

EXPANSION PACK – REQUIRES FULL VERSION OF SHADOWBANE

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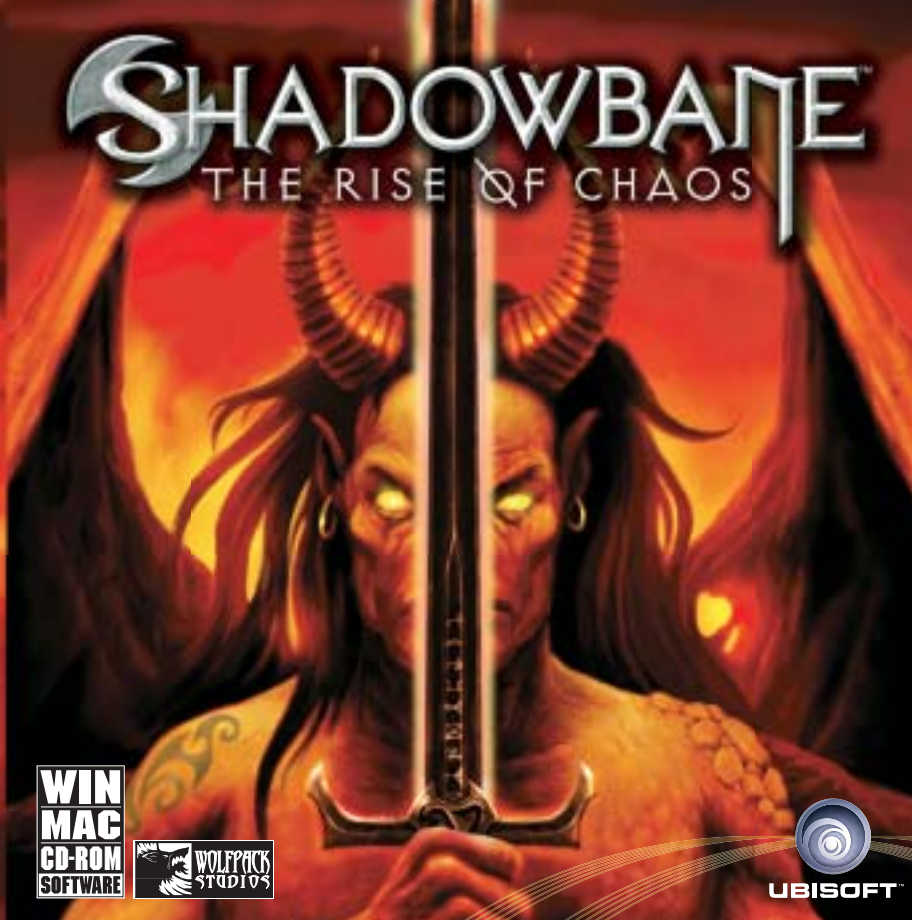
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SHADOWBANE™

THE RISE OF CHAOS



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Welcome to *The Rise of Chaos!*

They're not evil. Just misunderstood.

Well, maybe they *are* evil. If it's true that you can measure the quality of your story by the quality of its bad guys, then we can expect great things from *The Rise of Chaos*, the next chapter of *Shadowbane*TM's story. How can you turn down the opportunity to stump for unspeakable, indescribable nasties bent on invading the world and ending existence as we know it?

The Chaos Gate is the door that you're not supposed to open, but you do anyhow. It's Pandora's Box. The Dark Lords, waiting just beyond the boundaries of the universe, are submitted as an answer to the timeworn questions: "Is it possible for you to go too far? Are there really things that man wasn't meant to learn, and shouldn't trifle with?"

To you, the *Shadowbane* player, this is your e-ticket to front-row seats and a starring role in this chapter of the story. The cast of characters is expanded, the battlefield changes, and the stakes are raised...and you get to be right in the middle of it!

From the very outset of *Shadowbane*, our philosophy has been to make the major factions open to the player base, and that should be readily apparent in *The Rise of Chaos*. The Nephilim, insidious and duplicitous, are the harbingers of the Dark Lords' invasion. Aided by priests of Chaos and others who've made unholy pacts, all of Aerynth stands on the brink of invasion. Will your role be that of an agent of Chaos?

