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By AARON ALLSTON



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Challenger Series

Poor Wizard's Almanac

& Book of Facts

by Aaron Allston

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The World of Mystara

Introduction

Travelers in the real world rely on a number of useful, informative travel guides such as *Baedeker's*, *Fodor's*, *Michelin Tourist Guides*, and the like. Travelers' guides to game-worlds would be equally useful to DUNGEON MASTERS™—but such a thing hasn't been available—until now.

The **Poor Wizard's Almanac** is a guide to the Known World in the year AC 1,010. If you already own some of the **Gazetteers**, this almanac serves to update them from the year AC 1,000 (the time period of the original **Gazetteer** line) to year AC 1,010. As you may know, events described in the **Wrath of the Immortals** boxed set wrought dramatic changes on the Known World in the years AC 1,004 to 1,009, and **Poor Wizard's Almanac** explains what those changes are.

If you *don't* own any of the **Gazetteers**, the first half of **Poor Wizard's Almanac** acts as a substitute. It provides distilled information on the nations described by these supplements.

The **Almanac** is arranged thusly:

Structure of the World describes the physical and magical nature of the world of Mystara.

Overview of Mystara provides a nation-by-nation look at both the Known World and the Hollow World.

Armies of the World provides *War Machine* statistics for the world's armies and navies.

Who's Who In the World provides game statistics for dozens of characters mentioned in the Overview.

The Mystaran Year talks about the Mystaran calendar and astrology.

The Year in Preview is an event calendar of the year AC 1010, with scores of events that characters can participate in.

The **Indices** make it easy to find charts and references all through the Almanac.

The **Almanac** is written with the Dungeon Master in mind. It's a travel guide to Mystara—but one which exposes many of the world's secrets. If you're a player in someone else's Known World campaign, check with your Dungeon Master before reading this book.

The **Gazetteer** series gave us a world for our campaigns. The **Almanac** series sets that world in motion and makes it the moving, changing, living place it can be. We hope you enjoy it.

Structure of Mystara

Mystara is not like most other worlds. Most worlds floating in the depths of the Prime Plane are contiguous spheres of stone, metal, even water or gas—but Mystara is shaped more like a hollow sphere with holes at both ends.

Like most worlds, it has an exterior surface which faces the sun and the stars. But instead of being solid all the way to the core of the planet, Mystara has a very thick rocky mantle and a huge hollow interior. That interior constitutes a world of its own, a world lit by its own magical sun. That sun hangs at the center of the hollow and provides daylight all the time—the Hollow World (almost) never knows darkness. The diagram on page 3 shows the structure of Mystara.

Measurements

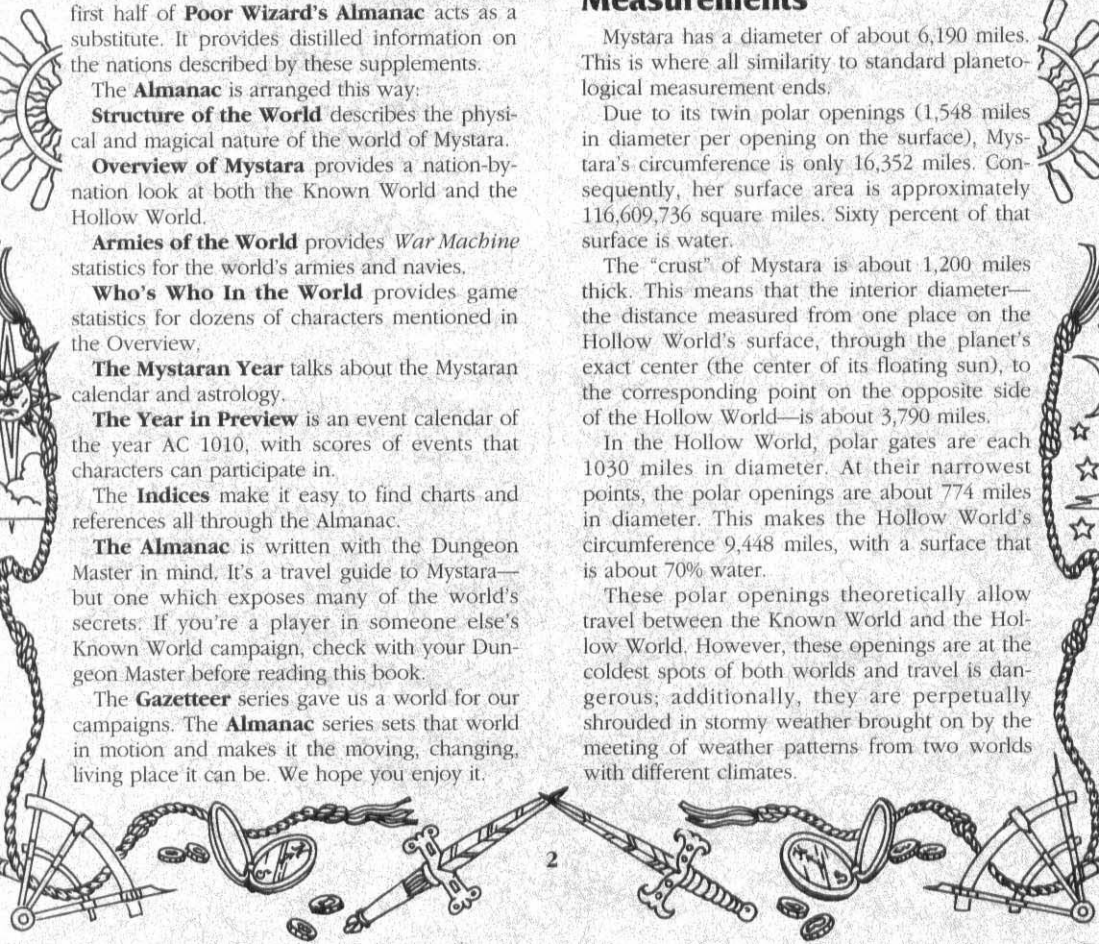
Mystara has a diameter of about 6,190 miles. This is where all similarity to standard planetological measurement ends.

Due to its twin polar openings (1,548 miles in diameter per opening on the surface), Mystara's circumference is only 16,352 miles. Consequently, her surface area is approximately 116,609,736 square miles. Sixty percent of that surface is water.

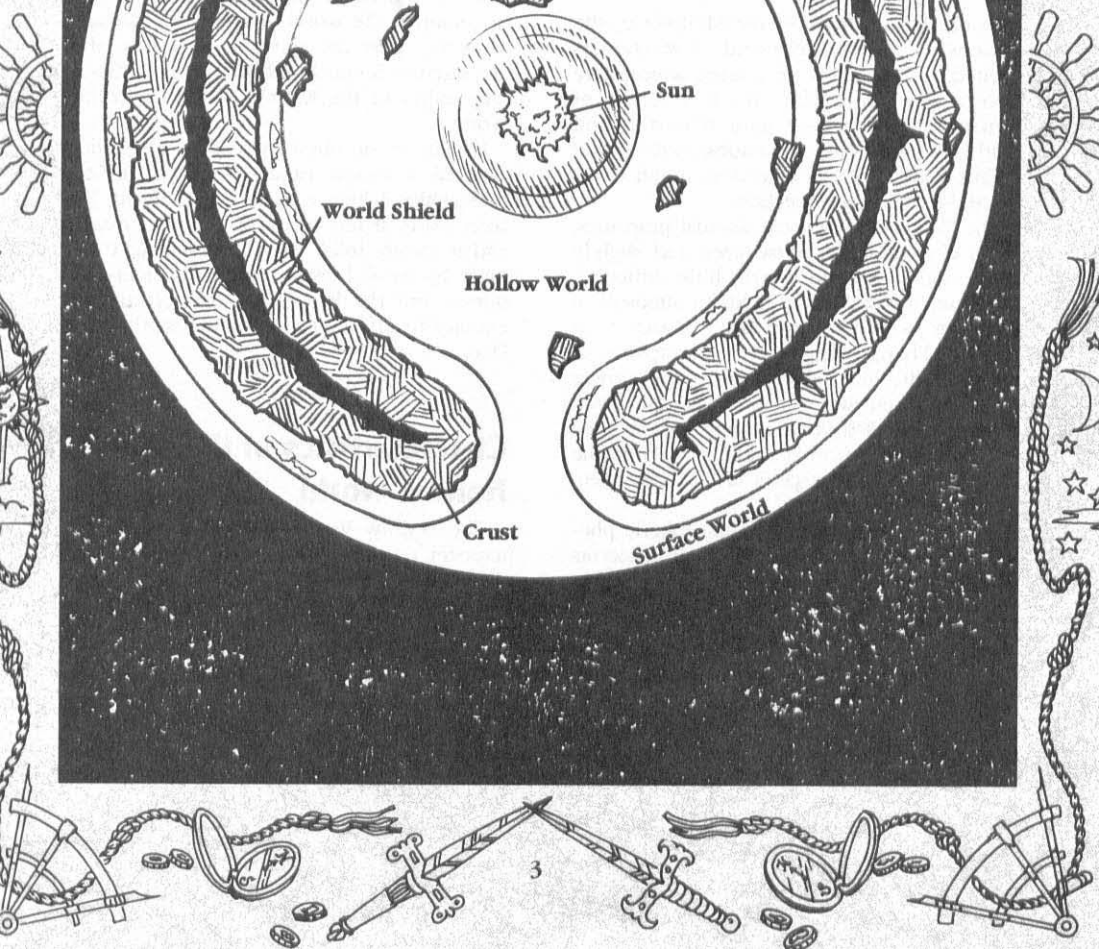
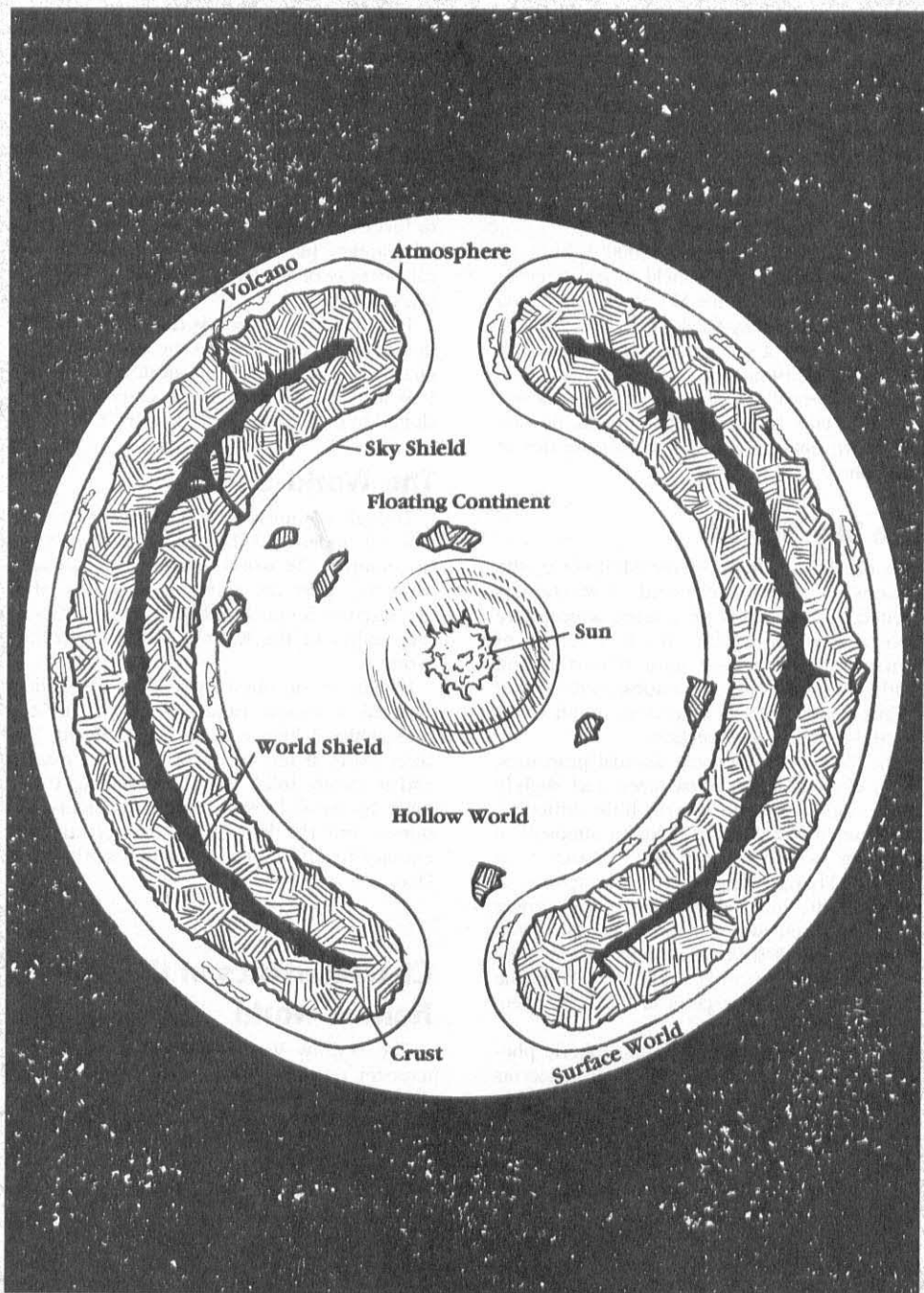
The "crust" of Mystara is about 1,200 miles thick. This means that the interior diameter—the distance measured from one place on the Hollow World's surface, through the planet's exact center (the center of its floating sun), to the corresponding point on the opposite side of the Hollow World—is about 3,790 miles.

In the Hollow World, polar gates are each 1030 miles in diameter. At their narrowest points, the polar openings are about 774 miles in diameter. This makes the Hollow World's circumference 9,448 miles, with a surface that is about 70% water.

These polar openings theoretically allow travel between the Known World and the Hollow World. However, these openings are at the coldest spots of both worlds and travel is dangerous; additionally, they are perpetually shrouded in stormy weather brought on by the meeting of weather patterns from two worlds with different climates.



The World of Mystara



The World of Mystara

The Atmosphere

The planet's atmosphere is similar in thickness from the Known World to the Hollow World. It remains breathable up to about 20,000 feet; above that, most living creatures need special breathing gear or spells. However, above 20,000 feet, the atmosphere still provides pressure; a character above 20,000 cannot breathe normally, but will not die.

At an altitude of about 80,000' (about 15 miles), the atmosphere is held in by an envelope of energy called the Sky-Shield, described below. Above the Sky-Shield, there is no atmosphere; the void of space does not have enough pressure to sustain life. Characters not protected by special devices or magical spells will die—they take 1d6 damage per round, no saving throw, until they die or reenter the denser atmosphere.

The Sky-Shield

In the Prime Plane of the Multiverse, the dimension where the world of Mystara is located, most planets possessing atmosphere also have a Sky-Shield. This is a bubble of transparent energy—a natural part of the world—which holds the atmosphere in and makes it difficult for objects to attain outer space. Mystara is no exception.

The Sky-Shield has some unusual properties. Small objects, up to horse-sized and slightly larger, can penetrate it with little difficulty. However, the Sky-Shield holds in atmosphere and does its best to keep larger objects from leaving. Flying ships which are capable of reaching the Sky-Shield usually are slowly deflected when they get too close. However, certain very skilled sky-ship pilots have learned to ride a special kind of freak tornado all the way from the heaviest point of the atmosphere to above the Sky-Shield.

These tornadoes are rare atmospheric phenomena which occur when a natural rip occurs in the Sky-Shield, spilling heavier atmosphere out into the void. Once outside the Sky-Shield, naturally, a ship will require those magical or artificial means to preserve life, or the crew will die.

A tear made by a ship or creature breaking through will seal up almost instantly. Reentering the atmosphere is much easier than leaving it. A ship descending to the Sky-Shield will break through it with little difficulty.

The Moons

Two moons circle the world of Mystara, but most people are only aware of one of them.

The "known" moon is called Matera. It is a silvery, lifeless, crater-marked satellite. Like Earth's moon, Matera waxes and wanes in a predictable pattern, controls the tides, and is a boon to nighttime predators and an inspiration to lovers. It is not very interesting to Mystaran adventurers. In fact, in spite of the great magical prowess of Mystara's spellcasters, Matera is unexplored.

The "unknown" moon is called Patera by the Immortals. It is a secret to the mortals of Mystara because it is small, magical, and *invisible*. It is also inhabited (see the entry for "Moyshima" in the "Overview of Mystara").

The World-Shield

Though scientists of the world of Mystara will not understand this for many more years or centuries, the world does not have enough mass to supply the gravity it possesses. Mystara's gravity is equal to that of Earth at the surface either of the Known World or Hollow World.

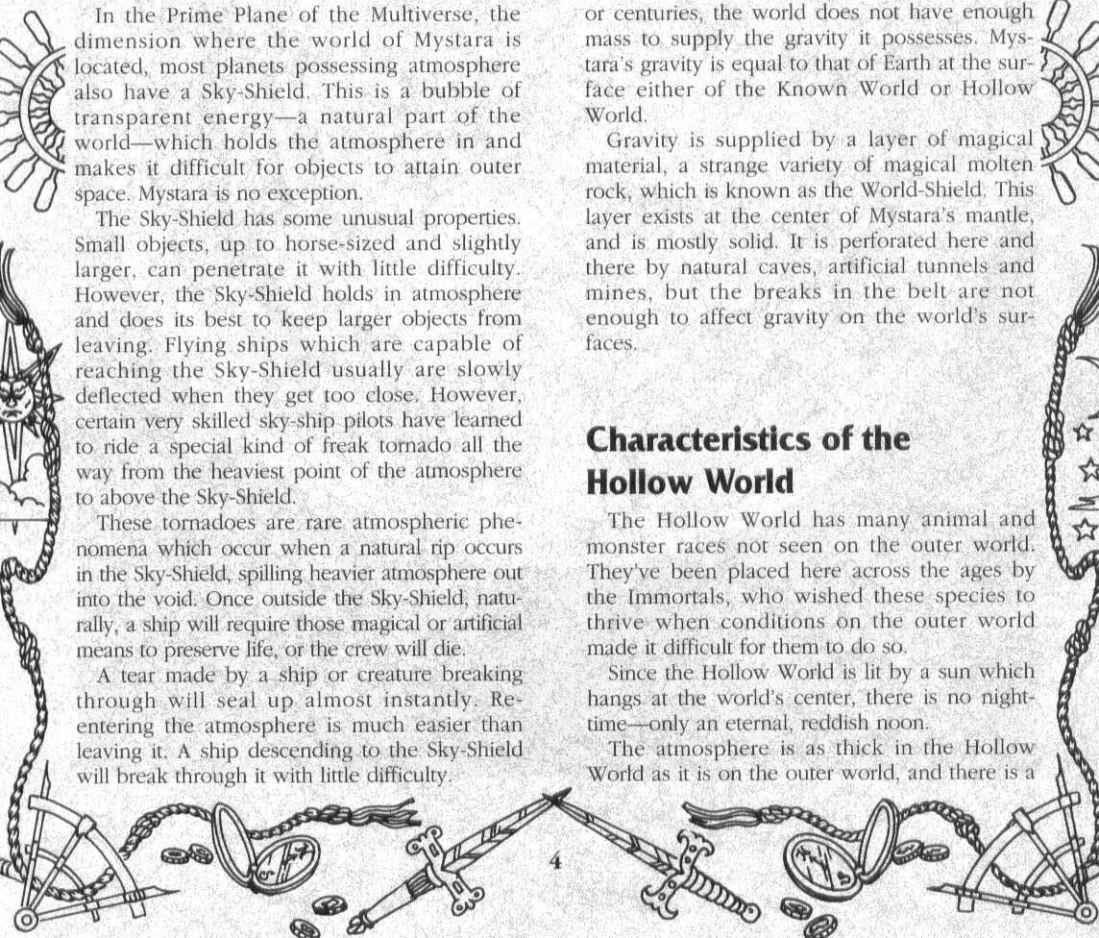
Gravity is supplied by a layer of magical material, a strange variety of magical molten rock, which is known as the World-Shield. This layer exists at the center of Mystara's mantle, and is mostly solid. It is perforated here and there by natural caves, artificial tunnels and mines, but the breaks in the belt are not enough to affect gravity on the world's surfaces.

Characteristics of the Hollow World

The Hollow World has many animal and monster races not seen on the outer world. They've been placed here across the ages by the Immortals, who wished these species to thrive when conditions on the outer world made it difficult for them to do so.

Since the Hollow World is lit by a sun which hangs at the world's center, there is no nighttime—only an eternal, reddish noon.

The atmosphere is as thick in the Hollow World as it is on the outer world, and there is a



The World of Mystara

deep vacuum between the interior surface and the internal sun.

The internal sun is orbited by a number of irregularly-shaped satellites. Some orbit in the area of vacuum, and some orbit much lower, within the atmosphere. Of the ones in vacuum, some still manage to hold an atmosphere, usually through an ancient enchantment. Of the satellites with atmospheres, many are populated by demi-humans, humanoids, and monsters; it is there that adventurers might find the most unusual of civilizations. These satellites are normally called the Floating Continents, though few are truly continent-sized; they range from the size of large boulders to the size of large islands. The natives of the Hollow World observe their motion in order to tell time.

Maps of the Hollow World appear to have the directions of east and west reversed from maps of the Known World. In actuality, they're not really reversed. If a traveler stands at one point on the outer world, and another adventurer stands at the corresponding point (1,200 miles straight down) on the Hollow World, and both travel east according to the map, they're really traveling in the same direction. For our purposes, "east" always means "spinward"—the direction the world rotates—while "west" means "counter-spinward."

Society in the Hollow World

The Hollow World is affected by an enormous enchantment called the *Spell of Preservation*. This enchantment was laid upon the Hollow World by Immortals long millennia ago, and it was designed to preserve intact the individual cultures placed in the Hollow World. Thus, when a culture is transferred from the outer world to the Hollow World, it remains much the same—the culture does not change in terms of language, technology, or cultural characteristics from century to century. From the perspective of the Immortals, this gives the Hollow World characteristics similar to a museum or a zoo, and it is here they bring cultures they admire and want to preserve when those cultures are threatened with destruction.

Magic in the Hollow World

The planet's World Shield is strongly anti-magical. In its immediate vicinity, magic cast by mortals does not work at all; the World-Shield behaves as a 100% Anti-Magic power.

In addition, the combination of the Spell of Preservation and the World-Shield strongly influences the way magic works in the Hollow World. Here, some spells work and other spells don't. As a rule of thumb, the following types of spells do not work when cast in the Hollow World:

Spells of Divination and Communication, such as *know alignment*, *speak with dead*, *commune*, *ESP*, and *contact outer plane*.

Spells of Summoning, including any spell which summons up any sort of monster.

Spells of Instantaneous Transportation, including *word of recall*, *travel*, *dimension door*, *teleport*, *summon object*, *teleport any object*, *travel*, and *gate*.

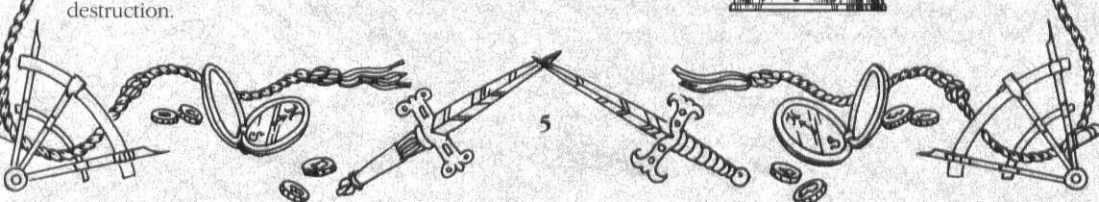
Events of the **Wrath of the Immortals** weakened the World-Shield. Prior to that time, the World-Shield also prevented several other categories of spells from working. However, the following types of spells now work when cast in the Hollow World:

Spells of Holding, such as *hold person* and *hold monster*.

Spells of Charming and Commanding, such as *quest*, *geas* and all the *charm* spells.

Spells of Immortality, including *raise dead*, *raise dead fully*, and *reincarnation*.

Other notes: If a spell does not work in the Hollow World, neither do magical items which simulate that spell. Characters newly arrived from the Known World generally do not know which spells work and which don't; the only way to find out is to cast the spell. Finally, though mortal magic is affected, Immortal and artifact magic is not; Immortals can cast all spells normally in the Hollow World. Mortals, however, are not aware of this.



Overview of Mystara

In this section, we describe several nations of the world of Mystara. In this Almanac, we concentrate on the eastern regions of the continent of Brun and the Sea of Dawn on the Known World; on the continent of Iciria in the Hollow World; and on a couple of unusual places elsewhere.

Aasla (Isle of)

This island was once the Aasla Spur mountains of western Alphatia. Like Monster Island (described below), these mountains tore themselves free of Alphatia when the continent sank. No one is known to live here.

Aegos (Kingdom of)

Location: Known World, in the Sea of Dawn, southeast of the Isle of Dawn.

Area: 65,846 sq.mi. **Population:** 5,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Independent monarchy, previously part of Alphatian Empire.

Industries: Agriculture; sheep products (wool and mutton).

Description: This island is primarily rural and agricultural. However, it has in recent years been the site of an ambitious Alphatian project. In the south-central parts of the island, at a new village named Pittston, the Alphatians, along with gnomish and dwarvish craftsmen have dug a shaft through Mystara's crust to reach the Hollow World. They began construction in the year 1,000, shortly after an Alphatian hero named Haldemar informed Empress Eriadna of the Hollow World's existence; it was completed about five years later. Shortly after that, an accident collapsed the central section of the shaft. Existence of the shaft is not yet common knowledge; when it is known, Aegos will become the goal of several profit-seeking nations who want easy access to the Hollow World.

History: See "Alatian Islands."

Important Figures: Dromedon (King).

Flora and Fauna: Because of the old failure of the zoo on Aegos and the recent collapse of the animal pens on nearby Gaity, monsters of any sort can be found here.

See Also: Dawn of the Emperors Boxed Set, Wrath of the Immortals Boxed Set.

Aengmor

Location: Known World, continent of Brun, in eastern Darokin, north of the Five Shires and Karameikos.

Area: 17,950 sq.mi. **Population:** 125,000. Approximately half of the Shadow Elves who once lived in their subterranean home now live on the surface. **Languages:** Elvish (Shadow Elf dialect). **Coinage:** Bright (gp), Shine (sp), Glint (cp), *kalafi* (specially-crafted, varnished strips of hard bark-like fungus, variously rated at 10 gp, 50 gp, and 100 gp).

Government Type: Monarchical colony (beholden to City of the Stars).

Industries: Mining (precious metals).

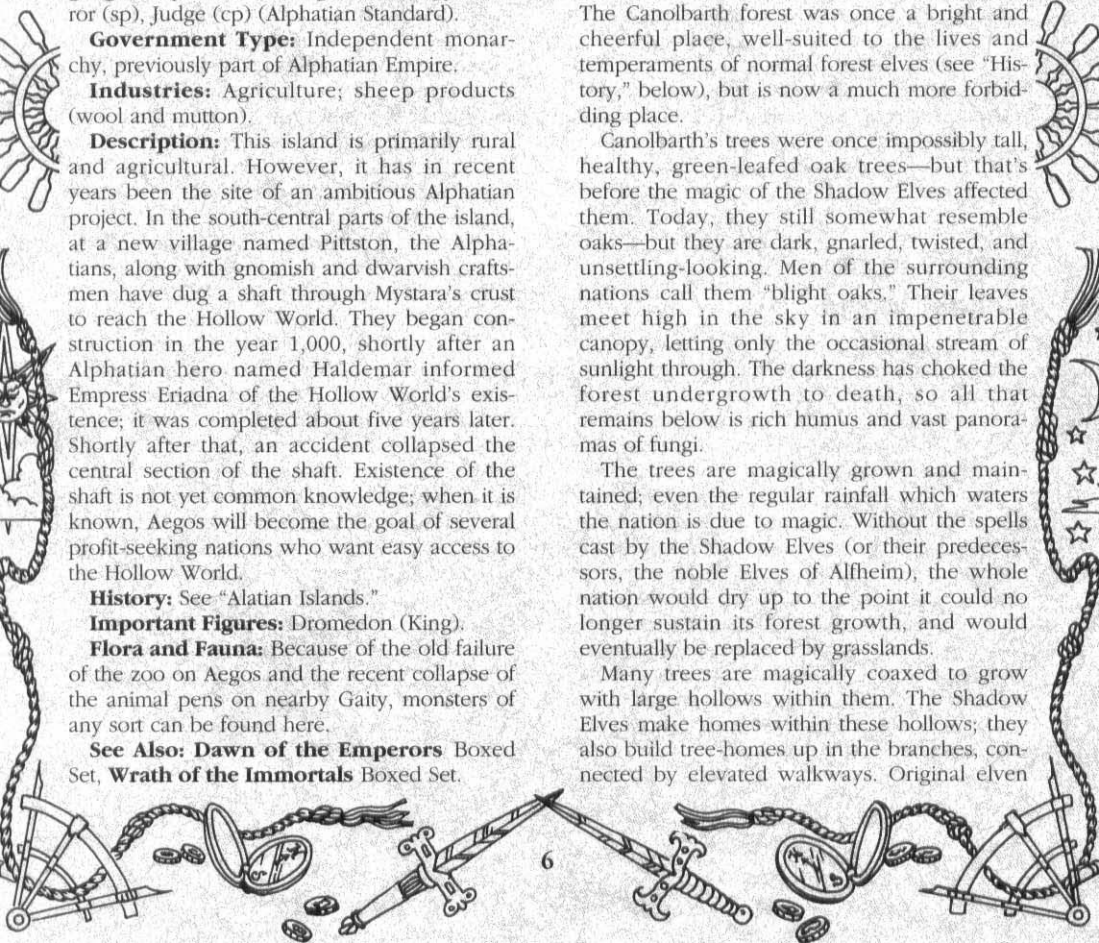
Description: This is a deep, dark, forested land contained entirely within the borders of the Republic of Darokin. It is the home of the Shadow Elves, a pale, mutated form of elf long thought entirely legendary.

Although Aengmor is the name of the nation, the forest itself is called Canolbarth. The Canolbarth forest was once a bright and cheerful place, well-suited to the lives and temperaments of normal forest elves (see "History," below), but is now a much more forbidding place.

Canolbarth's trees were once impossibly tall, healthy, green-leafed oak trees—but that's before the magic of the Shadow Elves affected them. Today, they still somewhat resemble oaks—but they are dark, gnarled, twisted, and unsettling-looking. Men of the surrounding nations call them "blight oaks." Their leaves meet high in the sky in an impenetrable canopy, letting only the occasional stream of sunlight through. The darkness has choked the forest undergrowth to death, so all that remains below is rich humus and vast panoramas of fungi.

The trees are magically grown and maintained; even the regular rainfall which waters the nation is due to magic. Without the spells cast by the Shadow Elves (or their predecessors, the noble Elves of Alfheim), the whole nation would dry up to the point it could no longer sustain its forest growth, and would eventually be replaced by grasslands.

Many trees are magically coaxed to grow with large hollows within them. The Shadow Elves make homes within these hollows; they also build tree-homes up in the branches, connected by elevated walkways. Original elven



Overview of Mystara

inhabitants built many of these homes. Since the Shadow Elves have until recently lived in vast cavern systems below the nation, many also build homes and villages out of stone, at and below ground level.

The Shadow Elves as a race are smaller, a trifle weaker, and have much paler complexions than other elves. They sunburn easily, and do not much care for the sun. A high proportion of their children are born deformed or mutated, an ongoing result of the disaster that drove them underground. The teachings of the Immortal Rafiel state that such children must be exposed (left outside the safety of the community to be eliminated by nature) once they are born. (Unknown to the Shadow Elves, the Immortal Rafiel sees to it that these children end up being reared by humanoid races.)

Like surface-dwelling elves, Shadow Elves are skilled in magic. In addition, many are *shamans* or clerics. Shamans are easy to spot, as they have symmetrical purple marks on their faces that look like decorative tattoos.

The Shadow Elves follow the teachings of the Immortal Rafiel, whose wisdom sustained them during the centuries they lived underground. They do not deny the existence of other Immortals, but follow only Rafiel. They do not care for other races and cultures: at best, they are suspicious of all strangers; at worst, they are violent and hostile toward foreigners. Centuries of life underground, yearning for the advantages of the surface dwellers, have made them so. They are not actually evil, but their customs and teachings have set the Shadow Elves at odds with other races and cultures.

Notable Sites: The largest community in Aengmor is Rafielton, built on the ruins of Alfheim Town. It is a stone-walled community of some 10,000 Shadow Elves.

Rafielton lies on a stretch of plains in the midst of the Canolbarth forest; it is exposed to the sun far more than any other Shadow Elf community. For this reason, the town has high poles erected everywhere. Great stretches of linen cloth stretch between them, creating a canopy which keeps the sunlight off the sensitive skin of the Shadow Elves.

The second most-populous community is at an unusual site called the Sump. The Sump is a huge gorge, a mile long and a thousand feet deep, into which the nation's excess water

runoff drains. From there, the water flows down into subterranean caverns and rivers, and thence toward the sea. This keeps Aengmor from being flooded by its unusually high rainfall. The site was created by the land's former elvish inhabitants, but was not inhabited by them. The cavern-loving Shadow Elves, however, have built many homes in the caverns that do not flood with runoff.

History: See "City of the Stars" for the early history of the Shadow Elves of Aengmor.

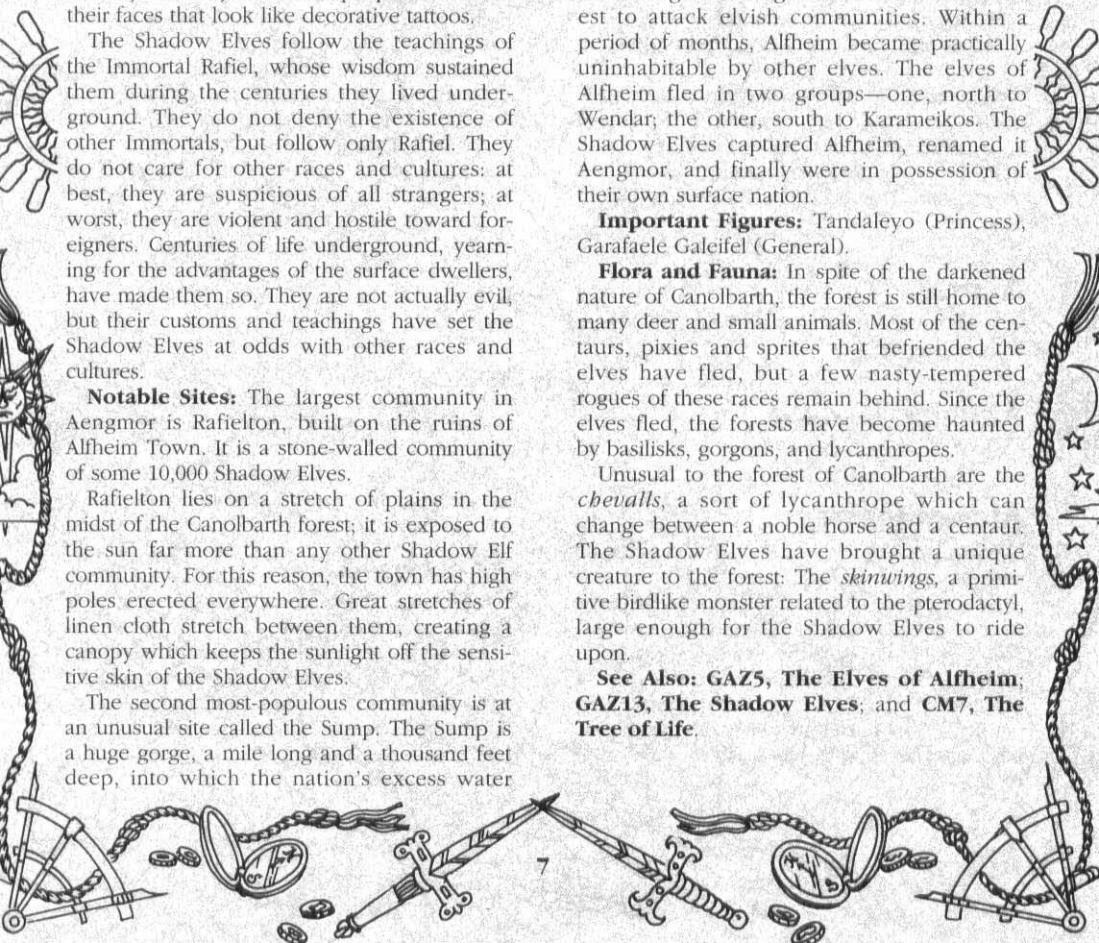
Less than ten years ago, the Shadow Elves began the final stage of their plan to make themselves a place in the surface world. They developed powerful spells that would mutate the giant oaks of Canolbarth and make them unfriendly to other elves. At this time, with the urging of their patron Immortal, Rafiel, they unleashed these spells and the forest began to darken and change. The Shadow Elf spy network began stirring up trouble, and Shadow Elf contingents emerged into the darkened forest to attack elvish communities. Within a period of months, Alfheim became practically uninhabitable by other elves. The elves of Alfheim fled in two groups—one, north to Wendar; the other, south to Karameikos. The Shadow Elves captured Alfheim, renamed it Aengmor, and finally were in possession of their own surface nation.

Important Figures: Tandaleyo (Princess), Garafael Galeifel (General).

Flora and Fauna: In spite of the darkened nature of Canolbarth, the forest is still home to many deer and small animals. Most of the centaurs, pixies and sprites that befriended the elves have fled, but a few nasty-tempered rogues of these races remain behind. Since the elves fled, the forests have become haunted by basilisks, gorgons, and lycanthropes.

Unusual to the forest of Canolbarth are the *chevalls*, a sort of lycanthrope which can change between a noble horse and a centaur. The Shadow Elves have brought a unique creature to the forest: The *skinwings*, a primitive birdlike monster related to the pterodactyl, large enough for the Shadow Elves to ride upon.

See Also: GAZ5, *The Elves of Alfheim*; GAZ13, *The Shadow Elves*; and CM7, *The Tree of Life*.



Overview of Mystara

Aeria (Kingdom of)

Location: Known World, in the Sea of Dawn, southeast of the Isle of Dawn.

Area: 49,384 sq.mi. **Population:** Aeria: 15,000 (one-third islanders, including farmers, herdsmen, fishermen and craftsmen; one-third city-dwellers and university staff; one-third students). **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Independent monarchy, formerly part of the Alphatian Empire.

Industries: Agriculture; teaching of magic.

Description: This island is home to a university dedicated to teaching magic, especially air-related magic. Except to the passionate student, it is one of the duller places on the face of the earth, but it is very valuable as a source of knowledge and magic.

Notable Sites: The University of Air Magics, a small but very pretty campus; air-magic experiments are common above the island.

History: See "Alatian Islands."

Important Figures: Aiklin (Headmaster of the University).

Flora and Fauna: Because of the old failure of the zoo on nearby Aegos and the recent collapse of the animal pens on nearby Gaity, monsters of any sort can be found here.

See Also: Dawn of the Emperors Boxed Set.

Aerical

A continent of the Hollow World's northern hemisphere.

Alfheim (Kingdom of)

See "Aengmor" entry earlier.

Alatian Islands

Location: The Known World, Sea of Dawn, southeast of the Isle of Dawn.

Description: This is a cluster of four large islands (Aegos, Aeria, Gaity, Ne'er-do-well). Two of them are each the size of the mainland nation of Thyatis (though not of the *empire* of Thyatis). These islands are not particularly fruitful in an agricultural sense; most have been used as experiments by their settlers and rulers.

The islands are hilly, with semi-arid grasslands barely suitable for sheep and goats; there are some tropical trees for shade and fruit. The population here is mostly of Alphatian descent. Unlike true Alphatians, they do not regard the ability to cast spells as being commensurate with nobility; their nobles come from all professions.

The Alatians were part of the Alphatian Empire until the continent of Alphatia sank in the sea. Now they are undefended and nearly defenseless, nervously looking at their prospects for the future.

Notable Sites: See the individual listings for Aegos, Aeria, Gaity, and Ne'er-do-well.

History: The islands were settled long ago by Alphatians who had no spellcasting ability; they wanted to found communities where their lack of magical ability would be no impediment to their progress. About three hundred years ago, the Alphatian emperor of the time decided he wanted to experiment with the islands. He displaced some of the native population, subjected the rest to more standard Alphatian laws, and built interesting projects. Aegos became a zoo of dangerous monsters. Artesia (the old name for Ne'er-do-well) was a haven for artists of every sort. Aeria became the center of the college of air magics, Gaity becoming an amusement resort.

The Aegos zoo failed; it is suspected that monsters from Trollhattan sabotaged it so that it would not compete with their own Living Bestiary (see Monster Isle entry, below). The first island reverted to an agrarian economy and the old ways of its population; Artesia collapsed economically and fell into the hands of ne'er-do-wells, creating the aptly-named center of corruption it is today. The other two islands thrived.

Notes on the recent histories of the islands are given in their individual entries.

Alpha (Kingdom of)

Location: The Known World, continent of Brun, northeastern coast.

Area: 9,478 sq.mi. **Population:** Alpha: 30,000, plus 60,000 more in the dominion area (98% human, 2% halfling). **Languages:** Alphatian (official), Heldannic. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Overview of Mystara

Government Type: Independent monarchy, formerly part of the Alphatian Empire.

Industries: Agriculture (growing barely enough grain for its own use), thriving trades in mining, logging, and trapping.

Description: Alpha is a chilly northern nation, all evergreen-covered hills and mountains, arctic bays and tundra, with a few chilly areas of arable land.

The population is a mixture of aboriginal Heldanns plus Alphatian settlers. The two population groups have blended well and consider themselves Alphans. Most have little interest in the Alphatian Empire, in spite of the nation's theoretical loyalty to the empire.

Notable Sites: The capital city of the nation bears the same name as the country, Alpha. This is a comparatively wealthy city, one of the few places in Norwold that is surrounded by genuinely good farmland.

History: Eighteen years ago, Ericall, the fighter son of Empress Eriadna of Alphatia, declared that he wanted to be a dominion ruler. Eriadna granted him all of Norwold (see "Norwold"), with Alpha as its capital, so long as Ericall could rule it efficiently. This grant of lands was rather amusing; Oceansend remained independent of Ericall's rule, while the other main human city, Landfall, offered only token loyalty to Ericall.

In the recent war between Alphatia and Glantri, Norwold, still an Alphatian protectorate, sided with the mother empire and sent troops to help. Many of these troops never returned.

With Alphatia sunk beneath the waves, Landfall and other Norwold-area nations declared their independence. Ericall was left with just the dominion of Alpha, which must now become completely self-sufficient or fall under the rule of other empires.

Important Figures: Ericall (King).

Flora and Fauna: Alpha features the sort of plant and animal life one expects of northern wilderness: Evergreen forests, moose, elk, bears, wolves, etc. It is also home to cold-weather monsters of every sort: snow apes, white dragons, frost giants, frost salamanders, sasquatches, and widely-scattered humanoids of most races.

See Also: Dawn of the Emperors Boxed Set; M1 Into the Maelstrom; M2, Vengeance of Alphaks.

Alphatia

(Empire of; Floating Continent)

Location: Hollow World, orbiting just above the atmosphere as a Floating Continent. Includes the nations of Ambur, Ar, Arogansa, Bettelyn, Blackheart, Eadrin, Foresthorne, Frisland, Greenspur, Haven, Limn, Randel, Shiye-Lawr, Stonewall, Stoutfellow, Theranderol, Vertiloch, and Zandoria.

Area: approx. 1,968,134 sq.mi. **Population:** approx. 5,331,000 (humans 97%, elves 2%, all others 1%). **Languages:** Alphatian (official), Elvish (Shiye-Lawr dialect), Dwarvish (Denwarf-Hurgon dialect). **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Numerous semi-autonomous kingdoms owing loyalty to a central emperor or empress.

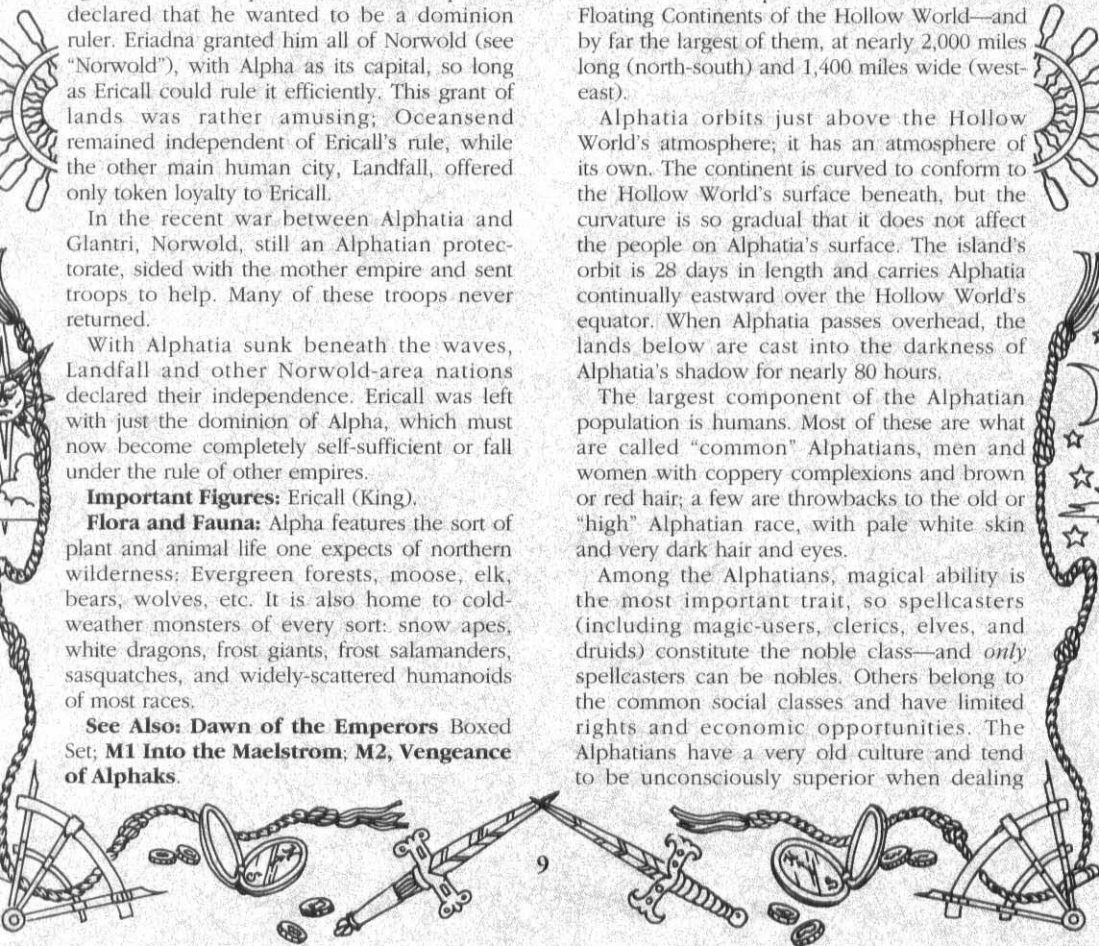
Industries: Agriculture (very rich), forestry, exploitation of magic.

Description: Once a continent of the Known World, Alphatia is now one of the Floating Continents of the Hollow World—and by far the largest of them, at nearly 2,000 miles long (north-south) and 1,400 miles wide (west-east).

Alphatia orbits just above the Hollow World's atmosphere; it has an atmosphere of its own. The continent is curved to conform to the Hollow World's surface beneath, but the curvature is so gradual that it does not affect the people on Alphatia's surface. The island's orbit is 28 days in length and carries Alphatia continually eastward over the Hollow World's equator. When Alphatia passes overhead, the lands below are cast into the darkness of Alphatia's shadow for nearly 80 hours.

The largest component of the Alphatian population is humans. Most of these are what are called "common" Alphatians, men and women with coppery complexions and brown or red hair; a few are throwbacks to the old or "high" Alphatian race, with pale white skin and very dark hair and eyes.

Among the Alphatians, magical ability is the most important trait, so spellcasters (including magic-users, clerics, elves, and druids) constitute the noble class—and *only* spellcasters can be nobles. Others belong to the common social classes and have limited rights and economic opportunities. The Alphatians have a very old culture and tend to be unconsciously superior when dealing



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with members of other cultures.

Elves are of the Shiye-Lawr culture, which is very distantly related to the elvish cultures of the Known World continent of Brun.

The land is very fertile, with enormous forests and broad flatlands.

Most of Alphatia had originally been in a temperate zone; it now lies under an eternal red sun. However, by virtue of Immortal magic, the plant and animal life here has been artificially acclimatized to the changes.

See individual listings for Ambur, Ar, Arogansa, Bettelyn, Blackheart, Eadrin, Forest-home, Frisland, Greenspur, Haven, Limn, Randal, Shiye-Lawr, Stonewall, Stoutfellow, Theranderol, Vertiloch, and Zandoria for more information about Alphatia.

History: Alphatia was settled just over two thousand years ago by strongly magical survivors of a destroyed world. The Alphasians managed to destroy their own otherplanar planet in a great war; the emperor who foolishly led them into this conflict later became the evil Immortal named Alphaks. The Alphatian survivors fled to the Known World in two groups. One of the two warring groups, the air magicians, settled on the continent they named for their homeworld; the other group, the flame magicians, became the Flaems, one of the founding races of the nation of Glantri (see the listing for Glantri).

Over the centuries, the Alphasians settled their own continent and conquered many surrounding territories: Bellissaria, much of the Isle of Dawn, and Norwold among them. They fought many wars with the young and vital nation of Thyatis, which they were unable to conquer decisively in spite of their greater magical power. However, owing to that great power, Alphatia was never invaded.

Recently, Alphatia began another war. Details of the war's progress are given in the Wrath of the Immortals boxed set. In short, Alphatia, manipulated by one set of Immortals, made war on Glantri, led by other Immortals, and many of the nations of the Known World were drawn into the conflict; Thyatis and the Heldannic Territories, especially, sided with Glantri against what they believed was Alphatian imperialism. The war raged for years.

An Immortal favoring Glantri developed a device which was capable of destroying whole cities, even whole continents. The device

drained power from the very Sphere of Energy and unleashed that power as destructive force on its targets. Late last year (AC 1,009), the Immortal used this device to destroy the city of Sundsvall. The ruler at the time, Empress Eriadna, died. Her son, Zandor, became emperor of Alphatia.

Soon after, during a battle between the Immortals at the site of the destructive device, damage to the device activated it. Its destructive energy was launched against Alphatia—and began to sink the continent into the sea. The incredible force of this unexpected attack killed whole populations outright and prevented most wizards from performing any sort of rescue operations.

The Immortals were unable to stop this destructive force from sinking Alphatia; those events were already set into motion. So they took other measures to save the nation which had served them so well. They magically swept the whole population, living and dead, into a pocket plane and put into an enchanted sleep all those millions who still lived.

The Immortals then set about the recreation of Alphatia. In the miniature plane where the Alphasians slept, the Immortals created a new Alphatia. It was shaped like the sunken continent, and of the same size, but was curved to match the curvature of the Hollow World, and reinforced so that it would not fall apart when set on its final course. It was granted its own Sky-Shield so that it would not lose air when placed in its final destination.

Once the new Alphatia was in rough form, the Immortals placed the dead and sleeping Alphasians upon it—and opened a rift to slide the new continent into the Hollow World. It entered the Hollow World just above the atmosphere and became the newest—and largest—Floating Continent.

The restoration of Alphatia was far from complete; a setting as vast and complex as the continent was could not be recreated in a few days. The Immortals decided to surround the new Floating Continent with an anti-magic barrier to keep inquisitive mortals from investigating it. Then they began their restorative efforts.

They used magic to bring back to life most of those who had died in the earthquakes. They refabricated communities according to the memories of those who lived there. Unfor-

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Floating Continent of Alphatia Hollow World

Scale: 1 sq. equals 86 miles



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tunately, they didn't find all the dead—the buckling of the old continent had swallowed whole populations, too.

And they made some important decisions.

All cultures which had been moved to the Hollow World in the past had been stripped of their memories of the outer world. But the Immortals reasoned that, today, too many people on the Known World knew about the Hollow World. It hadn't been widely publicized, but the genie was out of the bottle, and there was no way the Immortals could keep the two worlds separate forever. So they decided to leave *some* of the Alphasians with their memories of the outer world. Only people who had reached 9th level of experience would retain those memories; all others would utterly forget about the outer world until they, too, reached 9th level. For this reason, the majority of the population will never realize that Alphatia once existed on the outer world.

The Immortals also decided to bring back to life Empress Eriadna, who had died days before Alphatia sank. They reasoned that the new continent would need strong leadership in the years to come, and could think of no better candidate than the former empress.

Lastly, the Immortals chose to adapt plant and animal life of Alphatia. The crops, forests, and wildlife of the old Alphatia were acclimatized to a temperate zone in a world which alternated between night and day. The Immortals "improved" them to be acclimatized more to the Hollow World.

On Nuwmont 1, the first day of the year AC 1010, Alphatia still sleeps. The Immortals still labor to recreate it. The *anti-magic* shield which surrounds the new Floating Continent prevents anyone from the Hollow World from visiting before the continent is ready; the spell not only cancels flight-based magics, it also terrifies flying animals, so even a pegasus-rider will be prevented from landing before the Immortals are ready.

Flora and Fauna: As Alphatia has long been the home of wizards, the continent is home to every known variety of monster (and many unknown species). Additionally, Alphasia's sinking released many caged monsters from captivity; they now roam all over the floating continent. With the magic-users temporarily unable to harm them, these monsters have much easier pickings than they used to.

See Also: *Dawn of the Emperors* Boxed Set.

Alphatian Sea

The arctic ocean between the continents of Brun and Skothar; formerly, the continent of Alphasia lay to its south.

Ambur (Kingdom of)

Location: Hollow World, Floating Continent of Alphasia.

Area: 11,723 sq.mi. **Population:** 180,000.

Languages: Alphatian (official). **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Logging, agriculture, scholarship (astronomy), entertainment (theater).

Description: This is an almost completely undeveloped nation. It is very flat, with broad growing fields, many pastures, and occasional patches of light forest. Historically, the wizards of Ambur are obsessed with astronomy. The non-spellcasting population is almost entirely ungoverned; most make their living as farmers, herdsmen, trappers and furrers.

Notable Sites: The most important community of Ambur is the capital city of Starpoint. This community was Alphasia's greatest center of the acting arts, and probably will be again; there are more stages here than in all the rest of the continent combined.

History: See "Alphasia."

Important Figures: Elshethara (Queen).

Flora and Fauna: See "Alphasia."

See Also: *Dawn of the Emperors* Boxed Set.

Anathy Archipelago

A continuation of the World's Spine mountains of the Hollow World, ranging west from Iciria, and including the Merry Pirate Seas islands.

Antalian Wastes

Location: Hollow World, continent of Iciria (northeast).

Area: 322,854 sq.mi. **Population:** About

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100,000, most living in villages of 100 to 500 residents. **Languages:** Antalian, Neathar. **Coinage:** None (barter only).

Government Type: Numerous autonomous villages ruled by chieftains.

Industries: Agriculture, fishing, herding (especially reindeer), leathercraft, piracy, and raiding.

Description: This is a harsh, mountainous seaside land in the northern part of Icira. It is populated by Antalians—large, blond men and women who are physically and temperamentally suited to living in this rugged land. The Antalians are herdsmen (of reindeer especially), fishermen, pirates, and warriors; the mountains which ring the land protect the Antalians from land invasions, while the sea gives them access to the warmer nations to the south.

Notable Sites: The Antalians obey no central authority and so have no capital, but all show respect to the town of Zhorun, the Antalian center for the worship of the Immortal Wotan.

Industries: The Antalians' greatest resources are their fighting spirit and seamanship, which are great indeed; herding reindeer and fishing allow them to survive, but their profit comes from raiding and piracy.

History: The Antalians are descended from Neathar tribes who, on the Known World, settled in the region now called Norwold. About 1,700 BC, humanoid migrations threatened to destroy their culture; Immortals moved some of the Antalians here, where they flourished. On the outer world, the Antalians' descendants became the people of Norwold, the Heldannic Territories, Ostland, Vestland, and the Soderford Jarldoms.

Important Figures: Kjodar Triudar's Son (Chief of Kiefstut).

Flora and Fauna: The Antalian Wastes really aren't wasteland; they were so-called by visitors from warmer climates. This territory is lightly forested (mostly pine and other evergreens); a few hardy grasses survive even the winters here to feed the giant reindeer. Other monsters commonly seen here include giants (hill, stone, and frost), wolves, bears, white dragons, and other species suited to cold climates.

See Also: HOLLOW WORLD® Boxed Set.

Aquas (Sea-Kingdom of)

Location: Known World, Sea of Dawn due south of Alphatia's former location.

Area: 498 sq.mi. (but only 1 sq.mi. covered by domes). **Population:** 135,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to a central emperor; in this case, Aquas currently comprises the entire "Empire."

Industries: Fish-breeding (fast-growing, hardy species for export); pearl harvesting; undersea mining; jewel-crafting (chiefly with pearls, coral, and precious metals mined locally); engineering of undersea-exploitation machinery (submersible vehicles, diving suits, water pumps, drilling machinery).

Description: Aquas is a remarkable nation, an interesting site for visitors and students of the magical arts. It is located off what was once the southern coast of the continent of Alphatia. Alphatia, of course, was sunk during the events of the Great War, as chronicled in the Wrath of the Immortals boxed set; but Aquas, protected by its slight distance from Alphatia's borders and by its own powerful magic, survived that disaster and did not sink with her mother continent.

The nation mostly consists of the great domed city of Seashield. Nearby are many smaller domed villages, most of which are dedicated to a specific type of study. Each of these communities is made up of one large, transparent dome made of flawless crystal, created by multiple castings of the *stoneform* spell (sometimes called the *stonewall* spell). Within the domes are tight-packed communities, people living in small, tight estates made up of tall, sturdily-built towers; many of these towers are themselves watertight when properly sealed. Each tower constitutes an entire, independent household, and each household has one representative who pleads the household's cases before the nation's queen. Though visitors to Seashield and the surrounding domes normally use *teleport* spells to appear at specified arrival sites, the domed communities do have large mechanical airlocks built and maintained by gnomes and dwarves; these locks allow undersea boats and merfolk to come and go.

Study and research are what the nation of

Overview of Mystara



Aquas is all about. Here, you will find all manner of wizards studying all manner of marine phenomena. In particular, Seashield's inhabitants study the physical makeup of sea-life, especially the poisons used by sea-beasts, poisons that may be used in medicines and magical studies as well as for poisoning other people; they study the customs and habits of the intelligent sea-folk such as mermen; they create and evaluate new types of marine monsters; they study the feasibility of breeding a new race of man which can exist both on land and undersea with equal facility.

Notable Sites: The highest tower in Seashield is the *King's Tower*, so called for the late King Zyndryl, founder of the nation. It is the residence of the royal family of Aquas, and reaches from the floor of the city to the very top of the dome. Atop it is the *Observatory*, the broad roof of the tower right beneath the centerpoint of the dome; it is a popular gathering-area for scholars and lovers alike. Most visitors attain the Observatory by riding a levitation plate that rises alongside one blank wall of the Tower; casual visitors are not allowed within. Tower residents may attain the

Observatory from within, but ordinary visitors to the Observatory may not customarily enter the Tower.

A mile north of the city of Seashield, the sea-floor drops away into what is now called the *Alphatian Trench*, the sunken sea-floor that marks Alphatia's resting place. Adventure-some submersible pilots are now exploring the near fringes of sunken Alphatia. The Trench is the largest and most fearsome ocean trench on Mystara; it is unknown what sorts of monsters might now dwell there.

History: Seashield was founded in 949 by Zyndryl, an Alphatian nobleman who caught the attention of then-Emperor Tylion IV with his mad idea for an undersea home. Tylion granted him the right to create an undersea dominion, then, some time later, granted him the full title of king. After Tylion's abdication, Zyndryl paid more than just homage to the new Empress, Eriadna; they had an affair that lasted for years, ended warmly, and resulted in two children: Queen Eldrethila of Theranderol and Prince Zandor of Sundsvall. When Sundsvall was destroyed during the Great War (see *Wrath of the Immortals*), Prince Zandor

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declared himself the new Emperor.

When Alphatia began to sink, earthquakes rocked all of Aquas, and in spite of the protective magics cast over the cities, every dome cracked and water roared in. Zyndryl, a powerful mage, used up his spells casting *wish*, *force field*, and *stoneform* enchantments, among others, in a heroic effort to save his city. Unfortunately, a collapsing tower killed him. His efforts succeeded, and many of Seashield's residents owe him their lives.

"Emperor" Zandor survived the sinking of Alphatia, casting a *teleport* to get to safety. Soon afterwards, he found his way to Aquas. Though he'd played no part in the saving of Aquas, he declared himself its hero and demanded that the histories be rewritten with him taking credit for the heroism of King Zyndryl. Zandor further decided that Seashield was to be the capital of the New Alphatian Empire and has taken up residence here. His actions have earned him the hatred of his half-sister Zynnica, rightful queen of Aquas, though he has in his arrogance not noticed this.

Important Figures: Zynnica (Queen of Aquas), Zandor ("Emperor of Alphatia"). **Population:** Seashield's population is 30,000; before the sinking of Alphatia, it was 60,000. More than half perished in the disaster; since then, some new immigrants have brought the population up a little. Some 10,000 people live in four surviving outlying domed towns. These numbers do not reflect the many mermen who live in surrounding areas Aquas claims.

Flora and Fauna: In addition to humans (95% of Aquas' official population), elves (4%), and dwarves and gnomes (1%), the nation of Aquas is graced by many marine creatures and intelligent species, including mermen, dolphins, whales, tritons, aquatic elves, nixies, sea giants, and even more unusual creatures.

See Also: *Dawn of the Emperors* Boxed Set. For more information on intelligent sea-life, see **PC3, The Sea People**.

Ar (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 53,375 sq.mi. (includes Crystal Lake, 14,466 sq.mi.). **Population:** 100,000. **Languages:** Alphatia. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous kingdom owing loyalty to the Alphatian empress.

Industries: Agriculture (chiefly grain crops), cattle, sheep, logging.

Description: Ar, from the air, looks like a scenic checkerboard of farmlands, and has many cities and villages on the shores of Crystal Lake. The people here are, of course, Alphatian, but very few in Ar possess any magical knowledge.

History: This land used to be a divided nation, with most of the common population living on the ground while most of the nobles dwelt on floating islands overhead. During the sinking of Alphatia, however, the floating islands continued to hover while ground-level Ar sank beneath the waves.

See the description of "Floating Ar" for the fate of the islands.

Important Figures: Qimm (King).

Flora and Fauna: See "Alphatia."

See Also: *Dawn of the Emperors* Boxed Set.

Arogansa (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 135,183 sq.mi. **Population:** 135,000.

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Tourism; wines.

Description: This southern nation is one of the richest in all Alphatia; it has good forests, rich growing lands and the best beach scenery in all the continent, making it the island's center of tourism. Now the beaches face open air instead of ocean; there is no telling whether the nation will still be a tourist resort when visitors are more likely to fall off the edge than have a nice swim.

The scenic wilderness of Arogansa is thick with the villas of the idle rich, and non-spellcasters are made to feel inferior here more so than in any other Alphatian nation. In Arogansa, non-spellcasters may not even address spellcasters without first being recognized; the penalty is twenty lashes.

Arogansa's northern border with Theranderol is heavily fortified; the two nations do

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not get along well.

History: See "Alphatia."

Important Figures: Deterria Scarback (Queen).

Flora and Fauna: See "Alphatia."

See Also: *Dawn of the Emperors* Boxed Set.

Atlass Ocean

The broad ocean west of the continent of Iciria in the Hollow World.

Atruaghin Clan (Territories of)

Location: Known World, continent of Brun, along the southern shore, west of Darokin and the Five Shires.

Area: 46,380 sq.mi. **Population:** 230,000 total. Bear Clan: 45,000. Elk Clan: 30,000. Horse Clan: 70,000. Tiger Clan: 60,000. Turtle Clan: 25,000. **Languages:** Atruaghin. **Coinage:** Uncommon Cloud (5 sp); Land (cp); otherwise barter.

Government Type: Numerous independent tribes, each led by a chief or chieftainess and/or shamans, loosely collected into larger "clans."

Industries: Trapping, fur production, leather production (especially Horse and Turtle clans); pottery and woven goods (Bear Clan); woodworking (Turtle Clan).

Description: This region is a high plateau and some surrounding lands stretching as far south as the Sea of Dread.

The plateau itself is a steep-sided environment that has been raised 2,700 feet above the level of the surrounding land. There are no convenient or safe trails up to the top, which makes the plateau an inaccessible and safe haven for its inhabitants. The plateau features plains upon which horses and buffalo graze, though there are some forested areas.

The land is inhabited by the Atruaghin Clans, several related but independent tribes. They are a warrior society, more technologically primitive than the humans who live in surrounding lands; this gives other human nations the strong belief that the Atruaghin men and women are savages, best suited to being conquered and enslaved rather than befriended or studied. The five most prominent tribal divisions are:

Bear Clan: These are the comparatively friendly inhabitants of the northeastern rim of the plateau. They build vertical cities on the cliff faces of the plateau itself. They are familiar with traders of Darokin and are warlike only when attacked. Their preferred weapons include clubs, maces, and hammers; they make little use of ranged weapons. Their garments are loose, made of cotton, sometimes worn with leather jerkins, often decorated with fangs and leather accoutrements made from the area's many serpents. In combat, they wear thick, quilted cotton tunics that act as leather armor, but carry no shields.

Elk Clan: These are the warriors of the southeast part of the plateau; their lands border on the Tiger Clan territories. The region is noted for cool weather; the members of the Elk Clan wear full-coverage garments of buckskin, decorated with dyes and pine needles. They are known for their fondness for face-paints and body-paints; both sexes indulge in such decorations. Also notable is the stealth of the Elk Clan scouts (thieves). Their preferred weapons include tomahawk (hand axe) and short bow.

Horse Clan: These are fierce and warlike inhabitants of the north central region of the plateau. They are buffalo hunters. They live in villages surrounded by trenches and spike walls; when following the buffalo or otherwise traveling, they live in conical tents called tipis. They have no spoken language; they communicate by a sophisticated system of hand signals. Their preferred weapon is the "lance" (a stone-headed spear; use weapon statistics for the ordinary spear). Their leather garments cover enough flesh to act as leather armor; they also carry wood and buffalo-hide shields.

Tiger Clan: These are hateful, destructive tribesmen who live in the deep forests adjoining the Malpheggi Swamp; they are very chaotic and devoted to evil. They wear very light garments such as loincloths, and decorate themselves with gold earrings and feathers; they wear no body armor. Their preferred weapons include spear, short swords, bolas, blowguns, and knife shield; they often use poisons.

Turtle Clan: These are nautical tribesmen of the rain-forest shores south of the plateau, known for their whaling skills and their seamanship with large canoes. Their preferred weapon is the harpoon (use weapon statistics

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for the javelin). They wear stiff leather jerkins with wooden shafts sewn on, which act as leather armor.

Most of the Atruaghin Clans put their faith in Atruaghin, a noble hero who ruled over their kind before achieving Immortality. An exception is the Tiger Clan, which puts its faith in the evil Immortal named Atzanteotl.

Notable Sites: At the center of the area where the Bear Clan lives, there's a remarkable device called the *World Elevator*. It's a mechanical contrivance built by engineers of Darokin to facilitate trade. It consists of two wooden platforms, one normally at the top of the plateau and one on the land floor beneath, and a series of shafts, cables, and winches between them. When merchants bring goods to trade with the Clans, they load themselves and their goods onto one of the platforms; a counterweight is attached at the top of the plateau to balance most of the weight, and then a winch is cranked to bring the ground-level platform up to the top. The trip takes several hours, but is far safer than climbing the plateau's sheer sides.

