

ARIMON

A Fantasy worldbook for OMNIROLE

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Arimon: Preface

Preface

Dear roleplayers !

We present one of the first worldbooks for Omnirole, the universal roleplaying system. This book with the title Titel Arimon shall make you familiar with a fictitious world, which is intended to serve as background for exciting fantasy adventures.

Arimon is a world, which resembles our own in the Middle Ages in many aspects. Nevertheless, it is not simply a pseudo-medieval world. Many things will demonstrate that Arimon is a lot more.

For example, Arimon is full of magic. Wizards are not just an element of myths and legends, but they are true parts of the society, as well as effects caused by magic. On the other hand, magic is not so frequent, that everyone would be able to use it. This has the purpose to have the world still be imaginable, and not too different from classic fantasy worlds.

Furthermore, there are more races than just humans. Elves and dwarves, gnomes and halflings, lion-like skionai and many other races populate Arimon, and it is perfectly possible to encounter dragons, griffins or even demons.

Finally, the gods of Arimon have much more direct influence on events, than in our world. A priest is perfectly able to ask his god for direct help in the form of a wonder.

This entire world, with all its mysteries and secrets, its dangers and possibilities, its inhabitants and landscapes, is now open for you. Create your characters, and fill Arimon with life.

Whatever you decide, be it joining an adventuring party for a treasure hunt, be it merging into city life, be it a pirate cruise on board an Orgarnt long ship, be it the attempt to gain knowledge as a wizard, or maybe all of the above – we wish you a lot of fun and endless adventuring opportunities in the world of Arimon.

In the future we will try to extend this world. Sourcebooks on peoples and states are planned, as well as a series of prepared adventures. In this connection, we would once again like to mention that we are grateful for all kinds of reactions, criticism, ideas, etc. If you create a city, or an adventure, or maybe magic items – write us! Perhaps very soon, your name will be on an Omnirole sourcebook.

But now, it is time for the big adventure. Ready your sword, get your armor, study your spellbook - and discover Arimon in all its beauty!

Arimon: History

The History of Arimon

Prologue

Arimon is a world with many millennia of history, during which humans, elves, dwarves, halflings, gods and demi-gods, dragons and demons, and many other more, have influenced the events and shaped the world.

Nevertheless, a lot is clouded in the darkness of myths and legends, and nobody can say for sure, how it all began, although every religion and race will have at least one myth about the creation of the world and of life.

Calendars:

In the different cultures of Arimon, various calendars are being used. A very popular method is one that counts the years of government of the current ruler and that thus begins in the year in which he took over the throne. This leads to a certain difficulty when dealing with longer periods. Further calendars are based on the foundation of cities or of kingdoms, disasters or other important events. Luckily, the base of all important calendar systems is a year of 360 days. However, the smaller units vary. While most people use 12 months of 30 days each, there are yet some that have months of 28 days, months of varying length or even totally different systems. And this is without talking of religions or barbarian tribes, that use e.g. years of the bat, months of harvest or eras of the light.

In order to avoid unnecessary confusion, we will refer in the following to a calendar that is used by most wise men of Arimon. Its year zero is identical with the liberation of the races of Arimon from the rule of Daijnt and the demise of their empire, marked by the destruction of the capital Cawachdarann by a titanic natural disaster. Consequently, there are years before Cawachdarann's downfall (BCD) and after Cawachdarann's downfall (ACD). A further important calendar, that still can be found in ancient documents, is that of the Empire of Arimon, using years before and after the founding of the city (BFC and AFC), thus referring to its old capital.

Especially the most important non-human races, mainly the dwarves and elves, have their own calendars, and there also are some that do not seem to think much about the passing of time, such as e.g. most dragons.

The most current system of months is the following, counting from the beginning of the year until its end:

- 1) Frost moon (also called ice moon)
- 2) Silver moon
- 3) Earth moon
- 4) Wind moon
- 5) Water moon
- 6) Nondroma moon (called so because of the founding of the capital of the Empire of Arimon in that month)
- 7) Fire moon
- 8) Festival moon (because of Cawachdarann's fall, known as harvest moon in ancient days)
- 9) Fall moon
- 10) Wine moon
- 11) Shadow moon
- 12) Dragon moon

As can be seen, mythology, history, weather and nature or agriculture have had the most important impact on the names

of the months. The Arimtri words will not be given here, but maybe in a future sourcebook on that language...

Timeline

Date	Event
ca. 10.000 BCD	Creation of the first Dwarven kingdoms. Settlements of elves. First human cultures.
ca. 7.500 BCD	Dwarven power at its maximum. Foundation of Drikhi Asum, most famous Dwarven city.
ca. 5.000 BCD	First War against Darkness. Attacks by orcs, trolls, etc. from the East and South east against the Dwarves.
ca. 4.500 BCD	End of the Dwarven Kingdom. Retreat from all areas on the far side of the Border Mountains. End of the First Age.
ca. 3.000 BCD	First human kingdoms in Arimon. Iron Age.
ca. 2.000 BCD	Humans from other regions settle in Arimon. Culture boost.
ca. 1300 BCD	Creation of the Empire of Arimon.
1.001 BCD	Empire of Arimon at the maximum of its power
400 to 365 BCD	The Shadow War (Second War against Darkness). End of the Empire of Arimon and thus of the Second Age.
350 BCD	Beginning of the rise of the Empire of Daijnt
298 BCD	Daijnt at the maximum of its power
45 BCD	Beginning of the Elven War
The year 0	The downfall of Cawachdarann. Destruction of the center of the Empire of Daijnt and thus end of its power.
660 ACD	Last confirmed contact with the lands of the West.
895 ACD	The Barbarian storm from the Steppe of Tform is stopped. Creation of the state of the Order of Zordas in Gouslic.
1045 to 1051 ACD	Succession war of Nosfator. Division of empires Haldwal and Nosfator.
1081 ACD	The present

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The events

The Early Days

The known history of Arimon and its surrounding, leaving aside a few myths, begins about 11,000 years ago. In those days, the Elves of the West crossed the sea and came to Arimon to settle here, creating the great Elven Kingdoms. Simultaneously, the Dwarves began to spread. According to their myths, they came from the East, and in the following millennia, they established titanic underground settlements in almost all larger mountain regions. In those ancient days, the races of Dwarves and Elves lived together in peace and for common benefit. The later misunderstandings between these races still were far distant future.

There yet were not any human kingdoms, although, of course, there already were many human beings. However, they mostly lived in very simple cultures and just began to discover metal mining, i.e. to reach the Bronze Age.

After about two thousand five hundred years had passed, the kingdoms of the dwarves reached a level of power, that they should never experience again. It was in those ancient days, that Drikhi Asum, the legendary dwarven city under the Border Mountains with its many miles of tunnels and the countless floors was founded. Until today, probably every dwarf dreams to walk through these halls only once – but no dwarf was able to do so for millennia, or at least no one returned alive to tell his story. Besides this, it should also be mentioned that the city was established close to incredibly rich mineral resources, and lots of treasures were stored there by the dwarves in ancient time.

The First War Against Darkness

The first big turning point in the history of Arimon occurred about 5,000 years before the downfall of Cawachdarann. More an more, the dwarven kingdoms came under attack by creatures of darkness, mainly orcs, trolls and related species, that came from the South and from the East.

While the beginning only could be qualified as single lootings of undisciplined hordes, the dwarves soon had to realise that a power in the background was pulling the strings. More and more orcs attacked, again and again, and black magic helped them to gain control over one dwarven city after another.

Even parts of the dwarven people were corrupted by the darkness and the desire for gold and power, so that in some regions, there were true wars between brothers.

As the dwarves had never been a people that multiplied quickly, there were not that many of them, even considering that in the ancient days, there were many more dwarves than today. Nevertheless, in the long run, they could not stand the endless orc hordes, in spite all their courage, better weapons and armors.

Finally, in the year 4501 BCD, the darkest hour for the dwarves had come: The city of Drikhi Asum was taken by the enemy, and it could not be recovered until today. Following this event, the dwarves left all their cities and mines east of the Border Mountains, and also most that were located in the Border Mountains themselves. Until today, they never set foot into these regions again.

The surviving dwarven kingdoms only are a pale reflection of the ancient culture of that race. Many of the greatest objects of art in the areas of mining, stoneworking and smithing probably have been lost forever. Therefore, the historians also call this time the end of the First Age of Arimon, that was also known as the Dwarven Age.

The rise of the human race

Even after the defeat of the dwarven kingdoms, the hordes of darkness did not proceed into the lands to the West of the Border Mountains, except for some plundering parties. The reasons for this are unclear, maybe they were content with their conquests, maybe nothing in the West tempted them, or maybe they also wanted to avoid a confrontation with the elves that settled there.

In any case. In the following centuries, something like the heyday of the human race began. Around 3000 BCD, the first human kingdoms appeared in Arimon, i.e. they were no longer nomads or early peasants and cattle breeders, but the first advanced civilizations of the Bronze Age were created, of which some relics in the form of tombs and stone circles have survived until today. This also has the first great time of the druidic faith. In the following, the kingdoms quickly discovered ironworking and other important cultural advances, such as the alphabet and magic in a more „scientific“ form.

About one thousand years later, an important cultural boost occurred. Around the year 2000 BCD, suddenly foreign humans appeared in Arimon, first at the coasts, later also in the hinterland. Current day sages assume, based on lore passed over generations and based on the records of the elves and dwarves, that these people were humans from the West, at the far side of the Endless Ocean. However, there motifs for crossing the sea are unknown. Maybe, they were looking for new settlement land, but they also might have been exiles or fleeing victims of a religious conflict, or maybe, there was war.

Anyway, a fact is that their appearance meant a lot of visible progress for the cultures of Arimon. Great works of ancient literature were written, technology and science made important progress in all sectors: basics of mechanics such as block and tackle, new construction methods especially in bridge building, the production of high quality weapons and armors, and much more, can be seen for the first time in human history in Arimon.

Eventually, kingdoms were formed, most of them ruled by a small elite that had evolved from the newcomers. However, in the following centuries, there occurred a lot of interbreeding with the locals, especially because there were few new contacts with the West. In Mid-Briskia, a branch of the elven race mixed with humans from the West, resulting in a larger population with elven blood that exists until the present.

However, there also was a beginning decadency, and a trend towards worshipping of the powers of darkness and the use of black magic. All this hollowed the new kingdoms from the interior, and it even soon came to power struggles and wars among them.

After some time, the hordes of darkness again began to advance into the central lands of Arimon from the South-East, probably attracted by the prosperity of the new kingdoms, and simultaneously encouraged by their apparent weakness. In the year 1576 BCD, only the alliance of humans, dwarves and elves could stop the invaders in the Battle of the Great River, which raged for four days, taking terrible losses. Before that battle, Orc armies had pushed forward until reaching the coast and caused terrible havoc.

However, with this victory, the danger was banned for some time. In the following centuries, only small troops of the followers of darkness would dare to intrude Arimon. Large armies were no longer raised by them.

The Empire of Arimon

After they had realized the danger posed by the forces of darkness, and after the victory in the defensive war, the surviving human kingdoms united to create a new state. This kingdom, the Empire of Arimon (meaning roughly "Kingdom of the humans"), soon stretched from the Border Mountains in the East to the Endless Ocean in the West and the island

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of Mohill, from the Southern Coast of the Silent Sea to the northernmost mountains of Orgarn.

Furthermore, there was trade with the most distant kingdoms. Contacts were made with the kingdoms of the West, of the Far East, the South at the far side of the deserts and even the remote South-East, and ships and caravans traveled frequently to exchange trading goods.

The humans experienced a level of wealth that had been unknown before, and the culture reached new peaks. Navigation, literature, art, science and magic made discoveries that continue to be fundamental even for present day life.

The capital of the Empire, Nondroma, temporarily had more than one million inhabitants, not counting the slums outside the city and the slaves, probably resulting in again that figure.

The Empire reached its highest level of power around the year 1000 BCD, as its soldiers began to advance into the Steppe of Tform at the far side of the Border Mountains – until today, ruins tell the story of these expeditions - and it even maintained trading posts at the coasts of other continents.

The Second War Against Darkness (Shadow War)

In the year 400 BCD, the beginning of the end of the Empire happened: Creatures of darkness of a kind that had never been seen before attacked again and again, united with orcs, trolls and dragons, as well as black priests and barbarian tribes. The war, also called the Shadow War, because many of the strange creatures resembled shadows and were almost impossible to hurt, should rage for 35 years and destroy the Empire almost completely.

In the end, the capital lay in ruins – it has not been reconstructed until our time -, most other cities also had been burned and destroyed, the contact to the other continents had been cut, many cultural achievements and monuments had been lost forever. Many of the elves of Arimon retreated to Tir Nan Og, if not even westwards across the Endless Ocean.

Until today, there are legends, according to which the Empire had caused its doom itself, because its sorcerers and emperors had tried to get god-like powers and had therefore dealt with powers that they could not control. It is a fact that at the outbreak of the war, many wizards had vanished without a trace, and their fate never could be found out. And it also is a fact that the last emperor had prohibited some cults, that had spoken too loudly against the use of magic by humans.

The Empire of Daijnt

After the end of the Empire of Arimon, and thus of the Second Age of Arimon, almost everything lay in ruins. A new race should benefit from this situation: The dark elves, that had probably entered Arimon from the South-East.

This race, which is very similar to elves, but serving the powers of darkness and practicing black magic, very soon occupied the whole of Arimon, except for the islands of Mohill, Tir Nan Og and World's End. The Orgarnians escaped to that island, as well as all elves retreated to Tir Nan Og, or as the dwarves hid in the deepest caverns of the Northern mountains. The nomads of the Southern deserts also were able to escape the Imperial oppression.

In general, the Empire of Daijnt may be described as a land-strip of one hundred and more kilometers width along the coast of the Silent Sea, with outposts in the central territories and including all larger cities of Arimon. It reached its greatest level of power in the year 298 BCD with the coronation of the emperor Dawanadon.

Its capital was Cawachdarann, a new city South of the current Briskia (No. 38 on the world map). At this place, a settlement was created that should in no aspect be second to the ancient Nondroma, whose ruins lay about one hundred kilometers to the North. Temporarily, several hundreds of thousands of people lived here, shadowed by the titanic temples of darkness and academies of black magic – as the power of Daijnt mainly relied on black magic, especially on all kinds of conjurations. Additionally, there was an unconditional following of evil cults, with sacrifices of intelligent beings and other nasty rituals.

The ruling caste consisted not only of dark elves and human followers of the darkness, but it also included many other creatures of such kind, as for example orcs and half-orcs, demons, dark dwarves and many more, even dragons following the darkness.

Any kind of opposition was brutally suppressed; the human population had mere serf status without any rights. Understandably, very soon resistance movements appeared, but they were unable to achieve any success in the beginning.

The Elven War and the liberation of Arimon

The turning point only came as the leader of the rebellion, an old wizard with the name Thuwallar Aroundanon, was able to convince the elves of Tir Nan Og to help the resistance. Until that day, they had stayed hidden on their island and defeated all landing attempts of Daijnt, but done nothing else.

However, Thuwallar knew how much power the elves still possessed, in spite of the many that had already retreated over the sea. After he had already been able to gain the support of the dwarven kingdoms, he personally traveled to Tir Nan Og.

The following period is generally known as the Elven War. Elves of Tir Nan Og fought side by side with the human rebels, with dwarves and other races against the rule of the dark elves. Ferocious battles, but especially magic duels were a characteristic element of this war, that cost numerous victims.

In the beginning, it looked as if even the power of the elves was not sufficient to vanquish Daijnt. However, then the decisive event occurred: Not far away from the capital of Cawachdarann, a volcano erupted with tremendous force and destroyed the city and its surrounding lands. Following this titanic eruption, large parts of the corelands of Daijnt vanished into the Silent Sea; and the shape of Arimon was changed forever. Even today, divers occasionally find old coins or other relics of Daijnt in those areas, or something is washed ashore in strong storms. Furthermore, a legend says that in especially dark nights of the new moon, one can hear the mourning voices of the dead in the sea.

Until today, nobody can say whether this event was only a natural disaster, or if it was caused by the action of one or several gods, although some religions claim this wonder for their cult. Also, the possibility of a failed elemental conjuration by Daijntian mages cannot be excluded completely.

In any case, the result was there: The fall of the capital and the central part of the empire broke Daijnt's power forever and ended the Elven War. Nevertheless, until the present day, the dark elves were able to keep a remaining domain at the Eastern coast of the Silent Sea.

The wizard Thuwallar disappeared without a trace after the downfall of Daijnt, and nobody is able to say where he went. To make the matter even more mysterious, no records about his life before the moment when he, as an old man, joined the resistance, could ever be found. Of course, this offered plenty of room for speculations and legends, ranging from a demi-god over the incarnation of a deity up to one of the

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ancient wizards of Arimon, that had gained immortality and that is still living as a hermit somewhere.

The creation of the current states

After the empire of Daijnt had been destroyed, most of the elves returned to Tir Nan Og. However, a few stayed in the forests of Arimon, in order to establish new settlements and to restore the beauty of nature. Furthermore, they recreated the old Elven ports, which had existed since long time ago.

The dwarves resettled their cities in Central Arimon, and the halflings and gnomes reappeared from their hiding places. The people of Orgarn left World's End and returned to their old homelands in the North.

In Central Arimon, however, the lands of Nosfator (empire) and Esfon (kingdom), were created, as well as Briskia as a loose confederacy of city states. Further states appeared around the Silent Sea. A rather peaceful period, characterized by reconstruction and slow growth, was about to follow.

The Barbarian storm and the rise of the chivalric order of Zordas

The next decisive event for Arimon and its peoples came in the 9th century after the downfall of Cawachdarann. Barbarian raids had already happened sometimes in the borderlands in the past. But this time, everything was different: A tribal lord, who had had a vision, had succeeded in unifying the tribes of the steppe of Tform 20 years ago. A seemingly endless army of barbarian riders poured from the steppes and threatened to advance deep into the coreland of Nosfator and to overrun any resistance.

There did not appear to be any chance to stop this enemy. The army of the empire of Nosfator had already been beaten once, and Esfon was almost unable to raise an army of similar size. Then, the Emperor remembered the knights of the order of Zordas, a group of warriors, that had been created about 100 years ago and that had first made a campaign against the remainders of Daijnt, but had recently returned into the Empire. This order gained more and more followers in the country, not at least due to the wonders made by its priests.

The Emperor offered the whole territory West of the Border Mountains, ending at the border of the Empire of Nosfator, to the order as a permanent fief, provided that the order would be able to stop the barbarian storm. The knights of the order then assembled their whole force of 20,000 knights, which was reinforced by volunteers, mainly religious fanatics. The final battle happened on the field of Gelnawech, close to the Border Mountains. In this fight, the Barbarian leader was killed, and the attackers were thrown back. Only few of the barbarians escaped the massacre which was carried out by the victors. But Arimon had been saved.

The Emperor kept his promise. This was the time of birth of the state of the order of Gouslic, that is ruled by the knights of Zordas until today. It immediately began to establish settlements in a large scale. Many landless peasants as well as city-people from Nosfator, Haldwal or Esfon have settled in Gouslic meanwhile.

The Succession War in Nosfator

In the year 1045 ACD, Hariwan II., the last Emperor of Nosfator, dies without a proper heir. His first wife had died in childbirth, and only very late in his life, he was ready to marry again. However, this marriage with the Esfonian princess Branna remained childless.

After this event, two families of nobles that were closely related with the Imperial dynasty, the Meldian and the Laroo-

nia, began a ferocious quarrel about the succession, that soon became a true civil war. Each of the two parties tried to draw the people and the clergy to its side and to find followers.

The war was conducted with fierce determination, and it was bloody. Looting and burning of estates were commonplace, whole cities declared themselves as free and closed their gates for both sides, priests issued reciprocal bans and outlawings. There actually were not any major battles, instead, the war consisted of skirmishes, wayside robberies, assassination and once and again the siege of a city or castle of the enemy side.

The neighboring kingdoms were not that unhappy with the old Empire being weakened, and especially the Briskians sent financial support for the war. Esfon stayed fully neutral officially, although some nobles – related to Haldwalian families – formed expedition forces and intruded into Nosfator, not at least in order to fill their bags.

After six years of war, the parties agreed on a cease-fire in the year 1051 ACD, mainly having been made possible by the intermediation of the priests of Ganadom and of the king of Esfon. As no common agreement could be found, the territory of the Empire was divided into the kingdoms of Nosfator and Haldwal, that continue to exist until today. Nosfator retained the ancient capital, but none of the two new kingdoms got the imperial title, which consequently has not been used again. Nevertheless, there have been several kings of Nosfator, that came very close to having themselves crowned as Emperor – which would most probably have caused a new war.

The Present

We are now in the year 1081 after the downfall of Cawachdarann. Thirty years have passed since the succession war, which has been the last war in Arimon. Instead, minor feuds and looting expeditions between rivaling nobles are commonplace, especially in the borderlands of Haldwal and Nosfator.

In Briskia, the city states continue to fight for power and influence, Daijntian galleys cruise through the Southern seas and seize any vessels that they meet.

In the East, the knights of the order of Gouslic see themselves confronted with more and more increasing barbarian attacks from the steppe of Tform – and there are rumors according to which the barbarians themselves are fleeing a new invasion from the far South-East. Nobody can tell until today whether these are only fantasies, or if there is truth behind the tales.

Also, the tensions between the people of Orgarn and those of the middle kingdoms should not be neglected, mainly caused by frequent raids of Orgarnian longships against their shores.

Finally, there is the question what happened in the West at the far side of the Endless Ocean. The last ship arrived in an Arimon port in the year 660 ACD, manned with elves and humans, who could tell terrible stories, of attacks by the powers of darkness, of demons and black priests, of the downfall of a kingdom and a threat for the whole world. Until today, there has not been any daring navigator who managed to cross the ocean and to return to report. The few expeditions all have vanished without a trace, probably victims to the forces of nature and the creatures of the ocean.

Who can say what the future will bring? Only one thing is sure – more than enough opportunities for adventurous characters.

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The peoples and states

Most of the states in Arimon are on a level that would be equal to the last period of the Earth's middle ages. However, in some areas, the Renaissance has been reached. Gunpowder has not been discovered yet, but, not at least caused by the influence of magic and mysticism, there are further advances in other sectors.

The following chapter will provide a brief overview of the states and peoples of Arimon and introduce them to the reader.

Arimon - the continent and its closer surroundings

The term Arimon in its true meaning only is used for the continent, which stretches from the Endless Ocean in the West up to the Border Mountains in the East. Several important states are located on it. They will be introduced in the following.

The Kingdom of Esfon

Description:

Esfon is a kingdom, whose culture resembles that of France in the Earth's middle ages. Its inhabitants are light skinned humans, whose hair color usually is brown or blond, in rarer cases also red.

The land is ruled by a king, who resides in the capital, Fronthigithay. Currently, this is Kanillon II. of the dynasty of the Geibonn, that is responsible for the fate of this state since the foundation of the kingdom.

The Kingdom of Esfon is characterized by agriculture, i.e. most of the citizens live from farming. However, most of the peasants do not own their own land, but they are dependent peasants or even serfs who are bound to a noble landowner and may neither leave the estate nor e.g. marry without his permission. The result of this is a lot of poverty among the rural population.

Furthermore, the country is dominated by feudal lords, i.e. the nobility plays a very important role. These noble families, which usually maintain their own castles, will sometimes be in feuds, but jealously are on guard to prevent that anyone reaches a dominating position. They are duty bound to the king according to a complex system of following and feudal loyalty, and for example they must equip fighters in a state of war.

In the large cities, however, Esfon does have some urban populations, i.e. merchants and craftsmen of all kinds, that sometimes are able to acquire a certain level of wealth, especially as the cities usually are free cities that are not ruled by the nobility, but are quite independent. Very often, it will happen that peasants immigrate to the cities, because they think their chances are better there, and, according to the rule "city air makes free", they will no longer be serfs.

By the way, slavery is prohibited in Esfon. All the most important religions are present, as well as there are powerful wizards' guilds. However, the population is generally very suspicious towards magic, unless performed by priests or by the druids, who are especially worshipped by the poor.

The landscape of Esfon is characterized by dense forests, which repeatedly are interrupted by rural settlements with their fields. Sparsely, one can find hill regions and even mountains of medium height, especially in the Eastern parts. The South of the land is warmer, because it is closer to the Silent Sea.

Cities:

Fronthigithay (No. 4): The capital of Esfon is located at the coast of the Arim Sea, actually on a large promontory. It possesses an excellent port, which is used for a large portion of the trade with Nosfator and with the Orgarnians. With a population of about 30,000 people, this is one of the largest cities of Arimon.

Carrick (No. 1): This small city with its roughly 5,000 inhabitants, that is located at a river about 10 miles away from the ocean coast and not far from the frontier to Haldwal, will be presented in detail in a future sourcebook. This is a typical Esfonian free city.

Dumurick (No. 2): This city in the interior of Esfon has a population of roughly 10,000 people. A shrine of Hanamon, to which many pilgrimages are made, and the relative proximity to the two Elven ports in Esfon are remarkable. Dumurick is a free city.

Avanfalon (No. 3): The second largest city of Esfon with about 20,000 inhabitants is located in the coreland of the kingdom. It also is a free city, i.e. does not belong to any noble domain, and its wealth is mainly based on trading with salt and iron ore. The high city walls and the fortress located on a hill in the city center are especially remarkable.

The Kingdom of Nosfator

Description:

The succession war of Nosfator ended, as mentioned, in 1051 with the division of the Empire and the creation of the two kingdoms of Haldwal and Nosfator.

Nosfator kept the Northern territories including the old capital Nowanawul, that is the seat of government until today. However, both quarreling parties renounced from the right for the Imperial title. Nevertheless, there still is the old rivalry, and more than one king of Nosfator has already been very close to announce that he would claim the title of Emperor again, this being the final possible provocation.

Meanwhile, the dispute also has got a certain religious dimension, because the priests of Briand support the claims of Nosfator, whereas those of Zordas are on the side of Haldwal. The latter cult consequently also is rarely encountered in Nosfator, and it does not benefit from any official support, while the priests of Briand receive considerable donations.

The inhabitants of Nosfator are strong, mostly blond or brown haired humans with blue or green, more rarely also gray eyes. Most of them live from the agriculture, except if they are part of a city population.

In the country itself, although it is ruled by a king, currently Hollowoon I., the nobility has considerable power. One of the consequences of the civil war has been the fact that the rival dynasties were forced to grant substantial concessions to their followers, which have been conserved until today. Thus, there perfectly are dukes and princes, which rule their domains with absolute power, and their feudal loyalty only is on the paper. De facto, the king himself depends on their positive attitude.

Serfdom has been abolished in Nosfator after the end of the succession war. This makes the situation of the peasants a little bit better than in Haldwal or Esfon, but not too much, because usually the farms are small and the peasant families are big.

In the cities, there are craftsmen, but also a developing middle class, that is mainly active in all kinds of trading. Additionally, one can encounter the usual percentage of day laborers, peasants that have moved to the city, etc., but this share is smaller than e.g. in Esfon and Haldwal.

Nosfator also is dominated by dense deciduous forests, but there also are large highlands and mountains as well as plains. The villages often are located in the middle of the forests, that work on clearing the forests and turning them

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into fertile land. Furthermore, there are large cities in Nosfator, besides the capital, these are mainly several cities at the Arim Sea and in the central territories.

In the South, there are settlements of the halflings and also a large elven community, as well as the dwarven kingdoms in the central mountains.

Cities:

Nowanawul (No. 8): The capital of Nosfator and ancient Imperial city is one of the oldest settlements of Arimon, already mentioned in documents of the old Empire. Some buildings from this era have survived until today, although most of them are only some ruins. 50,000 inhabitants give Nowanawul a certain cosmopolitan character, which is yet increased by the numerous temples and shrines, the palaces – including the former Imperial and current Royal palace – and the large markets. A large port is visited by merchant ships from all over the world.

Belcatun (No. 9): This city that is located in the border area to Gouslic, and that currently has about 20,000 inhabitants, was almost completely destroyed during the Barbarian storm, but meanwhile has been rebuilt. The very strong defensive installations are remarkable, and the locals appear to have developed a certain degree of paranoia concerning raids from the East. There almost are not any remarkable buildings, because all heritage from the past was lost due to the looting suffered from the barbarian hordes.

