) can see the beams, as can heightened visual senses (as possessed by certain Jeniri) on a successful Spot roll. Fog-type spells also make them perceptible. Once detected, an Agility or Stealth roll negotiates the web, Difficult for anyone unable to see the beams crossing under the verbal instructions of someone who can. Follow this procedure when moving anywhere within the chamber.

## 22. Ancient Treasure Troves

These two bewildering chambers contain components for maintaining Shei Menegos — treasure troves of inoperative, incomprehensible, but perfectly preserved Ancient artifacts.



# The Chronicles of Future Earth

## 23. Artifact Chambers

Tiny lights flicker in darkness permeated by a low hum. Any living thing (excluding proto-Helemor or Chaos Beasts) will be fired upon by a flamelance targeting the doorways (1D10+1 damage, Dodge roll avoids).

The chambers contain the artifacts operating Shei Menegos, independent, self-repairing, and self-maintained. Protected by weaker versions of the manifex shield (armor points 40), a determined attacker could damage these workings and shut down much of the Base. The manifex isn't controlled from here, but the doors, lighting, flamelance web protecting the manifex, Wind Chambers, Weightless Stair, and Chamber of the Sleepers are.

## 24. The Weightless Stair

On entering the corridor to the north, the invisible light web in 21 is deactivated for one minute.

The southernmost 2m square area of the corridor has a 5m high ceiling flue. Anyone entering the area floats upwards or downwards (as appropriate) at about 3m/combat round, while a bell or gong resounds gently through the complex, alerting the Chaos Beasts in 25.

## 25. The Planing Machine

This is the first of the two great secrets — and perils — hidden beneath Thermifex Hill. Here, forgotten since the dawn of the Ages of Urth, is a planing machine, a portal to the worlds of the legendary Commonality, capable of bringing untold woe to the Urth.

The machine has recently connected to another beneath the Chaos Wastes, and Chaos Beasts have found a way into the heart of Hivernium.

Four chimaera, and any survivors from the Warrens, advance menacingly to attack. Behind them, the 5-meter circular portal of the planing machine forms a window on a strange, subterranean scene: a huge, flame-

lit cavern far away beneath the Chaos Wastes, where hideous chaos creatures cavort around a giant, empty throne.

Combat here alerts the Chaos Beasts through the portal; after 3 combat rounds, 1D4 chimaera or thralls come through, followed by 1D4 more every three combat rounds. Intruders who don't act swiftly are soon overcome.

The planing machine resembles an oversized thermifex, a huge hoop of blue-grey metallic substance, standing upright on a base of similar material. Around its edge is inlaid a continuous circle of many-colored gemstones, some glowing gently: the key to the machine's control. Knowledge (Ancient Artifacts) or the Analyze Artifact divine power links the pattern of glowing and non-glowing gemstones with the portal's destination: changing this is an intricate, perilous task.

Adventurers probably won't be able to change the planing machine's destination in a controlled manner. However, with luck and ingenuity, they may be able to flip it from its current, extremely dangerous one. A Difficult Fine Manipulation roll, or Knowledge (Ancient Artifacts), Repair (Mechanical), Science (Physics), or any Technical skill, or (failing everything else) a POWx1 Luck roll may be tried once per combat round. If successful, the view through the portal shimmers briefly, then switches to a new, and usually incredible, scene. Possible destinations are myriad: usually, a given machine has ten. One is given below — feel free to come up with more!

*"The scene through the portal changes. Instead of the subterranean hell of the chaos pits, a glorious vista from the mouth of a cave in the side of a vertiginous cliff looks out over an incredible forest of unbelievably tall, thin trees, with leaves of white and palest green. Timeworn mountains loom over a forest-filled valley, and elongated, bird-like creatures flap slowly through a pale blue sky, streaked with tatters of pink clouds. In the valley stands a city of inhuman appearance, with large, temple-like buildings with high, thin doors. Somewhere*





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*in the distance there is the sound of a gong, and above, as an unseen wind blows the clouds across the sky, a great jewel of a planet appears, blue and green and beautiful, covered in clouds."*

This is Yala, the World of the Moon, unvisited by the people of Urth since the age of Rathalos the Heretic. What mysteries and adventures lie on that distant and fabulous world!

## 26. Shrine to the Hegemonist

This chamber is suffused with purple light, the floor littered with a strange arrangement of ancient carvings (possibly artifacts), bones and flesh, a thrall homage to the Sleepers in 28.

## 27. Wind Chamber

Lit by a diffuse purple glow with no discernible source, this chamber is otherwise identical to the Wind Chamber at 20.

## 28. Chamber of the Sleepers

This domed chamber lies in semi-darkness, silent but for a low, almost inaudible hum and two softly winking lights.

Five coffin-sized objects point towards the chamber's center like spokes of a wheel, decorated with wormlike carvings and geometric tracery, of a half-glasslike, half-metallic substance, opaque except for a rectangular "window" at one end. In three of them this window is dark: shining a light within reveals the skulls of three long-dead humans with elongated skulls and sharpened teeth. In the other two, the windows are lit from within by a soft, yellow glow, revealing the sleeping forms of two strange-looking humans with high foreheads. The winking lights come from gem-like protrusions on these "coffins" — the occupants are alive!

The "coffins" are Ancient stasis machines, their occupants proto-Helemor, servitors of the Great Hegemonist during the Armageddon of the Gods. Three are dead, victims of the failure of even Ancient artifacts after so many years; but two survive, awaiting a human to reawaken them.

Rousing the proto-Helemor isn't difficult, requiring just the touch of a genetically pure human. Pressing the winking light reveals a hidden "palm panel": placing a human hand untainted by Chaos here makes a deep bell toll, and a gasp of air escapes as the stasis machine opens and the proto-Helemor within awakens, disoriented yet alert.

The first proto-Helemor is Laramus, Eighteenth Psi-Node of the Monopole Voidrider Transmat. Of indeterminate age, wide-eyed, bewildered, and apparently harmless, he speaks no language known to anyone on Urth today. He's a powerful psionist, able to make others like and trust him. Any characters with knowledge of Urth's history realizes his importance — the Autarch must be told of this man!

The second proto-Helemor is a clue to these ancient humans' power. Insane after millennia of stasis, this second sleeper — to his comrade's horror — instantly and madly attacks his liberators, while his comrade covers in disoriented bewilderment.

## Next Steps

At the end of "Into the Undercity" the characters have Urth-shattering information: Chaos is active in Korudav, and beneath Akemenek lies a planers' base with a functioning planing machine and Planers themselves, asleep in stasis since the Armageddon of the Gods!

The proto-Helemor Laramus provides continuity with future scenarios in *The Chronicles of Future Earth* if you want to use them. PCs can escort him to the Autarchal Palace, or at least the temple of Khosht, where they'll be propelled into very exclusive company. The Autarch and his entourage (including the weasel-like Prylotan, Senior Archivist at the temple of Khosht) will be fascinated by this visitor from the past and the possibilities he represents. The adventurers will be feted and rewarded by the Autarch, and his mind will definitely turn to them in the tumultuous events to come.



# The Chronicles of Future Earth

## Statistics

For reasons of space only 5 sets of chimaera and thrall statistics are provided below, although many more may be encountered in the episodes above: re-use these statistics blocks as and when you need them.

### HUNGRY CARRION EATER

STR 39	Move 10	R Leg 1	4/6
CON 14	Major Wd 12	L Leg 1	4/6
SIZ 33	Dmg Bonus +3D6	R Leg 2	4/6
INT 3	PP 18	L Leg 2	4/6
POW 18	Fatigue 53	R Leg 3	4/6
DEX 14	HP 24	L Leg 3	4/6
		R Leg 4	4/6
		L Leg 4	4/6
		R Leg 5	4/6
		L Leg 5	4/6
		Body	4/10
		Head	4/10

Weapon	SR	Att%	Damage	P%	Pts
Bite	6	65%	1D4+1/2db*	-	-

\*Plus Paralyzing Touch if armor penetrated (POT equals CON)

**Armor:** 4-point chitin

**Skills:** Climb 80%, Dodge 40%

**Powers:** Paralyzing Touch (POT equals CON)

### BELOTHI

Black Lion Person from Aiforia (real name Buri-Delu)

STR 16	Move 10	R Leg	-/6
CON 18	HP 17	L Leg	-/6
SIZ 16	Major Wd 9	Abdomen	-/6
INT 13	Dmg Bonus +1D4	Chest	-/7
POW 9	PP 9	R Arm	-/4
DEX 12	Fatigue 34	L Arm	-/4
APP 15		Head	-/6

Weapon	SR	Att%	Damage	P%	Pts
Bastard Sword*	2	70%	1D10-1+db	55%	10
Throwing Knife	3/9	60%	1D4+1+1/2db	-	-
Light Crossbow	1/2	50%	1D6+2	-	-

\*Alagin weapon

**Armor:** None usually

### The Worm Within

**Skills:** Brawl 75%, Climb 80%, Craft (Brew Beer)

90%, Dodge 70%, Knowledge (Aiforia) 30%, Listen 60%, Speak (Low Sakaraic) 50%, Spot 65%

**Powers:** Shapeshift to Black Lion form (costs 4PP, duration 9CR, may be renewed. Treat as Lion but with STR and SIZ of 10D6).