Let it not be said, however, that we are entirely rooting for the bad guys. The Sentinels, an ancient order of the Holy Church, still stands vigil against the forces of Chaos, and despite centuries of neglect, their honor and steadfast adherence to duty

has given everyone warning of the impending Doom. Despite being under-funded, neglected, and even scorned, they've held the line against the night. Perhaps if you lend your sword to their cause, their sacrifice will not be in vain?

Choose your side, intrepid adventurer. *The Rise of Chaos* awaits you.

— *The Shadowbane Team*

The Creeping Doom: Chronicles of Chaos

The Dark Lords have always ruled in the Pit of Chaos, subjugating the unnumbered demons of the Abyss to their evil will. The All-Father and His companions fought the Hosts of Chaos before the creation of Aerynth, a dreaded battle recalled in the most ancient Elvish epics, but still bitterly remembered by the demons themselves. The All-Father and His companions slew Kolaur, Dread Overlord of Chaos, and the Dark Lords have longed for vengeance ever since. Thousands of years ago, the Dark Lords took their revenge in the War of the Scourge, when swarms of demons teemed across all the lands of Aerynth, and the strength of Men, Elves, Centaurs, and Giants together could not defeat them. The All-Father Himself turned the tide, driving back the infernal hosts and closing the Chaos Gate. The Dark Lords were defeated, but not destroyed...

Vranaxxas the Mauler, one of the Dark Lords, was subdued and bound by a trio of Archons toward the end of the War of the Scourge. In the centuries that followed, the guard on the Dark Lord's prison grew lax, and with the Turning the demon was forgotten entirely, forgotten amidst a sea of troubles. The peoples of Aerynth were blind to the danger in their midst. Vranaxxas called out through dreams and sorcery to corrupt souls, building the Cult of the Scourge, a hidden cabal devoted to freeing Vranaxxas, finding the Chaos Gate, and opening the way for a second great invasion.

In the 97th year of the Age of Strife, the Cult of the Scourge finally loosed their terrible lord. The Dark Lord jarred the Chaos Gate, and now the legions of Chaos march again! Through some foul craft, reflections of the baleful isle of Maelstrom have been cast across all the known fragments, and all Aerynth trembles at the Rise of Chaos...

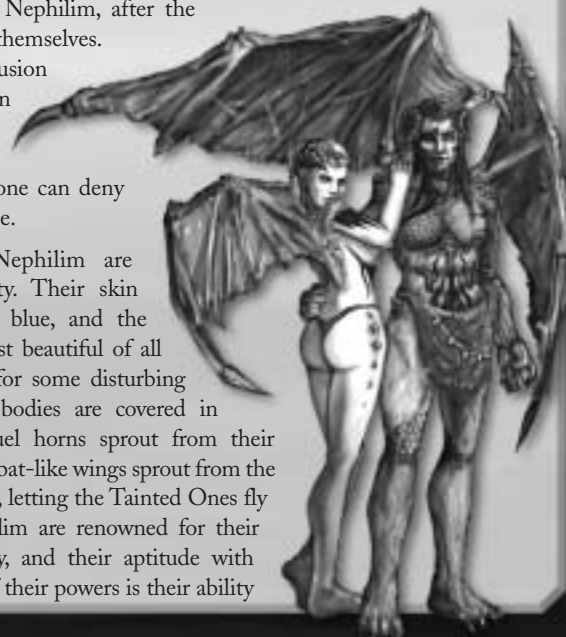
New Race: The Nephilim

Their Lore

As the first century of the Age of Strife draws to its close, another strange new race has emerged onto the face of Aerynth. They are often called the Tainted Ones, but the learned know them as the Nephilim, after the name they use amongst themselves.

The ongoing strife and confusion of this new age has left even the wisest Sages and Wizards unsure of the Nephilim's origins, but no one can deny that the Nephilim have come.

Tall and graceful, the Nephilim are obviously kin to Humanity. Their skin ranges from gold to deep blue, and the Nephilim might be the most beautiful of all the Man-like races, if not for some disturbing differences. Parts of their bodies are covered in serpent-like scales, and cruel horns sprout from their brows. Most shocking of all, bat-like wings sprout from the shoulders of every Nephilim, letting the Tainted Ones fly like the Aracox do. Nephilim are renowned for their strange beauty, their cruelty, and their aptitude with magic. The most frightful of their powers is their ability



to alter their appearance, donning a magical guise indistinguishable from an ordinary Human. Master spies and infiltrators, the Nephilim have spread throughout Aerynth in secrecy, and perhaps only the Dark Lords know precisely how many there are.