Wulchidan (No. 10): Not far from the Northern Peaks, that is the mountainous area which separates Orgarn and the central lands, Wulchidan can be found, a city characterized by mining and ore processing with some 15,000 inhabitants. Distinct city walls, as for all border towns, are combined with functional architecture to a not too beautiful, but nevertheless wealthy city: No surprise: not far away, there are not only iron and tin, but also silver and gold mines. There even is a dwarven community of about 1,000 heads, which is the largest group of this race outside the mountain kingdoms.

Alathom (No. 6): The city of Alathom that is located in central Nosfator belonged to the most beautiful cities of the Empire until the succession war. However, its location in the middle of the fighting parties caused it to change ownership not less than four times, and this left a lot of traces. Until today, it has not been possible to repair all the war damages, for instance the palace of the prince and the temple of Yrrya still are in ruins. However, one thing was reconstructed quickly and even improved: the city walls, higher than ever, as the inhabitants fear to suffer again in a future war. By the way, the local about 20,000 humans mainly live from the trade with the close halfling lands (agricultural products) and the dwarven kingdom of Drikhi Naid (map no. 46, ore, weapons, etc.).

Washcatun (No. 5): A port city close to the border to Esfon, with 5,000 inhabitants. Washcatun has always been in the shadow of the cities of Fronthigithay and Nowanawul, so that it never developed a remarkable trade income. This is a rather poor city, whose income mainly derives from agriculture in the surrounding lands and the pilgrimage to the shrine of Hanamon.

The Kingdom of Haldwal

Description:

The counterpart to Nosfator is the kingdom of Haldwal, which consists of the southern provinces of the ancient empire. After the division of the Empire, the trading city of Zancadun, located at the exit of the Silent Sea was chosen as the capital. It had before been the seat of the dynasty of the Meldian and the center of their family lands. Until today, there is a certain dislike against the kingdom of Nosfator, fed by frequently announced "formal claims on the imperial throne and

the imperial capital", and some voices say that a new war is close even today.

The culture of Haldwal is of course very similar to that of Nosfator, no surprise when considering the rather short period that has passed since the division of the Empire.

The people resemble those of Nosfator, but usually are a bit more dark-haired and smaller, probably partially due to a mixture with Briskians. The agriculture is the main source of income here as well.

The landscape, as almost everywhere in central Arimon, is dominated by large forests, while in the South, it changes into rather open lands with a very comfortable climate. In the border region close to Briskia, the vegetation is similar to that in Briskia itself, with palms and orange groves.

The most important cities can be found in the West, and most of them, as the capital as well, are port cities which live from sea trade. The three elven ports along the Western coast also should not be overlooked, although they do not formally belong to the kingdom, as well as of course the dwarven kingdoms and the halfling domain in the border region to Nosfator.

In the large cities, most parts of the population are either craftsmen or they work in the manufactories, which have appeared most recently. However, a considerable poverty must be observed especially in the cities, not at least due to the trend of immigration by rural people similar to that in Esfon.

As in Nosfator, the nobility of Haldwal has a lot of power and independence. However, the concept of serfdom still is in force, and also slavery is not prohibited.

The queen, currently Faramilla I., is repeatedly forced to come to arrangements with the nobility, because once and again, secession attempts, desires for a return to Nosfator or even individual claims to the royal throne come up. Thus, it is also probably not surprising, that minor skirmishes happen frequently in the border region with Nosfator.

Cities:

Zancadun (No. 17): This city with its 40,000 inhabitants is the Haldwalian capital and simultaneously the richest city of the country, mostly due to its port, which is used for a lot of trade with the South and the Elves. After it was chosen as the capital, the city's already magnificent architecture was yet improved, for example by the construction of a royal palace and a yet not fully completed temple of Zordas.

Hishiborn (No. 13): A small town with 6,000 inhabitants in the borderland to Gouslic. It suffered a lot of destruction during the succession war as well as before during the Barbarian storm. The main points of interest are the elven community in close proximity, and the magic academy, of which nobody really knows why it chose this remote small town.

Garnogithai (No. 14): A port city on the coast of the Silent sea with roughly 10,000 inhabitants, Garnogithai lives from trading with Briskia, the Skionai and Peliweij, and it constantly has trouble with pirates from Daijnt or other cities, that once even looted the city. Since that event happened, the walls have been improved and a strong royal garrison was stationed here.

Merthom (No. 15): This is a trading city located in the Haldwalian central lands, with 12,000 inhabitants and right on the most important road from Briskia to the North. There is a shrine of Ganadom as well as several very beautiful palaces, that are often owned by Briskian merchant lords.

Glaurick (No. 16): Close to the border with Esfon, and in the middle of dense forests, the city of Glaurick with its 8,000 people is located on a river and also on a junction of the trade routes. Trade with agricultural products as well as manufac-

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turing various alcoholic beverages are the main sources of revenue of this city, which must be seen as an average Haldwalian city without exceptional features.

Alandorria (No. 18): A port city on the ocean coast, which is especially important as the site of shipyards. Many of the 10,000 inhabitants are employed in the shipbuilding industry, particularly since the navy of the kingdom of Haldwal has its most important base here, due to the excellent natural harbor. The local ships are not as famous as those of Briskia or Orgarnt, but they nevertheless are functional and seaworthy designs. An elven port is not far away.

The City States of Briskia

In the South of Arimon, there is the region of Briskia, which cannot be qualified as a single kingdom. Instead, it is a loose association of city states, which often act together, but that also have fought wars amongst themselves.

The Briskians are light-skinned, usually dark haired humans full of the joy of life and with a remarkable temper. They enjoy to make parties often and happily, but are also easily ready for a duel, for example following an insult.

The most important among the city states are the following:

Gonnamillia (No. 22)

Probably one of the most powerful city states is the duchy of Gonnamillia, a city with some 100,000 inhabitants, plus those of the surrounding lands. Numerous representatives of contemporary art, culture and science may be found here, especially painters, architects and physicists, but also mages. This is caused by the fact that the dukes of Gonnamillia have a good reputation as sponsors, and they live to it.

Consequently, the city, which probably has to be called the most beautiful current human settlement of Arimon - and also the largest - includes some of the most splendid contemporary buildings, such as the great temples of Criang, Xeloma and Ganadom, the guild house of the mages, the duke's palazzo and the summer residence. However, the City also is well-fortified, making use a river, and its military installations are probably among the best that can be designed.

Gonnamillia also lives from sea trade, as many cities of Briskia, but not exclusively. Instead, it is the trade with the interior, journeys for example to the Northern kingdoms, but not at least also the gold and silver mines in close proximity, which produce money for the ducal chest.

Unfortunately, a certain contract between rich and poor quarters probably cannot be prevented in a city of such a size. In any case, there are areas in which criminals rule, and which other citizens will never enter after darkness, and before only when accompanied by their bodyguards.

Some wealthy merchant lords and priests, especially those of Ganadom, are very influential, as well as the duke and his family. But the wizards' guild also has an astonishing influence in this city and is thought to be the most powerful guild of Arimon.

Farcatun (No. 20)

This state with its about 40,000 people, including those of the surrounding lands, that is located in the North West, lives from sea trade as many Briskian cities, in this case mainly with Haldwal and Peliweij. However, Farcatunian navigators also dare to travel far northward or southward, and besides the Orgarnians, they claim the title of the best navigators of Arimon. And indeed, humans from this region were the ones that had the courage to cross the Endless Ocean in the past, and until today, some of them dream to repeat these great deeds of their ancestors.

The typical ship type is the caravel, a pure sailing ship with a or several triangular sails, and an impressive seaworthiness.

It even is able to sail against the wind to a limited extent, and in case of a calm, it may be rowed. Furthermore, there are square-rigged, thick-bellied merchant ships, that are called carracks. The warships will most often be armed caravels, but the navy also uses galleys. By the way, Farcatunian ships are in high demand as masterpieces of shipbuilding all over Arimon, perhaps with the exception of Orgarns.

The trading goods, among others, especially include slaves and spices, but in general Farcatunians will trade in everything that can be transported and that is profitable. The large merchant houses also rule the city. Officially, it is a republic, but actually the wealthy citizens decide who is elected as consul (title of the head of government, with an office term of four years), and they also all have seats in the city council. There is a traditional rivalry with Tihawulion, the second great state of navigators in Briskia.

The city itself with its numerous palaces and villas, embedded in a beautiful landscape, is a fantastic sight. However, there also is the seamy side of life, in this case the old harbor quarters, where a life is not worth much and where the people live in deepest poverty.

Nondroma (No. 23)

Not a city state, but a historical site. This giant city of ruins once was the capital of the Empire of Arimon. Even today, the titanic are covered by the ruins and the often astonishing size of the surviving columns and pieces of buildings show a bit of the ancient splendor.

The city has never been reconstructed, and until today, its only inhabitants are various animals as well as small parties of villagers, that let their cattle graze here. Furthermore, there are adventurers from all over the world, which still believe in the legends of hidden artifacts, especially in the legendary catacombs whose entrance could not be discovered until today. Beggars and criminals also can be found in the ruins of Nondroma, as these provide excellent hiding places, and thus it also happens sometimes that orc bands retreat to them, until they are smoked out by the armies of the Briskians.

Relligamoda (No. 24)

Located south of Farcatun, Relligamoda with its 30,000 inhabitants, plus the surrounding lands, is a city, which interestingly enough almost is not involved in sea trade, at least not for its own account.

One of the strategies is to maintain a large port, in which the fees are extraordinarily low, and in which the controls also are far from strict. This has the effect that even merchants from other cities unload their goods here and send them further on using the land route - and this of course means disputes especially with Farcatun and Tihawulion, the two neighbors, that even once decided to make a joint campaign. However, the attack failed, and since then, there own rivalry made further joint operations impossible.

Relligamoda furthermore lives from dealing with money. Some of the first banks in Arimon - places that loan money against payment of interest, but that also can be used to deposit money - have appeared here, and they operate successfully.

The type of government is some kind of aristocracy, i.e. the city is ruled by a count, who is responsible together with a council of nobles, and who furthermore is hopelessly in debt with the banks. Rumors say that these banks already owned half of Arimon, so many nobles would have borrowed money from them...

The city itself is not as attractive as Tihawulion or Gonnamillia, but it does have its beautiful squares, streets and buildings. In general, it is commonly assumed that it will prosper a lot in the future, if not a war destroys such hopes. However, to prevent this, there are alliance treaties for example with

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Gonnamillia – this duke also needed money - and probably even with Haldwal...

Elamnavuli (No. 21)

This small city state, whose size differs a lot from the others (some 10,000 inhabitants), and that is the only one located in the interior and only with a river port, as created some 200 years ago after a succession conflict of the rulers of Gonnamillia. The defeated dynasty was exiled, declared revenge and settled in the interior, soon creating the city of Elamnavuli. Until today, the inhabitants are dedicated enemies of Gonnamillia, and they support any action against that city. In doing so, they also do not refrain at all from black magic and cults of darkness, so that Elamnavuli must be qualified as a hotbed of such evils, towards which the local authorities do not have any negative attitude at all.

Elamnavuli is ruled by a duke, that constantly repeats his claims for the throne of Gonnamillia. Until today, only the hired mercenaries - the city owns a rich silver mine - and the magic have assured its survival, because Gonnamillia is considerably bigger. Among the city states of Briskia, Elamnavuli probably is the one that is least worth to visit, unless for travelling mercenaries or if looking for contacts with black wizards or alchemists.

Tihawulion (No. 25)

This city state with its roughly 50,000 people plus that of the surrounding lands is ruled by some kind of aristocracy, i.e. a small caste of nobles elects a ruler from its ranks and for a period of five years. A council of nobles supervises the government.

Tihawulion mainly lives from sea trade, firstly with Peliweij, but also with the kingdoms of the South. Its navigators even dare to sail through the feared, narrow Southern passage between the two continents in the South. For defense, usually mercenaries are hired, this also happens in the form of sea mercenaries including their ships. Furthermore, the city does not hesitate to issue letters of marque against the mercantile competitors.

The city itself is beautiful and wealthy, with several impressive buildings such as the house of the council of nobles and the villas of the large merchant houses. The port is one of the greatest in all of Arimon. A swamp that surrounds large parts of the city makes the defense easier, but also sometimes causes outbreaks of fever. Nevertheless, Tihawulion is one of the most powerful city states, and some independent thinkers and artists as well as strange priests have found their place here.

The Seafarers of Orgarnt

Description:

In the North of Arimon, separated from the kingdoms of Nosfator and Gouslic by a chain of harsh mountains, there is the country of Orgarnt. The humans that live here always had and have a special relationship to the sea.

Certainly, the conditions of this rough country, that is covered by ice and snow for a long time during the winter, that has numerous fjords and small islands, as well as barren soil that is almost not suitable for agriculture, have caused its inhabitants early to go out to the sea. It is commonly assumed, and the Orgarnians say so with a lot of pride, that they were the first navigators of Arimon, that did not learn their art from the elves of the West - and in their own way, they have even exceeded them.

The typical design is the longship, a vessel with lengths between about ten and more than thirty paces, with a single mast which is equipped with a square sail. Additionally, the ship may be propelled by oars. The result is a very stable, seaworthy vessel that also does not fear the conditions of the open sea.

The Orgarnians use the sea with different purposes. First of all, they are fishing to obtain food. Fish from Orgarnt is exported to half of Arimon. Similarly, the Orgarnians participate in sea trade, but this is exceptional, because they are not born merchants. Instead, and this has always been a source of conflicts, they are people that love to stop a foreign ship or go ashore in a small coastal village, and then ask "friendly", what kind of goods might be available for them without payment. In the Southern kingdoms, this practice is also called piracy or looting, but for the Orgarnians, it is perfectly legal and acceptable.

Thus, especially the coasts of the Arim Sea repeatedly are the targets of raiding longships, and almost any village close to the coast will be fortified. As the Orgarnians are a rough, strong group of humans - tall, often red-haired or blond, and bearded, and bad-tempered - sometimes actual battles will follow. However, there almost never have been any punishment expeditions against Orgarnt itself, because the local villages simply are too well protected by the reefs and shallow waters of the Fjord coast, and an action via land is impossible due to the mountain range of the Northern peaks.

In Orgarnt, there are not any large cities, but only villages and single farms and temples. There is not any king or other supreme ruler, but each village usually acts independently - and often enough, fighting and looting happen among them. However, Orgarnians will always and limitless support each other against outside threats, a lesson that many attackers had to learn the hard way - and in such case, the family clans will elect a joint chief, the Bloegfarmaen, who will only hold the office while the crisis lasts.

The state of the order of Zordas in Gouslic

Description:

As mentioned, in connection with the Barbarian storm from the steppe of Tform, the Emperor of Nosfator granted all the land between the Imperial frontier and the Border Mountains to the knights of the order of Zordas.

The result of this event is the state of the order of Zordas, that continues to exist Gouslic with its capital Zordaspon (glory of Zordas) until today. In the capital, the grand master of the order resides together with his most noble knights, the seven paladins of Zordas. This council rules Gouslic, i.e. it decides on laws, treats any daily matters and is responsible for the foreign policy. However, of course the numerous priests of Zordas may not be forgotten, because they have a lot of influence due to the religious orientation of the country. Nevertheless, disputes between these two groups are very rare, because the goals are almost identical due to the shared fanatic faith.

Other cities of Gouslic as well as minor settlements normally will be very similar to an outpost of pioneers. They are established based on strategic considerations, i.e. on mountains that can be easily defended, close to rivers, etc. An important characteristic are the high walls and other fortifications such as moats and towers, and of course the temple of Zordas as the central element. In case of smaller settlements, there often will be palisades instead of the walls, but they serve the same purpose.

Small independent farmsteads (fortified) are a further characteristic of Gouslic. These installations, that are operated by settlers from central Arimon, also are designed for defense, i.e. they have military fortifications and the inhabitants are sufficiently armed.

The local population of Gouslic, i.e. those people which lived here before the arrival of the knights, and which also include some scattered barbarians, can be divided into two groups: There are those that have accepted the Zordas cult, and that attempt to integrate (language, culture, script, etc.). They have a status similar to that of the settlers, i.e. they from the

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respected class of citizens and peasants. The others, however, i.e. the Gouslickians that want to conserve their culture, are stuck in some kind of serfdom, i.e. they are not allowed to own land, and they must work for their living, either for the landowners or in the cities – otherwise, they will become beggars or criminals, or they leave their country westward or southwestward. All local people are light skinned, most often dark haired (brown to black) humans, while most of the members of the foreign ruling class are blond or red haired.

In general, the "natives" or "pagans" are despised, they almost do not have any rights. Therefore, very soon the secret organization „liberty for Gouslic" was founded by Gouslickians, that did not want to accept these conditions. This group, which is forced to act secretly – mere membership is punished with the death penalty by burning at the stake or being put to the wheel, usually after an intensive demonstration of current torture methods –, has the problem that is almost does not have any efficient resources to put up a fight, i.e. weapons, magic, etc. Therefore, its efforts are limited to some raids on small settlements or groups of travelers, with the hope to have gathered enough power one day to be able to expel the foreign invaders from the country. A reward of 10,000 GP is offered for the head of the leader, who is called the "flaming bull" (the bull is the heraldic animal of the ancient royal family of Gouslic).

Strangers will seldom travel to Gouslic, as the country almost does not trade and also cannot offer any interesting products. Most of the travelers are pilgrims that want to visit the great main temple of Zordas in Zordaspon. Other travelers that do not follow Zordas, are watched suspiciously by the faithful - and also by the locals, because they are of the same race as the hated rulers.

The landscape is dominated by dense forests and smaller agricultural areas; towards the East, this changes into steppe type vegetation. Here also are the Border Mountains, which are the highest mountains of Arimon and whose peaks are covered by snow all of the year. There, at medium level, the knights maintain a chain of watchtowers and citadels, to keep an eye on the passages and ways in the direction of Tform.

Cities:

Zordaspon (No. 37): The capital of Gouslic has about 25,000 inhabitants, and most of them are not local people. Especially remarkable sights include the giant main temple of Zordas - a yet bigger and more magnificent one is under construction - and the palace of the grand master of the order. Most other buildings are small and functional, the defensive installations are well-developed. Only the warrior academy of the order has a certain reputation.

Nakwech (No. 12): A typical fortress city in Gouslic with roughly 4,000 inhabitants. It is characterized by the castle in the center, the high city walls and broad moats, and of course the large temple of Zordas in the city center. All in all, not a very beautiful city.

Bellinach (No. 11): Very similar to Nakwech, but this is a settlement with a longer history. Thus, one can still find parts of the ruins of the palace of the prince (of the local dynasty) and of other buildings, especially temples. Otherwise, the city has the typical appearance and about 5,000 inhabitants.

The Sultanate of Peliweij

Description :

In the South of Arimon, there is a larger island, which probably once was linked to the Southern continent and the Great Desert by a land bridge. Its people are different from those of the actual Arimon, at actually wise men assume that they are related with the nomads of the desert. They are humans with light brown skin and usually with dark or even black hair and also with dark eyes. The men will normally have beards.

Their state is the Sultanate of Peliweij, which is ruled from the capital of Bahira by the Sultan Machlan. The landscape of this island kingdom is mainly characterized by a desert-like soil, but repeatedly this is interrupted by oases or small fertile regions, the latter, however, limited to the coastal areas and the areas along rivers or lakes. There will never be snow, although nights are surprisingly cold for strangers – most people link deserts only with terrible heat. These desert areas mainly consist of sandy deserts, but in some parts, there are also pebbles and stones. There are not any high mountain ranges in Peliweij, but only medium sized hills.

The priests of Belobob have the most decisive influence in the country. This cult is only officially allowed religion and also the state religion of Peliweij. Followers, but especially priests of other religions must expect prosecution or even lynching by an angry mob (e.g. being stoned to death).

Furthermore, there is a percentage of nobles and wealthy merchants, usually having got rich from trading with slaves and spices. This small group, together with the priest, decides about the destiny of the country, and often the sultan is nothing more than a hedonistic, easily manipulated puppet.

The population does not actually live in wealth, but it also does not consist of serfs or otherwise dependent people, when leaving aside the numerous slaves. Common occupations are the agriculture in suitable regions (especially olives, dates, figs, etc.) as well as cattle breeding, and some crafts. However, Peliweij is much less „technological" than e.g. the states of central Arimon.

Superstitions are widespread, also magic is far from being rare among the population, although often there are mere charlatans, that claim to be miracle healers, rainmakers or clairvoyants. The authorities have a neutral attitude towards magic, provided that it is not directed against the Belobob cult.

Outside the big trading cities, foreigners are truly rare. They are suspiciously watched by the locals, and if they are „infidels", probably not just watched... Nevertheless, because of trading relationships, quite often travelers from central Arimon, but especially from Briskia, may be encountered in Peliweij. The typical local means of transport are the feet, or camels, unless one should opt for the comfortable alternative of a river boat.

Cities:

Bahira (No. 27): The capital of Peliweij with its 35,000 inhabitants (plus the slaves) looks very different from typical cities of central Arimon. There are not any large city walls, and all the buildings are made of white marble or similar materials. Especially recommended sights are the big Sultan's palace, which includes a whole park, the bazaar quarter and the large shrine of Belobob, to which all believers must make a pilgrimage once a year. Furthermore, the Great Library, one of the most important sites of knowledge in the whole of Arimon, is always worth to visit.

Nellmijeij (No. 28): Located at an oasis in central Peliweij, this small town with its 4,000 people is constructed in the usual Peliweijan style. Especially remarkable is the temple of Belobob, which is part of the pilgrims' route and that shall remind of the role of this oasis for the defense of the faith in Belobob. Further recommended landmarks are the summer palaces of many kingdom officials, including that of the Sultan himself.

Jiara (No. 29): A port in Southern Peliweij with about 3,000 inhabitants, but its importance for naval trade has decreased a lot, because almost nobody dares to travel to the South. Nowadays, Jiara lives off the memories of ancient time, and the revenues from the local wizards' academy, which attracts many scholars and seekers of wisdom.

Volkoncha (No. 30): This port city in the South-East of Peliweij with some 6,000 inhabitants is a marvelous sight:

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Green gardens and palm groves alternate with the well-known buildings of white marble. The port suffers a bit from its proximity to the corsair cities, but the fanatic elite guards of Belobob, that are garrisoned here, could sufficiently deter raiders until today.

The Sea Kingdom of Daijnt

Description:

Once, the Kingdom of Daijnt ruled the whole of Arimon except the islands of Mohill, Tir Nan Og and World's end. The Empire of Daijnt stretched along the coast of the Silent Sea, usually in the form of a strip of several 100 kilometers width.

Until today, Daijnt is ruled by dark elves, also called chaos elves. The most powerful among them have not been seen for a long time, and it is commonly assumed that they died in the turmoils of the liberation war, as a titanic disaster, which most people think was caused by actions of the gods, sunk the largest part of the corelands in the Silent Sea. Today, only some chains of islands remain at this place, and the legends speak of large treasures that wait in the depth, but also of terrible dangers.

The population of the contemporary Daijnt, a country that is perfectly protected at its back by a high mountain range, consists of about 60 per cent dark elves. The remainder is mainly made up of humans and half-bloods, to a limited extent, however, also creatures of darkness such as orcs - because Daijnt continues to be a country that is filled by the faith in the powers of darkness.

The landscape is characterized by a warm climate, caused by the Silent Sea. Palms and cedar trees are the most important plants, there is not any desert, but e.g. orange trees. Someone who sees Daijnt for the first time will probably doubt that this country is ruled by the darkness, that beautiful is its appearance to the visitor.

Daijnt's power is mainly based on magic, with the emphasis on elemental and demon conjurations. The old masters of Daijnt were able to summon the most powerful creatures ever seen in Arimon, and some parts of this knowledge have been conserved until the present day.

Nowadays, the remaining galley fleets of Daijnt, whose oars are worked by slaves of all kinds, are limited to piracy in the Silent Sea, where they have acquired a certain reputation, not at least because of their use of magic. Their ships can be identified by the bright red sails and the especially long and lean hulls.

The capital is called Daijndidann ("Daijnt will return "). In general, journey to Daijnt must use the sea route, because, as already mentioned, the mountains behind the country are almost impossible to cross. However, it should also be said that voyages to Daijnt are very rare, because strangers are not liked in this country, unless they serve the darkness, or a sacrifice festival is in planning.

Cities:

Daijndidann (No. 33): The capital Daijnts with its probably around 50,000 inhabitants is characterized by an architecture that, although attractive, somehow radiates a threatening impression, possibly because of the high dark mountains at its back side. Here, the great arsenal of Daijnts, in which its galleys are built and repaired, can be found, but also a wizards' academy, the ruler's palace and numerous temples, mostly of cults that are banned in other states. Some quarters burst of wealth and beauty, while others are foul smelling cesspools, and this also is true for the river which flows through Daijndidann. Definitely not a jewel of Arimon.

Dawachnachon (No. 32): An advanced port of the capital, located at the Northern side of the bay, with about 3,000 inhabitants. The city lives off its silver mines and the return-

ing corsair fleets, which find plenty of opportunities to spend their booty. Probably there is not any more dense center of brothels and other and dens of vice.

Nimochdimol (No. 31): Located on a small island off the coast of Daijnt, this fortified city with its 10,000 inhabitants is an important outpost of Daijnt, being used for corsair raids as well as a first line of defense against attacks from the sea. The architecture is dominated by a functional fortress style. However, there also are splendid palaces and the warrior academy of Daijnt, in which the elite fighters are trained.

The Island Mohill

Description:

This is a smaller island, located off the coast of Arimon in the Endless Ocean, and most of the time, it has almost been forgotten. Neither the Daijntians nor the Empire of Arimon displayed much real interest in this country, so that its culture could survive until today almost uninfluenced. Some wise men even assume that Mohill is still populated by descendants of those humans, which made up the original population of Arimon, before the arrival of the humans from the West, and which have been mixed with the other human races in all other places.

In Mohill, which is dominated by forests and hills, as well as numerous swamps and bogs, humans live in a rather simple culture. There are not any big cities, but they settle in villages or in individual farmsteads. The main occupations are agriculture, especially breeding sheep, and the fishing in the surrounding waters. There are trading contacts with the continent, but only few Mohillan (this is how the inhabitants call themselves) will leave their home country for a longer time.

The population appears to be distantly related with the people of Organrt, because they are relatively strongly built, often blond or red-haired people. The traditional clothing includes kilts, and the locals play instruments such as the bagpipes or the lute.

The country is ruled by a king, who is elected by the different local clans and that is halfway accepted as authority. Feuds among the clans are common. Strangers will always be watched with some suspicion in Mohill, until they have been around for a certain time. The main religion is the faith in Delbric, that is also called the Patron of Mohill and that probably has as many followers on this island as otherwise in the whole of the rest of Arimon.

The largest settlement is capital of Chulliracht, but even this barely does reach the size of a minor trading city of Esfon or Nofator, not to speak of Briskian cities or the capital cities of other kingdoms.

Cities:

Chulliracht (No. 19): As mentioned, the capital of Mohill only has 2,000 inhabitants. It is surrounded by a wall, in the center, there is the royal castle and a shrine of Delbric. The houses are simple, but clean, and the port mainly is used for fishing, and not for larger scale sea trade.

The Steppe of Tform

Description :

At the far side of the Border Mountains, the endless planes of the Steppe of Tform begin, from which repeatedly single mountains as well as whole tablelands erect. The exact size of the Steppe is not known to anybody, but reports speak of many thousand miles to the East, until one will finally, after a titanic mountain range, reach the kingdoms of the East. However, for a long time, probably nobody dared to make this journey, and manage to come back.

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After all, it should never be forgotten that large parts of the Border Mountains, at least on the Eastern side, as well as the further mountains far to the East, are inhabited until today by those creatures of darkness, that once expelled the dwarves. Here, Drikhi Asum, the pride of the dwarven race, also can be found, but for millennia already, it is the domain of orcs, trolls and other creatures of darkness. Maybe this is one of the reasons that there is so few contact with Tform. Actually, in the steppe itself, one must always expect to encounter marauding orc bands that are looking for prey.

In the actual steppe, one will find those peoples that are commonly called steppe barbarians or barbarians of Tform, and that are responsible for the barbarian storm that happened several centuries ago. However, the peoples there are as endless as the steppe, and while some of them strongly remind of Arimonians, others will have slanted eyes and a light brown skin. Additionally, there are quite different languages.

However, they all have in common that they live in tribes, that are often enemies of other tribes, or that fight about hunting grounds, women or other things. Most of them are ruled by a chieftain, and they live in a nomadic manner, usually as riding peoples. Agriculture is only practiced by very few tribes. The brief unification of the tribes under one commander, which led to the barbarian storm, is sunk deep in the past again.

