

# SKYREALMS of Jorune

## Friends and Foes

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### **BURDOTH**

#### **Queen Myriam of Shatur**

Hates Lukazail, Mojik, Jer-Emiah and Snogard for acting on her assassinated husband King Avicca's order to take away his son Vucarin to be raised in Burdoth. Now wishes to kill her son (the rightful heir to the throne of Shatur) to cement her power.

#### **High-Priest Mycel of Shatur**

Former advisor of the Priest-King and then the Champion King Avicca of Shatur. Now the co-conspirator of Queen Myriam of Shatur. Also wants to punish Lukazail and Snogard for providing Burdothians with the secrets of Shatur, looting of their ancient artefacts and the destruction of the Sleeper.

#### **Ruga Katalla**

The foul githerin kesht of Salam'arine. Wants the heroes dead for meddling in his illegal affairs. Knows the heroes are dharlerrin owners in Gauss. Known for his ruthlessness and his execution creshi pool.

### **Drennit Tereged Dharnevic**

Influential rivalling dharlerrin owner who had his plans spoiled to take over the Ramov Dharlerrin and other lerrins by using blackmail, bandits etc. The heroes also protected two toth who had struck him and fled when he tried to force his way with the toth's wife. DEAD

### **The Reyce Brothers (Nauts, Set and Tonat)**

Hates the owner of the Ramov Dharlerrin (the heroes) for spoiling their shirm-eh trade in the Gelig Valley in Gauss. Often work for Ruga Katalla.

### **Rhakesht Kharam Allonkarb**

The black sheep of the Allonkarbs but Dharsage Khodre Dhardrenns uncle. Hates the players for usurping his corrupt rule in Drailoth (Burdothian Drail colonies) by aiding the Drailoth rebels. Powerful and influential.

### **Iscin Tiok Gillwood**

Seemingly dull and harmless advisor and co-conspirator (maybe the brains) of Kharam Allonkarb.

### **Copra Caji Morconda (The Corondon)**

Formerly the second in command to the Vodra, a smuggler and githerin lord of Ardoth (in reality DharCopra Caji Snogard). Morconda overthrew the Vodra during his absence and took control of the growing githerin organisation. Wants the heroes dead (especially Snogard) for interfering with his affairs and leading Redcapes to his door.

### **Copra Caji Saki Charr**

A mean and vicious female caji who serves the Corondon as his second in command. She leads a considerable band of diyorda cajis and dytes from the muadra slums of Ardoth. Once a servant of the Vodra, whom she has standing orders to slay.

### **Rog and Dhar**

Two experienced bounty hunters paid by Kharam to locate and kill the heroes in Ardoth or Burdoth. Nobody claims to know the streets and informants of Ardoth better than them.

### **DharKell family of Ardoth (NGH)**

The new family patriarch Sabarin DharKell hates the NGH for uncovering their involvement in the Caji Killer experiments (hybrid tech experiments to create isho castration device) and leading a muadra mob to their mansion, which resulted in the death of his brother Sorberin. He wants them dead for their meddling.

### **Hekra Delamon**

Ruthless daughter of the late emperor Delamon and trained in politics, espionage and assassination. Having been deceived about her father intentions, she made her way to Burdoth and assassinated several of the heroes' relatives before attacking them. When seeing the error of her and her father's ways, she swiftly aided the heroes in their quest and disappeared. She was last seen attending the Cryshell Palace court.

**Rasec**

Captain of the infamous Redcapcs of Burdoth. Coordinator and leader of many covert operations and extremely suspicious of the ex-Redcape heroes who are now declared shissics of Burdoth.

**Red Martin**

Another Redcape captain, once responsible with investigating and capturing the heroes. His honour was bruised by being lured into the Vodra's lair, enabling his captives to flee.

**Borleen "The Gauntlet"(NGH)**

A githerin kesht of Ardoth known for his barrel-like and impressive physique and his terrible inclination of executing his enemies personally with his plate sized, gauntlet-clad fists.

The NGH are indebted to Borleen (in terms of favour/services owed) after having been given information on the Vurnaal Klades involvement in the Caji Killer murders.