**Possessions:** 3 iron throwing knives; 30D; 4M.

### CHIMAERA 1

Goat Chimaera

STR 6	Move 10	RH Leg	1/4
CON 15	HP 11	LH Leg	1/4
SIZ 7	Major Wd 6	HindQ	1/4
INT 4	Dmg Bonus -1D4	ForeQ	1/5
POW 8	PP 8	RF Leg	1/3
DEX 16	Fatigue 21	LF Leg	1/3
		Head	1/4

Weapon	SR	Att%	Damage	P%	Pts
Butt	8	50%	1D6+db	-	-
Blinding Gaze	2	80%	Special	-	-

**Armor:** 1-point hide

**Skills:** Climb 25%, Dodge 42%, Jump 40%, Listen 50%, Scent 50%

**Powers:** Mutations:

- Luminescence: chimaera's eyes emit blinding glare. Agility roll avoids Blindness for 1D6CR.

**Other Powers:**

- Resistance (Cold) 4, Heat-susceptible (heat-related Resistance rolls are Difficult).

**Chaotic Features:**

- Makes agonizing screams continually. Those of cowardly disposition may become demoralized (treat as Muddled).

### CHIMAERA 2

Bayuri Chimaera (large, sheep-like creature)

STR 9	Move 10	RH Leg	6/4
CON 12	HP 10	LH Leg	6/4
SIZ 8	Major Wd 5	HindQ	6/4
INT 3	Dmg Bonus -	ForeQ	6/4
POW 7	PP 7	RF Leg	6/3
DEX 33	Fatigue 21	LF Leg	6/3
		Head	6/4

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Weapon	SR	Att%	Damage	P%	Pts
Butt	7	50%	1D6*	-	-

\*plus POT 2D6 contact poison

**Armor:** Fused fleece carapace (6-point)

**Skills:** Dodge 90%, Listen 40%, Scent 30%

**Powers:** Mutations:

- Venom (chimaera's Butt attack has POT 2D6 contact venom causing intense pain and HP damage if armor penetrated);
- Hemophiliac: once damaged, chimaera loses 1HP/CR until CONx3 roll made.

**Other Powers:**

- Resistance (Cold) 4, Heat-susceptible (heat-related Resistance rolls are Difficult)

**Chaotic Features:**

- +16 DEX — appears very nimble;
- 6-point armor — fleece fused into tough carapace

## CHIMAERA 3

Two-headed Dog Chimaera

STR 7	Move 12	RH Leg -/4
CON 14	HP 10	LH Leg -/4
SIZ 6	Major Wd 5	HindQ -/4
INT 5	Dmg Bonus -1D4	ForeQ -/4
POW 9	PP 9	RF Leg -/3
DEX 16	Fatigue 21	LF Leg -/3
	Head 1 -/4	Head 2 -/4

Weapon	SR	Att%	Damage	P%	Pts
Bite x 2	8	30%	1D6+½db*	-	-

\*Plus POT 2D6 contact venom

**Armor:** None

**Skills:** Listen 75%, Sense 90%

**Powers:** Mutations:

- Venom: bites have POT 2D6 contact venom
- Structural Improvement: extra head

**Other Powers:**

- Resistance (Cold) 5, Heat-susceptible (heat-related Resistance rolls are Difficult).

**Chaotic Features:**

- Fleet of foot: MOV 12

## CHIMAERA 4

Large Dog Chimaera (atrophied back legs)

STR 15	Move 1	RH Leg 2/2
CON 15	HP 14	LH Leg 2/2
SIZ 12	Major Wd 7	HindQ 2/5
INT 5	Dmg Bonus +1D4	ForeQ 2/6
POW 17	PP 17	RF Leg 2/4
DEX 10	Fatigue 30	LF Leg 2/4
	Neck 2/5	Head 2/5

Weapon	SR	Att%	Damage	P%	Pts
Bite	8	30%	1D8+½db	-	-

**Armor:** 2-point fur

**Skills:** Dodge 35%, Listen 75%, Sense 90%, Spot 60%, Track 80%

**Powers:** Mutations:

- Structural Weakness: atrophied back legs, -9 MOV
- Group intelligence: communicates with other Chaos Beasts in vicinity
- Structural Improvement: snaking neck allows chimaera to compensate for lack of movement

**Other Powers:**

- Resistance (Cold) 6, Heat-susceptible (heat-related Resistance rolls are Difficult).

**Chaotic Features:**

- Highly flammable, reeks of oil: if ignited burns all within 3m radius for 2D6 damage until extinguished;
- Regeneration: regenerates 1D6HP/CR until dead, even on fire;
- +6 POW

## CHIMAERA 5

Intelligent Kenek (giant boar-like meat animal) Chimaera

STR 24	Move 10	RH Leg 1/7
CON 17	HP 25	LH Leg 1/7
SIZ 32	Major Wd 13	HindQ 1/11
INT 11	Dmg Bonus +2D6	ForeQ 1/11
POW 8	PP 8	RF Leg 1/7
DEX 3	Fatigue 41	LF Leg 1/7
	Head 1/9	

Weapon	SR	Att%	Damage	P%	Pts
Gore	7	35%	1D8+db	-	-
Trample	7	35%	2D6+db	-	-



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**Armor:** 1-point hide

**Skills:** Dodge 45%, Hide 25%, Sense 50%

**Powers:** Mutations:

- Sentient: +7 INT
- Extremely clumsy: -6 DEX

**Other Powers:**

- Resistance (Cold) 4, Heat-susceptible (heat-related Resistance rolls are Difficult).

**Chaotic Features:**

- Bronze tusks

## GIMMERLINGS

For gimmerling statistics refer to Episode One (page XX).



## THRALL 1

Huge, fast-moving crocodile man (former soldier)

<b>STR</b> 19	<b>Move</b> 12	<b>R Leg</b> 3/5
<b>CON</b> 10	<b>HP</b> 15	<b>L Leg</b> 3/5
<b>SIZ</b> 19	<b>Major Wd</b> 8	<b>Abdomen</b> 3/5
<b>INT</b> 7	<b>Dmg Bonus</b> +1D6	<b>Chest</b> 3/6
<b>POW</b> 12	<b>PP</b> 12	<b>R Arm</b> 3/4
<b>DEX</b> 9	<b>Fatigue</b> 29	<b>L Arm</b> 3/4
<b>APP</b> 7		<b>Head</b> 3/5

*Weapon* SR Att% Damage P% Pts

Heavy Club 4/8 50% 1D8+db 50% 22

**Armor:** 3-point crocodile-like skin

**Skills:** (Mental skills require Idea roll to use) Dodge 69%, Speak (Low Sakaraic) 35%

**Powers:** Mutations:

- Metabolic Improvement: extremely rapid movement, 2 actions/CR;
- +5 STR;
- Structural Improvement: 3-point crocodile-like skin

**Other Powers:**

- Resistance (Cold) 6, Heat-susceptible (heat-related Resistance rolls are Difficult).

- Insane due to thrall transformation: -3 INT

**Chaotic Features:**

- Gigantism: +8 SIZ

## THRALL 2

Knuckle-walking brute (former fisherman)

<b>STR</b> 14	<b>Move</b> 6	<b>R Leg</b> 3/5
<b>CON</b> 14	<b>HP</b> 15	<b>L Leg</b> 3/5
<b>SIZ</b> 15	<b>Major Wd</b> 8	<b>Abdomen</b> 3/5
<b>INT</b> 1	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 3/6
<b>POW</b> 18	<b>PP</b> 18	<b>R Arm</b> 3/4
<b>DEX</b> 13	<b>Fatigue</b> 28	<b>L Arm</b> 3/4
<b>APP</b> 8		<b>Head</b> 3/5

*Weapon* SR Att% Damage P% Pts

Fists 3 40% 1D3+db - -

**Armor:** 3-point hide

**Skills:** (Mental skills require Idea roll to use) Dodge 26%, Speak (Low Sakaraic) 5%

**Powers:** Mutations:

- Quadrupedal: unable to walk upright, MOV reduced to 6;
- Physical regression: CON +4; STR+5; SIZ +6;
- 3-point natural armor

**Other Powers:**

- Resistance (Cold) 6, Heat-susceptible (heat-related Resistance rolls are Difficult);
- Insane due to thrall transformation: -9 INT

**Chaotic Features:**

- +7 POW

## THRALL 3

Jumpy, skin-peeling coward (former townsman)

<b>STR</b> 11	<b>Move</b> 10	<b>R Leg</b> 1/5
<b>CON</b> 11	<b>HP</b> 13	<b>L Leg</b> 1/5
<b>SIZ</b> 15	<b>Major Wd</b> 7	<b>Abdomen</b> 1/5
<b>INT</b> 6	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 1/6
<b>POW</b> 10	<b>PP</b> 10	<b>R Arm</b> ¼
<b>DEX</b> 24	<b>Fatigue</b> 22	<b>L Arm</b> ¼
<b>APP</b> 10		<b>Head</b> 1/5