As the winter in the steppe has quite extreme traits, with titanic blizzards and almost impassable snowdrifts, travel should not be dared in that season. Even the barbarians will stay in one place during the winter, and set up their tents or huts there.

World's end

When travelling northward from Arimon by ship, one will finally, close to the limits of the Eternal Ice, reach the island of World's end, that has been called so because nobody has yet ever been able to advance further to the North.

This island has been settled as the dark elves of Daijnt overran the whole of Arimon and also pushed into Orgarn. The local people, great navigators, saw that they could not stand this enemy, and the whole people escaped to the North, to World's end, in the Train of the Hundred Ships. Meanwhile, Orgarn has been resettled long time ago, but there are some families that decided not to go back, but to find their destiny in the North. Additionally, there still are emigrations from Orgarn to World's end until the present day.

The climate of the island is very harsh, with a long winter. Nevertheless, it is very similar to that of Orgarn, and the frequent hot springs even allow to establish successful agriculture. Additionally, there are rich fishing grounds.

There are not any large cities; the most important settlements are nothing more than larger villages of several hundred people. Additionally, in the farthest North of the island, where an almost inaccessible mountain area is located, there are several settlements of ice trolls.

Non-human races

Arimon is not only a continent of the humans, although these actually dominate the events since quite a while, whereas most other more ancient races, such as the dwarves and the elves, appear to be declining and are barely shadows of ancient power.

The Elves

The elves of Arimon are an ancient race, of which it is told that they once immigrated from the West, crossing the Endless Ocean, and that they will return their one day, like many already did.

In Arimon, elves can mainly be encountered in two places: On the island of Tir Nan Og off the Western coast, and in the elven ports – because many elves are fantastic navigators.

Tir Nan Og

On this island, also called the island of eternal life, most of the elves of Arimon live since almost all of them left the continent long time ago. This island is fully covered by dense forests, and it is only settled in the elven way. This means that the elves have not built any cities like other people, but they live in harmony with nature, in the middle of the forests, using their special architecture with the aid of magic, and thus are able to create wooden constructions that actually appear to be alive.

Tir Nan Og is only rarely visited by non-elves, and if yes, then only after an invitation, because the waters are dangerous and there are frequent tales of sea monsters and changing reefs which protect the elves against disturbances. However, in the South, there is the freeport of Roganallian (No. 39), where the elves have allowed settlements of other races and which they use for their trade.

As the elves are great navigators, they of course maintain many further ports along the coast. But these are normally only limited to their own use.

The Elven ports (No. 40 to 45)

Along the Western coast of Arimon, that is in Esfon and Haldwal, a total of five elven ports can be encountered. These ports have existed since ancient times, and they were reestablished after the downfall of the Empire of Daijnt. These are elven settlements, in which their ships come ashore and are repaired, and also the most important communities in Arimon itself, when leaving aside the forest of Arunafalliona (in the border area Haldwal - Nofator), where a further large elven community is living.

The ports are also accessible for other races, and their architecture is different than that e.g. found on Tir Nan Og: The cities are built of stone and wood, but in a way that probably only the elves have mastered. One gets the impression as if the city had grown organically, and continued to grow still.

The Dwarves and Gnomes

The great time of the dwarves and of the closely connected gnomes in Arimon is already over for a long, long time, and only the sad ballads of their bards and their myths continue to tell the stories of their ancient power and culture. Nevertheless, their culture has achievements which let humans only stand still in admiration.

As already mentioned, the largest dwarven settlements were lost during the First War against darkness, probably forever. Today, only minor cities in the Western regions of Arimon, i.e. the mountains of the central lands, remain. As dwarves refuse to cross the sea, they never made it onto the islands off the coast.

The different dwarven communities are ruled by a king, that resides in the respective city. Furthermore, there is a common council which meets irregularly, and that deals with matters that concern all the dwarven states.

Nowadays, the largest cities – all of them are at least 95 percent below the earth – are Drikhi Naid (No. 46) and Drikhi Kazur (No. 45) in the central mountains. Both reach a size of several square kilometers on up to twenty levels, when adding all their tunnels and caverns. But even these cities, which will cause any humans, that see them (a rare occurrence), to rest in limitless admiration and wonder, would be small villages and earthholes, when compared with the giant installations of Drikhi Asum (No. 47).

The dwarves are mainly concerned with mining and metal-working, and they have developed both arts to an incredible

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degree of perfection, although especially on the area of smithing, many secrets of the ancient masters have been lost with the downfall of Drikhi Asum. Until today, dwarven weapons and armors are the best that is available in Arimon, and they are paid for accordingly.

However, the dwarves also have agriculture in remote mountain valleys that are often only accessible by tunnels, and they even breed animals including ponies and mules. Dwarves will ride rarely – horses really are too big for them – but there will always be exceptions.

Magic is rather unimportant, as dwarves as well as gnomes are unmagical peoples with an inborn resistance against magic. The few wizards that they have nevertheless will normally use rune magic or enchant magic items, alchemy also may be encountered. The few exceptions concern solitary outsiders that usually leave for the world, in order to find their destiny.

The latter is an attitude that is in general common among dwarves, so that one will always meet dwarves that venture into the kingdoms of Arimon to make experiences, to sow their wild oats, and maybe to gather wealth.

The most common religion is the Quai Tham cult, as well as those of some further gods, whose main aspects are mining and smithing. Dwarves, however, will never be religious fanatics, they are more „down to earth“ than „heaven oriented“ beings.

Halflings

The halflings are used to live in community with humans since a long time, or at least to live in the same kingdoms. The largest and most important halfling region can be found in the middle of the borderlands between the kingdoms of Haldwal and Nosfator. This region, also just called "the country", is inhabited by halflings, that probably immigrated from other lands, for at least 800 years. However, ancient documents of the elves show that halflings already could be encountered several millennia ago in.

Formally, the area is part of the Kingdom Nosfator, but actually this is only a pro-forma feudal obligation. In general, humans and halflings do not interfere with each other. The country is characterized by agriculturally developed areas, gardens and groves, that always are mixed with natural forests, lakes, rivers and hills. This is a very idyllic region, whose inhabitants all live in freedom and a certain prosperity.

As the halflings do not have a high opinion of fixed organizations and structures, they neither have a nobility nor a king, but their mayors will represent them to the outside world. The main duties of these mayors, however, are to open festivals and to be responsible for the border guards that shall protect the country against marauding bands.

There are not any large cities. Instead, the halflings live in small villages, usually with flat buildings that match the surrounding nature very well. Strangers are normally welcome at the hospitable halflings that are also well-known for their cooking skills – however, they never tolerate fanaticism or people that are ready for violence.

Consequently, magic and religions have a rather low importance, and if they do, than always in connection with agriculture, cooking and healing.

Skionai

The kingdom of the Skionai, also called lionmen, which is located South of the Silent Sea, and thus not in actual Arimon, is a special case. Nevertheless, we have include it in this collection, because its people are frequently encountered in Arimon.

The Skionai inhabit a desert-like region, whose climate is caused by the proximity to the Great Desert. The kingdom is characterized by hills and true mountains. However, the fact

that the sea is not far away, as well as some rivers that originate in the mountains, turn the Western regions of this small country into a very beautiful kingdom. There are plantations of palms and orchards as well as cattle breeding.

The kingdom is ruled by the High King of the Skionai, who resides in the capital city of Felchani, which only few humans have ever visited. The Skionai often leave their country, looking for adventures and e.g. working as mercenaries.

Strangers are not received unfriendly in the kingdom, but the remote location means that it is not easy to reach. Usually, the sea route is the only sensible choice.

Slavery and serfdom are unknown to the Skionai. Magic is only used to a limited extent, i.e. especially physical and mental magic, as well as, more limited, that of the elements. Their gods normally have a rather belligerent attitude.

The West across the Ocean – place of myths

Before we are now going to have a look at the more distant regions, as they also may be found on the enclosed map, it should be mentioned that most information about these kingdoms, and even the map, is based on assumptions, ancient records, myths and legends. Most of these regions have not been visited by any people of Arimon for a long time, or at least nobody has returned. There also almost is no more any contact in the opposite direction.

Therefore, daring explorers that want to have a look at these areas, will depend on their luck and the protection of the gods. We only can strongly recommend not to take such risks.

Tire Nam Bao and the Elves of the West

According to the ancient legends, and also confirmed by the few hints which the elves themselves have given about this matter, it can be concluded that many millennia ago, numerous elves left the lands of the West to find a new home in Arimon.

From them, the elves of Arimon are descended, but its head-count has meanwhile dropped considerably in spite of the immortality of its members, because many elves left Arimon forever in the turmoils of the wars against the darkness and returned to their ancient homes in the West.

Almost nothing is known about this elven home in the West, even not in the legends. Its name is believed to be Tire Nam Bao, and this, similar as Tir Nan Og, shall refer to eternal life. However, in Tir Nan Og and probably also in the elven ports, certainly some elves that once immigrated are still alive – they meanwhile have reached an age of at least 9,000 years...

According to reports of a navigator, that probably went to these regions several centuries ago, Tire Nam Bao is a long and thin island off the coast of a large continent. To reach this island, it is necessary to sail westward for many weeks, resisting unfavorable winds and currents as well as the sea monsters. Finally, however, one would be rewarded by a look that almost no human eye ever will have seen: A large island, covered by dense forests, with incredibly beautiful cities embedded into the nature, and with elves, that are different even from those of Arimon in a "royal" way.

However, it is said that all non-elves are prohibited to set a foot on the island, with the exception of a freeport in the North-East, from which the elves trade with the kingdoms of the Western continent.

Who is able to say how Tire Nam Bao looks today? Just think of the reports of those refugees, which arrived from the West some centuries ago, probably as the last messengers, and that spoke of terrible threats from the powers of darkness and the end of civilization... Will there ever again be someone

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who has the courage to cross many thousands miles of endless water to look around in the lands of the West?

The Old Empire

When sailing further westward from Tire Nam Bao, one will encounter a large continent, whose name has not been passed to us, but that is just called the Western continent in ancient maps and legends.

According to the reports already mentioned, there shall be, or at least shall have existed, a titanic Empire whose size and level of power are incredible for us. This Empire, called the Old Empire, is believed to have existed already when the first elves emigrated to Arimon.

According to the legends, its population consists of elves and humans, but of humans that would almost look like elves in our eyes: They can live for several hundred, if not even thousand years – who will not see ancient dreams of eternal life reflected in these reports – and they are tall, graceful and majestic. Magic plays an important role in the Old Empire, that appears to be part of an eternal struggle with the powers of darkness, which are located in the deepest South.

The cities of the Empire are reported to be bigger even than Nondroma with the many towers, the ancient capital of the Empire of Arimon, but the capital of the empire is believed to be that big, that one needs a day, just to walk through it from one side to the other. Ancient writings even say that gods walk among the inhabitants. Can these stories be believed, or are they all nothing but the fantasies of navigators that had almost died of thirst when they were found?

Nobody can say how far the Empire extends to the West, at what may be behind it. Certainly, there are rumors according to which someone sailing on westward will one day reach the kingdoms of the East – what a mad idea, that almost only is discussed in Briskia – but all this is left to myths and legends, even more than the West itself.

The Dead Lands

Ancient legends of navigators tell well-known stories of the eternal quarrel of the Old Empire with the powers of darkness. Thus, there is the centuries-old report of an Orgarnian captain, who was driven far down to the South west while travelling to the West, because a storm of incredible dimensions hit his ship: "The storm raged for three weeks without weakening even a bit, and our longship was driven away by the wind. Two of my men... had been blown over board, the food supply as almost completely ruined, the cargo had to be cast away to avoid being sunk. The sails were in rags, there was no chance to steer the ship, and we were driven far off from our course. We commanded our souls to Torrer, because there were realms into which no human had ever set his foot.

After a week, we were close to starvation, but the wonder happened: Land in sight. We approached the unknown shores. Endless rocky walls, many mast lengths tall, made it impossible to land, and asked the oracle which direction we should take to follow this monotonous coast. No trees, no bushes, not even sea birds. Only rocks, rocks, rocks, and sometimes a volcano. There were no hints of any kind of population, just emptiness and barren land. Two days passed like this without a change, and we already feared that we had to sail along the coast until starved.

But then, finally, a bay opened in front of us, into which I managed to steer the longship with my last efforts. We went ashore....[...]. Finally we found a source, and a strange-looking plant, very similar to moss, which tasted awfully, but filled our bellies. Our survival was at least assured for several days."

The report continues similarly, also speaks of a large island, covered by volcanoes, whose only inhabitants were cyclopes, from encounters with orcs and with flying lizards, and

ends with the happy return of ten survivors to Orgarn, all of them prematurely gone gray.

We assume that this really is a continent located in the South West, and ruled by darkness, if some reports of the Old Empire (cf. there) can be trusted. In any case, the name "Dead Lands", which the captain gave to it, is probably more than justified.

The Southern continent

Arimon's Southern neighbor is one of the continents of our world, about which at least some reliable information is available. The kingdom of the Skionai in the North-East has already been presented at another place. Furthermore, mainly the Great Desert and the corsair cities are important directly.

The Great Desert

The Southern coast of the Silent Sea, that is mostly called the Coral Sea in this region, not at least due to the numerous coral reefs that also are a danger for shipping, is characterized by an endless desert.

This desert, the Great Desert, extends several thousand miles to the South, and one can perfectly say that its size is at least equal to that of whole Arimon!

In the desert, humans are rarely encountered. Usually, they live in nomadic tribes, i.e. they are riding people, that wander through the desert with their camels, in more water rich areas also with horses, and that make their living breeding animals. However, attacks on caravans also are far from unimportant for most of these tribes' revenues. By the way, these people are rather dark-skinned (similar to the Peliweijans, but usually even darker, though more light brown than black) and black haired. The clothing consists of wide capes. The society is belligerent, and the nomads have a complex system of customs with blood feuds and family clans. Usually, a clan is ruled by a patriarch, and various tribes may perfectly be sworn enemies.

Besides endless sand dunes and fields of pebble, there are also many plateaus in the desert, but also whole mountain ranges, about there are lots of stories and legends. Dwarves are believed to have retreated here long time ago, and there also are rumors about the ruined cities of a once large and powerful culture, that have been covered by the sand and that only rarely become accessible. Additionally, there are reports about mysterious hermits, most of them mages, and of course about powerful elementals, dragons and other creatures. As a matter of fact, there are creatures in the Great Desert that are a potential danger for a whole group of travelers.

Life is mainly based on the problem of water supplies. Knowledge of sources and oasis locations is crucial for survival, and there have been battles for them which were fought down to the last man. A tribe that is powerful enough to control a larger oasis, will have enough revenues forever, because the caravans which maintain the traffic with the South depend on the water.

The Corsair cities

Along the Northern Coast of the Silent Sea, thus at the Northwestern cape of the Southern continent, in the last centuries, i.e. probably at least since the downfall of Cawachdarann, small cities have been established. These settlements are a meeting-point for outlaws, refugees and fortune hunters from all countries in the world. They mainly live off looting, hence also the name corsair cities.

The geographic location allows to be a constant danger for the sea trade from the Silent Sea to the North as well as to the South. The corsairs with their small vessels, normally

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sailing ships that also can be rowed, but also with galleys, have meanwhile become a true threat for the respective sea trade. Punishment expeditions are almost impossible, as the Great Desert makes a siege of the well-fortified cities by sufficiently strong armies much too dangerous and costly.

Therefore, it is hoped that the danger will remove itself one day, and until then, "protection duties" are paid to be able to send along one's ships unthreatened.

In general, it is possible to get everything in the corsair cities, of which the most important are Melinn (No. 34), Darfida (No. 35) and Berrio (No. 36), but one can also lose everything, including the life. The most important authority is the law of force. Either you are powerful yourself, or you pay for respective protection.

Black magic, gambling, cults of darkness, all this and much more can be found without a long search. The corsair cities also are not too bad a place for mercenaries looking for employment or for adventurers in general.

The Kingdoms of the South

After having crossed the Great Desert, the traveler finally reaches a region, about which information is extremely rare. This area, here just called the kingdoms of the South, is difficult to reach by sea due to unfavorable winds, and it has many different, mostly human cultures

The landscape includes steppes and savannas, but also the most dense jungles. In the deepest South, it is even told that the climate again becomes quite favorable for Arimonians, similar to that of Briskia. In any case, the diversity of animals and plants in these regions is breathtaking.

Most inhabitants are believed to be black-skinned humans, many of them having peculiar customs and living in rather primitive cultures. They barely use metal armors or horses, but ride on titanic animals called elephants, of which one is as large as a house. In the South, there furthermore is a kingdom of amazons, who frequently kidnap men to conserve their existence. In the jungles, there are tribes that hunt with poisoned arrows and that do not allow any strangers into their territory, including humans, that only have the size of dwarves.

Additionally, there is the Goldland, a kingdom that is also ruled by black men, and in which gold is believed to be as common as iron with us, so all buildings are covered with it and even furniture is made of gold. However, no one can say how much truth is in the legends, that a kingdom of dark-skinned elves is located in the South. The same is true for reports, according to which in the far South, white (!) men, very similar to the people of Arimon, have their settlements.

The most important trading goods for the caravans are many kinds of herbs, that are especially used for magic purposes, as well as parts of exotic animals such as fur or ivory.

Legends about the deepest South

When speaking of the region even further in the South, we are now really in the area of legends. There are stories that say that the South Sea could be used by ships, and when travelling around the southern tip of the continent, one finally reached the Happy Lands (see there), and a lot more.

However, one of the most strange reports speaks of the areas even deeper in the South. If someone dared to sail further South, he would, after an endless journey, reach an area full of giant icebergs, until finally the sea would be blocked by masses of ice. What an expression of foolishness, when considering that it gets hotter and hotter when sailing southward. Most probably those poor navigators were victims of a heatstroke, and then experienced feverish ravings – ice in the South, that is contradictory in itself. Additionally, there are all those tales of islands, inhabited by

powerful humans, of dragons, of sea serpents and giant fish. Who can say what is true?

The East

As already mentioned, when travelling eastwards, you will finally reach an endless mountain range, behind which the mysterious kingdoms of Kasthuun, Nishondor and Dahrlan are believed to be located. Before, however, travelers must cross the endless steppe, and must deal with the powers of darkness, that have their power center right there. No surprise, as the Dark Region is close by, and the lack of other kingdoms facilitates its efforts to spread its power.

The Kingdoms on the far side of the Steppe of Tform

These kingdoms, from which only very rarely information or merchandise makes the way to Arimon, when a caravan finally managed to get through, are told to be small but powerful countries, which are populated by yellow-skinned, slit-eyed humans. Their languages shall be very fast and with a bright sound, and they are believed to have great power on the area of magic as well as of technology, even including firearms.

In any case, probably the mountains of the East give them good protection against the darkness, and they are told to have improved it by the construction of a giant defensive wall with watchtowers. The main orientation of the people is towards the, to the local islands, on which further kingdoms and colonies are believed to exist. There also repeatedly are stories of contacts with the Happy Lands. By the way, gold and jade, silk and porcelain, spices and strange drinks are believed to be the source of the wealth of these countries, which are all ruled by monarchs and which shall have warriors with legendary abilities. Stories say that many of these warriors are more deadly with their bare hands than an army of our fighters with full equipment. Magic? Legends? Similarly, there are reports about orders of monks, that have chosen to fight against darkness as their main task in life, and that are believed to possess similar abilities. Maybe a new caravan will arrive soon, and bring some of these supermen. We could use them...

The Dark Region

On the far side of Daijnt, in a region, into which rarely a human or any other living being dares to set a foot, there is the domain of the darkness. From here, they are all believed to have come, the orcs, the dark elves and all the creatures of darkness. Rumors say that until today, the Dark Lord lurks on his throne and tries to get hold of the world. Protected by a belt of high, almost impenetrable mountains of titanic dimensions, including numerous volcanoes, this land already gives a threatening impression from far away. Who knows what kind of nightmares hide there, in the endless caverns and the citadels, which plans for world domination and which black magic are cooking there?

The Swamp of Fears

This region, that is located on the eastern coast of the Silent Sea and south of Daijnt, is one of the most feared areas in Arimon. The endless swamp, which extends at least 500 miles into the interior, is the home for some of the most frightening creatures of that one can think.

Humans almost never dare to enter this swamp, which also is home for some tribes of lizardmen. It is believed that they also maintain a whole city with strange terrace pyramids deep in the swamps, where they make human sacrifices and worship sinister gods. Who knows what is true. A fact is, that only people that are forced to do so will enter the Swamp of Fears, for example those looking for magic ingredients, and yet fewer people leave it again – not only because of the

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animal and vegetable threats and the treacherous ground, but also due to the numerous feverish diseases.

The Great jungle

South west of the Swamp of Fears, there is the Great jungle, that probably has really earned this name. This titanic area, whose size probably is equal to that of whole Arimon, and from which numerous table mountains and entire mountain ranges rise, is only known to very few humans.

The high temperatures, the moist air, the diseases, the animals and plants and the difficult navigation already turn a short journey in the jungle into a dangerous adventure. Indigenous tribes are told to be living in its interior, hunting with blowpipes and poison darts, including some non-human races, probably also orcs. Rumors furthermore speak of the ruins of an ancient culture, that have meanwhile been covered by the dense forest, but that still hide large treasures – but will they ever be discovered? In any case, this jungle, together with the Swamp of Fears and the Dark Region, prevents almost any kind of contact between Arimon and the Happy Lands (see there).

The Happy Lands

Possibly even much more difficult to reach than the kingdoms of the West are those countries that are mentioned as the Happy Lands in ancient maps. They are believed to be a larger island, of about the size of Arimon up to and including the Border Mountains, on which the humans leave in peace and happiness in numerous countries.

Fertile soil, a plentiful nature and general wealth are believed to characterize these kingdoms, that never are at war among themselves and that completely refuse the darkness and black magic. Its inhabitants shall be humans with yellowish skin and slant eyes, as well as blond or red hair, that are often very skilled in magic as well as with the sword.

The legends also say that no ship, that is connected with the powers of darkness, is able to approach the Happy Lands, because the gods have established a respective bane.

The society of Central Arimon

This chapter shall help players and master to get some feeling of Arimon, and it shall answer certain questions that might come up easily. Although the society of Arimon partially is that of the middle ages, so that respective literature might be helpful, there are, especially due to the presence of magic and of other races, certain deviations and specialties.

The following comments are mainly applicable for Central Arimon, i.e. Haldwal, Esfon, Nofator and Briskia, with some variations also for Gouslic. For more distant kingdoms such as Orgarn or for different cultures like Peliweij, they are only partially valid, but should be sufficient for the beginning. Later sourcebooks on the various states might include more detailed information.

Magic

The use of magic is tolerated in most states of Arimon, with certain notable exceptions. The relationship between magic, authorities and people is similar to that in the case of weapons. The possession is easily tolerated, open carrying already less, and if they are used to damage humans or other people, punishment will result. Usually, healing magic is allowed almost everywhere, the healers even have a very good reputation.

The same applies for magic, that supports the agriculture or that is used to entertain the rich. Black magic, however, is a different thing.

This is a matter of the definition. Normally, the term black magic covers all spells that are able to kill people in a cruel way or torture them, that cause disease, destroy the harvest, that are linked with demons or the planes of darkness, and that cause people to use their own free will, especially permanently. The mere suspicion that someone is able to use black magic may, especially in rural areas, be enough to cause a lynch mob to assemble and burn or otherwise kill the mage. The authorities, except of course in Daijnt, also show a very negative attitude towards black magic.

Black mages are usually arrested, tortured and finally burned at the stake, in some regions, they might also be drowned or stoned to death. Probably, many innocent people have already died for such reason, and someone that wants to cast spells and is not really able to use his magic talent it for defense against a lynch mob, is recommended to find out about local customs IN ADVANCE.

In the civilized regions of Arimon, magic will usually be organized in the form of associations of mages, such as the wizards' guilds, alchemists' guilds, etc. In this connection, the clergy of the gods and the druidic circles also need to be mentioned. It may perfectly happen that non-members of an established and influential community will be prohibited to use magic in a city or a country – or if necessary, evidence for involvement with black magic will be presented... There are some cities, in which the wizards' guild is the most influential political power is, and there are others, in which it meets somewhere in a worn-down room.

In any case, such associations of mages provide a possibility for better access to resources such as magic ingredients, laboratories and rare materials for alchemy and rituals, to join enough people for ritual magic or to learn new spells. However, you should never forget that mages often are people that see a potential enemy in any stranger, and even in most people that they know for quite a while. Intrigues are part of their life, or paranoia is a way of life!

Wonders and religions

Similar as for the use of magic, there also are regional differences concerning the established cults and religions. There are places, where all faiths have equal rights, and yet others, where all cults except the state religion are subject to ruthless pursuit.

If in doubt, it may be assumed that the open use of most wonders, especially those that are connected with frightening forces or violence, will cause negative reactions. Exceptions only concern beneficial wonders such as healings, field blessings, etc.

However, if you are a priest, do not forget that you might be mistaken for a mage, and possibly their is a negative attitude towards magic (see above). Similarly, the cult that is dominating in the region might have some objections against foreign priests that openly display the power of their god – and, in the end, this is the purpose of wonders.

Nevertheless, lynching attacks against priests are much rarer than against mages, because the people are normally familiar with most cults and able to identify their priests. When further considering that in a world, in which the gods directly and visibly have influence on the events, nobody really wants to have trouble with them, priests will normally have rather few problems. Only cults of darkness, that are also in conflict with the authorities, are recommended to perform their rituals in secret and also to avoid theological discussions.

Other races

Especially in rural areas and villages, the attitude of the people towards strangers is often characterized by distrust and a subconscious refusal. As this already applies for humans that look strange, the situation gets worse for identifiable non-humans.

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In cities, these problems are rarer, because the people are more used to strangers, and they also often make their money with their visits. But as mentioned, in rural areas, there are still other customs...

Halflings normally do not have this kind of problems, because they are commonly regarded as harmless and peaceful guys, that also do not have much interest in magic. Dwarves and gnomes, however, are a bit different, especially the dwarves that often carry heavy weapons and have a rather rough behavior will attract cautious looks.

Elves are seen easygoing, and their connection with magic also does not really make things easier. Thus, there perfectly are villages, in which they are refused entry. Similarly, Skionai and Lizardmen are not viewed too positively, as they have a rather animal-like appearance and are furthermore known as dangerous fighters.

Races, that are commonly linked with darkness, such as the half-orcs and dark elves, must expect true prosecution, if not lynchcourts, in wide parts of the land. Even worse yet, the authorities are likely to react negatively towards them and often look at the other side, when a lynch mob takes the law into its own hands.

Possession of weapons

Usually, the possession of weapons will not be a big problem, as well as that of armor. It is more their use (see below), that can lead to conflicts with the authorities. On the other hand, it is not considered normal behavior to walk around in a village or city, carrying heavy weaponry and clad in armor. If someone does this, we will probably attract attention, be it that the locals expect trouble with the characters (as they look as if they are prepared for combat), be it that the locals will break out in laughter as a warrior carries around his 50 kilograms of armor and weapons while walking the evening streets. Just think of today – normally there will not be people walking through the streets with pistols or armor jackets.

Many cities have therefore issued regulations that call for the deposit of weapons at a central location or that prohibit that they are carried openly in the streets. The same applies for armors, especially the most heavy metal armors. Even if there are no such laws, it can be assumed that heavily armed and/or armored strangers will cause whispering, distrust or possibly laughter in a civilized environment.

On the other hand, it also should not be forgotten that there are city quarters which should not be entered unarmed, at least, if you want to leave them again alive.

Try to strike a happy medium, this should not be too difficult.

Combats

If a combat should happen, this might cause conflicts with local authorities. This is due to the fact that in cities and villages, it is normally not accepted that someone gets involved in a fight, regardless if with the fists or using weapons. While the first case will usually result in some nights in a cell or a whipping, most authorities enforce severe penalties for combat with weapons, especially if people have been injured or even killed.

Besides the penalties for physical injury and murder (see below), very often the weapons will be confiscated, even if nothing else has happened. Furthermore, it is common that the offenders will be asked to leave the settlement, usually after a longer arrest or severe fines.

Offenses and penalties

Someone that breaks a law, will be subject to punishment. This principle also applies in Arimon. The types of punishment vary from place to place and of course depend on the offense. In the following, we will give some ideas on the

justice of Central Arimon. If arrest is mentioned, this usually means imprisonment in a cell, sometimes also forced labor. Some states that maintain galleys, also prefer to send convicts to serve on board.