**Iscin Veratta Komlesh**

Unscrupulous bio-tec iscin who attempted to make bio-tec shirm-eh for the ramian. Severely burnt when X and X set fire to the ramian ship. Has no love for Burdoth, the heroes or ramian. Now resides in Salam'arine under the name of Iscin Tatarev Helmkos.

**Tamas Norton**

Daredevil smuggler, gentleman githerin and robber of the rich, who has a comical vendetta against Salam'arine's authorities (including Ruga Katalla). According to legend he laughs in the face of danger and gives charity to the poor. A local hero and a good sailor who loves disguises and danger.

**Keshtia Jamilla Gellip**

Influential and probably the richest keshtia of Salam'arine. The very person one must know to actually know anything. Supposedly a very good (and seduced) friend of the heroes (Jer-Emiah Gerrig especially).

**Coylin Beagrekesht**

The mad beggar king/lowlife of Lower Manser. Would be rather harmless if it wasn't for his strange friendship with the brain damaged swordbearer known as Charlie the Mute. Every low-life and scum of Lower Manser now fear the beggar that walks like a kesht.

**Keshtia Nisia Allonkarb**

Kharam Allonkarb's miserable wife who still accuses him of the death of their son. Has helped the heroes in the Cryshell Palace where she and Kharam resurfaced after the Drailoth catastrophe.

**Rhakesht Nohecca IV**

The official Burdothian emissary and ruler of the troublesome city state Shatur. Grateful for the heroes aid in solving the Vucian mystery.

**Sholari Ashana Copra Tra**

The shantic sholari attuned to the sacred Coric Haijica isho enervor of the western Glounda Mountain Vales. Although not really a part of the secluded caji school, the shantic sholari is often consulted for his wisdom. Although the heroes have never returned to the Haijica

School, the sholari is grateful for their help in retrieving the thosk stones from the Liggit Thosk.

### **Captain Shallic (The Shadow)**

A captain of the Ardoth Guard who is grateful for the help in defeating the cleash at the Battle of Baysis and closing the cleash controlled warp of Meshka-Tra.

### **Celiok, foreman of Ramov Dharlerrin**

The crafty and loyal foreman of the Ramov Dharlerrin that was given to the heroes by the Dharsage as a reward for their loyal services.

### **Finn Manjaro**

Hunter and trapper, cousin of the infamous Kilimanjaro La´holahan of Liggie. Currently employed as gamekeeper of the Ramov Dharlerrin.

### **The Cushindel Blount**

Simple hunters and gatherers. Ever grateful and friendly to the owners of the Ramov Dharlerring (the heroes) for cleansing the Cushindel swamp of the beasts haunting it (freak ramian-attacking recos that were created by Veratta Komlesh).

### **Copra Caji Illinor Shard of Therka Kerning Bay**

The owner of the kerning bay with a sore spot for Snogard and her ear to the Ardoth ground. She has helped the heroes several times, but has always insisted on handsome payments.

## **HERIDOTH**

### **Jorah DharWinter**

The ex-Burdothian military attaché to Dobre, who turned out to be an unwilling Berella agent. He fled Tlon when the heroes began investigating him, but a letter found in Terc, Thantier, gave clues to his presence in Heridoth where he would break The Wheel.

### **Sage Kelir of York**

Grateful for revealing a Thanterian marital assassination and infiltration plot against him. However not satisfied with having to make peace with the Children of Lenkha, whom he had planned to conquer for their riches.

### **King Gorramar I of Lendûra**

They are true heroes of the unpopular Children of Lenkha in Heridoth, after having brought back the Soul of Lenkha and restored the city to the Lenkhans after the Yorkni invasion following the battle of Lendûra.

### **The Kan Lenkha (Children of Lenkha)**

Hero status (see above).

### **Brenon**

Vengeful Kan Lenkha youth whose betrothed was killed by Yorkni soldier during the battle and sacking of Lendûra.

## **THANTIER & CERIDIS SEA**

### **Bishop Hansh Terenté of Lanna**

Pluran bishop who had his plans to infiltrate Heridoth through the marriage of his daughter to the sage of Yorks spoiled. Shamed and sent home in disgrace he wants to exact his revenge upon Mojkk.