*Weapon* SR Att% Damage P% Pts

Dagger 6 50% 1D4+db - -

**Armor:** 1-point heavy clothing

**Skills:** (Mental skills require Idea roll to use) Dodge 48%, Speak (Low Sakaraic) 30%

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## Powers: Mutations:

- +9 DEX

## Other Powers:

- Resistance (Cold) 5, Heat-susceptible (heat-related Resistance rolls are Difficult).
- Insane due to thrall transformation: -9 INT

## Chaotic Features:

- Dry, parchment-like skin - highly flammable; if ignited burns all within 3m radius for 2D6 damage until extinguished;

**Possessions:** 9D; locket containing lock of golden hair (30D).

## THRALL 4

Cadaverously thin with taut metallic skin (former soldier)

STR 14	Move 10	R Leg 4/4
CON 4	HP 11	L Leg 4/4
SIZ 17	Major Wd 6	Abdomen 4/4
INT 9	Dmg Bonus +1D4	Chest 4/5
POW 6	PP 6	R Arm 4/3
DEX 10	Fatigue 24	L Arm 4/3
APP 7		Head 4/4

Weapon	SR	Att%	Damage	P%	Pts
Broadsword*6	65%	1D8-1+db	50%	10	

\*Alagin weapon

**Armor:** 4-point alagin ringmail

**Skills:** (Mental skills require Idea roll to use) Dodge 20%, Speak (Low Sakaraic) 45%

## Powers: Mutations:

- Structural Weakness: thin, emaciated (-6 CON, -6 APP)

## Other Powers:

- Resistance (Cold) 3, Heat-susceptible (heat-related Resistance rolls are Difficult).
- Insane due to thrall transformation: -6 INT

## Chaotic Features:

- Regenerates 1HP/CR until dead;
- Taut emaciated skin is strangely metallic: reflects 1D6+2 point sorcery back at caster

**Possessions:** Ragged backpack contains 197D, 19 silver Marks, inlaid alagin armlet (50D), and 3 semi-precious gems (15D, 67D, and 40D).

## THRALL 5

Rock-eating, transparent-skinned mindless sentry (former townsman)

STR 11	Move 10	R Leg -/3
CON 6	HP 8	L Leg -/3
SIZ 9	Major Wd 4	Abdomen -/3
INT 1	Dmg Bonus +1D4	Chest -/4
POW 13	PP 13	R Arm -/2
DEX 13	Fatigue 17	L Arm -/2
APP 10		Head -/3

Weapon	SR	Att%	Damage	P%	Pts
Fists	9	50%	1D3+db	-	-

**Armor:** None

**Skills:** (Mental skills require Idea roll to use) Dodge 26%, Speak (Low Sakaraic) 05%

## Powers: Mutations:

- Metabolic Improvement: eats anything;
- Coloration: transparent skin;
- Smaller: -6 SIZ

## Other Powers:

- Resistance (Cold) 7, Heat-susceptible (heat-related Resistance rolls are Difficult).
- Insane due to thrall transformation: -7 INT

## Chaotic Features:

- Never surprised;
- Visible organs, veins, etc, make appearance extremely confusing: -30% to hit;
- Regenerates 1HP/CR until dead

## GUARDIAN of SHEI MENEGOS

Construct of the Ancients

STR 28	Move 6	R Leg 12/-
CON -	HP -	L Leg 12/-
SIZ 20	Major Wd -	Abdomen 12/-
INT 11	Dmg Bonus +2D6	Chest 12/-
POW 14	PP 14	R Arm 12/-
DEX 9	Fatigue -	L Arm 12/-
		Head 12/-

Weapon	SR	Att%	Damage	P%	Pts
Flamelance	4/8	50%	3D6+1	-	-
Metal Fist	6	60%	1D3+db	-	-

**Armor:** Body is 12-point armored metal shell

**Skills:** Dodge 30%

**Powers:** Resistant to sonic attacks, poisons, mind-affecting powers



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## INSANE PROTO-HELEMOR

Survivor from the Helemoriad

<b>STR</b> 18	<b>Move</b> 10	<b>R Leg</b> 6/6
<b>CON</b> 20	<b>HP</b> 18	<b>L Leg</b> 6/6
<b>SIZ</b> 16	<b>Major Wd</b> 9	<b>Abdomen</b> 6/6
<b>INT</b> 11	<b>Dmg Bonus</b> +1D6	<b>Chest</b> 6/8
<b>POW</b> 18	<b>PP</b> 18	<b>R Arm</b> 6/5
<b>DEX</b> 12	<b>Fatigue</b> 38	<b>L Arm</b> 6/5
<b>APP</b> 14		<b>Head</b> 6/6

Weapon	SR	Att%	Damage	P%	Pts
Hand Strike	7	120%	1D3+db	-	-
Foot Strike	7	120%	1D3+db	-	-

**Armor:** 6-point adaptive mesh

**Skills:** (Mental skills require Idea roll to use) Dodge 90%, Literacy 55%, Martial Arts 90%, Speak (Adaptive Metaspeech) 55%

**Powers:** Psionics: Mind Blast 80%, Pyrokinesis 60%

**Other Powers:**

- Insane (-9 INT)

**Possessions:** Wears SIZ 16 adaptive mesh armor; no other possessions

## LARAMUS

Eighteenth Psi-Node of the Monopole Voidrider Transmat, Proto-Helemor

<b>STR</b> 17	<b>Move</b> 10	<b>R Leg</b> 6/6
<b>CON</b> 19	<b>HP</b> 17	<b>L Leg</b> 6/6
<b>SIZ</b> 15	<b>Major Wd</b> 9	<b>Abdomen</b> 6/6
<b>INT</b> 21	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 6/7
<b>POW</b> 24	<b>PP</b> 24	<b>R Arm</b> 6/4
<b>DEX</b> 18	<b>Fatigue</b> 36	<b>L Arm</b> 6/4
<b>APP</b> 16		<b>Head</b> 6/6

Weapon	SR	Att%	Damage	P%	Pts
Forceblade	6	120%	2D8+3+db	90%	30
Hands/feet	7	100%	1D3+db	-	-

**Armor:** 6-point adaptive mesh

**Skills:** Art (Emotic Sculpture) 50%, Dodge 90%, First Aid 80%, Knowledge (Armageddon of the Gods) 40%, Literacy 105%, Martial Arts 85%, Perform (Planing Ceremonial) 36%, Pilot (Flyer) 60%, Ride (Voidrider) 60%, Science (Genetics) 40%, Speak (Adaptive Metaspeech) 105%

**Powers:** Psionics: Emotion Control 70%, Empathy 90%, Mind Blast 70%, Mind Control 40%, Mind Shield 65%, Sensitivity 50%

**Possessions:** Adaptive mesh armor; force blade; delicate platinum necklace with vibrant purple jewel of unknown nature (approximate value 9000D).

## SKELETON 1

<b>STR</b> 14	<b>Move</b> 10	<b>R Leg</b> -/4
<b>CON</b> -	<b>HP</b> 11	<b>L Leg</b> -/4
<b>SIZ</b> 11	<b>Major Wd</b> -	<b>Abdomen</b> -/4
<b>INT</b> 15	<b>Dmg Bonus</b> +1D4	<b>Chest</b> -/5
<b>POW</b> 1	<b>PP</b> 1	<b>R Arm</b> -/3
<b>DEX</b> 15	<b>Fatigue</b> -	<b>L Arm</b> -/3
		<b>Head</b> -/4

Weapon	SR	Att%	Damage	P%	Pts
Arm Strike	8	45%	1D3+db	-	-

**Armor:** None

**Skills:** Dodge 41%

**Notes:** Each blow has chance of destroying skeleton equal to damage done x4%

## SKELETON 2

<b>STR</b> 11	<b>Move</b> 10	<b>R Leg</b> -/6
<b>CON</b> -	<b>HP</b> 17	<b>L Leg</b> -/6
<b>SIZ</b> 17	<b>Major Wd</b> -	<b>Abdomen</b> -/6
<b>INT</b> 9	<b>Dmg Bonus</b> +1D4	<b>Chest</b> -/7
<b>POW</b> 1	<b>PP</b> 1	<b>R Arm</b> -/4
<b>DEX</b> 17	<b>Fatigue</b> -	<b>L Arm</b> -/4
		<b>Head</b> -/6

Weapon	SR	Att%	Damage	P%	Pts
Arm Strike	6	49%	1D3+db	-	-

**Armor:** None

**Skills:** Dodge 58%

**Notes:** See above

## SKELETON 3

<b>STR</b> 15	<b>Move</b> 10	<b>R Leg</b> -/5
<b>CON</b> -	<b>HP</b> 13	<b>L Leg</b> -/5
<b>SIZ</b> 13	<b>Major Wd</b> -	<b>Abdomen</b> -/5
<b>INT</b> 9	<b>Dmg Bonus</b> +1D4	<b>Chest</b> -/6
<b>POW</b> 1	<b>PP</b> 1	<b>R Arm</b> -/4
<b>DEX</b> 13	<b>Fatigue</b> -	<b>L Arm</b> -/4
		<b>Head</b> -/5

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Weapon	SR	Att%	Damage	P%	Pts
Arm Strike	8	50%	1D3+db	-	-

**Armor:** None

**Skills:** Dodge 42%

## SKELETON 4

STR 11	Move 10	R Leg -/4
CON -	HP 12	L Leg -/4
SIZ 12	Major Wd -	Abdomen -/4
INT 7	Dmg Bonus -	Chest -/5
POW 1	PP 1	R Arm -/3
DEX 7	Fatigue -	L Arm -/3
		Head -/4

Weapon	SR	Att%	Damage	P%	Pts
Arm Strike	8	63%	1D3	-	-

**Armor:** None

**Skills:** Dodge 30%

## THE TENTACLED ONE

Chaos Priest, Spawn of Gumazhdu from the Chaos Wastes of Sarag. A bizarre hybrid of human and octopus or possibly Ing Shu.