Unknown to most mortals, at a secret site in the jungle between the Tiger Clan and Horse Clan lands is an ancient temple built by Atruaghin. The temple is almost impossible to find; subtle spells cast by the Immortal direct most travelers around the temple area, so few ever find it. This temple is actually the top end of an artifact, *Atruaghin's Mystic Conveyor*, a magical "elevator" which provides access between the Known World and the Hollow World. The temple itself is a large column carved in the form of a snarling face; travelers able to detect the secret switch on the altar nearby will be able to open the door into the "face." If they step within, they will find a small room with ten seats; the chamber will hold scarcely more than ten. If they close the door while they are within, the entire chamber will descend, falling over a period of hours to the center of the earth's crust and then rising to a corresponding temple in the Hollow World; see "Azcan Empire."

History: The Atruaghin Clans are descendants of the Oltec and Azcan peoples who once dominated this region in ancient times.



Atruaghin Clans

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Those two related peoples fought many wars against one another, wars that went on for five hundred years, until the Great Rain of Fire that shook the entire world. At that time, most of the Azcans and Oltecs disappeared from the face of the world (were, in fact, transported by the Immortals to the Hollow World), while a few survivors were left behind.

Those survivors formed small tribes and clans, most of which lived on a plateau south of the modern Atruaghin plateau. But 1,250 years after the Great Rain of Fire, a series of earthquakes and geological movements collapsed that plateau, sending much of it drifting slowly out to sea; that land-mass became some of the northern Terendi islands. The disaster killed many of the tribesmen, but the race still survived.

Some 250 years after that, a good king of the Hollow World Azcans was driven out of power by the evil followers of the Immortal Atzanteotl. This king, Atruatzin, settled with his own followers in the Hollow World city of Quauhnhuac. A decade later, the Azcans attacked and destroyed Quauhnhuac, but Atruatzin and his inner circle of followers were not there to be destroyed; they had literally gone underground.

Atruatzin eventually found his way through the caverns of the world's crust to the upper world, and emerged among the clans there. Called by them Atruaghin, he united them for a time, gave them examples and codes to live by, and sponsored many heroes who, like him, would eventually attain Immortality. Some 700 years after that, 1,700 years ago, he used his great powers to raise a new plateau for his people to live upon in order that they might be safe from invasion.

Important Figures: Powakuan Sleeps-With-Open-Eyes (Bear Clan chief); Tulabal Shadowfall (Elk Clan chieftainess); Hovar Duck Watcher (Elk Clan shaman); Eyela Moonstalker (Horse Clan chieftainess); Naravipa Dagger Tooth (Tiger Clan chief); Eelsha Spider's Kiss (Tiger Clan cleric); Talinguk Rolls-His-Canoe (Turtle Clan chief).

Flora and Fauna: The plateau of the Clans is home mostly to natural creatures: Horses, buffalo, birds of prey, many types of serpents. Jungles below the southern rim feature many varieties of great cat and other jungle beasts.

See Also: GAZ14, *The Atruaghin Clans*.

Azcan Empire

Location: Hollow World, continent of Icaria, northern hemisphere, western coast.

Area: 728,847 sq.mi. (includes Lake Chitlaloac, 55,426 sq.mi.). **Population:** 3,000,000 in innumerable villages and towns; Chitlacan: 200,000 (including 10,000 nobles and 30,000 commoners on the on the island part). **Languages:** Oltec, Neathar. **Coinage:** None (barter only).

Government Type: Theocracy (all kings are clerics of Atzanteotl).

Industries: Agriculture (especially beans, maize, peppers).

Description: This is a lush jungle area whose human inhabitants, the Azcans, are among the most feared people of the Hollow World. The land is flat, covered with rain forest and slash-and-burn farmlands; the climate is warm and humid, encouraging very light dress. The rain forest is also home to many dinosaur species, which makes things very interesting for the inhabitants of the empire's rural areas.

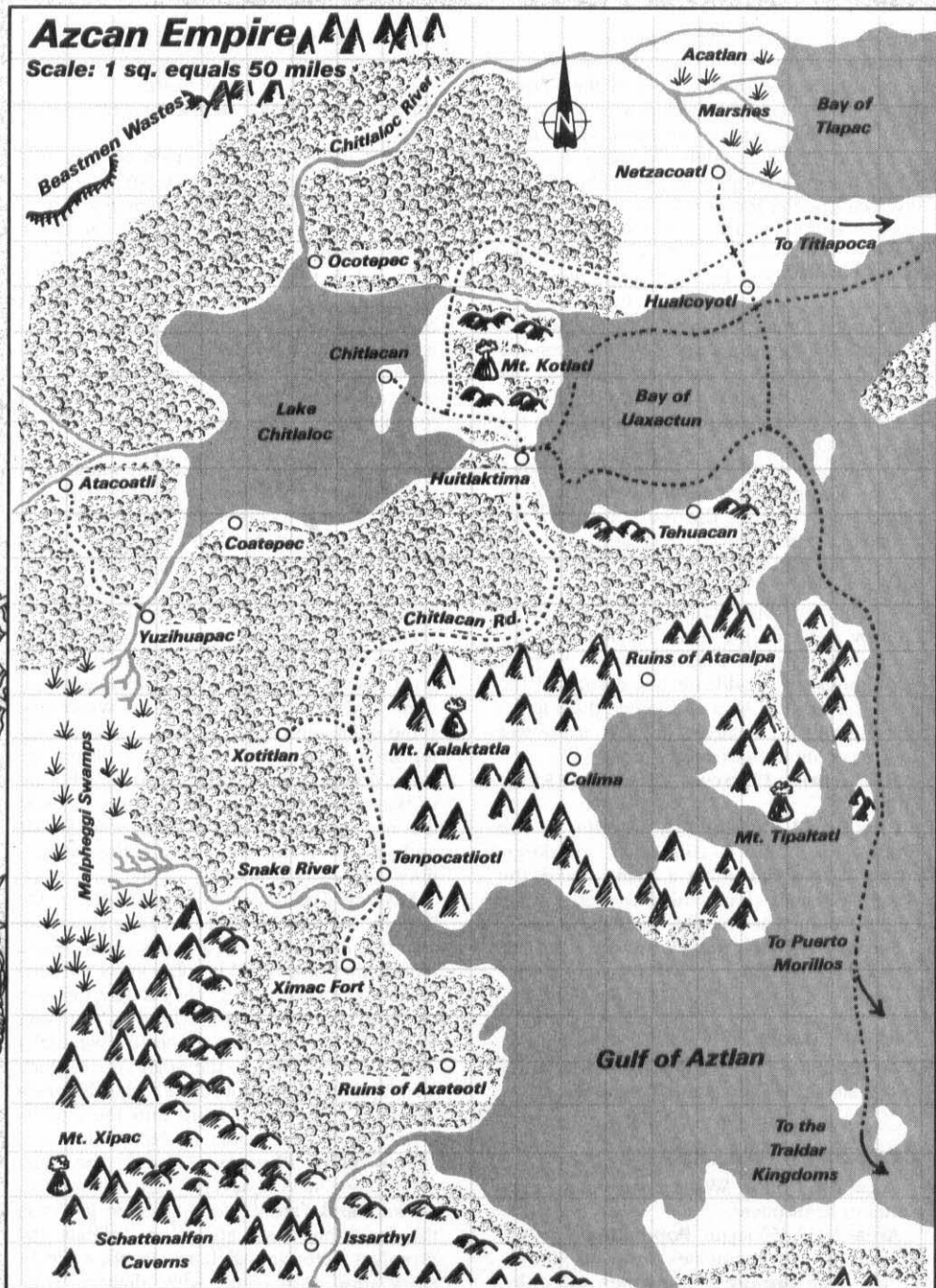
The Azcans are (by Known World standards) short, dark, burly humans. They wear light but brightly colored clothes (the men wear loincloths, the women wear shifts), sandals, and as much jewelry as they can afford. They are very organized and bureaucratic, a trait which more ruggedly independent cultures hold in contempt.

They are also governed by a clerical noble class which worships the evil Immortal Atzanteotl. The common Azcan is less likely to worship Atzanteotl than the noble, but that Immortal does guide the fate of this empire.

The Azcan rulers are conquerors who enjoy enslaving or murdering whole populations. They are constantly at war with the Schattenalfen and Traldar to the south, with the Neathar tribesmen and Malpheggi lizard men further inland.

Notable Sites: The greatest city of the empire is Chitlacan, its capital; the noble sections of this city are built on an island on Lake Chitlaloac, while the commoners' sections and market districts sprawl across the nearby shore. Here, the traveler will find enormous step pyramids erected to the glory of Atzanteotl, ball-courts (where a rough, brutal game is played by armored teams heaving a rubber ball at stone hoops on the walls), and large,

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single-story stone palace complexes.

History: The Azcans are descendants of one of the major ancient races of the Known World. Oltec Man appeared as a culture more than 5,000 years ago on the outer world, then splintered into many different tribes, each of which began developing its own cultural identity. One splinter group was the Azcan tribe, a warlike culture which grew into a powerful empire and fought the Oltecs. However, around 4,000 BC, the highly technological Blackmoor civilization blew itself up, and resulting climactic changes threatened to destroy both the Azcan and Oltec cultures; the Immortals moved whole populations to the Hollow World to preserve them. (The Known World Atruaghin clans are descended from the Azca and Oltecs.)

In the middle of the seventeenth century BC, an ambitious elf (a survivor of the elf migrations through the earth's crust—see Aengmor) emerged into the Azcan Empire and became fascinated with their culture and their simple brutality. This evil elf, Atzian, eventually achieved Immortality in the Sphere of Entropy and took the name Atzanteotl. In his continuing efforts to spread evil and pain throughout the world, he has corrupted the noble class of the Azca and turned them to his worship and his wishes. Now they make war and cause ruin at Atzanteotl's order.

Important Figures: Azcotica (King/Emperor).

Flora and Fauna: The jungles of the Empire are home to dinosaurs, monkeys, swine, snakes (including a flying snake, the deadly feathered viper, which lives only in the Empire), and great cats, especially the jaguar.

See Also: HWR1, **Sons of Azca:** HOLLOW WORLD® Boxed Set.

Bay of Gam

An enormous bay in the northern reaches of the continent of Icaria in the Hollow World.

Beastmen Wastes

Location: Hollow World, continent of Icaria, northern hemisphere.

Area: 1,413,353 sq.mi. **Population:** 100,000, in small igloo communities of ten to 50 individuals. **Languages:** Beastmen (Gruuk),

Neathar. **Coinage:** None (barter only).

Government Type: Independent village communities led by family head.

Industries: Fishing, leather and fur production.

Description: This is a region of arctic tundra, cold flatlands where harsh winds can freeze bare skin in a matter of minutes.

The rulers of this wasteland are the Beastmen, ancestors of most of the modern humanoid races. But the Beastmen, as a race, do not breed true the way orcs, goblins, and other humanoids do; two ogrish Beastmen might have a cub no taller than a kobold, while that child might sire twins, one a red troll and the other a manlike monster with horns protruding from its supraorbital ridges.

The Beastmen build igloos and survive by fishing out on the ice-pack or hunting seals, walrus, and polar bears. In spite of their resemblance to outer-world humanoids, they are a heroic race, fond of tales of individual prowess under impossible circumstances. They war with the Antalians and Icevale elves, but tend to treat polite travelers very hospitably.

Notable Sites: The most interesting place in this barren region is the Great Bridge. A great river runs north from the Icevale Mountains and bisects the Beastmen Wastes; at some unknown time in the past, an enterprising tribe of beastmen engineers built a huge stone bridge over it. The thing is a nightmare of ponderous, menacing black stone; it is said that monsters breed on the bridge's underside and in secret chambers within the foundations.

History: The Beastmen were created by the Entropic Immortal named Hel. They were bodies containing the reincarnated souls of evil beings; their individual horrible looks reflected their sins of earlier lives. They fought the men of Blackmoor for several centuries, and were driven further and further north, eventually adapting themselves to the polar environment; after Blackmoor destroyed itself, the Beastmen migrated quite by accident into the Hollow World through the planet's polar openings.

Important Figures: Krogada the Itchy (War-Chieftainess of several allied tribes).

Flora and Fauna: Nothing green grows in this land, but there are a few animals and monsters here: animal herds (seals, walrus), snow apes, polar bears, white dragons, cold-

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drakes, giant fish, frost giants, hydraxes, frost salamanders, sasquatches, and whales.

See Also: HOLLOW WORLD® Boxed Set.

Bellissaria (Continent of)

Location: Known World, west of southern Skothar, southeast of Aquas.

Area: approx. 1,295,215 sq.mi. (includes Dawnrim, Horken, Lagrius, Meriander, Notrion, and Surshield.). **Population:** approx. 455,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Autonomous monarchies formerly belonging to the Alphatian Empire.

Description: This is a huge island (or small continent) with fertile soil, broad plains, a few (patchy) forests, ranges of low mountains, large areas of semi-arid scrub vegetation, and few native monster species. It is inhabited by the descendants of Alphatian settlers, so the population is mostly made up of copper-skinned people speaking the Alphatian language. (For more on the Alphatian culture, see "Alphatia," above.)

The population of Bellissaria is not as highly magical as that of Alphatia. Many of the early settlers came here precisely because they had little magical talent and could never achieve much in the Alphatian culture; magical potential being largely hereditary among Alphatians, this means that the proportion of the population that can cast spells is only slightly higher than the proportions of spellcasters in other nations.

The Bellissarians are noted for being closed-mouthed and, often, closed-minded as well. They don't much care for strangers; they simply want to be left alone to go about their lives. Recent events, discussed below, mean that they will not get their wish for some time to come, however.

See individual listings for the nations of Bellissari: Notrion, Meriander, Dawnrim, Lagrius, Horken, Surshield.

Notable Sites: See individual listings for the nations of Bellissaria.

History: Bellissaria was settled starting 2,000 years ago, soon after the Alphatians came to the continent that would be called Alphatia. It has had an undistinguished history

until now, but it seems inevitable that war will soon make things far more interesting—and tragic—in this land.

Flora and Fauna: Bellissaria has few indigenous monsters, so most of the creatures found here are normal animals suited to the territory: Horses, oxen, cattle and sheep in the plains; deer, moose, elk in the forests; goats in the hills; a wide variety of birds everywhere. Trees include birch, cedar, and oak.

See Also: Dawn of the Emperors Boxed Set.

Bellissarian Sea

The waters south of Bellissaria.

Bettelyn (Kingdom of)

Location: Hollow World, Floating Continent of Alphaia.

Area: 172,595 sq.mi. **Population:** Bettelyn: 325,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Agriculture (chiefly grains), cattle, sheep.

Description: This is a nation of rich tilled fields and pastures. Bettelyn's rulers did not constrain its population from growing and building, with the result that the nation has many more cities, towns and villages in any given area than most other Alphatian nations. Bettelyn has had a tradition of conflict with its southern neighbor, Randel, and the border between the two nations is maintained by many forts on both sides.

Notable Sites: The capital city of Bettelyn, and its chief tourism attraction, is called Citadel. This city is one of the most remarkable buildings in the world. And that is what it is, a single building—the size and approximate shape of a mountain. It was begun more than two thousand years ago, when Alphatia was first settled, as a walled town atop a hill; then the rulers, using construction magics created in Alphatia, began piling city layers higher and higher, relegating the lower layers to dungeon, sewer, or abandoned space, or filling them in with magically-created stone to act as better foundations for the higher levels. Now, Citadel

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stands a thousand feet high; the top of the mound is the royal city, while the rest of the population lives on the lower levels. The interior is very dangerous and largely unexplored. Age (and the damage of age has been carefully recreated by the Immortals) has created a danger in Citadel, as parts of the old, underground city collapse and cause dangerous ripples throughout the city; "cityquakes" are very common and weird monsters frequently emerge from the depths of the city.

History: See "Alphatia."

Important Figures: Llynara (Queen).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

Blackheart (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 74,326 sq.mi. **Population:** 45,000 (includes capital of Shraek, population 20,000). **Languages:** Alphatian; many monster languages. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the empress of Alphatia; the rulers of Blackheart take their autonomy and secrecy even more seriously than most Alphatian rulers.

Industries: Magical research, especially relating to monsters; privacy.

Description: This is a forest nation famous for its privacy. Wizards, especially misanthropic ones, come here to build laboratories where they will not be interrupted. Each wizardly estate behaves like its own little nation, with its own laws and traditions. The nation's rulers only interfere when wizards destroy lands they do not own or seek to expand their dominions without getting the rulers' permission. What this means is that some estates are civilized places whose owners simply value privacy, while others are hellish laboratories where wizards perform experiments that no sane human being would condone.

History: See "Alphatia."

Important Figures: Belgoroth the Lamer (King).

Flora and Fauna: See "Alphatia;" note that Blackheart has more monsters per capita than most Alphatian kingdoms.

See Also: Dawn of the Emperors Boxed Set.

Broken Lands

Location: Known World, continent of Brun, inland—south and southeast of Glantri, north of Darokin.

Area: Eastern Broken Lands: 11,600 sq.mi. Western Broken Lands (aka southern Glantri): 26,937 sq.mi. **Population:** Eastern Broken Lands: 8,000. Western Broken Lands: 28,000. Oenmar: 18,000. **Languages:** Most humanoid tongues; orcish is the Common Tongue. **Coinage:** Any (all coins are stolen from other nations).

Government Type: Feudal monarchy; king receives loyalty of and promises aid to subordinate kings and rulers.

Industries (Above-Ground): Warfare. **Industries (Oenmar):** fungus production; mining (gold, copper, tin, and jade).

Description: This area is made up the most torturous, desolate, and inhospitable terrain in all the Known World.

Disaster shaped the Broken Lands (see "History," below), and "disaster" is still an apt word to describe the area. Most parts of the eastern Broken Lands are made up of miles of especially high, rocky, and treacherous hills, while the western region is dominated by a miles-deep crater formed by a recent meteorite strike. There are also volcanoes, a small desert, and a small swamp in the Broken Lands. However, the Streeel and Vesubian Rivers cut through the eastern Broken Lands; they and their tributaries provide fresh water and make it possible for the land to support inhabitants.

Those inhabitants include monsters of many varieties, and humanoids of every known species. The Broken Lands are where humanoids are driven when they can no longer hold their place in the surrounding countries. These humanoids are arranged in tribes and survive by raiding into the richer nations on all sides. The Broken Lands are barely fertile enough to support goats, so there are some goatherds here.

Notable Sites: The most interesting place in the western Broken Lands is the Great Darokin Crater (see the history of Darokin for more on this).

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In the eastern Broken Lands, the most fascinating site—and one which is unknown to the world is the subterranean city of Oenkmar. For the city's origin, see "History," below. Today, Oenkmar is a strong city built on a rocky plate within a miles-wide cavern. The rocky plate floats on the lava flow and moves around with it. Water pouring in from the river above hits the lava and surrounds the city with a curtain of steam; that and the danger of the lava flow makes it difficult for explorers to find the city alive. Its architecture is a strange blend: Much of the older construction looks like the jungle-pyramid and low stone buildings of the ancient Azcans, but with somewhat more delicate elven lines; however, more recent construction and repairs are much more crude. Moss drapes almost everything in the city.

History: The region called the Broken Lands was none too hospitable even in the most ancient of times. In BC 1,700, elves from Glantri found and accidentally detonated a powerful technological device from the time of the empire of Blackmoor. The explosion shook and blasted the Broken Lands, filling the air with dust that made the elves sicken, and causing earthquakes and volcanic eruptions. Surviving elves hid from the fallout in the caverns beneath the Broken Lands.

Some became followers of the evil Immortal Atzanteotl and, at his direction, built a city they called Aengmor—the same name as the above-ground Shadow Elf nation bears. But Atzanteotl had other plans for the city; in BC 1,290, he caused a volcanic eruption whose noxious gasses killed most of the elf population and drove the rest away, and whose lava flow lifted the city up and made it the floating wonder it is today. A century later, he allowed orcs to find the city and settle there. In BC 500, he sealed them off from contact with the world above after being offended by clerics of the nation of Nithia. Since that time, Aengmor—later called, through the corruption of time, Oenkmar—has been a secretive enclave in the depths of the Broken Lands.

Meanwhile, humanoid of all description made their homes above ground in the Broken Lands. Sometimes they bred prodigiously enough to raid into and conquer other nations; sometimes they were slaughtered and driven back to the Broken Lands.

Most recently, an orc-king called Thar

united the tribes into a single, powerful military machine. During the time period covered in Wrath of the Immortals, Thar raided into Darokin and other lands; and, after a giant meteorite damaged the borderlands between Darokin and Glantri, moved many of his followers there to raid into Glantri, as well.

Not long after, human raiders from the east (Heldannic Knights and Vestlanders) rode into the Broken Lands and drove much of its surviving population out, into the great crater in northern Darokin. Though nothing can purge the Broken Lands entirely of its humanoid population, this event seriously depopulated the above-ground region.

Currently, King Thar and his minions occupy the Great Darokin Crater, assisted by the kobold-wokan named Kol IV. The highest-ranking humanoid in the nearly-depopulated eastern region is Alebane, the ogre king. Currently, the existence of the subterranean city of Oenkmar is unknown.

Important Figures: Thar (Orc King); Kol IV (Kobold King); Alebane (Ogre King); Xilochtli (High Priest of Oenkmar). Other lesser humanoid "monarchs" have been driven to their underground domains.

Flora and Fauna: The Broken Lands are rich in monsters. Most common are animal herds (goats), giant ants, rock baboons, bug-bears, gnolls, goblins, hobgoblins, kobolds, giant lizards, ogres, orcs, rats, giant scorpions, giant spiders, troglodytes, and trolls.

See Also: GAZ10, *The Orcs of Thar: Wrath of the Immortals*.

Brun, Continent of

A continent of the Known World's northern hemisphere.

Brute-Men Territory

Location: Hollow World, continent of Iciria, southern hemisphere, north of the Kingdom of Nithia.

Area: 49,883 sq.mi. **Population:** 200,000 (in clan groups numbering ten to 60). **Languages:** "Brutish" (ka-na-to), Neathar. **Coinage:** None (barter only).

Government Type: Numerous clan groups, each led by a single strong chieftain supported by the clan shamans.

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Industries: None.

Description: These are arid, hilly lands north of the Kingdom of Nithia. The hills here are thick with cave and cavern systems, and this network is home to the Brute-Men.

Brute-Men look much like ordinary human men and women—but their noses and jaws are more prominent, and their massive supra-orbital ridges make it look as though their foreheads slope back at a sharper angle than humans' foreheads. Their vocal chords are not very developed; consequently, their language consists of monosyllables and gestures.

They wear crude leather garments and carry stone-headed weapons; they are among the most technologically primitive of all the people in the Hollow World. Though related to modern human beings, they are an older offshoot race, one which did not survive on the Known World.

The Brute-Men are hunter-gatherers. They hunt goats, sheep, deer, elephants, fowl—whatever herbivores they can catch and eat. Though technologically primitive, they do have powerful shamans and wokani; they are not backward magically. Although thought of as culturally primitive, they are very peaceable with one another and with humans who respect their territorial borders.

Notable Sites: The Brute-Men do not construct buildings or cities. Their most interesting site is the large cavern they call Fang Cave; this site, south of the Krugel ruins of Uzurun, is a center of much of their shamanistic ritual. The mouth of the cavern is imbedded with jaws of cave bears, sabre-tooth tigers, and carnivorous dinosaurs; within the cavern, shamans make offerings to the Immortal Kagyar, their patron, and to the spirits of powerful items.

History: The Brute-Men are a primitive form of human which became nearly extinct on the Known World about 11,000 years ago. The Immortals, seeing them decline—especially in the face of competition from the more modern races which became Oltec Man, Tanagoro Man, Antalian Man, and others—moved the last of the Brute-Men to the Hollow World. Here, they survived in their rough hills and mountains and became quite numerous. Today, they are a curiosity for more modern races, but have no specific human enemies. They war only with the animal kingdom.

Important Figures: Na-Do (Chief of clan nearest Fang Cave); Ug-rum (shaman of same clan).

Flora and Fauna: Monsters common to this territory include: animal herds (sheep and goats especially), rock baboons, bats, bears, carrion crawlers, mountain lions, sabre-tooth tigers, dinosaurs, dragons, elephants (actually, mastodons and woolly mammoths), giant lizards, pterosaurs, purple worms, rats, giant scorpions, shadows, snakes, sphinxes, giant spiders, and troglodytes.

See Also: HOLLOW WORLD® Boxed Set.

Caerdwicca (Province of; Barony)

Location: Known World, Isle of Dawn.

Area: 17,459 sq. mi. **Population:** 2,000 (including town of Caerdwicca, population 500). **Languages:** Thyatian (official), Alphatian. **Coinage:** Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard). Also, Alphatian coins common: Crown (gp), Mirror (sp), Judge (cp) Government Type: Feudal; baron owes fealty to Thyatian emperor.

Industries: Sheep; some agriculture; piracy.

Description: This is a small dominion on the south shore of the Isle of Dawn. It is a rough, rustic place, a pirate haven traditionally allied with Thyatis.

History: See "Isle of Dawn."

Important Figures: Uthgaard McRhomaag (Baron).

Flora and Fauna: Any monster is possible, due to the presence of the mysterious and unexplored Great Escarpment.

See Also: Dawn of the Emperors Boxed Set; M5, Talons of Night.

City of the Stars

Location: 600 miles straight down from Aengmor (Known World), and up from the Azcan Empire (Hollow World), in a gigantic cavern at the approximate midpoint of the world's crust.

Area: 2,000 sq. mi. (Cavern of the City of the Stars; additional underground area incalculable). **Population:** 125,000. **Languages:** Elvish (Shadow Elf dialect). **Coinage:** Bright (gp), Shine (sp), Glint (cp), *kalafi* (specially-crafted, varnished strips of hard bark-like fungus, vari-

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ously rated at 10 gp, 50 gp, and 100 gp).

Government Type: Monarchy, with one dependent colony (see "Aengmor").

Industries: Fungus growing, mining.

Description: This is a vast cavern at the center of an cavern network of amazing size. It is adjacent to the gravitational center of the world's crust, and the City of the Stars appears (to people standing on the opposite side of the gravity belt) as though it were built on the ceiling.

History: Some 2,700 years ago, elves living in what was later to be called the Broken Lands found and accidentally detonated a very powerful explosive device, a relic of the long-lost, technological Blackmoor civilization. Survivors of these elven tribes were irradiated by the explosion's fallout, and were driven underground to seek shelter from climactic changes. These surviving elves lived in the caverns beneath the earth for centuries.

They built an underground city, also called Aengmor, but were driven from it by the treachery of the Immortal Atzanteotl, who wanted that city to be used by humanoid

hordes of the Broken Lands. Eventually, the Shadow Elves found an enormous cavern at the exact center of the earth's crust—a bubble in the surrounding lava of the World-Shield. There, they founded a great city and prospered as much as was possible; by recent times they numbered a quarter of a million strong, yet the existence of their civilization was barely a rumor among the surface civilizations.

A millennium later, elves of the far-western Sylvan Realm, discovering that their magical nation was surrounded by hostile human cultures, emigrated to the site that was later to become Alfheim and Aengmor. At that time, the area was a broad plain interrupted only by stands of scrub oak. The elves from the Sylvan Realm settled here and used their magic to increase the size and numbers of the oak trees. The vast oak forest that sprang up under their magic was the Canolbarth, and the nation they founded was Alfheim. Four hundred years ago, the Sylvan Realm finally fell, and the last of the elves able to do so came to Alfheim.



City of the Stars

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During those centuries, the Shadow Elves were not inactive, but their first few exploratory expeditions to the surface ended in disaster, with the deaths of almost all explorers; so, about 1,800 years ago, the Shadow Elves stopped upward exploration. Some 880 years ago, however, Broken Lands humanoids exploring caverns ran into the Shadow Elves and reawakened Shadow Elf interest in the surface world. After that time, the Shadow Elves sent many information-gatherers to the surface, and over the centuries built up a sophisticated spy network, including infiltrators in the nation of Alfheim.

Important Figures: Telemón (king), Porphyriel (shaman), Kanafasti (royal wizard).

Flora and Fauna: Among creatures of these caverns—some of which are unique to this environment—are lava fish (harmless magical fish living in lava), giant slugs, skinwings, boneless (an acid-secreting maggot-like thing 15' long), and darksnap (carnivorous fungi).

See Also: GAZ13, *The Shadow Elves*.

Darokin (Republic of)

Location: Known World, continent of Brun, along south shore, west and north of the Five Shires.

Area: 81,900 sq. mi. **Population:** About 1,250,000 humans, plus a scattering of elves, dwarves, and halflings. (The population of Aengmor does not figure into this number.) Populations of the cities—Akesoli: 17,000, Akorros: 23,000, Ansimont: 12,000, Athenos: 15,000, Corunglain: 31,000, Darokin: 34,000, Selenica: 39,000. **Languages:** Darokinian. **Coinage:** Daro (gp), Half-Daro (ep), Tendrid (sp), Passim (cp).

Government Type: Plutocracy disguising itself as a republic.

Industries: Agriculture; fishing; mercantile ability; diplomacy.

Description: One of the wealthiest nations in the Known World is Darokin, but the nation's wealth is not so obvious as that of nations such as Thyatis. In Darokin, the wealth is spread a bit more evenly throughout the population; Darokin's wealthiest people are not so ostentatious as Thyatis's, but Darokin's peasants are far better off than Thyatis's.

The land itself is rich. The center of the nation is dominated by a vast, flat region

called the Steel Plain; this is the heartland of Darokin, where fully half the nation's residents live. The farmers of the Steel Plain are able to grow enough to feed the whole nation twice over. Near the plain is the mighty Lake Amsorak, a freshwater lake that provides a bounty of fish.

That abundance of agriculture is half the source of Darokin's wealth. The other half is the nation's formidable merchant class, which hauls the excess food to most of the nations of the Known World and returns with trade goods from these distant places.

The people of Darokin, chiefly humans, are a notoriously hard-working lot. Most are driven by desire for success. Each generation wants to live in better surroundings and clothe and educate its children better than the last generation did. Their government is a plutocracy—rule by the rich—but a very long-sighted one. The plutocrats believe that keeping the standard of living high and keeping laws fair throughout the social levels makes workers enthusiastic; so far, their approach has been very successful.

Notable Sites: Darokin has several good-sized cities founded on trade. *Akesoli* is westernmost, on the west shore of Lake Amsorak; it is strongly garrisoned against possible conflict with the more savage lands to the west; it has a quaint frontier feel to it. *Akorros*, on the eastern shore of the lake, is a very safe, insulated community. *Ansimont*, in the southern part of the Steel Plain, is a farm-support city with many grain silos. *Athenos*, down on the coast, is the greatest port city of Darokin, the most varied in population, the most lively, the most dangerous. It is home of the Republic Navy and the center of export and import for the nation. *Corunglain*, to the north, borders on the Broken Lands—indeed, it is believed that caverns reach from the Broken Lands beneath the city, permitting humanoids occasional access into the city. It is a very warlike city, home of caravans heading toward the Ethengar Khanates and Glantri, and a haven for adventurers of all sorts. *Darokin*, the capital, is a little southeast of the nation's center, and acts as the middle of the spider's web of Darokin trade and communication. *Selenica*, the easternmost city of any size, is Darokin's door to the east, the center of caravan activities to Karamaikos, Rockhome, and further points.

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On the northern border lies a vast, blackened crater; see "Broken Lands" for more on it.

In the eastern region of Darokin, and enclosed within Darokin's borders, is the nation of Aengmor (see its description, above). The men of Darokin are very unhappy that the comparatively friendly elves of Alfheim have been driven out by the paranoid, spiteful Shadow Elves, and there is trouble brewing between the two nations.

In the south is the broad Malpheggi Swamp. This area consists of rich but dangerous wetlands where trade opportunities thrive—and so do monsters.

History: About 2,000 years ago, the land later to be called Darokin was an ungoverned region occupied by human, demi-human, and humanoid colonists of all races and descriptions. Gradually, this population polarized, with humanoids, particularly orcs, dominating in the north, humans in the south.

The elves of Alfheim (see Aengmor), not happy with the presence of orcs so near them, supplied the humans with weapons, secrets of science, secrets of magic. This knowledge gradually tipped the balance of power, and over half a century the humans, led by the powerful Eastwind clan, began taking northern land away from the orcs. The nation was named for Ansel Darokin, one of the prominent early kings of that family. By the sixth century AC, the rule of Darokin had fallen to another family, the Attlesons, and no orcs lived within Darokin's borders—borders that once encompassed the modern nations of Karameikos, Glantri, and Ylaruam. Unfortunately, decreased contact with the elves gradually led to misunderstandings, frictions, and eventually war with Alfheim. In the short time the fruitless elfwar raged, orcs from the north once again became a danger, and after a long siege sacked the city of Corunglain.

In the centuries since that event, the borders of Darokin shrank somewhat, but the nation remained very powerful in the worlds of trade and diplomacy.

Recently, during the world-wide war events of the Wrath of the Immortals boxed set, Darokin was invaded and dealt a serious blow by the Desert Nomad minions of the Master, an evil clerical zealot from the west. The Desert Nomads swarmed across western

Darokin and reached as far as the city of Darokin before Darokin's legions and relief columns from Karameikos, Five Shires, and Alfheim destroyed the offensive.

Not long after, the Master of the Desert Nomads, doubtless aided by his evil Immortal master, brought a giant meteor from the depths of space to roar down on Darokin. It is not commonly known whether the meteor's angle of descent was deflected by some outside agency or whether the Master simply missed, but the meteor did not hit a major population center; it crashed into the mountains on the Darokin/Glantri border and created the vast Northern Crater there. The crater was soon occupied by King Thar's humanoid forces from the Broken Lands, and still is, which is an ongoing menace to the men of Darokin and Glantri. (See the listing for Glantri for more on Thar and his minions.)

The war devastated Darokin's economy, and the people of this land now face the difficult task of rebuilding their wealth.

Important Figures: Corwyn Mauntea (President of the Merchant's Council).

Flora and Fauna: Darokin is not known for monsters. Visitors to the country are more likely to encounter broad herds of cattle, horses, sheep, goats, even buffalo in some southwestern plains. The southern forests are largely oak; the northern forests, mostly evergreen. Of course, anywhere humans live, one can encounter the sort of monsters humans produce: Monsters summoned by spells, undead, etc. The mountains to the north and southeast are home to mountain lions, bears, and other natural dangers.

Then there is the Malpheggi Swamp, home of crocodiles, other giant lizards, lizard men, bandits and outlaws, and possibly stranger creatures as well.

See Also: GAZ11, *The Republic of Darokin*.

Davania (Continent of)

The sole continent of the Known World's southern hemisphere.

Dawnrim (Kingdom of)

Location: Known World, western Bellisaria.

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Area: 255,900 sq.mi. **Population:** 25,000 (including the town of Alinquin, 5,000). **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Independent monarchy formerly belonging to the empire of Alphatia.

Industries: Agriculture, fishing, cattle, sheep, goats, all very poor.

Description: This is a nation of fishermen on the coast and cattlemen and shepherds in the interior; except the town of Alinquin, there is not one community here that an arrow from a longbow couldn't cross in a single flight. The new king, who could only be a governor under old Alphatian law, anticipates that Alinquin will be the first site attacked when the Thyatians come to conquer, but he has so far been unable to persuade the rulers of surrounding nations to send him aid. This nation is so poor in magic that there is not even one spellcaster interested in ruling; hence rule of the nation is in the hands of a fighter.

History: See "Bellissaria."

Important Figures: Teskilon (King).

Flora and Fauna: See "Bellissaria."

See Also: Dawn of the Emperors Boxed Set.

Denwarf-Hurgon

There are two cities with this name. One is the abandoned demihuman city on Monster Isle; the other is the demihuman capital of the nation of Stoutfellow.

Dunadale (Confederacy of)

Location: Known World, Isle of Dawn.

Area: 168,605 sq.mi. **Population:** 78,000 (including capital of Dunadale, 20,000, and town of Deirdren, 5000). **Languages:** Alphatian, Thyatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard). Thyatian coins also common: Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Government Type: Constitutional monarchy with many elected representatives advising the king.

Industries: Fishing; cutting of peat-moss.

Description: This kingdom is made up of hills and peat-bogs. It has one very large stretch of unexplored virgin forest. Its largest

communities are Dunadale and Deirdren. Its population is an Alphatian/Thyatian mix, with Alphatians predominating.

History: See "Isle of Dawn."

Important Figures: Tastagarth Lunn (King).

Flora and Fauna: Any monster is possible, due to the presence of the nearby *Great Escarpment*.

See Also: Dawn of the Emperors Boxed Set; M5, Talons of Night.

Eadrin (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 49,883 sq.mi. **Population:** 88,000.

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Tourism, agriculture.

Description: This southern nation has for years been struggling in the shadow of nearby Arogansa. Eadrin's economy, like Arogansa's, was based on tourism, but Eadrin's beaches were not quite as nice, its scenery not quite as lush, its attractions not as decadent. However, its population is geared toward pleasing travelers and so it is a very nice place to visit.

History: See "Alphatia."

Important Figures: Idon II (King).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

East Portage (Kingdom of; aka Kingdom of Hillvale)

Location: Known World, Isle of Dawn.

Area: 71,832 sq.mi. **Population:** 10,000 (3,000 in the town of East Portage). **Languages:** Alphatian, Thyatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard). Thyatian coins also common: Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Government Type: Monarchy; formerly part of the Alphatian Empire.

Industries: Trade; portage of goods from East Portage.

Description: This is a hill-ringed area with one small but thriving port town. It has tradi-

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tionally been Alphatian-controlled. It is the east end of 100-mile baggage trail that reaches to West Portage; many goods are carried by wagon from one town to the other.

History: See "Isle of Dawn."

Important Figures: "Baron" Lornce M'Jozee (King).

Flora and Fauna: Any monster is possible, due to the presence of the unexplored *Great Escarpment*.

See Also: *Dawn of the Emperors* Boxed Set; **M5, Talons of Night**

Ekto (City-State of)

Location: Known World, Isle of Dawn.

Area: 18,996 sq.mi. **Population:** 48,000 (15,000 in the city of Ekto). **Languages:** Alphatian, Thyatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard). Thyatian coins also common: Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Government Type: Monarchy; formerly part of the Alphatian Empire.

Industries: Mining (iron); agriculture; steel; development of metal-working techniques.

Description: This is a formerly Alphatian kingdom of the Isle of Dawn. West of the city are mountains and hills; east are good farmlands; south is the large Great Escarpment of the Isle of Dawn.

Notable Sites: The small city of Ekto features a noted College of the Metals, where metallurgy and metal-working are taught.

History: See "Isle of Dawn."

Important Figures: Trumbull (Governor Pro Tem).

Flora and Fauna: Any monster is possible, due to the presence of the mysterious Great Escarpment.

See Also: *Dawn of the Emperors* Boxed Set; **M5, Talons of Night**

Ethengar Khanate

Location: Known World, continent of Brun, central plains area.

Area: 57,970 sq.mi. **Population:** 330,000. **Languages:** Ethengarian. **Coinage:** All referred to as *tangs*; platinum, gold, electrum, silver, and copper coins in 1-cn, 5-cn, and 10-cn denominations.

Government Type: Nomadic tribes ruled by chieftains (khans), loosely allied under a greater king (Great Khan).

Industries: Cattle, horse-breeding.

Description: This is a region of vast grasslands and arid steppes, blisteringly hot in the summer and biting cold in winter. Some parts of these steppes are veritable seas of grass, while others are more arid expanses barely able to support plant life, unable to sustain herds of animals.

The people of the steppes are Ethengarians. They are stout, yellow-skinned men and women with slight epicanthic folds to their eyes. They are nomads who move their herds of yaks, sheep, goats, pigs and horses across the grassy plains. They live in *yurts*, a type of tent, and make no permanent communities.

They are a warlike people who are proud of their ability as cavalymen and archers. Normally, they vent their warlike natures on one another. Sometimes they are bound together by a great leader and threaten nations on all sides of them.

Notable Sites: In a grassy, flowery depression at a site called *Xantha*, and at a fork in the River Steel at a site called *Bargha*, the Golden Khan (current leader of leaders among the Ethengarians) has built enclosures for his Golden Court. These are walls enclosing a very few permanent buildings; the Khan visits with his mobile *yurt* city and sets up camp here for months at a time. When occupied, the enclosures become large temporary cities with distinct neighborhoods, pavilions constituting a palace district, and other features of a permanent city.

One interesting region is called *The Land of Black Sand*. It is a nasty-looking area covered with black sand and boulders; it was made infertile and harsh by the deadly dusts blown here after the Glantrian Disaster. In the Land of Black Sand is the World Mountain, a place that is sacred to Ethengarian shamans (clerics)—it is a portal to the spirit world of the Ethengarians. Most shun the region, though, because of its evil reputation and the monsters which haunt it.

History: Before the Great Rain of Fire, the catastrophe of BC 3,000 which changed the very axes of the world, this region was the north pole of the Known World. Once the catastrophe changed the planet's axial rotation,

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this area gradually thawed, became overgrown with thick grass, and attracted a race of yellow-skinned hunter-gatherers. These were the ancestors of the Ethengarians, who still occupy the land thousands of years later.

These early Ethengarians fought, lost to and were enslaved by a humanoid horde ruled by the legendary King Loark. Later, an opposed humanoid ruler, King Akkila-Khan, allied himself with the Ethengarians to defeat Loark, then enslaved them himself. A contemporary, the Ethengarian raider Baka, learned the military tactics of the humanoids and created more of his own, and took war back to the humanoids.

The catastrophe called the Glantrian Disaster (of BC 1,700) poisoned Ethengarians and humanoids alike and forced the two cultures to tend to their own problems. It also poisoned great stretches of the steppes.

By the time the Ethengarians and humanoids could turn again to war, Baka was in control of a union of Ethengarian tribes and was able to drive the humanoids out of the steppes. Since then, the land has belonged to the Ethengarians.

In recent times, the charismatic leader Moglai Khan has united the far-flung tribes of Ethengarians into a single nation and has been recognized as a Great Khan. Leaders of the surrounding nations began looking to their borders, for when there is a Great Khan in the Ethengar lands, war is sure to follow.

But when war did come it was with the men of the Heldannic Territories. Clerics of the Heldanns began wandering the Ethengarian grasslands at will, preaching the faith of the Immortal Vanya and behaving in a very condescending and arrogant manner. It's little wonder that these clerics ended up dead, killed by parties unknown, and was even less surprising that the Heldannic Knights retaliated with warfare. During the time of the Wrath of the Immortals adventure, the two peoples fought a lengthy and inconclusive war, which was eventually ended by plague, not victory or defeat. Now the Ethengarians, fewer in number but no less angry at the Heldanns, are working to recover from the plague's aftereffects.

Important Figures: Moglai Khan (Khan); Gundai (bodyguard sabre-tooth)

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Flora and Fauna: The most common sort of plant life here is a variety of hardy waist-high grass. There are patches and stands of *tobat* trees, rather short and wiry trees that give the Ethengarians their only native wood. Ethengarians travel into surrounding hills and mountains for evergreen soft woods. Common animals include goats, yaks, deer, ibex, dogs, bears, boars, horses, lions, lynxes, panthers, lizards, and spiders (giant and normal-sized). Monsters present in the steppes include dragons, griffons, and wyverns, but any sort of creature might be summoned by a Glantrian wizard and released into the steppes.

The region called the Land of Black Sand is haunted by undead monsters, who are trapped within it—but are free to bring harm to anyone who enters it.

See Also: GAZ12, *The Golden Khan of Ethengar*.

Five Shires

Location: Known World, continent of Brun, along the south shore (west of Karamaikos, east of Atruathin Clans).

Area: 10,660 sq.mi. **Population:** 220,000 (24,000 in Shireton). **Languages:** Därokin, Thyatian; some scholars speak Lalor (ancient halfling language). **Coinage:** Yellow (gp), Star (sp), Sunset (cp).

Government Type: Each shire is governed by a council of clanleaders with their elected representative, the sheriff.

Industries: Agriculture, especially vegetables (peas, beans, radishes, mushrooms, carrots, onions, asparagus).

Description: This land by the Sea of Dread is rich and green, with pleasant hills, fields, and valleys. There are large stands of woods here, and most of the land is fertile. The weather is moist (even in winter) and not particularly harsh; the worst seasons here are usually described as "scenic."

The population of the Five Shires is mostly made up of halflings—or *hin*, as they call themselves.

In human lands, the hin have a reputation of being happy, roly-poly, inoffensive people with quick reflexes and self-indulgent habits. It is dangerous for a human traveler to carry that generalization into the Five Shires. In actuality, the hin are much like humans, with a similar

range of professions and temperaments. Some halflings do match the stereotype. Some are savage pirates performing atrocities on the high seas. Some are valiant warriors crushing invasions from the Black Eagle Barony or the Malpheggi Swamp. Some are hardy farmers willing to share a meal with a stranger or shove a pitchfork into an intruding orc.

The Five Shires are:

Highbshire (northernmost). Largely wilderness with mountains, rolling hills, and deep woods.

Eastsbhire (easternmost). Gently rolling farmlands with a few small forests. Heavily patrolled; often visited by non-halflings.

Seasbhire (southeast). Wealthy and heavily-populated; characterized by several ports and river mouths. Hilly, green, and verdant land.

Heartsbhire (central). Rural hill country, numerous deep forests. Former center of mining in the shires, but the mines are now mostly played out.

Southbshire (southwest). Longest-settled region of the Shires. Old and well-worked farmland with a few small wooded regions.

History: More than two thousand years ago, in BC 1,300, the hin arrived from the southern lands that were their original homes. They named the land Faerdinel and befriended a declining elvish culture that lived nearby. These elves, called the Gentle Folk, taught the hin many secrets of growing and of living in these lands, but eventually disappeared completely from the face of the world. Soon after, an orc horde invaded the land and enslaved the halflings. Within a generation, the halflings rose against their orc-masters and defeated them.

The history of the halflings over the next several hundred years is a tale of invasion, conquest and eventual halfling revolt. At various times, and under various names, the halfling land was ruled by dwarves and more orcs. Eventually the land became completely lawless, but was ultimately redeemed in the eighth and seventh centuries BC by halfling heroes who roamed the land like knights-errant, defeating invaders and evil in all parts of the land.

In the sixth century BC, the nation formally organized as five semi-autonomous Shires, each ruled by an elected Sheriff, the nation as a whole ruled by a council of the five sheriffs.

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The Shires survived more than a thousand years of prosperous self-rule without too much contact with other cultures. In the sixth century AC, they began performing trade and exploration on the high seas; after unpleasant encounters with Thyatian military vessels, they added piracy to their list of naval accomplishments, and halfling pirates continue harassing Thyatian ships to this day.

In recent history (AC 989), the Five Shires have had several clashes with the Black Eagle Barony, an autonomous part of the nation of Karamaikos. These clashes resulted in victory for the halflings, but their enemy, Baron von Hendriks, is not one to forgive his defeats and will doubtless cause more trouble some day.

More recently, the Five Shires became embroiled in the world war depicted in the *Wrath of the Immortals* boxed set. Untouched by enemy armies, the halflings gave support to the adjoining nation of Darokin when that land was invaded by the Desert Nomads. The Five Shires were little affected by the great war and has continued to prosper.

Important Figures: Jaervosz Dustyboots (Sheriff of Seashire); Tarisco Highnose (Sheriff of Highshire); Maeragh Littlelaughs (Sheriff of Eastshire); Delune Darkeyes (Sheriff of Heartshire); Sildil Seaeyes (Sheriff of Southshire).

Flora and Fauna: Monsters and odd creatures to be found in the shires include: Actaeons (rare), giant bats (mostly in swamp and coastland territory), bears, giant beetles, black puddings (in mines and other subterranean areas only), bugbears, carrion crawlers (underground and ruins), mountain lions, devil swine, doppelgangers, dragons (very rare), woodrakes (rare), dryads (forests only), giant ferrets (forests only), gargoyles (hills), ghouls, goblins, grab grass (swampy areas only), griffons (mountains), hobgoblins, liches (wilderness and ruins only), lycanthropes, nightwings (rare), orcs, owl bears, robber flies (swamp), skeletons, snakes, spiders, sprites, stirges, unicorns (very rare), vampires (in the east, near Karamaikos), visions, wights, wolves, and zombies.

See Also: GAZ8, *The Five Shires*.

Floating Ar (Kingdom of)

Location: Known World, Sea of Dawn, in the midst of what once was the Alphatian continent.

Area: 48 sq.mi. **Population:** 50,000 (25,000 in the city of Skyreach); 95% human, 5% elvish. **Languages:** Alphatian, Elvish (Shiye-Lawr dialect). **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Independent monarchy, formerly part of the Alphatian Empire.

Industries: Mercenary naval forces; exploitation of air-magics; exploration.

Description: This nation is a sort of aerial archipelago. It consists of several mountains, islands, and plates of land hovering at altitudes of 10' to miles up in the air above the ocean of the Sea of Dawn. Some of these land masses are miles across; others are as small as individual mansions and castles floating on plates of stone barely large enough to accommodate them.

Most of the larger hovering land masses have temperate climates and feature deep green forest growth; they are inhabited by humans, elves, and animal species.

Their human and elf inhabitants travel between the floating islands and to other nations by use of Alphatian-style flying ships, or by magic spells. The humans are of the Alphatian race and culture (see the listing, above, of Alphatia for more on this), and consequently a high proportion of the population can cast spells. Elves are of the Alphatian Shiye-Lawr culture, most of which vanished beneath the waves when Alphatia sank; they are more merry and more menacing than the normal elves of Brun, though not as ominous as the Shadow Elves of Aengmor.

A disproportionate amount of the population is noble. Before Floating Ar was split away from ground-level Ar, all the nobles and their servants lived on the floating islands, while the majority of the commoners lived on the land below. Now that the land below is gone and many of the commoners belong to the new navy (see below), many of the noble houses are deprived of servants. The rulers of the great and noble houses work hard to keep up appearances, but most noble dwellings do not have any living servants; the nobles make do with conjured servants, golems, and doing a little work themselves when no one is

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watching. The hiring of Qeodhar and Yan-nivey natives as servants is becoming more common.

One of the smaller floating islands of Floating Ar is Haaken, ancestral dominion of Haldemar, hero of the *Princess Ark* series.

Pushing and shoving are crimes of assault in Floating Ar; they can lead to death when they are accomplished near the edges of the floating land masses, so they are discouraged all the time.

Notable Sites: The city of *Skyreach* rests atop a two-mile-diameter floating island. It is a modern, walled city with its own university (specializing in the study of air magic) and several shipyards that build flying vessels. The city itself occupies only a fraction of the island's land surface; the rest is given over to woods and (especially) grasslands, where herds of horses and pegasi graze.

History: Floating Ar was once a normal nation of the continent of Alphatia; it was founded by a wizard named Ar. During his centuries-long life, Ar became fascinated with air-related magic. When he departed on the Immortals' Path of the Paragon, which demands that the candidate change the very appearance of his nation, Ar expanded his program of creating floating dwellings and land masses, until his nation was liberally decorated with floating islands and was renamed Floating Ar.

During the events of Wrath of the Immortals, when Alphatia sank, the floating land masses of the nation were never in danger; the Immortal Palartarkan saved them, keeping them floating above Alphatia while the continent below sank and disappeared.

In the short time since Alphatia has sunk, the ruling prince has turned a large proportion of the nation's skyships into fishing vessels, conscripting most of the remaining lower classes for this purpose. This method of fishing requires great skill for it demands low altitude flights for extended periods of time. Several nobles are presently working on a project to build huge booms with giant fishing nets that could be used directly from the lowest floating islands. Plans are being feverishly drafted up. Most of the young, healthy nobles of fighting age have otherwise been commissioned into Ar's Air-Navy, a mercenary force that hires itself out to other nations or goes on

raiding expeditions into areas that are not well-defended against aerial intruders.

Just as recently, Zandor, son of the slain Empress Eriadna, has communicated with the king and prince of Floating Ar to announce that he is in charge of the New Alphatian Empire, and that Floating Ar is a part of that empire. The king and prince ignore Zandor for the time being.

Important Figures: Qissling (King); Qirklin (Prince); Haldemar of Haaken (adventurer, usually absent)

Flora and Fauna: The land masses of Floating Ar feature thick evergreen forests, high-altitude plains, and rolling or mountainous terrain. Animals and monsters encountered here include animal herds (horses), bears, boars, mountain lions, djinn, dragons, efreet, air elementals, elves, faerie, gargoyles, hill giants, cloud giants, storm giants, mountain giants, golems, gremlins, griffons, hippogriffs, pegasi, skeleton (often as servants), sprites, living statues (often as servants), zombies (often as servants).

An unusual creature now mostly confined to Floating Ar is the *pegataur*, a creature much like a centaur but with wings like a pegasus. The pegataur is as intelligent and social as its cousin, the centaur.

In the waters beneath Floating Ar you can find many aquatic creatures, and monsters such as giant fish, manta rays, mermen, sharks, and whales.

See Also: Dawn of the Emperors Boxed Set.

Foresthorne (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 296,554 sq. mi. (includes Llyn Lake, 21,450 sq. mi.). **Population:** 85,000 (90% human, 10% elf). **Languages:** Alphatian, Elvish (Shiye-Lawr dialect). **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Agriculture, fishing, logging.

Description: This northern Alphatian nation is, as its name implies, very heavily forested. By ancient tradition, the kings and queens of Foresthorne have carefully main-

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tained the forests, allowing only a certain amount of logging and trapping each year. The forest rangers are almost all elves; they are very diligent about capturing those who exceed logging and trapping limits, and the rulers are very diligent about publicly executing such people. Most communities in Foresthome are centered around Llyn Lake and make their living farming and fishing; there are also broad belts of decent farmland stretching from the lake to the coast.

History: See "Alphatia."

Important Figures: Kikania (Queen).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

Frisland (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 160,124 sq.mi. (includes Shiell Lake, 6,984 sq.mi.). **Population:** 79,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Cattle, agriculture (grain).

Description: This northern nation used to be the coldest of Alphatia's kingdoms; its coast faced the cold northern seas and winds. Now that Alphatia has sunk and reemerged into the Hollow World, the whole continent lies under an eternal sun; but, fortunately, the Immortals adapted the grasses and thin forests to the new setting. This land is not very fertile, and the nation is not heavily populated.

History: See "Alphatia."

Important Figures: Edjer the Twisted (King).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

Furmenglaive (Province of)

Location: Known World, Isle of Dawn.

Area: 38,410 sq.mi. **Population:** 3,000 (including 600 in the community of Furmenglaive). **Languages:** Thyatian, Alphatian. **Coinage:** Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard). Al-

phatian coins also commonplace: Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Feudal; the counts of Furmenglaive owe fealty to the Emperor of Thyatis.

Industries: Agriculture and fishing (both rather sparse and unrewarding).

Description: This dark and unwholesome land is thought to be a breeding-ground for evil wizards, undead monsters, and lycanthropes. Surrounding dominions fortify against it and fear it. Furmenglaive is usually a subject territory of the Thyatian Empire.

History: See "Thyatis, Empire of."

Important Figures: Phileus Furmenglaive (Count), Lyra Furmenglaive (Countess).

Flora and Fauna: It is possible to encounter any monster here, due to the presence of the Great Escarpment nearby.

See Also: Dawn of the Emperors Boxed Set, M5, Talons of Night.

Gaity (Kingdom of)

Location: Known World, Sea of Dawn southeast of the Isle of Dawn.

Area: 16,960 sq.mi. **Population:** 5,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Independent monarchy, formerly part of the Alphatian Empire.

Industries: None (formerly amusement; see History, below). There are many mid-level magic-users here in need of employment, now that the amusement park is ruined.

Description: A low, rocky, unproductive-looking island, decorated with the tatters of colorful banners and tents.

Notable Sites: The ruins of Rainbow Park, a walled-in amusement resort, are the most interesting site on the island. Here, visitors can find collapsed rides, animal pens, dioramas, restaurants, and theatres lying in ruin.

History: This island was, until recently, the home of a huge pleasure resort called Rainbow Park. Run by Alphatian magic-users for wealthy patrons, it offered monsterback rides, simulated natural disasters, staged dungeons for young adventurers-in-training, etc. The earthquakes that resulted from the sinking of Alphatia destroyed much of the park, releasing its captive monsters to roam free; now the island is in shambles and will probably never

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recover as a resort site.

Important Figures: Timalta (Queen).

Flora and Fauna: Because of the old failure of the zoo on nearby Aegos and the recent collapse of the animal pens here on Gaity, monsters of any sort can be found here.

See Also: **Dawn of the Emperors** Boxed Set.

Glantri (Principalities of)

Location: Known World, continent of Brun, inland—north of Darokin, south of Wendar, west of the Ethengar Khanates.

Area: approx. 89,713 sq. mi. or 116,650 sq. mi. if the Great Darokin Crater and other western additions to the Broken Lands are counted as part of the figure. **Population:** 597,500 (down from a pre-plague total of about 780,000.) **Languages:** Thyatian (the Common Tongue here), Alphatian (Flaemish dialect), Elvish (Belcadiz and Erewan dialects), Traladaran (in Boldavia), Ethengarian. **Coinage:** Crown (pp), Ducat (gp), Sovereign (sp), Penny (cp).

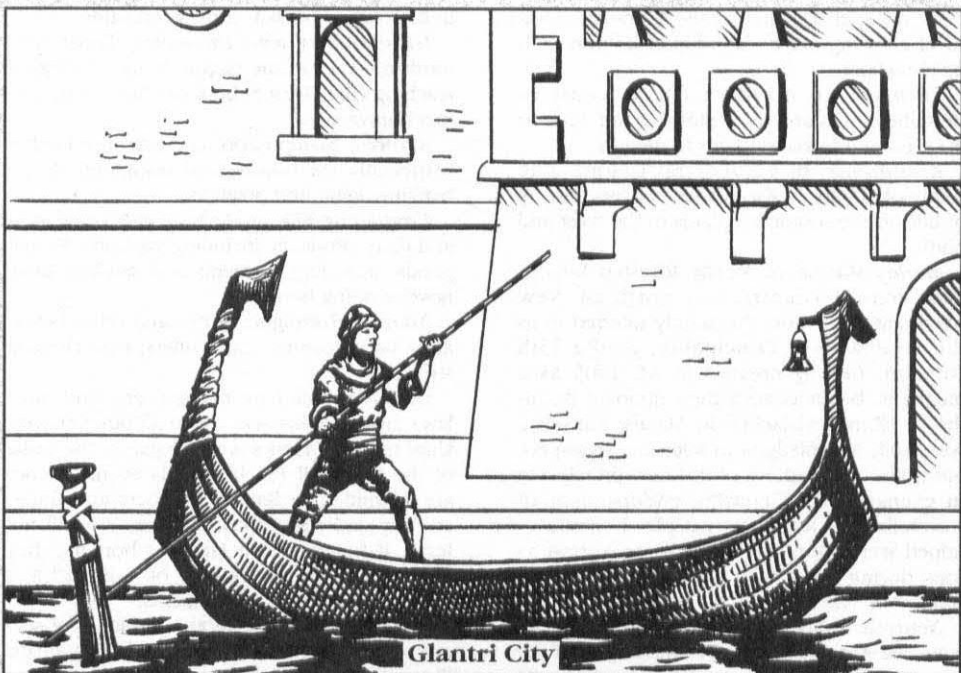
Government Type: Magocracy ruled by wizards' council; only mages can be nobles, and in council nobles vote with a voting strength determined by their rank (prince, duke, count, etc.).

Description: Glantri is a secluded land ringed by mountains—and surrounded by mystery and intrigue. Glantri is separated by thick ranges of mountains from Wendar to the north; east are the Ethengar Khanates; south and southeast are the savage Broken Lands; and west are the wastes of the desert of Sind.

The nation is made up of stretches of hills and pine-forested mountains separated by long, narrow river valleys thick with farms and pastures. Glantri is broken up into many semi-autonomous principalities, each ruled by a Prince or Princess. Principalities include:

Aalban. In northern Glantri, west of Bergdhoven. The region is all plains and pastures.

Belcadiz. In southeastern Glantri, not far from Glantri City. The region includes many different types of terrain, including mountains, hills, and lightly forested lowlands.



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Bergdhoven. In northern Glantri, between Aalban and Klantyre. The region consists of plains and pastures and is much like Aalban.

Blackbill. In southern Glantri, bordering the Great Crater. This principality was destroyed during the formation of the Great Crater. It is now occupied by humanoids.

Boldavia. In northeastern Glantri, bordering the Ethengar Khanates. The region consists mostly of craggy bluffs and forested hills. It is rumored to be a vampire hideout.

Bramyra. In eastern Glantri, bordering the Ethengar Khanates. This small, principality is mostly hills. It was created in AC 1003 by an act of enfeoffment, as a buffer state.

Blackbill. In southern Glantri, bordering the Great Crater. This principality was destroyed during the formation of the Great Crater. It is now mostly occupied by humanoids.

Ereuan. In southern Glantri, bordering the Broken Lands. This principality is under humanoid occupation. Die-hard Ereuan elves still hold some forested areas near the town of Erendyl. The town itself has barely managed to contain incessant humanoid raids, and is being slowly fortified. Princess Carlolina of Ereuan hopes to convince the Glantrian council of allowing her to found another principality elsewhere.

Klantyre. In northern Glantri, east of Bergdhoven. Klantyre is made up of hills to the west and lowland plains to the east.

Krondabar. In east-central Glantri, due south of Klantyre. Krondabar consists mostly of hills to the southeast, plains to the west and north.

Morlay-Malinois. Mostly forested hills in west-central Glantri, just north of New Averoigne. It is more commonly referred to as the Free Wolves Principality, or the 13th Domain. It was created in AC 1005 as a means to better control then rampant lycanthropy. Prince Malachie du Marais, himself a werewolf, had pledged to keep his were-people within the confines of this new principality in exchange for Glantrian endorsement of werefolk as a legitimate people. It was also hoped werefolk would help Glantri against its foes during the Great War of *Wrath of the Immortals*. See also PC4 Night Howlers.

Nouvelle Averoigne. In west-central Glantri. Nouvelle Averoigne is one of the largest of the nation's principalities, and covers substantial

ranges of hill and plains territory.

In addition, there are many smaller domains whose rulers aspire for them to become full principalities, and other areas—especially lightly-settled border areas and mountains—which are governed by the nation's ruling council.

Sablestone. In western Glantri, past New Averoigne. It was created in AC 1004 by an act of enfeoffment, as a way to acquire better control over population of the western lands in times of war.

Industries: Each principality has different available resources. They include:

Aalban. Smithcraft, machine-making, construction of siege engines; swine-herding; leather industry (mostly pigskin); cabbages, potatoes; grain, beer.

Belcadiz. Metalwork and metallurgy, sword-making; black lace; cattle; winemaking; fruits; some gold-mining.

Bergdhoven. Perfumes, rare oils and alchemical ingredients (all made from local flowers); fishing; dairy farms, cheeses; gemwrights.

Boldavia. Salt mines; wild horses; salmon fishing (also caviar production); ice transportation; potatoes; vodka; garlic production.

Glantri City and Environs. Trade and tourism center of the nation; home of magical teaching (the Great School of Magic generates much income).

Klantyre. Sheep (wool and mutton); lumber (especially for house- and bridge-building); banking; grain and potatoes.

Krondabar. Silk production; cattle (for meat and dairy products, including yoghurt); leather goods, including garments and saddles; small novelty riding horses.

Nouvelle Averoigne. Wines and other beverages; haute cuisine; entertainers; new clothing styles.

Glantri is ruled by magic-users, and most laws favor magic-users above all other classes. Until recently, clerics were illegal; in the wake of the Wrath of the Immortals events, clerics are permitted in limited numbers and under scrutiny and restrictions. Dwarves are still not legal; if found within Glantri's borders, they may be chased out, killed, or captured and subjected to ghastly experiments.

The Glantrian population is made up of several different ethnic stocks, including elves, Flaemish Alphatians (this branch of the race

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never lived in this world's continent of Alphatia, but came straight to the Glantri region from the old homeworld of Alphatia), Traladaran Karameikans, Thyatians, Ethengarians, and others.

Notable Sites: The most important site in the nation is its capital, *Glantri City*. This is a large community of about 40,000 inhabitants, with another 20,000 or so in the surrounding valley areas. The wealthier and more interesting sections of Glantri City are built among canals and accessed by colorful gondolas.

In the city is the *Great School of Magic*, a noted center of magical study in the center of the city's canal area. With the destruction of Alphatia, the Great School of Magic has become, for the time being, the greatest center of magical learning in the world—though the leaders of the University of Air Magics on Aeria, and those planning the Karameikan School of Magecraft, tend to contest that claim.

On the southern border to Darokin, now part of the Broken Lands, is the *Great Crater*, an extension of the Broken Lands. This crater, more than twenty miles in diameter, and the broken territory around it were formed when the monstrous leader of Hule, called The Master, persuaded an Immortal to drop a giant meteorite on Darokin—to punish that nation for thwarting him. The meteorite strike rocked this part of the world. Soon enough, the crater was occupied by hordes of orcs, goblins, kobolds, ogres, trolls, gnolls, and other humanoids from the Broken Lands, who saw it as a welcome staging area from which to launch strikes into Darokin and Glantri.

History: In the most ancient times, Glantri was a frozen wasteland. After the ancient civilization of Blackmoor destroyed itself and changed the planetary axis, the region thawed a little and was settled by cold-weather elves around 2,200 BC. Five hundred years later, some of the elves found and accidentally triggered an old Blackmoor device, which exploded, filling the air with dust that caused horrible sicknesses and blocked off the light of the sun. Glantri froze again, and the elves disappeared. Some went south. Others went underground to get away from the disease; they were one of the tribes that later became the Shadow Elves (see Aengmor).

After nearly another millennium, the ice began to recede again; descendants of the

elves who had gone south returned to colonize again. Around 400 AC, the Flaems, a side-branch of the Alphatian race, arrived in the region to settle. The Flaems, like the Alphatians, had fled the destruction of the original Alphatian planet; but they were fire-magic wizards bitterly opposed to the branch that ended up in the modern continent of Alphatia. The Flaems built cities here, fought the Ethengarians on many occasions, resisted the influx of colonists from Thyatis and Traladara (ancient Karameikos) and other southern lands, and were eventually conquered by an Alphatian war-leader named Halzunthram.

The elves revolted; the Thyatian/Traladaran and Flaemish humans banded together against the Alphatians, beginning forty years of war, during which time eastern dwarves began raiding into the nation. Plague also came, and the humans and elves on both sides blamed the disease-resistant dwarves for spreading it.

Eventually, Lord Alexander Glantri, a man of Thyatian descent, defeated Halzunthram and created a new government that recognized all the disparate cultures that had settled here. The old Flaemish capital of Braejr was renamed Glantri City in his honor, and the nation came to be called for the city.

Years later, in 858, the increasingly-powerful mages of the nation declared that only mages could rule. They had to suppress a revolt, and did so within a year.

Other waves of settlers, some of them from different planes of reality, have been drawn to Glantri in the last two centuries.

Most recently, Glantri withstood a protracted war with the Empire of Helathia. Glantri was aided by Thyatis and the Heldannic Territories, among other nations, as described in *Wrath of the Immortals*.

During the war, the Great Darokin Crater was formed, as described above. Humanoids from the Broken Lands came to occupy it in strength, and to attack Darokin and Glantri, especially the latter nation.