Some say that the Nephilim are the result of magical experiments, similar to the rites that created the Minotaur in the Age of Days. Others believe that the Nephilim are the offspring of Humans and summoned demons, hybrids who work to spread torment and Chaos through the ravaged lands of Aerynth. Still others claim that the Tainted Ones are not Human at all, but demons born of Chaos, the first wave of a new invasion. Whatever the case, the Nephilim have emerged into the Age of Strife as staunch supporters of the Dark Lords of Chaos, devoted to the destruction of Aerynth as it once was.

The Nephilim are a strong and intelligent race. A good choice for all sorts of professions, their natural aptitudes can work for any template that needs high skills or good casting abilities, with the additional benefit of being well prepared to use strength-based weapons. Their ability to fly is formidable, and spies will make good use of their disguise power.

Base Classes Available

- | | | | |
|-----------|--------|----------|---------|
| • Fighter | • Mage | • Healer | • Rogue |
|-----------|--------|----------|---------|

Professions Available

- | | | | |
|-------------|-------------|-----------|-----------|
| • Assassin | • Channeler | • Scout | • Warrior |
| • Barbarian | • Doomsayer | • Thief | • Wizard |
| • Bard | • Fury | • Warlock | |

Disciplines Available

- | | | |
|-----------------|---------------|--------------|
| • Archer | • Enchanter | • Summoner |
| • Black Mask | • Gladiator | • Traveler |
| • Bounty Hunter | • Huntsman | • Wyrmslayer |
| • Commander | • Rat Catcher | |

Powers

- | | |
|-----------------|-------------------------------|
| Mundane Eidolon | Personal Human Transformation |
|-----------------|-------------------------------|

The Nephilim have long wandered the world in Human form. This power allows players to do so.

New Classes

DOOMSAYER: *Their Lore*

Legend has it that as he lay dying, Kolaur the Dread Overlord laid a great curse upon the All-Father, and called upon all the Dark Lords to avenge him. The Dark Lords have spent all the ages since then brooding in their hate, longing for the chance to take their vengeance on Pandarrion and all of his creations.

Through the long history of Aerynth, the Children of the Gods have ever been loath to worship the Dark Lords of the Pit. The archmages of the Deathless Empire learned their ways and names in the Age of Dawn before Time's beginning, but



offered them pacts and bargains instead of worship. It was not until the Demon Hordes walked upon Aerynth in the War of the Scourge that the Dark Lords won their first mortal converts. Some turned to Chaos to bargain for their lives; others were driven mad by horror or despair. In a time when many felt the Gods of Aerynth had failed them, the Dark Lords' call was irresistible. By the war's end, cults of Chaos had sprung up, each centered around a prophet, a Doomsayer who strove to bring Kolaur's curse upon the All-Father's Children. As hideous as the Hordes of Chaos were in battle, time and again the Grand Alliance found its efforts hampered by traitors within their own ranks, devotees of Chaos who received their orders through the mouths of Doomsayers.

The final defeat of Chaos cut those first Doomsayers off from the favor of the Dark Lords, and the early cults were quick to fall before the sweeping purges led by the Holy Church. It was not until Morloch returned

from the Pit late in the Age of Kings that the Dark Lords gained new servants among the peoples of Aerynth. The Maimed God took the Minotaurs as his own, and invested the worthiest chieftains of the bull-men with the power of Chaos. So the Doomsayers were reborn, serving as shamans of Morloch to the savage clans, and spreading the message of Chaos to others who would listen. In time, new cults arose, and soon there

were many Doomsayers hidden among the ranks of the disillusioned or the insane. Remembering the lessons of the past, the new cults of Chaos worked in secret, awaiting the day when the Chaos Gate would open yet again and the masters might purge the world again.

That day may be close at hand. Late in the 97th year of the Age of Strife, the seals on the Chaos Gate weakened, and the taint of Chaos began to flow through once more. The Nephilim emerged from hiding, convinced that their time had finally come. Now Doomsayers operate openly, decrying the feeble Gods of Aerynth, spreading strife and madness where they can, and offering the disillusioned new paths to power.