STR 28	Move 10	R Leg 6/8
CON 16	HP 22	L Leg 6/8
SIZ 28	Major Wd 11	Abdomen 6/8
INT 16	Dmg Bonus +2D6	Chest 6/10
POW 16	PP 16	Tentacle 1 6/6
DEX 14	Fatigue 44	Tentacle 2 6/6
APP 2		Tentacle 3 6/6
		Tentacle 4 6/6
		Tentacle 5 6/6
		Tentacle 6 6/6
		Head 6/8

Weapon	SR	Att%	Damage	P%	Pts
Tentacle	4	60%	1D8+db*	-	-
Broad Sword**	5	50%	1D8-1+db	30%	10
Round Shield**	-	-	-	49%	14

*Attacks twice per round: one Sword attack and one Tentacle attack, plus shield parry.*

*\*Plus 2D6 POT Sting plus Gift of Gumazhdu if armor penetrated.*

*\*\*Alagin weapon and shield*

**Armor:** 6-point rubbery skin

**Skills:** Dodge 35%, Speak (Low Sakaraic) 30%

### Powers: Mutations:

- Venom (2D6 POT targets and reduces STR AP half reduction if target resists);
- Structural Improvement: 6 octopus-like tentacles instead of arms;
- +14 STR;
- +10 SIZ

### Other Powers:

- Resistance (Cold) 8, Heat-susceptible (heat-related Resistance rolls are Difficult);
- Insane due to Spawn transformation: -3 INT;

### Chaotic Features:

- Gift of Gumazhdu: touch transmits taint of Chaos (see **Chapter Seven: New Creatures**);
- 6-point rubbery skin;
- Regenerates 1HP/CR until dead

## TYPHOR

Chaos Cultist and Captain of the Guard of the Kateparch's tower

STR 18	Move 10	R Leg 5/5
CON 15	HP 14	L Leg 5/5
SIZ 13	Major Wd 7	Abdomen 5/5
INT 13	Dmg Bonus +1D4	Chest 5/6
POW 8	PP 8	R Arm 5/4
DEX 16	Fatigue 33	L Arm 5/4
APP 8		Head 5/5

Weapon	SR	Att%	Damage	P%	Pts
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Light Mace\* 6 80% 1D6+db\*\* 50% 10

Round Shield- - - 70% 14

*\*Alagin weapon and shield.*

*\*\*Typhor's mace is enchanted with permanent Sorcerer's Hammer-2, for an additional +2 damage to a maximum 6, plus damage bonus.*

**Armor:** Alagin scale armor (5-point)

**Skills:** Brawl 60%, Climb 50%, Command 80%, Dodge 40%, Knowledge (Korudav) 30%, Listen 45%, Ride (Horse) 40%, Speak (Low Sakaraic) 65%, Spot 45%, Status (Akemenek precinct) 55%

**Chaotic Feature:** Makes POW vs POW attack each CR, doing 1D6 PP damage.

**Possessions:** Typhor is extremely proud of "Cruncher", his enchanted mace. Wears the green-and-blue amafor of the Kateparch's Household. Carries 30D.



# The Chronicles of Future Earth

## TYPICAL GUARDSMAN

Chaos Cultist and Guard of Akemenek Precinct

<b>STR</b> 13	<b>Move</b> 10	<b>R Leg</b> 4/5
<b>CON</b> 14	<b>HP</b> 13	<b>L Leg</b> 4/5
<b>SIZ</b> 12	<b>Major Wd</b> 7	<b>Abdomen</b> 4/5
<b>INT</b> 11	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 4/6
<b>POW</b> 10	<b>PP</b> 13	<b>R Arm</b> 4/4
<b>DEX</b> 14	<b>Fatigue</b> 27	<b>L Arm</b> 4/4
<b>APP</b> 10		<b>Head</b> 4/5

Weapon	SR	Att%	Damage	P%	Pts
1H Short Spear	6	50%	1D6+1+db	40%	15
Composite Bow	3/9	50%	1D8+1+½db	-	-
Full shield*	-	-	-	50%	15

\*Alagin shield

**Armor:** Alagin ring armor (4-point)

**Skills:** Brawl 40%, Climb 45%, Dodge 40%, Knowledge (Korudav) 15%, Listen 35%, Speak (Low Sakaraic) 55%, Spot 30%, Status (Akemenek precinct) 15%

**Chaotic Feature:** Roll individually.

**Possessions:** Wear the green-and-blue amafor of the Kateparch's Household. Carry 3D10 Dineri

Claws	8	75%	1D3+1D6+db	-	-
Acid Spit	3	60%	Special*	-	-

\*Spits 2D10 POT acid 3x per day

**Armor:** 3-point thick worm-like hide

**Skills:** (Mental skills require Idea roll to use) Command 60%, Dodge 59%, Knowledge (Korudav) 44%, Literacy 55%, Sense 60%, Speak (Low Sakaraic) 55%

**Powers: Mutations:**

- Natural Weapon: Claws (+1D6 damage);
- Keen Sense of Smell: +40% Sense (entire body coated in olfactory mucous);
- Natural armor: 3-point wormlike hide;

**Other Powers:**

- Resistance (Cold) 7, Heat-susceptible (heat-related Resistance rolls are Difficult);
- Insane due to Spawn transformation: -6 INT;

**Chaotic Features:**

- Gift of Gumazhdu: touch transmits taint of Chaos (see Chapter Seven: New Creatures);
- Hideous appearance demoralizes those failing POW vs POW roll: all tasks against it are Difficult for 1D6+2 CR;
- Spits POT 2D10 acid 3 times / day, 6m range;
- Reflects 1-point sorcery back at caster.

## THE WORM WHICH WALKS

All that remains of Bilisi Manu, former kateparch of Akemenek. Hideous, partially melted, semi-sluglike or wormlike appearance, constantly gibbering and screaming in broken Sakaraic, occasionally lapsing into chilling moments of lucidity, when it plans for the expansion of its domain.

### SPAWN of GUMAZHDU

(formerly Bilisi Manu, Kateparch of the Akemenek Precinct)

<b>STR</b> 11	<b>Move</b> 10	<b>R Leg</b> 3/4
<b>CON</b> 8	<b>HP</b> 12	<b>L Leg</b> 3/4
<b>SIZ</b> 15	<b>Major Wd</b> 6	<b>Abdomen</b> 3/4
<b>INT</b> 12	<b>Dmg Bonus</b> +1D4	<b>Chest</b> 3/5
<b>POW</b> 14	<b>PP</b> 14	<b>R Arm</b> 3/3
<b>DEX</b> 13	<b>Fatigue</b> 19	<b>L Arm</b> 3/3
<b>APP</b> 1		<b>Head</b> 3/4