Imprisoned mages are normally kept in individual cells with bound hands and blindfolded, furthermore, they will be gagged if the arrest does not last for a longer time – and there are always rumors about strong drugs or cutting out of tongues...

Torture as a means to find out the truth (thumbscrews, whips, the Iron Maiden, torture rack, etc.) is generally common. Current execution methods are hanging, breaking on the wheel, beheading (usually for violent crimes as well as for nobles) and burning at the stake, the latter especially in case of mages or servants of darkness.

Thieves are normally whipped on the first offense or put in the stocks. Repeated offenses result in branding, normally on the torso, with a respective symbol, and in longer arrest. Finally, it is even possible that a hand is hacked off – by the way, in Peliweij this happens on the first offense already...

Adulterers are also put in the stocks or led through the city with disgraceful masks. This punishment is also typical for swindlers and bad musicians, in the latter case a broken tool, such as e.g. the instrument, is hanged on their neck.

Burglars are often punished more severely than thieves. If the house owner kills them, he will not be penalized. Otherwise, a caught burglar will be arrested, normally for a longer time, and also be branded. In case of repetition of the offense, capital punishment will be applied.

Body injuries that are not permanent usually will lead to a fine and a compensation payment to the victim, in severe cases or if the offender is unable to pay, they will be punished with additional imprisonment. Repeated offenses always mean imprisonment. If a victim has been permanently injured, for example by losing a limb, the offender often suffers the same fate.

If someone kills a human, he will very often be executed, unless he can prove that he acted in legal self-defense or that other circumstances are in his favor. However, in the latter cases, longer arrest will still be common.

The punishment of banishment will mainly affect nobles or powerful citizens. They are then no longer allowed to approach, let alone the respective city until the period has expired.

The concept being declared an outlaw means that the offender loses all rights for a certain time, i.e. he might then be killed by anyone without a penalty. This punishment is common for treason or other crimes against the country.

Duels, by the way, are treated as ordinary crimes in most countries, except for Briskia.

Serfdom

The concept of serfdom still is frequent in some kingdoms. It means that some people are completely legally dependent of others, and is related to slavery. Serfs are not allowed to leave the holdings of their lord without his permission, also for example they may not marry without such permission. The privilege of *Prima Nocte* (the first night) is usually also granted to the lord...

A serf may not own any weapons, he normally will not have any money and barely enough for life. His rights are few, although it is now prohibited for the lord to kill a serf without a proper reason. However, if this should happen nevertheless, usually there will neither be an outcry of rage nor a penalty.

If a lord decides to free a serf, he is treated as a free man. However, there are kingdoms (e.g. Gouslic), in which this is called "stealing from one's own descendants" and therefore

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prohibited. Furthermore, serfs may be sold by selling the ground to which they are bound.

In this context, an interesting law should be noted: Normally, the cities are not subject to the law of serfdom . Therefore, a

serf in the city becomes a free citizen, and this has been one of the reasons for the large emigrations from the land to the cities that continue to happen. City air makes people free .

Arimon: Religions

Religions

This chapter gives more information on the most important cults and religions of Arimon, including the druidic faith due to its importance in some parts. Cults that only have very few followers, or such that are almost only present in countries outside of the true continent of Arimon, have not been entered into this list.

Importance of the gods and cults

The power of the various religions differs from region to region, even from city to city. Due to the interdependency of the power of a god and the number of followers as well as their devotion, all gods are interested to see the importance of their cult in the world grow and grow. A god without any followers no longer will have any visible power in Arimon!

As the fanaticism of followers also plays an important role, very often cults with quite few believers, such as many cults of darkness, still can be very powerful. As already mentioned, it is mainly the faith and devotion that influences the power of a god.

Many of the following cults are only present in some regions. In others, they might be prohibited, or maybe they are simply not known or not of any importance. A god of seafaring is nothing for dwarves, a god of mining is very probably not worshipped in a region where there are not any mines, unless he should also have different aspects and domains.

You are, by the way, going to note that the domains of the gods will sometimes overlap, or a single god will be worshipped under different names or even with contradictory aspects. This is quite normal.

Description of the religions and their game stats

In the following, you will find the game stats of the most important religions as well as information on their priests and their role in the game. Characters, that want to be priests or blessed by a god, will find everything they need here. Further, less important cults might be developed based on the presented examples and be introduced into the game world. This would especially appear to be interesting for the non-human races, which could only be covered in a very limited way here.

Elves normally do not worship any of the gods mentioned here. If they have a faith at all, it will be a sub-form of the druidic faith.

Halflings prefer those religions that represent fertility, life or wisdom.

God: Delbric

Personality: Delbric is a deity, that is especially followed by warriors of a more "barbarian" type. He is hot-tempered, rough and ready to fight. Honor also plays a very important role. The typical representation is that of a strong, bearded warrior, clad in hides and armed with a battleaxe. Furthermore, the wolf is the symbol of Delbric.

Domain: God of feuds and of war, patron of Mohill

Importance of the cult: The cult is especially important on the island of Mohill and in Orgarn, but warriors in other countries also frequently worship Delbric. The cult is in a certain friendly rivalry with that of Zordas.

Temple architecture: Military type, i.e. fortress style similar to a castle with towers, battlements, etc. The interior is rather functional, the living quarters are outright spartan.

Clothing of the priests: All kinds of armors, as well as visible weapons, preferably axes or swords. Additionally, they wear a dark green cape with a hood. A helmet is not mandatory, but is often worn.

Holy days: The Day of the Downfall of Cawachdarann (16th day of the festival moon), as well as the Day of the Weapons Blessing (5th day of the fire moon) are high festival days. Additionally, there is the traditional Delbric Festival on the island of Mohill, which is held from the 2nd until the 8th day of the wine moon.

Holy places: As holy places, the faith considers important battle sites, preferably if the winners have dedicated their victory to Delbric. Furthermore, the city of Chulliracht (on the Island Mohill) is a holy place.

Typical sacrifices: Weapons and armors of vanquished foes, magic weapons, promising to fight against certain enemies, parts of predatory animals (hide, teeth, claws).

Cult requirements: Never refuse a challenge for a duel (-25). Fight a selected enemy until the final decision (-15). Never kill a vanquished enemy that has surrendered or is helpless (-5). Obey any order of a higher level priest (-5). Never retreat from a combat, unless outnumbered by at least two to one (-25). Never kill a wolf, except with bare hands (-1).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, thunderclap, lightning, berserk frenzy, call fighters, thunderstorm, stormwind, shattering axe, armor wonder, weapons wonder, ice lance, fire shield, increase morale, Army of plants. Total number: 32.

Typical blessings: Natural skill talent (weapon skill, tactics, riding, draw weapon), natural armor, defense DM, berserk, ambidextrous, immunity against pain, pain resistance, coordination, Immunity against certain weapons.

Notes: Delbric is not worshipped by knights, they prefer Zordas or Briand. Wolves will never attack a priest of Delbric or someone blessed by him. Neutral alignment.

CP value of priest status: 200.

God: Xeloma

Personality: Xeloma will normally as a little, slim woman in unobtrusive clothes. She is a silent deity who prefers elegant, cunning solutions. Her holy animal is the raven, but also the fox. A further symbol is a grabbing hand.

Domain: Goddess of thieves and of deceptions, of cunning and of trade

Importance of the cult: Xeloma is worshipped by many merchants and also illusionists under her "legal" aspects, especially in Briskia and central Arimon. The thieves' guilds normally maintain hidden temples, which emphasize the thievery aspect.

Temple architecture: Most temples are only recognizable from the outside for people that know about them, i.e. they look like normal houses. However, at the inside, they have lots of secret rooms, secret doors and hidden corridors, that can perfectly lead to luxurious rooms. Temples that worship thievery aspects are often hidden in the underground.

Clothing of the priests: Rather unobtrusive, i.e. neither bright colors nor visible armor or weapons. Daggers, staffs or small thrown weapons are the typical armament of the priests, as well as textile or leather armors.

Holy days: The period from the 5th until the 12th day of the dragon moon is the Festival Week of Xeloma, during which

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great illusion festivals are held for the whole population. On the 5th day of the nondroma moon, the Thieves' Festival is celebrated, of course not publicly. Finally, the 10th day of the wine moon should be mentioned as the day on which the faithful donate their tenth.

Holy places: The Xeloma cult does not know any particular holy places except for some temples.

Typical sacrifices: A tenth of all profits from trading, pick-pocket, etc. Furthermore, in general money, jewelry and precious metals or gemstones.

Cult requirements: Never let a chance pass to get a financial or other advantage (- 15). No service without a proper compensation (- 10). Never begin a combat (-30). Sacrifice one tenth of all profits (-10).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, illusion mastery, tongue speech, noiselessness, total invisibility, sudden confusion, unobtrusiveness, shadow mastery, find gold, localization, perceive truth, amnesia, mass suggestion. Total number: 31.

Typical blessings: Natural skill talent (ventriloquism, accounting, merchant, pickpocket, open locks, stealth, hide, judge people, streetwise, sleight of hand, economics, mathematics), chameleon effect, sixth sense, lightning calculator, language talent, perfect balance, orientation, spider climbing, invisibility, improved manual dexterity.

Notes: The cult is a rival of the Marman cult. Neutral alignment.

CP value of priest status: 200 .

God: Marman

Personality: Marman is a goddess, of which stories say that she is the evil sister of Xeloma. As a matter of fact, the aspect of assassination is her most important trait. She is normally represented as a woman clad in dark clothes, with a dagger and a hood. The holy animal is the poisonous snake, the symbol a black dagger.

Domain: Goddess of Assassins and of the darkness

Importance of the cult: Xeloma is mainly worshipped by all kinds of assassins, but also by many thieves with few scruples. The cult is prohibited in all countries of Arimon except for Daijnt and is pursued by the authorities.

Temple architecture: This goddess is normally worshipped secretly, so that the temples are disguised. Often, they are found in subterranean installations or in remote regions. Exceptions are areas in which darkness rules, such as Daijnt. The temple interior is fitted with lots of ornaments that show bloody scenes. Secret corridors and traps are frequent.

Clothing of the priests: Unobtrusive and sinister. Dark capes are typical. The priests do not use many visible weapons or armors, but many hidden ones, especially poisoned weapons.

Holy days: Mourning day on the 16th day in the festival moon (downfall of Cawachdarann). Furthermore, the cult celebrates the Feast of the Thieves on the 4th day of the water moon and the Assassin's Day on the 7th day in the fire moon. Ritual sacrifices on these days are especially praised, furthermore, there will be a blessing of all kinds of daggers.

Holy places: The temples, furthermore, secret sacrifice places in underground areas.

Typical sacrifices: Blood of intelligent creatures (preferably living ones), severed fingers, all kinds of poisons.

Cult requirements: Sacrifice of one creature of at least human intelligence every month, exercised personally (- 100). Obey orders of higher level priests (- 5). Give healing only to one's allies (-1). Speak little (-5). Always complete an assassination engagement (- 10).

List of wonders: blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, wish, evil eye, rot, mass death, soul theft, gray finger, poisonous thorn, shatter, dark essence, noiselessness, total invisibility, unobtrusiveness, madness, amnesia. Total number : 30.

Typical blessings: Natural skill talent (assassinate, stealth, perception, knife, poisons, crossbow, thrown weapons, hide, disguise), sixth sense, poison resistance, invisibility, chameleon effect, spider climbing, claws, talons, perfect balance, night vision, true night vision.

Notes: The cult is a rival of that of Xeloma. Reputation - 25 except with followers of the darkness. Evil alignment.

CP value of priest status: 150.

God: Ganadom

Personality: Ganadom appears as an elderly man with gray beard, wandering staff and a dark travel cloak. He is a quiet and peaceful deity with a large thirst for knowledge. The holy animal is the owl, a further symbol is a star with five points.

Domain: God of philosophy, magic and science

Importance of the cult: Ganadom is mainly worshipped by wizards, alchemists and all kinds of philosophers. But in general, people that are seeking knowledge are close to this god. In some regions, the cult has a lot of influence.

Temple architecture: All temples contain a large library and lots of alchemist's laboratories, part of which accessible for all knowledge-seekers. The architecture is simple, but generous. Magic traps and defenses are frequent.

Clothing of the priests: No visible weapons or armors. Typically, they wear ordinary citizen clothes, i.e. no bright colors. Beards are frequent, as well as staffs. Many priests of this cult are also wizards.

Holy days: The Festival of Wisdom on the 6th day of the shadow moon. Furthermore, the Week of Magic, during which all libraries are open, from the 3rd until the 10th day of the festival moon.

Holy places: All places in which powerful positive magic has manifested, are treated as holy places.

Typical sacrifices: magic items, potions and herbs. Furthermore books, scrolls, etc.

Cult requirements: fight only for self-defense (-50). Donate at least one magic item to the temple per year or contribute to its knowledge (- 10). Never let a chance pass to gain knowledge (-1). Must be literate. Never destroy a book (- 1). Never allow the use of black magic, or use black magic oneself, except with the direct permission of Ganadom (- 25).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, antimagic shield, dispel magic, total true seeing, tongue speech, identify magic, localization, perceive truth, illusion mastery, control, communications with the Other World, amnesia, travel into time, time frost, prison. Total number: 33.

Typical blessings: Natural skill talent (magic spell, magic theory, magic script, history, herbalism, botany, zoology, alchemy, lore, research, mathematics, wizardry), magic

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resistance, magic defense, immunity against magic, magic reflection, language talent, eidetic memory.

Notes: Good alignment.

CP value of priest status: 180.

God: Yrrya

Personality: Yrrya, the goddess of winter, appears as a young woman with red hair, clad in white only, with polar bear skin around the collar. She is rough and bad tempered, a certain cold radiates from her as well as from her behavior. Nevertheless, she is thought to be fair. The holy animal is the polar bear.

Domain: Goddess of winter and ice

Importance of the cult: Is especially worshipped in Orgarnt and Mohill, generally in places where the winter is long and hard. Peasants will sacrifice to her to come good through the winter, the same applies for travelers in ice and snow.

Temple architecture: In countries with eternal winter, they are often entirely built of ice. Otherwise, they use a white, crystalline architecture at the inside and outside, which strongly reminds of ice. The interior is bright, and there will never be a fire.

Clothing of the priests: Cloaks in white and light blue, often with the fur of animals of the arctic (polar bear, snow hare, etc.) Preferred weapons are axes and clubs, but this is not compulsory.

Holy days: The Holy Week in the frost moon (around the 10th day). Furthermore, the Feast of the beginning of winter on the 20th day of the dragon moon and midwinter on the 30th day of the frost moon.

Holy places: The unspoiled eternal ice, i.e. icebergs and glaciers, are holy places of the cult.

Typical sacrifices: Winter animals and their parts, crystals, diamonds, sapphires, all kinds of fur.

Cult requirements: Stay one week in the nature in solitude during winter (- 5). Never light a fire (-5). Speak little (- 5). Never kill a polar bear, except with bare hands (- 1).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, Food and drink, reanimation, wish, hailstones, ice mastery, conjure ice elemental, call ice elemental, bind ice elemental, cloud of ice, ice lance, transformation to ice, protection from ice, deep-freeze, blizzard, mirror of ice, icy cold. Total number: 32.

Typical blessings: Natural skill talent (survival in ice, skiing, sleigh, ice spells), cold tolerance, immunity against cold or ice, increased resistance time against ice or cold, polarized eyes, natural armor.

Notes: Polar bears will never be a danger for a priest of Yrrya or someone blessed by her. Neutral alignment.

CP value of priest status: 220

God: Quai Tham

Personality: QuaiTham is represented as a dwarven warrior with long beard, armor and battleaxe, normally in a pose in which he is standing on a pile of orcs that have been killed. However, there are also images showing him as a blacksmith with his hammer or as a miner with pick and shovel. The god is a god of war, but always open and honest. Loyalty to comrades and hatred against the enemies of the dwarven

people are central motifs. Symbol is the axe that crosses a hammer, in front of a flame.

Domain: The Father of the mountains. Highest dwarven god: war, smithing and mining

Importance of the cult: QuaiTham is the highest dwarven god. He is also worshipped by gnomes, but rather rarely by other races, unless they live together closely with dwarves. Especially, the aspects of mining, smithing and of war against the darkness and its creatures are important. This quite often leads to very fanatic followers.

Temple architecture: Most of the temples of QuaiTham are located in the underground, i.e. as large caverns and tunnels. A lot of gold and other precious metals as well as gemstones are used in them, as well as crystals that produce light.

Clothing of the priests: Normally in the colors red, gold and brown. Openly worn armors and weapons (preferred choice are axes and hammers). Gold jewelry is also frequently worn.

Holy days: The Mourning Day on the 6th day of the dragon moon reminds of the downfall of Drikhi Asum, thousands of years ago. On the 5th day of the fire moon, the Smithing Festival is celebrated, and the Miners' Festival on the 8th day of the earth moon. Furthermore, normally a week of ritual duels is made around the 5th day of the wine moon.

Holy places: Natural caves, that are covered by crystals or dripstones, as well as volcanoes, are holy places of QuaiTham.

Typical sacrifices: Gold, precious metals, gemstones. Also weapons and armors of any kind, especially magic ones.

Cult requirements: Never allow a tunnel to become unstable (- 1). Once a year, smith a weapon with your own hands (-5). Fight orcs or dark dwarves until the fight is decided, except if they outnumber you by more than 10:1 (- 50). Do not attack from an ambush (- 15). Never kill an enemy that is helpless or that has surrendered, except orcs or dark dwarves (- 5). Never leave a comrade to his fate (- 5).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, weapons wonder, armor wonder, shattering axe, call fighters, berserk frenzy, fire mastery, spark, protection from fire, earth mastery, transformation to earth, golden protection, transformation to fire, find gold, call earth elemental, call fire elemental, fire shield. Total number: 35.

Typical blessings: Natural skill talent (weapon skill, tactics, weapon technology: smith, blacksmith, mining), immunity against certain weapons, natural armor, defense DM, immunity against fire or heat, increased resistance time against fire or heat, heat tolerance, orientation, tunneling.

Notes: The cult is in a feud with all gods of darkness. Good alignment.

CP value of priest status: 220.

God: Shanaya

Personality: Shanaya primarily is a healing goddess. She normally appears as an elderly woman without remarkable clothes. Interestingly, the holy animal of this cult also is the snake (as poisons are used to provide medicine), the symbol also is a stylized snake. Shanaya is always peaceful and friendly.

Domain: Goddess of fertility and of healing

Importance of the cult: Shanaya is worshipped in almost any place of Arimon, because she is very important for peas-

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ants and other people that live from the land. Furthermore, her priests are the most important doctors for the people.

Temple architecture: The temples are not too big or magnificent. The main material is wood. The temples are open for all people that are looking for healing, and it is expected that they make donations that are suitable for their wealth.

Clothing of the priests: merry colors, i.e. red, strong green, other full colors. Preferred weapons: threshing flails, staffs, clubs and other blunt weapons, that remind of agricultural tools.

Holy days: The 8th day of the wine moon is the Festival of Life. Furthermore, a harvest festival is celebrated on the 26th day of the festival moon and a seed festival on the 6th day of the earth moon.

Holy places: No particular regions except the temples qualify as holy places of Shanaya.

Typical sacrifices: agricultural crops, vows for good deeds, also money from people that request healing.

Cult requirements: Never take the life of an intelligent creature or allow this to happen in the priest's presence (-100). Always grant healing if requested to do so (-10). Only spill the blood of non-intelligent creatures, if this is necessary for food or self-defense (-5).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, total healing, sphere of life, field blessing, dream wonder, recreation, love wonder, control animals, sphere against creatures, sudden confusion, call spirit of nature. Total number: 29.

Typical blessings: Natural skill talent (medicine, heal wounds, cure illness, herbalism, agriculture), empathy, poison resistance, immunity to disease, disease resistance, longevity, regeneration, regeneration of ED, regeneration of critical or permanent injuries, reanimation, longer lifespan.

Notes: Almost nobody will ever attack a priest of Shanaya, except for creatures of darkness (reputation + 50 from almost anyone). Good alignment.

CP value of priest status: 200.

God: Hanamon

Personality: Hanamon is a god that mainly emphasizes the earth aspects and the earth as source of life. He appears as a bull or as a bearded elderly man, having a quiet personality, but also a good sense of humor. Dwarves follow him in dwarven shape.

Domain: God of the earth and of fertility, also adored by dwarves

Importance of the cult: Hanamon is a god, that is worshipped by dwarves, gnomes and humans. Especially miners and farmers follow him, but some people also focus on the aspect of masculine power (bull) symbolized by him. Thus, the temples also serve as selling points for potions that increase the male potency and for aphrodisiac treatments.

Temple architecture: Giant temples built of stone and clay, often with large subterranean installations. In the interior, very merry design.

Clothing of the priests: Brown and gray, with gold and gemstones. Preferred weapons are blunt weapons such as hammers, clubs and flails.

Holy days: The Festival Week from the 5th until the 10th day in the earth moon, during which ecstatic feasts are celebrated. Furthermore a day of shaft blessings on the 12th day of the earth moon.

Holy places: Deep places of unspoiled mountains, i.e. caves.

Typical sacrifices: fruits of the earth, ores, precious metals and gemstones. Furthermore, intoxicants.

Cult requirements: Fight only for self-defense (-50). Carry at least one liter of earth during an ocean voyage (-1).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, earthquake, earth mastery, conjure earth elemental, call earth elemental, bind earth elemental, transformation to earth, total healing, field blessing, sphere of life, rolling rock, love wonder, recreation. Total number: 31.

Typical blessings: Natural skill talent (mining, stoneworking, agriculture, heal wounds, seduction), natural armor, reduced sleep, total digestion, strong digestion.

Notes: The cult has a very close relationship with that of Shanaya, who is believed to be a daughter of Hanamon. Good alignment.

CP value of priest status: 175.

God: Rongeth

Personality: Rongeth is a god, who seldom shows his face, but cloaks it with a hood. He wears dark capes, but is an old man with grayish black eyes. In his surroundings, dark fog hovers, and he commands dreams and accompanies the souls into the Other World after death. Sometimes, but more rarely, he is also represented as a skeleton with a scythe.

Domain: God of sleep, of death and of prophecies.

Importance of the cult: The Rongeth cult is mainly worshipped under its aspects sleep and prophecies. Some of its temples are known for their intoxicants or prophecies about the future. However, many ordinary citizens fear and distrust this cult.

Temple architecture: Unobtrusive buildings, usually close to cemeteries or graves. The atmosphere is tormenting and sinister, there are not any decorations or happy music.

Clothing of the priests: Dark, i.e. gray or black, without visible armors or weapons. They prefer elegant weapons such as the crossbow, thrown weapons, knives and fencing weapons.

Holy days: Festival of the Dead on the 12th day of the shadow moon. Week of Silence (no priest will speak a word) from the 3rd until the 8th day of the frost moon.

Holy places: Large cemeteries and fields of graves.

Typical sacrifices: Poisons, destruction of undead

Cult requirements: Never exhume a corpse or allow this to happen (-5). Given a proper funeral to every intelligent creature (-5). Do not create any undead, and destroy them, whenever possible (-20). Fight against necromancers (-5).

List of wonders: blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, wish, dream wonder, mass sleep, dark essence, deadly mist, conjure spirits, call spirits, bind spirits, amnesia, communications with the Other World, fear and panic, silentium, gray finger, shatter, total true seeing, perceive truth. Total number : 32.

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Typical blessings: Natural skill talent (hypnosis), poison resistance, night vision, true night vision, longer lifespan, longevity, reduced unconsciousness, reduced sleep, blind-fighting, sixth sense.

Notes: The cult is a rival of that of Nassagor. Neutral alignment.

CP value of priest status: 250.

God: Nassagor

Personality: Nassagor appears as a mixture of human and animal, i.e. he has a human lower torso with the foot of a cattle and the head of a saber-tooth tiger. He is a cruel god, that demands frequent blood sacrifices and unconditional obedience.

Domain: God of darkness and of death

Importance of the cult: This evil cult is banned in the whole of Arimon except in Daijnt. It is characterized by all kinds of bloody sacrifice ceremonies. Its followers are especially necromancers, demon conjurers and creatures of darkness. Fanatic followers are common.

Temple architecture: The temple are places of horror, with torture chambers and evil images and statues, full of traps and secrets. Monsters as guardians are common. In the countries where the cult is prohibited, its temples are usually hidden underneath the earth. The dominating colors are black and (bloody) red.

Clothing of the priests: Black and red, often with metal armors showing cult symbols. The preferred weapons are axes, morning stars and similarly efficient weapons. Poison use is also common.

Holy days: Remembrance day for the downfall of Cawachdarann on the 16th day of the festival moon, furthermore Sacrifice Week from the 12th until the 18th day of the dragon moon with sinister rituals and blood sacrifices, during which regularly some followers will sacrifice themselves.

Holy places: Places, at which a lot of blood has been spilled in a cruel way. Furthermore, the place where Cawachdarann has vanished into the sea.

Typical Sacrifices: Living intelligent creatures. All kinds of magic items.

Cult requirements: Sacrifice of one creature of at least human intelligence every month (- 100). Grant healing only to members of the cult (- 5). Obey orders of higher level priests (- 5).

List of wonders: blood brothers, energy grant, curse, geas, holy syllable, word of god, sanctuary, healing, power grant, cure disease, blessings, total healing, food and drink, wish, evil eye, call demons, conjure demons, bind demons, rot, mass death, gate to hell, pestilence, create undead, soul theft, call higher undead, madness, communications with the Other World, deadly mist, poisonous thorn, gray finger, shatter. Total number: 32.

Typical Blessing: Natural skill talent (poisons, weapon skills), true night vision, night vision, immunity against certain attack forms, natural armor, attack reflection, immunity to pain, poison resistance.

Notes: Reputation -25 among almost all creatures. Evil alignment.

CP value of priest status : 160.

God: Zordas

Personality: Zordas appears as a two meters tall, powerful warrior with a two-handed sword and chainmail. He will never refuse a challenge, and always fights in the first rank. He also throws lightning and thunder.

Domain: God of war, of thunder and of rulers

Importance of the cult: The Zordas cult is very important in Haldwal, but especially in Gouslic, which is ruled by his knights. Zordas is worshipped by all kinds of warriors, but also by many nobles.

Temple architecture: Military type in the form of fortresses. However, the interior is splendid, with a lot of gold and gemstones.

Clothing of the priests: Magnificent armors and weapons, gold and gemstones. Colors: green, blue and silver.

Holy Day: 16th day of the festival moon (downfall of Cawachdarann) and 12th day of the nondroma moon (day of the battle against the barbarian hordes).

Holy places: The battlefield in Gouslic.

Typical Sacrifices: Weapons and armors, especially magic ones or of vanquished enemies. All kinds of gemstones, mainly diamonds and sapphires.

Cult requirements: Never retreat from a fight (-100). Never attack from an ambush (- 15). Obey orders from your superiors (- 5).

List of wonders: Resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, Food and drink, reanimation, wish, thunderclap, air mastery, lightning, berserk frenzy, call fighters, thunderstorm, stormwind, shattering axe, armor wonder, weapons wonder, seal of the sovereign, royal guardian, scepter of power, personality, castle blessing. Total number: 34.

Typical blessings: Natural skill talent (Weapon skill, tactics, riding, leadership), natural armor, defense DM, berserk, flight, Immunity against certain weapons, pain resistance, immunity to pain or unconsciousness, coordination, ambidextrous.

Notes: Cult of the chivalric order of Gouslic. Traditional rivalry with Briand. Reputation +25 in Gouslic. Neutral alignment.

CP value of priest status: 200.

God: Criáng

Personality: Criang is a goddess, who is most often represented holding the rudder of a ship. She is a young woman with a winning smile, and prefers to solve problems with intelligence and discussion. Her holy animal is the seagull.

Domain: Goddess of seafaring, of trade and of communication, also of music.

Importance of the cult: Criang is especially worshipped by seafarers and merchants, mainly in Briskia. Bards are also attracted by this cult.

Temple architecture: Simple buildings, but often with a very beautiful interior. The architecture resembles the form of a ship.

Clothing of the priests: Blue clothing. Typical weapons are fencing weapons and small axes, and the net.

Holy days: Week of seafaring around the 6th day of the water moon. Furthermore, festival day on the 12th day of the dragon moon.

Holy places: no special places.

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Typical sacrifices: Ships and boats, fish, money and gold, emeralds.