At the height of the war, the continent of Alphatia sank beneath the Sea of Dawn, ending the war. However, Glantri's troubles are not over. The war and an associated plague led to a population loss (and to new laws that allowed much-hated clerics to enter Glantri). Lycanthropic activity increased in the north-western part of the nation. Increasingly,



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humanoids and other monsters from the Great Darokin Crater moved into far-south Glantri and settled; these humanoids are nearly as strong as a true principality at this point. Vampirism has spread from northeastern Boldavia into the rest of the nation. Though the spirit of Glantri remains bright and gallant, the nation is becoming increasingly dark and eerie.

Important Figures: Jaggar von Drachenfels (Prince of Aalban), Carnelia de Fedorias y Belcadiz (Princess of Belcadiz), Juliana Vlaardoen (Princess of Bergdhoven), Morphail Gorevitch-Woszlany (Prince of Boldavia), Brannart McGregor (Prince of Klantyre), Jherik Virayana (Prince of Krondahar), Isidore d'Ambreville (unconfirmed Princess of Nouvelle Averoigne), Prince Malachie du Marais (Prince of the Werewolves). Glantrian nobles are either human magic-users or elves.

Flora and Fauna: There is absolutely no limit to the number or variety of monsters that can be found in this nation. No one even remembers which creatures are native to the region; so many monsters have been summoned or created here, then escaped to breed in the wilderness, that it is possible to encounter *any* sort of creature within Glantri.

See Also: GAZ3, *The Principalities of Glantri*.

Greenspur (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 90,787 sq.mi. **Population:** 565,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Alphatian empress.

Industries: Agriculture, military.

Description: This southern nation is made up of fertile lowlands. The city of Eagret is home to the continent's largest skyship base, and the nation treats its fighters better than most of the magic-conscious nations of Alphatia.

History: See "Alphatia."

Important Figures: Sildreth II (King).

Flora and Fauna: See "Alphatia."

See Also: *Dawn of the Emperors* Boxed Set.

Haven (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 245,424 sq.mi. **Population:** 895,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to the Empress Eriadna.

Industries: Agriculture (grains, fruits, vegetables), cattle and sheep; art and artistic education.

Description: This southern nation of Haven is one of the more unusual kingdoms of Alphatia. Three hundred years ago, an artistic wizard, Mylertendal, became a patron of the arts and launched a craze of artistic expression—one which has never died, one which is now an important part of the national character. Haven has all the cities, towns, plains, and forests one expects to see in a southern Alphatian nation, but there are few large artificial surfaces (such as building walls) that are not decorated with murals; few houses (even those of the very poor) do not possess at least small statues or paintings done by a member of the family. Streets are made of bricks of different colors arranged in mosaics. There is not one community in all Haven that is not a riot of color and design.

Notable Sites: Broken walls and ash-pits dozens of feet deep characterize the destroyed city of *Aasla*, once the capital of Haven. *Aasla* was once the largest sea-port in Alphatia and center of the empire's sky-ship navy. It was even more heavily decorated than other cities in Haven. Unfortunately, early in the war with Glantri, a firestorm set by enemy adventurers destroyed the city, killing half the population and sending the rest into flight. *Dovir*, about a hundred miles north of *Aasla*, is the new capital, and is increasingly a centerpiece of architectural art. *The Queen's Castle*, home of the ruler of Haven, is halfway between the two cities.

History: See "Alphatia."

Important Figures: Kryndylya (queen), Mylertendal (artistic patron).

Flora and Fauna: See "Alphatia."

See Also: *Dawn of the Emperors* Boxed Set.

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Heldannic Territories

Location: Known World, continent of Brun, along eastern coast, south of Norwold and north of the Northern Reaches.

Area: approx. 20,000 sq.m. **Population:** 250,000, including capital of Freiburg (25,000).

Languages: Heldannic, Thyatian (Hattian).

Coinage: Groschen (5 gp), Gelder (gp), Erzer (ep), Markschen (sp), Fënneg (cp).

Government Type: Theocracy.

Industries: Agriculture (some wheat and barley, potatoes); mining (iron); sheep and pig herding; fishing; little is exported.

Description: This is a cold, dark land north of the Northern Realms and the Ethengar Khanate.

The nation faces the chilly waters where the Sea of Dawn meets the Alphanth Sea. In winter, piercingly cold winds blow down from Norwold. This is a harsh, hard land, a land where crops struggle to take hold in thin and rocky soil, a land where the livestock which survives the harsh winters is thin, stringy, and mean. But it is, to many eyes, a beautiful land. Inland, the land is dominated by tall, hard-

edged mountains; toward the sea, the arable lowlands look more welcoming than they actually are; everywhere, pine forests grow tall, deep, and dark.

The land is occupied by a tall, light-complexioned people, the Heldann, who are related to the men of the Northern Reaches. However, the ruling class of the Heldannic Territories, the Heldannic Knights, is made up largely of Hattians—aggressive Thyatian transplants who believe in the right of the combined Hattian/Heldanner people to rule all others. More and more native Heldann are joining the Knights, though.

Notable Sites: The capital city of the Territories is *Freiburg*. The capital was once a large town of narrow, winding streets and rather gloomy stone buildings. Since the coming of the Hattians, Freiburg has been expanded and walled, and is now one of the most defensible citadel cities on the continent of Brun.

History: The land has been continuously occupied by the same racial stock for more than 3,000 years. In the eighteenth century BC, a fair-skinned people called the Antalians



Heldannic Knights

Overview of Mystara



occupied this region and the land now called Norwold. A savage war with a humanoid horde led by the legendary King Loark shattered Antalian civilization, sending the Antalians into a dark age. In succeeding centuries, the Antalians gradually recovered, occasionally banding together under powerful war-leaders—one of whom, Heldann the Great, eventually gave the region its modern name. Mostly, however, the individual Heldanner communities remained fiercely independent of one another, banding together only to repel invasions from other lands.

Things have changed dramatically within the last several decades, however. Around 950 AC, a small but extraordinarily powerful army of experienced clerics descended upon the Territories—and conquered them. These were Hattian clerics of the Immortal Vanya, dedicated to her warlike ways. They did not wage a traditional war; they simply invaded individual Territories and used their magic to slay or imprison some community leaders and forcibly convert others. Then they built new temples to the Immortal Vanya and preached a dream of conquest, power, and glory that far too many

Heldanner warriors believed.

Recently, during the war between the Empire of Alphatia and the Principalities of Glantri, the Heldannic Territories forged a temporary union with Glantri and the Empire of Thyatis. However, the Heldannic Knights' activities during the war were not terribly helpful to Glantri. The nation withstood a siege by the warriors of the Ethengar Khanates before plague in both camps put an end to the engagement. Later, with the help of warriors of Vestland, the Heldann crossed westward and attacked the humanoids of the Broken Lands, slaughtering many, but not relieving Glantri—many of the Broken Lands humanoids had already relocated to the Great Darokin Crater.

Important Figures: Herr Wulf von Klagen-dorf (High Cleric of Vanya), Geoffrey of Grunturm (rebel leader).

Flora and Fauna: Creatures commonly found in the Territories include animal herds (elk, moose, sheep), snow apes, bears, berserkers, boars, dragons, giant ferrets, hill giants, stone giants, frost giants, mountain giants, gnolls, hags, lycanthropes, frost sala-

Overview of Mystara

manders, sasquatches, and wolves.

See Also: The *Princess Ark* series in DRAGON® Magazine.

Helskir (Kingdom of)

Location: Known World, Isle of Dawn.

Area: 28,932 sq. mi. **Population:** 40,000, including 15,000 in the city of Helskir. **Languages:** Alphatian, Thyatian (roughly equal).

Coinage: Zaar (gp), Aster (sp), Denarius (cp).

Government Type: Independent monarchy.

Industries: Principally fishing; some agriculture (all consumed within Helskir); peat-cutting; sheep-herding.

Description: This nation constitutes the northwestern sixth of the Isle of Dawn, stretching down the western coast. Here, the weather is cool, the fishing is excellent—and the political climate, for the first time in decades, is settled.

The land of Helskir is not particularly rich. It consists mostly of foggy, dangerous moors, with some arable land and some areas suitable for goats and sheep.

The people of Helskir are mostly of common (copper-skinned) Alphatian descent. However, they do not adhere strongly to Alphatian culture. Helskir was always a frontier nation of the Alphatian empire, a borderland between the Alphatians and the Thyatians, and the Helskirans have a different outlook on things. Here, fighters and other non-magical people can achieve the same levels of power and social ranks as spellcasters. Manners are not so refined as they were on the Alphatian mainland. The people are not so condescending toward other cultures as the mainland Alphatians.

Notable Sites: The namesake of the nation is the city of *Helskir*. It has grown from a fishing village to a small, prosperous city on several sailing trade routes.

History: This region of the Isle of Dawn was settled by Alphatians 2,000 years ago. It was not an extraordinarily profitable settlement for the Alphatian mainland, as it could not afford rich tributes to send to the Alphatian emperor. However, it proved to be a valuable buffer between the Alphatians and the dangerous tribes of the land of Thyatis. Eventually, however, those tribes became a power-

ful nation and then an empire, and Alphatia clashed with Thyatis several times on the Isle of Dawn. Helskir was conquered several times by both sides over a period of more than a thousand years.

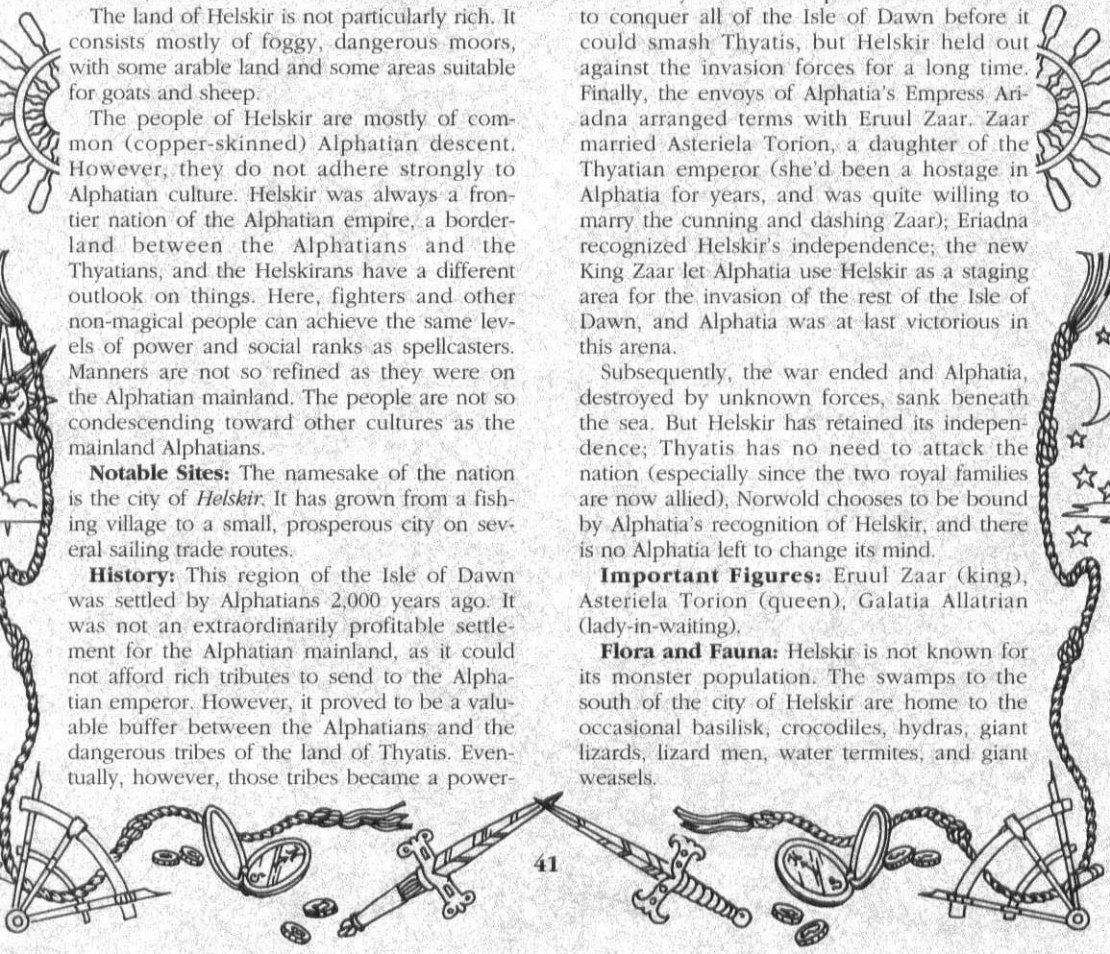
About 35 years ago, a fighter named Eruul Zaar became governor here. His expert management helped the village of Helskir grow into a large township and then into a small city. The nation prospered. But Helskir, then under the control of Alphatia, was ceded to the new nation of Norwold by the Empress of Alphatia, mother of the King of Norwold. Infuriated, Zaar declared Helskir's independence, then began a program to increase the size of his army and fortify his settlements.

Before the armies of Norwold could attack Helskir to claim its property, Alphatia entered a state of war with the Principalities of Glantri, as described in the **Wrath of the Immortals** adventure. Helskir sided with Thyatis, which was an ally of Glantri. Alphatia decided it had to conquer all of the Isle of Dawn before it could smash Thyatis, but Helskir held out against the invasion forces for a long time. Finally, the envoys of Alphatia's Empress Ariadna arranged terms with Eruul Zaar. Zaar married Asteriela Torion, a daughter of the Thyatian emperor (she'd been a hostage in Alphatia for years, and was quite willing to marry the cunning and dashing Zaar); Ariadna recognized Helskir's independence; the new King Zaar let Alphatia use Helskir as a staging area for the invasion of the rest of the Isle of Dawn, and Alphatia was at last victorious in this arena.

Subsequently, the war ended and Alphatia, destroyed by unknown forces, sank beneath the sea. But Helskir has retained its independence; Thyatis has no need to attack the nation (especially since the two royal families are now allied), Norwold chooses to be bound by Alphatia's recognition of Helskir, and there is no Alphatia left to change its mind.

Important Figures: Eruul Zaar (king), Asteriela Torion (queen), Galatia Allatrian (lady-in-waiting).

Flora and Fauna: Helskir is not known for its monster population. The swamps to the south of the city of Helskir are home to the occasional basilisk, crocodiles, hydras, giant lizards, lizard men, water termites, and giant weasels.



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See Also: *Dawn of the Emperors* Boxed Set.

Horken (Kingdom of)

Location: Known World, southeastern Bellissaria.

Area: 103,258 sq.mi. **Population:** 30,000, including the town of Horken (5,000). **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type:

Industries: Agriculture; shipbuilding; trade. Most of the wood for shipbuilding is brought down from Blueside, in Lagrius.

Description: This is a roughly circular nation. The northern part of the kingdom is lightly wooded grasslands with access to the sea; the southern region is hilly and borders on Surshield.

Notable Sites: The capital of Horken is also named Horken. This town is a shipbuilding center; around it are many good deep-water harbors, and, with timber from Blueside, the men and women of Horken build the best ships in all Bellissaria. That trade has not ceased with the disappearance of Alphatia; now, Horken is supplying military ships to Spearpoint and Aaslin. Horken's large business families are more in control of the nation than its king.

History: See "Bellissaria."

Important Figures: Villium (king).

Flora and Fauna: See "Bellissaria."

See Also: *Dawn of the Emperors* Boxed Set.

Icevale (Elf-Lands of)

Location: Hollow World, continent of Icaria, northern hemisphere, central.

Area: 216,160 sq.mi. **Population:** 100,000, in communities of 100 to 1,000. The town of Argandir has about 5,500 residents. **Languages:** Elvish (Icevale dialect). **Coinage:** Sol (gp), lun (sp), ston (cp).

Government Type: Monarchy; king and queen heavily influenced by clan leaders.

Industries: Fur and leather goods; the elves take wines, precious metals, and preserved food in return.

Description: This is an icy, mountainous northern realm occupied by strong, hardy

elves of Iron Age technology. These mountains are cold and harsh, usually blanketed in snow; their inhabitants live in log-cabin communities and make their living as loggers, trappers, and miners.

The Icevale elves are taller and have fairer complexions than outer-world elves; they dress mostly in warm fur garments. They enjoy competition and host many events such as dogsled races, ski races, longbow matches, brewing contests, and the like. Unlike some elves, they appreciate a good haunch of venison or leg of mutton as much as most humans.

Notable Sites: The closest thing the Icevale elves have to a capital is *Argandir*, a wood-walled city deep in the mountains; it is here the clan representatives have their gatherings. Argandir is built along one of the more gentle slopes of Mount Argan (which is 11,000' high at its peak), and trees grow almost as thick within the city walls as without. Another interesting site is Mt. Svelthys, a 23,000'-tall active volcano; it is rumored that a strange form of life called "fire dwarves" lives within.

History: The Icevale elves are distant cousins of the elves of Aengmor; see the description of that nation. Around 1,700 BC, these elves' common ancestors tripped an ancient device of Blackmoor and caused an explosion which caused a long winter and rotting sicknesses; their survivors descended into the extensive caverns under the Broken Lands to survive. Some, whose descendants became the Aengmor elves and Schattenalfen, stayed below ground. Others continued traveling downward through the world's crust, then migrated "upward" into the Hollow World.

Important Figures: Rollodir (king), Bergeya (queen).

Flora and Fauna: This area is home to most of the sorts of monsters and animals appropriate to arctic mountains: Bears, moose, wolves, white dragons, etc. The Icevale elves make a tidy living by herding reindeer.

See Also: *HOLLOW WORLD*® Boxed Set.

Icaria

The largest continent of the Hollow World.

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Ierendi (Kingdom of)

Location: Known World, Sea of Dread, west of Minrothad and south of Darokin.

Area: 17,240 sq. mi. **Population:** Total: 57,850+ (Ierendi Island: 40,000. Safari Island: 5,000. Alcove Island: 1,200. Utter Island: 3,000. White Island: 100. Roister Island: 850. Aloysius Island: 2,100. Elegy Island: 2,800. Fletcher Island: 1,800. Honor Island: 1,000+). An additional 20,000 people visit Ierendi during the summer "tourist season." **Languages:** Thyatian (for trade and commerce; acts as the common tongue), Makai, Darokinian (halflings especially). **Coinage:** Pali (10 gp), Geleva (1 gp), Sana (1 sp), Cokip (1 cp). The Ierendians are avid coin-collectors and prefer foreign currency.

Government Type: Constitutional monarchy; most power held by representatives elected from noble families; king and queen are figureheads serving short reigns.

Industries: Tourism.

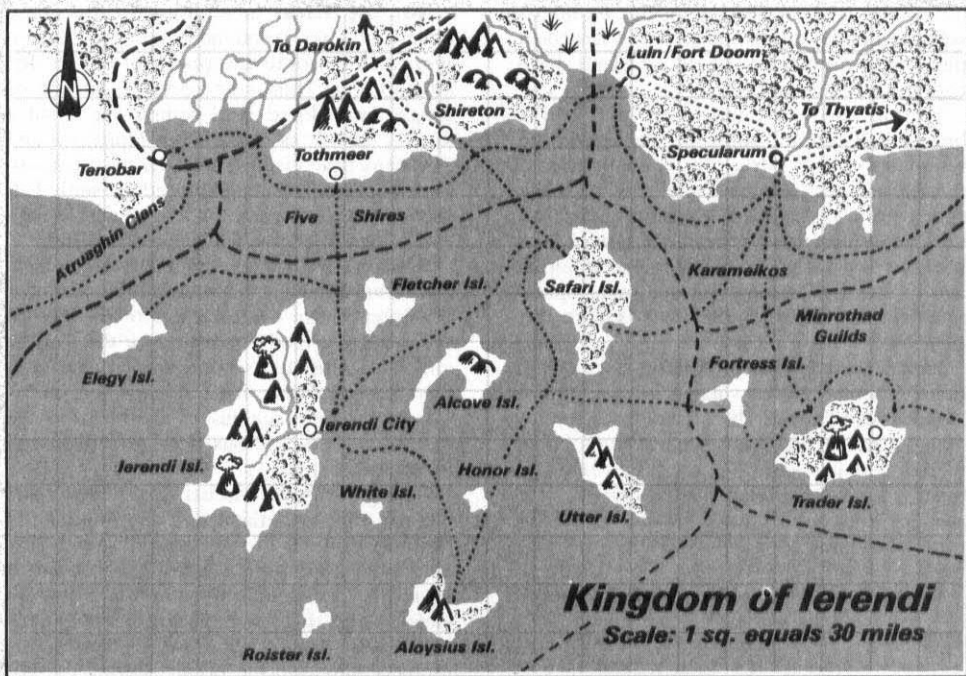
Description: This is an island archipelago immediately south of the continent of Brun. The islands are volcanic, situated in a warm

climate, and largely covered with tropical rain forests; they are known for their beautiful beaches and hospitable people.

The aboriginal inhabitants are known as the Makai; they are a brown-skinned people with friendly dispositions and generous natures. Later settlers, including Thyatians and halflings from the Five Shires, are a minority population, and have largely acquired the Makai attitudes. In spite of the population's mellow cheerfulness, the Ierendians have a history of formidable fighting prowess and have beaten back invasions from the mighty Thyatian Empire.

The Ierendians have great affection for heroes. Though the islands are actually governed by a tribunal of officials elected from the nation's noble families, they retain a figurehead king and queen. The crown is not hereditary. Ierendi hosts an annual tournament where the new king and queen are chosen.

Notable Sites: The marketplace on *Ierendi Island* is justly famous for the wide assortment of available merchandise and for the entertainment value of haggling with its mer-



Overview of Mystara

chants. The *Castle of Ierendi*, residence of the king and queen, is a site of great beauty; built less for defensibility than for looks, its exterior was fashioned from orange coral inlaid with patterns in blue and white coral. *Safari Island* is a thinly-inhabited wilderness that is artificially stocked with monsters and creatures for the entertainment of adventure-seeking tourists. *Fletcher Island* is an interesting resort where, for 100 gp per day, the island's population of actors and planners will create a "fantasy" for the visitor to live out; under their skillful direction, any skinny merchant from Minrothad can briefly become a brawny barbarian loved by women and feared by enemies. *Honor Island* is an interesting site, but not a place to visit; it is occupied by a large number of reclusive and experienced wizards.

History: From earliest known time, the islands were inhabited by the native Makai population. Some four hundred years ago, the islands were conquered by the Empire of Thyatis, who set up a penal colony here. The prisoners, led by the notorious Mad Cleeg, eventually rebelled and drove the Thyatians out of the islands. Since then the islanders, with the occasional assistance of the Ierendian pirates and the wizards of Honor Island, have kept the archipelago free.

Ierendi did not participate in the war between Glantri and Alphatia. The nation did keep its Royal Brigade commissioned throughout the war, to repel any possible attack from Thyatis; the Thyatians have had designs on Ierendi for centuries, and it was believed that Thyatis might seize the archipelago to use as a staging area for naval operations should the Alphatian navy sail in this direction.

Important Figures: Reston of Akesoli (king), Tristilia of Gaity (queen).

Flora and Fauna: The archipelago features many of the animals and menaces appropriate to tropical islands, including bandits and pirates, giant crabs, giant leeches (in the rare swampy areas), and sharks. White Island features some interesting pure-white apes and birds.

See Also: GAZ4, *The Kingdom of Ierendi*.

Isle of Dawn

Location: Known World, east of the continent of Brun.

Area: approx. 1,059,307 sq.mi.

Description: The Isle of Dawn is a very large island in the Sea of Dawn, immediately east of the continent of Brun. Until recently, it was a border area between the empires of Thyatis and Alphatia. In general, the nations along the eastern shore have been kingdoms of the Alphatian Empire, while the regions of the western shore have been provinces of Thyatis. By tradition, most Thyatian dominions on the Isle of Dawn are referred to as "provinces" whether they are protectorates, baronies, counties, or duchies. Grand duchies, however, are referred to properly.

Traveling clockwise around the island from the northern tip, the main nations and provinces of the Isle of Dawn include: Helskir, Dunadale, East Portage, Ekto, Trikelios, Thothia, Caerdwicca, Fumenglaive, Septentri-ona, Kendach, West Portage, Redstone, and Westroure.

See individual entries for these regions for more information about them.

Notable Sites: In addition to the many towns and cities mentioned, the *Great Escarpment* offers some interesting features for adventurers. This is an elevated stretch of rough, unexplored land comprising about a third of the Isle of Dawn. Both Alphatians and Thyatians have claimed it in the past, but neither side extensively explored or settled it; such expeditions were far less profitable than exploiting the known reaches of the island.

History: When the Alphatians came from their own distant world to settle the continent of Alphatia, the central areas of the Isle of Dawn were already occupied by the Thothians. The Alphatians conquered the island; then, centuries later, the Thyatians began conquering western regions of the island. Since that time, the island has been a battleground for the two empires.

During the recent war between Alphatia and Glantri, the Alphatians had to conquer the Thyatian portions of the island to get at Thyatis, which was then Glantri's ally. Alphatia eventually conquered the entire island (except Helskir and the Great Escarpment). Shortly afterwards, due to unknown circumstances, Alphatia sank into the ocean, leaving the Isle

Overview of Mystara

of Dawn in a precarious situation—unprotected by Alphaatia, desired by Thyatis.

See Also: *Dawn of the Emperors* Boxed Set; **M5, Talons of Night**

Jennite Holdings

Location: Hollow World, continent of Iciria, southern hemisphere, south-central.

Area: 180,133 sq.mi. **Population:** About 500,000 (previously misreported as a lesser number), living in clans averaging about 1,000 members. The Wind-Like-Wolf Clan and Red Horns Clan each have about 3,000 members.

Languages: Jennite; Neathar. **Coinage:** None (barter only).

Government Type: Semi-independent clans ruled by chiefs; occasionally a great leader will rise to unite them.

Industries: Cattle; horse-breeding; gold-smithing.

Description: These are broad, flat grasslands in the southern half of the continent, adjacent to the Kingdom of Nithia and south of the Tanagoro Plains. This is a harsh place to live; antarctic winds can make the plains a cold, desolate, and dangerous region. But the grasses can sustain large herds of horses and aurochs (an ancient breed of cattle)—and the nomads who herd them.

The humans of this region, the Jennites, are copper-skinned, dark-haired people. They wear baggy pants and long-sleeved jacket-like tunics; their armor is similar to their clothes, but has metal scales sewn on it. They are superior horsemen who use very short, very powerful bows that fit into their quivers. The Jennites are nomads; they build nothing except the occasional gigantic funeral mound for kings and queens. Thus the plains they rule are unmarked by village or citadel.

The Jennite Holdings are also called the Plains of Teuz, after one of their legendary kings, who kept a Nithian invasion from conquering the region.

Notable Sites: There are no cities here, but there are a few interesting places. One of them is the enormous *Mound of Teuz*, the burial mound of King Teuz. It is hidden away in a ridge of hills in the central plains area, but it is indistinguishable from the natural hills which surround it and its location has been lost. It is said that a vast hoard of gold, all grave-goods,

were buried with Teuz—and that spells cast by Jennite clerics and magic-users will destroy anyone who enters the burial chambers.

History: On the Known World, Oltec Men (see the *Azcan Empire*, above) left the continent of Brun in prehistoric times; they settled central and western regions of the continent of Skothar. They gradually developed the nomadic herdsman culture they still possess. In time, they broke down into two cultural divisions, one (influenced by the Immortal Rathanos) that asserted the domination of men over women, and one (influenced by the Immortal Tarastia) that held the two sexes to have equal roles to play in the tribe. War broke out between the two groups; the followers of Tarastia eventually won, but centuries of conflict had reduced Jennite culture to a shadow of its former self. The Immortal Tarastia transported the most sizeable clans of her followers to the Hollow World, where they have thrived. On many occasions, the Jennites have clashed with the Nithians and Tanagoro, but their ability to move entire communities very quickly and their lack of predictability have made it impossible to wipe out the Jennites.

Important Figures: Trudar (king), Rathyka (queen).

Flora and Fauna: These plains are home to many monsters, and other creatures wander out of the antarctic mountains to the south. Such creatures include animal herds (aurochs, similar to cattle), giant beetles, bugbears, lions, chimeras, cockatrices, dinosaurs, dragons, hill giants, gnolls, griffons, hippogriffs, horses, giant lizards, giant locusts, manticores, ogres, pegasi, giant scorpions, sphinx, and trolls.

See Also: **HOLLOW WORLD®** Boxed Set.

Jomphur

A continent of the Hollow World.

Karameikos (Kingdom of)

Location: Known World, continent of Brun, along the Sea of Dread, west of Thyatis.

Area: 46,750 sq.mi. **Population:** Total: 350,000, plus humanoid (Humans: 240,000—15% Thyatian, 65% Traladaran, 20% mixed or other; Elves: 100,000 (30,000 Callarii, 10,000 Vyalia, 60,000 Alfheim). Dwarves: 3,000. Gnomes: 5,000. Halflings: 2,000. Humanoids:

Overview of Mystara

Unknown.) The population of Specularum is about 50,000. **Languages:** Thyatian (official), Traladaran, Elvish (Callarii, Vyalia, Alheim dialects). **Coinage:** Royal (gp), Crona (sp), Kopec (sp).

Government Type: Monarchy.

Industries: Timber, lumber, mining (gold and silver in the hills), agriculture (a little surplus grain exported).

Description: Karameikos is a deep, dark land, still mostly wilderness although it has been occupied by man throughout recorded history.

Karameikos sits on the south shore of the continent of Brun, west of Thyatis and east of the Five Shires; to the north, broad mountain ranges separate the nation from Darokin and Ylaruam.

Most of Karameikos is covered with thick forests, hardwoods and softwoods, and is largely unexplored. There are broad patches of rich soil, especially beside the broad Highreach River, so farming is good here.

There are several distinct cultures present in Karameikos.

The Traladarans, a pale, dark-haired people, have lived here for thousands of years. Energetic, romantic, artistic, and superstitious, they are descendants of the heroic Bronze Age people called the Traldar.

They are ruled by a conquering class of Thyatians brought here forty years ago by Duke Stefan Karameikos. After the conquest, Karameikos named the old land of Traladara after himself.

There are also three elven clans here: the vigorous Callarii in the central parts, the secretive and reclusive Vyalia in the northern parts of the eastern forests, and whole clans of **Alheim** elves in the southern parts of the eastern forests; the Alheim elves are recently arrived here after the destruction of their homeland; see **Aengmor**. In the north is a dwarf/gnome community called Highforge.

There are many frictions between the Thyatians and Traladarans, but increasingly they are coming to think of themselves as a single nation; this is largely because of the policies of Duke Stefan. Despite the exploitative nature of many of his nobles, who see the Traladarans as a work resource to be used for maximum profit, Stefan has enforced many laws to ensure Traladaran equality.

In the western part of Karameikos, on the Gulf of Halag facing the Five Shires, is a semi-autonomous dominion, the Black Eagle Barony. It is ruled by Duke Stefan's black sheep cousin, the baron Ludwig von Hendriks, and has been a major source of irritation for the last four decades: von Hendriks' minions have raided into Karameikos, Darokin, the Five Shires, Minrothad, Ierendi, wherever they could slaughter and rob for greatest profit. Nominally protected by Duke Stefan's inability to believe such horrid stories of one of his own relatives, Baron Ludwig acts with impunity in this part of the world.

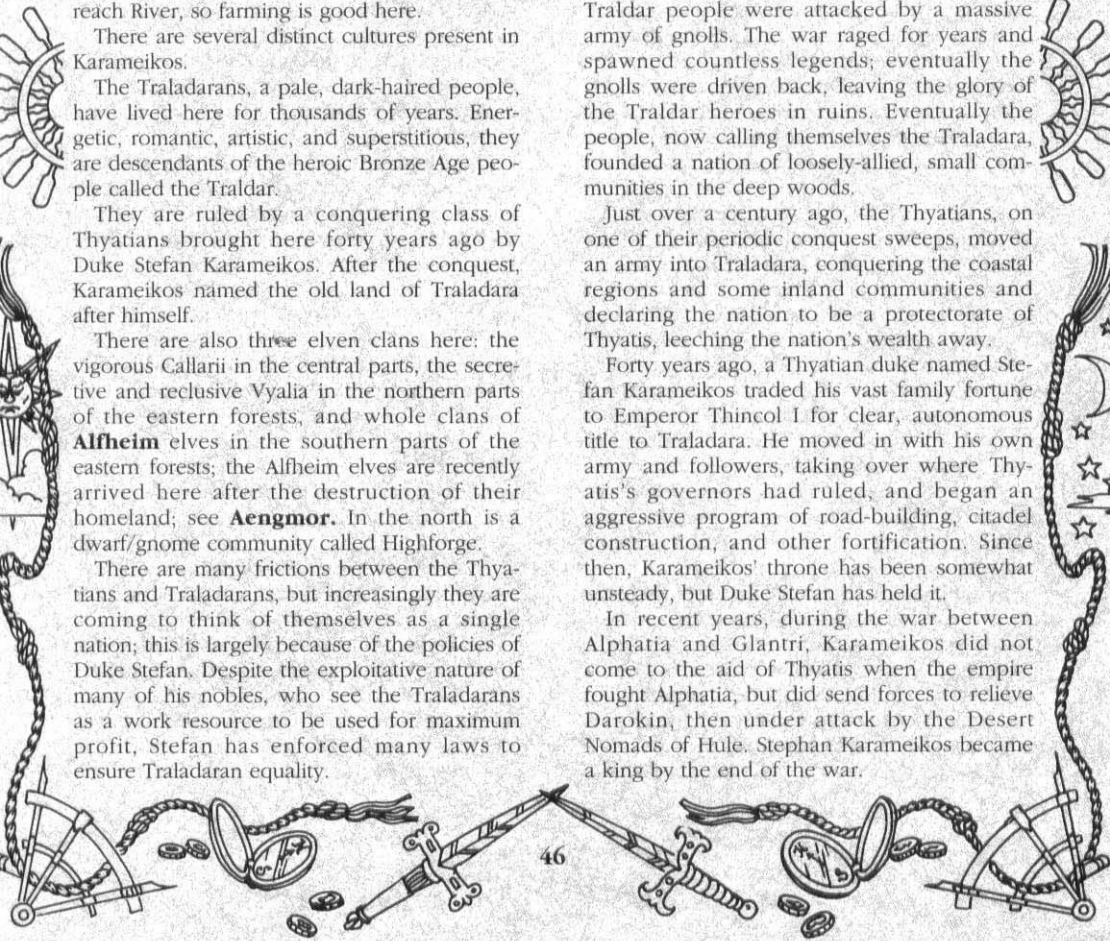
Notable Sites: The capital city of *Specularum* is a thriving and very active sea-port. The town of *Threshold*, in the northern hill country, is a haven for adventurers, surrounded by wilderness.

History: In ancient times, the land of Traladara was home to a heroic Bronze Age civilization. About two thousand years ago, the Traldar people were attacked by a massive army of gnolls. The war raged for years and spawned countless legends; eventually the gnolls were driven back, leaving the glory of the Traldar heroes in ruins. Eventually the people, now calling themselves the Traladara, founded a nation of loosely-allied, small communities in the deep woods.

Just over a century ago, the Thyatians, on one of their periodic conquest sweeps, moved an army into Traladara, conquering the coastal regions and some inland communities and declaring the nation to be a protectorate of Thyatis, leeching the nation's wealth away.

Forty years ago, a Thyatian duke named Stefan Karameikos traded his vast family fortune to Emperor Thincol I for clear, autonomous title to Traladara. He moved in with his own army and followers, taking over where Thyatis's governors had ruled, and began an aggressive program of road-building, citadel construction, and other fortification. Since then, Karameikos' throne has been somewhat unsteady, but Duke Stefan has held it.

In recent years, during the war between Alphatia and Glantri, Karameikos did not come to the aid of Thyatis when the empire fought Alphatia, but did send forces to relieve Darokin, then under attack by the Desert Nomads of Hule. Stephan Karameikos became a king by the end of the war.



Overview of Mystara

Important Figures: Stefan Karamaikos (king), Olivia Karamaikos (queen), Adriana Hyraksos (princess), Devon Hyraksos (prince), Justin Karamaikos (prince), Valen Karamaikos (prince), Ludwig von Hendriks (baron of Black Eagle Barony), Bargle the Infamous (magist of Black Eagle Barony), Master Terari (headmaster for the new Karamaikan School of Magecraft).

Flora and Fauna: Karamaikos is well-known for its animal and monster life; its forests are home to all sorts of woods-creatures, and the nation is one of the world's sources for the curse of the undead.

See Also: GAZ1, *The Grand Duchy of Karamaikos*; BA1-9, *In Search of Adventure*.

Kendach (Province of; County)

Location: Known World, Isle of Dawn.

Area: 12,970 sq.mi. **Population:** 35,000 (including fortress-town of Kendach, 3,500).

Languages: Thyatian, Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Feudal county; rulers owe fealty to Thyatian emperor.

Industries: Army and navy; trade; some light agriculture.

Description: This province, at the narrow center of the Isle of Dawn, consists of some fertile flatlands graduating to marshy wetlands in the south. It is a center of trade and of Thyatian military presence on the Isle of Dawn, and much of the province's industry deals with supporting and entertaining military personnel, traders, and travelers.

Notable Sites: The fortress of *Kendach*, half-town and half-citadel, is a large, imposing example of Thyatian fortress-building at its best.

History: See "Isle of Dawn."

Important Figures: Marie Kendach (countess).

Flora and Fauna: Any monster is possible, due to the presence of the Isle of Dawn's Great Escarpment.

See Also: *Dawn of the Emperors* Boxed Set; M5, *Talons of Night*.

Kogolor Dwarf-Lands

Location: Hollow World, continent of Iciria, on the World-Spine mountains in the far east.

Area: 133,021 sq.mi. **Population:** 500,000 dwarves, most living in fortified, stone-walled villages with populations of about 1,000. There are several towns of 5,000 or more; the city of Kolmstat has about 28,000 residents. **Languages:** Kogolor Dwarfish (no relation to Rockhome Dwarfish). **Coinage:** Bifric (50 gp), gilder (gp), platen (sp), kupfen (cp).

Government Type: Monarchy; king heavily influenced by clan-leaders.

Industries: Timber, woodwork, beer, mead, ale, furs, leatherworks.

Description: This is high mountain country, in the middle of the equatorial range of peaks called the World Spine. These are tall and treacherous mountains, thickly wooded, home to many animals, and home to the dwarves.

These dwarves are physically similar to the burly demi-humans of the Known World—but the differences between these two races outweigh the similarities. The Kogolor Dwarves are boisterous, outgoing people, fond of bright colors and good company; they don't have the outer-world dwarves' suspicious, reclusive natures. The Kogolors do build in stone and fashion jewelry, but are not as obsessed with caverns and gold as the Known World dwarves. They are widely known as mountaineers and brewers, yodelers and woodworkers.

The Kogolor Dwarves live in numberless walled towns all through the mountains. They are ruled by a dwarf-king or dwarf-queen, whose rule is hereditary. Unlike the Known World dwarves, they have no special resistance to magic.

Notable Sites: The dwarf capital is *Kolmstat*, an above-ground city with two massive stone curtain walls and thousands of stone buildings. Built on the summit of a low mountain, it overlooks *Lake Kolm*, a lovely body of water just south of the hills bordering Krugel Ore territory. The mountain *Kolmstat* sits upon is riddled with natural caves and underground springs, which are largely unexplored; several dwarf children go missing each year while playing and hiding in the outermost caves.

Overview of Mystara

History: The Kogolor Dwarves are the direct descendants of the original dwarf race of the Known World. They thrived in mountains near the human Blackmoor culture—until the men of Blackmoor blew themselves up. After that, illness came from the dust and rains which came from Blackmoor; entire generations of these dwarves became sick. As the dwarf culture began to die, an Immortal named Kagyar decided to create a new, *better* breed of dwarf. He took the healthiest of the dwarves and modified them, giving them a resistance to magic and to the specific kind of poisoning brought on by the Blackmoor explosion, made them fond of caves and tunnels, of metals and stone; he gave them a new language and new leaders. These became the dwarves of Rockhome.

The few pitiful remnants of the original dwarf race he placed in these mountains of the Hollow World, where they proceeded very nearly to die out. At one time, there were not more than a few score dwarves in these mountains—but, eventually, the race's innate toughness, the healthier surroundings, and a succession of good leaders allowed the dwarves to recover as a race. The Immortal Kagyar eventually looked upon them, too, with kindness.

The Kogolor Dwarves have, over the centuries, fought many wars with the Schattentalen Elves and the Krugel Orcs. They have not done very well when attacking the homelands of these races, but have fought magnificently when defending these mountains from counter-attacks.

Important Figures: Bifric III (King).

Flora and Fauna: This region is home to many monster and animal species, including actaeons, animal herds (deer, elk, moose, goats), white apes, bears, beholders, mountain lions, dinosaurs, giant ferrets, hill giants, stone giants, frost giants, mountain giants, gnomes, griffons, lycanthropes, minotaurs, neanderthals, ogres, orcs, pterosaurs, purple worms, rats, frost salamanders, sasquatches, giant spiders, toads, troglodytes, trolls, and wolves.

See Also: HOLLOW WORLD® Boxed Set.

Krugel Horde Territory

Location: Hollow World, continent of Icaria, just north of the World-Spine mountains in the far east.

Area: 428,163 sq.mi. **Population:** 300,000, most living in villages of 2,000 or less; most of the villages are built on the banks of the Great Mud River and its tributary, the Yenidar River. Ubul has a population of 6,000. **Languages:** Orcish (Krugel dialect). **Coinage:** None (barter only, plus whatever coins can be stolen from other lands).

Government Type: Military dictatorship.

Industries: Mercenary warfare (cavalry, normally hired out to the Azcan Empire and the Schattentalen elves); some agriculture; horse-breeding.

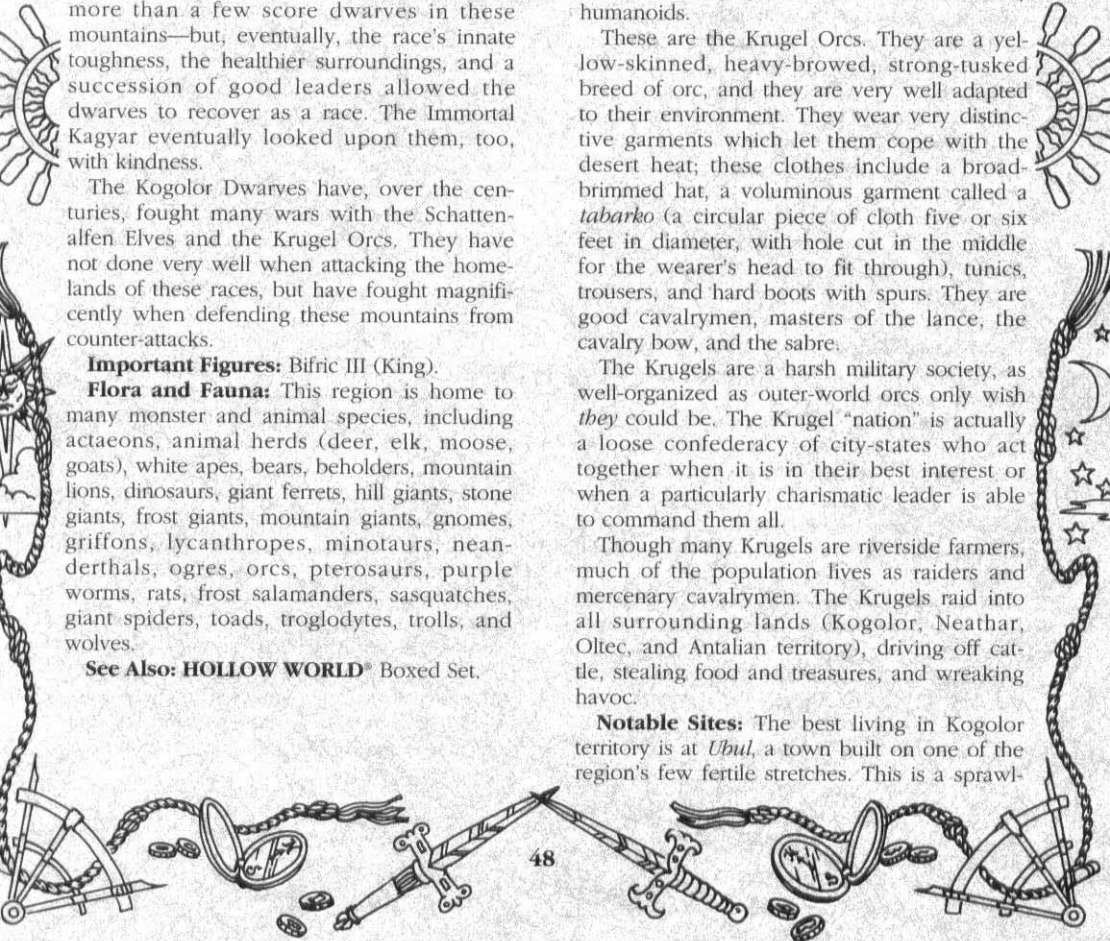
Description: This is hot territory, ranging from semi-arid scrub lands to sterile desert. But a couple of rivers meander through the desert; enough plant life grows to support a good-sized population of lean, hardy humanoids.

These are the Krugel Orcs. They are a yellow-skinned, heavy-browed, strong-tusked breed of orc, and they are very well adapted to their environment. They wear very distinctive garments which let them cope with the desert heat; these clothes include a broad-brimmed hat, a voluminous garment called a *tabarko* (a circular piece of cloth five or six feet in diameter, with hole cut in the middle for the wearer's head to fit through), tunics, trousers, and hard boots with spurs. They are good cavalymen, masters of the lance, the cavalry bow, and the sabre.

The Krugels are a harsh military society, as well-organized as outer-world orcs only wish *they* could be. The Krugel "nation" is actually a loose confederacy of city-states who act together when it is in their best interest or when a particularly charismatic leader is able to command them all.

Though many Krugels are riverside farmers, much of the population lives as raiders and mercenary cavalymen. The Krugels raid into all surrounding lands (Kogolor, Neathar, Oltec, and Antalian territory), driving off cattle, stealing food and treasures, and wreaking havoc.

Notable Sites: The best living in Kogolor territory is at *Ubul*, a town built on one of the region's few fertile stretches. This is a sprawl-



Overview of Mystara

ing town protected by a wooden palisade and surrounded by decent farmlands; here, gambling and mercenary guilds are big business. Ubul is not far from the *Ayskudag Wastelands*, harsh, unnatural desert which is home to numerous monsters.

History: In BC 493, in the Broken Lands of the Known World, a humanoid leader named Queen Udbala lead an expedition against the dwarves of Rockhome. The expedition failed miserably and the humanoids were massacred. But one unit, an elite orc cavalry group led by a chieftain named Krugel, fought with enormous valor and skill. Surrounded by dwarves and facing death themselves, they were rescued by the Immortal Karaash, a patron of orcs, and placed in the arid lands south of the Antalians and north of the Kogolor Dwarves. Fortunately for these orcs, the fighting force was made up of nearly as many females as males, and this military unit was able to prosper even in this harsh territory.

Important Figures: Geredek (General, Chief of Ubul).

Flora and Fauna: The desert is home to many species, including animal herds (ponies, bison, sheep), giant ants, basilisks, chimeras, cockatrices, dinosaurs (a few carnivorous desert species), horses, giant lizards, manscorpions, manticores, giant scorpions, and snakes (especially vipers).

See Also: **HOLLOW WORLD**® Boxed Set.

Lagrius (Kingdom of)

Location: Known World, continent of Bellissaria.

Area: 244,677 sq.mi. **Population:** 150,000 (including Blueside, 15,000). **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard).

Government Type: Monarchy.

Industries: Timber-cutting, fishing.

Description: This central Bellissarian nation centers around the continent's great freshwater lake.

Notable Sites: The capital city of *Blueside* is protected by steep hills on one side and the lake on another. It is now being fortified against anticipated Thyatian invasions.

History: See "Bellissaria."

Important Figures: Saron Lagrius (Queen).

Flora and Fauna: See the entry for "Bellissaria."

See Also: **Dawn of the Emperors** Boxed Set.

Landfall (City-State of)

Location: Known World, continent of Brun, east coast just north of Heldannic Territories.

Area: 998 sq.mi. **Population:** 10,000 (95% human, 5% halflings). **Languages:** Alphatian (official), Heldannic, Thyatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp) (Alphatian Standard). Coins of many other nations in common circulation here.

Government Type: Theoretically a monarchy; actually, the king is a puppet ruled by the Thieves' Guild.

Industries: Trade, thievery, fencing of stolen goods.

Description: Landfall is a dirty, corrupt town controlling some surrounding territory. Landfall is run by the Thieves' Guild, through "King" Lernal the Swill, the dissipated half-brother of King Ericall of Alpha.

History: See "Norwold" for the region's early history. About 75 years ago, pirates and thieves built this city as a haven for themselves. When King Ericall of Alpha (see "Alpha") was "ceded" the region of Norwold, he was theoretically granted the rule of Landfall, and dispatched his brother Lernal to be its governor. The Thieves' Guild was vastly amused by this and set Lernal up as their puppet, allowing him to drink himself to death and take blame for everything that goes wrong in the city.

When Alphatia disappeared, the Guild decided that it might be a bad thing to be associated with Ericall's nation of Alpha, and so had the ailing Lernal sign a document proclaiming himself king and Landfall a sovereign nation.

Important Figures: Lernal the Swill (Puppet/King).

Flora and Fauna: See "Norwold."

See Also: **Dawn of the Emperors** Boxed Set; **M1 Into the Maelstrom**, **M2, Vengeance of Alphaks**.

Overview of Mystara

Leeha (Shire of)

Location: Known World, continent of Brun, region of Norwold.

Area: 998 sq.mi. **Population:** 6,500, including stronghold of Leeha, 1,200. **Languages:** Alphatian; Lalor (halfling). **Coinage:** Mostly barter; otherwise Alphatian standard—Crown (gp), Mirror (sp), Judge (cp).

Government Type: Democracy; elected clan representatives advise an elected sheriff.

Industries: Agriculture, fishing.

Description: At the western end of the Great Bay of Norwold lies the stronghold of Leeha, capital of the newly-organized shire of the same name. The nation of Alpha lies at the eastern end of the bay.

History: See "Norwold." The Leeha region was settled by halflings driven out of the Northern Reaches about 1,500 years ago by kobold invasions. They lived alone—and mostly peacefully, except for humanoid incursions—for many centuries, which is one reason they retained their Lalor language better than their Five Shires counterparts. They have reacted peaceably to the arrival of human cities in the last century; in fact, they have profited from a little trade with humans.

Important Figures: Shaedrik Divotfoot (Sheriff of Leeha).

Flora and Fauna: See "Norwold."

See also: **Dawn of the Emperors** Boxed Set; **M1 Into the Maelstrom**, **M2, Vengeance of Alphaks**.

Limn (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 9,977 sq.mi. **Population:** 223,000 monsters (35,000 of them in Trollhattan). **Languages:** Alphatian (common); goblin, kobold, orc, ogre, Elvish (Shiye-Lawr dialect), many others (most belonging to intelligent monsters). **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to Empress Eriadna.

Industries: Magical experimentation (especially in the creation or modification of monster species).

Description: This is a nation of demi-humans, humanoids, and monsters. But it's not a wilderness where horrible creatures wait

behind every thicket to leap and attack; the monsters here are the intelligent population and the ruling class.

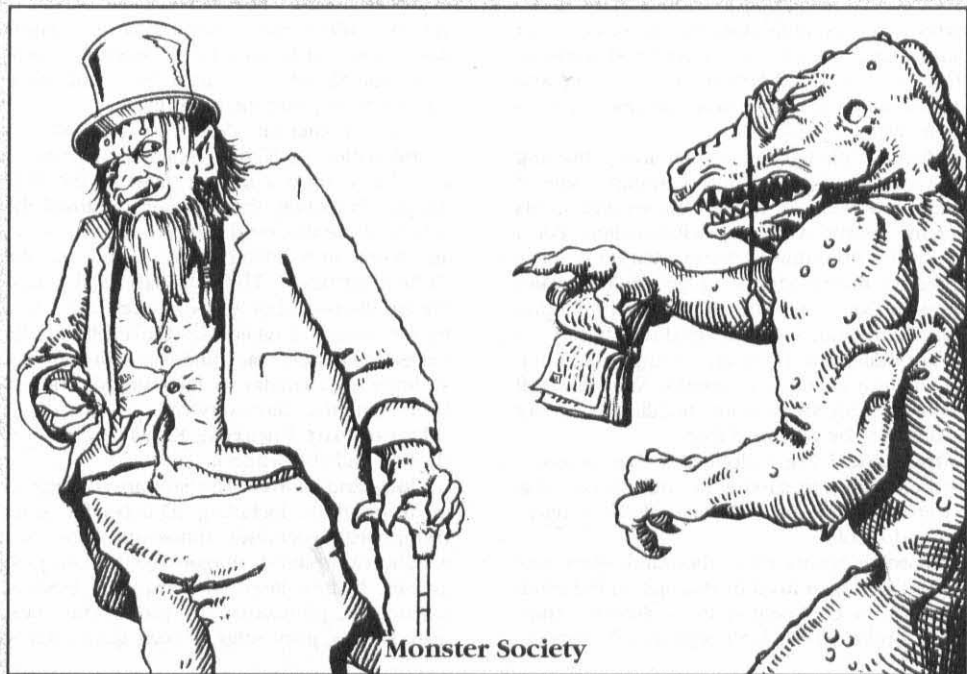
Monsters who live here as citizens include: Comparatively friendly forest folk such as actaeons, centaurs, dryads, faeries, pixies, sasquatches, sprites, and treats; demi-humans and races like them, such as dwarves, elves, gnomes, and halflings; humanoids like bug-bears, cyclops, giants of all varieties, gnolls, goblins, gremlins, ogres, orcs, and trolls; undead monsters like ghouls, lichs, mummies, vampires, wights, and wraiths, and their unintelligent servants, the skeletons and zombies; lycanthropes of all varieties; odd monsters like beholders, djinn, dragons, gargoyle, medusas, owl bears, and planar spiders; and even the occasional human who prefers the company of sapient creatures to allegedly sapient humans.

Though Limn has many stretches of arable land, little farming is done here. Most of the monsters follow their normal diets; many of them hunt in the adjacent mountains or forest patches. There are many shamans and wokani among the monsters here, and the shamans especially can conjure food for themselves and their families.

On Limn, it is important to maintain a show of strength, to discourage attacks by particularly aggressive (or bored) monsters. Since, however, most monsters here are adept at defending themselves against one another and against adventurers, there is little actual bloodshed between the citizens; when a monster feels bloodlust, the creature typically stokes it on the animals of the mountains, or travels to non-monster communities to wreak havoc. Unwitting visitors to Limn tend to be amazed that they're not just attacked by the island's inhabitants, that if they demonstrate their own strength they're left pretty much to their own affairs.

Notable Sites: The city of *Trollhattan* is the capital of Limn. It is a large walled city, rather primitive but strong of architecture. In it is a remarkable, huge zoo called the *Living Bestiary*; here the traveler will find caged monsters of hundreds of different (unintelligent) species. The zookeepers of Trollhattan are pioneering the science of habitat creation: the cages are large and simulate the natural habi-

Overview of Mystara



tats of the monsters' places of origin.

History: See "Alphatia." Limn, originally a sparsely-occupied stretch of seaside territory, was made a true kingdom a little over a century ago when a Shiye-Lawr elf-prince named Drushiye and his lover, a dryad-druideess named Mellora, realized that there was no place in all the empire of Alphatia for monster-race magic-users to live as Alphanian nobles and contribute their unique magical perspectives to Alphanian learning. They petitioned then-Emperor Tylion IV for royal title and possession of the Limn region, and were granted the land by the Emperor's own decree.

Important Figures: Drushiye (King), Mellora (Queen).

Flora and Fauna: With the presence of the Living Bestiary and the natural inclinations of the inhabitants of this kingdom, it's possible to find *any* monster in Limn, though dangerous, non-intelligent predators are uncommon.

See Also: Dawn of the Emperors Boxed Set.

Malpheggi Swamps

(Hollow World)

Location: Hollow World, continent of Iciria, northern hemisphere, east of the Azcan Empire.

Area: 48,497 sq.mi. **Population:** 10,000 Malpheggi lizard men, living in family groups of about 100 each. **Languages:** Malpheggi (Lizard Man). **Coinage:** None (barter only).

Government Type: Many individual clans led by chiefs.

Industries: Mercenary warfare, scouting; some hunting.

Description: This is a broad patch of wetlands in the middle of tropical rain forest. The area is crisscrossed with rivers, still ponds, lakes, quicksand patches, and soggy, treacherous ground. On one side is the Azcan Empire, on the other side the Neathar lands, but this swamp region is too inhospitable even for those hardy humans.

Instead, it's the home of lizard men. These Malpheggi lizard men are tall, strong, clever creatures, masters of their environment. They

Overview of Mystara

carry weapons, build domelike homes on river banks, and are expert hunters and trackers. They are masters of their environment, and permit no one but paying customers within their swampy borders.

Most Malpheggi make their living hunting and eating the bounty of the swamp. Some of them, however, act as mercenaries and scouts for the nearby Azca and Schattentalen. For a fee, they will attack anyone within a day's travel of their swamps, or will guide armies through the swamp; the armies then fall upon the enemy from an unexpected direction.

Notable Sites: There are no large communities in the swamp; vegetation and the soft ground swiftly swallow any building that is not maintained by the lizard men.

Industries: The Malpheggi's chief resource is their ability to survive in land no one else wants; they can also sell their talents as trackers and scouts.

History: Nearly three thousand years ago, these lizard men lived in swamps on the south coast of the continent of Brun. Volcanic eruptions broke whole land regions off; tectonic

action made these regions into the islands now known as Ierendi. Later, Neathar descendants, the Makai, also settled the islands without interfering with the lizard men.

However, later intruders, men of the Known World nation of Nithia, brought a variety of tick that carried a disease fatal to the Malpheggi. Eventually the Malpheggi learned the source of the disease that was destroying them and went on a killing spree, wiping out the Nithian intruders. Then the last of the Malpheggi died—all but a few rescued and cured by the Immortal named Ka the Preserver. Ka placed these lizard men and lizard women in a swampy area similar to their original homeland where they have survived.

Important Figures: Kiuss (important shaman and clan-leader).

Flora and Fauna: The swamp is home to many creatures, including giant beetles, giant centipedes, crocodiles, dinosaurs (especially aquatic carnosours), dragons, giant fish, grab grasses, hydras, insect swarms, giant leeches, nekrozons, pterosaurs, purple worms, rats, giant shrews, giant slugs, snakes, giant spiders,



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water termites, toads, and giant weasels.

See Also: **HOLLOW WORLD**® Boxed Set; "Malpheggi Swamps (Known World)" entry.

Malpheggi Swamps

(Known World)

This is a large swampy region belonging to the nation of Darokin. Long ago, the islands of Ierendi broke away from these swamps during a period of geological upheavals; the intelligent reptilian inhabitants of the marshes, the Malpheggi lizard men, all perished in the upheavals or were trapped on the Ierendi islands. Centuries later, they died out on Ierendi and Immortals transported survivors to swamplands in the Hollow World—see Malpheggi Swamps (Hollow World).

Meriander (Kingdom of)

Location: Known World, continent of Bellissaria.

Area: 92,034 sq.mi. **Population:** 100,000, including capital city of Alchemos (15,000).

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Independent monarchy, formerly part of the Alphatian Empire.

Industries: Agriculture; alchemical research; education.

Description: This is a nation of rolling plains to the north, with lightly-forested hills further south and rich forests in the extreme south.

Notable Sites: The capital of Meriander is the city of *Alchemos*. This small city a center of alchemical research and one of the few places where Bellissarians can get something like a university education.

History: See "Bellissaria."

Important Figures: Drulivia (Queen).

Flora and Fauna: See the entry for "Bellissaria."

See Also: **Dawn of the Emperors** Boxed Set.

Merry Pirate Seas

Location: Hollow World, due west of the continent of Icaria along the equator.

Area: 56,811 sq.mi. (includes main island of Baraga, 24,942 sq.mi.) **Population:** About

100,000, most concentrated in seaside communities; some 30,000 live in the city of Baraga. **Languages:** Traldar, Thyatian (archaic dialect), Heldannic, Milenian. **Coinage:** The Eight (8 gp—round coin perforated so that it can easily be broken into eight equal pieces), the Triangle (1 gp, one-eighth of the Eight), the Tenth (sp), the Hundredth (cp). Coins stolen from other nations spent proudly here.

Government Type: Anarchic plutocracy; autonomous cities ruled by a council of the wealthiest pirates and ex-pirates.

Industries: Piracy, fishing, shipbuilding, some agriculture, management of sheep, goats, and some cattle.

Description: This is a belt of islands stretching west from the continent of Icaria, and the seas surrounding them. The islands are large, well-supplied with good soil, fair weather, and the bounty of the sea, and they are home to the very curious Merry Pirates.

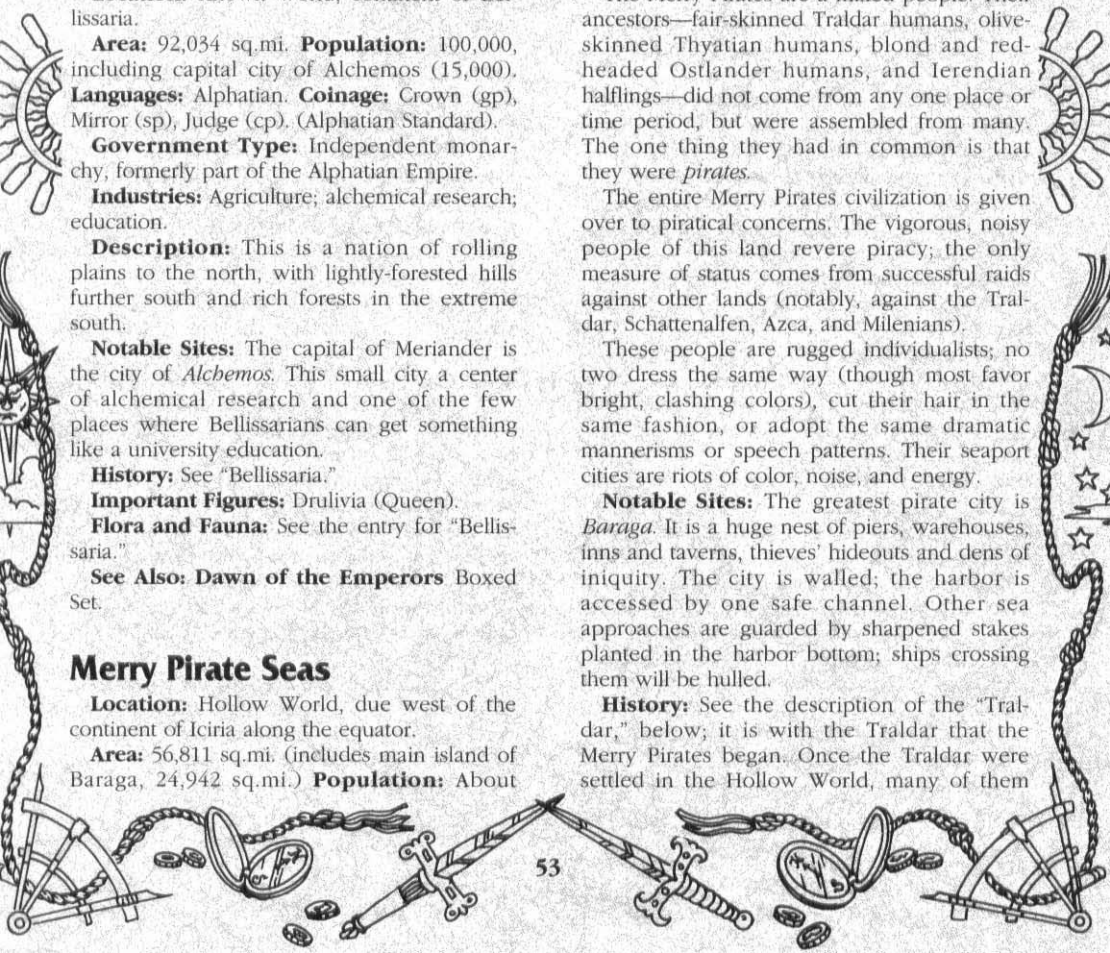
The Merry Pirates are a mixed people. Their ancestors—fair-skinned Traldar humans, olive-skinned Thyatian humans, blond and red-headed Ostlander humans, and Ierendian halflings—did not come from any one place or time period, but were assembled from many. The one thing they had in common is that they were *pirates*.

The entire Merry Pirates civilization is given over to piratical concerns. The vigorous, noisy people of this land revere piracy; the only measure of status comes from successful raids against other lands (notably, against the Traldar, Schattentalen, Azca, and Milenians).

These people are rugged individualists; no two dress the same way (though most favor bright, clashing colors), cut their hair in the same fashion, or adopt the same dramatic mannerisms or speech patterns. Their seaport cities are riots of color, noise, and energy.

Notable Sites: The greatest pirate city is *Baraga*. It is a huge nest of piers, warehouses, inns and taverns, thieves' hideouts and dens of iniquity. The city is walled; the harbor is accessed by one safe channel. Other sea approaches are guarded by sharpened stakes planted in the harbor bottom; ships crossing them will be hulled.

History: See the description of the "Traldar," below; it is with the Traldar that the Merry Pirates began. Once the Traldar were settled in the Hollow World, many of them



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turned to lives of piracy, and three quarters of a century later (BC 250) piracy was a noble tradition in the islands west of the Traldar lands. The Immortal Korotiku, rather charmed by pirates, began bringing representatives of other pirate cultures to these same islands, integrating them with the Traldar pirates. Eventually, what resulted was a unique culture whose piratical heroes sailed ships from a variety of historical eras.

Important Figures: Necco the Black (pirate king, ruler of Baraga).

Flora and Fauna: Monsters encountered by the Merry Pirates include giant crabs, devilfish, aquatic dinosaurs, dolphins, dragons, dragon turtles, giant fish, sea giants, manta rays, mermen, sharks, water termites, and whales.

See Also: HOLLOW WORLD® Boxed Set.

Milenian Empire

Location: Hollow World, continent of Iciria, southern hemisphere, along the western shore and inland—east of the Tanagoro and Jennite territories.

Area: 400,450 sq. mi. **Population:** 3,000,000, including capital city of Corisa (250,000). **Languages:** Milenian (distantly related to Traldar). **Coinage:** “medallions” of various metals (platinum, gold, silver, etc.). For large transactions Milenians use “Emperors” worth ten times the value of standard medallions.

Government Type: Empire-Democracy; elected senators elect emperors for lengthy terms of office.

Industries: Agriculture, mining, horse-breeding, cattle, sheep, textile production (wool and linen garments), fishing, shipbuilding. The empire trades mainly with the Traldar, also individual regions of the Empire trade much with one another and cover one another’s shortcomings.

Description: This is a large region encompassing several different types of terrain: Mountains, deep forests, plains, hills, great lakes, and more. It is occupied by the Milenians, a hardy race of warriors, merchants, and philosophers. Women are not given citizen status; demihumans are rather rare, mostly foreigners.

The Milenians are olive-skinned humans with a disposition toward athletics, great thoughts and great works of art much like

classical Greeks. Their schools employ philosophers as well as teachers of commonplace studies. They build cities which are finely-engineered works of art, thick with columns, aqueducts, and statuary.