Weapon	SR	Att%	Damage	P%	Pts



THE TENTACLED ONE

# The Chronicles of Future Earth

## Glossary

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- Agnapei** — Fire demon of Dafur.
- Aiforians** — A human culture. Black-skinned Darkness worshippers of the Autocracy's south.
- Alagin** — Organic metal substitute resembling mica or fiberglass, most weapons and armor on Urth are made of this substance. A form of Hsuntach.
- Amadoradi** — A human culture. Dark-haired storm-worshippers of the Amadorad Protectorate in the furthest north.
- Amador** — Pellison-like garment worn over armor by legionnaires.
- Ancients** — Ancient humans from the mythical paradise of the Commonality of Worlds.
- Ancient artifacts** — Items of incomprehensible technology dating from the time of the Ancients. Some still function.
- Ankadar the Lawgiver** — Venerable Autocrat, God-Emperor of Sakara.
- Armageddon of the Gods** — Mythical battle between Great Hegemonist and Gods of the Great Compact, as told in the Helemoriad. Destroyed the mythical Commonality of Worlds, inaugurating the Dawn of the Ages of Urth.
- Atalaq** — Malevolent aquatic humanoid race AKA Deep Ones or Shark People. Worship Nimur.
- Autarch** — Leader of a province of the Venerable Autocracy.
- Avatar** — Urthly representative of the God-Emperor, dwelling in the Ethereal Palace at Kados. Currently Enessi 21st, 315th Avatar.
- Babisiya the Night Hag** — Goddess of Darkness.
- Balor** — Sakari name for the planet Mercury.
- Bantoor** — Reptilian "trunkless elephant", Urth's principal beast of burden. They pull canal boats and Virikki trading wagons.
- Battle Roads** — AKA Beteliads. Vast walls of Urth's Great Cities, usually at least ten meters high and equally wide. Paved on top and used as roads; regular watchtowers provide ramps to ground level.
- Bayuri** — Giant, sheep-like herd beast, principal wool and meat animal of the Springtide Civilizations.
- Belekh the Plague God** — Reaver god of disease.
- Belom, Lord of Death** — God of death and enemy of the Undead.
- Belorias, Lord of Storm** — Storm god, worshipped particularly in Amadorad and Ellib Wilderness.
- Beyond the Veil** — Other dimensions, homes of the gods, demons, Helemor. Sorcerous exploration Beyond the Veil has been forbidden since the Doom of Nayarak.
- Bloodline** — Extended family group and constituent part of a House. Examples include Teliisan, Tunguddi, Bashu.
- Cambriother** — AKA a loper. A swift-footed, bipedal, tailed reptilian and favorite mount of certain of the Autocracy's legions.
- Citadel** — AKA the Capalus. The oldest part of a Great City. Buildings in the Citadel are often tens of millennia old, tens of storeys high and constructed of unknown materials.
- Chaos Beasts** — mutated monstrosities infesting the Chaos Wastes, there are in fact numerous species. AKA the Foes of Man.
- Chaos Wastes** — Vast stretches of frozen land in Urth's northern reaches, inhabited by Chaos Beasts.
- Che Kwa** — Red-skinned humanoid race dwelling in the Kadram Mountains of northern Hivernum. Traditionally protect the north from attacks by chaos beasts from the Chaos Wastes beyond.
- Chelother** — Horse beast; a fanged, clawed warhorse, the jealously-guarded preserve of the Temple of Regos.
- City of Leaden Walls** — Sobriquet of the city of Korudav, the "Leaden Walls" of its Citadel are made of an impenetrable grey metal-like substance said to date from before the Armageddon of the Gods.
- Commonality of Worlds** — AKA the Great Commonality. A mythical paradise before the Armageddon of the Gods, when the stars sang with the songs of men.



# The Chronicles of Future Earth

**Cycliad** — period of 3000 years. There have been five cycliads in the history of the Venerable Autocracy.

**Dafur, Lord of Flame** — Fire god, worshipped by many of the Autocracy's legions.

**Danisakh the Lady of Pain** — Reaver goddess of pain.

**Dedaloï** — AKA the Black Eaters. Dark-skinned, cannibalistic, primate-like race inhabiting the Kameeran Jungles south of the Autocracy.

**Demon** — An entity from Beyond the Veil. Many of Urth's religions summon demons. May be bound into physical objects and induced to serve their summoners.

**Desert Peoples** — Human culture dwelling in and around Khadis, the City of Skulls. Grey-skinned with nictating eyelids, often-nomadic worshippers of Belom.

**Devrak** — Sakari name for the planet Mars.

**Dinerus** — Sakari copper coin, AKA a Penny.

**Divine Power** — Power bestowed by certain gods on their worshippers. Must be invested in holy objects before use.

**Doom of Nayarak** — cataclysm 20 millennia ago which destroyed the Empire of the Wizard-Kings and precipitated the Time of Snows.

**Dragonel** — Dragon-headed cannon created by the Ancients, found in gun-towers of Urth's Great Cities.

**Eletas** — AKA Tradespeech or Truespeech. The temple language of Varelthias.

**Ellib** — Wilderness east of the Autocracy, once one of its provinces. It fell a century ago following the War of the False Avatar.

**Emeldias, Lady of Spring** — Goddess of growth and fertility.

**Empire of the Wizard-Kings** — See Empire of Tlan.

**Empire of Tlan** — Great, world-spanning empire which preceded the Time of Snows remembered by Urth's peoples as a Golden Age. Ruins are everywhere. AKA the *Empire of the Wizard-Kings*.

**Entos, the Horned God** — God of beasts.

**Eplanai** — Sakari name for the planet Venus.

**Eshtikar** — God of fate and horses.

**Esteri** — AKA the Not-People of Urth. Esteri are non-humanoid races originating on alien planets during the mythical Commonality of Worlds.

**Exarch** — Sakari Duke or head of polity smaller than a province. There are exarchs of Zor and Amadorad.

**Flay** — A Void elemental.

**Gnome** — An Urth elemental.

**Goddess of the Torn Flesh** — Reaver goddess of cannibalism.

**Gouger** — Reaver god of mutilation.

**Grazers** — AKA the Paladoi. Hexapedal herbivorous race with great psionic powers. Create artifacts known as Mind-stones.

**Great City** — One of the ancient cities of Urth, dating from before the Time of Snows, com-

prising Citadel, Low City, and Precincts.

**Great Compact** — Sacred agreement between all the Gods which opposed the Great Hegemonist in the Armageddon to preserve the world of Urth from such destruction again.

**Great Hegemonist** — Supreme force for evil in the universe.

**Gumazhdu the Mutator** — Reaver god of mutation.

**Hagira** — Sakari silver coin. AKA a Mark.

**Helemor** — Humanoid slave-race serving the Great Hegemonist. Dwell Beyond the Veil, and have terrifying psionic powers.

**Helemoriad** — Holy book of the Gods of the Great Compact, telling of the struggles of the Armageddon of the Gods and the nature of the Gods of the Great Compact.

**Hellion** — An Aether elemental.

**Hivernians** — A human culture. Staunch, passionate, and fatalistic northerners of Korudav and Elikan provinces.

**House** — Principal social grouping in the Venerable Autocracy, a network of extended family groups, *i.e.* The House of the Umbran Coil.

**Hsuntach** — Strange biotech made by the Spider Folk, hsuntach includes the metal-substitute alagin.

**Ing Shu** — Octopus-like race of sea traders originating in the lands of Ingush. Possess enclaves on Formen Isle and in the free city of Zarzis.

**Jeniri** — AKA the Cousins of Man. The Jeniri are humanoid races which were genetically en-



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gineered from human stock during the mythical Commonality of Worlds.

**Jestis Speaker** — Aspect of Varelthias and patron of Eletas Tradespeech.

**Jiva** — Lost home of the mythical Commonality of Worlds.

**Kados** — Capital city of the Venerable Autocracy.

**Kateparch** — Headman of a Sakari village.

**Kenek** — Giant, boar-like herd-beast and principal meat animal of the Springtide Civilizations.

**Kesh** — Slight, hollow-boned humanoid race dwelling high in the Kesh Mountains. Warriors ride flying riding-beasts known as elenisors.

**Khosht the Builder** — The Great Architect, said to be one of the Great Gods of the Ancients.

**Kladia** — Heraldic design of the Houses of the Autocracy, often worn as jewelry or displayed on an amafor.

**Konfu, Lord of Wisdom** — God of healing and wisdom.

**Korash Oathbinder** — Aspect of Varelthias and patron of oaths and contracts.

**Korudav** — a Great City of the Venerable Autocracy and capital of Korudav Province. Korudav is the introductory setting for *Chronicles of Future Earth*.

**Ladabran** — World accessible via the Autocrator's Planing Machine, source of much of the Urth's rare steel.

**Laigasi** — A human culture. Black-skinned, long-haired sorcerers defending the southern frontier. Known for their

elephant-riding Mameluke Legions.

**Logiat** — See Pentalogiat.

**Loper** — See Cambriother.

**Low City** — AKA the Bordoi, the Low City was built on the shores of the new seas when sea level fell following the Time of Snows. Usually close to a Citadel, to which they are connected by Precincts, the whole forming a Great City.

**Lucical** — Globe- or bar-shaped Ancient artifact which emits light when close to a manatine.

**Madiz the Destroyer** — God of vengeance.

**Magigi** — Humanoid race known as the Red Giants of Hagya. Great smiths, miners, and worshippers of Dafur.

**Malud** — Sakari name for the planet Jupiter.

**Manatine** — Conduits of strange power of the Ancients, generally found in the citadels of Urth's Great Cities.

**Mark** — Sakari silver coin, AKA a *Hagira* (pl *Hagirae*). Worth 20 Pennies.

**Mindstones** — Psionic organic gem-like objects conveying psionic powers upon their wielders. Created by the Paladoi Grazers.