Cult requirements: Never refuse a request for a ship blessing (- 5). Fight only for self-defense (- 50). Must be able to swim (- 1).

List of wonders: Resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, ship blessing, water mastery, tongue speech, control water creatures, control, call water elemental, love wonder, total true seeing. Total number: 28.

Typical blessings: Natural skill talent (rowing, swimming, steer ship, merchant, economics, shipbuilding, boat, diving, navigation, discuss, rhetoric, musical instrument, singing, bard songs), language talent, empathy, lightning calculator.

Notes: Daughter of Torrer – she is often asked to calm him. Neutral alignment.

CP value of priest status: 150

God: Belobob

Personality: This god is usually shown as a berserk fighter with a morning star or two-handed axe. He is not a true god of darkness, but very close to it. Belobob is hot-tempered and always looking for a fight. Combat honor does not play any role for him.

Domain: God of destroying war

Importance of the cult: The Belobob cult is prohibited in Gouslic and Nosfator, in other countries, it is normally disliked. Its main followers are warriors that do not value honor too much, but that look more on the result. In Peliweij, this cult is the state religion, but not as a god of darkness – followers that worship the latter aspect are considered heretics.

Temple architecture: Military type, with defense installations and training rooms. In countries where the cult is prohibited, they are often disguised as warrior schools or similar institution.

Clothing of the priests: Armors and weapons of any kind, dominating colors are black and dark gray. They prefer weapons, that cause a lot of damage, cripple or make very painful injuries.

Holy days: The Week of Ritual Fights around the 7th day of the wind moon, furthermore the Day of Weapons Blessing on the 6th day of the fall moon.

Holy places: Places of fierce battles.

Typical sacrifices: Vanquished foes, seized weapons and armors, beasts of prey.

Cult requirements: Fight until the enemy is destroyed (- 100). Never let a chance pass to get an advantage in combat (- 5).

List of wonders: Resurrection, blood brothers, energy grant, curse geas, poison neutralization, poison slowing, Holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, berserk frenzy, shattering axe, call fighters, armor wonder, weapons wonder, shatter, mass disintegration, mass death, gate to hell, call demons, Rot, fear and panic, prison. Total number: 32.

Typical blessings: Natural skill talent (weapon skill, tactics, leadership), natural armor, defense DM, immunity against certain weapons, berserk, pain resistance, immunity to pain, coordination, talons, claws.

Notes: Rivalry with the other gods of war, benevolent partnership with the Nassagor cult. Neutral to evil alignment depending on the style of worshipping.

CP value of priest status: 200.

God: Torrer

Personality: Torrer is normally shown as a bearded sailor with a trident. A fish-tail occurs sometimes. The holy animals are whales and dolphins. The god is hot-tempered and belligerent, he loves to thunder and then throws lightnings or lashes at the sea with his breath.

Domain: God of the ocean and of storms

Importance of the cult: Torrer is especially worshipped in Orgarn, but also by all other seafaring or coast people, including naval and pirate crews. In the interior, Torrer temples are rare, although some peasants will sacrifice to him to calm his temper.

Temple architecture: A very clumsy and massive architecture, dominating colors are green and blue. In the interior, there is the holy source.

Clothing of the priests: Green and blue dominate, often with seal fur. Typical weapons are axes or the trident.

Holy days: Festival of navigation of the 5th day of the water moon, there will be regattas and ship blessings. Furthermore, the 5th day of the wind moon and the 5th day of the shadow moon are the Dolphin Festival and Whale Festival, respectively.

Holy places: The depths of the oceans are the domains of Torrer, as well as the eye of a hurricane or the legendary whale cemeteries.

Typical sacrifices: All kinds of sea animals except for whales or dolphins, enemy ships, their weapons and armors, sapphires.

Cult requirements: Never kill a dolphin or whale or allow this to happen (- 5). Must be able to swim (- 1). Never retreat from a naval battle (- 10).

List of wonders: resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, water mastery, conjure water elemental, call water elemental, bind water elemental, water beam, transformation to water, flood, great rain, breathe in water, control water creatures, ship blessing, walk on water, source, thunderclap, stormwind, thunderstorm, lightning. Total number: 36.

Typical blessings: Natural skill talent (swimming, diving, steer ship, boat), amphibious, increased swimming speed, gills, nictitating membranes, flight, ultrasonic hearing, ultrasonic speech.

Notes: Dolphins and whales will provide any possible assistance to a priest of Torrer or someone blessed by him. Neutral alignment.

CP value of priest status : 260.

God: Briand

Personality: Briand is a god, who is normally adored as a knight in golden armor with lance and sword. However, he is also known in the shape of a flame, and the dwarves represent him accordingly as a dwarven warrior. His symbol is the flame, the holy animal is the salamander.

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Domain: God of fire, the empire and of tournaments. Also followed by dwarves.

Importance of the cult: Primarily, all kinds of nobles, knights and warriors worship Briand, including dwarves, unless they prefer QuaiTham. In Nosfator, this cult is especially important, in Haldwal, it is rather disliked.

Temple architecture: Magnificent, palace-like buildings with a lot of marble, gold and gemstones. The interior is even more splendid than the outside. The eternal fire in the inner sanctum should be noted.

Clothing of the priests: Magnificent armors or other splendid clothes, in the colors purple and gold, with gemstones and other accessories. The preferred weapons are swords and lances as chivalric weapons.

Holy days: The Festival Day on the 16th day of the festival moon (downfall of Cawachdarann), furthermore the Week of Tournaments around the 5th day of the nondroma moon.

Holy places: The ancient capital of Arimon, Nondroma, is a holy place.

Typical sacrifices: Masterpieces of smithing, rubies, weapons and armors, gold and platinum, satin, money.

Cult requirements: Obey your superiors (-5). No treachery or tricks in combat, always knightly behavior (- 25). Support legal rulers (- 10).

List of wonders: Resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, fire mastery, conjure fire elemental, call fire elemental, bind fire elemental, fireball, spark, sunbeam, fire shield, personality, royal guardian, increase morale, castle blessing, scepter of power, seal of the sovereign, golden protection, weapons wonder, armor wonder, light essence. Total number: 37.

Typical Blessing: Natural skill talent (weapon skill, tactics, blacksmith, weapon technology: blacksmith, leadership, riding, politics, blather, rhetoric, fire magic), natural armor, defense DM, immunity against fire or heat, increased resistance time against fire or heat, heat tolerance.

Notes: Traditional rivalry with the Zordas cult. Neutral alignment.

CP value of priest status: 175.

God: Phuxie

Personality: Phuxie, the goddess of hunting, appears a woman with bow and quiver, clad in green and brown clothes. She has a silent, elegant appearance, but nevertheless does not look harmless. She is often accompanied by forest animals such as bears, wolves or martens, but also deer.

Domain: Goddess of hunting and nature

Importance of the cult: Phuxie is often worshipped by people that live in or off the forest, i.e. hunters, lumberjacks, forest peasants, etc. This is more a cult for the average people than one for the nobility.

Temple architecture: Adapted to the nature, never located in cities. A lot of wood, living plants, earth. Animals run around in freedom.

Clothing of the priests: Green and brown capes with a hood (hunter or ranger clothing), no metal armors.

Holy days: Hunting Festival on the 9th day of the fall moon. Holy week around the 12th day of the dragon moon.

Holy places: The depths of the forests, unspoiled sources and similar places.

Typical sacrifices: Animals that have been hunted personally, plants, hunting weapons.

Cult requirements: Never kill an animal without a reason (- 10). Never destroy a forest or allow this to happen (- 10). Never torment an animal (- 10). Do not use metallic armor (- 20).

List of wonders: Resurrection, blood brothers, energy grant, curse, geas, poison neutralization, poison slowing, holy syllable, word of god, sanctuary, healing, power grant, cure disease, regeneration, blessings, total healing, food and drink, reanimation, wish, conjure spirit of nature, bind spirit of nature, call spirit of nature, army of plants, control animals, plant travel, wonderful growth, great weather wonder, transformation to wood, plant trap, mass of insects, rust, sphere against creatures, noiselessness. Total number : 33.

Typical blessings: Natural skill talent (hunting, tracking, botany, zoology, bow, herbalism, survival, stealth, hide, train animal), chameleon effect, night vision, orientation, telescopic vision, ultrasonic hearing, rapid awakening, empathy.

Notes: Friendly rivalry with the druidic faith. DM+10 on reaction from all intelligent forest inhabitants and DM+20 from animals. Neutral alignment.

CP value of priest status: 200.

God: druidic faith

Personality: The druidic faith does not stand for worshipping a specific deity. Thus, there also is not any personality that could be described.

Domain: as for Phuxie

Importance of the cult: The druidic faith is especially important among the average population in rural environments. This is the traditional religion of the people.

Temple architecture: no temples, only stone circles and holy groves.

Clothing of the priests: Capes, usually in green or brown, more rarely in gray. No metal armors or metal weapons except the holy sickle.

Holy days: Midwinter on the 23rd day of the dragon moon and midsummer on the 24th day of the nondroma moon.

Holy places: Stone circles and holy groves, unspoiled forests, power line intersections.

Typical sacrifices: all kinds of plants or animals.

Cult requirements: Do not use metallic armor or weapons (- 75). Do not damage any forests or allow this to happen (-10).

List of wonders: Conjure spirit of nature, bind spirit of nature, call spirit of nature, control animals, plant travel, wonderful growth, great weather wonder, transformation to wood, army of plants, mass of insects, rust, sphere against creatures, plant trap, curse, blessings, blood brothers, field blessing, sunbeam. Total number: 18.

Typical blessings: depending on the type of the animal spirit (cf. shamans), furthermore similar as for Phuxie.

Notes: Each druid has a familiarity to an animal spirit. Animals of that kind will always behave friendly towards him. The animal spirit depends in the home region. Neutral alignment.

CP value of priest status: 100.

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Typical shaman totems and their effects

All the following shamans cost 60 CP. They are only intended as examples and could e.g. be used to design further totems.

Wolf:

Wolf shamans can be found in all forest regions. They are usually very similar to their predatory totem, i.e. they will never avoid a fight that they are going to win, and value their honor very highly. A sworn enemy will be pursued until a decision has occurred.

Blessings: Berserk, extraordinary sense of smell, increased speed level.

Bonus on: Creature sensor, speak to animals, call animals, battle frenzy, improved sense of smell, increase reaction.

Spirits of nature: Forest

Bear:

A bear shaman is rather clumsy and awkward, but also bad-tempered. If he is fighting to defend his comrades or dependents, he will however become a terrible foe. This totem is mainly encountered in the forests, but also in the arctic (polar bear).

Blessings: Berserk, additional LF, natural protection, pain resistance, additional ED, increased strength.

Bonus on: Pain resistance, battle frenzy, increase strength, increase health.

Spirits of nature: Forest or arctic

Rat:

Rat shamans are unclean and rather cowardly. They are always looking for their own advantage and try to avoid fighting. Their style is more to attack from an ambush or to use cunning tricks, but if cornered, they will fight with all their power. Rat is a totem that can be encountered in any place, where humans live.

Blessings: Immunity to disease, poison resistance, sixth sense.

Bonus on: rot, improved sense of smell, improved sense of taste, improved hearing, sense dangers, pain, confusion, jumping.

Spirits of nature: on any conjuration in settled areas (city, village, etc.)

Deer:

Deer, the noble herbivore, lives in the forests. Shamans with this totem avoid combat, they are often arrogant and easygoing.

Blessings: increased speed level, additional ED.

Bonus on: tree, speak to plants, plant growth, calm animal.

Spirits of nature: Forest

Eagle:

Eagle flies in great height, watching everything. He is the king of the skies, but also subject to arrogance. His shamans

are mainly found in mountain regions or over the endless steppes.

Blessings: Flight (wings), telescopic vision, vision.

Bonus on: Flight, hover, telescopic vision, increase reaction, increase dexterity, orientation.

Spirits of nature: Steppe, mountain

Goose:

Goose is another flying totem, mainly encountered in the Northern mountains and forests. Goose is rather peaceful, but always on guard, and will never accept a rival.

Blessings: Sixth sense, flight (winged), rapid awakening, natural skill talent (swimming, diving).

Bonus on: Rapid awakening, sense dangers, flight, hover, breathe underwater, fog.

Spirits of nature: River, lake

Trout:

A trout totem can be found close to rivers and lakes. Trout prefers the water to the land, is agile and fast. She will only fight if she is forced to do so.

Blessings: amphibious lifestyle, increased swimming speed, natural skill talent (swimming, diving), gills.

Bonus on: breathe underwater, water mastery, wave, increase reaction.

Spirits of nature: River, lake

Wild boar:

The wild boar inhabits the forests of Arimon. He is an aggressive, hot-tempered chap and a very bad foe in combat, similar to the bear.

Blessings: Berserk, additional ED, natural protection.

Bonus on: Battle frenzy, increase strength, pain resistance, improved sense of smell.

Spirits of nature: Forest

Crocodile:

The crocodile totem is at home in the swamps and jungles. Its shamans are always looking for a benefit for them, they are greedy and hot-tempered and follow a path once taken.

Blessings: Amphibious, increased swimming speed, nictitating membranes, natural protection, berserk.

Bonus on: Stealth, pain resistance, increase strength, increase health, protective skin

Spirits of nature: Jungle, swamp.

Arimon: Characters

Characters

In the following, the rules for the creation of characters for the world Arimon are presented.

Allowed player races

The following races are generally allowed for characters. However, the master may prohibit certain races, if he thinks that they are not suitable for his campaign plans. The cost calculations have been made without any discounts, i.e. they show the unmodified CP value.

Elves

Elves are the oldest among the humanoid races of Arimon. According to legends, they once came out of the West, at the far side of the Endless Ocean, to settle here. It is believed that powerful kingdoms of the ancient elves still exist on the other side of the ocean. However, many elves left Arimon in the turmoil of the wars against the darkness, or they emigrated to the island Tir Nan Og, which nowadays houses the largest elven population of Arimon.

Elves reach an average height of 1.80 meters with a remarkably sleek and delicate build. For humans, they actually look divinely beautiful and attractive, and this is increased by the sound of their speech. The pointed ears are very visible. As night active creatures, elves are able to see very well even in darkness, and in general their eyesight is excellent. The hair is often worn long, falling over the shoulders; the clothing uses colors like green and brown that are adapted to nature.

Additionally, there is a special relationship to magic. Many of the most powerful mages that ever became known are elves, and probably any elf knows at least some petty magic. Favorite weapons are bows and swords, and heavy armors are worn rarely, normally only e.g. during wars or by the guardians of the Elven courts.

Elves love everything that is pure or beautiful, especially the nature, and they love to live in the depths of the forests and to enjoy their beauty. Their cities and houses therefore are adapted to nature, and an elf will never for example damage a tree without a reason. And do not forget: Elves are immortal concerning natural aging, i.e. they can only die by accident, disease or violence.

As player characters, elves are expensive, but probably worth the investment. However, they will never cooperate with dark elves (reaction DM - 50), which they pursue until destroyed, and they despise black magic, useless violence and the destruction of nature. Additionally, money or human titles do not mean much for them. Dwarves and elves will quarrel frequently, but this will not be true conflicts – this is more the result of their highly different lifestyles.

The Game stats: ST-1 (- 20), DX+1 (20), HT-1 (- 20), IN+1 (20), AP+3 (60), CH+1 (20), at least magic diletante level 2 (30), LI vision level 1 (45), does not age (50), vision+2 (8), perfect balance (50), reaction-50 from dark elves (-20). **Total** : 243 CP.

Lizardmen

Lizardmen live in the depths of the jungles and swamps in Arimon, thus e.g. the Great Jungle or the Swamp of Fears. Sometimes, they leave their home areas, searching for adventures or for loot.

The culture is on a stone age level, i.e. tech level 0 to 1, in rarer cases up to bronze age level (TL 2), so that the equipment mainly consists of stone or wood weapons, unless they are able to buy or grab others.

Lizardmen reach an average height of 1.8 meters with powerful stature. Their greenish to brownish, for some subspecies also yellowish scales provide a certain protection in combat.

Two yellow eyes sit deeply in the skull, which resembles that of a crocodile, but is flatter. Additionally, they have a powerful tail which they like to use to rest on.

In the whole, lizardmen are very unusual characters, that will have to expect a considerable level of distrust and suspicion from the population. Their religions usually are shamanist or they include all kinds of bloody sacrifice rites.

The Game stats: ST+2 (40), HT+2 (40), RE-1 (- 20), IN-3 (- 60), CH-2 (- 40), AP-5 (- 100). Natural armor 5 (60), defense DM +10 (40), claws (20), nictitating membranes level 2 (20), pain resistance +2 (12). **Total:** 12 CP.

Gnomes

Gnomes belong to the humanoid races as well. They resemble dwarves, but are smaller and more delicate (size of roughly one meter). However, they also consider a well-kept beard to be quite important.

Usually, they live in mines under the earth, or in the deepest forests of Arimon. As night active creatures, they are able to see in the infrared spectrum as well, and they are surprisingly tough, even when not talking of their innate resistance against magic. By the way, this ability also has the effect that there almost are not any gnome mages.

Very often, the gnomes of Arimon live closely together with dwarves, or, in the case of forest gnomes, with elves. Their origin is unknown, but it is assumed that they evolved in Arimon itself. In any case, their head count is low and in spite of the great life expectancy, it has almost not changed over the years due to their low rate of reproduction.

Gnomes will be rare player characters, because travelling in mixed company will cause a lot of minor troubles for them. For example, they are unable to ride on a horse.

The Game stats: ST-3 (- 60), DX+2 (40), HT+1 (20), RE+1 (20), AP-1 (- 20), infravision (60), lifespan x 6 (25), magic resistance level 3 against mental and physical magic (30), SL- 2 (- 40). **Total** : 75 CP.

Half-elves

Elves are able to reproduce with humans. The result of such cross-breeding are the half-elves. They usually will resemble more elves than humans; but they lack the pointed ears as a racial characteristic of pure elves. Due to their elven heritage, half-elves have a higher lifespan than humans and certain night vision ability.

Depending on their place of birth, they will live either among elves or among humans, and acquire the respective culture. As player characters, they are a good choice, but they lack the innate magical ability of elves.

The Game stats: ST-1 (- 20), AP+2 (40), LI vision level 1 (45), lifespan x 4 (15). **Total:** 80 CP. May spend further 50 CP for perfect balance.

Halflings

Halflings are a race of small humanoid creatures of about 1.25 meters size. They are sometimes also called hobbits and are peaceful beings, that often live among humans or travel far away. Their cooking skills and the appetite that has no relationship with their size are often renowned. The largest population of Arimon can be found in the border area of Haldwal and Nofsator.

The preferred weapons are slings and shortwords; Armors are rarely worn, and if they are, then as light ones as possible. As player character, a halfling may be a great asset, as his agility make it possible that he reaches places which are closed to most others.

The Game stats: ST-4 (- 80), DX+3 (60), HT+1 (20), RE+3 (60), SL- 2 (- 40), lifespan x 2 (5). **Total:** 25 CP.

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Half-Orcs

This race is the result of cross-breeding of orcs and humans. Most of the offspring resulting from such exchanges is very orcish, so that they are treated as true orcs. However, about 20% have rather human traits, so that they qualify as half-orcs.

Half-orcs do not have an easy life. As orcs have a bad reputation as creatures of darkness, they are often abandoned as children, if not killed immediately. Later in life, things are similar. The orcish features may be sufficient to cause a mob to gather, and what happens then, may go up to lynch justice. Consequently, many half-orcs emigrate into the regions, that are ruled by the darkness (e.g. Daijnt). However, some of them stay and try to make a living, usually as some kind of fighters, as their strong build and size -about 1.90 meters – are ideal for such a job.

Furthermore, the ability to see in the infrared spectrum may be useful. As player characters, half-orcs will be confronted with many problems, but they might turn out to be a valuable addition to the party.

The Game stats: ST+2 (40), HT+1 (20), IN-2 (- 40), AP-2 (- 40), CH-2 (- 40), infravision (60), pain resistance+2 (12), reaction-5 from almost all characters (- 10). **Total:** 2 CP.

Dark elves

Dark elves, also called chaos elves, resemble elves very closely, but their skin is considerably paler. They are elves that have joined the powers of darkness and given up their ancient way of life, now mainly desiring power and influence. It is assumed that the first dark elves came to Arimon from the South East; in any case, they there established the kingdom of Daijnt, which oppressed the other races for a long time.

Nowadays, most known dark elves live in Daijnt. Elves and dark elves really hate each other (reaction DM-50); other creatures, that do not serve the darkness, also dislike dark elves (DM-10), but it is often not easy for them to distinguish dark elves from elves. The dark elves' favorite weapons are swords and crossbows, with which they often are very skilled. Additionally, as for elves, they have a strong magic aptitude, which often produces very powerful wizards.

As player characters, dark elves will probably be highly exceptional, except when playing a campaign with followers of the darkness. Their ideas of life are just too different and their arrogance towards mortal humans is too strong.

The game stats: ST-1 (- 20), DX +1 (20), HT-1 (- 20), IN+1 (20), AP+3 (60), CH+1 (20), at least magic diletante level 2 (30), LI vision level 2 (60), does not age (50), vision+2 (8), perfect balance (50), reaction-10 from almost all creatures and -50 from elves (- 40). **Total :** 238 CP.

Skionai

The Skionai are a race that resembles a mixture between humans and large predatory cats. They are about 1.80 meters tall and of strong build with elegant movements. Their large eyes and full manes, as well as the retractable claws and the body hair and their whole nature speak of their kinship with cats.

These are creatures that have established a whole kingdom, and that live their peacefully, as long as they are not disturbed. However, many Skionai will go adventuring, either to find their destiny or simply to see other countries. Skionai fighters may use any weapons and armors; they prefer swords and shields and, if possible, rather light armor. A certain night vision is an additional advantage.

As player characters, Skionai will probably be rather rare, but they should never be underestimated. As they never served the darkness, bad reactions are only possible in remote

villages whose xenophobic population only judges them based on the "non-human" appearance.

The Game stats: ST+3 (60), DX+2 (40), HT+1 (20), RE+1 (20), CH-1 (- 20), AP-2 (- 40), LI vision level 1 (45), claws (20), natural armor 1 (12). **Total:** 157 CP.

Birdmen

The race of the birdmen consists of humanoids of usually about 1.70 meters height, and which have two feathered wings that sprout from the shoulders. These wings can be used to fly. Birdmen tribes normally live on inaccessible mountain tops or in similar places. However, it is possible that trade is conducted with them, or that they leave their homes to go adventuring.

In general, their behavior is similar to that of humans. This also concerns their weapon choices, although they prefer spears and knives of all kinds and in general will be limited to very light armor, to be able to fly. As the bones of birdmen are very vulnerable, they try to avoid close combat.

As player characters, birdmen will probably be very exceptional, but nothing prohibits them in general. Negative reactions are not to be expected, and their flight ability may be a valuable asset.

The Game stats: ST-1 (-20), HT-2 (-40), DX+1 (20), RE+1 (20), IN-1 (- 20), CH-1 (- 20), AP- 3 (- 60), vulnerable bones: half damage thresholds at all limbs (- 75), flies with wings (60), claws (20). **Total:** 5 CP.

Dwarves

Dwarves are small humanoid creatures of about 1.3 meters height with a strong build. They mainly live under the earth (they have infravision) and are excellent miners and craftsmen, that also manufacture weapons of extraordinary quality. All dwarves are very proud of their beards, which they tend carefully. A powerful magic resistance makes dwarven mages rather rare.

The first dwarven kingdoms were created in Arimon very long ago, and it is assumed that the dwarves are the first race that evolved in Arimon itself. Unfortunately, the most beautiful of their cities and settlements were lost in the First War against the Darkness, as endless armies of orcs and other creatures overran them. Until today, the songs of the dwarves mourn the loss of the city of Drikhi Asum and they all dream to retake it one day.

Dwarven warriors may use any kind of weapons or armor. They prefer chainmail, and their favorite weapons are axes, hammers and crossbows. The dark dwarves are a very similar race, but they have decided to follow the powers of darkness. They use the same game stats, but morale value 85, and are hated by dwarves like nobody else (reaction DM - 50).

Generally, dwarves react very negatively to orcs, i.e. reaction DM -25, because they see them as guilty for the downfall of the Dwarven kingdoms. Elves are viewed with some distrust (DM- 10), because their "easy attitude" is suspicious for the more down-to-earth dwarves. The latter DM might be reduced in case of longer relationships with elves.

As player characters, dwarves will always enrich the combat power of a party, besides their technical skills. Their motivation is to see the world and new countries, and to experience adventures - and yet a bit more. For example, all dwarves value nothing higher than gold and gemstones, and if the items are pieces of excellent craftsmanship, a true quarrel even with good friends might result. Similarly, it might happen that a dwarf admires the beauty of a building or cavern for endless hours, and forgets everything else for this time...

The Game stats: ST+2 (40), HT+2 (40), AP-2 (- 40), CH-1 (-20), infravision (60), willpower+1 (6), magic resistance level

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2 against mental and physical magic (20), lifespan x 4 (15), SL- 1 (- 20). **Total** : 101 CP.

Further races

For completeness, the game stats for several further races have been included, which are rather unsuitable as player characters, but probably good as e.g. NPC enemies.

Ice trolls

The ice trolls are a blue skinned people which inhabits the eternal ice and will there mainly live under the earth or inside ice structures. The large digging claws help them a lot here. The body height is about two meters.

Ice trolls are creatures that prefer to live in solitude, but they often react bad tempered and angry to strangers. Rarely, ice trolls leave their home to find a job in foreign lands, usually as some kind of fighter. They may use any kind of weapon, but they prefer two-handed swung weapons.

The Game stats: increased strength: x 2 (150), DX-1 (- 20), HT+3 (60), RE-2 (- 40), IN-2 (-40), CH-3 (- 60), AP-5 (-100), additional ED/5 (i.e. + 10 ED) (50), natural armor 6 (72), defense DM+10 (40), talons (60), tolerance against cold -50 degrees (10). **Total**: 182 CP.

Lycanthropes (Were creatures)

Details can be found in the bestiary together with an extensive description of the special abilities and problems.

The game stats:

(for true forms only)

general: Regeneration, i.e. 4D10 LF and ED per turn and reanimation, not against magic or magic / silver weapons (520), includes permanent and critical injuries (350). LI vision level 1 (45). Vulnerability against silver: one level, i.e. double damage or 1D6 for mere body contact. (-20). Reaction-50 from almost all creatures (- 100).

- **Werewolf:** pain resistance +3 (18), sense of smell+10 (20), shapeshifter (wolf) (80). **Total**: 913 CP.

- **Wereeagle:** Telescopic vision level 3 (18), vision +5 (20), shapeshifter (eagle). (80). **Total**: 913 CP.

- **Werbear:** Berserk (50), pain resistance+2 (12), shapeshifter (bear) (80). **Total**: 937 CP.

- **Weretiger:** Pain resistance+2 (12), LI vision level 2 (further 15), shapeshifter (tiger) (80). **Total**: 902 CP.

- **Wereshark:** Berserk (50), gills (60), shapeshifter (shark) (80). **Total**: 985 CP.

Orcs

Orcs are an absolutely humanoid race of strong creatures (about 1.90 meters height), that mainly live off looting. The rule of survival of the strongest is used with all consequences, and the intelligence of most orcs is below the human average. Please note their ability of infravision.

Orcs can use any kind of weapons, but are limited to those that they can capture or find, because they do not produce weapons themselves. Thus, most of their weapons will be of rather bad quality, and orcs with better armors than rusty chainmail, or e.g. with two-handed swords or crossbows will be extremely rare encounters.

In Arimon, orcs can mainly be met as servants of the powers of darkness, e.g. the empire of Daijnt, or as looting bands that have intruded from the East or South East.

The Game stats: ST+5 (100), HT+4 (80), RE-2 (- 40), IN-3 (-60), AP-3 (- 60), CH-3 (- 60), infravision (60), pain resis-

tance+3 (18), reaction- 20 from almost any creature (-40). **Total**: - 2 CP.

Yetis

Yetis are a solitary race of about 2.10 meters tall creatures that are covered by dense white fur and that live in the eternal ice of the mountain glaciers. In general, they will try to avoid any contact, but if cornered and threatened, they will fight. Otherwise, they lead a peaceful life in the mountains; however there are stories of attacks on lone travelers and even of man-eating.

The Game stats: increased strength: x 2 (150), HT+6 (120), DX-2 (- 40), RE-1 (- 20), AP-5 (- 100), CH-3 (- 60), IN-3 (-60), defense DM+5 (20), natural armor 5 (60), tolerance against cold down to -30 degrees (5), half damage from cold (50), infravision (60), SL+1 (20), talons (60). **Total**: 265 CP.

