

TREASURES OF ELORANTHA

VOLUME TWO: RELICS
OF THE SECOND AGE



DRAGON-KING CHARIOT

JAMES E. DEELEY

This gilded chariot's copper body follows the form of a dragon. The dragon's head and chest forms the front edge of the chariot, and its raised wings form the sides. Any riders feel as if they are atop the dragon's back while standing within the carriage. An ingenious undercarriage mechanism lets the shaft and front axle swing independently. A successful **Draconic Lore** or **Devise** roll identifies that the artifact is a chariot, rather than a metal sculpture.

In most circumstances the chariot's wheels and shaft have long since rotted away. An adventurer can replace the wheels and rods with a successful **Craft (Carpentry)** roll, making this artifact usable once more.

Relationships

- **Associated:** EWF
- **Enemy:** Orlanth Adventurous
- **Friendly:** Dragonewts
- **Hostile:** Orlanthi

Knowledge

Automatic, Few.

History

The Dragon-King Chariot was once ridden into battle by the leaders of the EWF, or else those warriors most favored by them. Most scholars presume they were built during the height of the EWF to demonstrate its fantastic wealth and to project its military power. It is not known how many were made or who had the right to own one.

An adventurer with a **Draconic Lore** rating of 50% or greater knows that the Dragon-King Chariot's real marvel is the shaft and axle capable of turning on their own.

A Dragon-King Chariot might be found in any EWF ruins, such as the Upland Marsh or the Big Rubble.

Procedure

The unique mechanism that allows a Dragon-King Chariot to turn smoothly is unlikely to be reinvented independently. An adventurer with **Craft (Carpentry)**, **Craft (Redsmithing)**, and **Devise** ratings of 90% or greater can attempt to

comprehend the mechanism. This requires a season of study, during which other training or research may not be attempted. At the end of the season, the adventurer may make an $INT \times 1$ roll. If they succeed, the adventurer can reproduce the mechanism. If they fail, the adventurer may study the mechanism for a further season. Each additional season of study increases the INT roll's multiplier by 1.

Once the adventurer has comprehended mysteries of this design they can use **Craft** to reproduce the mechanism, and **Devise** to install the mechanism on another vehicle.

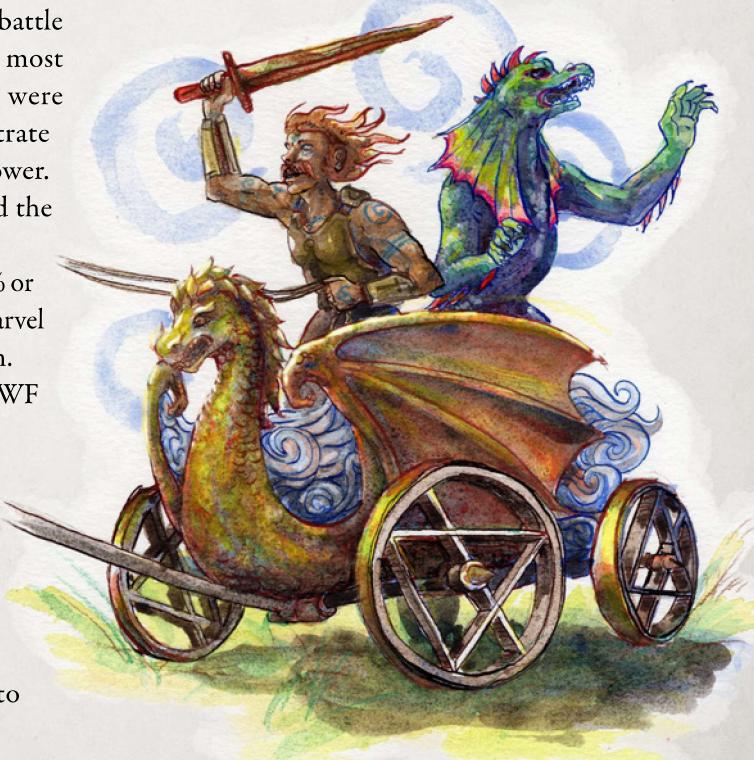
Powers

A restored or intact Dragon-King Chariot is easy to steer due to the turning mechanism. This gives a +50% bonus to all **Drive Chariot** rolls.