Focus Skill: Corruption.

Disciplines Available

- | | | |
|----------------|---------------|------------|
| • Blade Weaver | • Rat Catcher | • Traveler |
| • Enchanter | • Summoner | |

Races Available

- | | | |
|------------|------------|------------|
| • Aelfborn | • Elf | • Human |
| • Irekei | • Minotaur | • Nephilim |

SENTINEL: *Their Lore*

Nearly 1300 years ago, the Chaos Gate was flung wide, and the endless legions of Chaos invaded Aerynth. For nearly a century, the Children of the Gods stood in a Grand Alliance against them, but no mortal power could turn the demonic tide. The War of the Scourge ravaged entire regions, shattered kingdoms, and eradicated entire peoples. When the hour seemed darkest, the All-Father Himself intervened, and took the field at the head of His host of Archons. The All-Father led His Children in a great invasion of the Pit of Chaos, and finally, Hedrusiel, Archon of Strength, closed the Dark Gate, though all the hosts of the Pit strove against him.

The lords of Men, Elves, and Centaurs withdrew from the Chaos Gate after the victory, looking to heal their wounds and rebuild their ravaged nations. The clergy of the Holy Church, however, saw that the very existence of the Chaos Gate served as a dire threat. The Gate was closed but not unmade, and what opened once might open again. Cardinal Ellidaern of the Elvish Church decreed that a new Holy Order should be founded, open to all of the Children of the Gods, to stand watch over the Chaos Gate and serve as the first line of defense should Chaos stir again. Many warriors and pious priests flocked to join the Order of Sentinels, and thus the Long Vigil began.

The Sentinels raised many stout fortresses around the Chaos Gate, praying, training, and contemplating how best to defend Aerynth from the Hosts of Chaos. The order drew Centaurs, Elves, and the Sons of Men alike, and the Sentinels' liturgy incorporated worship elements from all three races. Indeed, though their role has largely been forgotten, the cooperation within the Order of Sentinels served as a model for the great unification of the Elvish and Human churches of the All-Father and the creation of the modern Holy Church as we know it.

Heroth the Vigilant, later canonized as Saint Heroth, is still revered as the greatest

master the Order of Sentinels has ever known. A pious Centaur, Heroth first formulated the secrets of Abjuration, revealed to him in visions by Nandramiel, Archon of Judgment. Nandramiel revealed the Nine Holy Bindings, words of power that overpower the will of evildoers who hear them. Only those purified by meditation and the proper regimen of prayer may utter the divine Bindings without being destroyed. Abjuration has always served the Sentinels well.

The Sentinels' tireless vigil has slowly been forgotten over the centuries, as the temporal realms of Men and Elves and even the Holy Church itself have grown distracted by other concerns. When Morloch and the Twisted Breeds came through the Chaos Gate in the year 799 KY, the order had long since diminished in numbers and support. The Sentinels did not shirk their duty, however, and their tenacious resistance and swift warning ensured that the nations of the Grand Alliance were able to thwart the Maimed God's ambitions. For a brief time, the Sentinels again enjoyed the renewed support and attention of the Patriarch and Temporal kings, but as the centuries ground on, the order again faded into obscurity. In the waning years of the Age of Kings, ominous warnings came from the Sentinels that foul things were again trickling through the Gate. Divinations warned of a great stirring in the Outer Chaos. Alas, the Sentinels' appeals for aid fell on deaf ears – the



lords of Men and Elves were embroiled in the War of Tears, and even the Holy Church was paralyzed with indecision.

Since the Turning, matters have grown even worse. Morloch and other powerful minions of Chaos have been freed, and the Sentinels have found their position growing precarious indeed. At the end of the 97th year of the Age of Strife, the seals on the Chaos Gate slipped, and for the first time in centuries the Dark Legions again set foot upon Aerynth. The Dark Lords cannot yet pass the Gate, but the Sentinels fear a second Scourge is inevitable. Many Sentinels have left the Gate to appeal to the nations of Aerynth for aid, and many newcomers are flocking to the forgotten order. Aerynth needs the Sentinels now more than ever.

Focus Skill: Abjuration.