### **Lady Laita Tarenté**

Conspiring daughter of Bishop Terenté. See above.

### **Commander Dircona**

Eastern Ceridus commander of the United Thanterian Navy who hates them for eluding his ships and being beaten in a duel by Lukazail. Wants revenge.

### **Prince Berucca of Valarach**

The ambitious newly ascended half Thodicean – half Coronian prince's plans to rule all thodicean kingdoms with the aid of Dayvid Terra's fantastic weapons were foiled by the heroes. In the final fight against Dayvid Terra and his Power Armour, the Prince was badly burnt in his face and torso and lost an arm. He hates the heroes forever for this.

### **Captain Hinrik Steglitz**

Dakrani and captain of the United Thanterian Navy, whose family was insulted by the heroes by a daring theft of a family war heirloom during his engagement party. Hinrik's father, Vicctor was later crippled by the heroes when he tried to retake his possession and avenge the insult.

### **Vicctor Steglitz**

The now crippled dakrani patriarch of the Steglitz family of Azgir Island. Influential and very hateful towards the heroes for their humiliation of his family and by shaming his remaining life to that of a cripple.

### **Vitor Bequin of Terc**

A very influential dakrani of Terc with a strong military background. Acting as a general of the Berella, Vitor coordinates much of the Berella's efforts. His three sons control the eastern Thanterian army stationed in Anasan and are together with the Berella planning something. Vitor is aware that the heroes infiltrated his mansion in Terc and his secret chambers. For this trespass there can be only one punishment – death.

### **Princess Alina of Moorshae**

Sister of Prince Masinor of Kralarach and the late Prince Alsinor of Moorshae. Ever grateful to the heroes for avenging her assassinated brother and later for aiding Moorshae and Kralarach against Prince Berucca of Valarach and Count Olwier of Kulai.

### **Prince Masinor of Kralarach**

Ever grateful to the heroes for avenging his assassinated brother and later for aiding Moorshae and Kralarach against Prince Berucca of Valarach and Count Olwier of Kulai at the battle of the Kralarach Gates. Ruler of the mysterious Kralarach Valley with its shantic ruins.

### **King Vagunder**

A rouge hillmen king of the Lus'ikai mountains who is grateful for the heroes helping him save his clan from thodicean lowlander attacks from Count Olwier.

### **King Hataka of Mas'ka**

Last great black king of the hidden Sky people of the high Thodic Valleys. Ruler of the remnants of a small, legendary kingdom centred on the thermal Mas'ka plateau high above the snowline and known for their wondrous Tepinna airships. Grateful for the heroes aid in averting a Berella attack upon their people.

### **Sky Childe Langka Juur**

The holy child of the Sky, stars and moons of the Sky religion. The religious leader of the Immoran religion, who was rescued from Berella capture by the heroes. She and King Hataka see wisdom in making careful contact again with their long separated lowland kin.

### **Vacil Cotor**

Last of the Cotor family and a poor farmer who was restored to his family's royal status after the heroes found the legendary treasure and grave of the infamous pirate lord Torroc Dhar (who was a Cotor). Trusted friend and only lowland farmer experimenting with Mountain Durlig (a gift from Snogard and Nod Norroc).

## **TAN-IRICID**

### **Drogan the Beaster**

Incredibly gullible and friendly beaster who lives outside Tan-Sor with his dangerous pets. A former fellow adventurer and a very good friend.

### **Marec KreeKorrin**

An exiled Ros Crendorian Sajatist genius, full of revolutionary new inventions and ideas. Extremely gullible and easily tempted to dabble in forbidden or unknown areas, he has attracted the attention of most rich sponsors who have been fighting over "ownership" of this genius. After having experimented dangerously with both lamorri tech, bio-tech and hybrid isho/earth-tec, Marec was in the clutches of Keshtia Jovie DharWinter of Kirlan. The heroes accompanied him on an expedition to find the Sky People and then provided him with a haven on Tan-Iricid. Now finally free, Marec is ever grateful and helpful, if absent-minded and forgetful.