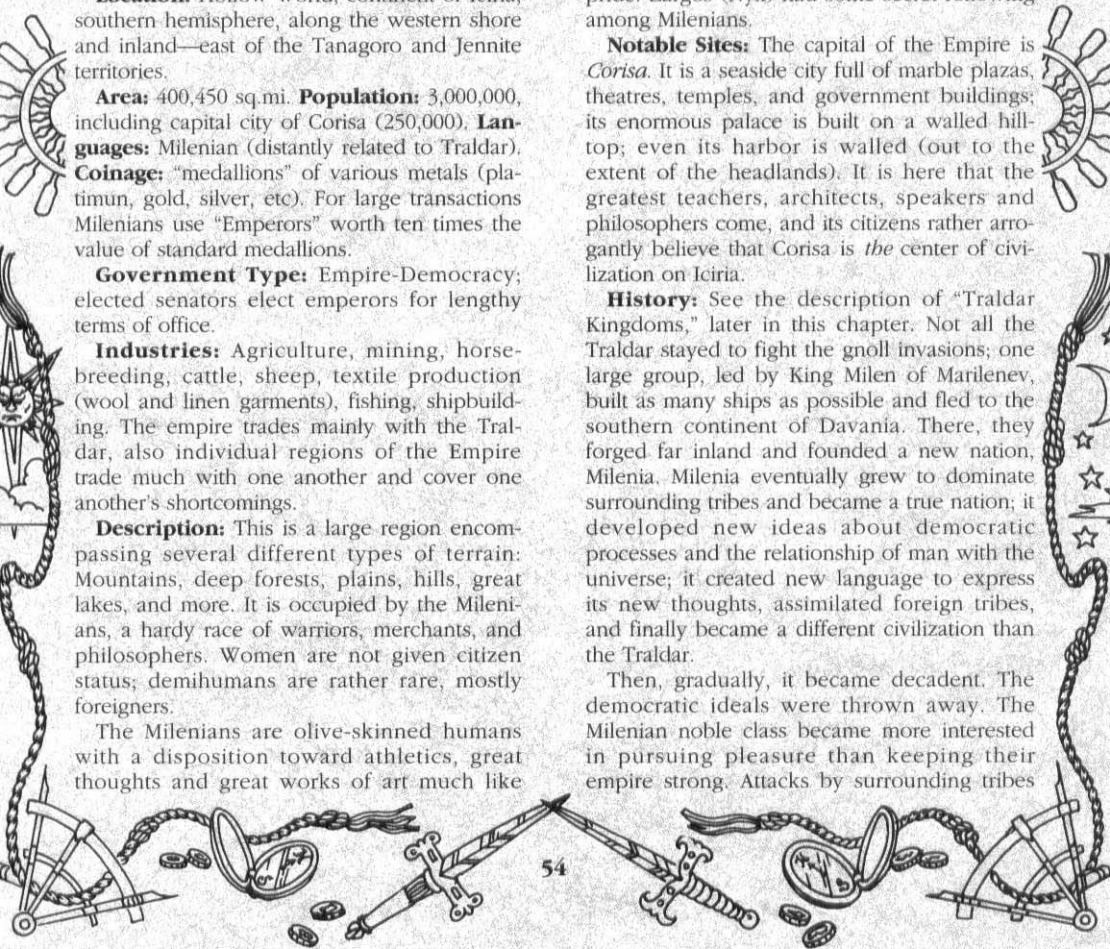
They dedicate a lot of thought to the machinery of government. The citizens (land-owners) of the empire vote on laws and decrees; they elect senators to represent them and even elect their *emperor*. They have a very effective military with well trained and disciplined soldiers. Their forces hinge around mobile phalanxes and units of spearmen, with some light cavalry and light chariots.

The philosophies of Halav, Matera (Vanya), Petra, and Protius are the most commonly found within the Milenian Empire. The nation is dotted with monuments, temples, shrines, and huge colossi to honor these Immortals, but also as useful architectural landmarks for travelers, and as objects of art and regional pride. Zargos (Nyx) had some secret following among Milenians.

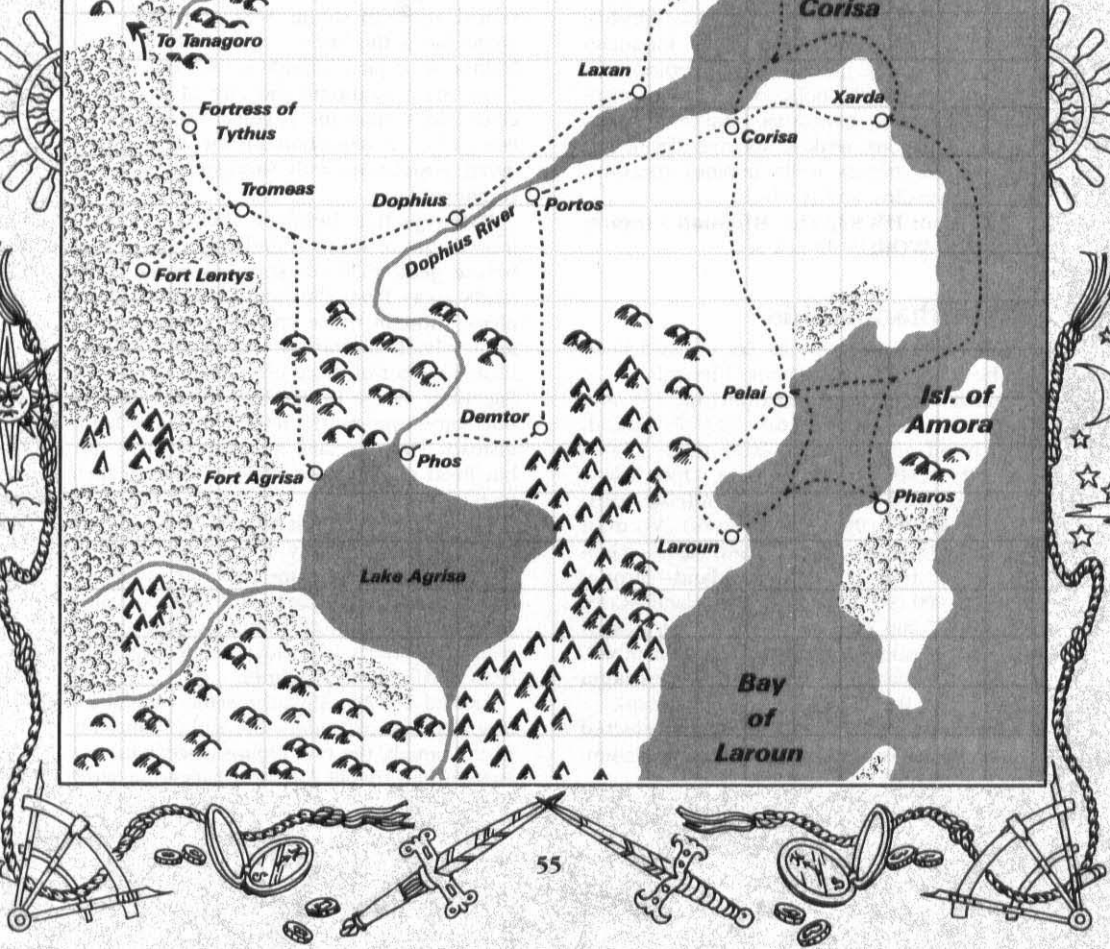
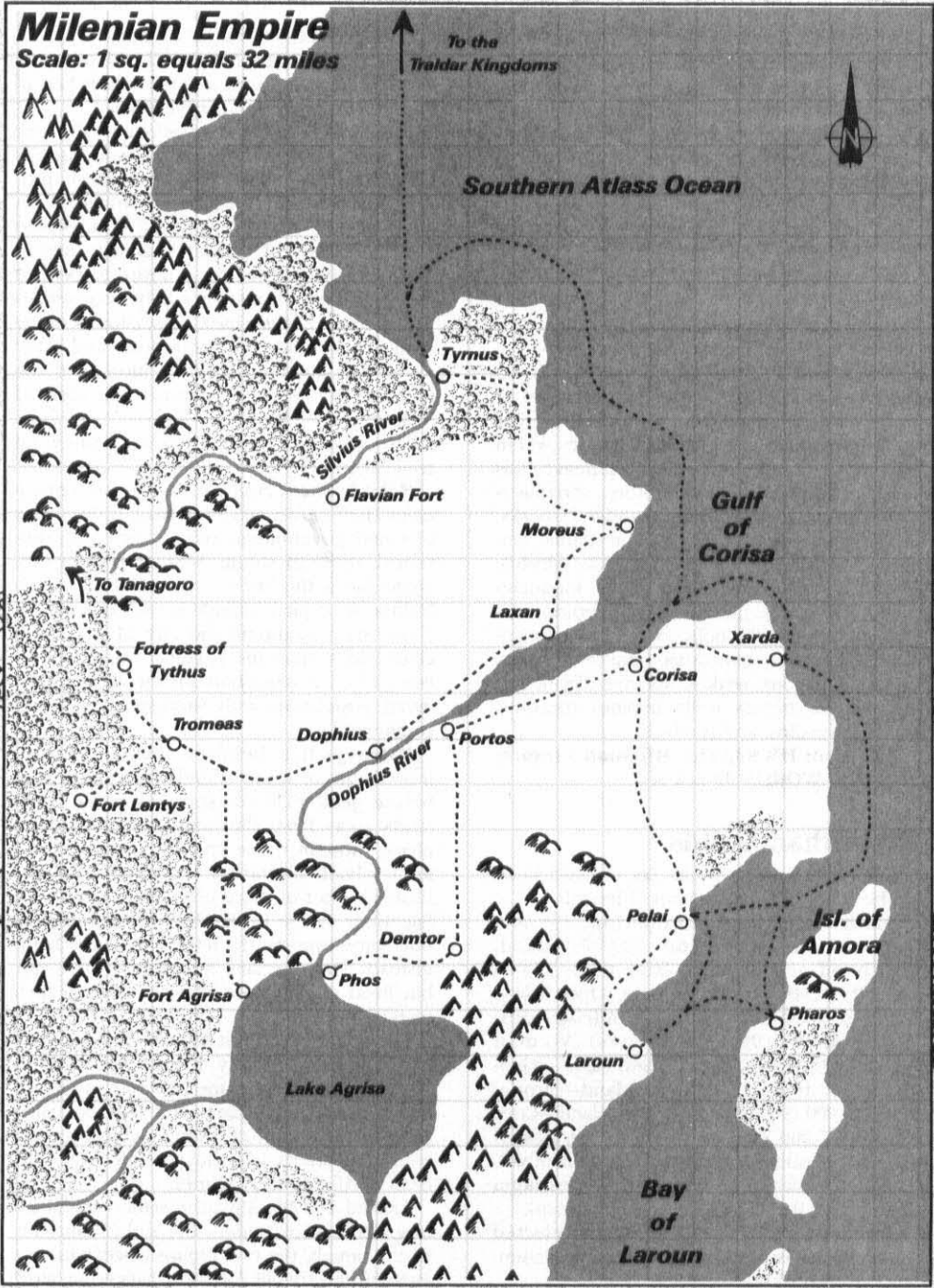
Notable Sites: The capital of the Empire is *Corisa*. It is a seaside city full of marble plazas, theatres, temples, and government buildings; its enormous palace is built on a walled hill-top; even its harbor is walled (out to the extent of the headlands). It is here that the greatest teachers, architects, speakers and philosophers come, and its citizens rather arrogantly believe that *Corisa* is *the* center of civilization on Iciria.

History: See the description of “Traldar Kingdoms,” later in this chapter. Not all the Traldar stayed to fight the groll invasions; one large group, led by King Milen of Marilenev, built as many ships as possible and fled to the southern continent of Davania. There, they forged far inland and founded a new nation, Milenia. Milenia eventually grew to dominate surrounding tribes and became a true nation; it developed new ideas about democratic processes and the relationship of man with the universe; it created new language to express its new thoughts, assimilated foreign tribes, and finally became a different civilization than the Traldar.

Then, gradually, it became decadent. The democratic ideals were thrown away. The Milenian noble class became more interested in pursuing pleasure than keeping their empire strong. Attacks by surrounding tribes



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threatened to topple the civilization. The Immortals Halav and Petra, seeing this culture dying, took thousands of Milenians who possessed old-fashioned virtues and removed them to the Hollow World just before tribal attacks destroyed the empire. In the Hollow World, these Milenians quickly forged themselves a new empire based on their old principals, and have kept their empire strong in the face of hostility from the Kingdom of Nithia, other strong nations, and recent Heldannic incursions.

Important Figures: Adronius (Emperor), Amnethon (High Magus of the Academy).

Flora and Fauna: There are almost no dinosaurs in the Milenian Empire; centuries of purges by Milenian troops trained to fight them have killed most dinosaur species within the empire's borders. Monsters common to this land include actaeons, adaptors, aerial servants, animal herds, archons, bandits, basilisks, bears, giant bees, boars, lions, centaurs, chimeras, cockatrices, cyclopes, dragons, dryads, ghouls, cloud giants, storm giants, mountain giants, sea giants, griffons, hags, harpies, hellhounds, hippogriffs, hobgoblins, hydras, manticores, medusae, minotaurs, ogres, owl bears, pegasi, skeletons, snakes, sphinxes, giant spiders, stirges, treants, trolls, undines, unicorns, wolves, wyverns, and zombies.

See Also: HWR3, *The Milenian Empire*; HOLLOW WORLD® Boxed Set.

Minrothad Guilds

Location: Known World, Sea of Dead south of the continent of Brun, east of Ierendi.

Area: 8,120 sq. mi. **Population:** 135,000. Trader's Isle—Harborton: 12,000 (mixed, mostly elf and human). Minrothad: 25,000 (mixed, mostly elf and human). Open Isle—Malfton: 5,000 (80% halflings). Alfeisle—Seahome: 20,000 (95% water elves). Verdun: 13,000 (99% woods elves). North Island—Gaptton: 5,000 (mixed). Fortress Island—Stronghold: 10,000 (99% dwarves). Fire Island—Cove Harbor: 7,000 (mixed races, all pirates or friends to pirates). **Languages:** Minrothad, Elvish (Meditor/Verdier dialect). **Coinage:** Crona (gp), Byd (ep), Quert (sp), Plen (cp).

Government Type: Plutocracy; elected Guild Master is growing in power and assuming presidential role.

Industries: Crafts, trade, services.

Description: Minrothad is an island chain whose inhabitants form a tightly-knit nation of traders, craftsmen, and service guilds.

The people of Minrothad belong to all races, but elves are the most common, with humans only slightly less numerous. No race is proscribed or overtly discriminated against on these islands—though members of races who have no history of mercantile ability, such as orcs, had best prove their desire to behave like guildsmen before they will be accepted.

Regardless of their race, most citizens of the Minrothad Guilds admire money and trade more than anything else. To most of them, trade is far more important than clerical beliefs.

The weather here is warm, somewhat cooled by sea-breezes.

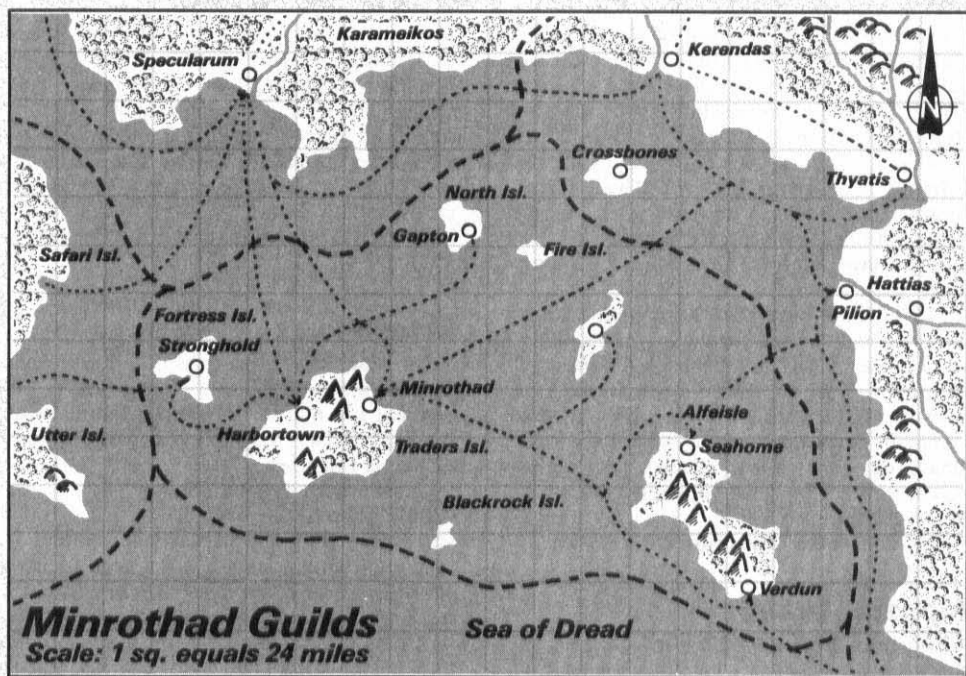
Notable Sites: *Trader's Isle*, with its communities Harbortown and Minrothad, is the center of Guild government. Harbortown and Minrothad are both strong, walled communities. *Open Isle* is the home of the halflings, with Malfton its capital. *Alfeisle* is the home of the elves, with Seahome the city of sea-going elves and Verdun the largest town of wood-living elves. *Fortress Island* is the center of the dwarf population, with Stronghold its largest community.

History: It is believed that the earliest inhabitants of these islands were here well before geological catastrophes broke these lands away from the mainland. They were elves, thought to be splinter groups of the great elvish migration led by the famous Ilsundal. Most of those elves ended up in the legendary Sylvan Realm, far to the northwest, but some apparently settled in these lands instead. They became adept at seamanship, but lived private lives, staying close to their own island.

The origin of the first humans to come here has been lost to history. It is known that they were led by a man named Minroth, a famous trader. Because the islands that now bear Minroth's name consist of a long archipelago, the men of Trader's Isle did not encounter the elves of Alfeisle for centuries.

Around 250 AC, Alphatian settlers found the unsettled side of Trader's Isle and colonized it. Soon enough, the two groups discovered one another and fought for supremacy—but wiser

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heads finally prevailed, and the Alpathian settlers, just as anxious to trade rather than fight, were readily absorbed into the mercantile nation. Within another few years, these men and the Alfeisle elves encountered one another and agreed to trade profitably rather than fight unprofitably. It was then that the Minrothad Guilds began their great ascent, due to a happy blend of the woodworking skill of the Meditor (woods-dwelling) elves, the trading skill of the Minroth people, the sailing skill of the Verdier (sea-going) elves, and the magical skill of the Alpathian settlers. Wartime clashes between the empires of Thyatis and Alpathia didn't hurt matters, as the Minroth peoples profited by trading with both sides.

A third-century AC clash between the Minroth humans and Alpathians ended only after many halflings had been brought to the islands as slaves. Then a fifth-century plague of vampirism and lycanthropy ravaged the Guilds, infecting most humans of the islands; eventually the elves put all the monsters to death, leaving behind a much-reduced human population. Late in the fifth century and early in the sixth, the halfling slave population

revolted and established itself as a free society, and the humans began to increase again in numbers and strength. In the ninth century, dwarves fleeing the purges in Glantri were drawn to the Guilds by rumors of economic opportunity. It was also in the mid-ninth century that the Council of Minrothad formally adopted the modern laws and government structure still in place today; it is from 850 AC that the Minrothad Guilds date the formal establishment of their nation.

At the end of the ninth century, the ruling guild master Kitrina Meditor passed a law, the Isolation Act, severely restricting immigration into the Minrothad Guilds. Her intent was to keep tourists and travelers from learning too much about Minroth craftsmanship or diluting Minroth culture, but the actual effect was that energetic new craftsmen stopped emigrating to the islands.

Minrothad saw a second, smaller plague of lycanthropy thirty years ago, in 980 AC. This put a scare into everybody, for, though the problem was dealt with quickly, people now fear that there may still be lycanthropes on the isles.

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In 989, Oran Meditor, son of Kitrina (who had been assassinated more than twenty years earlier) took office as ruling guild master. Within two years, he rescinded the Isolation Act and reopened Minrothad to outside visitors.

In the recent war between Thyatis and Alphatia, the Guilds, as they always do, traded with both sides and remained neutral.

Important Figures: Oran Meditor (Ruling Guild Master).

Flora and Fauna: The Minrothad islands are not widely known for their monster populations. The islands are blessed with forests of mahogany and teak, valuable woods much in demand. Tropical fruit-bearing trees are also common. Birds are common, snakes are rare, small pigs run wild on the islands' inland reaches; monkeys, goats, donkeys, and giant lizards are common sights.

See Also: GAZ9, The Minrothad Guilds.

Monster Island

Location: Known World; Sea of Dawn, in the western reaches of where the continent of Alphatia used to lie.

Area: 128,199 sq.mi. **Population:** 0 (except for monsters).

Description: This "island" is actually what remains of Alphatia's westernmost mountain range; when the continent sank, these mountaintops remained above water.

Notable Sites: The capital of the old dwarven nation of Stoutfellow, *Denwarf-Hurgon*, survived the sinking of Alphatia with minimal damage, testimony to the dwarves' great skills at engineering. However, it is empty, stripped of all inhabitants, as is every other community built in these mountains. Stripped of population and possessions, it is an eerie, dark underground city now occupied by monsters that have wandered over from the mountains of what used to be Limn.

History: Before Alphatia sank, these mountains bordered on three seaside Alphatian nations: Limn, Stonewall, and Stoutfellow. See "Alphatia" for information on the sinking of the continent. Once the continent had sunk, the Immortals noticed that the dwarf-capital of Denwarf-Hurgon had remained, mostly undamaged. They decided that the Stoutfellow capital should be moved to the new Alphatia,

now under construction in an alternate plane, and magically transported the dwarves, gnomes and halflings of the city there. This left the old Denwarf-Hurgon abandoned. Monsters from Limn that had fled into the mountains when Alphatia began to sink eventually spread across all of this range of mountains, including into Denwarf-Hurgon, making this a huge island entirely populated by unintelligent monsters.

Myoshima (Empire of)

Location: On Patera, which is the second, invisible moon of Mystara.

Area: Unknown. **Population:** Unknown; mostly rakasta. **Languages:** Myoshiman. **Coinage:** Unknown.

Government Type: Empire.

Industries: Unknown.

Description: The moon called Patera is invisible from the surface of Mystara. Its core is made up of a very dense, very magical material which provides a Mystara-like gravity to the moon, and bends light rays around the moon. The moon is covered with heavy jungles and volcanically active mountains.

The population of this moon is made up of *rakasta*, humanoid felines with human-level intelligence. It is known that they have an architectural sense similar to the inhabitants of Ochalea (see that entry, later in this chapter) and that they breed riding sabre-tooth tigers which, through some fantastic magical means, fly through the airless void between Patera and Mystara.

Very little is known of Myoshima; it was visited twice in recent history by Alphatian adventurer Haldemar of Haaken, but has not been visited for any length of time by diplomats or scholars from Mystara.

See Also: *Voyage of the Princess Ark*, Part 7 (DRAGON® Magazine, August 1990).

Neathar Lands

Location: Hollow World, continent of Iciria, northern hemisphere, south-central region.

Area: 712,219 sq.mi. **Population:** 3,000,000, in about 3,000 tribes averaging about 1,000 members each. **Languages:** Neathar. **Coinage:** None (barter only).

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Government Type: Simple tribal monarchy.

Industries: None.

Description: Though Neathar tribes can be found almost anywhere in the Hollow World, the term "Neathar Lands" usually refers to a broad belt of rain forest in north-central Icaria. These are deep jungles, thick with dangerous animal species (especially dinosaurs) and occupied by Neathar tribesmen.

The Neathar are light-skinned human savages; they are Stone Age hunter-gatherers with no interest in agriculture. (They are sometimes mistakenly referred to as "neanderthal men," but that designation is wildly wrong; the only known neanderthals in the Hollow World are the Brute-Men described earlier.) There are literally thousands of Neathar tribes ranging in size from a few dozen to over 10,000 members.

The Neathar usually dress in fur garments and carry stone-headed weapons. They fight as individual warriors rather than soldiers; they do badly against organized armies and very well when striking from ambush in their own jungles. Most tribes are patriarchal, but a few are matriarchal, and most tribes have some female warriors.

Notable Sites: The Neathar do not build large communities and have no common ritual site.

History: Neathar Man was one of the three great original races of man on the Known World (Oltec Man and Tanagoro Man were the others). The men of Blackmoor, the Antaliens, the Thyatians, and many other cultures were their descendants. On the Known World, the discovery of agriculture and its benefits doomed the Neathar culture to extinction; the Immortals put hundreds of stubborn hunter-gatherer groups in the Hollow World rather than watch them shrink and die out.

As more and more developed cultures were introduced into the Hollow World, the Neathar held their own; the lands they lived in were too dangerous for men and women of "softer" cultures to occupy. Though other cultures kept their own languages, most of them learned the simple, clean Neathar tongue too, and Neathar eventually became the universal language of the Hollow World.

The Azcans have invaded Neathar territory many times and have had numerous suc-

cesses, but the wily, tough Neathar have always driven them out. More recently, Alphatians from the Known World have seized and held one central Neathar area (see "Neatharum," below); with their superior magical knowledge, they might actually be able to hold on to the territory they've seized, which bodes ill for the Neathar men.

Important Figures: Zorok (Toralai chief).

Flora and Fauna: The Neathar jungles are home to many monster species, including giant ants, cave bears, giant beetles, boars, caecilians, carrion crawlers, panthers, tigers, sabre-tooth tigers, giant centipedes, crocodiles, dinosaurs, insect swarms, giant leeches, giant lizards, lizard men, pterosaurs, snakes, giant spiders, troglodytes, and wolves.

See Also: HOLLOW WORLD® Boxed Set.

Neatharum (Protectorate of; aka Alphatian Neatharum)

Location: Hollow World, continent of Icaria, northern hemisphere, south-central region.

Area: 95,609 sq.mi. **Population:** 32,000—10,000 Alphatians (including 500 gnomes and 500 dwarves), 22,000 Neathar (Nogai tribes). About half the Nogai population (about 11,000) still lives free, in hidden deep-jungle villages. A large segment of the population (9,000 Alphatians and 6,000 Nogai) lives in the city of Haldemar. **Languages:** Alphatian (official), Neathar. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Military dictatorship; colony of the Alphatian Empire.

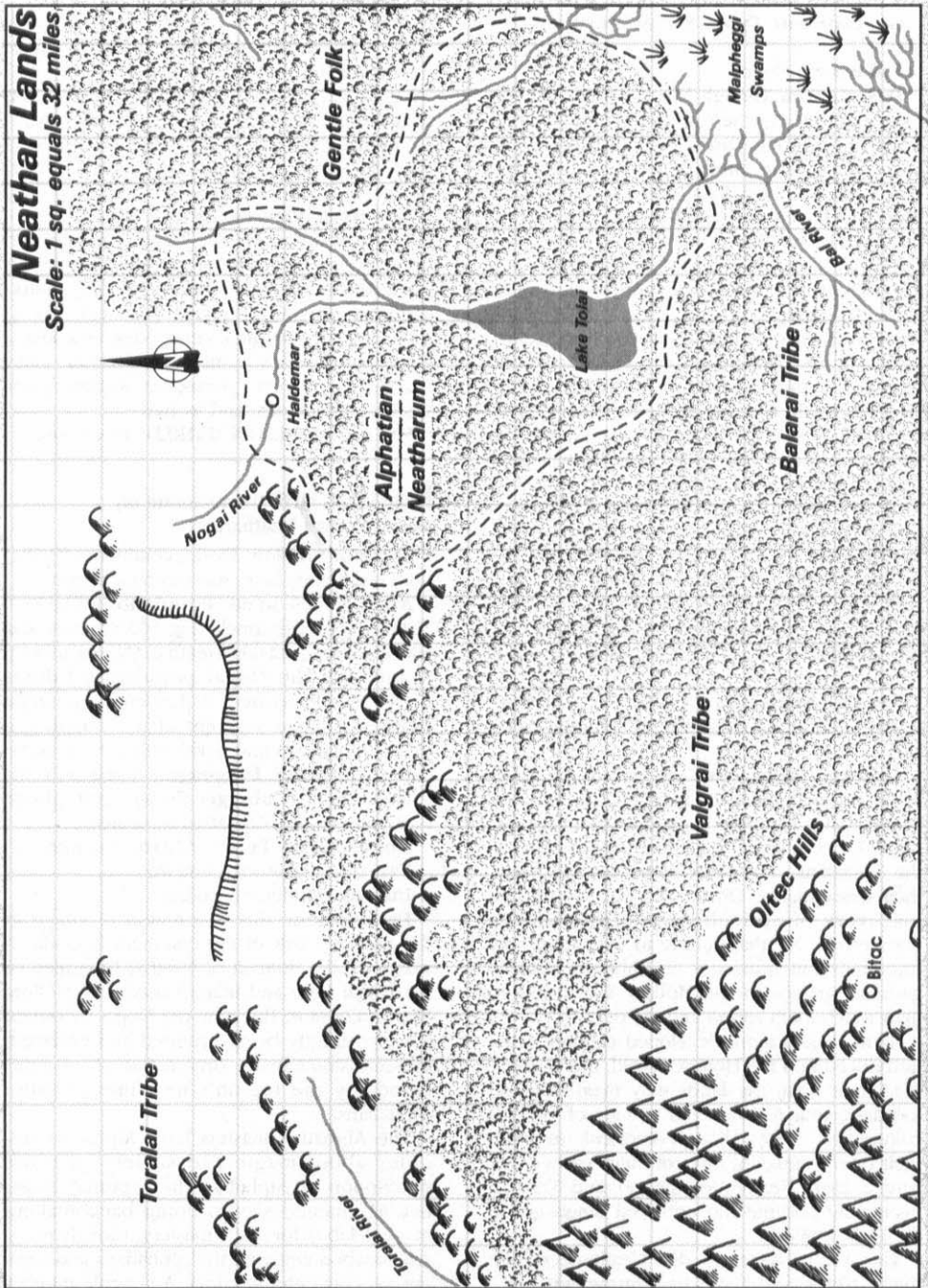
Industries: Military; raiding.

Description: This is a region of jungle in the northern half of the continent of Icaria. It was once the domain of Neathar tribesmen of the Nogai tribe and many varieties of Hollow World dinosaur. But now the Nogai tribesmen are increasingly being captured and enslaved, the dinosaurs being driven out or exterminated, by the region's new masters—the Alphatians.

The Alphatian masters have Alphatian attitudes about magic and society—see the description of Alphatia. The captured Nogai live as chained slaves, doing backbreaking manual labor for their masters, though many are collaborating with the Alphatians and serving as scouts and warriors. A sizeable number

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Neathar Lands
Scale: 1 sq. equals 32 miles



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of Nogai have eluded capture and live free, by their old traditions; see "Neathar Lands," in the previous entry, for more on this.

Notable Sites: The nation's capital is a small but vigorous city called *Haldemar*. Haldemar is protected by a stout wooden palisade, which is gradually being replaced by stone walls. The city is divided into several military-dominated districts, the most notable of which is the Alphatian sky-navy district; here, the visitor will find fifteen Alphatian sky-ships and proud crews to man them. Also here, near the city's center, is the Pit, a shaft thirty yards in diameter. This shaft once went all the way through the world's crust to the island of Aegos on the Known World; see the description of Aegos. At either end is elaborate crane and winch machinery; a strong cable made as a continuous loop, bearing cylindrical cars, is cranked through the shaft like a clothes-line strung between buildings.

History: See "Neathar Lands," earlier in this chapter for the early history of the Neathar tribes.

The Nogai branch of the Neathar people once dominated this area. They were good warriors and very knowledgeable foresters, able to follow the oldest trails and hide all signs of their own passage.

In the year 965 AC, an Alphatian skyship captain, an independent explorer named Haldemar of Haaken, accidentally found a way to sail out of the Known World's atmosphere and discovered the polar opening into the Hollow World. He also discovered that the obnoxious Heldannic Knights had already found the Hollow World and were now conquering patches of it. After many adventures here, he returned to the Known World, though the treachery of an enemy Immortal sent him to the year 1,000 AC.

Haldemar promptly told Empress Eriadna of Alphatia about his discovery, and the Alphatian ruler decided that only Alphatia deserved to exploit this new world. Since the World-Shield, then an unknown interference, prevented the Alphatian sorcerers from using *teleport* spells to reach the Hollow World, and since passage through the polar openings by sky-ships was dangerous, she decided to create a reliable means of transportation. At her insistence, units of the Alphatian military, plus Alphatian dwarf and gnome engineers, were

sent to the island of Aegos to dig a shaft all the way through the world's crust. Over a period of years, they succeeded.

The Alphatian intruders set about conquering the area surrounding the shaft opening and setting up a military beachhead in the Hollow World. Over the next few years, they constructed the town of Haldemar, built sky-ships and landing stations for them, conquered surrounding tribes, and fought the Heldannic Knights.

A few years ago, at the height of the Alphatian/Glantrian war, Immortal interference caused the shaft to collapse. It has not yet been reopened. Since that time, the people of Alphatian Neatharum have had to rely only on themselves.

The ruler of Neatharum has dispatched a sky-ship to investigate the gigantic new Floating Continent which has recently appeared. However, as the ships approach the floating continent, the anti-magic it radiates causes them to stall and fall. The Neatharum ship has managed to regain control before crashing. However, the men of Neatharum still do not know that the floating continent is their own Alphatia.

Important Figures: Dogrel (commanding general).

Flora and Fauna: Like most of the jungle belts of the Hollow World, this region is noted for its huge coniferous forests and the dinosaurs that dwell in them.

See Also: HOLLOW WORLD® Boxed Set, *Wrath of the Immortals* Adventure Book.

Ne'er-do-well (Kingdom of)

Location: Known World, Alatian Islands.

Area: 21,699 sq.mi. (includes Greater Ne'er-do-well, 17,958 sq.mi. and Lesser Ne'er-do-well, 3,741 sq.mi.). **Population:** 20,000. **Languages:** Alphatian, Thyatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard). Thyatian coins also common (and appreciated): Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp).

Government Type: Monarchy, influenced by Thieves' Guild.

Industries: Smuggling, piracy, light agriculture.

Description: This is a large, not terribly fertile island. On this island, thieves and the

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black market rule; it is a haven for pickpockets, smugglers, profiteers, and honest criminals of every sort. Of all the Alatians, it is the one community that welcomes the inevitable invasion from Thyatis; the people of Ne'er-do-well have yet to find a culture they can not corrupt or profit from.

History: See "Alatians."

Important Figures: Koryn the Harpist (King).

Flora and Fauna: Because of the old failure of the zoo on nearby Aegos and the recent collapse of the animal pens on nearby Gaity, monsters of any sort can be found here.

See Also: **Dawn of the Emperors** Boxed Set.

Nithia (Kingdom of)

Location: Hollow World, continent of Iciria, southern hemisphere, eastern reaches.

Area: 687,277 sq.mi. **Population:** 4,000,000, including the capital, Tarthis (pop. 350,000).

Languages: Nithian, Neathar. **Coinage:** Eye (gp), Hawk (sp), Beetle (cp).

Government Type: Monarchy; all kings and queens must be clerics.

Industries: Agriculture (Nithia has very fertile growing seasons and produces enough grain to feed the nation and have surplus for trade); mining (gold mines).

Description: Nithia is a land dominated by one single geographical feature—the river Nithia, which flows from mountains in the south all the way up to the great lake of Menkor through rather dry terrain.

The Nithians are dark-skinned, busy people obsessed with clerical concerns. Their rulers are clerics, usually of the Immortals Pflarr or Rathanos. The Nithians are remarkable monument builders; their gigantic pyramids, palaces, and necropoli (burial cities) are among the wonders of the Hollow World. The Nithians are excessively bureaucratic, often likened to ants by the more individualistic Tanagoro, Jennites, and Milenians—but these ant-like men maintain a huge standing army and send many expeditions of conquest into surrounding territories.

Notable Sites: Nithia is full of interesting places to visit. Chief among them is the capital city of *Tarthis*, where nearly one Nithian in ten lives. Tarthis is home of the Library of

Mysteries, perhaps the biggest collection of knowledge in the Hollow World; the Grand Marketplace, demonstrably the most enormous open-air market underneath the eternal noonday sun; and the Necropolis of Tarthis, generations of Nithian kings (Pharaohs), queens, and households have been buried, and where many of Nithia's greatest pyramids stand.

History: Nithia evolved as a culture on the Known World after the destruction of the Blackmoor culture. Named for the original River Nithia, the culture eventually became very sophisticated, building impressive cities and monuments, conquering other cultures and settling distant lands. However, a strong class of magic-users began wresting power away from the ruler, Pharaoh Taphose, who responded by seeking even greater power from the Entropic Immortals Thanatos and Ranivorus. Pharaoh Taphose's action ultimately corrupted the nation and led to war with the magic-users, war which destroyed much of Nithia. Other Immortals, disgusted by what had happened to Nithia, purged the city of Ranak of all its evil elements and transported it to the Hollow World, where the survivors could build a strong new Nithia on the banks of a strong new River Nithia.

Important Figures: Ramose IV (pharaoh), Tafiri (queen).

Flora and Fauna: Among the many monsters and animals found in Nithia are animal herds (oxen, horses, sheep, goats), giant ants, rock baboons, bandits, giant (scarab) beetles, camels, carrion crawlers, lions, chimeras, cockatrices, crocodiles, djinn, dragons, efreet, gargantuas, gargoyles, gelatinous cubes, ghouls, gnolls, horses, liches, giant lizards, manscorpions, mummies, neanderthals, purple worms, rats, rocs, flame salamanders, giant scorpions, skeletons, snakes, sphinxes, living statues, stirges, and zombies.

See Also: **HWR2, Kingdom of Nithia, HOLLOW WORLD®** Boxed Set.

Northern Reaches

This is a collective term for the nations of Ostland, Vestland, and the Soderfjord Jarldoms; see individual listings for those nations.

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Norwold (Region of)

Location: Known World, continent of Brun, northeastern reaches.

Area: 1,109,398 sq.mi. **Population:** 20,000 humans, 10,000 halflings, 6,000 elves. These numbers do *not include* the populations of Alpha, Landfall, Leeha, and Oceansend. See individual listings for those nations. **Languages:** Alphatian, Heldannic, Elvish.

Description: This is an enormous region consisting mostly of wilderness; only a very few sites have been settled. It's a chilly northern land, all evergreen-covered hills and mountains, arctic bays and tundra, with a few chilly areas of arable land.

The population is a mixture of aboriginal Heldann plus Thyatian and Alphatian settlers. Mostly, the Thyatians and Alphatians feel no loyalty to the empires; they are pioneers or the descendants of pioneers, and are fond only of their own nations.

Notable Sites: In addition to the four larger communities, there are a couple of unusual sites in Norwold.

West of Leeha is the Icereach Range of mountains. There, the traveler will find two active volcanoes 75 miles apart. A remarkable magical feature occurs there. Fire erupts from the northern volcano, arches through the sky, and flows into the crater of the southern volcano. This is the famous *Arch of Fire*. Scholars have determined that the northern volcano is a portal from the elemental plane of fire, and that the southern volcano is a portal to that same plane.

In the Great Bay of northern Norwold, where both Alpha and Leeha lie, is a dramatic geographical feature, the *Norwold Whirlpool*. The whirlpool makes the bay water choppy and unsettled in a diameter of about 24 miles, but the water is only dangerous in the center mile or so. A ship which crosses into that area of no return is inexorably drawn, at a rate of 90 yards per turn, into the center of the whirlpool and then dragged underwater. (In actuality, the whirlpool is a portal to the elemental plane of water, so it's not automatically fatal to especially experienced or well-equipped adventurers.)

There are also several *Foresthomes*, or elvish communities, in this land. Each has a population of 200 to 1,200 elves. These are Shiye-Lawr elves from the continent of Alphatia;

hardy and independent, they decided to settle in this wilderness rather than submit to the rule of Shiye-Lawr's king.

History: The region has for thousands of years been intermittently occupied by descendants of the ancient Antalian people (see the listing for Heldannic Territories)

For the last 25 years, Norwold was theoretically a kingdom and part of the Alphatian empire. Citizens of the city of Alpha firmly believed in that arrangement, while people of the rest of Norwold merely laughed at it. With Alphatia's sinking, the true political situation in Norwold was revealed: The "capital city" of Alpha controlled only its immediate environs, and every other community in the region was independent.

See individual listings for Alpha, Landfall, Leeha, and Oceansend for more on the history of Norwold.

Flora and Fauna: Norwold features the sort of plant and animal life one expects of northern wilderness: Evergreen forests, moose, elk, bears, wolves, etc. It is also home to cold-weather monsters of every sort: snow apes, white dragons, frost giants, frost salamanders, sasquatches, and widely-scattered humanoids of most races.

See Also: *Dawn of the Emperors* Boxed Set; **M1 Into the Maelstrom**, **M2, Vengeance of Alphaks**.

Notrion (Kingdom of)

Location: Known World, continent of Bel-lissaria.

Area: 338,956 sq.mi. **Population:** 50,000, including the town of Aaslin (pop. 10,000).

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

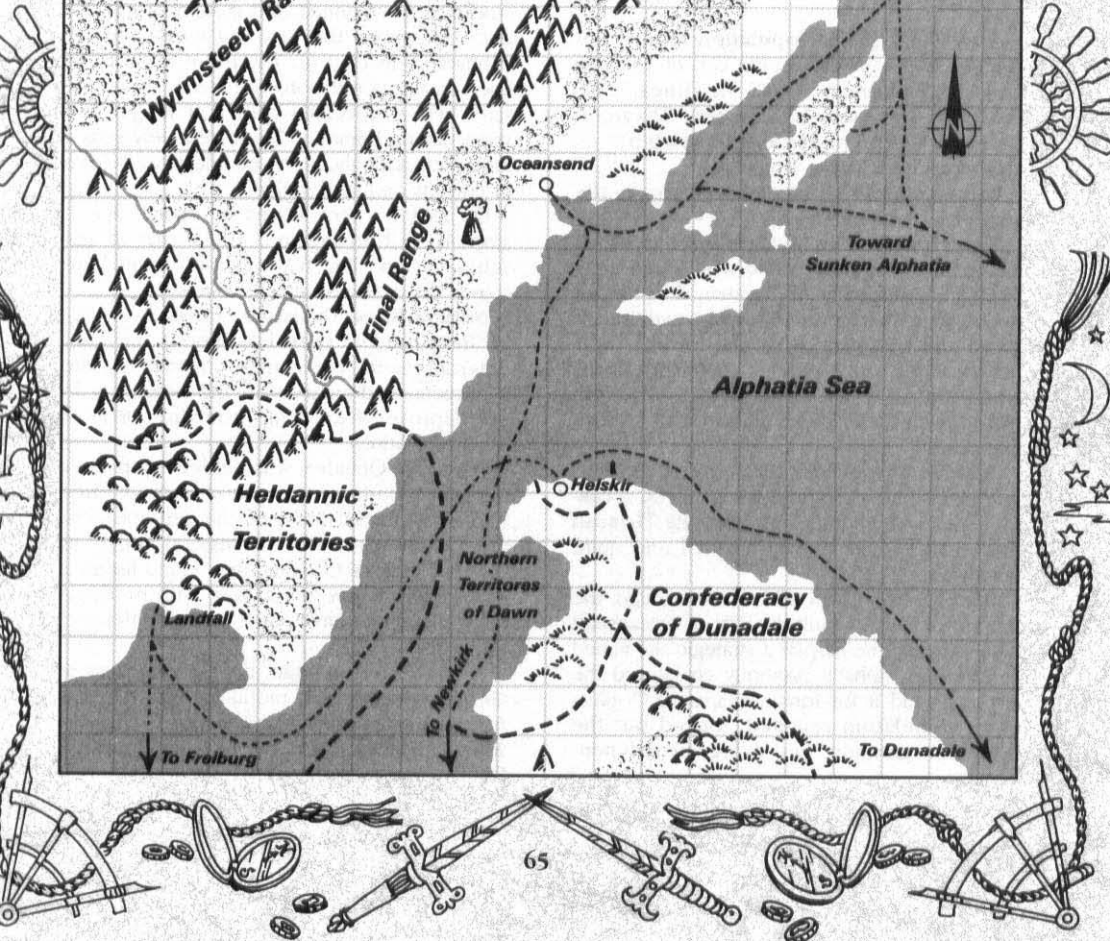
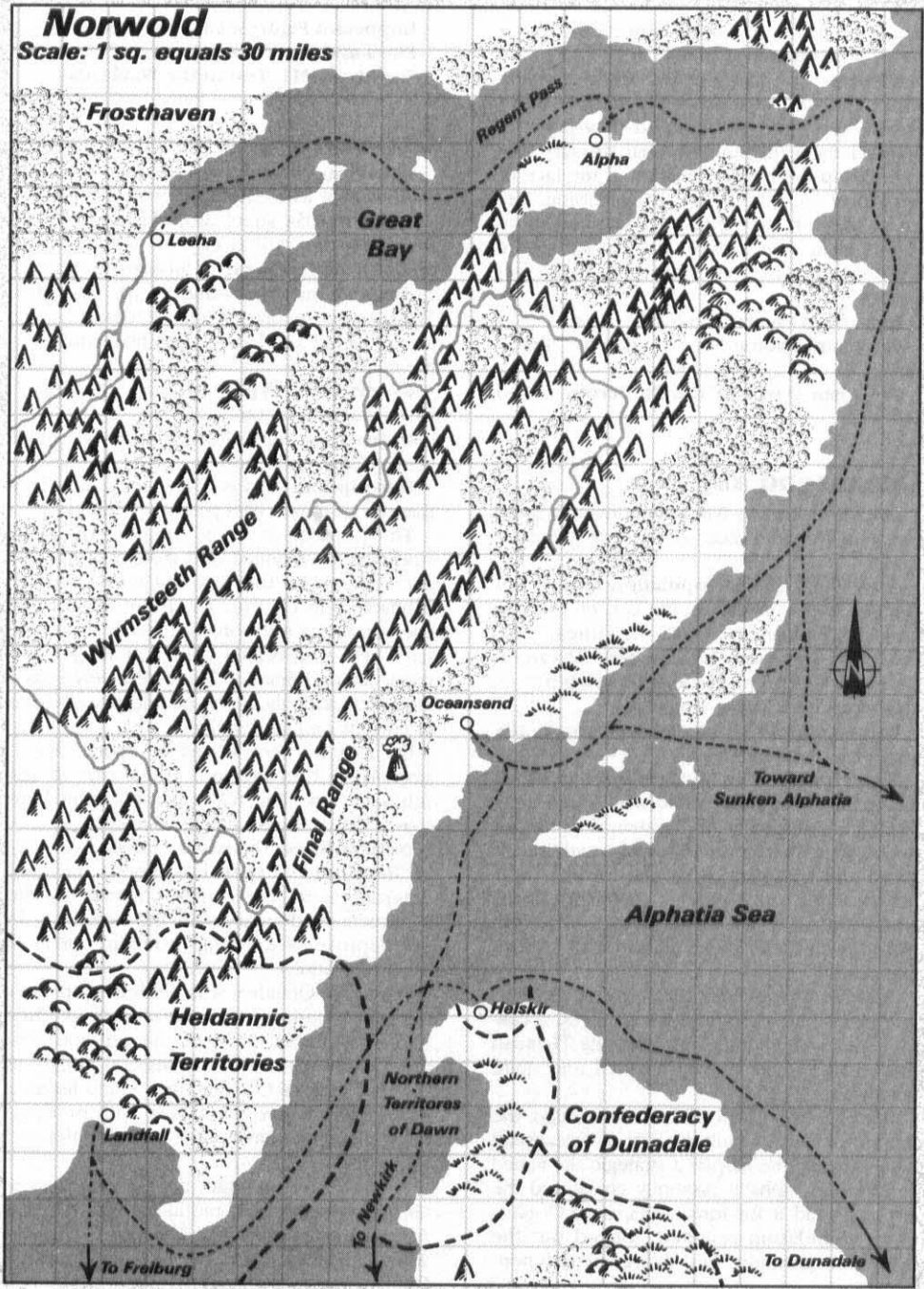
Government Type: Independent monarchy, once part of the Alphatian Empire.

Industries: Trade; agriculture.

Description: This is a large, underpopulated nation. Though Notrion's borders enclose a lot of fertile land, most of the nation's population has clustered along the northern shore and become involved in trade.

Notable Sites: *Aaslin* is the capital of Notrion. In days before the Great War, this was the major trade city of the island; the direct trade route from the Alphatian city of Rardish led straight here. Since Alphatia's sink-

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ing, trade has dropped off dramatically and a sense of gloom pervades the city.

History: See "Bellissaria." Since Alpathia sank, the nation's economy has suffered greatly; the king has imposed new taxes to help fill the struggling national treasury and to build up the Notrion military in the face of what may soon be Thyatian aggression. Because they are being taxed and ruled more sternly than ever before, the peasants here are consequently even more surly than elsewhere.

Important Figures: Lodrig III (King).

Flora and Fauna: See the entry for "Bellissaria."

See Also: Dawn of the Emperors Boxed Set.

Oceansend (Kingdom of)

Location: Known World, continent of Brun, region of Norwold (northeast part of the continent).

Area: 9,977 sq.mi. **Population:** 40,000 (including 20,000 in the capital city of Oceansend): 72% humans, 10% halflings, 15% dwarves, 3% elves. **Languages:** Thyatian. **Coinage:** Heart (gp), blade (sp), wall (cp).

Government Type: Monarchy.

Industries: Fishing, agriculture, crafts (especially dwarven).

Description: This is a prosperous, small nation in the middle of Norwold's coast. Its population is largely of Thyatian descent but not at all a part of the Thyatian tradition of greed and treachery; here, the traveler finds hard-working, stubbornly independent citizens who want to be left in peace and don't care whose teeth they have to knock in to achieve that peace.

Notable Sites: The capital city of *Oceansend* is, for this chilly and distant land, a cosmopolitan community, reflecting its Thyatian origins. It is also heavily fortified and quite defensible.

History: See "Norwold." A century ago, the Empire of Thyatis built the city of Oceansend here—to give the empire a strategic site aimed at Alpathia. Alpathia promptly conquered the city and held it for forty years, until Oceansend's population revolted, kicked out the Alpathian garrison, and achieved independence.

Important Figures: Olaf Yarrvikson (King).

Flora and Fauna: See "Norwold."

See Also: CM1, Test of the Warlords.

Ochalea (Kingdom of)

Location: Known World, Sea of Dawn southwest of where Alpathia once lay.

Area: 190,054 sq.mi. **Population:** 125,000, including the capital city of Beitung (pop. 50,000). **Languages:** Alpathian, Thyatian. **Coinage:** King (aka Teng, 5 gp), One (gp), Tenth (sp), Hundredth (cp). (Ochalean coins are octagonal and have square holes drilled in the middle.)

Government Type: Monarchy with a heavily clerical orientation.

Industries: Agriculture (wheat and rice), textiles (silk production).

Description: This is a very rocky and hilly island with numberless patches of fertile soil.

The population is of common Alpathian stock, copper-skinned and eastern of appearance. However, they are not much like the Alpathians in culture. There are few magicians in the population, and clerics are dominant here—especially clerics of Koryis, the peace-loving Immortal. They are a very sedate and excruciatingly polite people who believe in equality and conformity.

Ochalea is characterized by exotic, tiered, slope-roofed architecture unlike that of any other nation. The few tourists travel here mostly to see the island's buildings.

Notable Sites: The island's capital is the city of *Beitung*. For outsiders, about the only entertainment here consists of viewing the aforementioned architecture; the Ochaleans do not approve of drinking, gambling, or most other recreations.

History: Ochalea was settled soon after the Alpathians settled the continent they named Alpathia. Most of the settlers were men and women with no magical ability; in the new land of Ochalea, they could found a government where even those with no magical ability could have equal opportunities and rights.

A thousand years ago, the Ochaleans grew tired of sending their profits as tribute to the Alpathian emperors. During the great Thyatian war of independence, the Ochaleans helped the Thyatians. The grateful Thyatians promptly

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murdered the Ochalean king and conquered Ochalea, declaring it a new duchy of the Empire.

Much more recently, a little over two years ago, the archduke capitalized on the war raging between Alphatia and Thyatis to declare Ochalea's independence. Thyatis has been too busy since then to reconquer the island. The Ochaleans don't intend to wage a war for freedom; adherents of the Immortal Koryis' codes of peace, they intend to negotiate to retain their freedom, and hope that their Immortal patron will help them in this.

Important Figures: Teng Lin-Dieu (King).

Flora and Fauna: Ochalea is mercifully free of monsters. The most dangerous creatures one is likely to encounter here are ghouls, weretigers, tigers and panthers, and the extremely rare purple worm; also common are sheep, goats, and snakes.

See Also: **Dawn of the Emperors** Boxed Set.

Oltec Kingdom

Location: Hollow World, continent of Iciria, in the northern parts of the World-Spine (equatorial mountains).

Area: 110,851 sq.mi. **Population:** 500,000, including the capital Manac (pop. 25,000).

Languages: Oltec, Neathar. **Coinage:** None (barter only).

Government Type: Monarchy; heavy clerical influence.

Industries: Agriculture (especially corn); sheep, goats.

Description: This is mountain territory, but looks unlike any other mountain region in the world. Here, whole hillsides have been terraced to make more and better farmland; here, stone cities made of irregular-shaped rocks cunningly joined together seem to grow organically from the mountainsides; here, forested mountain trails are decorated with gigantic carved stone heads which stare somberly at those who pass by.

This land is the home of the Oltecs, one of the oldest known civilizations. The Oltecs are copper-skinned men and women, often stocky of build, racially similar to the Azcans but culturally very *dissimilar*.

Oltecs follow the teachings of Oztzitiotl (Ixion), the fiery Immortal known as the Sun-

Prince, and Kalaktatla (Ka the Preserver), called the Amber Serpent. The Oltec rituals are not bloody and cruel, as those of the Azca are; this is a peaceable, friendly race who make war only because they are attacked.

Notable Sites: The Oltec capital is the city of *Manac*, a sprawling, stone-walled city built at the summit of and down the slopes of a low, broad mountain. In Manac, all buildings are one story tall, made of stones put together without mortar, but assembled so cleverly that the thinnest knife blade cannot be inserted between the stones; the city is richly decorated with stone statues and laid out with numerous gardens, many with running streams. It is a bright, open, pretty place.

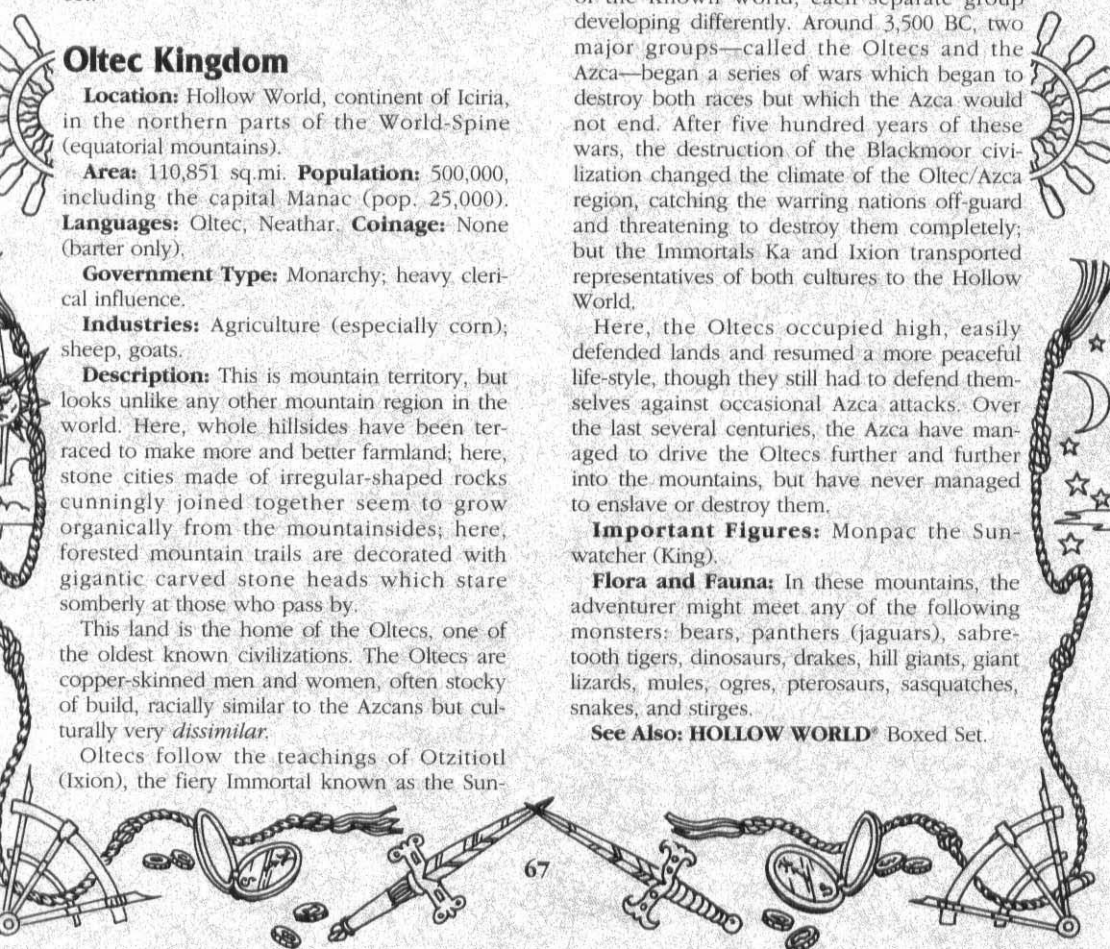
History: In the ancient past of the Known World, there were three cultures—white-skinned Neathar Man, black-skinned Tangor Man, and copper-skinned Oltec Man. The early Oltecs drifted out across broad reaches of the Known World, each separate group developing differently. Around 3,500 BC, two major groups—called the Oltecs and the Azca—began a series of wars which began to destroy both races but which the Azca would not end. After five hundred years of these wars, the destruction of the Blackmoor civilization changed the climate of the Oltec/Azca region, catching the warring nations off-guard and threatening to destroy them completely; but the Immortals Ka and Ixion transported representatives of both cultures to the Hollow World.

Here, the Oltecs occupied high, easily defended lands and resumed a more peaceful life-style, though they still had to defend themselves against occasional Azca attacks. Over the last several centuries, the Azca have managed to drive the Oltecs further and further into the mountains, but have never managed to enslave or destroy them.

Important Figures: Monpac the Sun-watcher (King).

Flora and Fauna: In these mountains, the adventurer might meet any of the following monsters: bears, panthers (jaguars), sabretooth tigers, dinosaurs, drakes, hill giants, giant lizards, mules, ogres, pterosaurs, sasquatches, snakes, and stirges.

See Also: **HOLLOW WORLD**® Boxed Set.



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Oostdok (House of)

Location: Hollow World, Floating Continent of Valoin-Flamaeaker.

Area: 55 sq.mi. **Population:** 21,000 (1,000 heavily-armed Heldannic soldiers, 20,000 disarmed gnomes). **Languages:** Heldannic, Gnomish (Oostdok dialect), Neathar. **Coinage:** Gear (gp), Nut (sp), Pin (cp).

Government Type: Heldannic military dictatorship superimposed over gnomish plutocracy.

Industries: Creation of heavy machinery.

Description: This is a floating continent populated by gnomes. It's a very cultured and civilized place compared to many of the more primitive nations of the Hollow World; the gnomes are quite modern, with elaborate banking and legal services.

The gnomes are in the possession of sophisticated flying machines—large bags filled with air and carrying manned gondolas beneath; they are called dirigibles.

There is an active anti-Heldannic secret society on Oostdok; these revolutionaries execute elaborate plans which inconvenience but never seem to drive off the Heldann. Another secret society, the "fifth column," is made up of social outcasts and plots the grounding and destruction of Oostdok; they cooperate with the Heldann, since it increases the suffering of the gnomes of Oostdok.

History: Oostdok was created from the merging—a literal collision—between two societies of airborne gnomes.

The Valoin gnomes occupied parts of the Northern Reaches from 2,500 BC to the early 6th century AC. Highly inventive, though somewhat surly even by gnomish standards, their scientists were experimenting with flying gas-bags by the time a kobold invasion overran their nation starting in 490 AC. The Immortals decided to save a community of these gnomes, and placed them on their own small Floating Island in the Hollow World.

The Flamaeaker gnomes belonged to the fabulous Flying City of Serraine (see the listing for Serraine, later in this chapter). In the 5th century AC, the Flamaeaker clan began developing new technologies for the powering and maneuvering of Serraine. The test-firing of their device, however, tore away the section of Serraine that included the Flamaeaker households and sent it on a fatal flight

up through the Sky-Shield and into the void of space. The Immortal Garal Glitterlode, merciful, returned them to Mystara. But to conceal the fact that he'd meddled unnecessarily in mortal affairs—after all, the Serraine culture was in no danger of dying out—he deprived the Flamaekers of their memory of Serraine and placed them on a flying island in the Hollow World.

The two gnomish cultures were unaware of one another for centuries. They adapted their respective technologies to let them steer their flying islands wherever they wanted to go. Gradually, they forgot even how to repair these devices. Then, in 778 AC, the steering mechanism on the flying island of the Flamaekers jammed. Before anything could be done, the Flamaeaker island crashed into the Valoin island and the two flying rocks were inextricably merged. The collision ruined both steering mechanisms, so the new flying continent of Valoin-Flamaeaker was stuck forever in its new orbit.

In 978 AC, the Heldannic explorers of the Hollow World became aware of the Oostdok dirigibles and decided to acquire them. They invaded the peaceable flying continent and conquered its people. Since then, the gnomes have been demilitarized and disarmed, and forced to create new technologies for their Heldannic masters.

Important Figures: Karl Hundkopf (Heldannic Governor of Oostdok); Jan Hembeek (Gnome-Advocate of Oostdok).

Flora and Fauna: Monsters found in Oostdok include bats, giant bees, drakes, air elementals, faerie, gremlins, rats, and sprites.

See Also: *Voyage of the Princess Ark*, Part 9 (DRAGON® Magazine, October 1990).

Ostland (Kingdom of)

Location: Known World, islands off the eastern coast of the continent of Brun.

Area: 8,920. **Population:** 130,000, including 8,000 in the capital town of Zeaburg. **Languages:** Heldannic. **Coinage:** Krona (gp), Eyrir (sp), Oren (cp).

Government Type: Monarchy, heavily influenced by clerics of Odin.

Industries: Agriculture (grains, potatoes, sugar beets); sheep, pigs; piracy.

Description: This is a series of islands off

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the coast of Brun, due east of the nation of Vestland, southeast of the Heldannic Territories. Here, the climate is chill but the farmlands are good; only about a quarter of the islands are too hilly for farming or pasturing.

Ostland's population is made up mostly of tall, fair-haired humans. The Ostlanders are boisterous, aggressive fighters and seafarers; not surprisingly, Ostland's king and jarls (earls) support piracy, a very profitable activity for them.

Ostland is a strong nation and a very belligerent one. The Ostlanders have never abandoned their piratical activities and continue to raid coastal communities all along the Alaphatian Sea and Sea of Dawn. Ostland is a partner of Thyatis and the two nations get along quite amicably.

Notable Sites: *Zeaburg* is the capital of Ostland. It is a large, well-run walled town. Visitors will find the inns loud but their fare hearty.

History: The areas later to be called Ostland, Vestland, and the Soderfjord Jarldoms were originally settled around three thousand years ago by fair-haired men related to the people of the Heldannic Territories and Norwold. These people colonized these lands, living in small communities each led by a single strong chieftain; they made their livelihoods by farming, fishing, and occasionally raiding one another.

Within a few centuries, successive waves of gnolls, trolls, and giants moved into the region, settling further inland. Naturally, they clashed with the human settlements. But even after thousand years of occasional conflict, neither side ever drove the other out of these lands.

After 1,800 BC, Modrigswerg dwarves related to the Rockhome dwarves and gnomes from the Altan Tepes mountains migrated to this area. The gnomes lived mostly peaceably among the humanoid until the fifth century AC, at which time they were exterminated by a recently-arrived wave of kobolds. The dwarves, however, remained.

About 1,000 BC, these northern barbarians were conquered by the men of Nithia, a distant land that was rich in magic and military strength. The Nithians wanted little from these Northern Reaches but tribute and trade; they made no long-term changes to Northern

Reaches culture. When the Empire fell, around 500 BC, the men of the Northern Reaches reverted to their old ways, and today do not even remember the Nithian Empire.

This state of affairs remained in effect until the fifth century. At that time, many war-leaders of the human villages began conquering neighboring communities, uniting them into extended war clans and taking them out onto the seas to raid nearby lands. Eventually their raids carried them to the farther coasts of Norwold and Ylaruam. In 478 AC, a particularly commanding pair of leaders, Cnute and Gudrid of Zealand, achieved complete control over an extended region and were crowned King and Queen of Ostland.

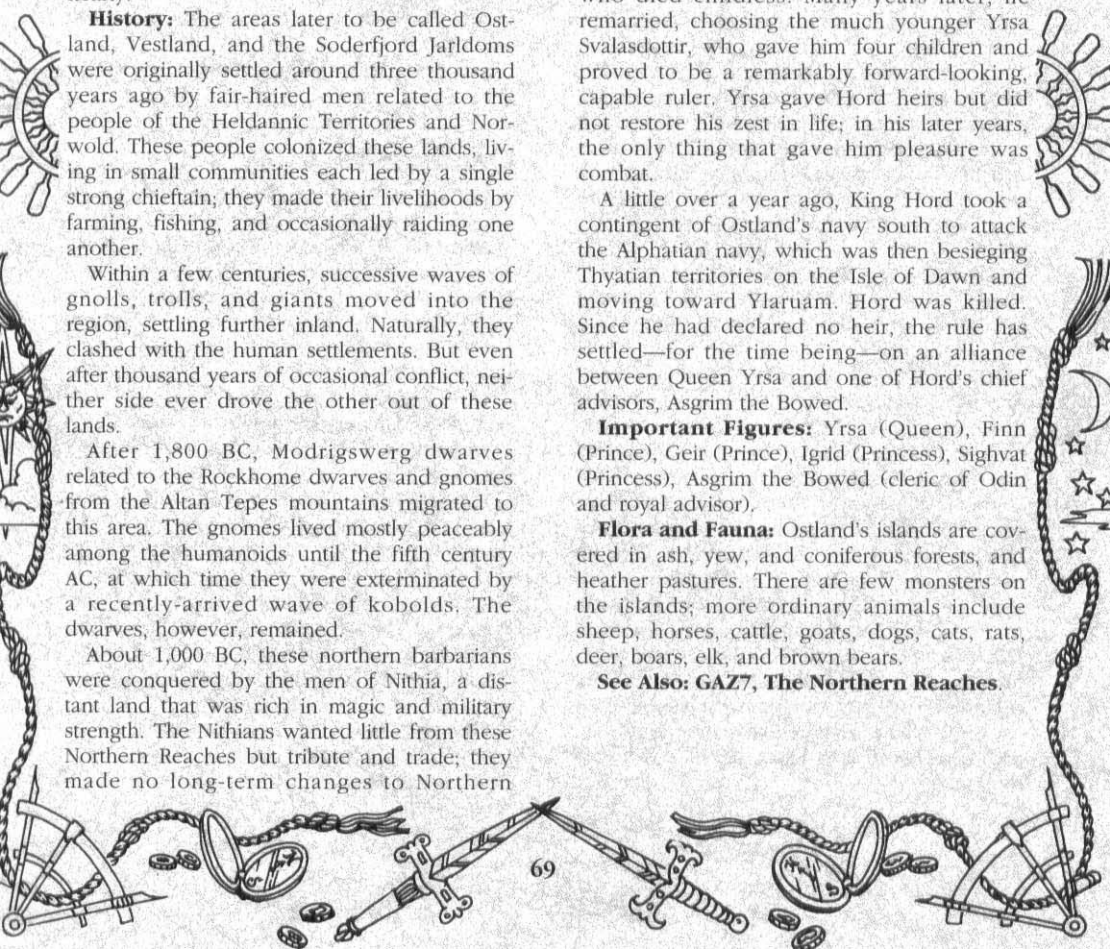
Several decades ago, Hord Dark-Eye became king. He was a very traditional king, happy in his piracy and his control of the jarls; he was also an exceptional fighter. His happiness ended with the death of his wife, Rhora, who died childless. Many years later, he remarried, choosing the much younger Yrsa Svalasdottir, who gave him four children and proved to be a remarkably forward-looking, capable ruler. Yrsa gave Hord heirs but did not restore his zest in life; in his later years, the only thing that gave him pleasure was combat.