Disciplines Available

- | | | |
|----------------|---------------|-----------------|
| • Blade Master | • Huntsman | • Undead Hunter |
| • Forge Master | • Knight | • Wyrmslayer |
| • Giant Killer | • Rune Caster | |

Races Available

- | | | |
|------------|---------|------------|
| • Aelfborn | • Dwarf | • Nephilim |
| • Centaur | • Human | |

New Disciplines

CONJURER: *Their Lore*

The great magi of the Deathless Empire perfected a dangerous art long before the beginning of time: *Maelarchor*, or Conjunction.

The Conjurers of old learned how to send their wills out into the spaces Beyond, contacting the dread presences of Chaos. In time they learned to summon all manner of demons, devising arcane Binding Incantations to command them. Most of the original Elvish secrets have been lost, but some latter Conjurers still practice this dangerous art, calling forth the minions of Chaos to use as servants.

DARKSWORN: *Their Lore*

The Dark Lords have only manifested themselves upon Aerynth once, but their unholy wills have been focused on the world from the time of its beginning. There have always been a precious few who heard the Call of Chaos in their dreams, dark souls who felt the presences Beyond. Many were driven mad by the baleful influence of Chaos, but those who endured the touch of Chaos were drawn into the service of the

Dark Lords, offering up their very souls to the masters of Chaos in return for power. Until the Chaos Gate began to open, none could say how many hidden heretics lay within the churches and conclaves of the Wise. Now these pawns of Chaos stand revealed, spreading the terror of their dark masters wherever they tread.



New Island: Maelstrom

Maelstrom is a realm torn from another plane and moved through the shards of reality until it came to rest in Aerynth. It bears the stress of the transit openly, the land is violently malformed, and gives every indication of being a place where natural laws have been violated and where the bounds of reality have been stretched and broken. The nature of Chaos is wanton change and the destruction of Order, and the land bears evidence of this dark and terrible influence.

New Foes: The Hordes of Chaos

A fragment of the *Istolliath Maugrillion* (whose title means “Book of Aberrations” in the ancient Elvish), pertaining to the infernal minions of Chaos...

ATLAACH / Level Range: 35–45

The countless spawn of Xalthotlan, the Dark Lord known as the “Crawling Killer,” these violent eight-legged monstrosities are cunning, acting with uncanny precision. Their front legs end in long, jagged blades of glassy chitin as hard and sharp as any steel, and their bite is death.

BARBATORR / Level Range: 45–60

These great demons are some of the Dark Lords’ most powerful minions. Huge and muscle-bound, their scaly green hides are almost impervious to attack, and the wicked

weapons of black steel they wield are terrible indeed. When The Chaos Gate first opened, these fell troops formed the vanguard of the invasion and served as the shock troops of Chaos.

DOOMSPAWN / Level Range: 35–45

Touched by the corrupting forces of raw Chaos, these tortured souls are being consumed by a noxious green blight that slowly covers their bodies, twisting their flesh and consuming them.

DRAATCH / Level Range: 30–45

These tiny imps serve primarily as a source of food and labor to the Dark Lords of the Pit. Witless, weak, and wretched, they are nonetheless spiteful, and when they escape the realms of Chaos, they constantly strive to sow wickedness and Chaos in the material world.

EYRENE / Level Range: 30–50

Tempresses who seek ever to corrupt the pious and doom the unwary, these wicked spirits are female in shape, though their bat-like wings and horns betray their parentage. They are powerful magicians.

FORMORR / Level Range: 50–60

Originally a troop of Giants who aided the grand invasion of Chaos at the end of the War of the Scourge, the Formorr were trapped in Chaos with Malog and his legions. During their captivity, their bodies and minds were twisted and warped by the touch of Chaos, leaving them hideously deformed.

GORTHALE / Level Range: 40–50

Also called “Night Fiends,” these creatures of darkness strike with venomous claws and fangs.

MULCIGORR / Level Range: 50–60

Twisted and hateful, these entities are often called “slime demons” for the viscous, acidic secretions that ooze from their pockmarked skin. The very embodiment of corruption, these demons are despised even by their own kind, and are often sent ahead of the legions of Chaos to blight regions before they are attacked.