## **KHODRE**

### **The Darkmane Brotherhood**

A strange brotherhood of cultists and githerin who control much of the outlaw city Kask. The now corrupt Brotherhood maintains pure, holy bloodlines originating from the Emperor himself. They had been infiltrated by the Berella and the heroes brought in the White Legion to crush them. The leaders fled or killed themselves, leaving the remains of the brotherhood to brood and plan their revenge upon the heroes.

### **Kesht Jovine DharWin of Kirlan**

Very influential ruler of the DharWin family of Khodre (on of the Ruling Families). Might hold a grudge against the heroes for liberating the brilliant iscin Marec KreeKorum whom she controlled.

### **Copra Caji Parsha of Lake Dau-Uh-Dey**

Notorious pirate of Lake Dau-Uh-Dey who owes the heroes a debt for freeing him from the Khodren/Burdothian soldiers. He once provided services for captain Delange and his mysterious cargo.

## **ROS CRENDOR**

### **Hykon of Kerteyga's Red Guard**

A despicable boccord bandit adjutant of Jagar Majeer, the Pajé Protégé of Kerteyga, who very much dislikes the heroes for insulting him and poisoning him. Should they ever return to Kerteyga, he will hang their intestines from the city walls.

### **Moira Dreamweaver**

A reincarnated Dreamlord (Iamorri) or Iamorri essence possessing a human female form. Also known as Jug'Kroch and the ruler of the subterranean Realm of Darkness centred under the Blasted Plains and the Obiss ruins. Wants the players killed (or worse) for having aided in the destruction of her servants and dark realm and helping the newly awakened Vault to free itself to become independent.

### **Shorkuul Shadowmaker**

Moira Dreamweaver's dark adjutant. Also a Dreamlord possessing a powerful human body with grim facial tattoos. His previous body was destroyed by the evid released by heroes into the subterranean passages of the Realm of Darkness. Before it perished, Lukazail performed the crey removing ceremony and transferred the crey to Shorkuul's body. Needless to say, Shorkuul has prepared worse things than death for the heroes – and Lukazail in particular.

### **All-Mother Marcine Kolljere of Ro-Obiss**

The new dark and fallen All-Mother of the Ros Crendorian priestesses. Being pre-occupied with spreading the new dark gospel of the returned gods, she does not yet see the heroes as a threat.

### **Ros Crendorian Priestesses**

The priestesses were formally the allies of the heroes after their deeds on the Twin Skyrelams and their aid in recapturing and later destroying the Unholy Staff. Mother has rewarded them personally and one of their own travels with the heroes. Recently, rumours come from Ros Crendor that Mother is dead and that the ranks of the priestesses are being usurped by fallen priestesses.

### **Naracine DharKree of the Loturbain Clan**

One of the wisest and most esteemed members of the Loturbain Clan (part of the Tokrem Tribal Nation). Although the heroes were found guilty of having “accidentally” murdered her brother, she made them repay her clan by freeing her people and her father Bodain from the Twin Skyrealms that had come under the influence of a Dreamlord.

### **The Loturbain Clan**

(Part of the Tokrem tribal nation). The clan is grateful that the heroes helped free the villagers of the Nakraateh and KorMaas skyrealms from the evil of the Dreamlord Groschraurr, who had possessed their priestess.

### **Sister Marlaat**

A Meer Sagéss of the Tokrem. She and her sisters are grateful that the heroes broke the Dreamlord Groschraurr's hold over the Twin Skyrealms.

### **Governor Lowros**

The Jaspian in charge of the secret Yasa Skyport on a remote skyrealm over the inner reaches of the Brynkwod Forest of Ros Crendor. He (and the Council of Servants) are ever grateful for the heroes help in retrieving a crystal schooner stolen by the berella and for helping them keep the secret of the crystal schooner's flight.