**Minisia the Cold** — Goddess of winter, the cold, "the Empty Smile".

**Morzai** — Demons of cold, AKA Vampire Demons.

**Mukhari** — A human culture. Simple countryfolk from the Sakari Heartlands.

**Munum** — Monolithic script used in stone carvings to write various Sakari languages.

**Necropolis** — City of the Dead located west of all Urth's Great Cities; vast graveyards with extensive underworlds.

**Nimirrim** — Sea demons.

**Nimur, Goddess of the Seas** — Goddess of the seas, the moon, and cyclicity.

**Oloriact** — Sakari gladiator.

**Oloriad** — Gladiatorial arena.

**Orn** — Four-legged semi-avian riding beast AKA the Elegant Beast. Favorite mount of noble ladies.

**Payorian the Singer** — God of archery, music, wine, and passion.

**Penny** — Sakari copper coin, AKA a *Dinerus* (pl *Dineri*).

**Pentalogiat** — The Word Stars; strange constellation of interwoven lines in the night sky.

**Pline, Who Cares Not** — God of empty spaces.

**Precincts** — AKA the Inidiae. Area of ruins and farmland between Citadel and Low City of a Great City, walled in by raised Battle Roads. In the singular, refers to one of the lightly-inhabited settlements which exist within the precincts.

**Primal Beasts** — Beast demons.

**Psionacist** — User of psionics or psychic powers. The Virikki and Spider Folk have many psionacists.

**P'Tek** — AKA Troglodytes or Men of Darkness. A humanoid race dwelling in subterranean queendoms throughout the Urth. Frequently inimical, and worshippers of Babisiya.

**Qal of the Two Faces** — God of paradox.



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**Ramalu Peacemaker** — The diplomacy aspect of Vareltias.

**Rasha** — Sakari name for the sun.

**Reaver Gods** — Gods of Chaos let into the world by the Great Hegemonist.

**Regos the Conqueror** — God of war. Many of the legions of the Venerable Autocracy worship him.

**Sacranim** — Demons of time.

**Sakara** — the Empire of Sakara. See *Venerable Autocracy*.

**Salamander** — Fire elemental.

**Sayib** — Sakari name for the planet Saturn.

**Serapai** — Demons of war.

**Servitor of Law** — Demons of Ankadar the Lawgiver.

**Shade** — Darkness elemental.

**Shalai** — AKA Time Dragons. A bizarre race inhabiting Ambara in the Helespere Mountains, AKA the City of Dreams.

**Shirif** — Cursive script used in scrolls and books to write the various Sakari languages.

**Skarapai** — Genetically-engineered primate-like soldiers from the Armageddon of the Gods, AKA Scorpion Folk due to their deadly stingers.

**Spider Folk** — AKA the Hsun. Non-humanoid race resembling huge headless termites, the Spider Folk manufacture the strange alien biotech known as hsuntach.

**Springtide Civilizations** — Group of countries around the Middle Sea.

**Staros the Eternal** — God of eternity, resurrection, and the undead.

**Stuyvos** — Bleak, airless world accessible via the Planing Machine beneath the Palace of the Venerable Autocrator in Kados.

**Stuyvosian Guard** — Humanoid race from the world of Stuyvos. Encased in black, stone-like carapace proof against vacuum and fire. The sworn bodyguard of the Venerable Autocrator.

**Sylph** — Air elemental.

**Tallanids** — A human culture. Urbane and status-oriented sophisticates from the Sakari Heartlands.

**Telasti** — Non-humanoid race AKA Stinking Ones, extremely inimical. Dwell only in a single enclave south of the Hagya Mountains.

**Templar** — Sakari gold coin, AKA a *Tharion* (pl *Tharia*). Worth 20 Marks.

**Thar** — Trader Lord, the trading aspect of Vareltias.

**Tharion** — Sakari market; also formal name of the Templar, the Sakari gold coin.

**Thermifex** — Ancient artifact waystone which emits warmth.

**Time of Snows** — Dark age following the Doom of Nayarak and preceding the Venerable Autocracy. Ended 15 millennia ago.

**Tolpai** — Centaur demons.

**Triatic** — Ancient artifact healing device.

**Tung Mai** — AKA Mantis Men. Six-limbed bipedal insectoid race of martial temperament. For the past couple of centuries there has been an uneasy truce with this race.

**Ulmai** — Demons of storm.

**Umbrai** — Demons of darkness.

**Undercity** — Buried remains of previous cities upon which most of Urth's cities are built. Often filled with treasures and cunning traps.

**Undine** — Water elemental.

**Unichai** — Demons of destruction.

**Unthar the Timekeeper** — God of time.

**Urth** — The world of *Chronicles of Future Earth*, almost a hundred millennia in our future.

**Urthai** — Urth demons.

**Vareltias** — God of communication. Traders and diplomats worship him.

**Venerable Autocracy** — AKA the Empire of Sakara, oldest of the Springtide Civilizations. The principal setting for *Chronicles of Future Earth*.

**Venerable Autocrator** — God-Emperor of Sakara. Immortal being ruling the Venerable Autocracy, worshipped as Ankadar, God of Law.

**Virikki** — Popularly known as Blueskins. Humanoid race with aquamarine skin and small pointed teeth. Powerful psionists and traders.

**Xados the Annihilator** — Reaver god of senseless destruction.

**Yala** — Sakari name for the Moon. No longer white — a blue-green world.

**Yurazi** — A human culture. Pale-skinned, fiercely passionate inhabitants of Middle Sea coasts.

**Zor, Isles of** — AKA the Promised Isles; lands of the Hsun Spider Folk.

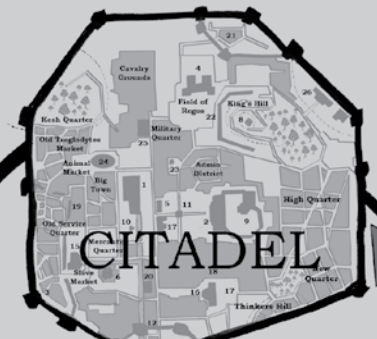








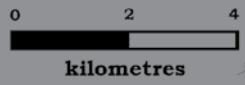
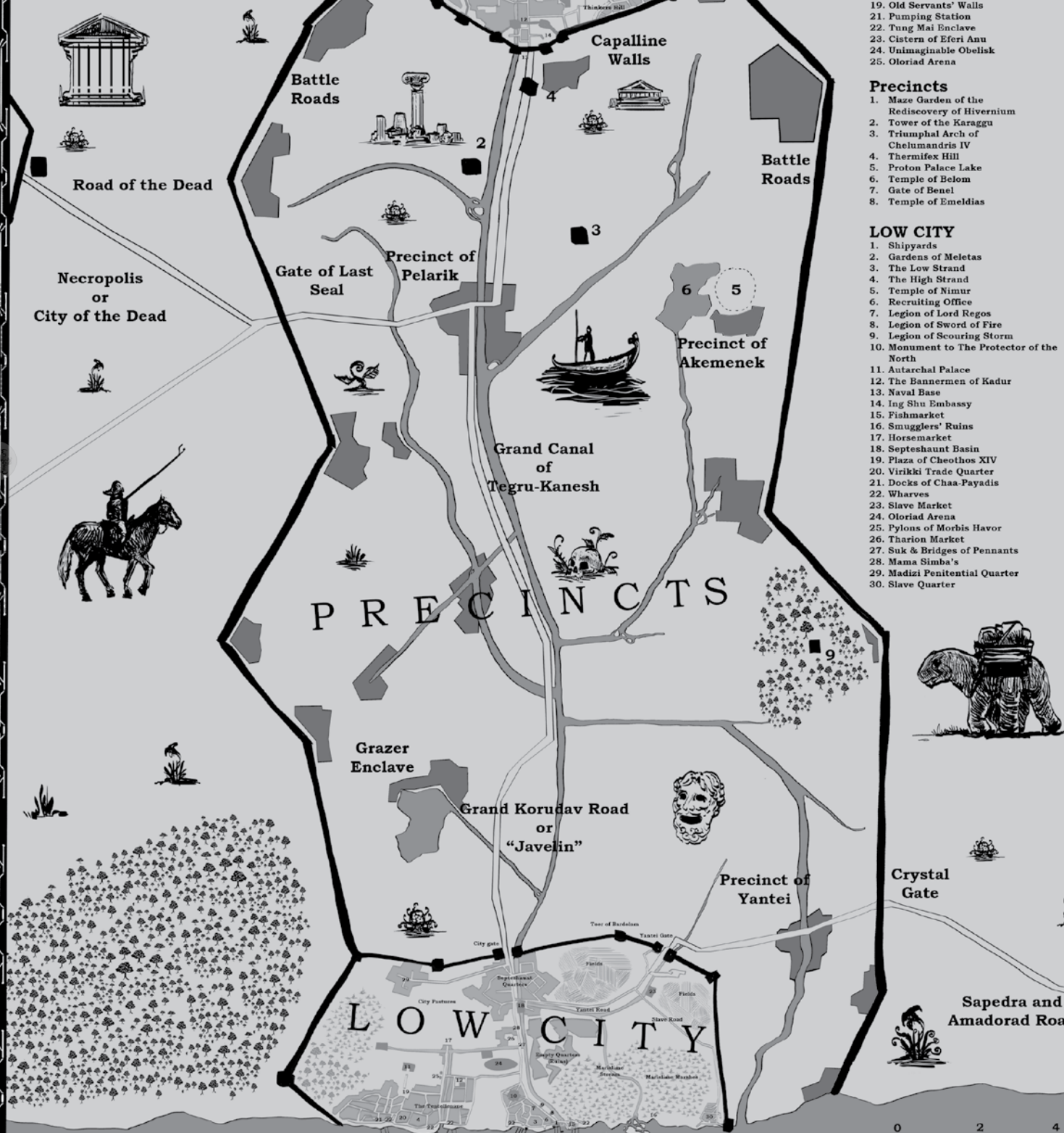
# The Great City of KORUDAV 2992 CV