NELCHAEAL / Level Range: 55+

Also called Banelords, these tall fiends are gaunt and thin, their black skin stretched thin over their bones, with wicked barbs and spurs showing through at their joints. These powerful demons serve as the generals of the armies of Chaos, and are feared second only to the Dark Lords themselves.

QUALGNARR / Level Range: 55–60

These massive, reptilian horrors arose in the Pit of Chaos, and are unleashed by the Dark Lords whenever the legions of Chaos seek to terrify their foes. Fiercely territorial, these mindless beasts live only for the taste of flesh and blood. Even the generals of Chaos can barely keep these beasts under control.

SAARGOTH / Level Range: 35–50

Also called “Hellhounds,” these feral beasts follow the hosts of Chaos, feasting upon the carrion they leave in their wake. Some powerful demons keep them as pets, and in lands where the Chaos Gates have opened, foul packs of these beasts roam far and wide.

VALPHAGORR / Level Range: 45–55

These trusted lieutenants of Chaos are often used as intermediaries and messengers. They are potent spell-casters, and their shrieks can stun the unwary.

New Zones

Maelstrom was once a blighted region, far from the mighty empires of Aerynth, a realm known only for its desolation and the presence of the Chaos Gate. For centuries, the vigilant Sentinels were the only inhabitants of Maelstrom, but now demons swarm here again, and to make matters worse, the Dark Lords have somehow managed to duplicate the realm, casting reflections of it across Aerynth. A new island broods off the shores of every fragment.

Those brave enough to venture to Maelstrom will discover the following features:

BASTION

Once, dozens of Sentinel fortresses stood on Maelstrom; now, only one remains. Bastion is the final redoubt of the Order of Sentinels, and the forces of Light and Order are massing there, hoping to mount a defense against the growing threat of Chaos. The Lord Commander learned long ago that the easiest way to thwart the demons was to provide aid to any and all who sought fame or adventure in the twisted lands of Maelstrom.

BATTLEGROUND

Once the Order of Sentinels held the Chaos Gate in a great cordon, defending it with stout fortresses to the north and south. When Vranaxxas slipped the seals of the Gate, these lines became battlegrounds, and the Sentinels held as best they could, but within weeks the demons had seized control of both of them. Now the infernal hordes are raising fortifications of their own, and legions of the misguided are flocking to the Dark Lords’ banner. These ravaged regions serve as the front lines in the war against Chaos.

THE CHAOS GATE

The dark heart of Maelstrom, this blighted place contains the Chaos Gate itself, surrounded by dark, new edifices. Since the slipping of the seals, demons have swarmed here in numbers unknown since the War of the Scourge, and rumor has it that they are raising their own dark temples and building an army. It remains to be seen whether these tales are true, or are lies spread by the Nephilim to dispirit the defenders.

Extra Character Slot

Registering your expansion pack will open a sixth character slot. The Character Selection screen will then show six pedestals where your avatars can stand.

Character Selection Screen

When you bring up your Character Selection screen, you will be met with a picture of desolation, the wasteland



that remains after the passing of the Scourge. Upon the field, you'll see all of your current characters, as well as empty pedestals for any free slots.

Character Creation Screen

The revised *Rise of Chaos* Character Creation screen offers you four modes in which to create your character:

- **Race:** You will now be able to choose the Nephilim race, as well as all the other races of *Shadowbane*. A Lore window will give you the background on the currently selected race.
- **Class:** Each of the four base classes is listed, along with the lore relating to the currently selected class. You will also note the Promotion window, which gives all of the available options for promoting to professions, based upon your currently selected race, class, and gender.
- **Traits:** This provides an extensive list of background traits and merits which you can use to flesh out your character.
- **Origin:** In this mode, you set your character's name, gender, and world of origin.



*Shadowbane:
The Rise of Chaos*
Proof-of-Purchase



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Also, please make sure that your computer meets the minimum system requirements, as our Support Representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Operating system.
- Processor speed and manufacturer.
- Amount of RAM.
- Video card that you are using and the amount of RAM it has.
- Type of sound card you are using.
- Maker and speed of your CD-ROM or DVD drive.

Contact Us over the Internet: This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

Contact Us by Email: For fastest response via email, please visit our website at: <http://support.ubi.com/>.

From this site, you will be able to enter the Ubisoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone: You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line.

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Suite 100
Morrisville, NC 27560

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