### **The Vault**

This strange structure/being seemed to have gained true sentience and was helped by Snogard to free itself from the empathic communication network that bound it to its old masters, the lamorri. As a reward the Vault "mended" Mojkk who had been killed by Shorkuul Shadowmaker. The Vault also sent a human avatar to accompany the heroes to learn more about the world. Over the months the heroes learned that the Vault seemed to be hiding its intentions. Besides having improved Mojkk slightly, the Vault seemed to desire power to withstand its former masters, and maybe even to destroy them. Or is this all?

## **DOBEN-AL & COASTAL KINGDOMS**

### **King Nicolai of Podrola**

The king and cruel tyrant of a petty Coastal Kingdom, whom the heroes angered when burning the holy library of the Keepers of the Written Word and tricking out of his rightful inheritance. The King has offered a great sum for their heads (with or without their bodies) and has saved some special quality time for them in his Chambers of Needles Eternal Pain.

### **Commander Taraque of Podrola**

The ruthless boccord captain followed the heroes far into the Doben-al to avenge the insult upon his king, Nicolai of Podrola, and to find the treasure the heroes were looking for. He was personally humiliated and lured into desert traps by the heroes and would gladly feed the heroes to the pit beast of Doben-al while dining and watching.

### **High Chieftain Tapeka of the Lunghoth**

The high chieftain of the Lunghoth Tribes who is grateful for the heroes aid in solving the bitter and ancient conflict against the Vucians of Shatur.

## **JASP**

### **Atakis of Aylon**

The apprentice of Viyda Ardis (Dayvid Terra – who seems to be the leader of the Berella) who stayed behind in Kirlan to spy on the exiled sajantist Marec KreeKorrin. Most probably



a dangerous member of the Berella. He left with the rest of Viyda's friends for Aylon when the White Legion started to investigate Viyda Ardis in Kirilan.

### **Keregos jay of House Jay**

Influential son of the ruler of the mighty Jaspian Trading House Jay. Keregos is a fat, ruthless man who tries desperately to create enough wealth to make him independent of his father and maybe one day the house ruler. Mens lives are worth nothing to this spoilt brat. Recognized by his black, claw-like prosthetic right hand. He hates the heroes for destroying his chances to retrieve the unholy staff and setting the Ros Crendorians upon him. After having spent two months in the filthy Ros Crendorian prisons of Kerteyga, he was finally ransomed by his father (to his great humiliation). His hatred for the heroes now runs deep.

### **Children of Choi Sterneye**

The heroes once encountered Choi Sterneye of the Silent Ramian of Jasp when they delivered an important message from the ramian's son, who had died in the South Seas. The message told of a Vault that had been opened. Seeing that the heroes had met with the lamorri essences before, Choi asked them for servitude in uncovering the foul schemes of these restless spirits. Those that accepted became his adopted children and were his eyes and ears across the world. Now, the aged Choi has finally succumbed to his skvaar and left his Children unguided. However, the struggle goes on, the evil lamorri essences are more active than ever.

### **Khalajos Jhay**

Famous Jaspian explorer who together with the heroes, found the legendary lost shantic city of Meg-Aleisha in the heart of the Drail jungles. Forever a friend after those ordeals. Now feeling his age, Khalajos tries to stay home in Jasp at least one season per year.

### **Captain Charis**

Once the quartermaster of the foul Captain Delange, Charis was left behind when Delange found himself a new partner in the Berella. Vengeful, the female caji joined the heroes in their search for Delange. After humiliating Delange and retaking "her" ship The Sharussa, Charis became a freelance pirate of the Sharharras and Ceridis Seas. After gaining many enemies, Charis finally managed to find the fabled treasure of the pirate Torroc Dhar with the heroes aid. She has now withdrawn to her homeland Jasp for life of cream and luxury.

### **Rissa Willham Arcat and Naressa Arcat**

The sad brother and sister were separated early in their childhood, but found each other again when Rissa returned to Khodre as Fusheen Kladesman with orders to kill Naressa. After having discovered their past, Rissa feigned being killed and struggled hard to find enough money to take himself and Naressa to safety and begin anew somewhere else. However, the Fusheen Klade suspected him to be alive and sent the Retirer to kill him. The heroes helped Rissa to destroy the Retirer and later gave him sanctuary with Choi Sternhand in Jasp where he could mend his severely crippled body.