- THE CITADEL**
1. Botanical Gardens
  2. Antarcial Palace
  3. Dragonel Turrets
  4. Temple of Regos
  5. Yellow House (Konfu)
  6. Tower of Unthar
  7. Temple of Khosht
  8. Xenotopon Memorial
  9. The Obsidian Tower
  10. Colossus of Tegru Kanesh
  11. Syleen Monolith (Palace Shield)
  12. Inner Gates
  13. Outer Gates
  14. Barbican Quarters
  15. Septeshaunt Basin
  16. Sabellin Basin
  17. Plaza of Delights
  18. Silk and Pleasure Market
  19. Old Servants' Walls
  21. Pumping Station
  22. Tung Mai Enclave
  23. Cistern of Eferi Anu
  24. Unimaginable Obelisk
  25. Oloriad Arena

- Precincts**
1. Maze Garden of the Rediscovery of Hivernium
  2. Tower of the Karaggu
  3. Triumphal Arch of Chelumandris IV
  4. Thermifex Hill
  5. Proton Palace Lake
  6. Temple of Belom
  7. Gate of Benel
  8. Temple of Emeldias

- LOW CITY**
1. Shipyards
  2. Gardens of Meletas
  3. The Low Strand
  4. The High Strand
  5. Temple of Nimur
  6. Recruiting Office
  7. Legion of Lord Regos
  8. Legion of Sword of Fire
  9. Monument to The Protector of the North
  11. Antarcchal Palace
  12. The Bannermen of Kadur
  13. Naval Base
  14. Ing Shu Embassy
  15. Fishmarket
  16. Smugglers' Ruins
  17. Horsemarket
  18. Septeshaunt Basin
  19. Plaza of Cheothos XIV
  20. Virikki Trade Quarter
  21. Docks of Chaa-Payadis
  22. Wharves
  23. Slave Market
  24. Oloriad Arena
  25. Pylons of Morbis Havor
  26. Tharion Market
  27. Suk & Bridges of Pennants
  28. Mama Simba's
  29. Madizi Penitential Quarter
  30. Slave Quarter







## THE PRECINCT OF AKEMENEK

0 1000

Meters (labeled buildings not to scale)



# Level One: Zemenegu

## The Fortress of the Third Cyclad

1. Ruined Chamber
2. Ancient Staros Shrine
3. Redoubt
4. Strong Room
5. Shrine to Hairas Velomior
6. Sealed Portals
7. Place of Eternal Contemplation
8. Observation of the Truths of Eternity
9. Forbidden Chamber
10. Preservation Chamber
11. Ruptured chamber



Scale: 1 sq = 2 meters

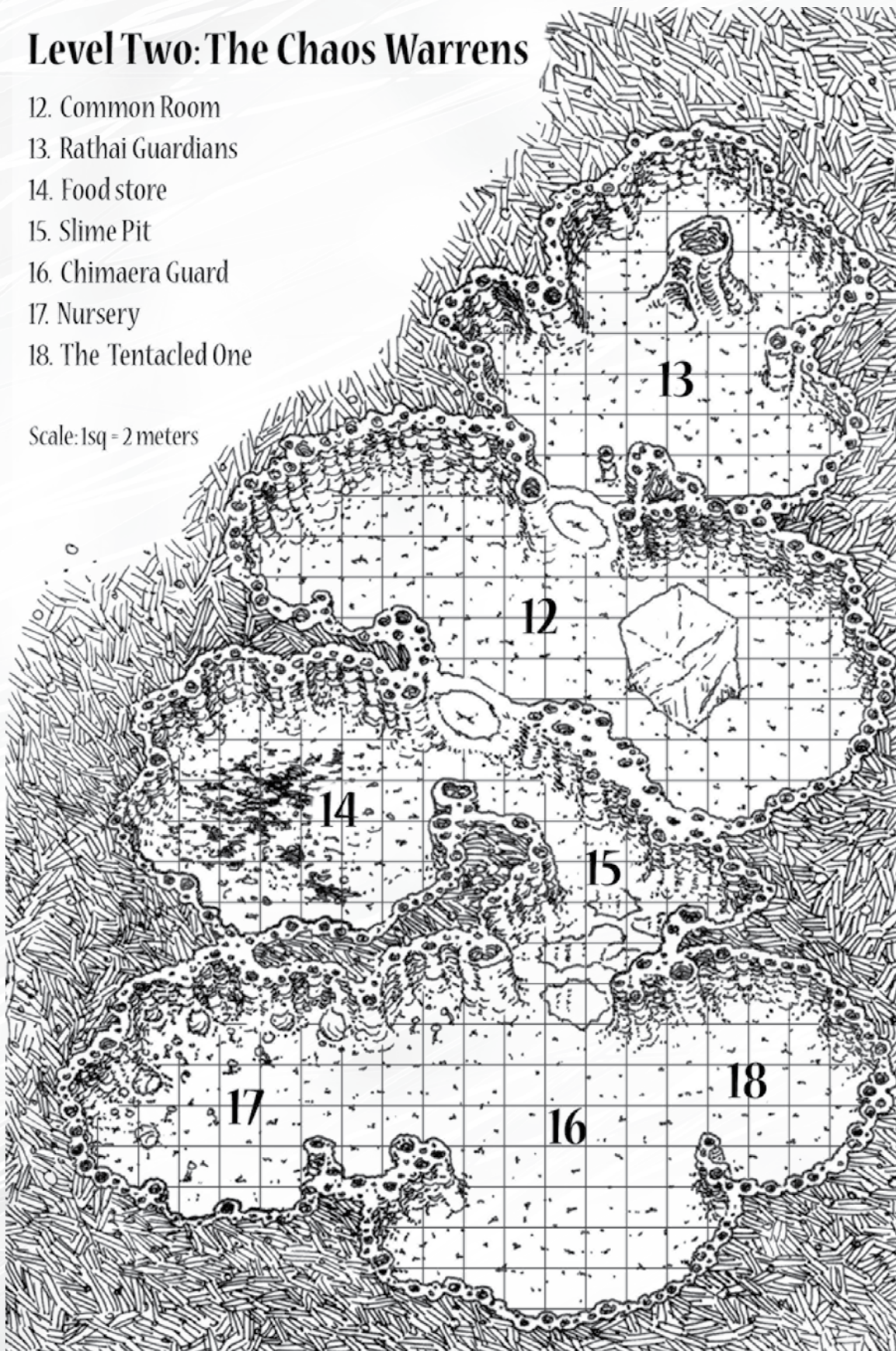




## Level Two: The Chaos Warrens

- 12. Common Room
- 13. Rathai Guardians
- 14. Food store
- 15. Slime Pit
- 16. Chimaera Guard
- 17. Nursery
- 18. The Tentacled One