Priests

In the world of Arimon, the gods can influence the events either directly or via their servants. Therefore, the priests of the various cults are able to call for wonders as described in the respective chapter. The different religions as well as their cult requirements, the lists of wonders and the CP cost for the priest status can be found in the chapter religions.

Druids

In some regions of Arimon, for example especially in parts of Mohill and in the forests of Esfon, the traditional druidic faith continues to play an important role. All information on the abilities of druids and the CP cost are found in the chapter religions.

Shamans

The shamans of Arimon will be presented in detail in the religions chapter.

Magic

Arimon is a world, in which magic is widespread and has often played an important role in history.

In general, the standard Omnirole magic rules are used, i.e. there are dilettantes, adepts and full mages. The CP costs are not modified, i.e. to play a mage does not require an extraordinary background.

Elemental adepts are characters, which pay the CP cost for adepts and choose an element as their magic category. Apply the following special rule: Every elemental adept may choose two elements, but only the following combinations are allowed:

Fire and earth, fire and air, water and ice, water and air, earth and ice, fire and light, light and air.

The mana level of Arimon is 4, i.e. apply the unmodified magic rules. At least according to the level of knowledge of the mages of Arimon, there is no accessible astral space.

Psionic powers

As far as we know, psionic powers have a rather less significant role in the world of Arimon. They do exist, but compared to the widespread magic, they are usually not too efficient.

Characters, that desire psionic abilities, must pay 50 CP for extraordinary abilities. The maximum allowed power level is decided by the master. We consider 25 to be a generous maximum.

Special abilities

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All characters have the option to choose from the following abilities besides the typical special abilities and handicaps:

Magic resistance

As magic is a rather commonly occurring force in Arimon, members of any race might have developed a special resistance against all or some forms of magic. Apply the usual rules from the basic book with CP cost listed there.

Blessings of any kind

As the gods of Arimon rather directly have impact on the events in this world, it is permitted to play a blessed character according to the usual rules. Typical blessings by the various gods can be found in the chapter religions.

Status

The social status of a character in such a complex world varies from country to country. There will always be states which especially respect or despise citizens of other states, and the title of a count of Nosfator might not mean much in the New World. Nevertheless, in the following you will find a typical table, to be used for the countries of the Old World.

Status	CP-Value
Criminals on the run, outcasts, etc.	- 50
Serfs or other people without possessions; slum inhabitants in cities	- 25
Ordinary people: free peasants and city inhabitants	0
Respected citizens: wealthy merchants, land-owners, etc.	15
Lower aristocracy: no title better than "Sir"	25
Status	CP-Value
Aristocracy: counts or barons / also for higher level priests	40
Aristocracy: princes and viscounts	60
Aristocracy: dukes / also for high priests	80
Aristocracy: member of the ruling dynasty	100
Aristocracy: ruler of the state	125

Possible wealth must be purchased separately. If someone shall only represent the potential heir to a certain title, the cost must be reduced by 25%, but the reputation also is respectively lower. If the title holder dies later, of course the difference must be paid in experience points.

Usually, reaction rolls will get a DM of + 10 x status difference between own status and that of the NPC, if positive. In case of lower status, the DM might also be negative. Certain NPC with an aversion of nobles or similar status levels might show the inverse reaction, i.e. high status then causes negative DM.

Nonhuman races use special rules. The cost of status will usually be lower, because humans and other races will neither be familiar with the status nor be able to judge it.

Elves did have some kind of nobility a long time ago, but their current society is different. Therefore, elven characters should not purchase status, but a reputation to reflect their position among other elves.

Dark elves are treated similar to elves. However, at least in Daijnt there is some kind of dark elf nobility. It costs 25 CP to

belong to it (50 CP in campaign only with dark elves), because humans and other characters neither know nor respect dark elf noble titles.

Halflings do not know any status differences in their population.

Gnomes and dwarves only distinguish some general social levels as follows :

Status	CP
Outcasts	- 25
Ordinary people	0
Nobles (distant relatives of the ruler or e.g. members of an important family)	30
Members of the ruling family	50
Ruler	62

The costs refer to a standard campaign. For adventures that are only played among members of this race, the costs must be doubled.

Skionai know status levels like humans, but the costs are halved, unless playing a Skionai only campaign.

Half orcs and half elves have to purchase status like humans, if they have mainly lived among them. Otherwise, their status is that of "ordinary people".

Lizardmen and birdmen distinguish as follows:

Status	CP-Value
Outcasts	- 15
Ordinary people	0
Leading caste	15
Ruler	40

The costs refer to a standard campaign; otherwise they must be tripled.

Enemies and Patrons

In the following, some classic examples for possible enemies or patrons of characters will be given.

Wizards' guild : This is an influential organization, actually a cooperation of wizards. Members will support each other during ritual magic and in general, share a library, etc. The base value of the wizards' guild is 50 CP.

Priesthood of a god : Characters, that are not priests themselves (the latter will always have this advantage automatically) might have a special relationship to a priesthood, perhaps they are blessed by a god or are knights of his order. The priesthood might provide wonders as support or use its general influence. Base value 40 CP. May be different for very powerful or insignificant cults.

Druidic circle: A cooperation of druids. Characters, that are not druids themselves (the latter will always have this advantage automatically) might have a special relationship to the druidic faith, e.g. as faithful followers. The druids might help with certain rituals and can have a lot of influence in the people in some regions. Base value 30 CP.

Local nobles : A fief lord, or maybe just a relative in the range between a count and a prince. Has access to certain resources (militia, knights, wealth) and has police power in his district. Base value 25 CP.

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Ruler : The ruler of a country, with all his powers. Base value 100 CP, can differ depending on the actual situation.

Thieves' guild : In many cities, there is an officially illegal organization called the thieves' guild, as a cooperation of all thieves. Usually it will object to „freelancers“ using its full force. The members protect each other and supply information, the guild will buy stolen goods, etc. Base value 50 CP, may vary.

Assassins' guild: Similar to the thieves' guild, but a cooperation of assassins. Will usually have considerably less members than the thieves' guild, but they are all people that nobody will wish to have as enemies. Base value 60 CP.

Merchants' guild: A cooperation of merchants, that defends its local monopoly and e.g. also might raise mercenary armies or have a lot of political influence. Base value 60 CP, may vary depending on actual power. Should especially not be underestimated in Briskia.

Clan (or tribe) : The peoples of Orgarnt, Tform and Mohill live together in close family groups, in which the rule of blood feud still is in force. Such a family group, that might be called a tribe, clan or kinship, protects its members, provides them with resources, and if necessary will also avenge them. Depending on the power of the clan, the value is between 30 and 50 CP.

Chivalric order: There are various chivalric orders. The most famous is the order of the knights of Zordas, that rules Gouslic. Chivalric orders usually will have considerable military and often also political power. Base value 60 CP, often much more.

Languages

The following languages may be encountered in Arimon:

Arimtri

This is the general "Lingua franca"; a language, that actually almost everyone speaks and understands. The meaning of the word is roughly "human tongue". The Arimtri evolved from the language of the Empire of Arimon (it is a simplified version), and it may be assumed that almost every intelligent creature of Arimon, and also those of most neighboring lands, will understand this language. All characters know Arimtri at the level native language without having to pay any CP.

Differences in the pronunciation of Arimtri words are quite normal – it will always be possible to distinguish a Daijntian and an Orgarnian, or a dwarf and a Briskian.

Arimtri does not know any articles, or any gender for words. There almost are not any declinations. Although verbs are adjusted to reflect different tenses, there is no difference depending on the acting person. The alphabet is easy, it consists of 25 letters which are used to reflect sounds. Texts are read from left to right, using lines starting on the top of a page. There are not any capital letters for words.

Alai-Arimtri (High or Ancient Arimtri)

This is the original language of the ancient Empire of Arimon, that almost is no more learned today. The language has a similar role as Latin on Earth in the Middle Ages, but is far less important. It is mainly used by various religions for their ceremonies, and sometimes, documents in this language can be found.

Alai-Arimtri is considerably more complex than Arimtri. The relationship meanwhile has almost disappeared, so that the difficulty is 2 and there are no benefits from already knowing Arimtri.

Albigra (Elvish)

The language of the elven race has a beautiful and melodic sound for human ears. It is very rich in high vowels (i, a, e), but very difficult to learn, because the correct pronunciation and writing as well as the many almost-homophones, which only elves are able to distinguish correctly, create certain obstacles.

The alphabet of Albigra uses a runic alphabet of 40 signs, which mainly express syllables. However, Albigra is also often written in Arimtri letters.

The difficulty for learning is 2. All elves know this language as a native language.

Faa-Albigra (Ancient Elvish)

Ancient or High Elvish is a language that is almost extinct for several millennia. This is the language, which the first Elven inhabitants of Arimon spoke, and in which still some relationships with modern Elvish can be found. If already ordinary Elvish is perceived as a melodic and beautiful language, probably Ancient Elvish will qualify as the "ideal" language. Unfortunately, it is even more difficult to learn than ordinary Albigra. The difficulty is 3.

Drikhaid (Dwarfish)

The dwarves of Arimon know a language, that mainly consists of deep sounds. It is rich in dark, full vowels and complex consonant combinations. The vocabulary is extremely extensive; the dwarves for example know about 120 different words for gold and at least again as many for most other precious metals or minerals, depending on the conditions, owner and quality.

Drikhaid is written in a complex runic script of several thousand different symbolic signs, comparable to Chinese on Earth. Signs may have an individual meaning, but also the sense might only be derived from their combination. The difficulty is 4. All dwarves and gnomes (these have their own dialect) will know Drikhaid as a native language. Others will probably almost never reach this level.

Mon-Drikhaid (Ancient Dwarfish)

If one qualifies Dwarfish as a difficult language, the question is what term should then be used for Mon-Drikhaid. This language, which was spoken by the dwarves several thousand years ago and in which until today, many inscriptions in ancient dwarven cities are made, uses far more complicated runes than ordinary Drikhaid. Furthermore, it knows numerous different grammar structures, depending on the status of the speaker, the recipient, the gender and the subject of talking. The difficulty is 4.

Orgarnt

The people of the Northern kingdom of Orgarn speak their own language, which is not related with those of the neighboring people. This is believed to having been caused by the fact that they are indigenous to this continent. In any case, Orgarnt is a language with a comparatively simple structure, which is nowadays most often written in the Arimtri alphabet. At ancient places, however, one can still find the 30 classical runes of Orgarnt. The difficulty is 1. All characters from Orgarnt know this language as a native language.

Tforni

The language of the barbarian tribes of the East actually is not a single one, but the numerous peoples all speak different tribal dialects. Certainly, there is a certain relationship between them, but not that much. For example, the word for man among the Western tribes is "wearm" or "werm", whereas tribes a bit further in the East will say "virm", and again others even "varm" or "varn". The Tforni have not developed any alphabet. The difficulty is 1. Characters from the Steppe of Tform will know this language as a native language.

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Peliwon

The people of the Sultanate of Peliweij uses a language, that appears to be related with some languages from the Southern continent. Its grammar is of average difficulty, but the vocabulary is very large (there is different level of speech for men and for women), and the language is written in 35 syllable letters, from the right side to the left. The difficulty is 2. The language is a native language for all characters from Peliweij.

Haldwaltri, Nوسفatri, Briskiantri, Gouslitri and Esfontri

The inhabitants of the kingdoms of central Arimon usually will know their traditional language besides Arimtri, although these local languages more and more become forgotten. They are closely related languages - especially Haldwaltri and Nوسفatri effectively are almost the same language -, which are not difficult to learn and that nowadays are written in the Arimtri alphabet, because their own alphabets have been lost. The difficulty for each of the languages is 1. Consequently, characters from these regions know the respective language as a native language.

Mohillach

On the small island of Mohill off the coast of Arimon, the population speaks its own language, which is not related to any other known language. It is characterized by rather strange sounds and writing of the words, so that it is almost impossible to understand, if not learn for foreigners, although neither the vocabulary nor the grammar are overly complicated. Mohillach is written in the traditional runic alphabet of 25 signs or with the Arimtri alphabet. The difficulty is 3. Characters from Mohill will know Mohillach as a native language.

Daijnti

The dark elves of Daijnt brought their own language to Arimon. According to the opinion of some linguists, it is related with Ancient Elvish, but this position is not universally accepted. This is a language, that uses an alphabet of 42 syllable runes, and that is not that difficult to learn. The sound is far less melodic than that of Albigrā; descriptions rather speak of a "hissing" or "rattling" language. The difficulty is 1. All dark elf characters know this language as a native language, the same applies for most other characters from Daijnt.

The Dark Tongue

Intelligent creatures among and followers of the powers of darkness will usually communicate in the Dark Tongue, whose origin is fully unknown. It apparently is, similar to Arimtri, a simplified version of another language, with the goal to create a universal language that is easy to learn. There is not a special alphabet, but alphabet of Arimtri or also that of Daijnti is used. The difficulty is 1.

Orcish

Yes, the orcs also have their own language, called orcish (yrchann). However, for them it must be said as well, that every orc tribe speaks its own dialect, and members of different tribes often must refer to the Dark Tongue or Arimtri, to be able to communicate. The grammar of orcish is rather simple, and the vocabulary is quite limited. The language does not know a separate alphabet. The difficulty is 1.

Skionaiin

The native tongue of the Skionai, a race of „lionmen“, is the Skionaiin. This language, that mainly uses hissing, sibilant and similar guttural sounds, is very difficult to pronounce for other creatures. Additionally, it has its own syllabic alphabet of 45 signs, which are written in columns from top to bottom

and from left to right. Vocabulary and grammar are of average complexity, however, this language does not have less than five genders of objects and persons! The difficulty is 3 because of the pronunciation. Skionai will of course know Skionaiin as their native language.

Special languages

Druidic

The druids of Arimon pass along a language, whose roots are not known to any outsider and that also is not taught anywhere else. This language, generally called druidic, is used during the ceremonies of the druidic faith, but also as a secret language for messages. The difficulty is 1, and the best possible level that can be reached is advanced. The language furthermore uses its own runic alphabet.

Thieves' language

The thieves' guilds use a secret language, which is mainly based on secretly transmitting information via gestures, facial expressions or the stressing of certain words, without being noticed. Usually, the thieves' language is mixed with Arimtri or the local language. Its difficulty is 1, and the maximum possible level is advanced or special vocabulary (thieves). Additionally, there are the thieves' signs that are used to leave written messages such as e.g. warnings, hints about hospitable houses, etc..

Final note

The list of languages only provides a selection of the most important languages. Countries on the other continents as well as minor non-human races have not been considered.

Read/write

The average inhabitant of Arimon is neither able to read nor to write. Thus, the standard 30 CP must be paid for this ability, and in case of some very complicated alphabets, even more. For each alphabet, the knowledge must be purchased separately. The following alphabets can be distinguished:

- the alphabet of Arimtri with its 25 symbols: 30 CP
- the 25 runes of Mohillach: 30 CP
- the several thousand runes of Drikhaid: 30 CP for basic knowledge (enough for daily needs, but not higher literature or special vocabulary); 50 CP for substantial knowledge (sufficient for most situations); 80 CP for the de facto full understanding of the runes.
- the 45 syllable signs of Skionaiin: 30 CP
- the 40 syllable runes of Albigrā: 30 CP
- the 35 syllable signs of Peliwon: 30 CP
- the 42 syllable runes of Daijnti: 30 CP

And among the ones that are almost no longer in use :

- the 30 runes of Orgarnt: 30 CP
- the countless runes of Mon-Drikhaid: 35 CP for basic knowledge, 60 CP for substantial knowledge, 90 CP for full knowledge (cf. Drikhaid).

Furthermore, various secret signs are known:

- the witch signs: as language, level special vocabulary, difficulty 1
- the thieves' signs : 30 CP
- the Druidic runes: 30 CP

Skills

At the end of this chapter, the Omnirole skill table is provided in a shortened form, i.e. as a list that only includes skills that

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occur in Arimon. Generally, the tech level of Arimon is about 5, but some regions, as mentioned in their descriptions, will vary downwards.

The following skill specialization's are possible:

- Artillery weapons: ballista, catapult
- Vehicle : dog sleigh, horse sleigh, wagon (horses and other cart animals), war chariot
- Engineer: siege techniques (towers, trenches, etc.), bridge-building, irrigation & canalbuilding
- Riding: horses (includes donkey and mules, etc.), camels, elephants, possibly further, e.g. griffins
- Speed-load: crossbow
- Weapon technology: catapults & ballistas, bow & crossbow, blade weapons (= weapon smith), armors (= armor smith), other close combat weapons (e.g. clubs, staffs, net, etc.)
- Draw weapon: swords, knives & daggers, thrown weapons, arrows

Character names

This small chapter shall help players and master to get a feeling for "typical Arimon" names. Generally, there would be the option to take the approach of Tolkien with Middle Earth, and to use Arimtri as the general language that is then equivalent with English, thus having words with English roots. The second option is the following method, which intends to conserve the sound of Arimtri. However, all this is a matter of personal taste. There are not any binding rules, only fun counts.

Humans

Of course, human names very much depend on the home culture.

a) Orgarn:

Orgarnian names have a "Nordic" sound for us, they consists of a first name and a family name, the latter usually beginning with "son of " or "daughter of ". A reference to the sea and ships in the first name is frequent.

The sounds oe, ae and a are typical. Female names will usually, bot not always end with a vowel.

Examples: Nogaetta, Bjoerfin, Logarsin. "son of " is "-dam" and "daughter of " is the ending "-tima".

b) In Central Arimon

The kingdoms of Haldwal, Esfon and Nosfator normally do not know any family names, except for the nobility. Instead, the occupation ("blacksmith"), the occupation of the parents or a reference to the place of birth ("of Carrick") is added. First names do have meanings, but for most of them, it will not be known any more.

Female names have a high sound, using the vowels a, i and e and also ending with a vowel. Double consonants, especially s, r and n, are frequent.

Male names often contain the vowels o, a and u, as well as longer sounds. The endings o, u, t, z and n are common.

Examples: Kanillia Dominor, Lugamoon da Carrick

c) Peliweij

Peliweijian names sound "oriental". Often, they are very long names that are created by adding names of honor or other titles, as well as the names of the ancestors ("nachi" = son of, "innachi" = grandson of). Females will normally only have one single name.

The vowels a, i and e are frequent, as well as the consonants m, n, c, ch and k.

Beispiel: *Rachman nachi Inchak innachi Cilichar.*

d) Tform

In the steppe of Tform, there are lots of different dialects so that it is rather impossible to make a general statement on names. Usually, a barbarian gets his name when he is accepted as full man or woman in the tribe, usually after a test. Before this, he or she will only have a short forename. The actual and true future name, however, will usually have a reference to the totem or the personality of the bearer. It is selected by the barbarian himself, in some tribes after a vision, in others based on the goals that he wants to accomplish.

The meanings of the names usually refer to animals, plants or other elements of nature. The vowels a, e and o are common, also the sounds "ea" or "ae". The consonants are often used in doubles.

Examples: *Neallarm Gall, Quaenni. Typical meanings are names such as "Circling Eagle ", "Bignose", "Wise Man ", "Brave Wolf", etc.*

e) Mohill

The names of Mohill sound similar to the Orgarnian ones, but they do not have a reference to the sea. They also include family, i.e. clan names, but without a "son of " or "daughter of ".

Examples: *cf. Orgarn.*

Halflings

The names of halflings are very similar to human ones, and the family names are almost always derived from the occupation of the character or that of an ancestor. Very often, these are occupations such as miller, baker, gardener and cook.

Examples: *cf. Central Arimon*

Elves

Elven names have a very nice sound for human ears, and their meanings may actually be called "poetic". There will be many short vowels, mainly a, i, e, plus double consonants. Male first names usually end with n, m or r, female ones with the vowels a and i or the consonants l or s. A first name, followed by an added name, is typical, and the elves might use the elven form as well as an Arimtri translation.

Examples: *Niafallion, llanira, Themmanir. The "poetic" translation results in names such as "Lightbringer Oakforest" or "Moonlight Silverleaf".*

Dwarves and gnomes

Dwarves have names that sound rather grumbling or deep for human ears. The vowels o and u as well as the consonants z, t and k are common, as well as a long, emphasized pronunciation of the vowels. A first name and an added name are typical, and the meaning of the first names often has been lost in time. Female names will often end with a, e or i, male ones usually with o or u or a consonant, but there are exceptions.

Examples: *Mochom, Nukha, Thorun. The added names usually will be occupations or names of honor, sometimes also refer to a great ancestor or a special event (thus "blacksmith", "gold-seeker", "good nose", "child of fortune", etc.).*

It should not be overlooked that all dwarves additionally will have a clan name, which is similar to the first name, but only the closest friends (dwarves only) will be trusted enough to know it. This name will usually have a known meaning. Additions such as "son of " or "from..." also will be commonly encountered.

Gnome use a very similar naming structure.

Skionai

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Similar to the language of the Skionai, there names also have a hissing or sibilant sound for human ears. Usually, these names consist of the family or clan name and a first name, and the latter will have a meaning. Sometimes, honorific titles are added.

Common sounds are sch, tch, tsh and ch, as well as in general the letters s, k, ch, i and e.

Examples: Teschihoch ChakSchaf, Nukh Nechoch

Further Races

Further races are left up to the master for now. Future sourcebooks might treat them in more detail. This is especially applicable for orcs, lizardmen and dark elves.

Typical characters

In the following, you can find some examples for characters as they might be encountered in Arimon.

Thief

Characters that try to earn their living by stealing or burglarizing. They prefer to avoid fights, and if in doubt, they try to run away. Skills: pickpocket, open locks, traps, possibly assassinate, knife, boxing, stealth, climbing, thrown weapons. Special abilities such as sixth sense, skill talents or night vision may be helpful; some thieves are furthermore magic dilettantes. Important attributes: dexterity, reaction, intelligence, senses.

Fortune hunter

This is the classic adventurer type. It is someone that knows a bit of everything, and that is able to use a clever way to get out of most situations. He is able to fight, but will avoid this if possible, and is always looking for the comfortable sides of life. Typical skills: gambling, consume alcohol, blather, judge people, boxing, light weapons, possibly also merchant, pickpocket or etiquette. Special abilities such as sixth sense, natural protection, high luck values, etc. might be a good idea. The attributes are all equally important for this character.

Priest

A member of the priesthood of a god, that is travelling to preach his faith. Skills: theology, magic theory, blather, discuss, rhetoric, possibly weapons or other knowledge depending on the cult. Special abilities: priest status, possibly blessings, status, wealth, empathy. Most priests can read and write and they have language skills; many are also able to cast spells. Attributes: intelligence, charisma, maybe physical attributes.

Shaman

Shamans are characters that are bound to a totem spirit. They normally belong to a barbarian civilization and are travelling e.g. to complete a totem search. Skills: magic spells, wizardry, tracking, poisons, herbalism, botany, zoology. Special abilities: depending on the totem, blessings are possible, plus shaman status. Attributes: intelligence, others depending on the totem.

Druid

Druids are a special form of priests. Further details can be found in the chapter on religions. Skills: rhetoric, theology, wizardry, magic theory, magic script, weapons, herbalism, botany, zoology, etc. Special abilities: druid status, possibly empathy or natural skill talent. Attributes: intelligence, charisma.

Wizard

The classic mage of fantasy tales is the wizard. These characters often can be identified by their robes and staffs;

weapon skills and physical training have a meaning for only very few of them, and they also do not have time for this. Instead, they are looking for magic knowledge and ways to increase their power. Skills: wizardry, magic spells, magic script, magic theory, clubs, research. Usually, they will be full mages, in some cases just adepts. Eidetic memory or a talent with a spell can occur; read and write is almost compulsory. Attributes: intelligence, charisma. Often very low physical attributes.

Alchemist

These characters are working on the manufacture of magic elixirs and potions. They will rarely leave their labs. However, young alchemists will often be wandering will trying to finance their studies. Typical Skills: alchemist spells, alchemy of course, poisons, herbalism, wizardry, magic theory, magic script. Most alchemists can read and write and know an ancient language. Attributes: intelligence, dexterity. Often, the other physical attributes are low.

Thaumaturgist

Thaumaturgists are the craftsmen among the wizards. They use rune magic, and they manufacture magic items. Only few of them will be found adventuring, and most of these will be young people looking for money and experience. Typical skills: rune spells, spells of thaumaturgy, wizardry, magic theory, magic script, club or knife, alchemy, craftsman skills such as woodworking or weapon smith. Will normally not carry any weapons and armors; can read and write. Attributes: intelligence, dexterity. Often very low other attribute values.

Warrior

This character is a specialist with weapons and in general the art of war. Most often, he will be a poor knight-errant or someone that wants to accomplish a certain task. Warriors normally have a high esteem for fair combat, honorable behavior towards vanquished foes, etc. Typical skills: weapon skills, heavy armor fighting, two-handed combat, draw weapon, riding, fight on horseback. Attributes: strength, dexterity, reaction, health. Normally good equipment up to weapons of good quality or heavy armor.

Necromancer

Necromancers form a special group of mages. These are wizards that are involved with the creation of undead or the extension of life, and that often do not hesitate to use any means on their road to success. Many necromancers have a worn-down look, and the population and authorities react very negatively to them. Typical skills: magic spells, wizardry, magic theory, alchemy, herbalism, knife, poisons, lore. Attributes: intelligence. Often low other attributes including charisma.

Mercenary

These are characters that fight to make money. Mercenaries will join an army or work as bodyguards of individuals, as long as the pay is right. As they also usually want to live a good life, as long as they are alive, they often spend their money more quickly than they earned it. Skills: weapons, two-handed combat, heavy armor fighting, riding, fight on horseback, consume alcohol, gambling. Attributes: strength, dexterity, health, reaction. Will often be well-equipped with weapons and armors.

Conjurer

Conjurers are a wizard subgroup. They are characters, who have dedicated their life to the conjuration of beings from other spheres, i.e. elementals and demons. While elemental conjurers are actually tolerated, demon conjurers must fear to be burned at the stake in many countries, similar to necromancers. Skills: magic spells, wizardry, lore, magic theory.

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Normally read/write, ancient languages. Attributes: intelligence, charisma. Often low physical attributes.

Young noble

Nobility plays an important role in most kingdoms of Arimon. However, only the oldest son will be the heir to the title and the estates, so that many nobles will be looking for their fortune far away. Their weapons training and other education help them, but their arrogance often makes it difficult to find friends. Skills: weapons, etiquette, riding, hunting, musical instrument, lore, train animal. Attributes: all. Normally good or very good equipment, possibly wealth and/or higher status, if e.g. there still are claims for a title.

Ranger

This character is used to a life under the open sky. He does not like cities that much, and he prefers to travel alone. He might be a gamekeeper, lumberjack or scout, or whatever else. Typical skills include tracking, hide, hunting, zoology, botany, herbalism, bow, axe, stealth, climbing. Special abilities might be night vision, sixth sense or rapid awakening. Many rangers will also know a few magic spells. Attributes: dexterity, reaction, strength, intelligence.

Seafarer

A sailor, or maybe a pirate, who can tell this? Normally an adventurous, unsettled guy that loves to spend all his money for fun. Typical skills: swimming, climbing, seamanship, steer ship or boat, knots and ropes, axe, knife, consume alcohol, boxing, gambling. Berserk is especially common with seafarers from the North. Attributes: strength, health, dexterity.

Barbarian

This character is from far away, from a technologically less advanced civilization. His home might be in the jungles of the South-East or of the South, but also e.g. in the steppe of Tform. There may be various reasons for him to leave his country: wanderlust, a totem search, maybe he also is an outcast. In the cities, he might appear a bit helpless in the beginning, but he will be a valuable assistance in any combat, not to speak of his nature skills. Skills: weapons, riding, stealth, cart, hunting, tracking, balance, climbing, jumping, berserk, natural protection or sixth sense as special abilities. Attributes: health, strength, dexterity.

Assassin

A "hired killer", or at least someone that is well-trained in the art of killing in an elegant way. This category also covers all kinds of spies, or e.g. ninja warriors. The character will often be more silent and mysterious, and be looking for extraordinary solutions. It is better not to provoke him – who knows what is hidden under his cloak... Skills: assassinate, stealth, hide, disguise, pursuit, weapons of any kind, unarmed combat, acrobatics, climbing, judge people, perception, poisons, listening. Special abilities: sixth sense, natural talents, night vision, blindfighting. Sometimes also magic dilettantes. Attributes: actually, all of them are important, but especially dexterity, reaction and intelligence.