The chariot's body, being made of enchanted copper, is incredibly durable. This provides 5 points of protection against attacks which would damage the chariot's hit points. The Dragon-King Chariot otherwise has the properties of a Heavy Chariot (*W&E* 94). For further information about chariots, see page 220 of the *RUNEQUEST* core rules.

Value

The Dragon-King Chariot's gold gilding and copper provides intrinsic value. If melted down (destroying the copper's enchantment and the turning mechanism in the process), the resulting copper



BLACK STONE OF IMPRISONING BONDS

This stone is a special matrix for the Glue 6 spirit magic spell. Using this matrix requires attunement. Attuning the Black Stone requires a successful **POW 6 resistance roll**, and then sacrificing 1 point of POW. A Glue spell cast using this matrix does not have a duration. Instead, the spell ends when the affixed objects are pulled apart or destroyed, or when the caster becomes unattuned to the Black Stone.

Only one Glue spell from the Black Stone can be in effect at a time. Attempts to dismiss the spell must overcome the caster's POW. Jisayan's use of the Black Stone to seal her statue's halves together is still in effect.

bullion is worth 500 L, and the gold 600 L. If adventurers find such a chariot, it is likely whichever community claims the land on which it was found will also claim the relic. Adventurers had best be prepared to pay a hefty "finder's fee" to avoid conflict.

Lhankor Mhy sages with an interest in mechanical complexities would be most interested in acquiring a working Dragon-King Chariot. The Mostali are completely unaware of this relic. If offered it, they would trade quite a few mechanical wonders to acquire this rare example of human ingenuity.

An adventurer who reproduces and spreads the turning mechanism could potentially revolutionize wheeled transport. The value accrued in doing so is left to the gamemaster's discretion.

EFFIGY OF THE TRANSCENDENT MASTER

AUSTIN CONRAD

This polished diorite statue depicts a life-size old woman. She is seated with legs crossed, head bowed, and hands together in her lap. Her eyes are closed. The woman wears a simple tunic. Purple paint clings to her hands and shaven head. Most of the statue's paint has worn away.

A successful **Search** roll reveals a hairline crack along the statue. It begins at the top of the woman's

head, goes down both shoulders, and meets at the bottom of the statue.

This statue weighs about 100 kilograms (220 pounds), or SIZ 17.

Relationships

- **Associated:** Weak Vessel School of draconic mysticism
- **Friendly:** Godunya, Kralorelans
- **Hostile:** Pentans

Knowledge

One of a Kind, Tier.

History

This statue dates to late in the reign of False Emperor ShangHsa, before Godunya—the current Dragon Emperor—revealed himself and cast down the New Dragon's Ring. It depicts Jisayan, a master mystic from Jaubon Province. During ShangHsa's reign, adherence to the Land of Splendor's true traditions was persecuted by the foreign tyrants from across the ocean.

Fleeing from her home in Lung Ta city, Jisayan's compassionate virtue gathered monks, farmers, and scholars to her from across the countryside. They resisted the foreigners through teaching and healing—through keeping ancient traditions alive. Jisayan's own practices grew ever more austere. She denied herself all comforts which ShangHsa's cronies denied to the common people. At last, she chose to deny herself freedom in 902 ST. Taking the **Black Stone of Imprisoning Bonds**, Jisayan sealed herself within a statue of herself. There she began her final meditations, making a sacrifice of herself to hasten the rebirth of a True Emperor.

However, when Jisayan's body perished she did not die.

The statue was venerated in a countryside village until Godunya took the throne in the 12th century. After peace was restored, worship of Jisayan waned. The statue's story became a scholarly footnote to a turbulent period of Kralorean history.

Jisayan's self-abnegation led her to a partial enlightenment. About twenty years after sealing herself within the statue, Jisayan overcame both Fertility and Death. In the jargon of draconic mysticism, she is now ready to hatch to another stage of existence. Jisayan now dreams that dream within her soul which is called