A little over a year ago, King Hord took a contingent of Ostland's navy south to attack the Alaphatian navy, which was then besieging Thyatian territories on the Isle of Dawn and moving toward Ylaruam. Hord was killed. Since he had declared no heir, the rule has settled—for the time being—on an alliance between Queen Yrsa and one of Hord's chief advisors, Asgrim the Bowed.

Important Figures: Yrsa (Queen), Finn (Prince), Geir (Prince), Igrid (Princess), Sighvat (Princess), Asgrim the Bowed (cleric of Odin and royal advisor).

Flora and Fauna: Ostland's islands are covered in ash, yew, and coniferous forests, and heather pastures. There are few monsters on the islands; more ordinary animals include sheep, horses, cattle, goats, dogs, cats, rats, deer, boars, elk, and brown bears.

See Also: GAZ7, *The Northern Reaches*.



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Pearl Islands (Kingdom of the)

Location: Known World, seas south of where Alphatia once lay.

Area: 119,719 sq.mi. (includes Dwair, 12,970 sq.mi.; Kuir, 9,478 sq.mi.; Nuar, 89,789 sq.mi.; Puir, 2,993 sq.mi.; Tuar, 3,991 sq.mi.; and miscellaneous small islands totalling 498 sq.mi.).

Population: 100,000, including 5,000 in the town of Seagirt. **Languages:** Nuar (distantly related to Tanagoro), Thyatian. **Coinage:** By nature, none (barter preferred), but years of Thyatian domination have led to the presence of much Thyatian money—Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp).

Government Type: Monarchy.

Industries: Pearl-diving, jewel crafting (jewelry fashioned from coral, pearls, mother-of-pearl, and shells), export of tropical fruits.

Description: This is a series of volcanic tropical islands occupied by a proud race of black humans.

Though the native people, the Nuari, build grass huts and live simply, it would be a mistake to conclude that they are barbarians. They are a very cultured and philosophical people who turn their efforts to bettering themselves physically and ethically rather than financially. The Nuari are formidable warriors and hard workers; they are very advanced in their tolerance of other cultures and in the equal opportunities and rights shared by both sexes.

Notable Sites: The capital of the Islands is *Seagirt*, a coastal town built in the Thyatian fashion (with walls, wooden buildings, and large piers).

History: These islands were settled over two thousand years ago by men of the far-away land of Tangor, who remained independent and happy here for centuries. Eventually the Alphatians discovered and conquered the islands, making the Nuari subjects of their empire. In the Thyatian war of independence of a millennium ago, the Nuari threw their lot in with the Thyatians. The Thyatians, once they had won their freedom, treacherously murdered the Nuari king and added the Pearl Islands to their own empire—but, twenty years later, a new Empress gave the Nuari the option of leaving the empire or staying of their own free will. After due deliberation, the Nuari archduke decided to keep the Islands within the Empire.

Not long ago, when Alphatia and Thyatis were warring upon one another, the Nuari archduke declared the Pearl Islands' independence from Thyatis. Since the Islanders did not consider themselves a conquered people and were not suffering at Thyatis's hands, his reasons are a little unclear, but the truth is that the Nuari clerics of the Immortal Korotiku persuaded them that the Nuari could only achieve their greatest excellence and development as an independent nation. Now, with Alphatia gone and Thyatis recovering, the Nuari prepare themselves either to negotiate or fight with the Thyatians when they return.

Important Figures: Nurokidu Nuar (King), Tanarobi Nuar (Envoy to Thyatis).

Flora and Fauna: The islands are dominated by fruit-bearing tropical trees and hardy grasses. Swine and imported cattle thrive here. The occasional monsters found here include dracos (giant lizards), sprites, mermen, giant crabs, devilfish, dolphins, manta rays, and water termites.

See Also: Dawn of the Emperors Boxed Set.

Qeodhar (Kingdom of)

Location: Known World, northwest of where Alphatia once lay.

Area: 88,791 (includes Icehop Island, 5,487 sq.mi.; Qeodhar Island, 82,307 sq.mi.; Whaler's Island, 997 sq.mi.). **Population:** 18,000.

Languages: Alphatian, Heldannic. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy, formerly part of the Alphatian Empire.

Industries: Fishing, whaling, seal-trapping; light agriculture.

Description: This is a cold, rocky, bare island. It is occupied by descendants of the *Yanfey* people (see "Yannivey," later in chapter). They are closely related to and share a language with the original racial stock of Norwold, the Northern Reaches, and Heldannic Territories, and so are tall, pale, and blond. Because of the hard life on Qeodhar, they are lean, taciturn, suspicious people.

History: When the Alphatians came to the continent they named Alphatia, they mostly drove away the few people who had settled

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there. Many of them went north and were eventually driven across the sea to Qeodhar, then called Northrock, where they eked out a precarious living.

Around year 510 AC, a Northrock chief called Qeodhar organized his people, attempted to introduce Alphatian civilization here, and persuaded the Alphatian emperor to accept his nation as a subject territory of Alphatia. However, Alphatia never sent any aid, scholars, or other imperial benefits to Qeodhar, so the island kingdom was never much improved by its association with Alphatia.

More recently, an ambitious man named Norlan came to the throne of Qeodhar. He successfully courted Mariella, one of Empress Eriadna's daughter, though the empress forbade any marriage between the two. Mariella ran away to Qeodhar on several occasions. She was, in fact, on Qeodhar when Alphatia recently sank. Norlan wasted no time in marrying her, in spite of the fact that she no longer represented an empire.

"Emperor" Zandor (see "Aguas") has contacted King Norlan and instructed him that Qeodhar is part of the New Alphatian Empire. Norlan hasn't decided whether to accept this proclamation—with the provision that Qeodhar be treated with more generosity than in previous generations—or whether he should just pretend to accept, lure Zandor to Qeodhar for a ceremony, and assassinate him.

Important Figures: "Baron" (King) Norlan; "Baroness" (Queen) Mariella.

Flora and Fauna: Creatures found in the vicinity of Qeodhar include animal herds (seals), snow apes, boars, giant crabs (good eating!), dolphins, white dragons, dragon turtles, colddrakes, giant fish, frost giants, mer-men, frost salamanders, sharks, whales, and wolves.

See Also: Dawn of the Emperors Boxed Set, M1 Into the Maelstrom.

Randel (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 187,560 sq.mi. **Population:** 128,000.

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to Empress Eriadna.

Industries: Military, mercenary forces, wine.

Description: This southern lowland nation is known for military aggression and good wine, though no Alphatian researcher has ever been able to prove any link between these two characteristics. Randel has a proud military tradition among spellcasters and non-spellcasters alike; its citizens formed an unusually high proportion of Alphatia's standing army and navy. Randel's laws offer a little more protection to non-spellcasters than the statutes of other nations; consequently, spellcasters of other nations believe Randel's peasants to be bold and impertinent, which they are.

History: See "Alphatia."

Important Figures: Junna (Queen).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

Redstone (Province of; County)

Location: Known World, Isle of Dawn.

Area: 57,864 sq.mi. **Population:** 25,000, including capital of Redstone (pop. 7,500).

Languages: Thyatian, Alphatian. **Coinage:** Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Alphatian coins also common: Crown (gp), Mirror (sp), Judge (cp).

Government Type: Feudal county; rulers owe fealty to the emperor of Thyatis.

Industries: Agriculture (grains, vegetables), trade, military concerns, sheep, pigs.

Description: This is a Thyatian province geared toward the defense of Thyatis from the Alphatian Empire. It's a very temperate-looking land, with hills, wet flatlands, marshes, and forests packed into a fairly small area.

Notable Sites: The capital town of Redstone is a garrison community traditionally belonging to Thyatis.

History: Redstone Castle was built by order of the first Thyatian emperor, Zendrolion I, and some of the original walls still stand in the current fortress and town.

The last ruler of Redstone, General (Count) Harantius Lycrandonion, was killed during the taking of Redstone Castle by the Alphatians during the recent war. Stefania Torion and her

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husband Anaxibius took command here immediately after the fall of Alphatia.

Important Figures: Stefania Torion (Countess), Anaxibius Torion (Count).

Flora and Fauna: Any monster is possible, due to the presence of the unexplored Great Escarpment.

See Also: *Dawn of the Emperors*; **M5**, *Talons of Night*.

Rockhome (Dwarf-Kingdom of)

Location: Known World; continent of Brun, northwest of Ylaruam, south of the Ethengar Khanates.

Area: 41,140 sq.mi. **Population:** 1,000,000 (99% dwarf, 1% human); Upper Dengar has a population of 15,000 and Lower Dengar has 40,000. **Languages:** Dwarvish (Rockhome dialect), Thyatian. **Coinage:** Sun (10 gp), Trader (gp), Moon (10 sp), Star (sp), Stone (cp).

Government Type: Monarchy, heavily influenced by clan leaders.

Industries: Mining (precious metals, iron), crafts (metalworking, stoneworking).

Description: This land consists of two broad, fertile valley lowlands surrounded by deep, menacing mountain belts.

Rockhome is the homeland of the dwarves of the Known World, the cradle of their civilization. It is a land where as many people live below-ground as above-ground, and where a handful of dwarves can hold the passes into the nation against hordes of invaders, where the entire population can disappear into fortified caverns should Rockhome ever be invaded.

The dwarves are organized into a monarchy much like the governments of many human lands; the dwarf-king or dwarf-queen has considerable power but needs the support of the dwarven clanleaders and dwarven senators to accomplish much.

Rockhome dwarves value craftsmanship, family ties, personal honor and maturity. They hold non-craftsmen, especially farmers (even their own!) in low esteem.

Notable Sites: The greatest city of Rockhome is *Dengar*, which is built against and under Point Everast, Rockhome's tallest mountain. Upper Dengar, built at the base of the mountain, is a heavily-walled city, the home of most non-dwarves in Rockhome, the nation's

center of trade. Lower Dengar, reached from a tunnel entrance reaching to the upper city, is a larger city built in a series of enormous caverns; it is home to the royal family and the dwarven senate. Dengar, upper and lower, is a dramatic demonstration of the dwarves' architectural and engineering skills; any traveler to Rockhome should contrive to visit the city.

History: According to dwarvish tradition, dwarves were created in Rockhome by the Immortal artisan named Kagyar Flasheyey. Over the centuries, the dwarves have had to defend their homeland on many occasions, especially from humanoids such as orcs and goblins, but Rockhome has never been conquered and the dwarves have always been able to find shelter here.

In the recent war between Alphatia and Glantri, Rockhome stayed completely neutral. Sensing, with the help of their Immortal patron Kagyar, that the war would wreck nations, spread plague, and bring only misery, the dwarves abandoned their above-ground nation, sealing themselves in their caverns in fall of 1,006 AC. (This was not done at the Immortal's command, but was a natural dwarven response to the problem). They remained below ground for more than three lean years, living on the immense stores of food they traditionally keep. During this time, Heldann and Vestlanders traipsed across Rockhome to get at the humanoids of the Broken Lands, and humanoids of the mountains sacked abandoned Rockhome villages with impunity. Early in 1,010, the dwarves emerged and began kicking the orcs back out of Rockhome.

Important Figures: Everast XV (King).

Flora and Fauna: Rockhome's mountains feature sparse coverage from pine forests. The lowlands are largely given over to farmlands and pasturage. Probably because of the thick belt of mountains around the nation, many monsters are found in and about Rockhome; these include animal herds (horses), giant ants, snow apes, white apes, beholders, undead beholders, black bears, black puddings, boars, mountain lions, white and red dragons, hill giants, stone giants, frost giants, goblins, gray oozes, hobgoblins, kobolds, ogres, orcs, rats, sasquatches, rock toads, cave toads, trolls, wolves, and the very occasional vampire.

See Also: **GAZ6**, *The Dwarves of Rockhome*.

Overview of Mystara

Schattenalfheim

(Schattenalfen Caverns)

Location: Hollow World, continent of Iciria, northern parts of the World-Spine mountain range in the far west of the continent.

Area: 175,976 sq.mi. **Population:** 600,000, including 60,000 live in the city of Issarthy. **Languages:** Elvish (Schattenalf dialect, very similar to Shadow Elves' language). **Coinage:** Mountain (gp), Pyramid (sp), Stone (cp).

Government Type: Monarchy; kings and queens must be clerics of Atzanteotl.

Industries: Mining (precious metals and stones).

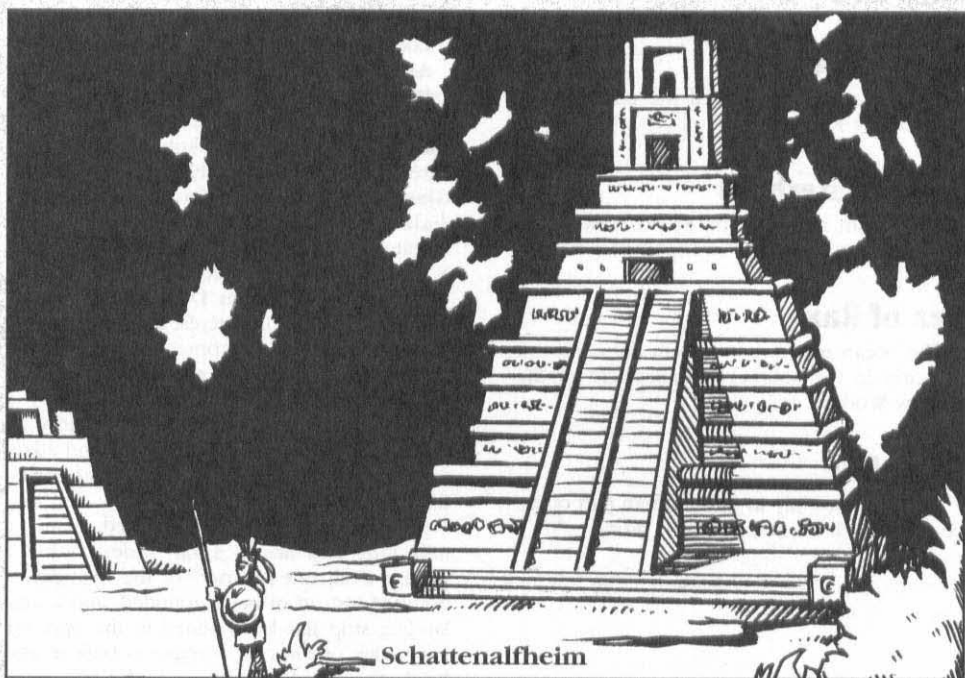
Description: These are cavern-riddled mountains occupied by the Schattenalfen culture.

See the description of the Shadow Elves in the "Aengmor" listing. The Schattenalfen are physically identical to the Shadow Elves, but culturally different. They build monuments like the Azca—just like the Azca; their architectural tastes have been shaped by the Immortal Atzanteotl, who is an admirer of the Azcan culture. As followers of Atzanteotl, they are

adherents of a philosophy of hatred and ruin rather than of the Immortal Rafiel's words of knowledge and growth. They are sensitive to the rays of the sun (exposure to sunlight for a full day will kill most Schattenalfen), and prefer to live underground, but hate and envy those who live at the surface. They make continual war against the Azca (though they have so much in common with that hateful civilization), as well as against the Traldar, Oltecs, Neathar, and anyone else they meet.

Notable Sites: The capital of the Schattenalfen is *Issarthy*; this city is built within a huge cavern beneath one of the region's tallest mountains. It is much like an Azca city, full of stone dwellings, plazas, and pyramids, except that it is underground and occupied by pallid elves instead of burly humans.

History: See the history of the nation of Aengmor. The Schattenalfen are descendants of explorers who left the far-underground City of the Stars to reach the earth's surface, and succeeded—but found the wrong surface. Inspired by the Immortal Atzanteotl, they have founded a nation based on war and hatred.



Overview of Mystara

Important Figures: Catriata (Queen and Shaman).

Flora and Fauna: Monsters in this mountain region include: basilisks, bats, bears, giant bees, giant beetles, beholders, undead beholders, black puddings, blast spores, caecilians, carrion crawlers, mountain lions, sabre-tooth tigers, giant centipedes, chimeras, dinosaurs, dragons, giant ferrets, gelatinous cubes, stone giants, gray oozes, green slimes, giant lizards, ochre jellies, pterosaurs, purple worms, rats, trolls, and yellow molds.

See Also: HOLLOW WORLD® Boxed Set.

Sea of Dawn

The ocean east of the continent of Brun on the Known World; now it also occupies the region where the continent of Alphatia formerly rested.

Sea of Eadh

The ocean reaching east from the continent of Icaria in the northern hemisphere of the Hollow World.

Sea of Dread

The ocean lying south of the continent of Brun on the Known World.

Sea of Esterhold

The ocean between the Sea of Dawn and the continent of Skothar on the Known World.

Sea of Rax

The ocean reaching east from the continent of Icaria in the southern hemisphere of the Hollow World.

Sea of Yr

An enormous bay in the southern part of the continent of Icaria in the Hollow World.

Septentriona

(Province of; Protectorate)

Location: Known World, Isle of Dawn.

Area: 95,775 sq.mi. **Population:** 10,000.

Languages: Thyatian, Alpathian. **Coinage:**

Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Government Type: Military dictatorship beholden to the Empire of Thyatis.

Industries: Agriculture, logging.

Description: This area is mostly wilderness, with several Thyatian colony towns lightly scattered across it. It is mostly an administrative area of the Thyatian Empire, a place the Emperor can cut up into dominions for particularly loyal subjects. It appears in several old Thyatian maps as "Provincia Septentriona," which is the older Thyatian dialect's way of saying "Province of Dawn."

History: See "Isle of Dawn."

Important Figures: Deitica Baralius (General).

Flora and Fauna: See "Isle of Dawn."

See Also: Known World Trail Maps.

Serraine (Flying City of)

Location: Known World—anywhere.

Area: About .6 sq.mi. **Population:** About 2,400 (1,500 gnomes, 125 nagpa, 250 tabi, 10 sphinxes, 80 faenare, 120 pegataurs, 30 harpies, 40 gremlins, 50 kobolds, 20 orcs, 6 ogres, 100 humans, 70 elves, and one Cloud Giant). **Languages:** Gnomish (Serraine dialect), Faenare, Gremlin, Harpy, Nagpa, Pegataur, Sphinx, Tabi, others. **Coinage:** None; gems and semiprecious stones only.

Government Type: Democracy, heavily influenced by special interest groups.

Industries: Development of interesting machinery, especially aircraft.

Description: The "city" is actually a remarkable flying machine, kept aloft by permanent *levitation* enchantments and adaptations of ancient Blackmoor jet-thrust devices.

Serraine is roughly oval-shaped, nearly a mile long and nearly 3,000' wide. It's not a perfect oval; one "corner" of the oval points outward instead of being rounded, and a long landing strip has been added to the opposite long edge of the city. Serraine is built in two levels, the city above and the under-city.

Overview of Mystara

The city, founded and dominated by gnomes, is home to many races, several of whom are interested in the exploration and exploitation of the air. (Statistics for unusual creature types are provided in the "Who's Who" chapter.)

Notable Sites: Interesting sites here include the *Top Ballista Flying School*, a university where piloting skills are taught; and *Science Park*, a museum of gnomish inventions.

History: In the year 251 BC, a legendary gnome craftsman named Glimreen Gemeye discovered a jet-engine artifact of the destroyed city of Blackmoor. In subsequent centuries, he and his descendants learned how to use the device, often with the help of other intelligent races (including several considered "monster" races). With their pooled knowledge, over the centuries they constructed a giant framework, attached flight engines to it, and built a community on it. Eventually, in AC 39, the flying town rose for the first time; though originally it could stay aloft only for short periods of time, its creators ultimately learned how to keep it aloft indefinitely.

Today, Serraine cruises over the Known World along regular pathways, crossing over settled lands only when those lands are proven to be friendly to the gnome-technicians and their works.

Important Figures: Santarian Keltander (Mayor).

Flora and Fauna: See "Population" above.
See Also: PC2, Top Ballista.

Shahjapur (Kingdom of)

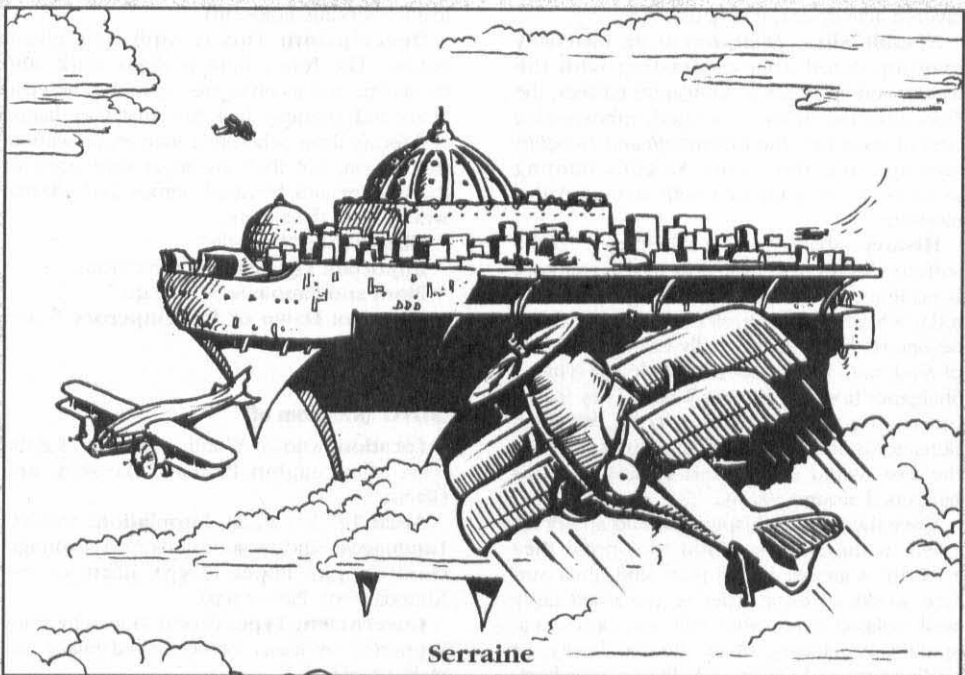
Location: Hollow World, the largest island of the Anathy Archipelago, between the Merry Pirates' island and the continent of Jomphur.

Population: 2,500,000 (Capital: Amtha 200,000; Main City: Dharsatra 450,000 people).

Language: Sindian. **Coinage:** Guru (pp worth 25gp), Rupee (gp worth 5gp), Bhani (ep worth 2 ep), Khundar (sp), and Piaster (cp).

Industries: Silk and other textiles, tea, spices, teak, incense, and mining.

Description: The geography of Shahjapur produces a variety of environments, including upper plateaus, grassy fields, tropical rain



Overview of Mystara

forests, swamps, salt bogs, and rocky deserts. For eight months a year, Shahjapur is sunny. Toward the end of that season comes an endemic drought that parches the land. Just when it seems all life will cease, follow the monsoon, drenching everything and starting the cycle anew.

Native Shahjapuri come from an Oltec and Neathar stock. They have nut-brown skin, black eyes and hair. Many seem weak and thin, but this due to the overall poverty of the common people. Most are unfortunate enough to live among filth and disease within overcrowded urban areas. The people are divided among social castes that regulate many of their customs and laws. Shahjapur is a land of fakir, gurus, and intensely spiritual followers of the Immortals. Immortal philosophies and the search for eternal life spirit often are what gets the most miserable people to survive and go along in their lives. Clerics are the *leaders* of the people. Clashing with this are the Moguls, regional nobility of great wealth and political power. They are the ones who effectively *rule* the nation by law, wealth, and military power (when they are not out to hunt the tiger, a favored activity of the moguls).

Notable Sites: *Dharsatra* as an incredibly overpopulated area contrasting with the wealth and splendor of Shahjapuri palaces, the *Deccania Desert* as a parched, inhospitable land of mysteries, the *Chirrapalli* and *Hooghly Swamps*, and the Grand Mogul's hunting grounds as areas infested with strange native monsters.

History: Shahjapur once belonged to the surface world's Sind (see later in this chapter). It occupied the now deserted region west of today's Sind (the Plain of Fire). It was said to be one of the most spiritually exalted province of Sind, until the Immortals decided to remove Shahjapur from the Known World. They feared increasing encroachment from western humanoids and foreign trading intrusions from the east would destroy this civilization. This happened around 399 AC.

Since then the Shahjapuri adapted and flourished in the Hollow World to a point they now are a greater nation than Sind, their surface world ancestor. They've remained fairly well isolated from other cultures, only occasionally purchasing Merry Pirates' booty, or trading teak and spices with Traldar merchant-

men. Thanatos began influencing the land around 900 AC, supporting such sects as the *Kirtanta*, a society of assassins.

Important Figures: Grand Mogul Korikodeva Raya

Flora and Fauna: animal herds (cattle, elephants, yak), bhuts, bandits rocky hills, basilisks, cockatrices, king cobras, djinn, red dragons, efreet, ghouls, gnolls, headmen, giant lizards, manscorpions, rakshasa, mummies, giant scorpions, shadows, sphinxes, tigers, and trolls.

See Also: *HWR3 Night Storm* Adventure Module.

Shiye-Lawr (Elf-Kingdom of)

Location: Hollow World, Flying Continent of Alphatia.

Area: 91,785 sq.mi. **Population:** 55,000.

Languages: Elvish (Shiye-Lawr dialect), Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy, owing loyalty to Empress Eriadna.

Industries: Crafts (jewels, woodworking, leatherworking, goldcraft).

Description: This is Alphatia's elvish nation. The forest here is deep, dark, and menacing, and its elves are reputed to be malicious and cunning. It is true that they harass and terrify those who enter their realm without permission, but they are loyal supporters of the Empire and befriend heroes and wizards who respect their ways.

History: See "Alphatia."

Important Figures: Acroshiye (King).

Flora and Fauna: See "Alphatia."

See Also: *Dawn of the Emperors* Boxed Set.

Sind (Kingdom of)

Location: Known World, continent of Brun, west of Atruaghin Plateau, Darokin, and Glantri.

Area: 147,360 sq.mi. **Population:** 550,000.

Languages: Sindi; some Darokinian. **Coinage:** Guru (25 gp), Rupee (5 gp), Bhani (2 ep), Khundar (sp), Piaster (cp).

Government Type: Feudal Monarchy (king supported by lesser nobles called rajahs and maharajahs).

Overview of Mystara

Industries: Agriculture; trade (salt, silk, cotton, rice, tea especially).

Description: Sind is a rugged, poverty-stricken nation. It is arrayed around a broad valley at the eastern extremity of the Plain of Fire (a western desert). Terrain ranges from acceptably fertile riverside lowlands, to drier grasslands, to a broad salty marsh, to inhospitable desert.

The people of Sind are some of the poorest in the world, though their rulers live in lavish luxury and wealth.

Notable Sites: The nation's capital is the city of *Sayr Ulan*, an oasis community noted for the beauty of its onion-shaped tower tops and the squalor of its lower classes.

History: This was once a region of many independent, petty kingdoms (called *rajahstans*); within recent history, the kings of Sayr Ulan conquered several surrounding *rajahstans* to forge them into a single nation. However, the individual *rajahs* remain quarrelsome and independent-minded. As a result of the great war in *Wrath of the Immortals*, Sind has remained under occupation from the evil Hulean armies of The Master. Deprived of a great part of their armies and wealth, the *maharajahs* have become mere puppets of the invader. Clerics, however, are quietly organizing a resistance among the common people. They hope to overthrow the hated conqueror someday, and reclaim the freedom of Sind (and perhaps yet, get rid of the old *rajahs* as well ...)

Important Figures: Chandra ul Nervi (King).

Flora and Fauna: Monsters of Sind include animal herds (cattle in the grasslands), giant ants, bandits in the desert, basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, headsmen (and thugs), giant lizards, manscorpions, mummies, giant scorpions, shadows, sphinxes, and trolls.

See Also: *Voyage of the Princess Ark*, Part 16 (DRAGON® Magazine, May 1991).

Skothar

A continent of the Known World's northern hemisphere.

Soderfjord Jarldoms

Location: Known World, continent of Brun, on the coast of the Sea of Dawn.

Area: 31,060. **Population:** 160,000, including 7,000 in the capital city of Soderfjord. **Languages:** Heldannic. **Coinage:** Markka (gp), Penne (ep), Gundar (sp), Oren (cp).

Government Type: Coalition of petty kingdoms (*jarldoms*), each led by a king equivalent in rank to a larger kingdom's earl (*jarl*).

Industries: Fishing, agriculture (potatoes and grains).

Description: Soderfjord is a deeply-forested coastal land. The lowlands consist mostly of forests; there is not enough arable land to support the population. Fortunately fishing is good, so times of starvation are rare; but neither agriculture nor fishing is ever so good that times of wealth and opportunity are common.

The green lowlands are surrounded west and south by hills and mountains. West, the high places are inhabited by giants; south, they are occupied by kobolds. Neither humanoid race much cares for the Soderfjord humans, and raids into human-controlled territory are common.

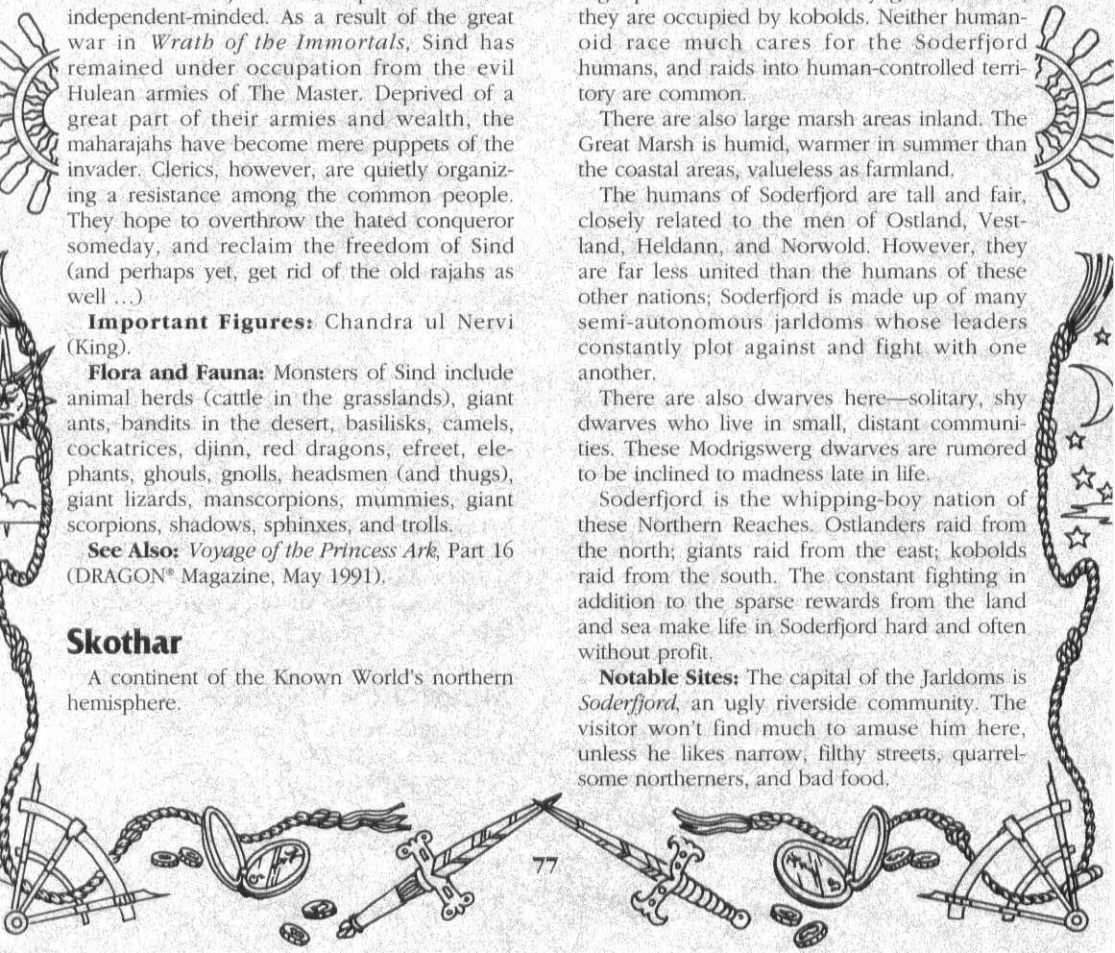
There are also large marsh areas inland. The Great Marsh is humid, warmer in summer than the coastal areas, valueless as farmland.

The humans of Soderfjord are tall and fair, closely related to the men of Ostland, Vestland, Heldann, and Norwold. However, they are far less united than the humans of these other nations; Soderfjord is made up of many semi-autonomous *jarldoms* whose leaders constantly plot against and fight with one another.

There are also dwarves here—solitary, shy dwarves who live in small, distant communities. These *Modrigswerg* dwarves are rumored to be inclined to madness late in life.

Soderfjord is the whipping-boy nation of these Northern Reaches. Ostlanders raid from the north; giants raid from the east; kobolds raid from the south. The constant fighting in addition to the sparse rewards from the land and sea make life in Soderfjord hard and often without profit.

Notable Sites: The capital of the Jarldoms is *Soderfjord*, an ugly riverside community. The visitor won't find much to amuse him here, unless he likes narrow, filthy streets, quarrelsome northerners, and bad food.



Overview of Mystara

History: The history of Soderfjord before the sixth century AC is given under "Ostland," above.

Soderfjord remained an uncivilized land made up of independent settlements far longer than either Ostland or Vestland. Not coincidentally, it also remained a victim for Ostland piracy and attacks from Ylaruam for a similar amount of time. Not until sixty years ago did the jarls of Soderfjord meet to form the Nordhartar Defense League, a chartered alliance of jarldoms intended to provide better defense to Soderfjord.

The League has negotiated peace treaties with Vestland and Ylaruam. Today, the main danger to Soderfjord comes from inland humanoids; from Ostland, which has never ceased its piratical activities; and from internal politics. While Soderfjord is theoretically united, the truth is that the jarls continue to bicker and plot against one another.

Important Figures: Ragnar the Stout (War-leader of Soderfjord).

Flora and Fauna: The coniferous forests are home to deer, boars, elk, brown bears, and wolves. The few plains and pastures are home to sheep, horses, goats, cattle, and small herds of bison. In the mountains, adventurers can find kobolds, giants, mountain lions, and cold drakes, while the marshes are home to very rare red and black dragons.

See Also: GAZ7, *The Northern Reaches*.

Stonehaven (Heldannic Outpost of)

Location: Hollow World, Anathy Archipelago, northwest of Makai.

Area: 55 sq.mi. (note that Stonehaven does not control the entire island). **Population:** 5,000. **Languages:** Heldann. **Coinage:** Groschen (5 gp), Gelder (gp), Erzer (ep), Markschen (sp), Fenneg (cp).

Government Type: Military dictatorship.

Industries: War.

Description: This is a homely, mountainous island with several large, comparatively comfortable cave systems. It is home to the major Heldannic outpost in the Hollow World.

History: Around 960 AD, Heldannic Knights in an experimental sky-ship discovered a way to climb above Mystara's atmosphere and then discovered the north polar opening to the Hollow World. After crashing in the anti-magi-

cal polar area, they dragged their sky-ship southward until it was able to fly again, then they set about exploring the world. The expedition commander found this uninhabited island and took it as his base, then dispatched the majority of his men back to the polar opening, on foot, to return to the outer world and the Heldannic Territories there. In the years since, the outpost has been reinforced by successive waves of Heldannic Knights, and Stonehaven has become the main beach-head of Heldannic activity in the Hollow World.

Important Figures: General Anna von Hendriks.

Flora and Fauna: Stonehaven is a rock; other than a few indigenous goats and birds, there are no creatures of note to be found here.

Stonewall (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 15,963 sq.mi. **Population:** 1,340,000, including the capital city of Draco (pop. 500,000). **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Semi-autonomous monarchy owing loyalty to Empress Eriadna.

Industries: Military.

Description: This large nation is the home base of many of Alphatia's armies, which are stationed in and around the capital city of Draco.

This nation, by Alphatian standards, is very friendly to fighters; though only spellcasters can be nobles (here as elsewhere in the Empire), spellcasters and non-spellcasters are subject to exactly the same laws in this nation.

History: See "Alphatia."

Important Figures: Koblan Dracodon (King).

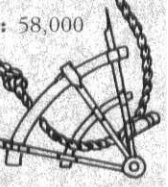
Flora and Fauna: See "Alphatia."

See Also: *Dawn of the Emperors* Boxed Set.

Stoutfellow (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 88,542 sq.mi. **Population:** 58,000



Overview of Mystara

(29,000 dwarves, 14,000 halflings, 15,000 gnomes). **Languages:** Alphatian, Dwarvish (Denwarf-Hurgon dialect). **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy owing loyalty to the Empress Eriadna.

Industries: Mining, craftsmanship, engineering.

Description: This is a rugged, mountainous land settled by dwarves, halflings and gnomes. Dwarvish habits prevail, so the population tends to be rather closed-mouthed and suspicious with strangers. However, the laws of Stoutfellow are more fair than in many places in Alphatia; the same laws apply to spellcasters and non-spellcasters.

Notable Sites: The capital city of *Denwarf-Hurgon* is a virtual duplicate of the city of the same name that was left on the outer world (see "Monster Island"). It's a dwarven-style city laboriously carved out of the mountain range here, but differs from its outer-world equivalent because it is still inhabited.

History: Tyliön IV, the last emperor of Alphatia (Eriadna's father), to answer a need for master craftsmen in Alphatia, send messengers to dwarven communities in Rockhome, Norwold, and the Northern Reaches, inviting dwarves to come live in the Empire. Many dwarves responded, but with the provision that they would not be treated like trash, which is a common fate among non-spellcasters in Alphatia. The Emperor gave them the right to set up their own laws in their own nation, and so Stoutfellow was born.

Important Figures: Buthra Bofadar (Queen).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

Suridal

A continent of the Hollow World's southern hemisphere.

Surshield (Kingdom of)

Location: Known World, continent of Bellissaria.

Area: 260,390 sq.mi. **Population:** 100,000, including the city of Spearpoint (pop. 30,000).

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy, formerly part of the Alphatian Empire; land outside the capital city is ungoverned, an anarchy.

Industries: Military (in Spearpoint); agriculture, craftsmanship, art (outside Spearpoint).

Description: This odd nation is a divided land. The capital is a military-controlled city called Spearpoint; it is an Alphatian-style city and the home of the queen. The rest of the land, by ancient tradition, is an anarchy and is home to a lot of ruggedly independent, free-thinking Bellissarians. Consequently, the citizens of Surshield are a good deal more open-minded and tolerant than those of other nations.

Notable Sites: The capital of Surshield is *Spearpoint*. This is a fortress city, a military community that was built to protect Bellissaria from the men of Minaea, across the strait separating Bellissaria from the mainland.

History: Before the sinking of Alphatia, all lands west of Spearpoint, up to the mountains separating this peninsula from the rest of Bellissaria, were ungoverned; the land was, by royal decree, a formal anarchy. Since Alphatia sank, queen king of Spearpoint has reversed her opinion and decided that new conditions mean that she must have a unified nation. Unfortunately for her, the notoriously independent men of Surshield don't care to be governed after so many years of freedom, so the land is soon to be locked in civil war.

Important Figures: Gratia (Queen).

Flora and Fauna: See "Bellissaria."

See Also: Dawn of the Emperors Boxed Set.

Tanagoro (Kingdom of the)

Location: Hollow World, continent of Icaria, southern hemisphere, north-central region.

Area: 243,873 sq.mi. **Population:** 500,000, living in a thousand or more villages. **Languages:** Tanagoro. **Coinage:** None (barter only).

Government Type: Monarchy.

Industries: Cattle, some agriculture, much leatherworking.

Description: These are broad, rolling plains occupied by the Tanagoro, a black human culture.

Overview of Mystara

The Tanagoro, like the Jennites, are auroch herdsmen. Unlike the Jennites, though, they are not nomads; they build permanent villages and grow crops to supplement their diet. They are famous warriors, perpetual enemies of the Jennites to the south and Nithians to the east, and earn the respect of both sets of foes.

The jungles north of the Tanagoro kingdom are populated by Tanagoro men as well; but these northern men belong to their own jungle kingdom, about which nothing is yet known.

Notable Sites: The richest region of the Tanagoro is the land controlled by the *Morabuto* tribe. They live in the Yudh River Valley, near where the river empties out into the Sea of Yr; here, the land is greener, the grasses better, the aurochs healthier. Here, too, wanderers are likely to find adventure; though the Tanagoro are not likely to attack wanderers passing peaceably through their territory, the Yudh River marks the traditional border between Jennite and Tanagoro territory, and it is here that warriors of both tribes come to challenge one another to combat.

History: The Tanagoro are descendants of Tangor Man, a race which occupied the Tangor Peninsula of the continent of Skothar in the ancient past. When the city of Blackmoor destroyed itself in the ancient past, the climate of the Tangor Peninsula changed, forcing the civilization there to change—Tangor Man migrated, altered his lifestyle, did whatever was necessary to survive, but the Immortals Ka and Korotiku transferred many of the auroch-herdsmen to the Hollow World so the original culture would be preserved.

Important Figures: Korolo Togoro (King).

Flora and Fauna: Animal and monster inhabitants of these plains include animal herds (aurochs), rock baboons, giant beetles, boars, bugbears, lions, sabre-tooth tigers, cyclops, dinosaurs, elephants, grab grasses, griffons, giant lizards, manscorpions, manticores, medusas, minotaurs, mummies, pterosaurs, giant scorpions, snakes, sphinxes, giant spiders, and trolls.

See Also: HOLLOW WORLD® Boxed Set.

Theranderol (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 123,710 sq.mi. **Population:** 180,000; includes capital of Errolyn, population 25,000.

Languages: Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy owing loyalty to Empress Eriadna.

Industries: Agriculture, cattle, sheep, logging.

Description: This southern nation is a model of efficiency: corruption in the government is kept to a minimum, taxes are collected on time, and the land's armies have dealt very effectively with the disastrous aftereffects of the sinking. Theranderol is a pretty lowland nation with rolling hills in the north and broad forest reaches all across the countryside; the soil is fair for farming and pasturage. Dangers are at a minimum in Theranderol, except in the north, where the Grey Mountains act as home for many monster species.

History: See "Alphatia." The capital city of Errolyn briefly acted as the new capital for Emperor Zandor after Eriadna's temporary death, but Eldrethila was happy to see the last of her brother.

Important Figures: Eldrethila (Queen).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set.

Thothia (Kingdom of)

Location: Known World, Isle of Dawn.

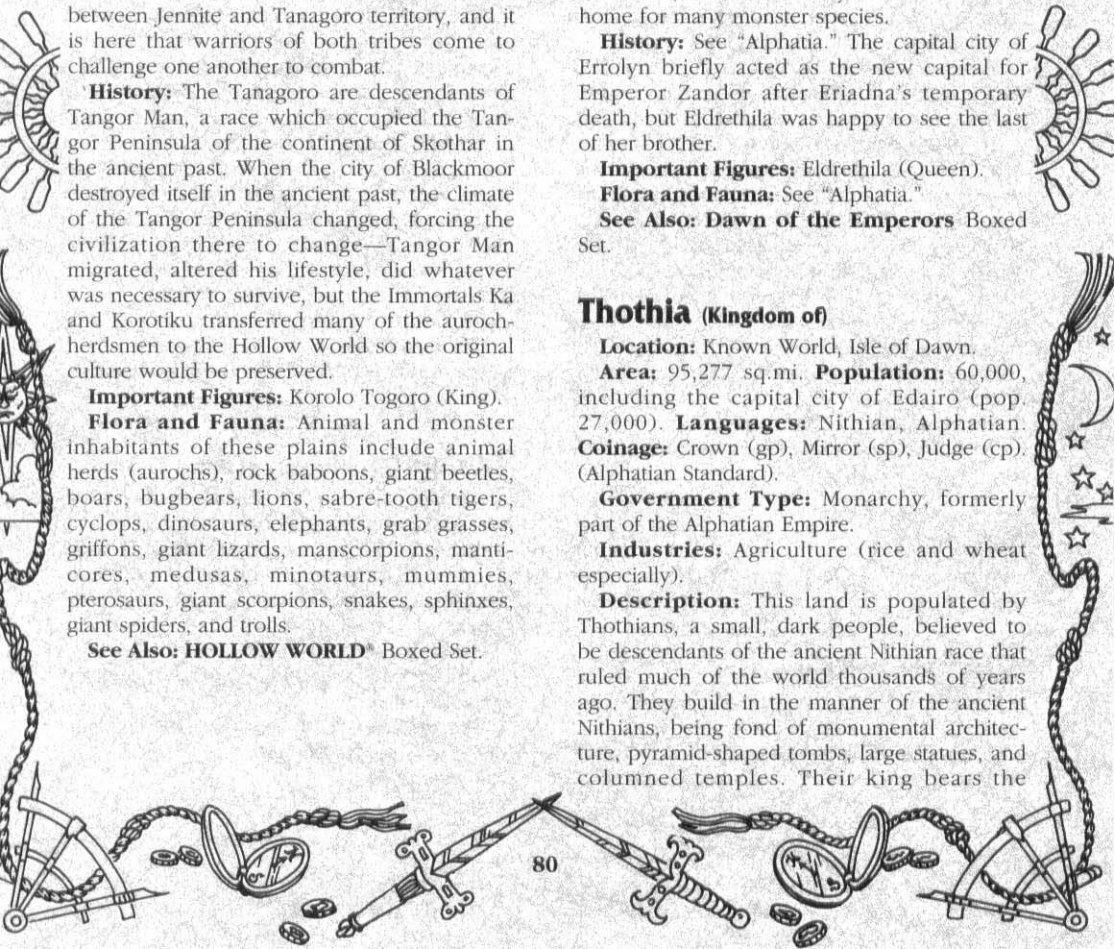
Area: 95,277 sq.mi. **Population:** 60,000, including the capital city of Edairo (pop. 27,000).

Languages: Nithian, Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy, formerly part of the Alphatian Empire.

Industries: Agriculture (rice and wheat especially).

Description: This land is populated by Thothians, a small, dark people, believed to be descendants of the ancient Nithian race that ruled much of the world thousands of years ago. They build in the manner of the ancient Nithians, being fond of monumental architecture, pyramid-shaped tombs, large statues, and columned temples. Their king bears the



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ancient Nithian title of Pharaoh.

The river banks are rich flood plains, but away from the river the land becomes increasingly arid. Most of Thothia's population is consequently centered around the river banks.

This region has long been Alphatian-controlled.

Notable Sites: The capital city is *Edairo*. This city and the land around it are littered with the pyramids and other ruins of the Nithian people. There is pasturage east of the city; this is home to the pharaoh's herds.

History: See "Alphatia."

This land was once a Nithian colony. However, it was unaffected by the madness that doomed Nithia; its population confined to have faith in the Nithians' original patron Immortals and in other mystic philosophies. When Nithia was destroyed, Thothia was spared, though its population was made to forget about the original nation of Nithia.

Important Figures: Ramenhotep XXIV (Pharaoh).

Flora and Fauna: Any monster is possible, due to the presence of the nearby *Great Escarpment*.

See Also: *Dawn of the Emperors* Boxed Set; **M5, Talons of Night**.

Thyatis (Empire of)

Location: Known World, continent of Brun, southeastern region.

Area: 42,300 sq.mi. (mainland nation only). **Population:** approx. 3,001,000 (mainland only). **Languages:** Thyatian (official), Elvish (Vyalia dialect). **Coinage:** Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Government Type: Monarchy, complex. Inheritable kingship heavily influenced by elected senators.

Industries: Agriculture, mining, warfare.

Description: The nation of Thyatis, center of the Thyatian Empire, is small on size and large on influence and population. It occupies the southeast corner of the continent of Brun, giving it easy access by water to the whole south coast of Brun, to the islands and continents of the Sea of Dawn, and even to the southern continent, Davania.

Western Thyatis is dominated by rich flatlands, good for tillage and pasturage, as well

as horse breeding—one of the favorite hobbies of the region's nobles. Central Thyatis, also good farmland, is hillier and has easy access to all parts of the nation. The Island of Hattias is part hills, part forested lowlands; it is good land, but notorious for the racial intolerance and rigidity of its population. Eastern Thyatis has good grazing lands for sheep and access to good fishing waters. And the northland hills, while not agriculturally productive, are rich in minerals and ores.

The Thyatian people are dark-haired and olive-complexioned. They are noted for their sophistication—often called decadence by people from other lands—and their pragmatism, which often leads to treachery in negotiations.

The nation of Thyatis is made up of the following dominions:

Actius, County of: Small, infertile island; shipbuilding center of the Thyatian Navy.

Biazzan, Barony of: Low, rich valley; much trade; much of the population is Alasiyan (see "Ylaruam").

Borydos, Protectorate of: Military garrison and prison colony; many sea-monsters in surrounding waters.

Bubrobur, Barony of: Hilly and mountainous territory; settled by dwarves from Rockhome.

Caryttion, Protectorate of: A dominion which caters to the wealthy, with many villas of rich families, and one naval base.

Halathius, County of: Hilly region with many rich gold mines.

Hattias, County of: Island province, the largest mainland Thyatian dominion; the Hattian population is the original source of the Heldannic Knights, and many Hattian youths leave each year to find their destiny in the Heldannic Territories.

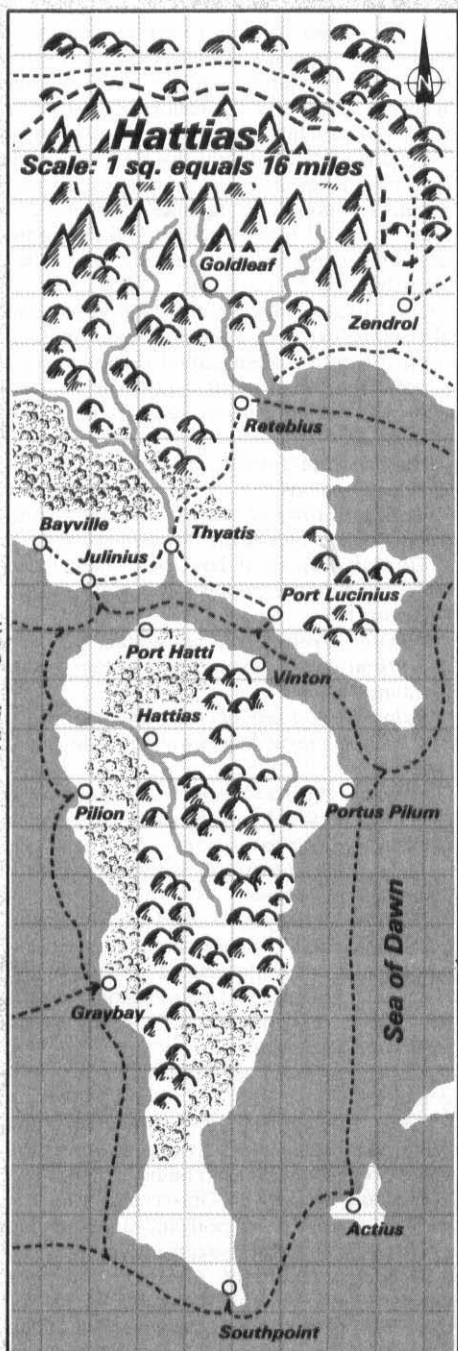
Kantrium, Duchy of: Small, old duchy bordering Ylaruam.

Kerendas, County of: Large grasslands dominion, center for cavalry training; the entire population seems to be horse-crazy.

Lucinius, County of: Grassy plains region, with an important seaport and a population inordinately proud of its seamanship.

Machetos, Duchy of: Attractive but poor western dominion; chiefly notable for its history. This is the former dominion of Stefan Karamaikos, founder and king of the nation

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of Karamaikos.

Mositus, Duchy of: Island dominion, notable for strange mists which drift across the island and cause strange effects on the population; Mositus is a center for tourism.

Retebius, Duchy of: Dominion with fine pasturage. Retebius, capital of the duchy, has long been the center of the Retebius Air Fleet, an aerial branch of the armed forces made up of Thyatian knights riding flying monsters. The air-cavalry tactics used by the Air Fleet are properly renowned among adventurers, but Retebius recently suffered a great blow (see History, later in this entry) and it may be some time before it recovers.

Sclaras, Protectorate of: This small, heavily forested island is surrounded by high cliffs. It is a haven for high-powered magic-users, who sculpt and shape their individual estates there as they see fit; for the traveler lucky enough to be invited there, it is a remarkable place to visit.

Tel Akbir, Duchy of: Arid north, grassy south; borders on Ylaruam; high proportion of Alasiyans in population.

Terentias, Grand Duchy of: Island between Thytis and Minrothad; population is 40% elvish; centers around piracy and sea-trade.

Thyatis, Duchy of: Most heavily-populated of all the mainland dominions; site of Thyatis City.

Vyalia, County of: Heavily-wooded territory bordering Karamaikos; 25% elvish population.

Notable Sites: *Thyatis City* is the capital of the nation and the empire it ruled. The city has more citizens than the continent of Bellisaria, with the whole Isle of Dawn thrown in for good measure. It is a huge, sprawling, walled community with great plazas and enormous marble buildings in one region, with close-packed firetrap tenements in others.

History: The people now called Thyatians were once three allied tribes: The Thyatians, the Kerendans, and the Hattians. They originated on the southern continent of Davania, though it is said that the oldest form of the language has odd similarities to the language spoken by the native people of the Heldannic Territories and surrounding nations.

Around 600 BC, the three tribes migrated north. Scholars say that they were driven forth by armies of the ancient Milenian civilization, but Thyatians scoff at the idea. Regardless,

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they settled modern Thyatis and began a four-century binge of piracy, preying on ships and coastal settlements of all nations.

Eventually, just after 200 BC, the Alphatians conquered the three tribes, united them in service to and hatred of the Alphatians, and ruled them for about two hundred years. The Thyatians began a new revolt around 2 BC, when the Alphatians were at a low period in their own military strength, and won independence; they also captured their allies, the Pearl Islands and Ochalea, beginning Thyatis's imperial history.

Over the next millennium, the Thyatians conquered many more lands: About half of the Isle of Dawn, parts of Ylaruam, the nation of Traladara, northern coastal regions of the continent of Davania (the Hinterlands), the Ierendi islands, and parts of Norwold. They eventually lost ground in Ylaruam, Ierendi, and Norwold, then recently traded Traladara away (see Karameikos, above). During this time, they also clashed with Alphatia many times, sometimes over these colonies and possessions, sometimes just because they hated one another.

In recent years, the empire of Alphatia declared war on the Principalities of Glantri for imagined offenses. Thyatis, opposing what they saw as Alphatia's expanding imperial aims, allied with Glantri and declared war on Alphatia. Alphatia and Thyatis fought a protracted war, mostly in and around the Isle of Dawn, and eventually Thyatis took the worst of it. See the **Wrath of the Immortals** adventure for the full details.

In the few weeks since the sinking of Alphatia, Thyatis has officially reclaimed two subject territories. The Thyatian emperor sent his daughter and her husband to rule the Province of Redstone on the Isle of Dawn (see the listing, above, for the Isle of Dawn); and the Grand Duchy of Westourke has reaffirmed its ties with Thyatis. Since Thyatis now has a couple of subject territories again, it can style itself as an Empire once more.

Important Figures: Thincol (Emperor), Gabriela (Empress), Eusebius (Prince), Coltius (Prince), Gabronius (Prince).

Flora and Fauna: Thyatis's monster populations include: Bears, boars, pixies, centaurs, and dryads (in the western forests); mountain lions, red, gold and white dragons, hill giants,

and ogres (found in the northern hills and mountains); dryads, gargoyles, living statues, golems, and skeletons (on and near Sclaras); pegasi and griffons (in and near Retebius); ghouls and lycanthropes (rare, but found anywhere in the nation); vampires (in Thyatis City and in far-western Thyatis).

See Also: **Dawn of the Emperors** Boxed Set; **DDA1, Arena of Thyatis, DDA2, Legions of Thyatis.**

Traldar Kingdoms

Location: Hollow World, due west from the continent of Icaria along the equator.

Area: 84,524 sq.mi. **Population:** 500,000 in communities averaging 5,000 residents. **Languages:** Traldar; Milenian, a related language, is also commonly spoken here; Neathar. **Coinage:** None (barter only).

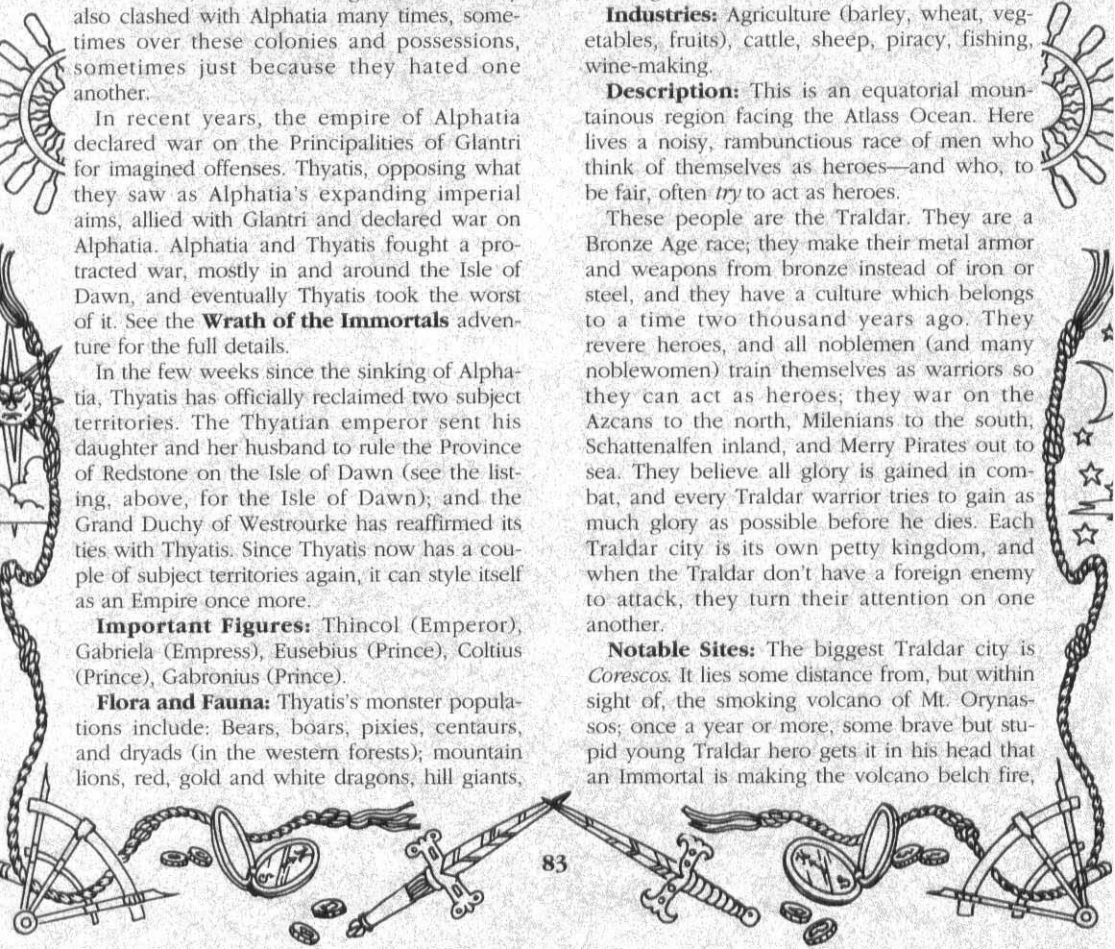
Government Type: Each city is an individual kingdom.

Industries: Agriculture (barley, wheat, vegetables, fruits), cattle, sheep, piracy, fishing, wine-making.

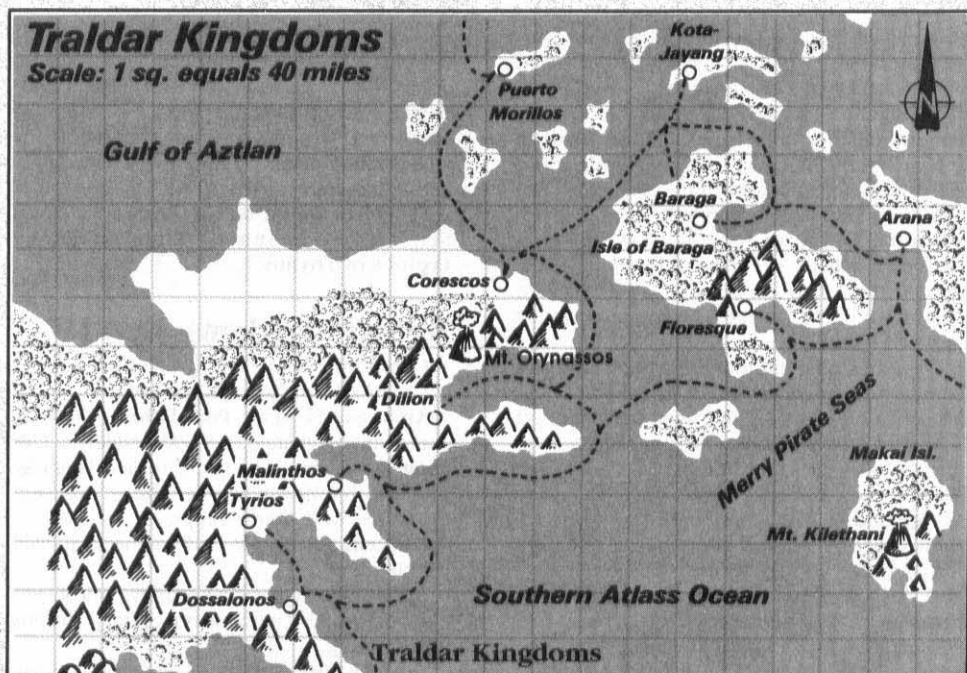
Description: This is an equatorial mountainous region facing the Atlass Ocean. Here lives a noisy, rambunctious race of men who think of themselves as heroes—and who, to be fair, often *try* to act as heroes.

These people are the Traldar. They are a Bronze Age race; they make their metal armor and weapons from bronze instead of iron or steel, and they have a culture which belongs to a time two thousand years ago. They revere heroes, and all noblemen (and many noblewomen) train themselves as warriors so they can act as heroes; they war on the Azcans to the north, Milenians to the south, Schattenalfen inland, and Merry Pirates out to sea. They believe all glory is gained in combat, and every Traldar warrior tries to gain as much glory as possible before he dies. Each Traldar city is its own petty kingdom, and when the Traldar don't have a foreign enemy to attack, they turn their attention on one another.

Notable Sites: The biggest Traldar city is *Corescos*. It lies some distance from, but within sight of, the smoking volcano of Mt. Orynasos; once a year or more, some brave but stupid young Traldar hero gets it in his head that an Immortal is making the volcano belch fire,



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and goes to confront the Immortal with a question or request, and (typically) falls into the volcano or comes back empty-handed. Corescos is a strong-walled city facing the Merry Pirate island of Baraga; though no formal state of war exists between the two Corescos and Baraga, ships of the two cities look upon one another as prey. Individual ship combat happens nearly on a daily basis.

History: Two thousand years ago, in the nation now called Karamaikos, a heroic race called the Traldar flourished. The Traldar lived in villages and small towns; they farmed, they fought one another, they retold every killing of a pig into an epic of man vs. monster.

About 1,000 BC, a massive invasion of gnolls moved into Traldar lands. The gnolls wanted good land and human slaves to exploit; instead, they found self-styled human heroes eager to die while earning glory for themselves. Some Traldar fled to far places (see "Milenian Empire," above), but the Traldar for the most part stayed behind and broke the spearhead of the groll invasion. The enormous damage done by the gnolls effectively destroyed Traldar culture—but not before the

Immortals transported several entire Traldar villages to the Hollow World.

In the Hollow World, the Traldar grew strong. Not as numerous or organized as the Azcans or Milenians, individually they were greater warriors and have been a thorn in the side of those two empires for centuries. Additionally, some Traldar cities became the kernel of the nation later to be called the Merry Pirates (see their listing, above).

Important Figures: Tiradon (King of Corescos).

Flora and Fauna: It is said that the Traldar lands attract strange monsters because young warriors pray for horrible creatures to fight. Whether or not that is the reason, the Traldar kingdoms have more than their share of odd creatures and horrid beasts, including: actaeons, archons, attaches, bandits, bears, giant bees, beholders, undead beholders, berserkers, boars, bugbears, lions, sabre-tooth tigers, centaurs, chimeras, cockatrices, giant crabs, cyclops, dinosaurs, dolphins, dragons, dragon turtles, drakes, dryads, gargantuas, gargoyles, hill giants, stone giants, cloud giants, storm giants, mountain giants, gnolls, gorgons,

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griffons, hags, harpies, hippogriffs, hydras, liches, giant lizards, manticores, medusas, mer-men, minotaurs, pegasi, phoenix, pterosaurs, rocs, skeletons, snakes, sphinxes, giant spiders, living statues, unicorns, wolves, and zombies.

See Also: HOLLOW WORLD® Boxed Set.

Trikelios (City-State of)

Location: Known World, Isle of Dawn.

Area: 10,974 sq.mi. **Population:** 70,000 (including capital city of Trikelios, pop. 25,000). **Languages:** Alphatian, Thyatian, some Nithian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Independent monarchy, formerly part of the Alphatian Empire.

Industries: Shipbuilding, agriculture.

Description: This city is a shipbuilding center. It was built on the bank of one of the island's larger rivers, and controls good farmlands to the east. It has traditionally been Alphatian-controlled.

History: See "Isle of Dawn."

Important Figures: Stillian (Queen).

Flora and Fauna: Any monster is possible, due to the presence of the mysterious and unexplored *Great Escarpment*.

See Also: Dawn of the Emperors Boxed Set; M5, Talons of Night.

Vertiloch (Kingdom of)

Location: Hollow World, Floating Continent of Alpathia.

Area: 49,384 sq.mi. **Population:** 620,000. **Languages:** Alphatian. **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy, traditionally ruled by the current emperor and/or empress of Alpathia.

Industries: Government.

Description: Vertiloch is a very carefully sculpted and decorated nation, designed to be the showpiece of Alphatian culture; it was never intended to be self-sufficient. Now, with Alpathia recovering from its recent catastrophe, the people of Vertiloch are having a hard time surviving.

Notable Sites: *The Sundsvall Ruins.* Sundsvall, great city of Vertiloch, was once the capital of the Alphatian Empire. With a popu-

lation of half a million, it was one of the largest cities in the world, center of magical learning in Alpathia, center of government, center of the empire as a whole. But during the recent war with Glantri a magical storm was sent against Sundsvall; more powerful than any storm ever seen on the Known World, it hovered over Sundsvall and battered the city nearly flat, killing over half the population. Once the storm was done, a majority of survivors evacuated to other cities, while a few hardy souls began to rebuild. They have not had enough time to rebuild the city; that project will take several years. Currently, the city is a miles-long ruin, occupied only by scavengers and monsters, but there is a lot of treasure to be had; of the hundreds of libraries and treasures which once stood here, many have yet to be found.

History: See "Alphatia."

Important Figures: Eriadna (Queen and Empress).

Flora and Fauna: See "Alphatia."

See Also: Dawn of the Emperors Boxed Set, Wrath of the Immortals.