Merchant

Merchants are people that try to develop new trading possibilities in order to become wealthy. They are very interested in the question, how much money a job will pay out, but may be of great help especially in cities. Typical Skills: Merchant, economics, light weapons, judge people, perception, blather. Wealth, read and write and various languages are possible. Attributes: intelligence, charisma.

The random method

As promised, this worldbook also includes a simple procedure for the creation of characters following random allocations.

The following procedure be heartily recommended to all groups, that prefer to rely on the luck of the dice, or that do not want to invest the time for a regular character creation. Every player should only be allowed to make one attempt, and as long as he does not get a character with a calculated value that is hundreds of points lower than that of the next best one, this character should be played. After all, not the character is decisive, but what the player makes of it. "Hopeless" characters are normally not produced by this system.

The basic table

The procedure always starts with a roll with 1D100 (without the special rules of the 11, 22, 99, 100; this applies for the entire creation process) on the basic table. Once per 50 CP that would have been available for creation in the standard Omnirule system, a roll is allowed.

Roll	Result
1 - 30	Attribute change, i.e. roll on the attribute table
31 - 60	Skill allocation (see below)
61 - 90	Advantage, i.e. roll on table: inborn abilities and advantages
91 - 95	Handicap, i.e. roll on that table
96 - 100	Roll on special table

a) Attribute table

At first, roll 1D100 to determine how many attribute values are changed:

Roll	Number of attributes
1 - 50	1
51 - 80	2
81 - 95	3
96 - 100	4

Afterwards, make the respective number of rolls with 1D10 to determine which basic attribute or other attribute is modified. The following applies:

Roll	Attribute
1	Strength
2	Health
3	Reaction
4	Dexterity
5	Intelligence
6	Charisma
7	Appearance
8	LF (i.e. L)
9	ED (i.e. E)

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10	WP
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Finally, a roll with 1D100 shows how the selected attribute is changed.

Roll	Effect
1 – 50	Value plus 1
51 – 870	Value plus 2
81 – 95	Value plus 3
96 – 100	Value plus 4

b) Skill allocation

On this result, the character gains skills for a value of 30 + 1D10 x 5 CP. This includes magic spells, if the character is able to use magic. The exact choice of skills may be left to the player (this is the same as the use of CP in the standard Omnirole method). Another possibility would be to allocate skills randomly. In this case, the skills in the list (including the magic spells) should be numbered and suitable die rolls be used to determine a skill and its level. This would be continued until all the CP have been consumed. Details of the method (a "true" random system) are left to the master.

c) Inborn abilities and advantages

Make a roll with 1D100 and refer to the following table.

Roll	Effect
1 - 5	Night vision level 1
6 - 8	Nat. protection level 1
9 - 12	Ambidextrous
13 - 14	Blindfighting Level 1D3
15 - 18	Empathy, skill level 5
19 - 21	Eidetic memory, skill level 5
22 - 24	Sixth sense, skill level 5
25 - 28	Berserk
29 - 31	Language talent
32 - 41	Read / write
42 - 45	Language, level 1D3+1 (select randomly)
46 - 48	Rapid awakening, skill level 5
49 - 50	Time sense, skill level 5
51 - 53	Orientation, skill level 5
54 - 55	Lightning calculator
56	Natural skill talent (determine randomly)
57 - 58	Pain resistance level 1D6
59 - 60	SL +1
61 - 62	Vision + 1D6
63 - 64	Hearing + 1D6
65 - 66	Smell + 1D6
67 - 68	Sense of touch +1D6
69 - 70	Taste +1D6
71 - 99	Magic allocation (i.e. roll on magic table)

100	Longevity
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If an advantage is rolled repeatedly, it is cumulative if this is possible (e.g. all advantages that have levels). In the case of advantages for which a special skill exists, the respective skill level increases respectively.

Otherwise (e.g. longevity), simply make new rolls on the table, until a suitable result appears.

d) Handicaps

Make a roll with 1D100 and consult the following table:

Roll	Effect
1 - 20	Attribute reduction (same procedure as for increases)
21 - 23	One hand
24 - 25	One eye
26 - 35	Overweight level 1
36 - 45	Dyslexia
46 - 55	Phobia (cf. table)
56 - 65	Money / 2
66 - 70	Pain weakness 1D3
71 - 75	SL-1
76 - 80	Vision- 1D3
81 - 85	Hearing-1D3
86 - 90	Smell / taste - 1D3
91 - 100	Low social status: minus one level

If a handicap is rolled that contradicts an advantage (e.g. dyslexia), the result is ignored. No new roll is made, instead, the basic table is used again. Haven't you been lucky? The same applies in the case of repeated rolling of the same handicap, with the exception of cumulative handicaps, i.e. such that have levels.

For phobias, the following table is used with 1D100:

Roll	Phobia
1 - 15	Fear of heights
16 - 30	Fear of confined spaces (claustrophobia)
31 - 45	Fear of open spaces (agoraphobia)
46 - 60	Paranoia
61 - 75	Fear of magic
76 - 90	Fear of darkness
91 - 100	Severe phobia (second roll determines type)

e) Magic table

Make a roll with 1D100 and consult the following table:

Roll	Effect
1 – 40	Dilettante level 1D3
41 – 70	Adept level 1D3

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71 – 100	Mage level 1D3
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The different levels are added, if more than one magic allocation has been rolled. If a character is created that would belong to two different magic groups (e.g. adept and dilettante), only use the better result. Ignore the other one and make a new roll on the basic table.

Adepts have access to 1D4-1 categories (minimum one).

f) Special table

Roll 1D100, and find out what fate has given you.

Roll	Effect
1 – 10	Contact (Loyalty 80, availability 80, value 80)
11 – 15	Patron (cf. table)
16 – 25	Money x 5
26 – 30	Luck + 1
31 – 40	Read/write
41 – 43	Albinism
44 – 48	Priest (master rolls or chooses a cult)
49 – 50	Skill inability
51 – 65	other race (cf. table below)
66 – 67	Hemophilia
68 – 85	Magic allocation (roll on magic table)
86 – 94	High social status: plus one level
95	PSI power (cf. table)
96 – 100	Magic resistance level 1D6 against ment or phs (equal chance)

Contradictory results or such that conflict with an already existing advantage or handicap lead to a new roll on the basic table. It is possible that effects are cumulative.

The subtables are as follows, always using rolls with 1D100:

g) Races:

Make a roll with 1D100.

Roll	Race
1 – 15	Elf
16 – 30	Half-Elf
31 – 40	Gnome
41 – 60	Halfling
61 – 70	Half-Orc
71 – 90	Dwarf
91 – 100	Skionai

h) Priest table:

Roll with 1D100	Cult
1 – 10	Shaman
11 – 20	Blessed

21 – 40	Druidic faith
41 – 45	Phuxie
46 – 50	Briand
51 – 55	Torrer
56 – 60	Criáng
61 – 65	Zordas
66 – 70	Rongeth
71 – 75	Hanamon
76 – 80	Shanaya
81 – 85	Yrrya
86 – 90	Ganadom
91 – 95	Delbric
96 – 100	Xeloma

For a character that has been blessed, make a second roll to determine the cult. Based on the typical blessings, he can then randomly receive some.

Elves and half-elves always follow the druidic faith. For dwarves and gnomes, use the following special table:

Roll with 1D100	Cult
1 – 75	QuaiTham
76 – 90	Hanamon
91 – 100	Briand

Halflings follow the druidic faith for rolls of 1-50, rolls of 51 – 75 mean Shanaya, those of 76 to 90 Hanamon otherwise Ganadom.

i) PSI powers:

Make a first roll with 1D100 to determine which psionic talent the character possesses.

Roll	Group
1 – 10	Telepathy
11 – 20	Telekinesis
21 – 40	Manipulation of living matter
41 – 45	Teleportation
46 – 75	ESP
76 – 80	Antipsi
81 – 85	Direct matter manipulation
86 – 95	Animal-telepathy
96 – 100	Hypnosis / suggestion

Afterwards, a roll with 1D100 determines the number of the talents in the group that was rolled:

Roll	Total number
1 – 50	1
51 – 80	2

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81 - 95	3
96 - 100	4

The exact talents in a group can be determined with 1D10. If a talent is rolled twice, the power level in the respective area is doubled. In general, the power level is 1D10; roll separately for each talent. Talents, which need other talents as prerequisites (e.g. mind check), have the consequence that the character automatically gains the respective other PSI talent at a level that at least meets the condition.

In detail, the following applies:

1) Telepathy

Roll	Power
1 - 10	Empathy
11 - 20	Send feelings
21 - 40	Mindreading
41 - 60	Send thoughts
61 - 75	Mindshield
76 - 80	Mind check
81 - 85	Mental blow
86 - 90	Sleep
91 - 100	Sensor

2) Telekinesis

Roll	Power
1 - 35	Move objects
36 - 70	Levitation
71 - 100	Shield

3) Manipulation of living matter

Roll	Power
1 - 35	Healing
36 - 60	Heal illness
61 - 75	Heal severe injuries
76 - 85	Structure transformation
86 - 90	Acceleration
91 - 100	Matter walking

4) Direct matter manipulation

Roll	Power
1 - 40	Pyrokinesis
41 - 80	Cryokinesis
81 - 90	Matter transformation
91 - 95	Disintegrate
96 - 100	Electrokinesis

5) ESP

Roll	Power
1 - 20	Psionic sense
21 - 40	Clairvoyance
41 - 60	Clairaudience

61 - 75	Telescopic vision
76 - 85	Teleoptics
86 - 90	Precognition
91 - 100	Psychometry

6) Antipsi

Roll	Power
1 - 50	Psionic resistance
51 - 90	Neutralization
91 - 100	Reflection

7) Animal-telepathy

Roll	Power
1 - 70	Speak to animals
71 - 100	Control animals

8) Teleportation

Roll	Power
1 - 70	Autoteleportation
71 - 100	Exoteleportation

9) Hypnosis /suggestion

Roll	Power
1 - 40	Suggestion
41 - 75	Hypnotic control
76 - 95	Hypnotic or suggestive block
96 - 100	Hypnotic illusion

j) Patrons:

Typical patrons have an availability of +30. If the patron is rolled repeatedly, each further time increases the availability by 20 points. The following table is used to determine the patron with 1D100:

Roll	Patron
1 - 10	Wizards' guild
11 - 20	Thieves' guild
21 - 30	Priesthood of a god
31 - 40	Assassins' guild
41 - 60	Local noble
61 - 70	Merchants' guild
71 - 85	Clan or tribe
86 - 95	Order of knights
96 - 100	Ruler

If a character already has attributes (magic talent, priest) that make certain patrons especially suitable for him, the master may waive the die roll and assign such a patron.

Additions

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It is possible to vary the system, e.g. by rolling a part of a character randomly and calculating the rest with the standard method. In this case, the formula "1 roll = 50 CP" has to be applied.

All these things, however, are left to your personal taste. The random method in the presented form is just a proposal.

A problem might occur if characters with very low value (less than 200 CP) are rolled or if simply bad luck produces a character without any skills. However, this is a very bad result, because the skills are the most decisive richness of an Omnirole character. Thus, it is recommended to leave one roll on the basic table aside and, if necessary, to use it as minimum skill allocation roll.

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Skill table

Skill	Difficulty	Learning table	Attributes	TL	Notes
Accounting	2	2	IN	5 - X	imp.: Economics/ 4, Mathematics / 4
Acrobatics	4	1	DX, RE	0 - X	
Acting	2	2	IN, CH, AP	2 - X	
Agriculture [TL]	1	2	IN, DX	1 - X	
Alchemy	5	2	IN, DX	3 - 7	
Anthropology	3	2	IN	2 - X	
Architecture [TL]	3	2	IN	1 - X	
Assassinate	4	1	DX, ST	0 - X	
Astrology	3	2	IN, CH	1 - X	
Balance	1	1	DX, RE	0 - X	
Bard music	8	2	special	Fantasy	Bards only
Blacksmith [TL]	2	1	DX, ST	2 - X	
Blather	2	2	CH, AP	0 - X	imp.: Rhetoric/ 4
Boat [TL]	2	2	DX, IN	2 - X	
Botany	2	2	IN	0 - X	imp.: Herbalism / 3
Calligraphy	2	2	DX, IN	5 - X	imp.: Painting / 4
Carousing	1	2	CH, AP, IN	0 - X	
Climbing	1	1	DX	0 - X	
Consume alcohol	2	1	HT	0 - X	
Cook	1	2	DX, IN	1 - X	
Cross country racing	1	1	DX	0 - X	
Dancing	1	2	CH, IN, DX	0 - X	
Didactics [TL]	2	2	IN, CH	0 - X	
Discuss	4	2	IN, CH	1 - X	
Disguise [TL]	2	2	IN, DX, CH	2 - X	
Diving	2	1	DX, HT	0 - X	
Dodge	4	1	DX, RE	0 - X	
Draw weapon [spec]	2	1	DX, RE	0 - X	
Economics	3	2	IN	5 - X	imp.: Merchant/ 5
Engineer [TL] [spec]	4	2	DX, IN	1 - X	
Escape	2	1	DX, IN	0 - X	
Etiquette [spec]	2	2	IN, CH	0 - X	
Fight on horseback	2	1	special	2 - X	Req.: Riding
Fishing [TL]	1	2	DX, IN	0 - X	
Forgery [TL]	3	2	DX, IN	2 - X	
Gambling	2	2	DX, IN	2 - X	
Goldsmith / Jeweler [TL]	2	2	DX, IN	3 - X	
Heal wounds / First aid [TL]	2	2	DX, IN	0 - X	imp: Medicine
Heavy armor fighting [TL]	2	1	DX, ST	2 - X	
Heraldry	2	2	DX, IN	4 - X	
Herbalism	2	2	IN, DX	0 - X	imp.: Botany/ 3
Hide	2	2	DX, IN	0 - X	
History	2	2	IN	2 - X	
Hunting	2	2	DX, IN	0 - X	
Hypnosis	5	2	IN, CH	0 - X	
Imitate voices	3	2	IN, CH, DX	0 - X	
Improvisation	3	1	all	0 - X	
Interrogation [TL]	1	2	IN, CH	0 - X	
Journalism	2	2	IN, CH	4 - X	Req.: Read/write
Judge people	2	2	IN	0 - X	imp.: Psychology/ 3
Jumping	1	1	DX, ST	0 - X	
Knots and ropes	1	2	DX, IN	1 - X	
Law	3	2	IN, CH	2 - X	
Leadership	2	2	CH, IN	0 - X	
Leatherworking [TL]	1	2	DX, IN	0 - X	
Listening	2	2	IN	0 - X	
Lore	1	2	IN	0 - 5	
Magic script	2	2	IN	Fantasy	Spellcasters only; imp: Magic theory/ 5
Magic theory	2	2	IN	Fantasy	
Mapping [TL]	2	2	DX, IN	2 - X	imp.: Navigation/ 5
Marksmanship [spec]	4	1	special	1 - X	

Arimon: Characters

Mathematics	2	2	IN	2 - X	
Medicine	5	2	DX, IN	2 - X	imp.: First aid / 4
Memory	2	2	IN	0 - X	
Merchant	3	2	IN, CH	2 - X	imp.: Economics/ 4
Metallurgy [TL]	2	2	DX, IN	3 - X	imp.: Chemistry/ 4
Mining [TL]	2	2	DX, IN, ST	2 - X	imp.: Geology/ 4
Mounted bowman	2	1	special	1 - X	Req.: Bow, Riding
Musical instrument [spec]	1	1	IN, CH, AP	0 - X	
Nature knowledge [TL]	2	2	IN	2 - X	
Navigation [TL]	3	2	IN	2 - X	imp.: Orientation/ 4
Occultism	2	2	IN, CH	0 - X	
Open locks [TL]	2	2	DX, IN	3 - X	imp.: Traps/ 6
Orientation	2	2	IN	0 - X	imp.: Navigation/ 4
Painting	1	1	DX, IN	0 - X	
Perception	3	2	IN	0 - X	
Physics [TL]	2	2	IN, DX	2 - X	Req.: Mathematics
Pickpocket	3	1	DX, RE	0 - X	
Poetry	2	2	IN, CH	0 - X	
Poisons [TL]	2	2	DX, IN	0 - X	imp.: Chemistry/ 5, Medicine / 5
Politics	3	2	IN, CH	2 - X	
Pottery	1	2	DX, IN	1 - X	
Pursuit	2	2	DX, IN	0 - X	imp.: Hunting/ 5
Recruiting	2	2	IN, CH	0 - X	imp.: Psychology / 4
Regional knowledge [spec]	1	2	IN	0 - X	Universal in home region
Research	2	2	IN	2 - X	Req.: Read/write
Rhetoric	2	2	CH, IN, AP	2 - X	imp.: Blather / 4
Riding [spec]	1	1	DX	1 - X	
Rowing	1	1	DX, ST	1 - X	
Running	3	1	DX, HT	0 - X	
Sculpture	2	1	DX, IN	0 - X	
Seamanship [TL]	1	1	DX, IN	2 - X	
Seduction	1	2	AP, CH	0 - X	
Shipbuilding [TL]	3	2	IN, DX	2 - X	
Singing	1	1	IN, CH	0 - X	
Skiing	1	1	DX	1 - X	
Sleigh	1	1	DX, IN	1 - X	
Sleight of hand	3	1	DX, IN, RE	0 - X	imp.: Pickpocket / 5
Smell / taste	3	2	IN	0 - X	
Speed-load [TL] [spec]	2	1	DX, IN	4 - X	
<i>Stealth</i>	2	1	DX	0 - X	
Steer ship [TL] [spec]	2	1	IN, DX	2 - X	
Steward	2	2	IN, CH	5 - X	
Stoneworking [TL]	2	1	IN, ST, DX	0 - X	
Streetwise	2	2	IN, CH, AP	2 - X	
Surgery [TL]	5	2	IN, DX	3 - X	Req.: Medicine; imp.: Medicine / 4
Survival [spec]	1	2	IN, DX, HT	0 - X	
<i>Swimming</i>	1	1	DX	0 - X	
Tactics	3	2	IN, CH	0 - X	
Taylor	1	2	DX, IN	1 - X	
Theology	2	2	IN	2 - X	
Throwing	4	1	ST, DX	0 - X	
Tracking	2	2	IN	0 - X	imp.: Hunting/ 5
Train animal	2	2	DX, IN	0 - X	
Train horse	2	1	DX, IN	0 - X	Req.: Riding; imp.: Riding/ 6
Traps [TL]	3	2	DX, IN	0 - X	imp.: Open locks/ 6
Treat illness [TL]	3	2	IN, DX	0 - X	imp.: Medicine/ 4
Two-handed combat [spec]	5	1	special	0 - X	
Vehicle [TL] [spec]	2	1	DX, IN	1 - X	
Ventriloquism	2	1	IN, CH	0 - X	
Water combat	2	1	special	0 - X	Req.: Swimming
Weapon mastery	10	1	special	0 - X	
Weapon technology [TL] [spec]	3	2	DX, IN	0 - X	imp.: Weapon skill/ 6
Wizardry	8	2	IN	Fantasy	spellcasters only
Woodworking	1	1	DX, IN	0 - X	
Zoology	2	2	IN	0 - X	imp.: Hunting/ 5

Arimon: Characters

Weapon skills:

Skill	Difficulty	Table	TL	Notes
Crossbow	2	1	4 - X	
Artillery weapons [TL] [spec]	3	1	3 - X	
Blowpipe	2	1	0 - X	
Bow	3	1	1 - X	
Bolas	2	1	1 - X	
Buckler / Main-gauche	2	1	2 - X	
Boxing	2	1	0 - X	
Axe	2	1	0 - X	imp.: two handed axe/ 4, club / 4
Sword	3	1	2 - X	imp: shortsword/ 4, two handed sword/ 3
Fencing	3	1	4 - X	
Flail	3	1	2 - X	
Polearm	3	1	3 - X	
Quarterstaff	4	1	1 - X	
Club	1	1	0 - X	imp.: axe/ 3
Shortsword	2	1	2 - X	imp.: sword/ 3
Lance	2	1	2 - X	imp.: spear/ 4, if riding
Lasso	2	1	1 - X	
Net	2	1	1 - X	
Whip	2	1	1 - X	
Wrestling	3	1	0 - X	
Shield	2	1	1 - X	
Sling	3	1	1 - X	
Spearthrower	2	1	1 - X	
Spear	2	1	0 - X	imp: lance/ 4
Knives	1	1	0 - X	
Unarmed combat [judo or karate]	3	1	1 - X	
Throwing axe	2	1	0 - X	
Spear throwing	2	1	0 - X	
Thrown weapons	2	1	1 - X	
Two handed axe	3	1	0 - X	imp.: axe/ 4
Two handed sword	4	1	3 - X	imp.: sword/ 4

Arimon: Equipment

Equipment

The starting money

In the world of Arimon, as in most medieval societies, lots of different currencies are in use. Every city and every minor ruler with the privilege to make coins uses it to make own coins. The result of this is that travelers frequently must visit the money changer to change their travel pocket money into the local currency, normally paying a lot for this service. Very often, foreign coins are only accepted with their metal value, or with the value that the money changer thinks proper.

For simplification, the following system is introduced as the general base. The most important currencies and the exchange rates will be introduced in a later sourcebook. To reflect the margin of the money changer, the master should then modify by the rates by 5 to 10% to their disadvantage, depending on the demand for the currency that they are offering.

1 platinum piece (PP) = 50 Gold pieces (GP)

1 gold piece (GP) = 10 silver pieces (SP)

1 silver piece (SP) = 10 bronze pieces (BP)

1 bronze piece (BP) = 10 tin pieces (TP)

The average starting money for a new Omnirole character in the Arimon gameworld is 500 GP.

Pieces of equipment

The items listed at the end of this chapter will normally be available as equipment for characters. The prices are city prices, i.e. they assume at least something like a trading market. In smaller villages, the prices will normally be higher, except for some food items.

Especially weapon prices may appear to be incredibly high. However, the manufacture of a sword blade requires a lot of work, so that they are certainly justified. Furthermore, many weapons will not be available off the shelf, but, especially in smaller villages, they will have to be ordered and made.

In crisis times, the master should not hesitate to rise prices drastically for items that are in short supply. Just think of the Californian gold rush, as old newspapers from the East Coast were sold for several times the original price, not to speak of food or even mining equipment.

Magic equipment

In a world like Arimon, in which magic can be frequently encountered, it is not a surprise that there also is a market for magic items. However, one will usually only find substantial offers in the large cities. Normally, the items available for sale

are limited to all kinds of potions and ointments, treated herbs, talismans and similar consumable items or items of rather low power.

For more powerful magic items, a high price must be paid, and they are normally only manufactured if ordered. Nevertheless, it is of course possible that a newly created character possesses such an object, be it an old piece that he found or seized, the heir from the grandfather, a self-created item or whatever. The basic rules give some hints for prices, as well as the following rules of thumb:

Take the ED cost needed for the manufacturing process, divide them by 50 and square the result. Then, add the unmodified costs once. For special items, that require extraordinary materials according to the magic rules, the price should afterwards be multiplied by 3 up to 10. A magic value of 100 is assumed. Higher values quickly increase the cost to double up to ten times the original amount. Cost reductions for orichalkum or similar materials are not considered, because the financial expenses are in such case compensated by the additional material costs.

Example: An invisibility ring with magic value+100 has a base price of 1,776 GP. The calculations: ED cost $12 \times 100 = 1,200$. $1,200 / 50 = 24$ squared 576 plus 1,200 = 1,776. A sword+5 (on attacks) costs 1,400 GP ($10 \times 100 / 50 = 20$, squared 400, plus 1,000 = 1,400).

The cost of other permanent magic should be determined according to the same method.

For current magic ingredients, the prices from the magic rules should be used. Very exotic materials, e.g. parts of rarer animals, will probably only be available in larger cities or using good contacts.

The prices or alchemist's compounds also may be taken from the basic rules.

General comments on the economic system

In Arimon, the economic system mainly is one of the late middle ages, with the exception of the city states of Briskia, that are already in the Renaissance era concerning this.

The economy mainly consists of all kinds of manual workers and craftsmen, usually family enterprises of one master and one or several journeymen and apprentices. They are strictly organized in guilds which conserve the monopoly and try to prevent too much competition with controls and initiation exams. The merchants use a similar system, and the merchant guilds often have considerable power and influence.

There almost are not any banks, except in Briskia, where it is permitted to lend money for interest, and where the first bank houses have been created, which e.g. store coin money and issue receipts. In most other kingdoms of Arimon, lending of money for interest is officially prohibited.

Arimon: Equipment

Table I: weapons

Item	TL	Price / GP	Weight / kg
Knife, short	2 - 5	1	0,1 (-)
Knife, long	2 - 5	2	0,25 (-)
Dagger	2 - 5	2	0,5 (-)
Shortsword	2 - 5	50	1
Fencing sword	5	100	1,5
Saber	3 - 5	90	2
Sword	2 - 5	200	3
Sword, pointed	3 - 5	250	3
Club	0 - 5	0,5	1
Staff	0 - 5	1	2
Quarterstaff	0 - 5	5	4,5
Two-handed sword	3 - 5	400	6
Two-handed sword, pointed	4 - 5	450	6
Bastard sword	3 - 5	350	4
Bastard sword, pointed	4 - 5	380	4
War club	1 - 5	30	5,5
Battleaxe	2 - 5	50	5
Flail	2 - 5	40	6
Morning star	2 - 5	45	5
Triple morning star	2 - 5	70	9
Whip	1 - 5	2	0,75
Halberd	3 - 5	60	7
Warhammer	3 - 5	55	6,5
Trident	3 - 5	25	2,5
Pick	3 - 5	30	4
Spear	1 - 5	5	1,5
Long spear	2 - 5	20	2,5
Hand axe	1 - 5	10	2
Battle hammer	3 - 5	11	2,25
Light lance	3 - 5	50	3,5
Heavy lance	4 - 5	80	6,5
War axe	2 - 5	25	4
Throwing knife	2 - 5	3	0,25 (-)
Shuriken	3 - 5	1	0,2 (-)
Dart	2 - 5	1,5	0,15
Throwing axe	2 - 5	11	2
Bolas	1 - 5	5	2,5
Lasso	1 - 5	2	1,5
Net	2 - 5	3	3,5
Throwing club	0 - 5	0,6	0,5
Throwing spear	1 - 5	6	1,5
Blowpipe	0 - 5	1	1,25
Bow	1 - 5	120	2
Longbow	2 - 5	180	3
Arrow	1 - 5	0,3	0,1
Light crossbow	5	150	1,8
Heavy crossbow	5	220	4
Bolt	5	0,4	0,13
Sling	0 - 5	0,2	0,5
Staff sling	1 - 5	5	2
Large shield	1 - 5	10	10
Small shield	1 - 5	5	4
Buckler	2 - 5	3	1
Main-gauche	2 - 5	4	0,5

Arimon: Equipment

Table II: armors

Armor	TL	Weight	Price / GP	Covers	Notes
Clothing	0 - 5	var.	1	T, A, L	More expensive depending on status
Textile armor	0 - 5	2 (1)	7	T	
Leather armor	2 - 5	4 (2)	25	T	
Partial chain mail	4 - 5	7 (3,5)	60	T	
Chain mail	4 - 5	12 (6)	200	T	Impact protection and -DM /2 against impaling weapons and missiles
Scale mail	4 - 5	18 (9)	250	T, A	
Partial plate	5	20 (10)	500	T	
Plate mail	5	26 (13)	1.000	T	General DM - 10
Heavy plate mail	5	32 (16)	2.000	T	General DM - 20
Leather shoes	2 - 5	1 (0,5)	1,5	F	
Leather boots	2 - 5	2 (1)	10	F	
Textile cap	0 - 5	0,5 (-)	2	H	
Leather helmet	2 - 5	1 (0,5)	4	H	
Chain coif	4 - 5	2 (1)	20	H	See above
Metal helmet	5	3 (1,5)	35	H	DM-30 on hearing
Metal helmet with visor	5	4 (2)	45	H	Additional DM - 30 on vision
Textile arm cover	0 - 5	1 (0,5)	2	A	For both arms
Textile leg cover	0 - 5	1 (0,5)	3	L	For both legs
Leather arm cover	2 - 5	1,5 (0,5)	5	A	
Leather leg cover	2 - 5	2 (1)	7	L	
Plate arm cover	5	8 (4)	200	A	
H. Plate arm cover	5	10 (5)	300	A	
Plate leg cover	5	10 (5)	300	L	
H. plate leg cover	5	12 (6)	400	L	
Leather neck protection	2 - 5	0,5 (-)	2	Neck	
Chain neck protection	4 - 5	0,75 (-)	5	Neck	See above
Plate neck protection	5	1 (0,5)	10	Neck	
Plate boots	5	4 (2)	50	F	
Metal gloves	5	1 (0,5)	15	Hands	DM- 50 on manual skills
Chain gloves	4 - 5	0,5 (0,25)	10	Hands	See above, DM - 25 on manual skills
Leather gloves	2 - 5	0,25 (-)	2	L	
Scale leg cover	4 - 5	7 (3,5)	45	B	
Chain arm cover	4 - 5	6 (3)	16	A	See above
Chain leg cover	4 - 5	8 (4)	32	B	See above

All prices and weights refer to normal human sizes. The following modifications are possible: less than 1 meter of height x 0.5; less than 1.50 meters x 2/3; starting at about 2 meters x 1.25. Giants are left to the master, because they will probably be quite rare player characters.