## **SILLIPUS**

### **Matirikiv Reveen Girelord of the ruling Four of Twathigire**

Former member of the four Tirtive of Vinteer until discovered involved in scandalous destruction of human-ramian relations by the heroes. Disgraced and degraded to a Matirikiv (Province Lord) of Sillipus. After this the heroes killed his offspring Hasjaar the Tirikav,

destroyed one of his ships and maybe permanently shut an ocean warp from his domains. Worse things than death await the heroes in Sillipus.....

### **Tirikav Hasjaar**

Reveens mentally disturbed progeny and Tirikav (kinslayer), who was defeated by Lukazail in a duel. Hates them and especially Lukazail more than Reveen does.

### **Larchko Varichee Choi**

A larchko (lord) of the Kativi Sea whose offspring was killed by Brett "Soldier" Olsen when the heroes shut an ocean warp east of Sillipus.

### **Sardon D'obreth**

An influential human lord and ruler of the Inner Reach of Sillipus. Having many contacts all over the world and a considerable hoard of earth-tech artefacts, animals and crops, Sardon D'obreth certainly sits on a mighty secret. Grateful to the heroes for helping him cement his power in Sillipus by showing/bluffing the ramian he could control their ocean warp.

## **SOUTH SEA (S. DRAIL)**

### **Korochka Chokulsha**

One of the feared korochkas (high-priests) of the ramian and one of the South Sea Girelords (a matirikiv) who wants to see heroes dead for having witnessed the opening of a Vault and reported this to Choi Sterneye.

### **Talanki Mag of Sharcoth**

For having been marked with an evid curse by shantic allies of the heroes whom he had enslaved.

### **Sholari Myralaish Copra Shal of Meg-Aleisha**

Grateful for the heroes preserving the secret location of Meg-Aleisha and the ellishondu sleeping in the lost city, as well as for saving his life from the corrupt Ercucian lord Carkiril.

## **NORTHERN DRAIL, PONTEER & SHARHARRAS SEA**

### **Ponteer Ramian**

The rochka have placed a price of 200 karmech (20 gems) on Lukazail's head for being an escaped crey-man who put valuable Utam Gachubar-Crey to death before leaving.

### **Captain Delange**

A ruthless boccord pirate who relocated from the Jaspian Sea to the Dargedda Brotherhood in Drail for transporting a stolen cryo tube for the Berella. Hates the heroes for rescuing his Ercucian princess hostage, humiliating him and stealing his ship The Sharussa.

### **Captain Mennic**

Captain Delanges partner who wants revenge for having his camp destroyed, his prisoners freed and himself humiliated. Captains the Nerilla.

### **Captain Jonas Capill of the Tarochill Guard**

A brutal captain of rhakesht Kharam's corrupt city guard. He was replaced by Lukazail and fled north to the port of Khalthoth where he once again is employed as Harbour Captain. He wants revenge for the injustices he feels Lukazail has done to him.

### **Drenn Royc DharMarlevin**

Once a powerful drenn with mines in southern Drailoth, he now resides in exile in Khalthoth after the rebels took over Tarochill. Hates the heroes for messing up his tidy world.

### **Captain Ullrick**

Coronian pirate and traitorous ex-companion of Caji Charis the pirate. Now the captain of the Sharussa and vengeful towards the heroes for having spent years in a Thanterian naval prison for being a pirate.

### **Klademaster Sheline Mykos**

Once the lover of Kharam and main conspirator against his destructive affairs in Drailoth. The stunningly beautiful, manipulative and seductive woman has now lost much power to the rebels but still remains in Tarochill.

### **Larchko V'Kiir of West Vareech**

The appointed ramian governor of the area neighbouring Drailoth. Despises the heroes for luring him into a truce with the humans of Tarochill that had raided his forefathers' tombs. The deal was not honoured when the rebels took over and the heroes fled.

### **The Dargedada Brotherhood**

Led by the feared pirated lord Micail of Shamento. For abusing their "hospitality" and upsetting the "trade" of his subjects on at least two occasions, the heroes might not exactly be in favour

### **Captain Ranihyn**

Big-mouthed captain of the Dargedada Brotherhood, who is cowardly and greedy enough to provide the heroes with information.