Scale: 1sq = 2 meters



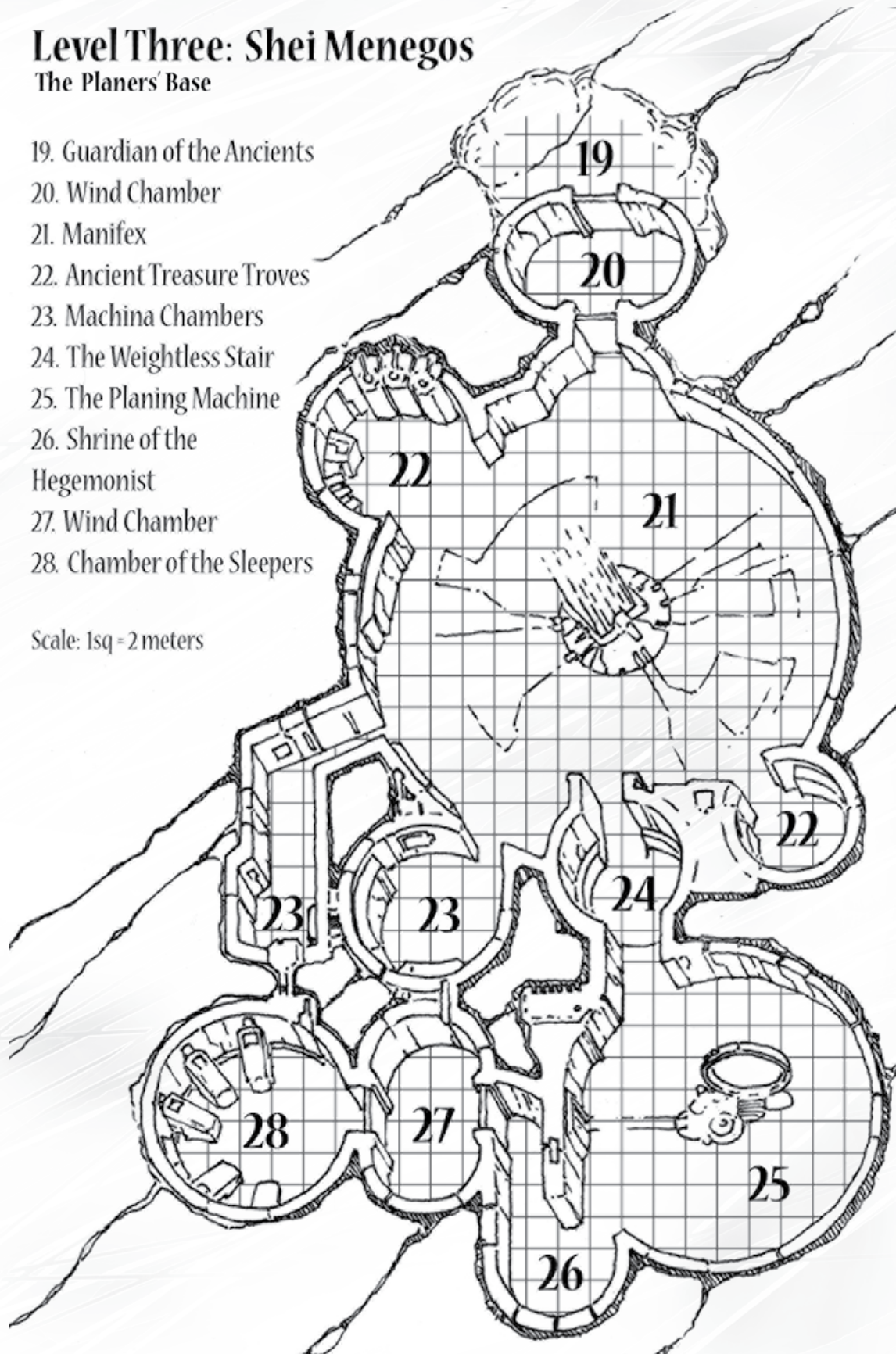


## Level Three: Shei Menegos

### The Planers' Base

- 19. Guardian of the Ancients
- 20. Wind Chamber
- 21. Manifex
- 22. Ancient Treasure Troves
- 23. Machina Chambers
- 24. The Weightless Stair
- 25. The Planing Machine
- 26. Shrine of the Hegemonist
- 27. Wind Chamber
- 28. Chamber of the Sleepers

Scale: 1sq = 2 meters



# The Chronicles of Future Earth

## Shields

Excepting Primitive Shields (generally wood or wicker) all shields are made from alagin. Corresponding iron shields are 5x cost, with AP and ENC shown in *Basic Roleplaying*.

<i>Item</i>	<i>AP</i>	<i>Cost</i>	<i>Enc</i>
Primitive	10	40	2
Buckler	10	90	1
Full Shield	15	120	4
Half Shield	10	90	2
Heater	14	60	2
Hoplite	18	150	5
Kite	15	120	4
Large Round	15	150	4
Round	14	120	3
Spiked	14	90	4
Target	10	60	2

## Transportation & Animals

<i>Item</i>	<i>Cost</i>
Saddle, standard	200
Saddle, noble	2500
Horse, cart	500
Horse, riding	750
Horse, cavalry (battle-trained)	2500
Horse, war (battle-trained)	5000
Chelother	10000
Orn	6000
Cambriother (Loper)	3000
Bantoor	2500
Kenek ox	300
Bayuri sheep	50
Two-wheeled cart	45
Two-wheeled waggon	175
Four-wheeled freight waggon	500
War Chariot	800

## Travel & Living Costs

<i>Item</i>	<i>Cost</i>
Cheap meal (khalub, lamas, pelati, etc)	0.25
Good meal (meat, several dishes)	0.5
Banquet	3
Trail provisions (1 week)	10
Mug of ale (1/2 liter)	0.1
Cask of ale (5 liters)	6
Barrel of ale (100 liters)	65
Mug of wine (1/2 liter)	0.25
Cask of wine (5 liters)	7.5
Barrel of wine (100 liters)	90
Goblet of havas (Jeniri liqueur) (1/4 liter)	0.5
Bottle of havas (Jeniri liqueur) (1 liter)	3
Glass of man shu (apricot brandy) (1/10 liter)	1
Bottle of man shu (apricot brandy) (1 liter)	11
Common room floor (per night)	0.25
Dormitory (per night)	1
Shared room (per person per night)	2
Private room (per night)	5
Hot water	0.2
Stabling (stall, per day)	0.5
Stabling (stall and feed, per day)	1.5
Stabling (special care)	2
Trail fodder (oats, per week)	5
Very low status clothing (yearly)	1-2
Low status clothing (yearly)	2-5
Medium status clothing (yearly)	5-10
High status clothing (monthly)	10-20
Noble status clothing (monthly)	20-50
Aristocratic status clothing (monthly)	100+
Adventurer's clothing (monthly)	10



# The Chronicles of Future Earth

## General Equipment

<u>Item</u>	<u>Cost</u>
30m rope	45
Lantern	35
Lamp oil, 1 liter flask	4
Torch (lasts 5 hours)	1
10m alagin chain (SIZ 60)	120
Hatchet	15
Fish hooks	0.1
Hammer	5
Writing tools	10
Paper, papyrus, vellum (per sheet)	0.5
Cooking / eating gear	2
Tent, 1-man	10
Tent, 3-man	25
Tent, 5-man	40
Tent, noble pavilion	200
Fire starter (bow and block or tinder box)	2
Back pack	5
Sack, small	0.2
Sack, large	0.5
Wooden spikes (10)	1
Water skin	1
Flask	1
Jug, 2 liter	2
Cask, 5 liter	5
Keg, 50 liter	30
Barrel, 100 liter	50
Kadram lur horn	25
Kra lyre	20-100
Famul reed pipes	1-5
Banishesz (sitar-like instrument)	50
Payorian harp	10-50
Tsambu bagpipes	10-25

## Armor

Prices are in Dineri; entries are for a full suit. Non-standard armor (such as Hsunnish armor) must be custom-made, costing twice as much, plus an amount equal to the base cost per 10 SIZ points above 20. Alagin half-plate for a typical (SIZ 28) Hsun costs 720D (three times base price).

<u>Armor Types</u>	<u>AP</u>	<u>Enc</u>	<u>Cost</u>	
			(Per Enc)	(Full Suit)
Leather, Soft	1	3.5	20	70
Padded / Quilted	1	3	25	75
Clothing, Heavy	1	2.5	30	75
Hide	1	3.5	20	70
Leather, Hard	2	5	20	100
Padded / Quilted, Heavy	2	4	25	100
Leather, Cuirbouilli	3	5	45	225
Ring, Alagin <sup>1*</sup>	4	5	110	550
Lamellar, Alagin <sup>1*</sup>	5	9	200	1800
Scale, Alagin <sup>1*</sup>	5	10	120	1200
Chain, Alagin <sup>*</sup>	6	10	240	2400
Plate, Alagin, Half <sup>1*</sup>	6	9	250	2250
Plate, Alagin, Full <sup>1*</sup>	7	13	270	3510
Ring, Iron <sup>1</sup>	5	10	550	5500
Lamellar, Iron <sup>1</sup>	6	18	1000	18000
Scale, Iron <sup>1</sup>	6	20	600	12000
Plate, Iron, Half <sup>1</sup>	7	18	1250	22500
Plate, Iron, Full <sup>1</sup>	8	25	1350	33750
Helmet, Light	1/+1	1.5	-	7
Helmet, Alagin <sup>*</sup>	7/+2	1.3	-	351
Helmet, Iron	8/+3	2.5	-	3375

<sup>1</sup>: Excluding head protection: must be acquired separately.

\*See page 45 for alagin armor rules.



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"In the last centuries of the Fifth Cycliad, a great malaise began to descend upon the lands of humankind. The great civilizations of Urth, which for Aeons had seemed on the verge of slumber, now finally began to rot from within. From the edges of the world the ever-present enemies drew close, their hungry claws poised to tear apart the delicate flesh of a fruit a hundred millennia in the harvesting. And all around, a cry arose for Heroes, to stand against the dying of the light and save the world from the sins of its past.

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The Earth we know is gone, forgotten in the depths of time. In its place is the Urth – a world of mystery and danger, steeped in a thousand centuries of history and legend, where humankind brushes shoulders with beings and creatures strange and monstrous. The Venerable Autocracy of Sakara, the greatest – and oldest – Empire on Urth, rules over half the world, led by an immortal God-Emperor whose very word is law. It's a world of deep, dark forests, brooding mountains, timeworn ruins haunted with the ghosts of the past and the weird monsters of the future. Arcane sorcerers explore strange dimensions, terrible priests wield powers from extradimensional beings known as Gods, mighty soldiers forge new histories from the ruins of the past. It's a time of danger, reckoning, and adventure. Welcome to *The Chronicles of Future Earth*.

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