Arimon: Equipment

Table III: general pieces of equipment

Item	TL	Weight / kg	Price	Notes
Healer's bag	0 - 5	2	3 GP	
Surgeon's black bag	3 - 5	5	50 GP	DM - 20 on checks
Full set of surgeon's tools	3 - 5	12	180 GP	
Antidote collection	1 - 5	5	X ² SP + 10 GP	D100 + X, if suitable antidote in stock
Portable alchemist's lab	4 - 5	5	30 GP	
Basic set for disguise	3 - 5	10	25 GP	DM - 25 on checks
Complete disguise kit	3 - 5	100	300 GP	
Thief's tools	4 - 5	0,25	8 SP	
Thief's tools (good quality)	4 - 5	0,25	10 GP	DM + 10 on checks
Rucksack	3 - 5	2,5	5 SP	for 25 kg, only counts as encumbrance with 1/5 weight
Small sack	1 - 5	0,5	3 BP	for 10 kg, only counts as encumbrance with 50% weight
Large sack	1 - 5	1	6 BP	see above, but 30 kg
Sleeping bag	2 - 5	2,5	4 SP	
Warm sleeping bag	2 - 5	4	1 GP	
Flintstone and tinder	0 - 5	-	5 ZS	
Torch	0 - 5	0,4	5 BP	Burns for about 4 hours, light in around 10 meters diameter
Candle	1 - 5	0,1	3 BP	Burns for about 4 hours, light in around 2 meters diameter
Rope per meter	1 - 5	0,5	1 BP	
Lantern (oil)	2 - 5	0,8	8 SP	
Lantern, with lid	3 - 5	1	14 SP	
Oil for lantern, 1/ 4 l	1 - 5	0,25	1 BP	Sufficient for about one hour
Fire pot (clay)	1 - 5	0,3	6 ZS	
Blanket (1 person)	0 - 5	0,75	1 BP	
Tent (1 person)	1 - 5	5	2 GP	
Tent (2 persons)	1 - 5	9	3 GP	Can be split into several loads for carrying
Tent (4 persons)	1 - 5	17	5 GP	Can be split into several loads for carrying
Grappling hook	3 - 5	0,75	1 GP	For maximum weight of 200 kg
Climbing hook	3 - 5	0,25	2 SP	
Hammer	2 - 5	0,75	3 SP	Tool
Fishing net	1 - 5	2	8 BP	about 2 square meters
Metal chain per m	2 - 5	2	2 GP	
Water skin, 5 l	1 - 5	0,5 (leer)	1 SP	Also available in different sizes
Amphora (0,5 l)	1 - 5	0,15 (leer)	8 BP	see above
Writing tools	2 - 5	0,1	1 GP	
Leather bag for scroll	2 - 5	0,1	1 SP	
Iron pot	3 - 5	0,6	6 SP	
Metal bottle (0,25 l)	3 - 5	0,2 (leer)	1 GP	see above
Glass bottle (0,25 l)	4 - 5	0,1 (leer)	5 SP	see above
Leather bottle (0,5 l)	1 - 5	0,1 (leer)	8 BP	see above
Flaming oil, 1/4 l	2 - 5	0,25	1 GP	as weapon, covers 1 field
Mug (wood or clay)	1 - 5	0,2	1 BP	
Plate (wood)	1 - 5	0,1	3 ZS	
Shovel	1 - 5	2	6 SP	
Pick	1 - 5	1,5	4 SP	Tool
Whetstone	2 - 5	1	4 SP	For all kinds of blades
Loaf of bread	1 - 5	1	2 BP	
Sausage, for storage	1 - 5	1	1 SP	
Meat (fresh)	0 - 5	1	8 BP	beef, pork, sheep, etc.
Meat (salted)	1 - 5	1	1 SP	see above
Chicken (dressed)	0 - 5	1	9 BP	
Fish	0 - 5	1	7 BP	Close to the coast
Dried cod or salted fish	1 - 5	1	1 SP	
Cheese (loaf)	1 - 5	1	1 SP	
Butter	1 - 5	1	1 SP	
Vegetables or fruit	0 - 5	1	5 BP	Local produce
Beer per liter	1 - 5	1	2 SP	
Item	TL	Weight / kg	Price	Notes
Wine per liter	1 - 5	1	3 SP to 20 GP	Depending on quality
Spirits per Liter	2 - 5	1	1 to 50 GP	See above.

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Herb tea, sufficient for 1 l	0 - 5	0,05	1 SP	Local produce
Thread (Reel)	0 - 5	0,1	6 BP	
Mirror (polished metal)	3 - 5	0,75	2 GP	
Riding horse	1 - 5	N/A.	50 GP	and more depending on quality
Warhorse	4 - 5	N/A.	500 GP	
Leather armor for horse	4 - 5	10	100 GP	
Plate armor for horse	4 - 5	60	3.000 GP	
Saddle, etc.	2 - 5	2	1 GP	
Small pet	0 - 5	N/A.	3 SP	Cat, mouse, hamster,...
Dog	0 - 5	N/A.	30 GP	and more depending on training and breed
Trained falcon	3 - 5	N/A.	50 GP	and possibly much more
Trading wagon with two cart-horses	2 - 5	N/A.	50 GP	
Carthorse	1 - 5	N/A.	10 GP	
Ox cart (2 oxen)	2 - 5	N/A.	80 GP	
Packhorse	1 - 5	N/A.	10 GP	
Mule	1 - 5	N/A.	12 GP	
Rowing boat (2 people)	1 - 5	N/A.	25 GP	
Rowing boat (8 people)	2 - 5	N/A.	60 GP	
River barge	2 - 5	N/A.	800 GP	about 10 meters length
Large river barge	2 - 5	N/A.	2.500 GP	about 30 meters length
Small sailing ship	4 - 5	N/A.	500 GP	about 10 meters length, one mast
Medium size sailing ship	4 - 5	N/A.	1.000 GP	about 20 meters length, two masts
Merchant sailing ship	5	N/A.	10.000 GP	about 30 meters
Large merchant sailing ship	5	N/A.	25.000 GP	
Galley	2 - 5	N/A.	15.000 GP	typical trireme
Large galley	3 - 5	N/A.	40.000 GP	At least 50 meters length

Table IV: typical prices for everyday life

Item	Price	Notes
Single room, inn, per night	5 SP	Rural, varies depending on quality
Ditto	7 SP	City
Double room, inn, per night	8 SP	Rural
ditto	1 GP	City
One night in common room	2 BP	rural, recommended to hide your valuables!
Ditto	3 BP	City
Overnight stay for horse per night	5 SP	
Stable for horse, for one month	10 GP	
Meal in an inn	4 BP	One pot meal or other simple food
Ditto	3 SP and more	Full meal of higher level (meat, sidedish, etc.)
Mug of beer in an inn (0,25l)	8 BP	Varies
Glass or cup of wine in an inn	1 SP and more	
Glass of spirits in an inn	5 SP and more	
Tea in an inn	9 BP	If typical for region
Milk in an inn	9 BP	
Horseshoeing, per horseshoe	6 SP	
Journey with stage coach	5 to 25 GP	Depending on the route
Typical bridge toll	2 BP	Doubled for horses
Typical road toll	3 BP	see above
Rent for a room for 1 month	5 GP	Land
Ditto	9 GP	City
Rent for a house for 1 month	50 GP	Land
Ditto	120 GP	City
Sea journey	5 SP to 25 GP	May vary a lot depending on route
Rent for riding horse per day	1 GP	
Rent for carthorse per day	2 SP	
Service of a healer	4 SP	Per treatment

Arimon: Bestiary

Bestiary

Introduction

This chapter provides some minor additions to the bestiary of the basic rules, i.e. it introduces several new creatures and gives some information on the presence of the various creatures in the world of Arimon.

Occurrence of the creatures

Most larger nonintelligent creatures will only be encountered in the deepest forests or in uninhabited regions; especially areas such as the Swamp of Fears, the Great Desert or the jungle come ready to mind here.

Orcs and other creatures of darkness are normally only found in small parties in Arimon itself, unless they would launch a new offensive. Exceptions are the surroundings of Daijnt and the Steppe of Tfor, as well as, certainly, the regions of other continents that are dominated by the powers of darkness.

Dragons are almost extinct in Arimon; their race has retreated from the humans or has died in the many fights. Only in some remote areas of the Border Mountains, dragons may be encountered in Arimon. The matter is quite different with the mountains in the steppe of Tfor, or some other sparsely populated or even uninhabited regions. Also, rumors come up frequently that some Golden and Silver Dragons live in Arimon in human shape. Who knows, maybe this will be verified one day...

Rules for slime creatures

These amorphous one cell creatures are immune against any kind of pain, unconsciousness, disease, poisons, shock and confusion. As they do not use optical perception, they ignore all penalties for bad light. Furthermore, blunt weapons cannot hurt them, because they only shove around the body tissue. There are not any hit locations except the vitals. Cutting and impaling weapons only cause half the normal damage.

Slime creatures are immune against magic spells that create one of the above mentioned effects, as well as against any mental magic. They fight until they are either victorious or dead.

Most slime creatures cause damage using an acid or poison in case of direct body contact. In some cases, this also affects weapons that hit the creature.

If a slime creature uses at least one third of its LF to a single hit, it is divided: Two new slime creatures, each of them with 50% of the remaining LF and ED, are created, but they can now act independently.

This special ability also has the effect that slime creatures are able to regenerate and even to come back from death. They heal 1D10 LF and ED per turn, even if they have been destroyed (in this case, i.e. with LF of less than - LF, with a speed of 1D10 per hour). Only the total destruction of their body matter (fire, acid, disintegrate, etc.) prevents their reanimation.

Addition to the bestiary

Spitting lizard

ST: 1D10+15 [21] DX: 1D6+6 [10]
HT: 1D10+11 [17] RE: 1D6+7 [11]
IN: animal APCH: N/A.
LF: 2D10+ 2x HT +10 [55] ED: 2 x [2D10 + HT + 5] [66]

SL: 12

Special abilities: Protection 7, Defense DM +5 (leather skin).

Attacks : Bite-D6+5 [9] (+ 92) 3D8 cutting, (6, -, -), Slime blob-D6+5 [9] (+92) 1D8 (12, -, -), in case of face hit check: poison, on failure blind for 2D6 min (Range: 5 m normal, 10 m long, 20 m extreme), to the back tail-D6+5 [9] (+92) 3D8 (8, -, +10). Dodge- [1D6+3] [7] (+67)

Description: This creature that mainly occurs in deserts resembles a large iguana. It is a two to three meters long lizard with greenish brown scales and a powerful tail, and is able to run astonishingly fast on its four legs. The preferred attack method is to spit at the chosen victims, normally targeting for the face. The slime blob that is spit here carries an itching caustic secretion, which blinds the attacked creature and thus renders it helpless. If this happens, the lizard leaves its hiding place, kills the prey and carries it to its den.

Rust monster

ST: 1D10+10 [16] DX: 1D6+6 [10]
HT: 1D10+11 [17] RE: 1D6+7 [11]
IN: animal AP: N/A.
CH: N/A.
LF: 2D10+ 2x HT +10 [55] ED: 2 x [2D10 + HT + 5] [66]
SL: 7

Special abilities: On a hit, rust+100 against the metal item that has been touched (max.25 kg weight, within 1D6 turns, the effect occurs). Protection 9, defense DM+10 (scales). Night vision / 2 (LV).

Attacks : Rusty touch-D6+5 [9] (+84) see above, no other damage (4, -, -), Dodge- [D6+3] [7] (+67)

Description: This almost extinct beast is the nightmare of many adventurers, although it is neither able nor willing to cause any body damage to them. The rust monster resembles a lizard of about three meters length with four legs and a grayish brown scaly skin. However, the skull is remarkable because it bears two long antennas. Any metal object that is not made of precious metal will begin to rust if hit by these antennas.

This is the method that the animal uses to feed, because it only eats rust! The creature can mainly be encountered in caves and other subterranean installations of any kind.

Fire crow

ST: D4+1 [4] DX: D8+7 [12]
HT: D6+6 [10] RE: D8+8 [13]
IN: animal CH: N/A.
AP: N/A.
LF: 2D10 + 2 x HT -20 [11] ED: 2x [2D10+ HT-10] [22]
SL: 1 on the ground, 10 flying

Special abilities: flies. DM-30 on enemy attacks while flying (except for stray or area attacks).. Fire breath (see below).

Attacks: Beak-D6+5 [9] (+69) 1D4 (0, -, -) or fire breath-D6+5 [9] (+69) 3D6 fire (18, -, -10) cone of 1 meter length, 90 degrees. Dodge-D8+7 [12] (+98).

Description: This bird resembles an ordinary, maybe a bit larger crow (actually more a raven...). Nevertheless, it should not be underestimated, because it is a creature with an unexpected attack option: a fire breath similar to that of a dragon.

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Fire crows normally occur in swarms of two to six birds, and if they are hungry, they will attack anything that moves in their territory. They can mainly be encountered in certain regions South of Daijnt, such as the Swamp of Fears.

Phoenix

ST : D6+6 [10] DX: D8+6 [11]

HT: D6+7 [11] RE: D8+7 [12]

IN: animal plus CH: N/A.

AP: N/A.

LF: 2D10 +2x HT -10 [23] ED: 2 x (2D10+HT) [44]

SL: 1 on the ground, 10 flying

Special abilities: Flies. Magic resistance -40 against all types, magic defense+50, DM-20 on enemy attacks while flying (except for stray or area attacks). Immunity against all forms of fire. Can rejuvenate self (see below).

Attacks : Beak -D6+5 [9] (+77) 1D6 cutting (0, -, -), Dodge-D8+5 [10] (+85)

Description: The phoenix, also known as the firebird, is a highly magical, but also a very rare creature. It can only be found on the most remote mountain tops, especially as a certain demand for its eggs and feathers for magic purposes has had the effect that the phoenix population in Arimon was diminished importantly.

This is a very peaceful creature with a wonderful singing voice. Its special ability is that of reincarnation: When a phoenix has reached a certain age, it burns itself and re-emerges from the ashes as a bird that is young once again.

Giant locust

ST : 200+1D12x10 [270] DX: 1D6+6 [10]

HT: 1D10+17 [23] RE: 1D6+5 [9]

IN: animal minus CH: N/A.

AP: N/A.

LF: 2D10+ 2 x HT +200 [257]

ED: 2x [2D10+ HT+100] [268] SL:11

Special abilities: Protection 15, defense DM + 25 (chitinous armor), can jump up 25 meters in one leap.

Attacks : 2 x pincer-D6+5 [9] (+ 105) 5D6 (12, -, + 15), cf. bears. Against grappled victims bite-D6+5 [9] (+105) 4D12 cutting (12, -, + 10), dodge-D6+3 [7] (+ 63).

Description: This giant insect, that can easily reach a length of ten meters, luckily only can be encountered in the most remote regions of the Great Desert and other similar areas. This is a giant version of the normal mantis, that mainly feeds on meat, i.e. living beings that are smaller than it.

Giant jellyfish

ST: 2D10+40 [51] DX: 1D6+6 [10]

HT: 1D10+12 [18] RE: 1D8+3 [8]

IN: animal minus AP: N/A.

CH: N/A.

LF: 2D10+ 2x HT +20 [67] ED: 2x [2D10 + HT + 15] [88]

SL: 5 in water

Special abilities: Swims, protection 4 (tough skin), paralysis poison: in case of hit, std: HT, on failure immediate paralysis for 1D6 minutes (level 8) as well as loss of further 1D6 LF per turn until a check succeeds or the time of effect (see above) has passed.

Attacks : 1D6 (i.e. different number in each turn) x tentacle-D6+5 [9] (+105) 1D8 (9, -, - 5) , paralysis poison. On body contact, automatic exposure to the paralysis poison. Dodge-1 (+ 31).

Description: The giant jellyfish is one of the legendary monsters of the open sea, but also of the Swamp of Fears. This is a titanic jellyfish of 10 and more meters diameter, that attacks everything that it encounters, even smaller ships. The nettle poison of her tentacles is especially dangerous, so that even a brief touch may already mean the end in combat.

Will'o wisp (ethereal creatures)

ST: N/A. DX: 1D6+10 [14]

HT: 1D6+9 [13] RE: 1D6+14 [18]

IN: 1D6+7 [11] CH: 1D6+8 [12]

AP: 1D6+3 [7]

LF: 2D10 + 2x HT [37] ED: none

SL: 6

Special abilities: cf. ethereal creatures, magic defense+50, attraction (as control of Humans with +100, one attempt per will'o wisp and victim, no ED consumption, t= 1 sec).

Attacks : none. Dodge-D6+6 [10] (+100).

Description: In all kinds of swamps, but also in other uninhabited and treacherous regions, sometimes a special form of ghosts, the will'o wisps, can be encountered. These beings appear to be a friendly light when seen by wanderers, but they try to attract them and lure them into the swamp so that he sinks to death or dies of any other possible danger.

It is commonly believed that these are the restless souls of people that died in the region and that are now looking for revenge on the world.

Balrog

ST: 2D10+30 [41] DX: 1D6+10 [14]

HT: 1D12+15 [22] RE: 1D6+8 [12]

IN: 1D6+8 [12] AP: 1D6+3 [7]

CH: 1D6+3 [7]

LF: 2D10+ 2x HT +20 [75] ED: 2x [2D10 + HT + 15] [96]

SL: 6 on the ground, 11 flying

Special abilities: Protection 11, Defense DM+15 (leather skin), magic defense+90, fire (see below), immunity against all fire attacks, immunity against ordinary weapons, vulnerable to cold / 1 (i.e. suffers double damage), flies, Fire mastery + 100, spark+100 , heat+100 (all of these without ED consumption, 1 AP). Pain resistance+5.

Attacks : Fist-D6+11 [15] (+141) 5D3+3 and 1D6 fire damage (3, 3, +5) or weapon-D6+13 [17], e.g. sword+151, 7D8+3 cutting (4, 4, -) or fire breath -D8+6 [11] (+ 121) 6D6 Fire (18, -, -10) cone 3 meters length, 90 degrees. Dodge-[1D10+9] [15] (+ 113).

Description: According to all knowledge of demonologists, the Balrog is a special kind of demon, but one that has been transferred permanently and with its whole material existence into our world. Nobody knows, how many Balrogs still exist, but, luckily, their number should be quite low.

This creature, three meters high and humanoid, with large wings and rust brown skin, is able to command the powers of fire and belongs to the beings of darkness. The preferred attack form is a fire breath or the use of fiery weapons such as flaming swords or whips.

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Electric eel

ST 1D6 [4] DX: 1D6+9 [13]
 HT: 1D6+7 [11] RE: 1D8+9 [14]
 IN: animal minus CH: N/A.
 AP: N/A.
 LF: 2D10 + 2 x HT -15 [18] ED: 2x [2D10+HT-8] [28]

SL: 3 in water

Special abilities: swims, electrical attack (see below).

Attacks: Electrical shock-D6+5 [9] (+71) 2D6 electrical damage, sphere of 1 meter diameter, metal armors are useless (1, -, -), dodge- D6+5 [9] (+86)

Description: The electric eel is a sweetwater fish, that can become two to three meters long. Its special ability consists in the creation and use of natural electricity, this happens mainly when it feels that it is threatened. The respective electric shock can perfectly stun a human, in rare cases, it can even be deadly.

Electric eels only occur in very warm bodies of water, thus e.g. in the jungle rivers or in the Swamp of Fears.

Thunder lizard (giant lizard)

ST : 230+1D12x10 [300] DX: 1D6+6 [10]
 HT: 1D10+17 [23] RE: 1D6+5 [9]
 IN: animal CH: N/A.
 AP: N/A.
 LF: 2D10+ 2 x HT +200 [257]
 ED: 2x [2D10+ HT+100] [268]
 SL:11

Special abilities: Protection 8, Defense DM + 10 (leather skin), lightning bolt (see below)

Attacks: Horns -D6+4 [8] (+100) 8D8+1 impaling (15, -, +5), lightning bolt-D6+4 [9] (+105) 4D6 electrical damage (18, -, -12), once every 6 turns, metal armors are useless, range: 10 m normal, 25 m long, 50 m extreme, trampling 22D6. Dodge-D6+2 [6] (+ 58).

Description: This creature resembles the triceratops, but it is able to shoot a bolt of lightning from its horn. This ability is mainly used for defense of during mating fights.

The thunder lizard is rather peaceful, unless it is provoked, especially, as it is a herbivore. It covers 2 x 5 squares.

The middle horn of the thunder lizard –this is the one from which the lightning is fired – can be used by a weapon smith to manufacture a spear (base time 2 weeks). Such a spear counts as a weapon of very good quality. The horn can also be used as base material for a lightning bolt staff made by a wizard.

Land kraken

ST 240+ 1D10 x 10 [300] DX: 1D6+5 [9]
 HT: 1D8+15 [20] RE: 1D6+5 [9]
 IN: animal minus CH: N/A.
 AP: N/A.
 LF: 2D10 + 2 x HT + 70 [121] ED: 2x [2D10+HT+40] [142]
 SL: 4

Special abilities: Protection 6 (leathery skin)

Attacks: up to 8 x tentacle -D6+5 [9] (+104) (10, -, + 10) (grapple, i.e. creature is held and can only break free by winning a ST duel or by cutting the tentacle (requires result of „severed“), suffers cumulative damage of 1D10 per turn as from a wrestling attack. Grappled creatures determine the type of entanglement as for a whip. Attacks against this tentacle can be made without the DM for aimed attacks, because a dodge would end the grapple.), possibly beak-D6+4 [8] (+ 99) 4D10+2 cutting (11, -, +10). Dodge-D6+2 [6] (+57).

Description: One of the probably greatest threats in the Swamp of Fears and the Dark Region are the land kraken, giant relatives of the kraken that live in the ocean depths. Land kraken reach about 20 meters span with open arms, and they almost need not fear any enemy.

Therefore, they attack anything that is smaller than them and that enters their range. The good news is that they are not too fast, so that often escape will be possible - and strongly recommended. Tentacles have an effective strength of 1/10 of the strength of the kraken.

Death With Many Eyes

ST: 1D6+8 [12] DX: 1D8+5 [10]
 HT: 1D10+12 [18] RE: 1D6+6 [10]
 IN: 1D8+7 [12] AP: N/A.
 CH: 1D8+3 [8]
 LF: 2D10+ 2x HT +20 [67] ED: 2x [2D10 + HT + 15] [88]
 SL: 6 hovering

Gaze attacks (see below): The creature is able to gaze at one opponent with each usable eye for 1 AP, every turn (range = sight), and each eye allows to cast a different spell with value + 90 (sometimes even higher), without needing any ED. A resistance check is allowed, and on a failure, the victim is affected by the spell as described in the magic section. Apply DM-10 on the magic value per full 5 meters of distance to the victim. Combat with a mirror is possible: Apply DM-60 on attack, parry and dodge, but the fighter is immune to the gaze. The same applies for all creatures without optical perception. Protection 3 (skin). Magic defense+80. Protection 8, Defense DM+10 (leather skin), can fly using levitation. Often, ordinary spells are known in addition to the gaze spells. Lost eyes regenerate within 2D6 minutes. 360 degrees vision. Night vision / 1.

Attacks : Paralyzing gaze (magic spell paralyze), petrifying gaze, gaze of control of humans, slowing gaze, gaze of sleep, painful gaze, gaze of madness, evil eye, gaze of death, gaze of disintegration. The Death With Many Eyes can use 1D10 of its eyes in a single turn, based on the following table. (Make rolls with D10 based on the total number of usable eyes for this turn; if an eye is rolled twice, roll again). If an eye is disabled, the respective attack possibility cannot be used until regeneration has occurred. Eyes may target into any direction including the rear squares. Dodge- [1D6+6] [10] (+ 80)

Roll with D10	Type of eye
1	Petrification
2	Slow
3	Paralysis
4	Sleep
5	Pain
6	Control of Humans
7	Madness

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8	Evil eye
9	Death
0	Disintegrate

Description: The Death With Many Eyes is one of the magic creatures of Arimon, and also likely one of the most dangerous creatures that one might be confronted with.

This creature resembles a sphere of roughly 1.5 meters diameter with reddish and brown skin, using levitation to hover. Multiple eye turrets are protruding from this sphere, and these eyes are the great potential of the creature: Every eye enables it to make a different gaze attack, i.e. to cast a magic spell without any ED consumption.

The Death With Many Eyes is an intelligent creature, and must be assigned to the beings of darkness. It can be encountered in ancient dungeons, but also as the servant of a god of darkness or e.g. as a guardian, and it certainly never should be underestimated.

Yellow Slime (Slime creatures)

ST: 1D10+30 [36] DX: 1D6 [4]
HT: 1D6+13 [17] RE: 1D6 [4]
IN: effectively none CH: N/A.

AP: N/A.

LF: 2D10+ 2x HT+20 [65] ED: 2x [2D10+HT + 20] [96]

SL: 5

Special abilities: cf. slime creatures. Paralysis poison: On hit or body contact, std.check: HT, failure means immediate paralysis for 1D6 minutes (level 8).

Attacks: body contact (1D6 LF/ED per turn and absorption, i.e. danger of suffocation). Does not dissolve any metals. Dodge-1 (+ 17).

Description: This rare slime creature that can be encountered in underground environments resembles a shapeless ball of about 3 meters width and length and a height of 1.50m. The slime absorbs anything over which it moves, preferably paralyzed creatures. Absorbed creatures are then dissolved. Compared to amebas, the yellow slime is surprisingly fast and mobile.

Green Slime (Slime creatures)

ST: 1D10+30 [36] DX: 1D6 [4]
HT: 1D6+13 [17] RE: 1D6 [4]
IN: effectively none CH: N/A.

AP: N/A.

LF: 2D10+ 2x HT+20 [65] ED: 2x [2D10+HT + 20] [96]

SL: 5

Special abilities: cf. slime creatures. Acid: in case of hit or body contact, immediately 1D6 damage per turn, for 1D6 turns or until washed off.

Attacks: Body contact (1D6 LF/ED per turn and absorption, i.e. danger of suffocation). Can even dissolve non-precious and semi-precious metals. Dodge-1 (+ 17).

Description: This variant of the slime resembles, except for the color, the yellow slime. However, green slime is even more dangerous, because it secretes an acid that dissolves almost any material except for the precious metals gold, silver and platinum, causing structural damage of 10D6 per turn. The good news is that green slime is extremely rare.

Red Slime (Slime creatures)

ST: 1D10+30 [36] DX: 1D6 [4]

HT: 1D6+13 [17] RE: 1D6 [4]

IN: effectively none CH: N/A.

AP: N/A.

LF: 2D10+ 2x HT+20 [65] ED: 2x [2D10+HT + 20] [96]

SL: 5

Special abilities: cf. slime creatures. Acid (cf. green slime, but 2D6). Mental blow of level 30, skill + 100.

Attacks: body contact (2D6 LF/ED per turn and absorption, i.e. danger of suffocation). Mental blow (cf. telepathy). Can even dissolve any kind of metal. Dodge-1 (+ 17).

Description: The most dangerous slime form known to us is the Red Slime, which probably is a product of evil magic. In addition an even more aggressive acid than that of the green slime (structural damage 20D6 per turn), it possesses the surprising ability to attack by a mental blow, allowing the creature to stun or even kill its targets. It is uncertain whether any red slime survived at all in central Arimon, because it is ruthlessly exterminated by almost all intelligent beings if possible.

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