### **Lord Cerecil Cyratas**

Influential and powerful Erucian ruler of the Cyratas family domains in NW Drail, who knows the heroes are Burdothian spies. Was forced to sell them information but holds no real grudge. Might betray them, dispatch of them or deal with them again.

### **Sage Ivan of Draiteer**

Ruler of the Independent Coronian Colony of Drail known as Draiteer. Sage Ivan was enraged by the border skirmishes begun by the Burdothian rhakesht of southern Drailoth. After the assassination of his emissary to Tarochill, he sent his army to deal with the Burdothians. The heroes managed to parley and uncover the Berella plot to start a war between the two young states. Sage Ivan got good compensation for the wrongs, but has not yet been compensated by the new rebel government. Also, the heroes did not complete his mission to free his lands of the scourge of the two demons. Luckily he assumes they are dead.....

### **Prince Volec Ricaras**

Ruler of the Ricaras family's territory in the Erucian Drail colonies. A very influential but old ruler who is handing over his affair to his son Ceratil. He will always house or protect the

heroes for saving his slightly dim-witted daughter Nacila from the Dargedá Brotherhood (Captain Delange).

### **Ceratil Ricaras**

High assassin of the Erucian Colonies and heir to the Ricaras family territory. The brother of Nacila. Ever grateful for the heroes help in freeing his sister. Met them during his quest to find her and has found them to be honest and able bodied men.

### **Used-To-Cook-For-Pirates**

Once a fat spoiled cook of fine dakrani families, this man was hired to accompany an expedition into the steaming uncharted jungles of Drail. The ordeal changed the man and turned him into a fit, spitting and cursing fighting machine with an awakened sense of adventure. An eternal friend of the heroes after their ordeals together. Also known as Used-To-Cook-For-Sages and Haven't-Cooked-For-Ages. Normally a resident of Dorakon, Drail.

### **Kamarish Mapmaker**

A skinny old man who has sailed all the southern oceans. An expert mapmaker who always seems to survive imminent death and who claims never to have been lost. Now a sickly resident of Dorakon, Drail, where his mean, greedy daughter takes care of him.

### **Drenn Kasper Kardoth**

An adventurous Whitehand who sought fame and glory in Drailoth. Not seeing the danger of the Drailoth unrest he was caught in the middle of the rebellion. Later freed by the rebels he stayed in Drailoth, forever a champion for justice and seeker of glory.

### **Syrela Marad-Shee**

The proud and vengeful female leader and warrior of the south Drailoth rebels whose father and brother had been killed by Kharam. Leading the rebel attacks against Kharam's troops she desperately tried to rescue her kidnapped sister without revealing their connection. She for the heroes help in overthrowing the corrupt rhakesht Kharam.

### **Niril Marad-Shee**

The docile and shy sister of Syrela Marad-Shee, rebel leader of south Drailoth. See above.

### **Stanro Golo-Sor of Rolo-Gator**

A renowned fadri of the small thriddle colonies of Drail. In return for information about the ramian of Vareech and a Shield of Passage to Co'chori, the thriddle was granted permission to write down the fantastic tales of adventures the heroes had experienced.

## **TEMAUNTRO**

## **DOBRE & LUNDERE**

### **Falkem Johnom of Yobreh**

An old salty sea-dog human serving aboard woffen ships and uncle of Tavar Brinko. He journeyed to haunted old human ruins in Hobeh and forbidden shantic villages with the heroes before returning to the sea. He has now retired in the human part of Yobreh.

### **Lieutenant Hoduuh of Tlon**

The bronth lieutenant faced the horrors of the Mairricks Caves of Gilthaw and managed to flee with the heroes. Although blinded by the acid spitting great serpents of the cleash, Hoduuh is ever grateful that the heroes managed to help his men and the captive slaves flee the cleash.

### **The Nurisians of Dobre**

They heroes are remembered by song and legend for their incredible escape from the demons of the Frozen Sea with the nurisian slaves and their battle with the old DharSammoril of the Deep.