Vestland (Kingdom of)

Location: Known World, continent of Brun, along the Sea of Dawn.

Area: 21,060 sq.mi. **Population:** 160,000, including the capital city of Norrvik (pop. 16,000). **Languages:** Heldannic. **Coinage:** Schilder (5 gp), Guldán (gp), Hellar (ep), Floren (sp), Oren (cp).

Government Type: Monarchy.

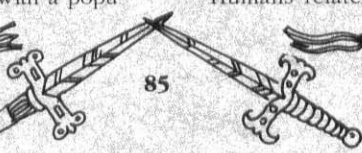
Industries: Agriculture (potatoes, barley and beets), logging, fur trading, crafts (with an increasing dwarven presence), trade.

Description: Vestland is a coastal land south of the Heldannic Territories, north of Soderfjord, and west of the Ostland islands.

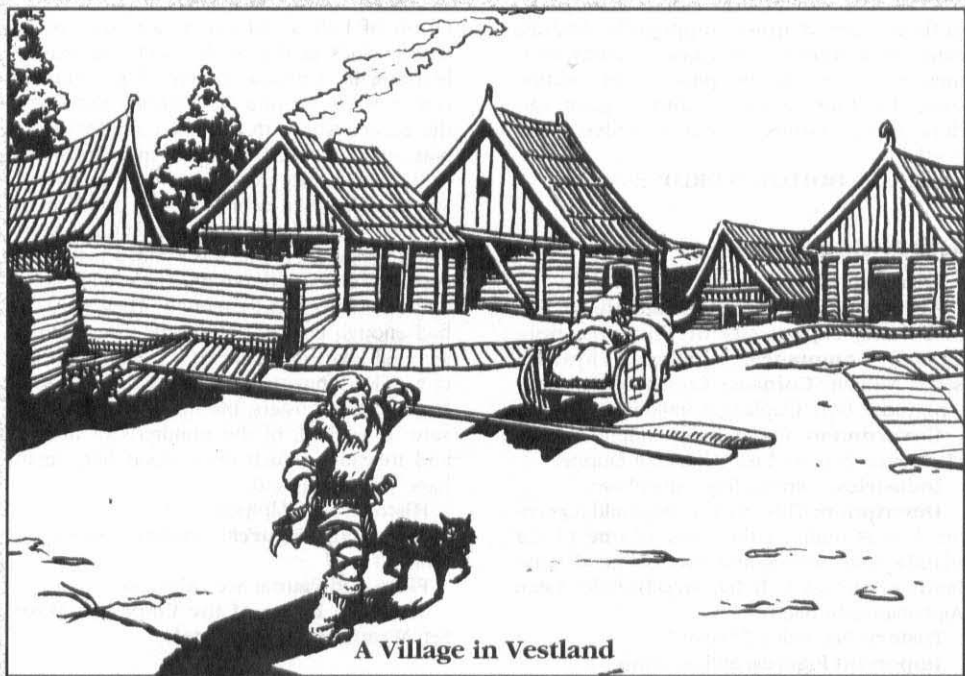
The coastal lands are good growing land with many rivers and natural harbors. Further inland, the terrain becomes more hilly; these deeply-forested hills act as a natural border between Vestland and the Ethengar Khanates.

These hills are also home to trolls and other humanoid. The trolls are an occasional menace to the Vestlanders, but tend to lose more than they gain when they raid into the human-controlled territories.

Humans related to the men of Heldann,



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A Village in Vestland

Norwold, Ostland and Soderfjord make up most of Vestland's population. They are tall and fair-skinned, very active, very boisterous in comparison with more southern peoples.

There are also some dwarves here. The Modrigswerg dwarves are related to the dwarves of Rockhome, but are more secretive, more inclined to live in small and independent communities, and—it is said—more prone to madness.

Vestland is a strong nation conducting trade with all everyone its ships can reach. It is an occasional ally of the Heldannic Territories, though Vestland's rulers do not share the Heldannic Knights' contempt of "lesser races," the Vestlanders enter alliances with the Heldann only for profit.

Notable Sites: The capital city is *Norrvik*, which is remarkably modern for its location; it features a large market and trade district, a dwarven quarter, and a university that teaches both magical and common courses.

History: The history of Soderfjord before the sixth century AC is given under "Ostland," above.

Younger sons of the Cnute, the Ostland

king, left their island home with followers and colonized the region that was to become Vestland. They became very aggressive enemies of the inland humanoids and forged a strong nation on the mainland coast.

Initially, the jarls of Vestland remained allied with Ostland. But their cousins, the kings of Ostland, looked on the mainland as a source of income and not as an ally. Ostland gradually increased the tribute it demanded of its colony until the Vestlanders revolted in 604 AC. War raged between the two nations until the battle of Bridenfjord in 614 AC; this the Vestlanders decisively won. Afterward Vestland remained independent of Ostland. The present king, Harald Gudmundson, was also known by Thyatian historians as Prince Tenitar, son of the late King Maramet, during his youth some 35 years ago.

Important Figures: Harald Gudmundson (King).

Flora and Fauna: The deep forests are home to many natural animals such as deer, boars, elk, bears, and wolves. The western hills are thinly inhabited by trolls, and a few other humanoids. There are many herds of

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sheep, horses, cattle, and goats in the lowlands. Fortunately for the Vestlanders, there are not many monsters other than warlike humanoids in this nation.

See Also: GAZ7, *The Northern Reaches*, X13, *Crown of Ancient Glory*.

Wendar (Elf-Kingdom of)

Location: Known World, Continent of Brun, north of Glantri and Ethengar, west of Heldannic Territories.

Area: approx. 78,170 sq.m. **Population:** 416,000. **Languages:** Elvish (Wendarian dialect), Heldann. **Coinage:** Di (gp), On (sp), Teci (cp).

Government Type: Monarchy.

Industries: Agriculture, logging.

Description: This is a heavily forested land in the cold northern reaches of the continent of Brun. It is an inland nation, heavy with evergreen forests, bounded by mountains south and east, desert and wasteland west, and the enemy nation of Denagoth north. Owing to the ruggedness of the terrain, which

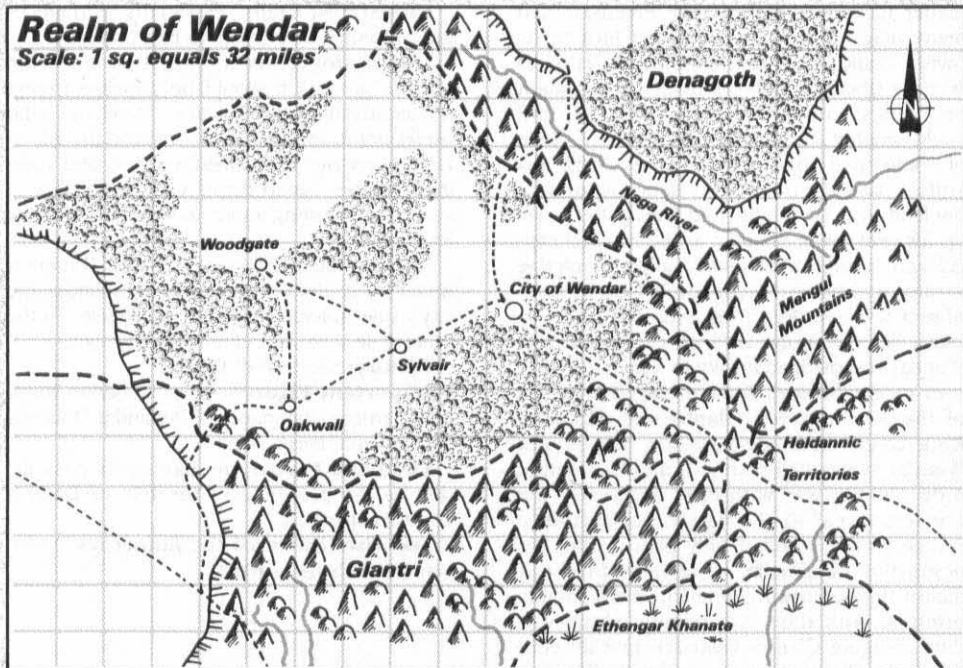
is rocky and rolling even where it is not particularly hilly, Wendar is very lightly settled. The population is about half elvish and human.

The humans are of the same Heldann culture that is common throughout Norwold and the Heldannic Territories.

The elves are of an ancient elvish race that has had little contact with the elves of surrounding nations.

Rumors that Wendar is a staunch ally or even a subject nation of Thyatis are false; the two nations are not even in regular diplomatic contact.

History: In the ancient past, elves from the elf-kingdom of Evergrun discovered the human kingdom of Blackmoor in the far northern continent. Many waves of Evergrun elves emigrated to the lands near Blackmoor and settled there. They became friends of Blackmoor's human and dabbled in their technology. When that technology destroyed Blackmoor and wrecked the world, many of these elvish communities perished—but the elves of the land called Wendar survived, though they were reduced to a savage daily



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struggle to survive against climactic changes, for Blackmoor's destruction plunged Wendar and most of the northern continent of Brun into an Ice Age. The elves of Wendar have all but forgotten this early part of their history.

Humans called the Antalians, ancestors of the modern men of the Heldannic Freeholds, the Northern Reaches, and Norwold, gradually moved into Wendar, settling peaceably alongside the elves. The elves actually welcomed the humans, who were adept at surviving the harsh climate. Other humans from some remote northern land—perhaps even wanderers from the Hollow World—settled north of Wendar, in a land now called Denagoth, and launched many attacks into Wendar; the humans recently settled in Dengar helped repel those invasions. Over time, the communities of elves and humans became friendly, though Wendar could scarcely be called a nation at that time.

Wendar truly became a nation about 200 years ago when a sympathetic sage named Bensarian gave an immortal artifact, later called the *Elvenstar*, to an elf-mage and town leader named Gylharen. The *Elvenstar* had many magical powers; it brought luck to its owner, could *detect evil* in an area as large as Wendar (though it only provided a sensation of menace rather than exact details), and could amplify the duration and area of effect of some spells by up to 50 times. With this artifact, Gylharen was able better to protect the land from invasions from Denagoth; he set up his own town, Wendar, as the national capital and invited other town leaders to pledge loyalty to him in return for his protection. After a few decades of his good rule and vigorous defense of the land, all communities in Wendar had pledged loyalty to him.

In recent history, Wendar stayed well out of the war between Glantri and Alphatia. King Gylharen made sure the passes into Wendar were well-manned, and the nation rode out the war with ease. However, the greatest threat to the nation came from a source which intended only peace. After the destruction of Alnheim, elf-refugees from that nation flooded toward Wendar, inadvertently bringing with them the plague which was then ravaging Glantri. Gylharen quickly confined the elf refugees to southwest Wendar,

sought clerical help from Norwold, and contained the plague before it could do serious harm to his population.

Important Figures: Gylharen (Wizard-King).

Flora and Fauna: Monsters found in Wendar include actaeons, animal herds (moose, elk, horses), snow apes, white apes, bears, boars, bugbears, mountain lions, centaurs, giant centipedes, dragons, dryads, elves, faerie, giant ferrets, gremlins, humans, lycanthropes, ogres, sasquatches, giant slugs, snakes, stirges, treants, trolls, unicorns, giant weasels, and wolves.

See Also: X11, *Saga of the Shadow Lord*.

West Portage (Province of; Barony)

Location: Known World, Isle of Dawn.

Area: 9,977 sq. mi. **Population:** 5,000, including town of West Portage (pop. 1,000).

Languages: Thyatian, Alphatian. **Coinage:** Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard).

Government Type: Feudal barony owing fealty to the Emperor of Thyatis.

Industries: Trade, especially portage of goods from West Portage to East Portage.

Description: This is a small dominion on infertile ground; it would be hopeless except for its advantageous position. Merchants who prefer not to sail all the way around the Isle of Dawn can put in at West Portage and have their cargoes carted across to East Portage, or vice versa, costing more money but saving a lot of time.

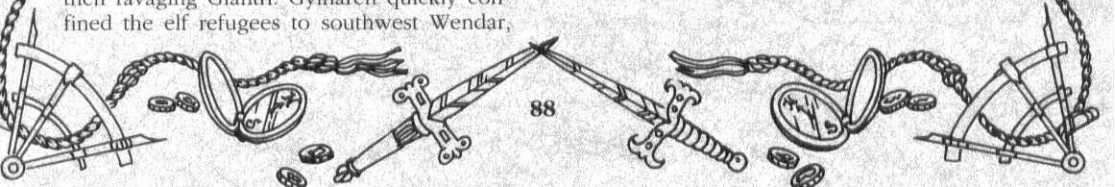
Notable Sites: The town of *West Portage* is noted for its thieves and for its cleanliness; the city's ruler tolerates the one and insists on the other. The town is traditionally Thyatian.

History: See "Isle of Dawn."

Important Figures: Jules Docerius (Captain, garrison commander); Periandra Docerius (Jules's aunt, baroness)

Flora and Fauna: Any monster is possible, due to the presence of the Isle of Dawn's *Great Escarpment*.

See Also: Dawn of the Emperors Boxed Set; M5, *Talons of Night*.



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Westrourke (Grand Duchy of)

Location: Known World, Isle of Dawn.

Area: 97,272 sq.mi. **Population:** 55,000, including capital city of Newkirk (pop. 15,000). **Languages:** Thyatian, Alphatian. **Coinage:** Emperor (5 gp), Lucin (gp), Asterius (sp), Denarius (cp). (Thyatian Standard). Alphatian coins are also common: Crown (gp), Mirror (sp), Judge (cp).

Government Type: Semi-autonomous feudal dominion owing loyalty to the Emperor of Thyatis.

Industries: Military; salt mining; agriculture (truck vegetables).

Description: This is a marshy dominion which has traditionally been part of the Thyatian Empire.

History: See "Isle of Dawn."

Important Figures: Thrainkell Firestorm (Duke), Holva Firestorm (Duchess).

Flora and Fauna: Any monster is possible, due to the presence of the mysterious and unexplored Great Escarpment

See Also: Dawn of the Emperors Boxed Set; M5, Talons of Night.

Wintlian Islands

A continuation of the World's Spine mountains of the Hollow World, ranging east from Icaria.

World's Spine

The chain of tall mountains which circles the Hollow World's equator like a belt.

Yannivey Islands

Location: Known World, northeast of where Alphatia once lay.

Area: 33,920 sq.mi. **Population:** 5,000 **Languages:** Alphatian. **Coinage:** None.

Government Type: None; rule by force.

Industries: Fishing.

Description: These are barely habitable rocks poking out of the ocean. They are occupied by a people who are a mixture of original Yanifey stock (see "History," later in section) and fugitives who have fled Alphatian justice across the last two millennia. Today's inhabitants of the Yanniveys are scrawny, paranoid men and women with olive skin (a blending

of pale Yanifey and coppery Alphatian) and dark hair.

History: Once upon a time, tribes called the *Yanifey*, descendants of the Antalian ancestors of Heldann, Norwold, and the Northern Reaches, thinly occupied the continent of Alphatia. The Alphatians arrived two thousand years ago and drove them off. Some of the Yanifey ended up on the islands north of Alphatia. In the last two thousand years, the Yanniveys have come to be known as a haven for fugitives; however, they're a haven where most fugitives die of exposure or starvation before they learn how to survive.

Ylaruam (Emirates of)

Location: Known World, continent of Brun, southeastern reaches (north of Thyatis).

Area: 54,180 sq.mi. **Population:** 230,000 (including all emirates, borderlands, and wastelands). Breakdown—Alasiya: 80,000; Abbashan: 30,000; Nithia: 15,000; Makistan: 30,000; Nicostenia: 65,000; Dythestia: 8,000.

Languages: Ylari. **Coinage:** Dinar (gp), Dirham (sp), Fal (cp).

Government Type: Monarchy.

Industries: Textiles (cotton, linen, carpet manufacture), horse-breeding, salt-mining, glassmaking, tar, naphtha, dates, marble, and mining (gold, silver, iron, nickel, and copper).

Description: The Emirates are thought of as a desert country, but the land is not made up only of sandy wasteland.

The *Emirate of Alasiya*, the largest portion of the nation, is mostly desert, but features many large oasis regions, some of them twenty or thirty miles across.

The *Emirate of Abbashan* is a triangular region with one long, fertile coastal area east, one large oasis west, and plenty of desert in between. The Abbashani dislike anyone not of the Emirates.

The *Emirate of Nithia* is a hilly strip of land on the border between Ylaruam and Soderford. Its population is made up of Alasiyans and the descendants of Alphatians, who once controlled the coastal areas here.

The *Emirate of Makistan*, the westernmost region of Ylaruam, contains long grassland stretches. Its people are of mixed descent, part Alasiyan, part Ethengarian.

The *Emirate of Nicostenia* borders on Thy-

Overview of Mystara

atis and the Sea of Dawn, and controls a lot of Ylaruam's fertile coastlands. The land was once under Thyatian control and still has border clashes with Thyatis.

The *Emirate of Dythbestenia* is an arid, hilly region north of the mountains bordering Thyatis. This is not a rich region, but the Dythesthenians (some of whom are of Thyatian descent) are good herdsmen.

The Ylari peoples fall into two categories: Nomads, who live in the arid wastelands as herdsmen (of horses, cattle, camels, goats, and sheep) or even raiders; and hazan, the city-dwellers and farmers. They tend to be intensely polite in the manner of their people, and are respectful of scholars, admiring of storytellers and warriors. But life is cheap in the Emirates, whose warriors are thought to kill too quickly and casually.

The Ylari are devout followers of the philosophies of Al-Kalim. Some are fanatics who oppose clerics of any other philosophies. Even those who are tolerant of other philosophies do not tolerate the presence of magic-users within the Emirates.

Notable Sites: The city of *Ylaruam* is the capital of the Emirates. It is a walled community in the center of a large desert oasis, and is the home of the Al-Kalim family, which still rules the Emirates.

History: The land now called the Emirates of Ylaruam were originally settled by a race of dusky-skinned humans. Not much is known about them; they are thought to be the lost race of Nithia. The Nithians were monument builders and mighty sorcerers, but they must have done something awful to offend the Immortals. At some time around 500 BC, the River Nithia, whose banks were rich farmlands, dried up and vanished; the civilization collapsed; the Nithians scattered. Surviving Nithians who remained in these increasingly-arid lands became nomads; these clans wandered the sands of the Ylari deserts for hundreds of years.

Around the year 0 AC, Alasiyans, one of the cultural groups that later became part of modern Ylaruam, began making permanent settlements along the agriculturally-bountiful coastal regions and at major desert oases. A century and a half later, Thyatian pirates conquered many of the southern settlements, enslaving or driving out the Alasiyans. A century after that,

about 250 AC, Alpathians arrived, conquering many of the northern settlements. Gradually, the spheres of influence of both these peoples grew toward one another, until by 500 AC the Thyatians and Alpathians were fighting one another for Alasiyan soil. The Alasiyans themselves did little to remedy the situation; a contentious people, they fought mostly among themselves.

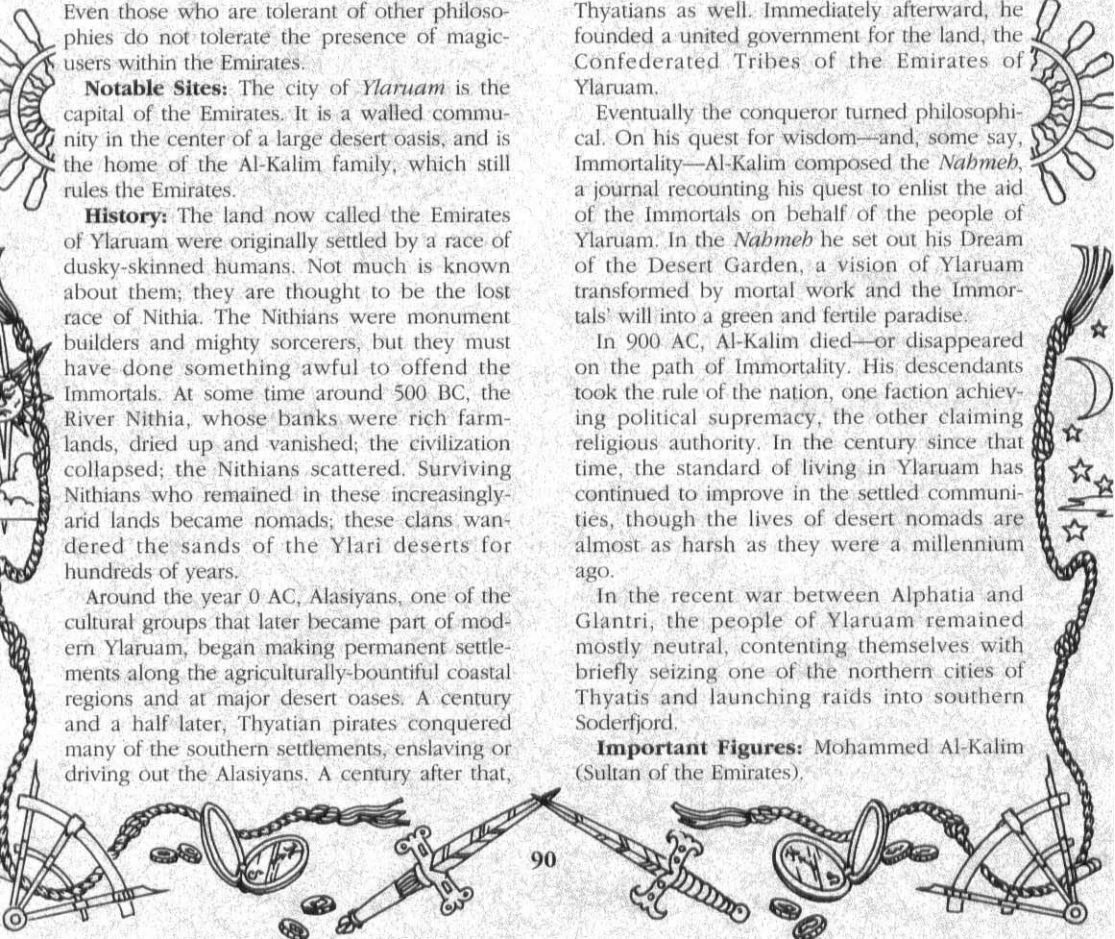
In the year 800 AC, after three centuries of sporadic Thyatian/Alpathian war, Suleiman Al-Kalim was born. He was an Alasiyan of great charisma and intelligence. At the age of 25, shortly after assuming leadership of his tribe, he led his people to conquer the village of Ylaruam, which became his base of operations, then set about taking Alasiyan lands and cities from the foreigners who had seized them. Within two years he had gathered whole armies of followers to his cause and had driven the Alpathians from the land; by the time he was 30, he had driven out the Thyatians as well. Immediately afterward, he founded a united government for the land, the Confederated Tribes of the Emirates of Ylaruam.

Eventually the conqueror turned philosophical. On his quest for wisdom—and, some say, Immortality—Al-Kalim composed the *Nabmeb*, a journal recounting his quest to enlist the aid of the Immortals on behalf of the people of Ylaruam. In the *Nabmeb* he set out his Dream of the Desert Garden, a vision of Ylaruam transformed by mortal work and the Immortals' will into a green and fertile paradise.

In 900 AC, Al-Kalim died—or disappeared on the path of Immortality. His descendants took the rule of the nation, one faction achieving political supremacy, the other claiming religious authority. In the century since that time, the standard of living in Ylaruam has continued to improve in the settled communities, though the lives of desert nomads are almost as harsh as they were a millennium ago.

In the recent war between Alpathia and Glantri, the people of Ylaruam remained mostly neutral, contenting themselves with briefly seizing one of the northern cities of Thyatis and launching raids into southern Soderfjord.

Important Figures: Mohammed Al-Kalim (Sultan of the Emirates).



Overview of Mystara

Flora and Fauna: Most animals seen in the Emirates are herd-beasts: horses, camels, cattle, sheep, and goats. There are humanoids in the southern and northern mountains: kobolds, giants, trolls, ogres, orcs, and goblins. And on the sands of the desert many monster races thrive: chimeras, djinn, dragons, efreet, giant lizards, manscorpions, medusas, mummies, giant scorpions, skeletons, snakes, sphinxes, and giant spiders.

See Also: GAZ2, *The Emirates of Ylaruam*.

Zandoria (Kingdom of)

Location: Hollow World, Floating Continent of Alphatia.

Area: 111,239 sq.mi. **Population:** 30,000.

Languages: Alphatian, Elvish (Shiye-Lawr dialect). **Coinage:** Crown (gp), Mirror (sp), Judge (cp). (Alphatian Standard).

Government Type: Monarchy owing loyalty to the Alphatian empress (but currently ruled directly by the empress).

Industries: Logging, fur trading.

Description: This is a warm, heavily forested land, sheltered from cooling winds.

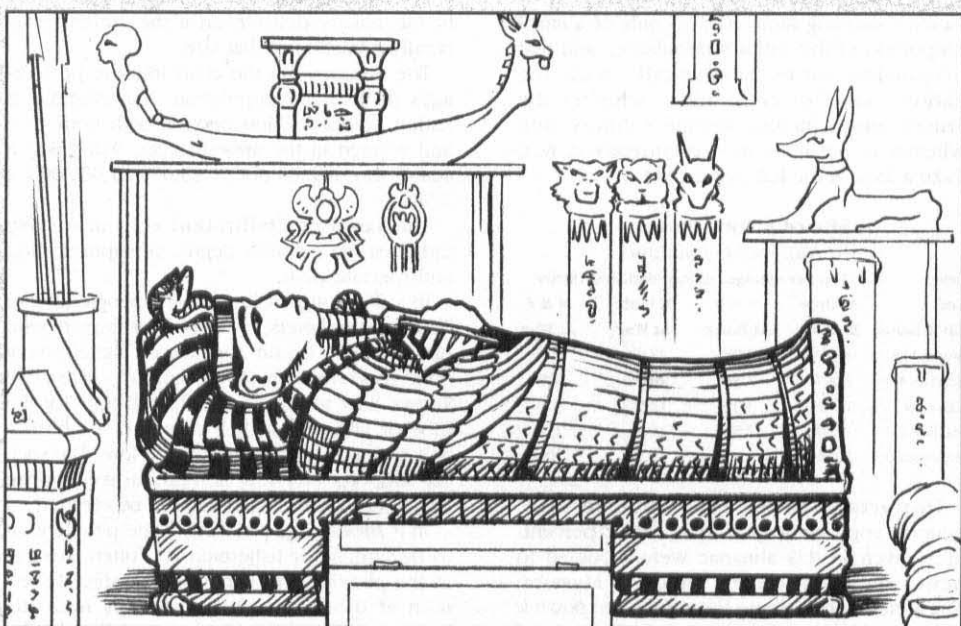
History: This region, called the Imperial Territories, used to be hunting territory maintained for the pleasure of the Alphatian emperors. Inland and heavily forested, it was maintained as a pristine wilderness; whenever imperial forest rangers found communities or dwellings, they destroyed these signs of human occupation—and their owners.

After the destruction of Sundsvall and death of Empress Eriadna (as recounted in **Wrath of the Immortals**), Eriadna's son Zandor seized the reins of the Empire. His first action, even before continuing the war against Glantri, was to grab the Imperial Territories and declare them to be a kingdom belonging to his family—meaning that, unlike Vertiloch, they would remain his property even if he abdicated the imperial throne. He renamed the region Zandoria, and ordered thousands of dispossessed people to migrate there.

Soon after, Alphatia sank into the sea. Zandor "survived" that event and remained on the outer world. Doubtless, when the population of Alphatia awakens, Eriadna will take control of the nation founded by her son.

Important Figures: Eriadna (Queen).

Flora and Fauna: See "Alphatia."



Armies of the World

In this chapter, we present information on the armies and navies of the territories described earlier.

Their Arrangement

In the Known World setting, national armed forces are most often broken down into large groups called *divisions*, commanded by generals. Divisions break down into *regiments* commanded by captains. Regiments break down into *companies* commanded by lieutenants. Companies break down into *squadrons* commanded by sergeants. For simplicity, both army and navy divisions follow this sort of arrangement.

Individual nations often have different names for the subdivisions of their own armies. For example, in the Ethengar Khanates, we use the term "horde" instead of "division," but an Ethengar horde has basically the same duties and functions in the Ethengar army as a division would in another army.

Size of Armed Forces

Nations of the Known World cannot afford to maintain enormous standing armies. A nation's standing army consists only of a small proportion of the nation's population, and that proportion varies dramatically with the nation's level of civilization, whether the armed forces include female soldiers, and whether or not the nation is currently at war. Take a look at the following chart:

Size of Armed Forces
(By National Population)

Level of Civilization	Top Percentages of Population in Army			
	M Only At Peace	M & F At Peace	M Only At War	M & F At War
Stone Age	2.25%	4.0%	22.5%	40%
Bronze Age	2.00%	3.5%	20.0%	35%
Classical	1.75%	3.0%	17.5%	30%
Medieval	1.50%	2.5%	15.0%	25%
Renaissance	1.25%	2.0%	12.5%	20%

Important Note: These numbers are generic approximations. Many army percentages given in this almanac were modified to better represent armed forces of Mystara. These numbers indicate the *maximum possible* sizes for an army of this type; any nation may

keep armed forces much smaller than these proportions would indicate, and most *do*. These numbers are for nations of less than one million inhabitants. For populations between one and ten million, reduce percentages by one third. If the population exceeds ten million, reduce the percentage by two thirds.

M Only means the armed forces accept only men. **M & F** means the army accepts men and women. Note that many nations which have male-only armed forces still have many female adventurers; this isn't necessarily an indication that the culture is hostile to heroines.

At Peace indicates a peacetime, standing army. **At War** indicates the size of the armed forces when the nation is fully engaged in war (and has been long enough for the armed forces to swell to their maximum practical size). A nation cannot maintain its wartime army for very long; a nation trying to do so quickly goes broke.

The Wartime columns also indicate the maximum proportion of the population that is considered fit for military duty. For instance, even in peacetime, one can consider that 20% of the population of a Renaissance nation with men and women in the armed forces is considered fit for military duty—even if the current army is only a fraction of that size.

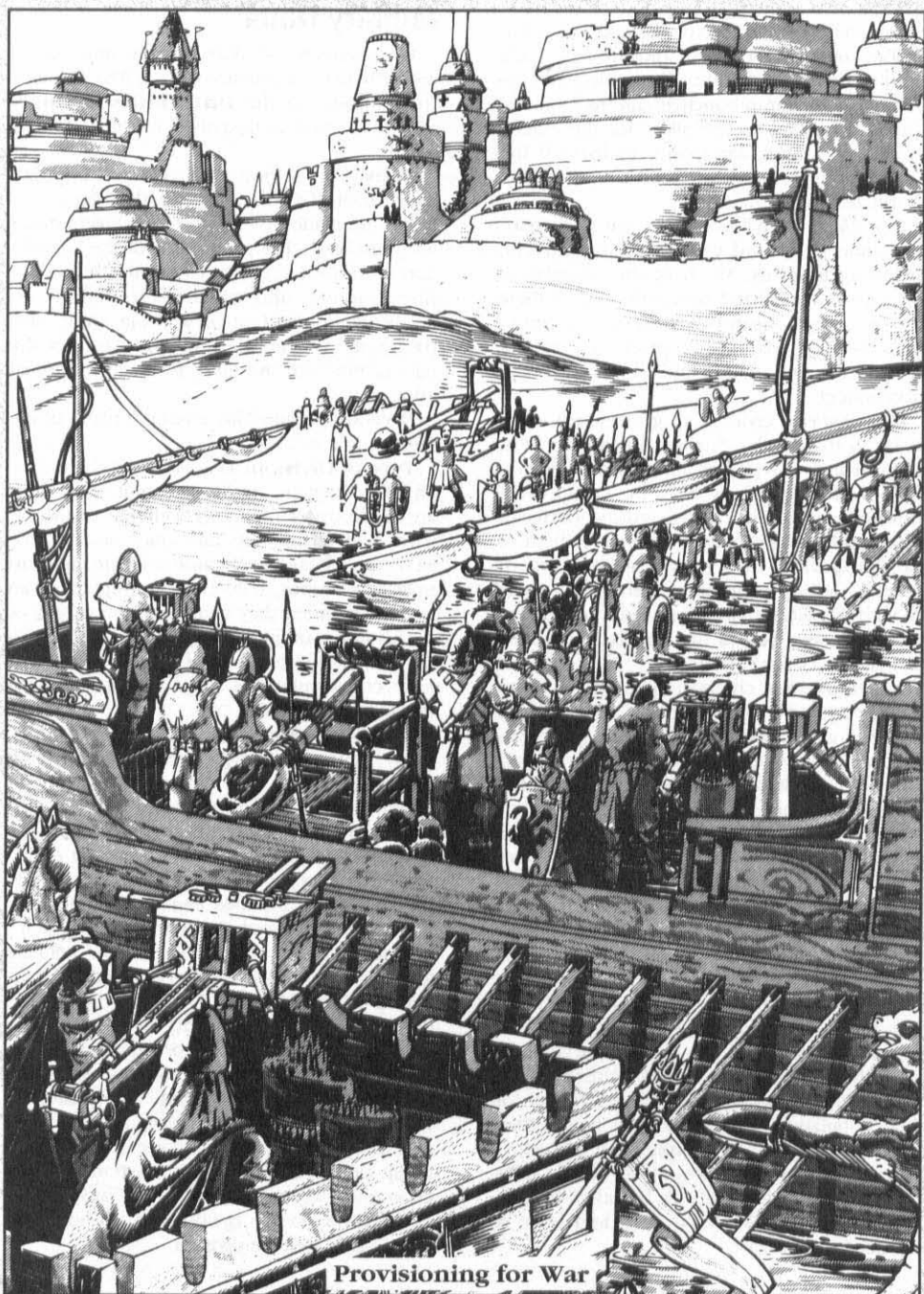
The numbers on the chart indicate percentages of the total population. For example, a nation of one million people, with both men and women in the armed forces, will have a standing army of about 25,000 (1,000,000 x 2.5%).

The **Level of Civilization** column roughly indicates the culture's degree of sophistication and specialization.

In a *Stone Age* civilization, the people tend to be hunter-gatherers, herdsman, or farmers who have recently begun agriculture. There is very little specialization in the culture—everyone knows how to do many different tasks for the tribe or village, but their degree of sophistication with those tasks tends to be low. The society supports very few non-productive citizens; beggars and the indigent tend to be very rare.

In a *Bronze Age* civilization, the people tend to be farmers or fishermen (or, often, farmers in the planting and harvesting seasons, fishermen at other times), or perhaps nomadic herdsman. There are more specialists in the

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culture, as people begin to take full-time occupations as smiths, potters, soldiers, etc. Trade becomes more important. The society is supporting more non-productive citizens as medicine and cultural wealth allow for the elderly to survive longer, for rogues to live off the work of others, for the injured to live off the charity of others.

In a *Classical* civilization, we see an increasing tendency toward centralized government, including empires. Much of the population belongs to specialized occupations, and there is now a large, distinct occupation devoted to trade. Support for the non-productive part of the population is often handled by the central government.

In a *Medieval* civilization, government tends to be in the hands of many dominion rulers, often strongly advised or influenced by clerical orders. These rulers may be completely autonomous or may have mutual oaths of fealty and responsibility that enable them to band together into powerful nations or empires. Job specialization is about the same as with Classical civilizations. Support for the non-productive part of the population is often handled by clerical orders.

A *Renaissance* civilization tends to be an advanced form of either the Classical or Medieval civilization. Trade and job specialization are greatly increased, and a larger proportion of the culture's wealth goes toward art, science, and philosophy.

One will notice that as the culture becomes increasingly sophisticated, it supports a larger non-productive population, and can support proportionately smaller armed forces.

The order in which these levels of civilization are listed do not indicate a "path" which individual cultures must follow. For example, a nation could grow from Stone Age to Bronze Age, then skip straight to Medieval.

Note: These values are for human cultures. Demi-human and humanoid cultures often have higher proportions of armed forces for their population sizes, up to 50% higher than humans. For instance, a Stone Age humanoid culture may have values like this: Male Only/Standing 4%, Male & Female/Standing 7.5%, Male Only/Wartime 40%, and Male & Female Wartime 75%.

Military Units

Both general and *War Machine* information are provided for military units. (*War Machine* rules appear in the **D&D® Rules Cyclopedic**.) Each unit is described in the following terms:

Basis: This indicates the nation's approximate Level of Civilization, whether the armed forces are made up either of males or of males and females, what proportion of the population is in the armed forces, what the national population is, and whether the nation currently has a standing or wartime army. This paragraph appears beneath the name of the nation, not with the entry for each individual army or navy.

Division Name: This gives the name of the military unit or units.

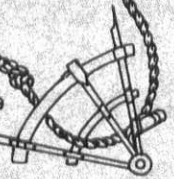
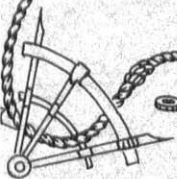
Type of Division: This describes the unit as an Elite, Regular, or Reserve unit. *Elite* units are made up of especially-well-trained troops: royal bodyguard units and crack assault divisions are examples. *Regular* units are standard military divisions, trained and equipped in an average manner; they comprise the majority of troops in a standing army. *Reserve* units are ill-trained, ill-equipped units—home guards or new conscript units used to support, not replace, regular units.

Number of Such Units: This describes how many units of this type the nation currently maintains.

BR: This is the *War Machine* "Battle Rating" statistic for this unit. **Personnel:** This tells how many troops there are in *each* unit of this type; this number, too, is a *War Machine* statistic. Note that the total Personnel number for the unit may exceed the sum of all the unit's regiments; this is correct. The "extra" soldiers are part of the commander's personal staff.

Troop Class: Here is described whether the division is Elite, Excellent, Good, Average, Fair, Below Average, Poor, or Untrained.

Division Breakdown: Here is described how each division is arranged. Simple information is provided about the division commanders and "heroes," exceptional characters, accompanying the division. This information includes class and experience level. Also provided is information on the breakdown of individual regiments within the division.



Armies of the World

Naval Units

Several naval units are described below. The "Personnel" numbers given for such units refer only to fighting personnel; non-fighting sailors and rowers are not enumerated.

This is somewhat complicated because in some ships rowers are also fighting personnel. In standing armies, only the fighting personnel count against the maximum normal size of the armed forces, while in wartime armies, the entire ship's crew counts toward the maximum size of the armed forces. The "Division Breakdown" paragraph will keep clear just how a ship's crew is arranged.

For numbers of sailors and rowers accompanying a naval unit, see the "Sailing Vessels Table" on page 71 of the **D&D® Rules Cyclo-pedia**.

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Aegos

Basis: Medieval; male and female (2% standing, 10% wartime); population 5,000; wartime.

Company Name: Home Guard.

Type of Company: Regular Company.

Number of Such Units: 4.

BR: 27. **Personnel:** 125. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Captain (F5). Deputy Commander: Lieutenant (F4).

Squadrons 1-3: Each has 30 regular F1 human infantry, scale mail and shield, normal swords, 1 sergeant (F3).

Squadron 4: 25 regular F2 human infantry, chain mail, normal swords and light crossbows, 1 sergeant (F3).

Aengmor

Basis: Medieval; male (1% standing, 2.5% wartime); population 125,000; wartime.

Division Name: Aengmor Legion I-VI.

Type of Division: Regular Division.

Number of Such Units: 6 (three at Rafielton, one at the Sump, one near Darokin's Fort Nell, one at eastern tip of Canolbarth)

BR: 149. **Personnel:** 510. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (E10, Int +2). Deputy Commander: Captain (E7). Heroes: Shaman (Elf-Shaman 6).

Regiments 1-3: Each has 150 regular E2 elf infantry, chain mail, normal swords and light crossbows, three sergeants (E3), a captain (E7).

Regiment 4: 40 regular E2 elf cavalry (mounted on flying "skinwing" reptiles), chain mail, light crossbows and lances, two sergeants (E4), one captain (C8).

Aeria

Basis: Renaissance; male and female (2% standing, 10% wartime); population 15,000; wartime.

Company Name: Home Guard.

Type of Company: Regular Company.

Number of Such Units: 10.

BR: 27. **Personnel:** 150. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Captain (F5). Deputy Commander: Lieutenant (F4).

Squadrons 1-3: Each has 35 regular F1 human infantry, scale mail and shield, normal swords, 1 sergeant (F3).

Squadron 4: 35 regular F2 human infantry, chain mail, normal swords and light crossbows, 1 sergeant (F3).

Alatian Islands

See Aegos, Aeria, Gaity, Ne'er-do-well.

Alpha

Basis: Medieval; males (1.5% standing, up to 15% wartime); population 30,000; wartime.

Division Name: Army of Alpha.

Type of Division: Regular Division.

Number of Such Units: 5 (1st to 5th Armies of Alpha).

BR: 83. **Personnel:** 1060. **Troop Class:** Fair.

Division Breakdown:

Division Commander: General (F9). Deputy

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Commander: Lieutenant (F4).

Regiment 1: 400 regular F1 heavy infantry, chain mail, pikes and short swords, 16 sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 2: 200 regular F1 light infantry, leather armor and shields, spears and normal swords, eight sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 3: 400 regular F1 light infantry, leather armor, heavy crossbows and short swords, eight sergeants (F3), four lieutenants (F4), one captain (F6).

Alphatia

See individual listings for Ambur, Ar, Arogansa, Bettellyn, Blackheart, Eadrin, Foresthorne, Frisland, Greenspur, Haven, Limn, Randel, Shiye-Lawr, Stonewall, Stoutfellow, Theranderol, Vertiloch, and Zandoria.

Ambur

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 180,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alphatian Force of Ambur.

Type of Division: Reserve Division.

Number of Such Units: 2.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (M2), three lieutenants

(M3), one captain (M4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Antalian Wastes

Basis: Bronze Age; males and females (3.5% standing, up to 35% wartime); population 100,000; standing.

Division Name: War-Pack.

Type of Division: Regular Division.

Number of Such Units: 5.

BR: 67. **Personnel:** 630. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Warlord (F9). Deputy Commander: War-chief (F7).

Regiment 1-5: Each has 120 regular F1 infantry, leather armor, spears and longbows, four sergeants (F3), one captain (F5), manning two longships.

Aquas

Basis: Renaissance; male and female (1% standing, 5% wartime); population 135,000; wartime.

Division Name: Seashield Defenders.

Type of Division: Elite Division (Seashield Defenders I and II).

Number of Such Units: 2.

BR: 148. **Personnel:** 840. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M30, Int +3). Deputy Commander: Adjutant (M22, Int +2). Heroes: Patriarch (C30, Wis +2).

Regiment 1: 200 elite M3 human marines, staff and dagger, five sergeants (M5), one captain (M9), with access to two Aquas submersible galleys (equivalent of Small Galley, but with 60 rowers, 20 sailors, 20 marines; can travel underwater as well; ram usable anytime, two light catapults usable on the surface; marines double as sailors and rowers, so 100 marines per submersible).

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Regiment 2: 200 regular (M1) human marines, staff and dagger, five sergeants (M2), one captain (M9), with access to one Aquas submersible galley (as Regiment 1, above; only 100 members of the regiment have galley transport, as the other members are for city defense only).

Regiment 3: 200 elite (F3) human infantry, chain mail and shield, normal swords and spears, five sergeants (F5), one captain (F13), with access to one Aquas submersible galley (as Regiment 1, above; only 100 members of the regiment have galley transport, as the other members are for city defense only).

Regiment 4: 200 regular (F1) human infantry, leather armor, normal swords and spears, five sergeants (F3), one captain (F11), with access to one Aquas submersible galley (as Regiment 1, above; only 100 members of the regiment have galley transport, as the other members are for city defense only).

Division Name: Army of Seashield.

Type of Division: Regular Division (First Army of Seashield through Sixth Army of Seashield).

Number of Such Units: 6.

BR: 99. **Personnel:** 840. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M30, Int +3). Deputy Commander: Adjutant (M22, Int +2). Heroes: Patriarch (C30, Wis +2).

Regiment 1: 200 elite M2 human marines, staff and dagger, five sergeants (M3), one captain (M9).

Regiments 2-4: Each has 200 regular (F1) human infantry, leather armor, normal swords and spears, five sergeants (F3), a captain (F11), with access to two Aquas submersible galleys.

Ar

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 100,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alphantian Force of Ar.

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 4: 1,000 reserve (F1-1) (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human (F2) heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Arogansa

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 135,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alphantian Force of Arogansa.

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three

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lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve (F1-1) (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Atruaghin Clans

Basis: Stone Age; males and females (2.5% standing, 25% wartime); population 230,000; standing.

Division Name: Clan War-Party.

Type of Division: Regular Division.

Number of Such Units: 9 (two each from Bear, Elk, Horse, and Tiger; one from Turtle).

BR: 120. **Personnel:** 662. **Troop Class:** Good.

Division Breakdown:

Division Commander: Clan Warleader (F10, Cha +1). Deputy Commander: F8.

Regiments 1-4: Each has 160 elite F2 human cavalry, short bows and spears, riding warhorses, four sergeants (F3), one captain (F4).

Azcan Empire

Basis: Stone Age; males (2.25% standing, up to 22.5% wartime); population 3,000,000; standing.

Regiment Name: Knights.

Type of Regiment: Elite Regiment. **Number of Such Units:** 3 (Jaguar Knights, Eagle Knights, Knights of the Winged Viper).

BR: 138. **Personnel:** 130. **Troop Class:** Excellent.

Division Breakdown:

Regimental Commander: Knight-Captain

(C9). Deputy Commander: Knight-Lieutenant (C7).

Companies 1-2: Each has 60 elite F5 light infantry, shields but no armor, spears, axes and short bows, two Knight-Sergeants (F6 or C6), one Knight-Lieutenant (F7 or C7).

Division Name: Army of Azca.

Type of Division: Regular Division.

Number of Such Units: 60.

BR: 100. **Personnel:** 1,000. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (C12). Deputy Commander: Captain (C9).

Regiments 1-5: Each has 200 regular F1 light infantry, shields but no armor, spears and short bows, five sergeants (F3), a captain (C9).

Beastmen Wastes

Basis: Stone Age; males and females, humanoids (up to 7.5% standing, up to 75% wartime); population 100,000; standing.

Division Name: War Party.

Type of Division: Irregular Division (combined force of several villages).

Number of Such Units: 15 (peacetime), up to 150 (wartime).

BR: 56. **Personnel:** 500. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Beastmen General (12 HD). Deputy Commander: Beastmen War-Chief (8 HD).

Clan Parties 1-10: Each has 47 Beastmen (2 HD) warriors, leather armor and shield, battle axe, spear and sling, two Beastmen (4 HD) sergeants, one Beastmen War-Chief (8 HD). Each Clan Party represents about 5 villages.

Bellissaria

See Dawnrim, Horken, Lagrius, Meriander, Notrion, and Surshield.

Bettelyn

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 325,000; wartime; many troops dead or stranded on outer world.

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Division Name: Imperial Alpathian Force of Bettelyn.

Type of Division: Reserve Division.

Number of Such Units: 3.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Blackheart

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 45,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Blackheart.

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 2,650. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 500 regular F1 light infantry, leather armor and shields, normal swords and

spears, 15 sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 2: 500 reserve F1-1 (Normal Man) light infantry, shields but no armor, spears, 15 sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 3: 500 regular F1 light infantry, leather armor, longbows and short swords, 15 sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 4: 500 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 15 sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 5: 250 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 10 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 250 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 10 sergeants (F3), two lieutenants (F4), one captain (F5).

Broken Lands

Basis: Stone age (humanoid); male and female (7.5% standing, up to 75% wartime; population 54,000 (western Broken Lands 28,000, eastern Broken Lands 8,000, Oenmar 18,000); wartime.

Company Name: Bugburbian Yellow Eyes Horde (West Broken Lands).

Type of Company: Elite Company.

Number of Such Units: 1.

BR: 95. **Personnel:** 112. **Troop Class:** Average.

Company Breakdown:

Company Commander: 15th-level bugbear. Deputy Commander: 6th-level bugbear.

Squadron 1: 60 3+1HD bugbears, oversized spiked maces, three sergeants (6th-level).

Squadron 2: 45 1-1HD goblins, short bows and short swords, two sergeants (6th-level).

Company Name: Bugburbian Regular Horde (West Broken Lands).

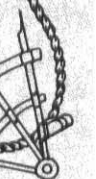
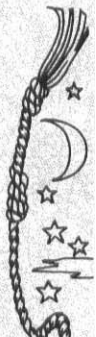
Type of Company: Regular Company.

Number of Such Units: 6.

BR: 80. **Personnel:** 122. **Troop Class:** Average.

Company Breakdown:

Company Commander: 15th-level bugbear.



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Deputy Commander: 6th-level bugbear.

Squadron 1: 50 3+1HD bugbears, pole arms, two sergeants (6th-level).

Squadron 2: 35 1-1HD goblins, slings and spears, two sergeants (6th-level).

Squadron 3: 30 1+1HD hobgoblins, battle axes, two sergeants (6th-level).

Company Name: Wolf Riders of High Gobliny (West Broken Lands).

Type of Company: Elite Company.

Number of Such Units: 1.

BR: 80. **Personnel:** 144. **Troop Class:** Average.

Company Breakdown:

Company Commander: Goblin-chief (20th-level). Deputy Commander: Goblin sub-chief (8th-level).

Squadrons 1-4: 20 1-1HD goblins, short bows and spears, mounted on wolves, one sergeant each (8th-level).

Squadron 5: 20 3+1HD bugbears, maces, one sergeant (8th-level).

Squadron 6: 25 1+1HD hobgoblins, normal swords, one sergeant (8th-level).

Squadron 7: 10 4+1HD ogres, pole arms, one sergeant (8th-level).

Company Name: Guards of High Gobliny (West Broken Lands).

Type of Company: Regular Company.

Number of Such Units: 4.

BR: 65. **Personnel:** 104. **Troop Class:** Fair.

Company Breakdown:

Company Commander: Goblin-chief (20th-level). Deputy Commander: Goblin sub-chief (8th-level).

Squadron 1: 50 1-1HD goblins, short bows and spears, riding wolves, four sergeants (8th-level).

Squadron 2: 35 1+1HD hobgoblins, normal swords, two sergeants (8th-level).

Squadron 3: 10 4+1HD ogres, clubs, one sergeant (8th-level).

Company Name: Night Bringers of Hobgobland (West Broken Lands).

Type of Company: Elite Company.

Number of Such Units: 1.

BR: 95. **Personnel:** 137. **Troop Class:** Average.

Company Breakdown:

Company Commander: Hobgoblin chief

(18th-level). Deputy Commander: Hobgoblin sub-chief (6th-level).

Squadrons 1-3: 25 1+1HD hobgoblins, long bows, scimitars, one sergeant each (6th-level).

Squadron 4: 20 1HD orcs, spears, one sergeant (6th-level).

Squadron 5: 25 1-1HD goblins, hand axes, one sergeant (6th-level).

Squadron 6: 10 4+1HD ogres, pole arms, one sergeant (6th-level).

Company Name: Raiders of Hobgobland (West Broken Lands).

Type of Company: Regular Company.

Number of Such Units: 4.

BR: 80. **Personnel:** 137. **Troop Class:** Average.

Company Breakdown:

Company Commander: Hobgoblin chief (18th-level). Deputy Commander: Hobgoblin sub-chief (6th-level).

Squadron 1: 60 1+1HD hobgoblins, battle axes, two sergeants (6th-level).

Squadron 2: 30 1HD yellow orcs, spears, one sergeant (6th-level).

Squadron 3: 40 1-1HD goblins, slings and daggers, riding wolves, two sergeants (6th-level).

Regiment Name: Killer Claws of Kol (West Broken Lands).

Type of Regiment: Elite Regiment.

Number of Such Units: 1.

BR: 65. **Personnel:** 286. **Troop Class:** Fair.

Regiment Breakdown:

Regiment Commander: Kobold chief (20th-level). Deputy Regiment Commander: Kobold sub-chief (10th-level).

Companies 1-2: 100 1/2HD kobolds, slings and steel claw weapons (daggers), each with three sergeants (6th-level) and one lieutenant (10th level).

Company 3: 50 1HD orcs, crossbows, two sergeants (6th-level) and one lieutenant (10th level).

Company 4: 20 2HD gnolls, clubs, one lieutenant (10th level).

Regiment Name: Citizen-Soldiers of Kol (West Broken Lands).

Type of Regiment: Regular Company.

Number of Such Units: 12.

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BR: 55. **Personnel:** 238. **Troop Class:** Below Average.

Regiment Breakdown:

Regiment Commander: Kobold chief (20th-level). Deputy Regiment Commander: Kobold sub-chief (10th-level).

Companies 1-2: 85 1/2HD kobolds, daggers, three sergeants (6th-level), one lieutenant (10th-level).

Company 3: 35 1HD orcs, normal swords, one sergeant (6th-level), one lieutenant (10th-level).

Company 4: 20 2HD gnolls, clubs, one lieutenant (10th-level).

Company Name: Legion of Thar (West Broken Lands).

Type of Company: Elite Company.

Number of Such Units: 1.

BR: 150. **Personnel:** 375. **Troop Class:** Elite.

Company Breakdown:

Company Commander: Orc chief (20th-level). Deputy Commander: Orc lieutenant (10th level).

Squadrons 1-3: 25 1HD orcs, crossbows, one sergeant (6th-level).

Squadron 4: 25 1HD red orcs, bolas and spears, all with flying apparatus (*fly* spells, flying carpets and other magical items, etc.), one lieutenant (10th-level).

Squadron 5: 50 1/2HD kobolds, slings and daggers, two sergeants (6th-level).

Squadron 6: 35 1-1HD goblins, spears, riding wolves, one sergeant (6th-level).

Squadron 7: 30 1+1HD hobgoblins, long bows, one sergeant (6th-level).

Squadron 8: 25 2HD gnolls, spears and normal swords, one sergeant (6th-level).

Squadron 9: 20 3+1HD bugbears, spiked maces, one sergeant (6th-level).

Squadron 10: 15 4+1HD ogres, pole arms, one sergeant (6th-level).

Squadron 11: 15 6+3HD trolls, clubs, one sergeant (6th-level).

Squadron 12: 20 2HD lizardmen, one sergeant (6th-level).

Squadron 13: 10 4HD hill giants, one sergeant (6th-level).

Squadron 14: 40 1HD bandits/mercenaries, normal swords, leather armor and shields, two sergeants (6th-level).

Company Name: Skull Smashers of Orcus Rex (West Broken Lands).

Type of Company: Regular Company.

Number of Such Units: 1.

BR: 95. **Personnel:** 169. **Troop Class:** Average.

Company Breakdown:

Company Commander: Orc chief (20th-level). Deputy Commander: Orc lieutenant (10th-level).

Squadrons 1-3: 35 1HD orcs, crossbows and normal swords, one sergeant each (6th-level).

Squadron 4: 40 1/2HD kobolds, slings and daggers, one sergeant (6th-level).

Squadron 5: 25 2HD gnolls, pole arms, one sergeant (6th-level).

Division Name: Defenders of Oenmar (Beneath Broken Lands).

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 94. **Personnel:** 600. **Troop Class:** Good.

Division Breakdown:

Division Commander: Orc-General (10 HD).

Regiments 1-4: Each has 190 regular 2-HD humanoid infantry, leather armor and shields, normal swords, five sergeants (4-HD), one captain (6 HD).

Company Name: Guards of OGREMOOR (East Broken Lands).

Type of Company: Regular Company.

Number of Such Units: 1.

BR: 53. **Personnel:** 400. **Troop Class:** Below Average.

Company Breakdown:

Company Commander: Hobgoblin (6-HD, Int +1).

Squadrons 1-4: Each has 90 regular humanoid (mixed races, averaging 2 HD) infantry, leather armor and shields, maces or equivalents, four sergeants (averaging 3 HD), one captain (4 HD).

Brute-Men Territory

Basis: Stone Age; males, humanoid (up to 4% standing, up to 40% wartime); population 200,000; standing.

Squadron Name: Clan Warriors.

Type of Squadron: Regular Squadron.

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Number of Such Units: 200.

BR: 39. **Personnel:** 40. **Troop Class:** Poor. **Squadron Breakdown:**

Squadron Commander: Chief Hunter (4 HD). Deputy Squadron Commander: Second-Best Hunter (3 HD). Also, 38 regular neanderthal (2 HD) light infantry, no armor, spears and short bows.

Caerdwicca

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 2,000; wartime.

Company Name: Guards of Caerdwicca.

Type of Company: Town/City Guard.

Number of Such Units: 2.

BR: 123. **Personnel:** 125. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (F12). Deputy Commander: Lieutenant (F9).

Squadron 1: 30 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), one sergeant (F3).

Squadrons 2-3: Each has 40 regular F1 human infantry, leather armor, normal swords and heavy crossbows, one sergeant (F3).

City of the Stars

Basis: Medieval; male (1% standing, 2.5% wartime); population 125,000; wartime.

Division Name: Starlight Legion I-VI.

Type of Division: Regular Division.

Number of Such Units: 6.

BR: 149. **Personnel:** 510. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (E10, Int +2). Deputy Commander: Captain (E7). Heroes: Shaman (Elf-Shaman 6).

Regiments 1-3: Each has 150 regular E2 elf infantry, chain mail, normal swords and light crossbows, 3 sergeants (E3), a captain (E7).

Regiment 4: 40 regular E2 elf cavalry (mounted on flying "skinwing" reptiles), chain mail, light crossbows and lances, two sergeants (E4), one captain (C8).

Darokin

Basis: Renaissance; male & female (2% standing, up to 15% wartime); 1,250,000; wartime (now almost completely reduced to standing army size).

Division Name: I and II Legions.

Type of Division: Elite Division.

Number of Such Units: 2 (I: First Army, City of Darokin; II: Third Army, Corunglain).

BR: 182. **Personnel:** 1091. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: F9 (Cha +1, Int +1). Deputy Commander: F7. Hero: C6.

Regiments 1-4: Each has 120 regular F2 human mounted infantry, longbows and normal swords, riding regular horses, four sergeants (F3), one captain (F4).

Regiments 5-8: Each has 80 regular F2 human cavalry, short bows and normal swords, riding warhorses, two sergeants (F3), one captain (F4).

Regiments 9-10: Each has 80 skirmish F2 human cavalry, short bows and normal swords, riding warhorses, two sergeants (F3), one captain (F4).

Regiment 11: 80 elite E2 elf cavalry, short bows and normal swords, riding warhorses, two sergeants (E3), one captain (E4).

Division Name: III-XX Legions.

Type of Division: Regular Divisions.

Number of Such Units: 18. (III-V: First Army, City of Darokin. VI: Fourth Army, Fort Fletcher. VII-X: Second Army, Selenica. XI: Fourth Army, Fort Fletcher. XII: Fifth Army, Fort Anselbury. XIII-XVI: Third Army, Corunglain. XVII-XVIII: Fifth Army, Fort Anselbury. XIX-XX: Fourth Army, Fort Fletcher.)

BR: 73. **Personnel:** 1160. **Troop Class:** Fair.

Division Breakdown:

Division Commander: F6. Deputy Commander: F5. Hero: C5.

Regiments 1-3: Each has 120 regular F1 human infantry, leather armor and shields, normal swords, three sergeants (F2), one captain (F3).

Regiments 4-6: Each is identical to Regiment 1, except issued longbows instead of normal swords and shields.

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Regiment 7-8: Each has 120 regular F1 human cavalry, leather armor, short bows and normal swords, riding warhorses, three sergeants (F2), one captain (F3).

Regiment 9: 80 skirmish F1 human cavalry, leather armor, longbows and normal swords, riding warhorses, two sergeants (F2), one captain (F3).

Division Name: XXI-XXX Legions.

Type of Division: Reserve Division.

Number of Such Units: 10. (XXI-XXII: First Army, City of Darokin. XXIII-XXIV: Fourth Army, Fort Fletcher. XXV-XXVI: Second Army, Selenica. XXVII: Third Army, Corunglain. XXVIII-XXX: Fifth Army, Fort Anselbury.)

BR: 44. **Personnel:** 667. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: General (F5). Deputy Commander: Colonel (F5). Hero: C4.

Regiments 1-2: Each has 120 regular F1 human infantry, no armor, normal swords, three sergeants (F2), one captain (F3).

Regiment 3-4: Each is identical to Regiment 1, except issued short bows instead of normal swords.

Regiment 5-6: Each has 80 skirmish F1 human cavalry, leather armor, short bows and normal swords, riding warhorses, two sergeants (F2), one captain (F3).

Division Name: Darokin Naval Group.

Type of Division: Regular Naval Division.

Number of Such Units: 6 (1 through VI Darokin Naval Group).

BR: 78. **Personnel:** 1,000. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (F6). Deputy Commander: Captain (F5). Hero: Cleric (C4).

Regiments 1-12: Each has 50 regular F1 marines, leather armor, normal swords and heavy crossbows, two sergeants (F3), one captain (F5), sailing two small sailing ships (two light catapults, 10 non-fighting sailors each).

Regiments 13-14: Each has 100 regular F1 marines, leather armor, normal swords and heavy crossbows, three sergeants (F3), one captain (F5), sailing a large sailing ship converted to troop transport (four light catapults, 20 non-fighting sailors each).

Regiment 15 (Flagship): 100 elite F2 human marines, leather armor, pikes and heavy crossbows, three sergeants (F4), one captain (F5), sailing a large sailing ship converted to troop transport (four light catapults, 20 non-fighting sailors).

Dawnrim

Basis: Medieval; males (standing 1%, wartime 10%); population 25,000; wartime. Note: Many of Dawnrim's forces were conscripted into units sent into action at the Isle of Dawn and have not returned. The remaining armed forces constitute about 4% of the national population.

Division Name: Dawnrim Army.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-2: Each has 150 regular F1 infantry, leather armor and shield, normal swords, four sergeants (F3), one captain (M9).

Regiment 3: 150 regular F1 cavalry, chain mail and shield, normal swords and lances, riding warhorses, four sergeants (F3), one captain (M9).

Regiment 4: 150 regular M1 cavalry, staff and dagger, riding normal horses (cannot fight from horseback), four sergeants (M3), one captain (M9).

Division Name: Dawnrim Navy.

Type of Division: Regular Naval Division.

Number of Such Units: 1.

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15, Wis +2).

Regiments 1-2: Each has 75 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing a war galley (ram, three light catapults; additional 330 non-fighting rowers and sailors).

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Regiments 3-5: Each has 50 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing a small sailing ship converted to troop transport (three light catapults; additional 10 non-fighting sailors).

Regiment 6 (Flagship): 100 elite F3 human marines, leather armor, longbows and normal swords, three sergeants (F4), one captain (F5), sailing a large sailing ship converted to troop transport (three heavy catapults; additional 20 non-fighting sailors).

Dunadale

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 78,000; wartime. Note: Units of refugees are troops levied from Alphatia, Bellissaria, etc.; they may temporarily increase the size of the armed forces above the maximum number for the national population.

Division Name: Armed Forces of Dunadale.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 6.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Division Name: Alphatian Irregulars (refugees in Dunadale).

Type of Division: Remnants of Regular Divisions.

Number of Such Units: 4.

BR: 111. **Personnel:** 1,050. **Troop Class:** Average.

Division Breakdown:

Commander: Fleet Commander (M10, Int +1). Deputy Commander: Captain (M8).

Regiment 1: 200 elite F2 heavy infantry, chain mail, normal swords and pikes, five sergeants (F4), one captain (M6); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 2: 200 regular F1 light infantry, leather armor, pikes and short swords, five sergeants (F3), one captain (M5); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 3: 200 regular F1 archers, leather armor, longbows and short swords, five sergeants (F2), one captain (M5); transported by four small sailing ships converted to troop transport (each with three light catapults and ten non-fighting sailors).

Regiment 4: 200 regular M1 combat mages, staves and daggers, five sergeants (M2), one captain (M5); transported by four large sailing ships (each with 20 non-fighting sailors).

Regiment 5: 200 elite F2 infantry, chain mail and shields, normal swords, five sergeants (F4), one captain (M6); transported by four large sailing ships converted to troop transports (each with two heavy catapults and 20 non-fighting sailors).

Note: These are remnant units of the Alphatian navy, units left homeless by Alphatia's sinking or not yet returned home to Bellissaria. These units are combined from Alphatian forces which were reduced during the recent war.

Eadrin

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 88,000; wartime; many troops dead or stranded on outer world).

Division Name: Imperial Alphatian Force of Eadrin.

Type of Division: Reserve Division.

Armies of the World

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2); three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

East Portage

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 10,000; wartime.

Division Name: Armed Forces of East Portage.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 1.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Ekto

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 48,000; wartime. Note: Units of refugees are troops levied from Alphatia, Bellissaria, etc.; they may temporarily increase the size of the armed forces above the maximum number for the national population.

Division Name: Armed Forces of Ekto.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 4.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

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Division Name: Alpathian Irregulars (refugees in Ekto).

Type of Division: Remnants of Regular Divisions.

Number of Such Units: 1.

BR: 111. **Personnel:** 1,050. **Troop Class:** Average.

Division Breakdown:

Commander: Fleet Commander (M10, Int +1). Deputy Commander: Captain (M8).

Regiment 1: 200 elite F2 heavy infantry, chain mail, normal swords and pikes, five sergeants (F4), one captain (M6); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 2: 200 regular F1 light infantry, leather armor, pikes and short swords, five sergeants (F3), one captain (M5); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 3: 200 regular F1 archers, leather armor, longbows and short swords, five sergeants (F2), one captain (M5); transported by four small sailing ships converted to troop transport (each with three light catapults and ten non-fighting sailors).

Regiment 4: 200 regular M1 combat mages, staves and daggers, five sergeants (M2), one captain (M5); transported by four large sailing ships (each with 20 non-fighting sailors).

Regiment 5: 200 elite F2 infantry, chain mail and shields, normal swords, five sergeants (F4), one captain (M6); transported by four large sailing ships converted to troop transports (each with two heavy catapults and 20 non-fighting sailors).

Note: These are remnant units of the Alpathian navy, units left homeless by Alphatia's sinking or not yet returned home to Bellissaria. These units are combined from Alpathian forces which were reduced during the recent war.

Ethengar Khanate

Basis: Bronze age; males and females (up to 3.5% standing, up to 35% wartime); population 330,000; standing.

Horde Name: The Keshak (Golden Khan's Imperial Bodyguard).

Type of Troop: Elite Division.

Number of Such Units: 1.

BR: 175. **Personnel:** 1,052. **Troop Class:** Excellent.

Horde Breakdown:

Horde Commander: F18 (Cha +2). Deputy Horde Commander: F12.

Regiments 1-10: Each has 100 elite F4 human cavalry, leather armor, short bows and spears, riding light warhorses, four sergeants (F4), one captain (F7).

Horde Name: Clan Horde.

Type of Troop: Regular Division.

Number of Such Units: 8 (Bortak Clan Runic Eye Horde, Kaeruts Clan Death's Rider Horde, Kiyats Clan Giant Killer Horde, Murkits Clan Bloody Horde, Taijits Clan Skull Crusher Horde, Uighurs Clan Bone Cruncher Horde, Yakkas Clan Spear Catcher Horde, Yugatais Clan Plains Rider Horde)

BR: 120. **Personnel:** 1,052. **Troop Class:** Good.

Horde Breakdown:

Horde Commander: F10 (Cha +1). Deputy Commander: F8.

Regiments 1-10: Each has 100 elite F2 human cavalry, leather armor, short bows and spears, riding light warhorses, four sergeants (F3), one captain (F4).

Five Shires

Basis: Renaissance; males and females (demihuman, 4% standing, up to 40% wartime); population 220,000; standing.

Division Name: Shire Volunteer Regiment.

Type of Division: Regular Division.

Number of Such Units: 7 (1st through 7th Shire Volunteers).

BR: 80. **Personnel:** 994. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Knight-Hero H8 (Cha +1). Deputy Commander: Yondar H6.

Regiments 1-8: Each has 120 elite H1 halfling archers, leather armor, short bows and daggers, three sergeants (H3), a captain (H5).

Division Name: Navy of the Five Shires.

Type of Division: Regular Naval Division.

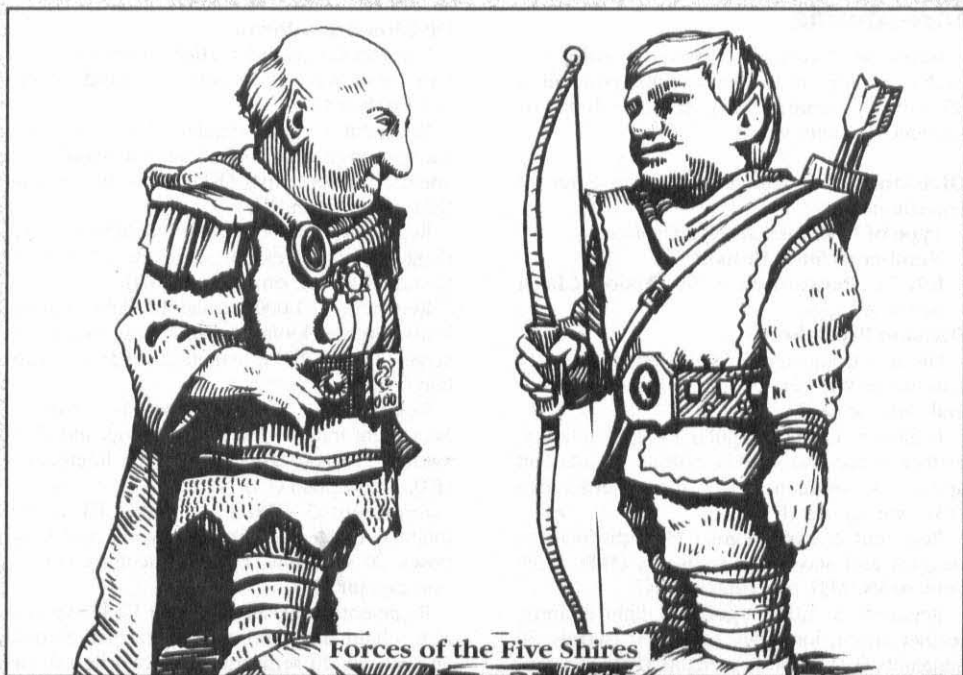
Number of Such Units: 1.

BR: 88. **Personnel:** 800. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (H8, Int +1).

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Deputy Commander: Captain (H5).

Regiments 1-2: Each has 75 regular H1 marines, leather armor, light crossbows and short swords, two sergeants (H2), one captain (H5), sailing a war galley (ram, three light catapults, 330 non-fighting rowers and sailors per galley).

Regiments 3-6: Each has 50 regular H1 marines, leather armor, light crossbows and short swords, two sergeants (H2), one captain (H5), sailing a large galley (two light catapults, one ballista, 200 non-fighting rowers and sailors per galley).

Regiments 7-8: Each has 20 regular H1 marines, leather armor, light crossbows and short swords, one sergeant (H2), one captain (H5), sailing a small galley (two light catapults, 70 non-fighting rowers and sailors per galley).

Regiments 9-20: Each has 50 regular H1 marines, leather armor, light crossbows and short swords, two sergeants (H2), one captain (H5), sailing a small sailing ship (10 non-fighting sailors per ship).

Floating Ar

Basis: Renaissance; male and female (2% standing, 10% wartime); population 50,000; standing.

Division Name: Airfleet of Ar.

Type of Division: Flying Navy Squadron.

Number of Such Units: 1.

BR: 137. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Admiral: Nobleman M24 (Int +2) riding pegasus. Commander: M16 (Int +1) riding pegasus. Heroes: C18 (Wis +2) riding pegasus.

Regiments 1-2: Each has 75 F2 Marines, leather armor, normal swords and heavy crossbows, two F4 sergeants, one M4 captain, manning a flying longship (one light catapults).

Regiments 3-4: Each has 375 F2 Marines, leather armor, normal swords and heavy crossbows, two F4 sergeants, one M4 captain, manning a flying War Galley (ram, four light catapults, 30 non-fighting sailors per galley).

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Foresthorne

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 85,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alphatian Force of Foresthorne.

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Frisland

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 79,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alphatian Force of Frisland.

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Furmenglaive

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 3,000; wartime.

Company Name: Guards of Furmenglaive.

Type of Company: Town/City Guard.

Number of Such Units: 3.

BR: 123. **Personnel:** 125. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (F12). Deputy Commander: Lieutenant (F9).

Squadron 1: 30 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), one sergeant (F3).

Squadrons 2-3: Each has 40 regular F1 human infantry, leather armor, normal swords and heavy crossbows, one sergeant (F3).

Gaitly

Basis: Medieval; male and female (2%

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standing, 10% wartime); population 5,000; wartime.

Company Name: Home Guard.

Type of Company: Regular Company.

Number of Such Units: 3.

BR: 27. **Personnel:** 165. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Captain (F5). Deputy Commander: Lieutenant (F4).

Squadrons 1-3: Each has 40 regular F1 human infantry, scale mail and shield, normal swords, 1 sergeant (F3).

Squadron 4: 35 regular F2 human infantry, chain mail, normal swords and light crossbows, 1 sergeant (F3).

Glantri

Basis: Renaissance; male and female (2% standing, up to 20% wartime); population 597,500; wartime (now shrunken nearly to peacetime levels).

Division Name: Principality Army.

Type of Division: Regular Division.

Number of Such Units: 16 (2 under Jherek of Krondahar in Krondahar, 4 under Jherek in Glantri City, 2 under Morphail of Boldavia, 2 under Brannart of Klantyre, 4 under Jaggar of Aalban, 2 under Vanserie of Bergdhoven, 2 under Carnelia of Belcadiz).

BR: 159. **Personnel:** 866. **Troop Class:** Excellent.

Division Breakdown:

Army Commander: Prince (M18) riding pegasus (Cha +1, Int +3, Wis +1). Deputy Army Commander: Count (M12 or F12) riding pegasus.

Banner 1: 120 elite M3 human cavalry, daggers and slings, riding warhorses, 4 sergeants (M4), one captain (M5).

Banner 2: 240 elite F2 human cavalry, chain mail, short bows and normal swords, riding warhorses, six sergeants (F3), a captain (F4).

Banners 3-4: Each has 240 regular F2 human mounted infantry, leather armor, short bows and normal swords, riding normal horses (cannot fight on horseback), six sergeants (F3), one captain (F4).

Greenspur

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 565,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Greenspur.

Type of Division: Reserve Division.

Number of Such Units: 5.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), a captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Haven

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 895,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Haven.

Type of Division: Reserve Division.

Number of Such Units: 5.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

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Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

sergeants (F3), a captain (F6).

Regiment 4: 200 F2 human cavalry, chain mail and shields, normal swords and lances, riding warhorses, five sergeants (F3), one captain (F6).

Division Name: The Fighting Sea-Lions.

Type of Division: Regular Naval Division.

Number of Such Units: 4 (Fighting Sea-Lions, First to Fourth Armadas).

BR: 114. **Personnel:** 830. **Troop Class:** Good.

Division Breakdown:

Navy Commander: Warlord C12 (Wis +2). Deputy Navy Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiments 1-2: 100 Elite F3 human marines, chain mail, pikes and two-handed swords, three sergeants (F5), one captain (C7), manning two large galleys (three light catapults, ram, 200 non-fighting sailors and rowers in each galley).

Regiments 3-4: Each has 300 regular F1 human marines, leather armor, normal swords and heavy crossbows, eight sergeants (F3), one captain (F6), manning 15 small galleys (three light catapults, ram, 70 non-fighting rowers and sailors per galley).

Division Name: Eye of Vanya.

Type of Division: Elite Naval Division.

Number of Such Units: 3.

BR: 123. **Personnel:** 315. **Troop Class:** Excellent.

Division Breakdown:

Navy Commander: Warlord C12 (Wis +2). Deputy Navy Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiments 1-4: Each has 22 Elite C2 human marines, plate mail, normal swords, two sergeants (C5), one captain (C10), manning a flying war bird (two light catapults per war bird: one bow, one stern).

Helskir

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 40,000; wartime.

Division Name: Armed Forces of Helskir.

Type of Division: Regular Combined Army and Navy.

Heldannic Territories

Basis: Medieval; male and female (2.5% standing, up to 25% wartime); population 250,000; wartime.

Division Name: Glory of Vanya.

Type of Division: Regular Division.

Number of Such Units: 20 (Glory of Vanya First through Twentieth Divisions).

BR: 122. **Personnel:** 933. **Troop Class:** Excellent.

Division Breakdown:

Army Commander: Warlord C12 (Wis +2). Deputy Army Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiment 1: 100 Elite C3 human heavy cavalry, plate mail, two-handed swords and lances, riding war horses, three sergeants (C5), one captain (C7).

Regiment 2: 300 regular F1 human infantry, leather armor, normal swords and heavy crossbows, 8 sergeants (F3), a captain (F6).

Regiment 3: 300 regular F1 human infantry, leather armor, pikes and short swords, eight

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Number of Such Units: 4.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Horken

Basis: Medieval; males (standing 1%, wartime 10%); population 30,000; wartime. Note: Many of Horken's forces were conscripted into imperial Alphatian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 7% of the national population.

Division Name: Horken Defenders.

Type of Division: Regular Division.

Number of Such Units: 2 (1st and 2nd Horken Defenders).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-2: Each has 150 regular F1 infantry, leather armor and shield, normal swords, four sergeants (F3), a captain (M9).

Regiment 3: 150 regular F1 cavalry, chain mail and shield, normal swords and lances, riding warhorses, four sergeants (F3), one captain (M9).

Regiment 4: 150 regular M1 cavalry, staff and dagger, riding normal horses (cannot fight from horseback), four sergeants (M3), one captain (M9).

Division Name: Navy of Horken.

Type of Division: Regular Naval Division.

Number of Such Units: 2 (1st and 2nd Navies of Horken).

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (G15, Wis +2).

Regiments 1-2: Each has 75 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing a war galley (ram, three light catapults; additional 330 non-fighting rowers and sailors).

Regiments 3-5: Each has 50 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing two small sailing ships (two light catapults; additional 10 non-fighting sailors).

Regiment 6 (Flagship): 100 elite F3 human marines, leather armor, longbows and normal swords, three sergeants (F4), one captain (F5), sailing a large sailing ship converted to troop transport (three heavy catapults; additional 20 non-fighting sailors).

Icevale

Basis: Bronze Age; males and females (3.5% standing, up to 35% wartime); population 100,000; standing.

Company Name: Region Defenders.

Type of Company: Regular Company.

Number of Such Units: 10.

BR: 152. **Personnel:** 350. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (E5). Deputy Commander: Lieutenant (E3).

Squadrons 1-10: 32 regular elf E1 light infantry, chain mail, longbows, spears, and normal swords; one sergeant (E2); one lieutenant (E3).

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Ierendi

Basis: Renaissance; male and female (2% standing, up to 20% wartime); population 57,850; wartime. (Though Ierendi did not participate in the recent war, it increased the size of its military in case of possible attack by Thyatis.)

Division Name: Royal Brigade (Army).

Type of Division: Elite Division.

Number of Such Units: 3.

BR: 165. **Personnel:** 830. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: General F30. Deputy Commander: Captain F24. Heroes: M20, C18.

Regiment 1-3: Each has 180 elite F3 or H3 heavy infantry, plate mail, bastard swords or normal swords, longbows, five sergeants (F5 or H5), a captain (F8 or H8).

Regiment 4: 260 elite M3 missilers, staves and daggers, five sergeants (M5 or C5), one captain (M8).

The Royal Brigade is assembled only in times of war; it is not a standing unit.

Division Name: Royal Brigade (Navy).

Type of Division: Elite Naval Division.

Number of Such Units: 3 (1st Royal Brigade-3rd Royal Brigade).

BR: 177. **Personnel:** 832. **Troop Class:** Excellent.

Division Breakdown:

Admiral: F9 (Cha +1, Int +1, Wis +1). Commander: F8. Heroes: Two M7, two C7, one F13.

Landing Force 1: 80 skirmish M3 human cavalry, darts, riding warhorses, two sergeants (M4), one captain (M5), apportioned among three large sailing ships fitted as troop and horse transports (each with three light catapults and 20 non-fighting sailors) refitted to carry horses. This Landing Force is seldom called to action; it is unwieldy.

Landing Forces 2-3: Each has 120 regular F3 human cavalry, short bows and normal swords, riding warhorses, three sergeants (F4), one captain (F5), apportioned among six small sailing ships converted to troop and horse transports (each with two light catapults and ten non-fighting sailors).

Landing Forces 4-5: Each has 240 regular F2 human infantry, longbows and normal swords, six sergeants (F3), one captain (F4), apportioned among four war galleys (each with a ram and three light catapults, with 330 non-fighting rowers and sailors).

The Royal Brigade is assembled only in times of war; it is not a standing unit.

Division Name: Regular Force.

Type of Division: Regular Division.

Number of Such Units: 4.

BR: 100. **Personnel:** 1,000. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (F28, Cha +2). Deputy Commander: (C20, Wis +2).

Regiment 1-4: Each has 240 regular F1 infantry, chain mail and shields, short swords, six sergeants (F3), one captain (F8).

The various regimental outposts have access to small sailing vessels, chiefly small galleys and small sailing ships, giving them access to all waters of the Ierendi area.

Isle of Dawn

See individual listings for Caerdwicca, Dunadale, East Portage, Ekto, Furmenglaive, Helskir, Kendach, Redstone, Septentriona, Thothia, Trikelios, West Portage, Westroure.

Jennite Holdings

Basis: Bronze Age; males and females (3.5% standing, up to 35% wartime); population 500,000; standing.

Horde Name: Clan Horde.

Type of Troop: Regular Division.

Number of Such Units: 35.

BR: 90. **Personnel:** 500. **Troop Class:** Fair.

Horde Breakdown:

Horde Commander: Prince or War-Chief (F7). Deputy Commander: Captain (F7).

Regiment 1: 50 elite F3 heavy cavalry, scale mail, longbows and normal swords, riding warhorses, 2 sergeants (F4), a lieutenant (F5).

Regiments 2-8: 50 regular F1 light cavalry, leather armor, longbows and normal swords, riding warhorses, two sergeants (F4), one lieutenant (F5).

Karameikos

Basis: Medieval; male and female (2.5%

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standing, up to 25% wartime); population 350,000; standing.

Division Name: Militia Division.

Type of Division: Elite Division.

Number of Such Units: 2 (1st and 2nd Militia Divisions).

BR: 123. **Personnel:** 996. **Troop Class:** Good.

Division Breakdown:

Division Commander: F18. Deputy Commander: F12. Heroes: 1 M18, 1 C15.

Regiment 1-4: Each has 120 regular F2 human cavalry, chain mail, short bows and normal swords, riding warhorses, three sergeants (F4), one captain (F6).

Regiment 5-6: Each has 120 regular F2 human infantry, chain mail, longbows, three sergeants (F2), one captain (F3).

Regiment 7-8: Each is identical to Regiment 5-6, except armed with normal swords and shields instead of longbows.

Division Name: Militia Division.

Type of Division: Regular Division.

Number of Such Units: 4 (3rd, 5th-7th Militia Divisions).

BR: 108. **Personnel:** 996. **Troop Class:** Average.

Division Breakdown:

Division Commander: F8. Deputy Commander: F6. Heroes: 1 M6, 1 C6.

Regiment 1-4: Each has 120 skirmish F1 human cavalry, leather armor, short bows and normal swords, riding warhorses, three sergeants (F2), one captain (F3).

Regiment 5-6: Each has 120 regular F1 human infantry, leather armor, longbows, three sergeants (F2), one captain (F3).

Regiment 7-8: Each is identical to Regiment 5-6, except armed with normal swords and shields instead of longbows.

Division Name: Naval Division.

Type of Division: Regular Division.

Number of Such Units: 2 (14th-15th Militia Division).

BR: 108. **Personnel:** 996. **Troop Class:** Average.

Division Breakdown:

Division Commander: F8. Deputy Commander: F6. Heroes: 1 M6, 1 C6.

Regiments 1-8: Each has 120 regular F1

human marines, leather armor, longbows and normal swords, three sergeants (F2), one captain (F3). Each regiment is apportioned among two small sailing ships converted to troop transports (each with two light catapults, ten non-fighting sailors) and one small galley (two light catapults and one ram, 70 non-fighting rowers and sailors).

Division Name: Banner of the Black Eagle.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 139. **Personnel:** 1,000. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: General (F24). Deputy Commander: Captain (F20). Villains: M16, C14.

Regiment 1-2: 240 regular F1 or Orc (1-HD) heavy infantry, chain mail and shields, spears and normal swords, six sergeants (F3), one captain (F5).

Regiment 2: 200 regular F1 or Orc (1-HD) light infantry, leather armor, light crossbows and short swords, five sergeants (F3), one captain (F5).

Regiment 3: 260 elite F2 heavy cavalry, plate mail and shields, lances and normal swords, seven sergeants (F3), captain (F5).

Kendach

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 35,000; wartime.

Division Name: Armed Forces of Kendach.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 3.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

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Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Kogolor Dwarf-Lands

Basis: Classical; males and females (up to 3% standing, up to 30% wartime); population 500,000; standing.

Division Name: Kogolor Hammer.

Type of Division: Regular Division.

Number of Such Units: 15.

BR: 139. **Personnel:** 850. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: General (D12, Int or Wis +1). Deputy Commander: Captain (D8).

Regiment 1: 200 elite D2 dwarven heavy infantry, banded mail, pikes and short swords, six sergeants (D4), a captain (D6).

Regiments 2-3: Each has 200 normal D1 dwarven light infantry, scale mail and shields, spears and short swords, six sergeants (D4), one captain (D6).

Regiment 4: 200 normal D1 dwarven light infantry, leather armor, longbows and short swords, six sergeants (D4), a captain (D6).

Krugel Horde Territory

Basis: Classical; males and females (3% standing, up to 30% wartime); population 300,000; standing.

Division Name: Krugel Cavalry.

Type of Division: Regular Division.

Number of Such Units: 15.

BR: 75. **Personnel:** 500. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Colonel (7 HD). Deputy Commander: Major (6 HD).

Regiments 1-4: Each has 120 regular orcish (1 HD) light cavalry, leather armor, normal

swords and light crossbows, riding normal horses (cannot fight from horseback), four sergeants (3 HD), one captain (5 HD).

Lagrius

Basis: Medieval; male (1% standing, 8% wartime); population 150,000; wartime. Note: Many of Lagrius' forces were conscripted into imperial Alphatian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 2.5% of the national population.

Division Name: Lagrius Banner.

Type of Division: Regular Division.

Number of Such Units: 6 (Lagrius Banners I-VI).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-2: Each has 150 regular F1 infantry, leather armor and shield, normal swords, four sergeants (F3), a captain (M9).

Regiment 3: 150 regular F1 cavalry, chain mail and shield, normal swords and lances, riding warhorses, four sergeants (F3), one captain (M9).

Regiment 4: 150 regular M1 cavalry, staff and dagger, riding normal horses (cannot fight from horseback), four sergeants (M3), one captain (M9).

Landfall

Basis: Medieval; males (1.5% standing, up to 15% wartime); population 10,000; wartime.

Regiment Name: Landfall Guard.

Type of Regiment: Regular Regiment.

Number of Such Units: 2.

BR: 83. **Personnel:** 265. **Troop Class:** Fair.

Regiment Breakdown:

Regiment Commander: Captain (F6). Deputy Commander: Lieutenant (F4).

Company 1: 100 regular F1 heavy infantry, chain mail, pikes and short swords, four sergeants (F3), lieutenant (F4).

Company 2: 50 regular F1 light infantry, leather armor and shields, spears and normal

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swords, two sergeants (F3), a lieutenant (F4).

Company 3: 100 regular F1 light infantry, leather armor, heavy crossbows and short swords, two sergeants (F3), lieutenant (F4).

Leeha

Basis: Medieval; males and females (up to 2.5% standing, up to 25% wartime); population 6,500; standing.

Company Name: Leeha Defense Force.

Type of Company: Regular Company.

Number of Such Units: 1.

BR: 83. **Personnel:** 166. **Troop Class:** Fair.

Company Breakdown:

Company Commander: Sheriff (H8). Deputy Commander: Sergeant (H,3).

Squadrons 1-4: Each has 40 H1 halfling infantry, leather armor, light crossbows and short swords, one sergeant (H,3).

Regiment 6-7: 200 heavy infantry (HD-2 zombies), clubs or maces, three sergeants (M9), one captain (M12).

Malpheggi Swamps

Basis: Stone Age; males and females, humanoids (up to 7.5% standing, up to 75% wartime); population 10,000; standing.

Company Name: Mercenary Company.

Type of Company: Regular Company.

Number of Such Units: 14.

BR: 31. **Personnel:** 52. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Master Scout lizard man (4+1 HD). Deputy Commander: Journeyman Scout lizard man (3+1 HD).

Squadrons 1-2: Each has 24 regular lizard men (2+1 HD), shields but no armor, javelin and dagger, one sergeant (3+1 HD).

Limn

Basis: Medieval; male and female (up to 2.5% standing, up to 25% wartime); population 223,000; wartime.

Division Name: Hordes of Limn.

Type of Division: Regular Division.

Number of Such Units: 6 (1st through 6th Hordes of Limn).

BR: 94. **Personnel:** 996. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Vampire (HD-9, Int +3). Deputy Commander: Actaeon (HD-11).

Regiments 1-2: Each has 200 regular HD-1 (orc, goblin, or kobold) light infantry leather armor or equivalent, pikes and short swords, five sergeants (HD-3), a captain (HD-6).

Regiment 3: 200 regular light infantry (mixed HD-2 dryads, HD-1 goblins, and HD-4 centaurs), leather armor or equivalent, longbows, four HD-4 sergeants, one captain (HD-11 actaeon).

Regiment 4: 200 regular heavy cavalry (mixed HD-4 centaurs and elite HD-4 humanoids riding warhorses), chain mail or equivalent, lances and short bows, five sergeants (HD-5), one captain (HD-6).

Regiment 5: 100 light airborne skirmishers (mixed HD-5 gargoyles and HD-3 harpies), three sergeants (HD-5), one captain (HD-5).

Meriander

Basis: Medieval; male (1% standing, 10% wartime); population 100,000; wartime. Note: Many of Meriander's forces were conscripted into imperial Alphatian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 4% of the national population.

Division Name: Meriander Banner.

Type of Division: Regular Division.

Number of Such Units: 6 (Banners I-VI).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-2: Each has 150 regular F1 infantry, leather armor and shield, normal swords, four sergeants (F3), a captain (M9).

Regiment 3: 150 regular F1 cavalry, chain mail and shield, normal swords and lances, riding warhorses, four sergeants (F3), one captain (M9).

Regiment 4: 150 regular M1 cavalry, staff and dagger, riding normal horses (cannot fight from horseback), four sergeants (M3), one captain (M9).

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Division Name: Meriander Banner.

Type of Division: Regular Naval Division.

Number of Such Units: Meriander Banner VII.

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15, Wis +2).

Regiments 1-2: Each has 75 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing a war galley (ram, three light catapults, extra 330 non-fighting rowers and sailors).

Regiments 3-5: Each has 50 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing two small sailing ships (two light catapults, extra 10 non-fighting sailors each).

Regiment 6 (Flagship): 100 elite F3 human marines, leather armor, longbows and normal swords, three sergeants (F4), one captain (F5), sailing a large sailing ship converted to troop transport (three heavy catapults (extra 20 non-fighting sailors).

Merry Pirate Seas

Basis: Classical; males and females (up to 3% standing, up to 30% wartime); population 100,000; standing.

Division Name: Merry Pirate Fleet.

Type of Division: Regular Division.

Number of Such Units: 6.

BR: 89. **Personnel:** 500. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Pirate King (F15, Int +1, Cha +2).

Regiment 1: 100 elite F2 pirates, leather armor, normal swords and heavy crossbows, four lieutenants (F5), one captain (F8), sailing a large sailing ship converted to troop transport (three heavy catapults, 20 non-fighting sailors).

Regiment 2-3: Each has 100 regular F1 pirates, leather armor, normal swords and heavy crossbows, four lieutenants (F3), one captain (F5), sailing a large sailing ship converted to troop transport (two heavy catapults,

one light catapult, 20 non-fighting sailors in each ship).

Regiments 4-9: Each has 50 regular F1 pirates, leather armor, normal swords and heavy crossbows, two lieutenants (F3), one captain (F5), sailing a small sailing ship converted to troop transport (two light catapults, 10 non-fighting sailors in each ship).

Regiments 10: 70 regular F1 pirates, leather armor, normal swords and heavy crossbows, one captain (F4), sailing a small galley (ram, two light catapults; pirates act as rowers).

Regiment 11: 75 elite F2 pirates, leather armor, normal swords and heavy crossbows, three lieutenants (F5), one captain (F8), sailing a longship.

Note: The Merry Pirates only come together in fleets when the Merry Pirate islands are attacked. Normally, Merry Pirates are only encountered in single or paired ships.

Milenian Empire

Basis: Classical; males (1.75% standing, up to 17.5% wartime); population 3,000,000; standing.

Division Name: Milenian Army.

Type of Division: Regular Division.

Number of Such Units: 25.

BR: 126. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F12). Deputy Commander: Captain (F6).

Regiments 1-3 (Phalanx): Each has 100 regular F1 light infantry, leather armor, pikes and short swords, four sergeants (F4), one captain (F6).

Regiments 4-5 (Hoplites): Each has 100 elite F3 heavy infantry, scale mail and shields, spears and short swords, four sergeants (F4), one captain (F6).

Regiments 6-7 (Archers): Each has 100 regular F1 light infantry, leather armor, longbows and short swords, four sergeants (F4), one captain (F6).

Regiments 8-9 (Cavalry): Each has 100 elite F2 light cavalry, scale mail and shields, spears and short swords, riding warhorses, four sergeants (F4), one captain (F6).

Regiment 10 (General's Bodyguard): 40 elite F4 light cavalry, scale mail and shields, spears

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Milenian Phalanx

and short swords, riding normal horses (cannot fight from horseback), one sergeant (F4), one captain (F6).

Division Name: Milenian Flotilla.

Type of Division: Regular Naval Division.

Number of Such Units: 25.

BR: 117. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Division Commander: Admiral (F12). Deputy Commander: Commander (F9).

Regiments 1: 330 regular F1 marines, leather armor, spears and short bows, three sergeants (F4), one captain (F6), sailing a war galley (ram, two light catapults, two ballistae; marines act as rowers; 30 non-fighting sailors also aboard).

Regiments 2-3: Each has 320 regular F1 marines, leather armor, spears and short bows, three sergeants (F4), one captain (F6), sailing four small galleys (ram, two light catapults; marines act as rowers, 60 at a time; 10 non-fighting sailors also aboard).

Minrothad Guilds

Basis: Renaissance; male and female; population 135,000; wartime (barely above standing values; Minrothad increased its armed forces only slightly during the war, to be ready for unlikely Thyatian or Alphatian naval intervention).

Division Name: Home Guards.

Type of Division: Regular Division.

Number of Such Units: 2 (1st Home Guards, 2nd Home Guards).

BR: 143. **Personnel:** 1018. **Troop Class:** Good.

Division Breakdown:

Division Commander: F9. Deputy Commander: F8. Heroes: Two M9, two C9.

Regiment 1: 120 skirmish F9 human cavalry, leather armor, short bows and normal swords, riding warhorses, three sergeants (F3), one captain (F4).

Regiments 2-3: Each has 240 regular F2 human cavalry, chain mail, short bows and normal swords, riding warhorses, six sergeants (F3), one captain (F4).

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Regiment 4-5: Each has 240 regular F2 human mounted infantry, leather armor, long-bows and normal swords, riding regular horses (cannot fight on horseback), six sergeants (F3), one captain (F4).

When the Minrothad Guilds make war on foreign shores, the Home Guards are ferried to the war site on large troop transports.

Division Name: Minrothad Fleet.

Type of Division: Regular Naval Division.

Number of Such Units: 3.

BR: 125. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Division Commander: Admiral (F20). Deputy Commander: Commander (F14).

Squadrons 1-4: 150 regular F1 marines, leather armor, heavy crossbows and normal swords, four sergeants (F3 or E3), one captain (F5); transported by six small sailing ships (ten non-fighting sailors each).

Squadrons 5-6: Same, but all elves.

Neathar Lands

Basis: Stone Age; males (2.25% standing, up to 22.5% wartime); population 3,000,000; wartime (far from fully mobilized).

Company Name: Tribal War-Band.

Type of Company: Regular Company.

Number of Such Units: 3,000 (note that each war-band represents a single tribe, and most tribes do not cooperate with one another).

BR: 73. **Personnel:** 102. **Troop Class:** Fair.

Company Breakdown:

Division Commander: War-chief (F10, Int +1). Deputy Commander: Hero/Heroine (F8).

Squadrons 1-4: Each has 24 regular F1 light infantry warriors, shields but no armor, spears and short bows, one sub-chief (F3).

Note: Neathar war-parties seldom let themselves be met in front-on combat in open fields; they prefer to attack from ambush, continually retreating before organized offensives, performing sabotage, etc.

Neatharum

(aka Alpathian Neatharum)

Basis: Classical; males (1.75% standing, up

to 17.5% wartime); population 32,000; wartime.

Division Name: Armed Forces of Alpathian Neatharum.

Type of Division: Combined Division.

Number of Such Units: 2.

BR: 143. **Personnel:** 900. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M12, Int +1). Deputy Commander: Captain (M5).

Regiment 1 (formerly Alpathian army): 200 regular F1 light infantry, leather armor and shields, normal swords and spears, five sergeants (F2), one captain (M4).

Regiment 2 (formerly Alpathian navy): 160 regular F1 marines, leather armor, short swords and heavy crossbows, eight lieutenants (M4), one captain (M5); each 20 marines and one lieutenant man a flying small galley (two light catapults, one ram).

Regiment 3 (formerly army of Aegos): 100 regular F1 heavy infantry, chain mail, normal swords and light crossbows, four sergeants (F3), one captain (M4).

Regiment 4 (formerly army of Neatharum): 200 elite F2 light infantry, shields but no armor, spears and short bows, five sergeants (F5), one captain (F8).

Regiment 5 (formerly Pliers dwarf engineering unit): 200 normal D1 heavy infantry, scale mail armor and shields, battle axes and heavy crossbows, five sergeants (D3), one captain (D5).

Ne'er-do-well

Basis: Classical; males (1.5% standing, 5% wartime); population 20,000; wartime.

Company Name: Home Guard.

Type of Company: Regular Company.

Number of Such Units: 8.

BR: 27. **Personnel:** 125. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Captain (F5). Deputy Commander: Lieutenant (F4).

Squadrons 1-3: Each has 30 regular F1 human infantry, scale mail and shield, normal swords, 1 sergeant (F3).

Squadron 4: 25 regular F2 human infantry,

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chain mail, normal swords and light cross-bows, 1 sergeant (F3).

Nithia

Basis: Bronze Age; males (2% standing, up to 20% wartime); population 4,000,000; standing.

Division Name: Army of the Pharaoh.

Type of Division: Regular Division.

Number of Such Units: 70.

BR: 94. **Personnel:** 1,000. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (C9). Deputy Commander: Deputy General (F7).

Regiments 1-4: Each has 150 regular F1 light infantry, leather (linen) armor and shields, spears and short swords, four sergeants (F3), one captain (F5).

Regiment 5: 100 elite F3 heavy infantry, scale mail and shields, spears, short swords and short bows, four sergeants (F4), one captain (F5).

Regiments 6-7: Each has 100 elite F2 chariot cavalry (two soldiers per chariot), scale mail and shields, spears, short bows and short swords, drawn by four warhorses per chariot, four sergeants (F3), one captain (F5).

Company Name: Wind Cavalry.

Type of Company: Elite Company.

Number of Such Units: 20.

BR: 120. **Personnel:** 100. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: Captain (C6). Deputy Commander: Lieutenant (F4).

Squadrons 1-5: 20 elite F3 marines, scale mail and shields, spears, short swords and short bows, one sergeant (F3), one captain (F5), manning a Nithian hover-ship (two light catapults, ram, 500' flight ceiling).

Northern Reaches

See individual listings for Ostland, Soderford Jarldoms, and Vestland.

Norwold

See individual listings for Alpha, Landfall, Leeha, and Oceansend.

Notrion

Basis: Medieval; male (1% standing, 10% wartime); population 50,000; wartime. Note: Many of Notrion's forces were conscripted into imperial Alpathian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 5% of the national population.

Division Name: Notrion Army.

Type of Division: Regular Division.

Number of Such Units: 3 (First through Third Notrion Armies).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-2: Each has 150 regular F1 infantry, leather armor and shield, normal swords, four sergeants (F3), a captain (M9).

Regiment 3: 150 regular F1 cavalry, chain mail and shield, normal swords and lances, riding warhorses, four sergeants (F3), one captain (M9).

Regiment 4: 150 regular M1 cavalry, staff and dagger, riding normal horses (cannot fight from horseback), four sergeants (M3), one captain (M9).

Division Name: Navy of Notrion.

Type of Division: Regular Naval Division.

Number of Such Units: 1.

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15, Wis +2).

Regiments 1-2: Each has 75 regular F1 human marines, leather armor, heavy cross-bows and normal swords, two sergeants (F3), one captain (F5), sailing a war galley (ram, three light catapults, 330 additional non-fighting rowers and sailors).

Regiments 3-5: Each has 50 regular F1 human marines, leather armor, heavy cross-bows and normal swords, two sergeants (F3), one captain (F5), sailing two small sailing ships converted to troop transport (two light catapults, extra 10 non-fighting sailors each).

Regiment 6 (Flagship): 100 elite F3 human

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marines, leather armor, longbows and normal swords, three sergeants (F4), one captain (F5), sailing a large sailing ship converted to troop transport (three heavy catapults, extra 20 non-fighting sailors).

Oceansend

Basis: Medieval; males and females (2.5% standing, up to 25% wartime); population 40,000; wartime.

Division Name: Army of Oceansend.

Type of Division: Regular Division.

Number of Such Units: 4.

BR: 83. **Personnel:** 1,060. **Troop Class:** Fair.

Division Breakdown:

Division Commander: General (F9). Deputy Commander: Lieutenant (F4).

Regiment 1: 400 regular F1 heavy infantry, chain mail, pikes and short swords, 16 sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 2: 200 regular F1 light infantry, leather armor and shields, spears and normal swords, eight sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 3: 400 regular F1 light infantry, leather armor, heavy crossbows and short swords, eight sergeants (F3), four lieutenants (F4), one captain (F6).

Ochalea

Basis: Classical; males (1.5% standing, up to 15% wartime); population 125,000; wartime.

Division Name: Division of the Peoples' Army of Ochalea.

Type of Division: Regular Division.

Number of Such Units: 12 (1st through 12th Divisions).

BR: 104. **Personnel:** 842. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (C10, Wis +2). Deputy Commander: Captain (F8).

Regiment 1: 100 elite F3 heavy infantry, banded mail, shields, spears, short swords, four sergeants (F4), a captain (F6 or C6).

Regiments 2-3: Each has 200 regular F1 light infantry, leather armor and shields, spears and

short swords, eight sergeants (F3), one captain (F5 or C5).

Regiments 4-5: Each has 100 regular F1 light infantry, leather armor, longbows and short swords, four sergeants (F3), one captain (F5 or C5).

Regiment 6: 100 elite F2 heavy cavalry, banded mail and shields, lances and normal swords, riding warhorses, four sergeants (F4), one captain (F6 or C6).

Oltec Kingdoms

Basis: Stone Age; males and females (4% standing, up to 40% wartime); population 500,000; standing.

Division Name: Arms of the Oltec.

Type of Division: Regular Division.

Number of Such Units: 15 (1st-15th Arms of the Oltec).

BR: 66. **Personnel:** 850. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Leader (F9). Deputy Commander: Aide (F6).

Regiments 1-8: Each has 100 regular F1 light infantry, leather armor and shield, javelins and short bows, four sergeants (F3), a captain (F5).

Oostdok

The only armed forces on Oostdok are a contingent of Heldannic Knights:

Division Name: Whip Division.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 122. **Personnel:** 933. **Troop Class:** Good.

Division Breakdown:

Army Commander: Warlord C12 (Wis +2). Deputy Army Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiment 1: 100 Elite C3 human heavy infantry, plate mail, two-handed swords, three sergeants (C5), one captain (C7).

Regiment 2: 300 regular F1 human infantry, leather armor, normal swords and heavy crossbows, eight sergeants (F3), one captain (F6).

Regiment 3: 300 regular F1 human infantry, leather armor, pikes and short swords, eight sergeants (F3), captain (F6).

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Regiment 4: 200 F2 human infantry, chain mail and shields, normal swords, five sergeants (F3), one captain (F6).

Company Name: The Lion Rampant.

Type of Company: Elite Naval Company.

Number of Such Units: 1.

BR: 123. **Personnel:** 315. **Troop Class:** Excellent.

Company Breakdown:

Company Commander: Warlord C12 (Wis +2). Deputy Commander: Captain C9 (Wis +1). Heroes: Champion F9. Company consists of 75 Elite C2 human marines, plate mail, two-handed swords, two sergeants (C5), one captain (C7), manning a flying warbird (one light catapult).

Ostland

Basis: Medieval; males (1.5% standing, up to 15% wartime); population 130,000; standing.

Division Name: Hammer of Thor (Army of Ostland).

Type of Division: Elite Division.

Number of Such Units: 1.

BR: 102. **Personnel:** 882. **Troop Class:** Good.

Division Breakdown:

Division Commander: War-Captain (F9, Cha +1). Deputy Commander: Captain (F8). Heroes: Six F15, six C8.

Regiments 1-7: Each has 120 elite F3 human infantry, leather armor and shields, normal swords and spears, three sergeants (F4), one captain (F5), divided among two longships (one light catapult each).

Division Name: Army of Ostland.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 79. **Personnel:** 882. **Troop Class:** Average.

Division Breakdown:

Division Commander: War-Captain (F8, Cha +1). Deputy Commander: Captain (F6). Heroes: Six F8, six C4.

Regiments 1-7: Each has 120 regular F1 human infantry, leather armor and shields, normal swords and spears, three sergeants (F3), one captain (F5), divided among two longships (one light catapult each).

Pearl Islands

Basis: Classical; males and females (up to 3% standing, up to 30% wartime); population 100,000; wartime.

Division Name: Army of the Nuari.

Type of Division: Regular Division.

Number of Such Units: 10.

BR: 92. **Personnel:** 1,035. **Troop Class:** Average.

Division Breakdown:

Division Commander: Warleader (F12, Int +2). Deputy Regiment Commander: Captain (F9). Heroes: M10, C10.

Regiment 1: 200 elite F3 warriors, no armor, spears and longbows, four sergeants (F5), one lieutenant (F7), one captain (F9), with access to three longships.

Regiments 2-5: 200 normal F1 warriors, no armor, spears and longbows, four sergeants (F5), one lieutenant (F7), one captain (F9), each regiment with access to one longship and enough canoes for every warrior.

Qeodhar

Basis: Medieval; males (up to 1.5% standing, up to 15% wartime); population 18,000; standing.

Company Name: Qeodhar Brigade.

Type of Company: Regular Naval Company.

Number of Such Units: 1.

BR: 65. **Personnel:** 235. **Troop Class:** Fair.

Company Breakdown:

Company Commander: Captain (F6, Cha +1). Deputy Commander: Lieutenant (F6).

Regiments 1-6: Each has 75 regular F1 human infantry, leather armor and shields, normal swords and spears, three sergeants (F3), one captain (F5), apportioned among three longships (one light catapult).

Randel

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime); population 128,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Randel.

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Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Redstone

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 25,000; wartime.

Division Name: Armed Forces of Redstone.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 2.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows; riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Rockhome

Basis: Renaissance; males and females, demihuman (up to 4% standing, up to 40% wartime); population 1,000,000; standing.

Division Name: Dwarf Foot.

Type of Division: Regular Division.

Number of Such Units: 20 (1st Dwarf Foot - 20th Dwarf Foot).

BR: 98. **Personnel:** 1250. **Troop Class:** Good.

Division Breakdown:

Division Commander: Dwarf-General D8 (Cha +1). Deputy Commander: Captain (D6).

Regiments 1-10: Each has 120 regular D2 infantry, leather armor and shield, war hammers, three sergeants (D3), a captain (D4).

Schattenalfheim

Basis: Classical; males and females (3% standing, up to 30% wartime); population 600,000; standing.

Division Name: Fists of the Immortal.

Type of Division: Regular Division.

Number of Such Units: 30 (I-XXX Fist of the Immortal).

BR: 140. **Personnel:** 500. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (E10). Deputy Commander: Captain (E5). Heroes: Elf-Shaman (6th level equivalent).

Regiments 1-3: Each has 100 regular E1 elf light infantry, scale mail and shields; spears and normal swords, four sergeants (E2), one

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captain (E5).

Regiment 4: 100 regular E1 elf light infantry, leather armor, longbows and normal swords, four sergeants (E2), one captain (E5).

Regiment 5: 50 elite E3 flying cavalry, chain mail, shields, longbows and lances, riding flap-sails (flying reptiles), four sergeants (E4), one captain (E5).

Septentriona

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 10,000; wartime.

Division Name: Armed Forces of Septentriona.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 1.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Shiye-Lawr

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime); population 55,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Shiye-Lawr.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 147. **Personnel:** 5,300. **Troop Class:** Good.

Division Breakdown:

Division Commander: Elf-General (E10, +1 Int). Deputy Cdr.: Elf-Captain (E5).

Regiment 1: 1,000 regular E1 elf light cavalry, chain mail, longbows and normal swords, riding normal horses (cannot fight from horseback), 40 sergeants (E3), five lieutenants (E4), one captain (E5).

Regiments 2-5: Each has 1,000 regular E1 elf light infantry, chain mail, longbows and normal swords, riding normal horses (cannot fight from horseback), 40 sergeants (E3), five lieutenants (E4), one captain (E5).

Sind

Accurate estimates do not yet exist for the armed forces of Sind.

Soderfjord Jarldoms

Basis: Medieval; males (up to 1.5% standing, up to 15% wartime); population 160,000; wartime (preparations against Heldannic activity).

Division Name: Olaf's Brigade.

Type of Division: Elite Division.

Number of Such Units: 1.

BR: 102. **Personnel:** 882. **Troop Class:** Good.

Division Breakdown:

Division Commander: Jarl (F9, Cha +1). Deputy Commander: Captain (F8). Heroes: Six F15, six C8.

Regiments 1-6: Each has 120 elite F3 human infantry, leather armor and shields, normal swords and spears, three sergeants (F4), one captain (F5), apportioned between two longships (one light catapult).

Division Name: Soderfjord Brigade.

Type of Division: Regular Division.

Number of Such Units: 4.

BR: 65. **Personnel:** 882. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Jarl (F9, Cha +1). Deputy Commander: Captain (F6). Heroes: Six

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F9, six C4.

Regiments 1-6: Each has 120 regular F1 human infantry, leather armor and shields, normal swords and spears, three sergeants (F3), one captain (F5), apportioned between two longships (one light catapult).

Stonehaven

Basis: Medieval; male and female, military outpost (90% of outpost population is military); wartime.

Division Name: Sword of Vanya.

Type of Division: Regular Division.

Number of Such Units: 4 (Sword of Vanya I through Fourth Divisions).

BR: 122. **Personnel:** 933. **Troop Class:** Good.

Division Breakdown:

Army Commander: Heldannic Warlord C12 (Wis +2). Deputy Army Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiment 1: 100 Elite C3 human heavy cavalry, plate mail, two-handed swords, riding normal horses (cannot fight from horseback), three sergeants (C5), one captain (C7).

Regiment 2: 300 regular F1 human infantry, leather armor, normal swords and heavy crossbows, 8 sergeants (F3), a captain (F6).

Regiment 3: 300 regular F1 human infantry, leather armor, pikes and short swords, eight sergeants (F3), a captain (F6).

Regiment 4: 200 F2 human cavalry, chain mail, shields, normal swords, lances, riding warhorses, five sergeants (F3), captain (F6).

Division Name: Winged Lion.

Type of Division: Elite Naval Division.

Number of Such Units: 1.

BR: 123. **Personnel:** 315. **Troop Class:** Excellent.

Division Breakdown:

Navy Commander: Warlord C12 (Wis +2). Deputy Navy Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiments 1-4: Each has 75 Elite C2 human marines, plate mail, two-handed swords, two sergeants (C5), one captain (C7), manning a flying longship (one light catapult per galley).

Stonewall

Basis: Renaissance; males and females (up

to 2% standing, up to 20% wartime; population 1,340,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Stonewall.

Type of Division: Reserve Division.

Number of Such Units: 6.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Stoutfellow

Basis: Medieval; male and female (up to 2.5% standing, up to 25% wartime); population 58,000; wartime.

Division Name: Legion of Denwarf-Hurgon.

Type of Division: Regular Division.

Number of Such Units: 10.

BR: 111. **Personnel:** 750. **Troop Class:** Good.

Division Breakdown:

Division Commander: Dwarf-General (D12). Deputy Commander: Halfling-Captain (H8).

Regiment 1-2: Each has 200 regular heavy

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D2 infantry, chain mail and shields, hammers and short swords, five sergeants (D3), one captain (D5).

Regiment 3: 200 regular light H1 infantry, leather armor, light crossbows and short swords, five sergeants (H 3), a captain (H5).

Regiment 4: 100 regular light 1-HD gnome infantry, leather armor and shields, short swords and slings, five sergeants (2-HD), one captain (4-HD).

Surshield

Basis: Medieval; male (1% standing, 10% wartime); population 100,000; wartime. Note: A few (1%) of Surshield's forces were conscripted into imperial Alphatian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 9% of the national population.

Division Name: Legion of Surshield.

Type of Division: Regular Division.

Number of Such Units: 4 (1st through 4th Legions of Surshield).

BR: 136. **Personnel:** 1,090. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-4: Each has 150 regular F1 infantry, leather armor and shield, normal swords, four sergeants (F3), a captain (M9).

Regiment 5-6: Each has 150 regular F1 cavalry, chain mail and shield, normal swords and lances, riding warhorses, four sergeants (F3), one captain (M9).

Regiment 7: 150 regular M1 cavalry, staff and dagger, riding normal horses (cannot fight from horseback), four sergeants (M3), one captain (M9).

Division Name: Fleet of Surshield.

Type of Division: Regular Naval Division.

Number of Such Units: 4 (1st through 4th Fleets of Surshield).

BR: 95. **Personnel:** 1,037. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15, Wis +2).

Regiments 1-2: Each has 375 regular F1 human marines, leather armor, heavy crossbows and normal swords, ten sergeants (F3), one captain (F5), sailing a war galley (ram, three light catapults; extra 30 non-fighting sailors each; 300 marines man the oars).

Regiments 3-5: Each has 50 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F3), one captain (F5), sailing a small sailing ship converted to troop transport (three light catapults; extra 10 non-fighting sailors each).

Regiment 6 (Flagship): 100 elite F3 human marines, leather armor, longbows and normal swords, three sergeants (F4), one captain (F5), sailing a large sailing ship converted to troop transport (three heavy catapults; extra 20 non-fighting sailors).

Tanagoro

Basis: Bronze Age; males and females (3.5% standing, up to 35% wartime); population 500,000; standing.

Division Name: Spear of the Togoro.

Type of Division: Regular Squadron.

Number of Such Units: 17 (note that each squadron fights for a single village; only in times of invasion do they unite to repel an enemy).

BR: 84. **Personnel:** 1,035. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Chieftain (F9). Deputy Commander: War-Chief (F7).

Regiment 1: 200 elite F3 infantry, shields but no armor, spears and sling; five sub-chiefs (F4); one chief (F6).

Regiments 2-5: 200 regular F1 infantry, shields but no armor, spears and sling; five sub-chiefs (F4); one chief (F6).

Theranderol

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime); population 180,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alphatian Force of Theranderol.

Type of Division: Reserve Division.

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Number of Such Units: 2.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), a captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Division Name: Alpathian Irregulars (refugees in Thothia).

Type of Division: Remnants of Regular Divisions.

Number of Such Units: 4.

BR: 111. **Personnel:** 1,050. **Troop Class:** Average.

Division Breakdown:

Commander: Fleet Commander (M10, Int +1). Deputy Commander: Captain (M8).

Regiment 1: 200 elite F2 heavy infantry, chain mail, normal swords and pikes, five sergeants (F4), one captain (M6); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 2: 200 regular F1 light infantry, leather armor, pikes and short swords, five sergeants (F3), one captain (M5); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 3: 200 regular F1 archers, leather armor, longbows, short swords, five sergeants (F2), a captain (M5); transported by four small sailing ships converted to troop transport (each with three light catapults and ten non-fighting sailors).

Regiment 4: 200 regular M1 combat mages, staves and daggers, five sergeants (M2), one captain (M5); transported by four large sailing ships (each with 20 non-fighting sailors).

Regiment 5: 200 elite F2 infantry, chain mail, shields, normal swords, five sergeants (F4), one captain (M6); transported by four large sailing ships converted to troop transports (each with two heavy catapults and 20 non-

Thothia

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 60,000; wartime. Note: Units of refugees are troops levied from Alpathia, Bellissaria, etc.; they may temporarily increase the size of the armed forces above the maximum number for the national population.

Division Name: Armed Forces of Thothia.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 5.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy



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fighting sailors).

Note: These are remnant units of the Alphatian navy, units left homeless by Alphatia's sinking or not yet returned home to Bellissaria. These units are combined from Alphatian forces which were reduced during the recent war.

Thyatis

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime); population 3,001,000; wartime; armed forces numbers reduced by recent war.

Division Name: Emperor's Cohort.

Type of Division: Elite Division.

Number of Such Units: 2 (1st Imperial Cohort, 2nd Imperial Cohort, stationed in Thyatis City).

BR: 126. **Personnel:** 3,310. **Troop Class:** Elite.

Division Breakdown:

Division Commander: General F20 (Int +2). Deputy Commander: Deputy General (F12). Heroes: Magist (M20), Patriarch (C14).

1st through 4th Banners: Each has 800 elite F3 infantry, plate mail and shields, spears and short swords, 20 sergeants (F5), four lieutenants (F7), one captain (F9).

Division Name: Imperial Cohort.

Type of Division: Regular Division.

Number of Such Units: 11 (3rd, 4th, 5th, 7th, 9th, and 11th Cohorts, Thyatis; 14th Cohort Banner 1, Carytion; 14th Cohort Banner 2, Terentias; 14th Cohort Banner 3 (formerly 13th Cohort Banner 3), Mositius; 18th and 19th Cohorts, Hattias; 20th Cohort, Lucinius; 21st Cohort, Kerendas).

BR: 97. **Personnel:** 3,310. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F12, Cha +1, Int +1). Deputy Commander: Deputy General (F10). Heroes: 2 M9, 4 C9, 2 F14.

1st through 3rd Banners: Each has 800 regular F1 infantry, scale mail and shields, spears and short swords, 20 sergeants (F3), four lieutenants (F4), one captain (F6).

4th Banner: 800 regular F1 infantry, scale mail, spears, heavy crossbows and short swords, 20 sergeants (F3), four lieutenants (F4), one captain (F6).

At full strength, the regular imperial cohorts number 23 (3rd through 25th), for a total of 76,130 legionnaires.

Division Name: Imperial Defenders.

Type of Division: Reserve Division.

Number of Such Units: 60 (30th through 89th Divisions).

BR: 56. **Personnel:** 3,310. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: General (F12, Cha +1, Int +1). Deputy Commander: Deputy General (F10). Heroes: 2 M9, 4 C9, 2 F14.

1st through 3rd Banners: Each has 800 regular F1 infantry, scale mail and shields, spears and short swords, 20 sergeants (F3), four lieutenants (F4), one captain (F6).

4th Banner: 800 regular F1 infantry, scale mail, spears, heavy crossbows and short swords, 20 sergeants (F3), four lieutenants (F4), one captain (F6).

Note: These are poor-quality reserve units used in defense of mainland Thyatis; with the war with Alphatia over, these units will quickly be phased out and decommissioned.

Division Name: Imperial Fleet.

Type of Division: Regular Naval Division.

Number of Such Units: 12 (1st Fleet, Lucinius; 2nd and 4th Fleets, Thyatis; 7th Fleet, Hattias; 9th Fleet, Thyatis; 12th Fleet, Raven Scarp (Hinterlands); 15th Fleet, Terentias; 18th Fleet, Tel Akbir; 20th to 22nd Fleets, Thyatis; 23rd Fleet, Carytion).

BR: 89. **Personnel:** 1,600. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (F16, Int +2). Deputy Commander: Commander (F9). Heroes: M9, C9.

Regiments 1-2: Each has 50 elite F3 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F4), one captain (F6), sailing a large sailing ship (20 non-fighting sailors on each ship).

Regiments 3-8: Each has 50 regular F1 human marines, leather armor, heavy crossbows and normal swords, two sergeants (F2), one captain (F4), sailing a large sailing ship (20 non-fighting sailors on each ship).

Regiments 9-10: Each has 300 regular F1 human marines, leather armor, heavy cross-

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bows and normal swords, ten sergeants (F2), one captain (F4), manning a war galley (marines act as rowers; 30 non-fighting sailors also aboard).

Regiments 11-16: Each has 80 regular F1 human marines, leather armor, heavy crossbows and normal swords, four sergeants (F2), one captain (F4), manning a small galley (marines act as rowers, 60 at a time; 10 non-fighting sailors also aboard).

At full strength, the regular navy numbers 23 fleets (1st through 25th), for a total of 40,000 marines and officers.

Traldar Kingdoms

Basis: Bronze Age; males (2% standing, up to 20% wartime); population 500,000; wartime (continually).

Regiment Name: City Raiding Force.

Type of Regiment: Regular Regiment.

Number of Such Units: 320 (averaging 3 per village).

BR: 100. **Personnel:** 155. **Troop Class:** Good.

Regiment Breakdown:

Regiment Commander: Captain (F9, Int +1). Deputy Commander: Lieutenant (F6). Heroes: One M9, one C9, one F9.

Companies 1-2: Each has 72 elite F2 human heavy infantry, banded mail and shields, spears, longbows and short swords, two sergeants (F4), one lieutenant (F6), with access to a small galley (ram, two light catapults; also, ten non-fighting crewmen aboard).

Note: Companies like this defend cities when attacked, and are treated as land forces; they also launch raids on enemy cities, at which time they can be treated as naval forces.

Trikelios

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 70,000; wartime. Note: Units of refugees are troops levied from Alphatia, Bellissaria, etc.; they may temporarily increase the size of the armed forces above the maximum number for the national population.

Division Name: Armed Forces of Trikelios.

Type of Division: Regular Combined Army

and Navy.

Number of Such Units: 5.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Division Name: Alpathian Irregulars (refugees in Trikelios).

Type of Division: Remnants of Regular Divisions.

Number of Such Units: 2.

BR: 111. **Personnel:** 1,050. **Troop Class:** Average.

Division Breakdown:

Commander: Fleet Commander (M10, Int +1). Deputy Commander: Captain (M8).

Regiment 1: 200 elite F2 heavy infantry, chain mail, normal swords and pikes, five sergeants (F4), one captain (M6); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 2: 200 regular F1 light infantry, leather armor, pikes and short swords, five sergeants (F3), one captain (M5); transported by eight small sailing ships (each with ten non-fighting sailors).

Regiment 3: 200 regular F1 archers, leather armor, longbows, short swords, five sergeants (F2), a captain (M5); transported by four small sailing ships converted to troop transport (each with three light catapults and ten non-

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fighting sailors).

Regiment 4: 200 regular M1 combat mages, staves and daggers, five sergeants (M2), one captain (M5); transported by four large sailing ships (each with 20 non-fighting sailors).

Regiment 5: 200 elite F2 infantry, chain mail, shields, normal swords, five sergeants (F4), one captain (M6); transported by four large sailing ships converted to troop transports (each with two heavy catapults and 20 non-fighting sailors).

Note: These are remnant units of the Alphatian navy, units left homeless by Alphatia's sinking or not yet returned home to Bellissaria. These units are combined from Alphatian forces which were reduced during the recent war.

Vertiloch

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 620,000; wartime: many troops dead or stranded on outer world.

Division Name: Imperial Alphatian Force of Vertiloch.

Type of Division: Reserve Division.

Number of Such Units: 4.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-I (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Vestland

Basis: Medieval; males (1.5% standing, up to 15% wartime); population 160,000; wartime.

Division Name: Royal Division.

Type of Division: Regular Division.

Number of Such Units: 16.

BR: 102. **Personnel:** 1,214. **Troop Class:** Good.

Division Breakdown:

Division Commander: War-Captain (F9, Cha +1). Deputy Commander: Captain (F8). Heroes: Six F15, six C8.

Regiments 1-8: Each has 150 elite F3 human infantry, leather armor and shields, normal swords and spears, three sergeants (F4), one captain (F5), sailing two longships (light catapult).

West Portage

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 5,000; wartime.

Company Name: Guards of West Portage.

Type of Company: Town/City Guard.

Number of Such Units: 5.

BR: 123. **Personnel:** 125. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (F12). Deputy Commander: Lieutenant (F9).

Squadron 1: 30 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), a sergeant (F3).

Squadrons 2-3: Each has 40 regular F1 human infantry, leather armor, normal swords and heavy crossbows, sergeant (F3).

Westrouke

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 55,000; wartime.

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Division Name: Armed Forces of Westrouke.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 4.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite F3 human light cavalry, chain mail, normal swords and heavy crossbows, riding normal horses (may not fight from horseback), eight sergeants (F3), one captain (F9).

Regiment 2: 400 regular F1 human infantry, leather armor, normal swords and heavy crossbows, ten sergeants (F3).

Regiment 3: 200 regular F1 human marines, leather armor, normal swords, long bows, five sergeants (F3), one captain (F9), manning four small sailing ships converted to troop transports (two light catapults and ten non-fighting sailors in each ship).

Regiment 4: 200 regular F1 human marines, leather armor, normal swords and long bows, five sergeants (F3), one captain (F9), manning four large sailing ships (20 non-fighting sailors in each ship).

Yannivey Islands

These islands do not possess any armed forces.

Ylaruam

Basis: Classical; males (1.5% standing, up to 15% wartime); population: 230,000; wartime.

Division Name: Cavalry.

Type of Division: Regular Division.

Number of Such Units: 14.

BR: 86. **Personnel:** 754. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Sheik (F10). Deputy Commander: Captain (F8). Heroes: Ten C8.

Regiment 1-6: Each has 120 regular F2 human cavalry; no armor, normal swords and short bows, riding warhorses, three sergeants (F3), one captain (F4).

Division Name: Navy.

Type of Division: Regular Naval Division.

Number of Such Units: 10.

BR: 86. **Personnel:** 391. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Captain (F10). Deputy Commander: Lieutenant. (F8). Heroes: Five C8.

Regiment 1-6: Each has 60 regular F2 human infantry, no armor, normal swords and short bows, three sergeants (F3), one captain (F4), manning three small sailing ships (ten non-fighting sailors also aboard).

Zandoria

Basis: Renaissance; males and females (up to 2% standing, up to 20% wartime; population 30,000; wartime; many troops dead or stranded on outer world.

Division Name: Imperial Alpathian Force of Zandoria.

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 regular F1 light infantry, leather armor and shields, normal swords and spears, 30 sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 2: 1,000 regular M1 light infantry, daggers and staves, 30 sergeants (M2), three lieutenants (M3), a captain (M4).

Regiment 3: 1,000 regular F1 light infantry, leather armor, longbows and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 4: 1,000 reserve F1-1 (Normal Man) light infantry, no armor, slings and short swords, 30 sergeants (F2), three lieutenants (F3), one captain (F4).

Regiment 5: 500 elite elven E1 heavy infantry, chain mail, normal swords and longbows, 20 sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite human F2 heavy cavalry, chain mail and shields, normal swords and lances, 20 sergeants (F3), two lieutenants (F4), one captain (F5).

Who's Who in the World

In this chapter, we provide the game statistics for the NPCs described in earlier chapters and in the Timeline.

Order of Presentation

The characters in this chapter appear in alphabetical order. Unfortunately, not all cultures in the Known and Hollow Worlds alphabetize the same part of their names. In Alphatia, for example, people are listed by their given, personal names, while in Thyatian cultures, people are alphabetized by their family names. So you'll find the Empress of Alphatia under **E** for Eriadna, while King Stefan Karameikos is alphabetized under **K**.

Whenever possible, additional references are provided to direct the reader to the correct location of characters with multiple names. However, when a name is actually an "epithet" (a descriptive nickname rather than a proper name, such as the "Darkeyes" in Delune Darkeyes), you'll find no alphabetized reference to the epithet.

Alternate Rules

Some campaigns use weapon mastery rules and some do not. Weapon mastery guidelines are provided only for those characters who, if the rules are being used, are name level or above and would have attained Master or Grand Master status in at least one weapon.

Not all characters will have these full descriptions: some are too young, and normal men and women do not receive writeups.

Many of the characters detailed here were created under variant rules presented in the various Gazetteers. For instance, when one comes across references to a 20th-level shadow elf or a 16th-level orc, one knows that the rules for such characters appear in **GAZ13, Shadow Elves**, or **GAZ10, Orcs of Thar**.

Similar situations arise with cultural armor and weapons choices. For example, Atruaghin cultural weapons differ from outer-world cultural weapons, so we often substitute spears for swords and tomahawks (hand axes) for daggers when determining which classes can use which weapons.

Whenever an NPC appears to have been built with rules other than those in the **D&D**®

Rules Cyclopedia, look up the NPC's nation in the "Overview of Mystara", and consult the game supplement indicated in the nation's "See Also" paragraph; that supplement should have the rules used in building the character.

Titles

Most titles of nobility are familiar to players of the D&D game. However, be aware that the titles of "Baron" and "Baroness," when used by Alphatians, are affectations used by kings and queens. The Alphatians think of Thyatian and Karameikan barons to be rough, tough, rebellious rulers (which they often are); when Alphatian rulers want to project that image, they use the baron/baroness title, though they remain true kings and queens.

The Characters

- **Acrosihiye**. King of Shiye-Lawr. Born AC 642; apparent age adult elf. King Acrosihiye, an aging elf, has been king in Shiye-Lawr for centuries. He is a hedonistic elf determined to rule Shiye-Lawr until he dies, and to dance on the graves of his enemies before his reign is finished. He owes no loyalty to the Alphatian Empress that her personal and political power do not command. He likes terrifying uninvited strangers and intimidating unwanted visitors. He is also a greedy and sensual ruler. However, once his personal needs are met, he is an effective ruler who does look out for his people; he has maintained the borders of Shiye-Lawr for many decades against intruders from surrounding nations. *Hair*: White. *Eyes*: Pale blue, rather inhuman. *Height*: 5'10". Rather overweight, wears flowing green silk robes, has armor built especially for his portly frame. *Combat Notes*: E10; AC -2; hp 41; MV 90' (30'); #AT 3 longbow; Dmg 1d6+3; Save E10; ML6; AL C. S13 I17 W10 D13 Co9 Ch16. *Magical Items*: chain mail +3, shield +3, longbow +3, normal sword +1.

- **Adronius**. Chosen Emperor of the Milenian Lands. Born 950; apparent age 60. The elected ruler of the Milenians is a good administrator, much more interested in building roads and dams than leading armies. He is an energetic and devoted singer and lute-

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player, but, unfortunately for his court, he is a very bad one. He is a dreamer and thinker; he is vain but not mean-spirited; he is a good speaker. *Hair:* White, clean-shaven. *Eyes:* Brown. *Height:* 5'7". Olive-skinned, overweight, dresses in bright striped tunics and lots of jewelry. *Combat Notes:* F4; AC 3 (magical scale and shield); hp 20; MV 120' (40'); #AT 1 short sword; Dmg 1d6+3; Save F4; ML5; AL N. S13 I12 W15 D10 Co11 Ch14. *Magical Items:* *short sword* +2, *scale armor* +2.

• **Aiklin.** Headmaster of the University of Aeria, temporary Regent of Aeria. Born AC 939; apparent age 50. Aeria's true ruler died during the earthquakes that followed Alpha-tia's sinking; Aiklin, master of the university, quietly assumed control and has competently held it since. Aiklin, called the Addled, is very intelligent, but his random train-of-thought style of conversation has led to his nickname. He babbles in social conversation, but is an organized orator. *Hair:* Black, clean-shaven. *Eyes:* Blue, intelligent. *Height:* 5'7". Wears white robes and no jewels; very overweight. *Combat Notes:* M36; AC 6; hp 50; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4 or special; Save M36; ML8; AL L. S10 I18 W15 D12 Co9 Ch14. *Magical Items:* *ring of protection* +3.

• **Al-Kalim, Mohammed.** Sultan of the Emirates of Al-Kalim, Scion of Al-Kalim. Born 957; apparent age 45. Mohammed Al-Kalim is a direct descendant of Suleiman Al-Kalim. He is a strong-willed man who is rather paranoid about foreigners; this makes negotiations between the Emirates and other nations rather difficult. Though xenophobic, he is very cultured and courteous among his own people. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". A touch overweight, but muscular; wears elaborate Ylari robes but no jewelry. *Combat Notes:* C20 of Protius; AC 9; hp 45; MV 120' (40'); #AT 1 staff or spell; Dmg 1d6+1 or by spell; Save C20; ML5; AL L. S13 I14 W17 D10 Co9 Ch12.

• **Alebane.** Ogre-Lord of the Broken Lands; King of Lower Ogremoor. Born AC 976; apparent age 35. Trained in Glantri as a gladiator, Alebane has an unusual spirit of fair play; he admires and respects similar traits in his enemies. He likes to put all prisoners in arena combat with monsters, freeing them if they defeat their opponents. He dislikes humans but loathes Glantrians. *Hair:* Black and spiky. *Eyes:* Red. *Height:* 9'6". Copper-skinned; un-

usually clean and healthy-looking for an ogre; wears armor like a human gladiator; cruel smile. *Combat Notes:* level 10 ogre; AC 4 (banded mail); hp 68 (10d8+7 HD); MV 90' (30'); #AT 1 war hammer; Dmg 1d6+6; Save F10; ML8; AL C. S18 I12 W11 D10 Co17 Ch16. *Weapon Mastery:* Master of the War Hammer. *Magical Items:* *war hammer* +3.

• **Asgrim the Bowed.** High Cleric of Odin. Born AC 959; apparent age 50. Asgrim is a cleric of the Immortal Odin. He is an ambitious man who intends to rule Ostland, and to rule it in the traditional ways. However, though his supporters are many, they are not numerous enough to guarantee him kingship of the nation. Queen Yrsa doesn't have enough to make her the undisputed ruler either, so Asgrim has made a temporary alliance with the queen. His obvious goal is to wrest the support of Yrsa's followers from her; however, the reverse is slowly taking place. With more of his followers supporting Yrsa, Asgrim may choose to take more dramatic action soon. He really prefers political maneuvering to outright treachery, but is willing to take the latter course. He is very closed-minded and dogmatic. *Hair:* Light brown. *Eyes:* Brown. *Height:* 5'6" (would be about 6' except for his twisted back); heavy eyebrows make him look as though he's scowling even when he's not; wears plain clothing. *Combat Notes:* C25 of Odin; AC 9; hp 50; MV 120' (40'); #AT 1 mace or spell; Dmg 1d6 or by spell; Save C25; ML6; AL L. S11 I15 W17 D9 Co12 Ch15.