### **Rememberer Voo'rah of Crendor**

A bronth Rememberer who is grateful for their help in solving the mystery of the troubles Fort Seefar in forbidden Crendor.

## **VOLIGIRE**

### **Tirtive Triax the Holy**

One of the four All-Rulers of the ramians. From the cold city of Vinteer, this most holy of holy rules the ramian caste of priests as well as the ramian race. Even if the existing/surviving heroes have never met him, their old friend Drenn Fredryk once helped Triax and the Tirtive to find the traitor among them who wished to sabotage a ramian truce with the powerful Burdothian realm. As a result Tirtive Reveen was cast out from Voligire. If the Burdothians really had anything to do with this powerful political move is unknown. The Tirtive have so many hidden agendas of their own. However, Triax is reputed to be mad or touched by ramian gods and it is very uncertain if he can be trusted at all.

## **WITHOUT BOUNDARIES**

### **Dayvid Terra**

Last survivor of the Shendarri Children created from ancient genetic cryo-bin material. The super intelligent but accursedly mad iscin was foiled from uniting Thantier and now leads the worldwide Berella conspiracy organisation. Has seen his plans foiled several times by the heroes and now sees them as dangerous enemies to his cause.

### **The Berella**

A secret worldwide conspiracy bent on infiltrating the ruling bodies of human realms and inciting shantic wrath for unknown reasons. Many influential drenn and dakrani have been drafted as well as disillusioned iscin. Named after the regal ghosts of murdered Thodicean Kings. The players are wanted dead because they know too much and have interfered with their plans one time too many.

### **Ca-Desti**

The copras of the heroes have been stored and they are all known as enemies of the feared shantic sect. All are wanted dead for interfering with the Ca-Destis war against humanity, for joining the White Legion and for freeing prisoners from Tonondra in Hobeh.

### **The “Stern” Circus**

The deadly Thanterian circus knows that the heroes work for Burdoth and would not hesitate to kill them on sight. Especially since they are aware of the circuses true loyalties. Most members of the ensemble have strange and deadly skills.

### **Teperin**

The assistant of Marec KreeKorrun and a Berella spy. He reported all Marec’s successes and failures to the Berella, including the meddling of the heroes, before he vanished. He was later encountered and injured at the temple of the Darkmane Brotherhood, before vanishing again. By now, he must hate the heroes.

### **Maria Skylight**

A well-protected secret of the Darkmane Brotherhood, Maria is one of very few living descendants of the mythical first Emperor. Her bloodline is expected to hold the divine powers of the Emperor who came from the stars and is ever ensured to survive to one day guide the pure and faithful. She and other holy descendants are ever moved around the human realms. After the Berella usurped the Brotherhood, Maria’s divine heritage seems to be used for other means. Maria has met with Snogard and has been informed of the dangers the heroes present. She will not hesitate to eliminate those that threaten her rightful place as ruler of the world of men.

### **Kesht Pieter D’Serris**

A captured Berella leader from a distinguished Whitehand family of Kirlan. After having tried to commit suicide, Pieter was captured by shantic warriors and placed in a Launtra Crystal Bed to be kept alive. His fate as a captive is unknown, but most certainly does he hate the heroes.

### **Aciloss Delamon (Esashal)**

A mysterious shantic agent and member of the White Legion, who proved to be the twin brother of Emperor Delamon of Haisvana. The body of this valued human Ca-Shal agent was forcefully bonded to Shal isho during his childhood and is capable of weaving some dyshas. He is also a member of the White Legion who has long ago infiltrated the Cryshell Palace in Ardoth. Friend and ally of the heroes.

### **The White Legion**

A legion of Ca-Tra sholari and humans (and some non-humans) who have by the Ca-Shal been given limited time to prove that shantas and humans can co-exist and learn from each other

### **Jalia (Halitra)**

The Jaspian White Legion agent has worked with the heroes in Kirlan and has much respect for them. She will aid them as loyal members of the White Legion.

### **Horion (Hoskarra)**

Another White Legion agent who owes his life to the heroes after their mission in Kirlan. Horion is loyal and a good soldier.