• **Azcotica.** King of the Azca, Patriarch of Atzanteotl. Born AC 982; apparent age 30. Azcotica, a high-powered cleric and famous hunter, the sort of man who enjoys pulling the wings off dragons. He recently arranged for the assassination of his father Mactaplan and elder brother Tenpocatliti; firmly in control of his surviving brothers, who are weaker than he is, he assumed the throne of the Empire without difficulty. He now formulates a philosophy which regards entire nations as game and his own empire as the greatest of hunters. He loves hunting above everything, and couches all discussions in hunting terms. *Hair:* Black. *Eyes:* Black. *Height:* 5'10". Copper-skinned, strongly-muscled; hard, sharp features usually wearing predatory expression. *Combat Notes:* C14 of Atzanteotl; AC 9; hp 48;

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MV 120' (40'); #AT 1 war hammer or spell; Dmg 1d6+4; Save C14; ML11; AL C. S13 I9 W18 D10 Co14 Ch11. *Magical Items:* war hammer +3 (originally his father's).

• **Baralius, Deitica.** Governor-General of Septentriona Protectorate. Born 969; apparent age 40. Deitica is the daughter of a rebellious Thyatian family, one which has defied and opposed Thincol many times in the past. Her own record as a military officer is impeccable; while her family was being politically destroyed by Thincol, she was rising through the ranks of the military. After her recent appointment to governor-generalship in Septentriona, she moved many members of her family to the province in order to protect them. She is perhaps overly responsible; she takes the worries of the world on her shoulders and is under constant tension. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'5". Deitica would be a rather mousy-looking woman except for her intense, glaring eyes and formidable expression. She prefers tunics and trousers to more fashionable forms of dress. *Combat Notes:* F18; AC 2; hp 60; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+2; Save F18; ML9; AL L. S13 I15 W11 D12 Co9 Ch10. Weapon Mastery: Master of the normal sword. *Magical Items:* normal sword +1.

• **Bargle the Infamous.** Magist of the Black Eagle Barony. Born AC 962; apparent age 40. Loves the good life, and loves making life bad for others. *Hair:* Light brown; long mustache and beard. *Eyes:* Black. *Height:* 6'1". Appears about 30; lean; handsome and charming when it suits him; dresses in colorful robes which are chosen deliberately to clash with or upstage von Hendriks' clothes. *Combat Notes:* M28; AC 0 (*bracers of defense AC 2* and *Dexterity bonus*); hp 43; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+2 or by spell; Save M28; ML8; AL C. S9 I18 W9 D17 Co10 Ch15. Weapon Mastery: Grand Master of the Dagger (in the back). *Magical Items:* *bracers of defense AC 2*, *dagger +2 (+3 vs. spell-casters)*, *staff of wizardry*, *horn of blasting*.

• **Belgoth the Lamer.** King of Blackheart. Born 878; apparent age 45. Belgoth is a sinister cleric of the Immortal Jammudaru, patron of revenge and nightmares. Belgoth succeeded his father, Hugorth the Misanthrope, who died during the sinking of Alpha-tia. He is unpleasant, a misanthropist who

prefers the company of animals to that of humans. *Hair:* None (shaved bald). *Eyes:* Black. *Height:* 6'2". Strongly-built, keeps in shape; copper-skinned; sweats incessantly; wears shapeless brown garments that seem to be made out of burlap. *Combat Notes:* C18 of Jammudaru; AC 2; hp 60; MV 90' (30'); #AT 1 war hammer; Dmg 1d6+4; Save C18; ML11; AL C. S13 I12 W17 D10 Co17 Ch13. *Magical Items:* *plate mail +1*, *war hammer +3*.

• **Bergeya.** Queen of Icevale, Queen in Argandir. Born AC 672; apparent age elderly elf. Bergeya is an engineer whose quest is to design the perfect sled. She is outspoken and energetic, and behaves like a much younger elf-woman. *Hair:* White. *Eyes:* Pale grey. *Height:* 5'9". Willowy; wears garments in various shades of blue. *Combat Notes:* E10; AC 9; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+2; Save E10; ML7; AL C. S9 I17 W14 D10 Co8 Ch11. *Magical Items:* *dagger +2*.

• **Bifric III.** King of the Kogolors, King of Kolmstat, Bifric the Slider. Born AC 902; apparent age middle-aged dwarf. Bifric is a middle-aged dwarf. Though hunchbacked, he earned an enviable reputation in the Kogolor army as an engineer. In several campaigns against the Krugel Orcs, he distinguished himself by arranging deadly rockslide traps and leading the orcs into them, hence his nickname. Bifric is always demonstrating his royal powers and prerogatives—after decades of being passed over by his parents and the court, he is still anxious to demonstrate that he's in charge. Otherwise, he is good-natured. *Hair:* Red, curly; thick beard and mustache. *Eyes:* Brown. *Height:* 4' (would be 4'6" but for hunchback); sharp little features and quick eyes; wears garments which accentuate, rather than disguise, his disfigurement. *Combat Notes:* D12; AC 2 (*plate mail*); hp 55; MV 90' (30'); #AT 1 battle axe; Dmg 1d8+4; Save D12; ML5; AL L. S16 I13 W9 D13 Co12 Ch15. *Magical Items:* *battle axe +2*.

• **Buthra Bofadar.** Queen of Stoutfellow. Born AC 913; apparent age middle-aged dwarf. Buthra, a military dwarf, is a no-nonsense, no-compromise dwarf. She is quick and alert; she does not tolerate joking around when there's business to be handled; she is cautious with the lives of her troops and subjects. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'6". Lean for a dwarf, very tanned, face sooty from

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smithing, has no taste in clothes and routinely wears ugly garments. *Combat Notes:* D12; AC 0 (dwarf-sized suit of armor); hp 70; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+3; Save D12; ML7; AL L. S17 I14 W9 D10 Co16 Ch13. *Magical Items:* normal sword +1.

• **Catriata.** Queen of Schattenalpheim, Matriarch of Atzanteotl, Flower of Issarthyl. Born AC 772; apparent age elderly elf. Catriata is a female elf and shaman of Atzanteotl. She is a pale, sickly thing, not at all a fighter, but commands her people through cunning, manipulative skill, and the will of the Immortal she serves. She is a schemer who loves to destroy courtiers who do not please her, throws tantrums whenever the Azcans or Traldar displease her, and she is easily influenced by flattery. *Hair:* White, worn long and unbound. *Eyes:* Ice-grey. *Height:* 5'2". Reed-thin, usually looks as though she is terminally ill, wears bright orange and purple gowns which make her look even worse. *Combat Notes:* E10/8th level shaman; AC 9; hp 30; MV 120' (40'); #AT 1 spell; Dmg by spell; Save E10; ML4; AL C. S8 I13 W18 D11 Co7 Ch15.

• **Claransa the Seer.** Born 966; apparent age 25. Born in Threshold in Karameikos, Claransa studied for many years under a magic-user; she achieved a high level of experience but hardly travelled at all. Finally, desperate to see the world, she began travelling as an adventurer-wizard, and had many adventures. She briefly held a dominion in Norwold but gave it up because it restricted her travels. In the year AC 1004, when she was a 28th-level magic-user, she began a world tour and discovered the existence of the great shaft on the Alatian island of Aegos. She used *polymorph self* to make herself look like an Alphatian gnome and travelled down the shaft to the Hollow World, then was trapped there by the Hollow World's effects on magic and the collapse of the Aegos/Alphatian Neatharum shaft. In the six years since, she extensively explored the Hollow World, taking copious notes, and then returned to the Known World the hard way (travelling on foot and monster-back through the North Pole opening) six months ago. Since then, she has kept her secret to herself and penned a chronicle of her adventures, which she rightly expects to make her famous. Personally, Claransa is bright and

energetic; she uses *potions of longevity* to maintain her youth, not out of vanity, but because she is, in her heart, youthful. She is a good friend of Geoffrey of Grunturm. *Hair:* Blonde. *Eyes:* Green. *Height:* 5'4". Claransa is willowy, and prefers bright gowns in simple colors and of simple design. *Combat Notes:* M36; AC 5; hp 58; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+5 or by spell; Save M36; ML7; AL L. S13 I17 W11 D11 Co14 Ch11. *Magical Items:* two daggers +4, staff of wizardry, ring of protection +2, displacer cloak, ring of spell storing.

• **d'Ambreville, Henri.** Apparent age 40. Sire Henri is full brother to the missing Prince Etienne, but was an enemy of his brother. He is a rakish, vigorous man with few scruples. He is a manipulative man and a poor ruler, but his claim to the throne of Nouvelle Averoine is somewhat stronger than that of Isidore d'Ambreville. *Hair:* Grey. *Eyes:* Brown. *Height:* 6'1". Sire Henri is a handsome, lean man; he trims his mustache and beard to give himself a roguish look, and wears expensive Glantrian outfits in dark and stylish colors. *Combat Notes:* M15; AC 8; hp 39; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or spell; Save M15; ML9; AL C. S14 I16 W10 D14 Co13 Ch17. *Magical Items:* dagger +3.

• **d'Ambreville, Isidore.** Ruler (Unconfirmed) of Nouvelle Averoine. Apparent age 45. Until recently, Nouvelle Averoine was ruled by the famous Etienne d'Ambreville, but that wizard vanished utterly in the closing days of the war with Alphatia. Dame Isidore, wife of Etienne's brother Richard (who is not a magic-user and cannot rule), has seized control of Nouvelle Averoine and is holding it against all comers while the other princes of Glantri decide whether to support her or not. Isidore and Richard are vocal enemies of the lycanthropes that periodically plague Nouvelle Averoine, yet are sometimes accused of being in league with the werewolves there. She is impatient and erratic, an intelligent, loud conversationalist with a powerful personality. *Hair:* Brown (streaked with grey). *Eyes:* Brown. *Height:* 5'2". A small, lean woman with a predatory smile; prefers elaborate garments in silver, blue, white and grey. *Combat Notes:* M11; AC 7; hp 26; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M11; ML9; AL C. S8 I18 W10 D16 Co12 Ch17. *Magical Items:* wand of

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paralyzation, wand of polymorphing, medalion of ESP 90' range.

• **d'Ambreville, Richard.** Consort of the (Unconfirmed) Ruler of Nouvelle-Averoigne. Apparent age 45. Richard enjoys all sorts of hunting, especially fox-hunts; he lives only when killing harmless forest creatures or larger game. *Hair:* Black, mustached. *Eyes:* Blue. *Height:* 5'9". Richard is ramrod-straight, lean, and dangerous-looking, an appearance he carefully cultivates. He only wears outer clothing from things he has killed—furs, leathers, and occasional wool. His body is pocked with hunting scars, which he is glad to show to people. *Weapon Mastery:* Master of the Lance. *Combat Notes:* F10; AC -1; hp 55; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+4; Save F10; ML9; AL C. S16 I13 W10 D12 Co15 Ch14. *Magical Items:* normal sword +2, shield +3.

• **Daphnotarthus, Helena.** Admiral of Thyatis. Born 981; apparent age 30. Helena is a "navy brat," daughter of a garrison officer stationed at the Pearl Islands. She was influenced by both her military father and by the cheerful Nuari people; though very disciplined, she is more like the Nuari in optimism and good cheer. Ten years ago, she entered the Thyatian navy; owing to the broad culling of Thyatian officers during the war with Glantri (see **Wrath of the Immortals**), she was rapidly promoted, achieving admiral status by war's end. *Hair:* Red. *Eyes:* Blue. *Height:* 5'6". Helena is a strongly-built woman, very handsome; she usually wears military uniforms with the rose-and-thorns symbol of the Immortal Valerias. *Combat Notes:* C20 of Valerias; AC 0; hp 55; MV 90' (30'); #AT 1 war hammer; Dmg 1d6+4; Save C20; ML9; AL N. S17 I11 W15 D12 Co15 Ch17. *Magical Items:* war hammer +2, shield +2.

• **de Fedorias y Belcadiz, Carnelia.** Princess of Belcadiz, Marquesa del Alhambra, Vice-Queen of Monteleone. Born AC 820; apparent age young-adult elf. Carnelia is an experienced elven spellcaster and a master of the rapier. Though she is very short-tempered, she prefers to strike down her enemies by framing them for crimes or maneuvering them into important court mistakes. *Hair:* Black, worn long and curly. *Eyes:* Black. *Height:* 5'. Carnelia is petite, dark, brooding, and very beautiful; she dresses in elaborate gowns and fantastically complicated black lace veils and

shawls. *Combat Notes:* E10; AC 3; hp 40; MV 120' (40'); #AT 1 rapier; Dmg 1d8+1; Save E10; ML8; AL N. S8 I17 W15 D16 Co11 Ch13. *Weapon Mastery:* Grand Master of the Rapier. *Magical Items:* rapier (normal sword) +2, leather armor +2.

• **Delune Darkeys.** Sheriff of Heartshire. Born AC 975; apparent age 35. She is always cheerful and demure, but is iron-willed. Her greatest managerial interest is in the maintenance of roadways. *Hair:* Brown. *Eyes:* Blue. *Height:* 3'. Light-skinned; very slim and good-looking; beautiful singing voice. *Combat Notes:* H8; AC 5; hp 38; MV 120' (40'); #AT 1 short sword; Dmg 1d6+1; Save H8; ML7; AL L. S13 I16 W15 D17 Co14 Ch17. *Magical Items:* leather armor +2.

• **Detteria Scarback.** Queen of Arogansa. Born 963; apparent age 40. Detteria is a military magic-user who seized command when the old king died (he perished under a collapsing building during the sinking of Alpha-tia). In her youth, Detteria was captured and injured by orcs—hence her nickname. She is quiet, but can be quite scary when she wishes to; she hates humanoid. *Hair:* Dark brown. *Eyes:* Brown, nearly black. *Height:* 6'. Copper-skinned. Thin, tough-looking, piercing eyes. *Combat Notes:* M33 magic-user; AC 9; hp 50; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M33; ML12; AL L. S14 I17 W13 D11 Co9 Ch18. *Weapon Mastery:* Grand Master of the Quarter-staff. *Magical Items:* staff of power, drums of panic.

• **di Malapietra, Innocenti.** Prince of Caurenze, Viscount of Sirecchia, Viceroy of Ylourgne (titles due to be stripped since Caurenze was destroyed. Born AC 962; apparent age 50. Innocenti is a conspirator and a lover of Machiavellian intrigue. He is a dangerous and paranoid man, allegedly fond of poison and treachery, not at all an honorable enemy. He enjoys giving others the impression that he is an intellectual, a patron of the arts, and a sophisticated courtier. He is now desperate to become prince of new region since Caurenze was destroyed. *Hair:* Black, medium-length, pomaded; thin mustache and pointed beard. *Eyes:* Brown. *Height:* 5'8". Overweight, oily of appearance, dresses very richly, wears much gold. *Combat Notes:* M17 magic-user; AC 9; hp 44; MV 120' (40'); #AT 1 spell or poison; Dmg by spell or poison; Save M17; ML4; AL C. S11

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117 W16 D12 Co16 Ch12. *Magical Items:* multiple *potions of poison* in interesting disguised dispensers, *ring of regeneration*, *ring of spell turning*, *wand of enemy detection*.

- **Docerius, Jules.** Captain of the West Portage Garrison. Born AC 963; apparent age 40. Docerius, garrison commander of West Portage, rules here temporarily; the previous town ruler, Guildmaster Lareth Kubek, was executed when Alphatians overran the town during the recent war. Docerius is a middle-aged fighter known for his fighting prowess, his tactical ability, his devotion to his family, but not for his personal integrity—he is corrupt. *Hair:* Brown (greying). *Eyes:* Blue. *Height:* 6'2". A big, overweight, merry man with a red nose from too much hard drinking; wears expensive clothes rather out of his supposed salary range. *Combat Notes:* F14; AC 2 (plate mail and shield); hp 50; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+2; Save F14; ML5; AL N. S17 I10 W8 D10 Co12 Ch15.

- **Docerius, Periandra.** Baroness of West Portage. Born 962; apparent age 50. Periandra is the founding baroness of this dominion; she was the West Portage garrison commander when Emperor Thincol approved her petition by , who gave her the West Portage region as her barony. She is a merry, self-indulgent woman with a wicked sense of humor; she loves riding horses, and is rather too indulgent toward her family. *Hair:* Brown/grey. *Eyes:* Blue. *Height:* 5'7". Periandra is a stocky woman of impressive bearing; she wears garish, multicolored, flowing garments in social situations, but otherwise dresses much more anonymously. *Combat Notes:* F14; AC 2; hp 55; MV 90' (30'); #AT 2 sword; Dmg 1d8+4; Save F14; ML9; AL C. S16 I13 W9 D10 Co12 Ch14. *Magical Items:* normal sword +2; plate mail +1.

- **Dogrel.** General-Commander of Alphatian Neatharum. Born AC 963; apparent age 50. Dogrel is a firm believer in Alphatia's right to conquer and enslave other races; he is obsessed with tactical board games and military conquests of the past. He is also vitally interested in having Neatharum declared a formal Kingdom of the Alphatian Empire—with himself, and not another of Empress Eriadna's tedious relatives, as ruler; he is willing to do anything to achieve this end. He holds non-Alphatians in contempt. *Hair:* Black, greying.

Eyes: Brown. *Height:* 6'. Heavily-muscled, in much better shape than most magic-users; wears military uniforms which never seem to get dirty or lose their creases. *Combat Notes:* M20; AC 9; hp 55; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6 or by spell; Save M20; ML11; AL C. S18 I18 W10 D9 Co16 Ch12. *Magical Items:* staff of striking, dagger +2.

- **Dromedon.** King of Aegos. Born AC 965; apparent age 40. In his youth, Dromedon was a thrill-seeker, but is now somewhat matured. He inherited the throne from his father, King Heldeberan No-Man's-Fool. Heldeberan teleported to Alphatia as the continent began to sink, intending to save family members trapped on the continent, but never returned. Dromedon is aware of the potential for disaster and great profit represented by the now-closed Hollow World shaft in his island. *Hair:* Red. *Eyes:* Brown. *Height:* 6'2", copper-skinned, strongly built, beard, thick eyebrows; wears commoners' clothes and a royal diadem. *Combat Notes:* F15; AC 2; hp 45; MV 120' (40'); #AT 2 sword; Dmg 1d8+4; Save F15; ML9; AL 10. S17 I12 W13 D18 Co13 Ch10. Weapon Mastery: Master of the Normal Sword. *Magical Items:* leather armor +2, normal sword +2, boots of levitation.

- **Drulivia.** Queen of Meriander. Born AC 902; apparent age 70. An elderly magic-user, she enjoys studying alchemy. She believes that all problems can be solved through negotiation and does not believe her kingdom to be in danger, and with her statesman's skills, she may be correct. She is calm and confident, polite to everyone, even those she sentences to death. *Hair:* Silver. *Eyes:* Brown. *Height:* 4'11". Very lean; elderly; slow and stately mannerisms; copper-skinned, looks very tan and weathered. *Combat Notes:* M20; AC 9; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save M20; ML9; AL L. S9 I18 W10 D11 Co8 Ch14. *Magical Items:* dagger +4, helm of teleportation.

- **Drushiye.** Elf-King of Limn. Born AC 670; apparent age young-adult elf. Drushiye was exiled from Shiye-Lawr more than a century ago because he killed a fellow elf to save a kobold child he felt was innocent of wrongdoing. See "Limn" for more of his history. He is an intellectual more at home with adventurers and monsters; diversity of intelligent races fascinates him. *Hair:* Black; very fine, worn

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long. *Eyes:* Black. *Height:* 5'7". Rather husky for an elf. Slight golden tint to skin. Prefers fine spider-silk clothes in black and green. *Combat Notes:* E10; AC 0; hp 40; MV 90' (30'); #AT 3 normal sword or spell; Dmg 1d8+5 or by spell; Save E10; ML7; AL N. S17 I18 W11 D13 Co10 Ch15. *Magical Items:* elven chain mail +4, normal sword +3.

• **du Marais, Malachie.** Prince of Morlay-Malinbois (in Glantri). Apparent age 30. Malachie was born in the other-dimensional world where the d'Ambrevilles originated, and he crossed to the Known World as well. His principality, Morlay Malinbois, is one of the newer lands of Glantri; previous to its founding, he was Baron of Morlay. He hides the fact that he is actually a werewolf preying on the people of his principality; leader of the Canine Protection Society, headquartered at his chateau; a fair, strict ruler, he will do anything to further his plans, which are to become Prince de la Principaute des Loups Libre. *Hair:* White. *Eyes:* Pink. *Height:* 5'10". Malachie is an albino; he wears black and purple clothing to set off his dramatic coloration; wears specially crafted glasses with obsidian lenses to protect his eyes. He is also an albino in werewolf form. *Combat Notes:* M10; AC 7; hp 42; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M18; ML10; AL C. S16(18) I16 W9(7) D17 Co15(16) Ch13(12).

• **Edjer the Twisted.** King of Frisland. Born AC 927; apparent age 50. He enjoys nothing as much as court infighting and intrigue; he verbally spars with and plots against people just for practice. He is not physically twisted; his nickname derives from his skill with the political backstab. *Hair:* None; trim white beard and mustache. *Eyes:* Black. *Height:* 5'9". Skeletally thin but very vigorous; wears scarlet tunics and trousers embroidered with his clan insignia; always wears a golden coronet. *Combat Notes:* M28; AC 9; hp 61; MV 120' (40'); #AT spell; Dmg by spell; Save M28; ML5; AL N. S10 I18 W14 D9 Co16 Ch11. *Magical Items:* staff of wizardry.

• **Eelsha Spider's Kiss.** Shaman of the Tiger Clan (Atruaghin Clans). Born AC 978; apparent age 30. She is careful, meticulous, and cunning, and is an accomplished poisoner. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'6". She is extraordinarily good-looking by both Atruaghin and outer-world standards, and mis-

leadingly innocent-looking; she wears elaborate garments and a full feather headdress whenever possible; copper-skinned. *Combat Notes:* C10 of Atzanteotl; AC 9; hp 43; MV 120' (40'); #AT 1 war hammer; Dmg 1d6+1; Save C10; ML8; AL C. S14 I13 W18 D12 Co15 Ch13. *Note:* Always has poisons on hand.

• **Eldrethila.** Queen of Theranderol. Born AC 963; apparent age 30. Eldrethila is daughter of Empress Eriadna and King Zyndryl. For an Alphatian magic-user, she is a modest and unassuming woman who long ago took herself out of contention for the imperial throne. She is quiet, disliking noise, ambition, and greed; enjoys the company of visionaries, artists, and scholars. *Hair:* Blonde, worn long and straight. *Eyes:* Brown. *Height:* 5'8". Copper-skinned, large-boned but not overweight; plain features, quiet manner, very intelligent eyes; wears simple robes in tan colors; looks 20 years younger than her true age (due to *potions of longevity*). *Combat Notes:* M36; AC 0; hp 65; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save M36; ML9; AL L. S13 I18 W15 D10 Co15 Ch13. *Magical Items:* bracers of defense AC 0, dagger +2.

• **Elshethara.** Queen of Ambur. Born 961; apparent age 20. Elshethara was once an actress, the Ambur capital being famous for its stage plays and actors. She affects the tortured mannerisms of many actors and is genuinely neurotic, but very intelligent. *Hair:* Mahogany-brown. *Eyes:* Gold-brown. *Height:* 5'7". Willow-thin; wears dramatic black gowns. *Combat Notes:* M26; AC 9; hp 40; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M36; ML5; AL N. S10 I17 W14 D12 Co11 Ch15. *Magical Items:* staff of commanding, broom of flying.

• **Erewan, Carlolina.** Princess of Erewan, Marchioness of Ellerovyn. Born AC 911; apparent age adult elf. She is a proficient and accomplished ruler, and was until recently the Chamberlain of Glantri. However, during the war with Alphatia recounted in **Wrath of the Immortals**, an accumulation of problems led to her being dismissed from that post. Accusations that she was unduly favoring Erewan elves, accusations that she was more loyal to kinsmen in Alfheim than to Glantri, and the fact that she was a better peace-time than wartime administrator added up to a hasty dismissal. She still seethes over the matter. She is devoted to good rule of the Erewan elves; she

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is brave, self-sacrificing, well-organized, highly ethical... and hideously boring. *Hair:* Pale blonde. *Eyes:* Blue. *Height:* 5'5". A very attractive elf-lady, so slender and impersonal-looking she could be described as "ethereal." Dresses in flowing pastel gowns and veils which drift on the winds. *Combat Notes:* E10; AC 8; hp 35; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save E10; ML6; AL L. S13 I17 W16 D14 Co11 Ch17. *Magical Items:* dagger +2, ring of remedies.

• **Eriadna.** Empress of the Alphatian Empire, Queen of Vertiloch, Queen of Zandoria. Born AC 920; apparent age 30. Eriadna, a very polished politician and a powerful magician, is the direct descendant of generations of Alphatian emperors, and has living children and grandchildren, so she would not be easy to shake from the imperial throne. In fact, it is likely she will be Empress for decades to come. She is passionate, romantic, interested in new magical developments, and highly efficient (she hates to waste time); she loves theater and music, and sports competitions (and handsome athletes). *Hair:* Mahogany-brown. *Eyes:* Green. *Height:* 5'. Copper-skinned; delicate and expressive features, very beautiful; wears gold, ruffled gowns of spider-silk; keeps physical age at around 30 with use of *potions of longevity*. *Combat Notes:* M36; AC 5; hp 50; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6 (staff of wizardry) or by spell; Save M36; ML6; AL N. S9 I18 W15 D12 Co9 Ch16. *Magical Items:* ring of protection +4, staff of wizardry, ring of spell turning.

• **Ericall.** King of Norwold. Born AC 972; apparent age 40. Ericall is a fair man who is only marginally competent as a ruler. He has good intentions but a simplistic understanding of the world, and is overwhelmed by the complexity of ruling. *Hair:* Brown. *Eyes:* Brown. *Height:* 6'1". Copper-skinned, very handsome, dresses richly, intense gaze—a much better hero than he is a king. *Combat Notes:* F36; AC -6; hp 79; MV 90' (30'); #AT 4 normal sword; Dmg 1d8+4; Save F36; ML10; AL L. S13 I14 W13 D10 Co11 Ch17. *Weapon Mastery:* Grand Master of the Normal Sword, Master of the Lance. *Magical Items:* normal sword +3, dagger +3, plate mail +5, shield +3.

• **Everast XV.** King of Rockhome, The Dwarf-King, Head of the Everast Clan. Born 931; apparent age middle-aged dwarf. Glib,

outspoken, friendly; never lets others know what he is really thinking; likes to use foreign heroes to accomplish his ends rather than risk his own subjects. *Hair:* Grey, balding; thick beard and mustache. *Eyes:* Brown. *Height:* 4'. Thick-set and plump. Wears colorful robes of human craftsmanship; carries royal sceptre (gem-studded, can act as war hammer). *Combat Notes:* D7; AC 9; hp 33; MV 120' (40'); #AT 1 war hammer sceptre; Dmg 1d6+3; Save D7; ML6; AL N. S13 I17 W11 D12 Co12 Ch15. *Magical Items:* war hammer +2 (sceptre).

• **Eyela Moonstalker.** Chieftainess the Horse Clan (Atruaghin Clans). Born AC 970; apparent age 35. Uncompromising, hates laziness and weakness. She is contemptuous of the weakness and sloth she sees in "civilized" cultures. *Hair:* Brown. *Eyes:* Dark Brown. *Height:* Copper-skinned; stocky; severe expression; good-looking in a fierce sort of way. *Combat Notes:* F10; AC 4 (leather armor and Dexterity bonus); hp 67; MV 120' (40'); #AT 1 spear or hand axe; Dmg 1d6+1; Save F10; ML11; AL L. S15 I13 W14 D18 Co15 Ch17. *Weapon Mastery:* Master of the Spear, Expert with Hand Axe.

• **Finn Hordson.** Prince of Ostland. Born AC 995; apparent age 15. Yrsa's oldest child by Hord is now 15. Within two or three years, he could be confirmed as King of Ostland—if Yrsa gains a majority following, and if nothing goes wrong. He is devoted to the heroic tradition of Ostland, including its piratical ways, but otherwise supports his mother's plan of modernization. *Hair:* Blond. *Eyes:* Green. *Height:* 5'9" (still growing). Handsome, bright-looking, growing into a strong warrior. *Combat Notes:* F4; AC 4 (chain mail and shield); hp 26; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+1; Save F4; ML9; AL N. S13 I15 W10 D9 Co13 Ch15.

• **Firestorm, Holva.** Duchess of Westrouke. Born AC 981; apparent age 30. Born in Norwold, Holva is a retired adventurer-thief. She does not like rule, and is rather solemn; she loves her husband but not the land he rules or the empire it belongs to; she comes alive only when adventuring or warring. *Hair:* Blonde, worn long in braids. *Eyes:* Blue. *Height:* 5'9". A large and attractive woman, she prefers simple dress and unadorned weaponry. *Combat Notes:* T16; AC 2; hp 56; MV 120' (40'); #AT 1 normal sword; Dmg

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Eyela Moonstalker

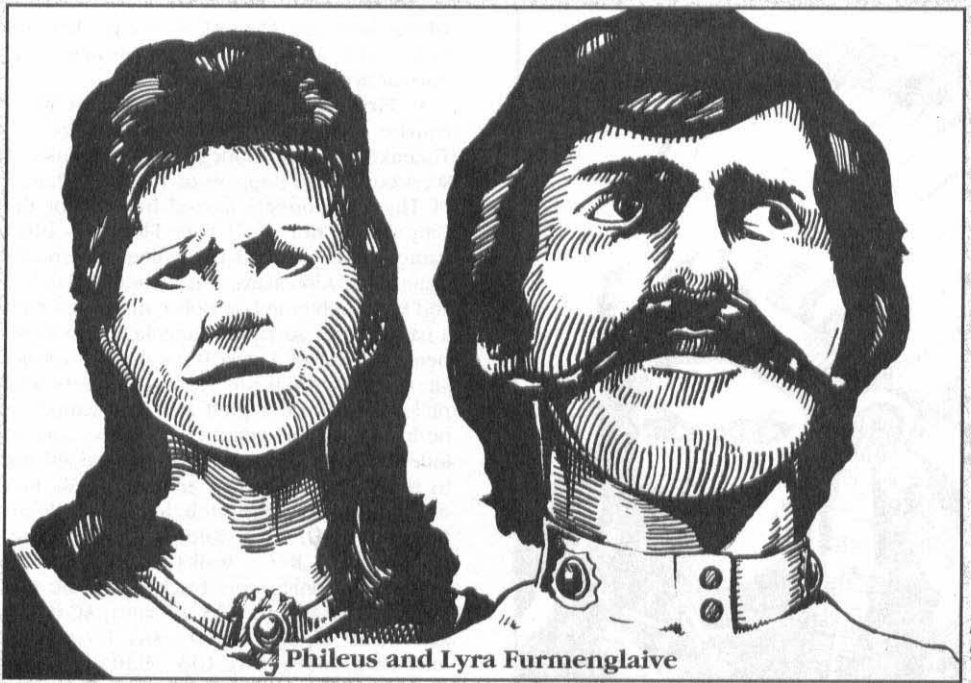
1d8+1; Save T16; ML6; AL N. S12 I10 W9 D18 Co17 Ch13. *Magical Items:* leather armor +2, normal sword +1.

- **Firestorm, Thrainkell.** Duke of Westrouрке. Born AC 979; apparent age 30. Thrainkell's father, Donegal, was archduke of Westrouрке and nephew of Emperor Thincol of Thyatis; Donegal named his son for the Emperor (Thrainkell was Thincol's birth name). Donegal died defending Westrouрке against the Alphatians, but his son Thrainkell and his daughter-in-law Holva, on the sea with a naval vessel, survived. Thrainkell is an experienced cleric of Vanya (though he does not share the Heldannic Knights' tenets and philosophies). He is gruff and short-tempered; he intends for his grand duchy to become an independent kingdom, but is determined not to turn on the Thyatian emperor while he's down (the way the Ochaleans and Pearl Islanders did). *Hair:* Red-gold. *Eyes:* Blue. *Height:* 5'10". Burly, walks with a seaman's rolling step, only wears black and white garments. *Combat Notes:* C13 of Vanya; AC 0 (suit armor); hp 47; MV 90' (30'); #AT 1 war hammer; Dmg 1d6+4; Save C13; ML10; AL L. S17 I13 W16 D10 Co14 Ch15. *Magical Items:* war hammer +2.

- **Furmenglaive, Lyra.** Countess of Furmenglaive. Born AC 940; apparent age 30. Like her husband, she seems beaten down with weariness, but is always willing to work hard to improve her dominion. She, too, is a werewolf who does not want to pass her curse on to others. *Hair:* Brown. *Eyes:* Eyes. *Height:* 5'9". Handsome, but looks weary and listless. Wears dark robes bearing a white trident, the symbol of the Immortal Protius. *Combat Notes:* C36 of Protius; AC -4; hp 65; MV 90' (30'); #AT 1 mace; Dmg 1d6+3; Save C36; ML10; AL L. S12 I15 W18 D16 Co9 Ch14. *Magical Items:* mace +3, plate mail +1, shield +3.

- **Furmenglaive, Phileus.** Count of Furmenglaive. Born AC 940; apparent age 30. Phileus and his wife Lyra have a reputation as unwholesome as that of the land they rule, though they have been courteous and honorable when dealing with rulers of other lands. They simply disappeared with the staff of their sparsely-populated castle when the Alphatians came; according to all reports, they conducted a guerilla war against the Alphatians until the conquerors left. He is a rather

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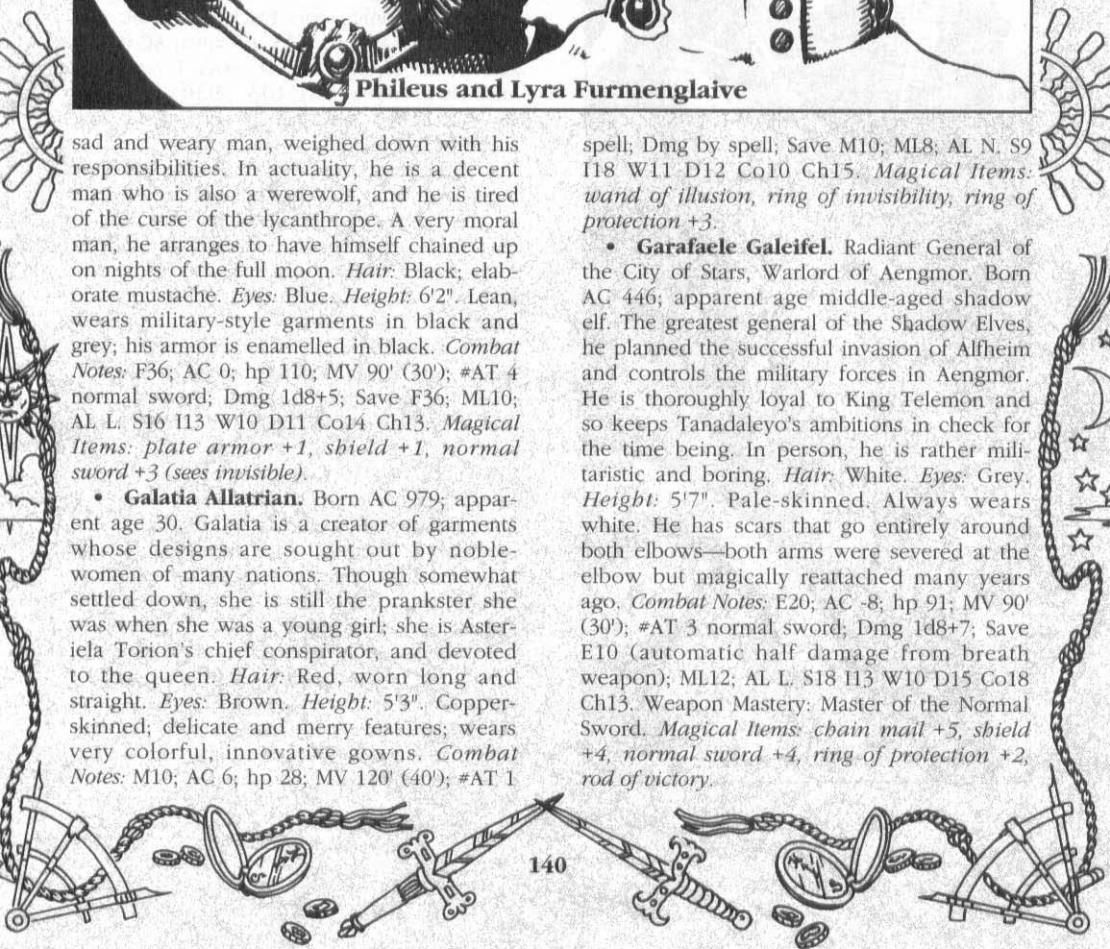
Phileus and Lyra Furmenglaive

sad and weary man, weighed down with his responsibilities. In actuality, he is a decent man who is also a werewolf, and he is tired of the curse of the lycanthrope. A very moral man, he arranges to have himself chained up on nights of the full moon. *Hair:* Black; elaborate mustache. *Eyes:* Blue. *Height:* 6'2". Lean, wears military-style garments in black and grey; his armor is enamelled in black. *Combat Notes:* F36; AC 0; hp 110; MV 90' (30'); #AT 4 normal sword; Dmg 1d8+5; Save F36; ML10; AL L. S16 I13 W10 D11 Co14 Ch13. *Magical Items:* plate armor +1, shield +1, normal sword +3 (sees invisible).

• **Galatia Allatrian.** Born AC 979; apparent age 30. Galatia is a creator of garments whose designs are sought out by noblewomen of many nations. Though somewhat settled down, she is still the prankster she was when she was a young girl; she is Asteriela Torion's chief conspirator, and devoted to the queen. *Hair:* Red, worn long and straight. *Eyes:* Brown. *Height:* 5'3". Copper-skinned; delicate and merry features; wears very colorful, innovative gowns. *Combat Notes:* M10; AC 6; hp 28; MV 120' (40'); #AT 1

spell; Dmg by spell; Save M10; ML8; AL N. S9 I18 W11 D12 Co10 Ch15. *Magical Items:* wand of illusion, ring of invisibility, ring of protection +3.

• **Garafael Galcifel.** Radiant General of the City of Stars, Warlord of Aengmor. Born AC 446; apparent age middle-aged shadow elf. The greatest general of the Shadow Elves, he planned the successful invasion of Allheim and controls the military forces in Aengmor. He is thoroughly loyal to King Telemor and so keeps Tanadaleyo's ambitions in check for the time being. In person, he is rather militaristic and boring. *Hair:* White. *Eyes:* Grey. *Height:* 5'7". Pale-skinned. Always wears white. He has scars that go entirely around both elbows—both arms were severed at the elbow but magically reattached many years ago. *Combat Notes:* E20; AC -8; hp 91; MV 90' (30'); #AT 3 normal sword; Dmg 1d8+7; Save E10 (automatic half damage from breath weapon); ML12; AL L. S18 I13 W10 D15 Co18 Ch13. *Weapon Mastery:* Master of the Normal Sword. *Magical Items:* chain mail +5, shield +4, normal sword +4, ring of protection +2, rod of victory.



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• **Geir Hordson.** Prince of Ostland. Yrsa's second son is 14. He has lived in the shadow of his more popular, more personable brother for years now and, under Asgrim's tutelage, is coming to hate Finn and to want the throne for himself. He is a follower of Asgrim's traditionalist opinions, but does not realize how much he would be Asgrim's puppet if he assumed the throne. No stats are provided for him; he is still a Normal Man (Boy).

• **Geoffrey of Grunturm.** Born 962; apparent age 40. Geoffrey was born in the Heldannic town of Grunturm. He adventured there through much of his youth, but found most of his good efforts being thwarted by the Heldannic Knights. Disgusted by the native Heldanners' unwillingness to rise up against the Heldannic Knights, he left and became a hero of Norwold. He is a serious, intense man, ferocious in combat; but he is capable of great kindness. *Hair:* Grey; beard and mustache. *Eyes:* Blue. *Height:* 6'1". Geoffrey is a tall, well-built, imposing man. Though he is not normally inclined toward vanity, he dresses in looser tunics to help disguise the slight paunch he has acquired. *Combat Notes:* C36 of Frey; AC -4; hp 93; MV 90' (30'); #AT 1 mace; Dmg 1d6+3 (+5 vs. undead); Save C36; ML11; AL L. S10 I10 W15 D11 Co17 Ch9. *Weapon Mastery:* Grand Master of the Mace. *Magical Items:* mace +3 (+5 vs. undead), plate mail +3, shield +3, scarab of protection.

• **Geredek.** General of Ubul (Krugel Horde Territory), Geredek the Loud. Born AC 978; apparent age 30. The chief of Ubul is a young general named Geredek. His enemies think of him as something of a clown because of his boasting, his frequent duels to the death with challengers, and his excessive devotion to his handlebar mustachios, but his record of military successes against the Neathar is remarkable. He is tempestuous and short-tempered, very vain about his looks and mustache, but fair with his troops, hard-working, a born cavalry tactician. *Hair:* Black; handlebar mustache. *Eyes:* Brown. *Height:* 5'9". Yellow-skinned orc, bow-legged from years in the saddle, wears very colorful Krugel tabarko and clothes. *Combat Notes:* 20th level Krugel orc; AC 5 (leather armor and Dexterity bonus); hp 45; MV 120' (40'); #AT 1 bastard sword; Dmg 1d8+3; Save F20; ML7; AL N. S16 I11 W14 D17 Co13 Ch15.

• **Gorevitch-Wozslany, Morphail.** Prince of Boldavia, Baron of Igorov, Viceroy of Tchernovodsk. Born AC 693; became undead ca. AC 720; apparent age 30. Enjoys hunting and seducing. *Hair:* Black; short, widow's peak. *Eyes:* Black, with strange red highlights. *Height:* 6'2". Tall, handsome, rather menacing, pale skin, interesting teeth, always dressed in expensive Glantrian formal wear; he is a rather sinister romantic figure in Glantri. *Combat Notes:* MU28 and 9 HD *nosferatu*; AC 2; hp 55; MV 120' (40') (as bat, 180' (60')); #AT 1 bite; Dmg 1d4 or by spell; Save M28; ML7; AL C. S17 I18 W15 D11 Co14 Ch16.

• **Gratia.** Queen of Surshield, General of the Armies of Surshield. Born AC 967; apparent age 40. Dislikes idle chatter and idle hands; a tireless taskmaster; short-tempered, makes snap judgements, but later corrects the worst of them. *Hair:* Black. *Eyes:* Black. *Height:* 5'11". Slender and tough like a braid of rawhide; stiffly upright; light-skinned but tanned; good-looking but does nothing to accentuate her looks. *Combat Notes:* M16; AC 2 (Dexterity bonus and ring of protection); hp 36; MV 120' (40'); #AT 1 staff; Dmg 1d6+1 or by spell; Save M16; ML9; AL L. S13 I17 W14 D16 Co15 Ch9. *Magical Items:* flying carpet, gauntlets of ogre power, staff of dispelling.

• **Gylharen.** King of Wendar. Born 679; apparent age adult elf. Gylharen was a Wendar-region village leader, an experienced adventurer who protected his community very effectively, and who often toured Wendar, teaching the men and elves throughout the region to better defend themselves from invasions from the dangerous land of Denagoth to the north. Around the Year 900, the mysterious mage named Bensarian bestowed upon him the Elvenstar (see the description of Wendar), since Gylharen was the most obvious and most effective protector of the region. As king of Wendar, Gylharen behaves in a kindly and constructive fashion toward his subjects, but can be ruthless in his defense of Wendar. He is a lonely and troubled elf who feels himself to be the main defender of Wendar. *Hair:* Golden-blond. *Eyes:* Black. *Height:* 5'9". Gylharen is willowy, like most elves, and usually looks troubled and distracted. He tends to wear flowing tunics in forest colors. *Combat Notes:* E10; AC 0; hp 40; MV 90' (30'); #AT 1 sword or spell; Dmg 1d8+3; Save E10; ML8; AL

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L. S13 I17 W13 D10 Co9 Ch14. *Magical Items:* chain mail +3, shield +1, normal sword +2.

• **Harald Gudmundson.** King of Vestland. Born 954; apparent age 55. A mighty fighter in his youth, he is now a middle-aged widower with more affection for trade and politics than for fighting. He is quite open to new ideas and settlers from distant countries; he has sent his sons and daughters to be educated in foreign lands (especially Minrothad) so that they will bring back new mercantile knowledge to Vestland. *Hair:* White; heavy beard and mustache. *Eyes:* Light blue. *Height:* 5'11". A lean, stately man who makes much of combing through his beard while thinking over the issues. *Combat Notes:* F15; AC 5 (scale mail and shield); hp 56; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+2; Save F15; ML8; AL L. S13 I17 W15 D10 Co11 Ch13. *Magical Items:* normal sword +1.

• **Hembeek, Jan.** Gnome-Advocate of Oostdok. Born 966; apparent age middle-aged gnome. Hembeek is the puppet of the Heldannic rulers of Oostdok, but only outwardly. In his day-to-day occupation, he represents the interests of the gnomes before Governor-General Hundkopf, and is only occasionally successful at winning tiny concessions from the Heldanner. Behind the scenes, he coordinates rebel activities against the Heldanners. He maintains a pose as a cringing sycophant of the Heldanners; consequently, most of his own people, other than his rebel friends, hate him. When working with the rebels, he is grim and quiet. *Hair:* Red. *Eyes:* Brown. *Height:* 3'3". Hembeek is an average-sized gnome in good shape. He typically dresses in gaudy, clownish garments which reinforce his image as an idiot. *Combat Notes:* AC 5; HD 1, hp 4; MV 60' (20'); #AT 1 dagger; Dmg 1d4+3; Save D1; ML10; AL L. S13 I18 W12 D10 Co12 Ch13. *Magical Items:* dagger +2.

• **Hillsbury, Dolores.** Baroness of Fenswick. Apparent age 23. Though she pretends to be the child of Lady Margaret Hillsbury of Fenswick and Prince Volospin Aendyr of Blackhill, Dolores is actually an alternate identity for Synn, a chaotic dragon. In person, she is charming, with a cutting sense of humor. In her persona and in truth, she enjoys the backbiting politics of Glantri. Her current goal is to become the true ruler of Glantri and to alter that nation to a haven of chaos and

monstrosity. *Hair:* Black, worn long and straight. *Eyes:* Black. *Height:* 5'7". Dolores is a tall, slender woman, very comely, pale of complexion and beautiful of feature. In social situations, she tends to wear long evening gowns in black or other dark hues; in the field, she wears stylish hunting garments. *Combat Notes:* M36 (often pretends to be lower-level); AC 9; hp 78; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M36; ML5; AL C. S10 I17 W9 D12 Co18 Ch17.

• **Hovar Duck Watcher.** Shaman of the Elk Clan (Atruaghin Clans). Born AC 948; apparent age 50. He is a cheerful, portly cleric who prefers philosophy and meditation to combat. Quiet, contemplative, and gentle by nature; he dislikes combat. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". Copper-skinned; portly and unthreatening. *Combat Notes:* C18 of Atruaghin; AC 9 (quilt armor and Dexterity penalty); hp 43; MV 90' (30'); #AT 1 mace; Dmg 1d6-1; Save C18; ML6; AL L. S8 I17 W17 D8 Co5 Ch15.

• **Hundkopf, Karl.** Heldannic Governor-General of Oostdok. Born 979; apparent age 30. General Hundkopf is a native-born Heldannic Knight of Hattian descent. His most important trait is his overpowering loyalty to his order; he is actually a rather brutal and stupid man. Only when the gnomes of Oostdok are actually hurting themselves to obey his orders is he truly happy. *Hair:* Brown. *Eyes:* Blue. *Height:* 6'6". Karl is a huge man—a block of muscle in a tunic. He is content to dress in simple trousers and his Heldannic Knights surcoat (with the rampant lion embroidered on the front). *Combat Notes:* 14th level cleric of Vanya; AC 0; hp 50; MV 90' (30'); #AT 2 two-handed sword; Dmg 1d10+5; Save C14; ML7; AL N. S18 I8 W9 D12 Co16 Ch12. *Magical Items:* plate mail +3, two-handed sword +2.

• **Hyraksos, Adriana.** Princess of Karameikos. Born AC 980; apparent age 30. Lady Adriana is Stefan Karameikos' eldest child. She spent years under an assumed name struggling as a common soldier in Thyatis before returning to her true name and duties. Five years ago she wed Devon Hyraksos, son of Duke Stefan's former minister of war; the couple has two children. She is known as a practical, though not particularly ambitious, noblewoman. She is independent and likes the outdoor life. *Hair:* Copper-Red. *Eyes:* Brown.

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Height: 5'5". Very freckled; like her father, at ease in any sort of clothes. *Combat Notes:* F10; AC 0 (plate mail, shield, Dexterity bonus); hp 48; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+2; Save F10; ML9; AL L. S13 I11 W14 D16 Co11 Ch13. *Magical Items:* normal sword +1.

• **Hyraksos, Devon.** Prince of Karameikos. Born AC 977; apparent age 35. Lord Devon, husband of Adriana Hyraksos, is a keen sailor and expert at anti-pirate tactics. He would very much like to be the next ruler of Karameikos, though if push came to shove he wouldn't be too unhappy as the next minister of war or commander of the navy. He loves sailing and hunting pirates. *Hair:* Black (trim mustache and beard). *Eyes:* Blue. *Height:* 6'2". Hair perpetually mussed no matter how well-tended; prefers naval uniforms with a piratical flair to them. *Combat Notes:* F12; AC 2 (plate mail and shield); hp 68; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+4; Save F12; ML10; AL L. S16 I13 W10 D12 Co18 Ch15. *Magical Items:* normal sword +2 (of flying).

• **Idon II.** King of Eadrin. Born 899; apparent age adult elf. King Idon II rules here now. He was once merely consort of Queen Eadra XIII, but he was inland hunting when Alphatia sank; the first shockwaves killed Queen Eadra but spared him. When Alphatia awakens, he will be the most likely noble to succeed Eadra, who died without heir. He is a responsible, very deliberately sensitive elf; he alternates between a genuine desire to help people and a neurotic need to have people love him. *Hair:* Golden-blond. *Eyes:* Golden. *Height:* 6'. A handsome, rather haunted-looking elf; he dresses in dark purples and blacks to accentuate the pallor of his features. *Combat Notes:* E10; AC 2; hp 40; MV 90' (30'); #AT 2 normal sword or spell; Dmg 1d8+6; Save E10; ML7; AL N. S16 I17 W10 D12 Co9 Ch15. *Magical Items:* chain mail +3, normal sword +4.

• **Jaervosz Dustyboots.** Sheriff of Seashire, War-Leader of the Five Shires. Born AC 951; apparent age 50. A hard, military personality under harsh self-control. *Hair:* White. *Eyes:* Golden-brown. *Height:* 3'3". Light-skinned; ramrod straight, alert, soldier's bearing, wears simple clothes. *Combat Notes:* H8; AC 3; hp 43; MV 90' (30'); #AT 1 hand axe; Dmg 1d6+4; Save H3; ML9; AL L. S15 I17 W18 D14 Co16 Ch15. *Weapon Mastery:* Master of

the Hand Axe (melee, not thrown). *Magical Items:* hand axe +3, hand axe +1, chain mail +2.

• **Junna.** Queen of Randel. Born AC 982; apparent age 25. Junna is a noted writer and poet, and is technically ruler here; she is a mid-level cleric of the Immortal Alphatia. However, when Alphatia reawakens, she will not be able to hold her nation with the loyal troops she still commands. The clerical temples of her order will have to step in to maintain the peace, and it is likely that the order will keep some of that political power when things are settled. She has an artistic temperament—occasionally short-tempered, devoted to her writing and poetry as well as to the Immortal Alphatia. *Hair:* Brown. *Eyes:* Golden-brown. *Height:* 5'4". Copper-skinned, well-built. Never wears jewelry, including her royal crown. Wears gowns; sleeves brightly-embroidered with ink-stains. *Combat Notes:* C16 of Alphatia; AC 1; hp 40; MV 90' (30'); #AT 1 mace or spell; Dmg 1d6+5 or by spell; Save C16; ML10; AL L. S17 I11 W16 D10 Co11 Ch13. *Magical Items:* plate mail +2, mace +3.

• **Kanafasti.** Royal Wizard to King Telemon (City of the Stars). Born AC 214; apparent age elderly shadow elf. Kanafasti is an old, sly elf who has been a major player in Shadow Elf politics for longer than most nations have been established. He is a careful, cunning shadow elf who seldom reveals what he is thinking. Among friends, he reveals himself to be cultured, with a morbid sense of humor. Tandaleyo is one of his friends. *Hair:* White, receding at temples. *Eyes:* Grey, slightly watery. *Height:* 4'8". Kanafasti remains sly despite his advanced years. He wears simple white robes. *Combat Notes:* E18; AC 0; hp 39; MV 90' (30'); #AT 1 spell; Dmg by spell; Save E10; ML10; AL N. S9 I18 W16 D13 Co9 Ch9.

• **Karameikos, Justin.** Prince of Karameikos. Born AC 982; apparent age 25. Justin, age 28, is Stefan's second child. He has never displayed a temperament for rule, though he is an accomplished merchant and bargainer. He is stubborn, very reserved, and he loves quiet, intense negotiating. *Hair:* Dark brown, clean-shaven. *Eyes:* Brown. *Height:* 5'7". Prefers common seaman's dress. Handsome, but withdrawn-looking. *Combat Notes:* F7; AC 0; hp 35; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+1; Save F7; ML7; AL L. S9 I17

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W13 D12 Co9 Ch14. *Magical Items:* chain mail +2, shield +2, normal sword +1, dagger +3.

• **Karameikos, Olivia.** Queen of Karameikos. Born AC 959; apparent age 50. She is very reserved, of perfect composure, an "ice queen." She is not always in agreement with her husband, however, and desires that the throne fall to her youngest son, Valen. *Hair:* Dark brown, long but worn up. *Eyes:* Icy blue. *Height:* 5'4". Ethereally slender. Royal manner; good-looking in a very patrician way. *Combat Notes:* T12; AC 7; hp 46; MV 120' (40'); #AT 1 dagger; Dmg 1d4; Save T12; ML9; AL N. S7 I16 W13 D16 Co9 Ch14.

• **Karameikos, Stefan.** King of Karameikos. Born AC 948; apparent age 55. Though aged, Stefan is still an imposing figure and a fit, vigorous fighter. He recognizes his own mortality and is taking steps to ensure that his throne is steady when he passes it on. His obvious preference is that his daughter Adriana and her husband be the next rulers of the nation. He is gruff, and very candid (often rude) of speech. He is fair and even-handed, but unable to acknowledge evil in members of his own family. *Hair:* Grey, streaks of red; beard and mustache. *Eyes:* Blue. *Height:* 5'9". Burly; dresses in whatever gear is appropriate to the situation, and comfortable in all of it. *Combat Notes:* F20; AC -1 (plate mail and magical bonuses); hp 90; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+4; Save F20; ML10; AL L. S16 I13 W15 D16 Co14 Ch17. *Weapon Mastery:* Grand Master of the Normal Sword. *Magical Items:* shield +2, ring of protection +1, normal sword +2.

• **Karameikos, Valen.** Prince of Karameikos. Born AC 986; apparent age 25. Valen is clever and energetic, and now reaching the end of his "wanderlust" years. He may be ready for the throne his mother wishes to give him. *Hair:* Black. *Eyes:* Blue. *Height:* 5'9". Very lean, handsome; alert eyes; prefers costly clothing in very simple styles. *Combat Notes:* T10; AC 2 (leather armor and ring of protection); hp 25; MV 120' (40'); #AT 1 normal sword; Dmg 1d8; Save T10; ML7; AL N. S9 I14 W10 D18 Co12 Ch14. *Magical Items:* ring of protection +2.

• **Kendach, Marie.** Countess of Kendach. Born AC 990; apparent age 20. Marie, a fighter, inherited the rule of this dominion when her mother, Countess Julia, died fighting the

Alphatians. She is a young woman strongly influenced by her mother's advisors while she learns to handle the reins of power. Still inexperienced, she depends overmuch on the opinions of others; she is driven to seek revenge against Alphatians for the death of her mother. *Hair:* Black. *Eyes:* Brown. *Height:* 5'7". Though brave in combat, often looks like an uncertain teenager; good-looking but no great beauty; like her mother, wears white outfits with blue surcoats. *Combat Notes:* F9; AC 1 (chain mail, shield, ring of protection); hp 45; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+4; Save F9; ML10; AL N. S16 I13 W12 D10 Co11 Ch14. *Magical Items:* ring of protection +3, normal sword +2.

• **Kikania.** Queen of Foresthome. Born AC 985; apparent age 25. Kikania is a young magic-user and former adventurer. Her aunt and uncle, the former queen and king, disappeared just before Alphatia sank; though she would prefer to explore this vast new Hollow World, she remains on the Foresthome throne at least until the disaster's aftereffects are diminished. *Hair:* Honey-blond. *Eyes:* Green. *Height:* 5'6". Copper-skinned; very lean; dresses in leather tunics and trousers, often mistaken for a roguish thief. *Combat Notes:* M14; AC 4; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save M14; ML8; AL N. S13 I17 W14 D16 Co12 Ch14. *Magical Items:* ring of protection +3, dagger +3, dagger +2.

• **Kiuss.** Malpheggi Shaman and Clan-Leader. Born 944; apparent age adult lizard man. Cold and vicious; cares only for her own clan, and is willing to sacrifice anyone else, including other lizard men for a little personal gain or clan improvement. *Hair:* None. *Eyes:* Green. *Height:* 6'8". Blue hide aging to silver. *Combat Notes:* level 6 lizard man fighter/shaman; AC 5; hp 25; MV 60' (20') on land, 120' (40') swimming; #AT 1 club; Dmg 1d4+2; Save C6; ML3; AL C. S17 I10 W12 D11 Co9 Ch10.

• **Kjodar Triudar's Son.** Chief of Kiefstat (Antalian Wastes), Captain of *Donar's Fury*. Born AC 956; apparent age 40. Kjodar is the chief of the town of Kiefstat, and, more importantly, the most successful of the Antalian pirate captains, and the leader of expeditions reaching as far as the Nithian Empire. Kjodar is middle-aged and cunning; a

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fine warrior, he still prefers to defeat his enemies through cleverness rather than reach a warrior's death prematurely. He is more cultured than many Antaliens and likes verbal fencing with visitors to his court. *Hair:* Blond, greying, worn long, with heavy beard and mustache. *Eyes:* Brown. *Height:* 6'4". Massive, well-built, unusually hairy; wears heavily-studded armor enamelled in black. *Combat Notes:* F25; AC 0 (banded mail and magical shield); hp 75; MV 90' (30'); #AT 3 sword; Dmg 1d8+6; Save F25; ML6; AL N. S17 I16 W12 D10 Co11 Ch13. Weapon Mastery: Master of the Normal Sword and of the Battle Axe. *Magical Items:* shield +3, sword +4.

• **Koblan Dracodon.** King of Stonewall. Born 944; apparent age 40. Koblan's last name is actually a nickname: it means "dragon-tooth," and stems from a time when he pulled one from a live dragon. Yes, he was a great adventurer, but not that great; in his early years, he was trained as a dentist and had a chance to survive a dragon encounter by doing some dental work. Though Stonewall is a highly militarized nation, Koblan isn't very military-minded; he's a merry, strange man who decorates his palace with teeth from an awesome variety of monster species. *Hair:* Black. *Eyes:* Brown. *Height:* 5'9". Koblan is a portly man, but very vigorous. He is copper-skinned like most Alphatians. He dresses in white gowns cut to resemble Alphatian doctors' frocks. *Combat Notes:* M20; AC 8; hp 34; MV 120' (40'); #AT 1 fist or spell; Dmg 2d8+1 or by spell; Save M20; ML5; AL C. S10 I15 W12 D14 Co11 Ch13. *Magical Items:* girdle of giant strength, dagger +1.

• **Kol XIV.** High Doge of Kol (ex-king of the Kol region of the Broken Lands). Born AC 961; apparent age 50. Kol is an intelligent, ambitious kobold, leader of the kobold nation in King Thar's union. He is said to be communicating with the Princes of Glantri, negotiations that might lead to South Monsterland being recognized as a true principality, and to many of the land's humanoids being conscripted into special units of Glantri's army. The Glantrian high council scoffs at this rumor. King Thar does not; he knows that if such negotiations were to be accomplished, he, Thar, would be thrust out of power, since a non-magician cannot rule a Glantrian principality. *Hair:* White; thin mustache. *Eyes:* Black.

Height: 3'. Small horns inlaid with gold and semi-precious stones; wears red toga and crown of fungus instead of laurel. *Combat Notes:* level 26 kobold, level 5 wokani (9 HD, 9d4+40 hp); AC 5; hp 62; MV 90' (30'); #AT 1 dagger or spell; Dmg 1d4 or by spell; Save F9; ML5; AL C. S12 I14 W12 D16 Co13 Ch13.

• **Korolo Togoro.** King of the Tanagoro. The Togoro (Togoro means "king"). Born AC 975; apparent age 35. Son and grandson of Tanagoro kings, he is 35, a competent planner whose ideas run to finding water and storing food more efficiently. But he is advised by his father's war-leaders, and, so long as he listens to them, he will be able to lead his people effectively in war. *Hair:* Black. *Eyes:* Brown. *Height:* 6'2". Black-skinned; lean; wears almost no jewelry. *Combat Notes:* F10; AC 6 (Dexterity bonus and normal shield); hp 38; MV 120' (40'); #AT 1 spear; Dmg 1d6+2; Save F10; ML8; AL L. S17 I13 W15 D17 Co9 Ch11.

• **Koryn.** King of Ne'er-do-well, Koryn the Harpist, The Big Dipper. Born AC 948; apparent age 50. Koryn is a retired "dipper" (pick-pocket) who now plays the harp and rules the island. He adores the artistry inherent in thievery and confidence games, though (unusual in a thief) he has little interest in personal profit. *Hair:* Black. *Eyes:* Black. *Height:* 6'. Lean, elegant; copper-skinned; wears black clothes with gold piping; has long fingers. *Combat Notes:* T36; AC -2; hp 80; MV 120' (40'); #AT 1 normal sword; Dmg 1d8+4; Save T36; ML7; AL N. S16 I16 W12 D18 Co9 Ch10. *Magical Items:* leather armor +3, ring of protection +3, normal sword +2.

• **Krogada the Itchy.** Tribal War-Chieftain (Beast-men Wastes). Born AC 990; apparent age young-adult beast-woman. Krogada is a young, ambitious war-chieftainess. Her aim is to unite dozens or hundreds of Beastmen tribes into an army and seize more fertile Icevale and Antalian lands; if she has her way, all the northern parts of Icaria could be at war within a few months. *Hair:* Black hair, worn long in one braid. *Eyes:* Red. *Height:* 4'4". Reddish-brown skin, pointed ears, even human-like teeth; wears black leather garments. *Combat Notes:* level 16 beast-woman; AC 4 with leather armor and shield; hp 57; MV 120' (40'); #AT 1 hand axe; Dmg 1d6+1; Save F16; ML10; AL N. S15 I13 W10 D11 Co14 Ch18. *Magical Items:* shield +2.

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• **Kryndylya.** Queen of Haven. Born AC 935; apparent age 35. Kryndylya is an artisan, a collector of statuary, and a beautifier of her land; she was greatly influenced by the artistic efforts of her friend Mylertental. She is a ruler of average ability, but she keeps her nation beautiful. *Hair:* Black. *Eyes:* Black. *Height:* 5'5". Kryndylya is a strongly-built woman who does not dress to disguise the fact. Though of common Alphatian descent, she has used spells to give her the black coloration of a Pearl Islander; she prefers clothes that go well with her new skin. She wears gold or white gowns that display her broad shoulders to good advantage. *Combat Notes:* C36 of Kagyar; AC 9; hp 60; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M27; ML7; AL N. S9 I16 W18 D10 Co11 Ch13. *Magical Items:* ring of human control, staff of commanding.

• **Lernal the Swill.** Governor of Landfall. Born AC 975; apparent age 55. Lernal, governor of Landfall, is a drunkard and a weakling, easily bossed by the head of the Thieves' Guild, the real political power in the town. Lernal has destroyed his liver through too many years of hard drinking, and is slowly dying; the Thieves' Guild has so many times arranged for him to be brought back to health that he has developed a resistance to healing spells, and cannot last much longer. Now that he is dying, he laments the way he has wasted his life. *Hair:* Brown, scruffy; clean-shaven, but not recently. *Eyes:* Brown, watery. *Height:* 5'10". Overweight, usually inebriated, wearing wine-stained tunics, often forgets where his pants are; there are signs that he might have been handsome had he stayed sober and in shape. *Combat Notes:* F6; AC 0 (magical plate mail and shield); hp 30; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+2; Save F6; ML3; AL N. S10 I12 W13 D10 Co14 Ch7. *Magical Items:* normal sword +2, plate mail +2.

• **Lin-Dieu, Teng.** See Teng Lin-Dieu. Teng is the family name, but is customarily given first.

• **Llynara.** Queen of Bettelyn. Born 922; apparent age 75. Queen Llynara survived Alphatia's sinking and has retained power. She is elderly and overweight, famous for appreciation of the good life, but she chose her military commanders well and is still in power because of them. She is an experienced magician who specializes in spells which manipulate or command people. *Hair:* Brown. *Eyes:*

Brown. *Height:* 5'. Copper-skinned; quite overweight; wears voluminous robes which accentuate rather than diminish her rotund figure; cheery features. *Combat Notes:* M27; AC 9; hp 38; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M27; ML7; AL N. S9 I16 W18 D10 Co11 Ch13. *Magical Items:* ring of human control, staff of commanding.

• **Lodrig III.** King of Notrion. Born AC 990; apparent age 20. A young wizard of an argumentative disposition, Lodrig recently inherited the throne from his father Lodrig II, who died during the events of the **Wrath of the Immortals** timeline. He is a poor organizer whose solution to bad situations is to increase taxes, give them to the military, and have the military keep order. Advisors and courtiers easily manipulate him; likes to please himself. *Hair:* Black. *Eyes:* Blue. *Height:* 6'4". Tall, lean, pale-skinned, of the "pure" Alphatian race. *Combat Notes:* M9; AC 9; hp 24; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4 or by spell; Save M9; ML4; AL N. S9 I18 W6 D10 Co11 Ch13. *Magical Items:* staff of wizardry.

• **Lornce M'Jozee.** King of East Portage, "Baron Lornce." Born AC 965; apparent age 45. Lornce M'Jozee is a rogue, far more interested in being a ladies' man than a good ruler. He is interested in making the best deal possible with Thyatis—the better to ensure his personal safety and to head off some time-consuming and most dangerous war. He is a sometimes arbitrary and unfair ruler, but very popular for his wit and looks. *Hair:* Black, mustache and beard, all close-trimmed and rakish. *Eyes:* Black. *Height:* 6'. Trim build; copper-skinned; handsome; wears simple blue pants and tunics but very elaborate jewelry and belt-sheathes. *Combat Notes:* M25; AC 0; hp 40; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save M25; ML7; AL C. S13 I18 W15 D9 Co11 Ch15. *Weapon Mastery:* Master of the Staff, Master of the Dagger (melee, not thrown). *Magical Items:* bracers of defense AC 0, ring of spell-turning, dagger +3.

• **Maeragh Littlelaughs.** Sheriff of Eastshire. Born AC 959; apparent age 50. Humorous, rigid, but fair. *Hair & Eyes:* Brown. *Height:* 3'1". Unsmiling; piercing eyes; light-skinned; wears drab clothing. *Combat Notes:* H8; AC 9; hp 37; MV 120' (40'); #AT 1 short bow; Dmg 1d6+2; Save H8; ML9; AL L. S12 I17

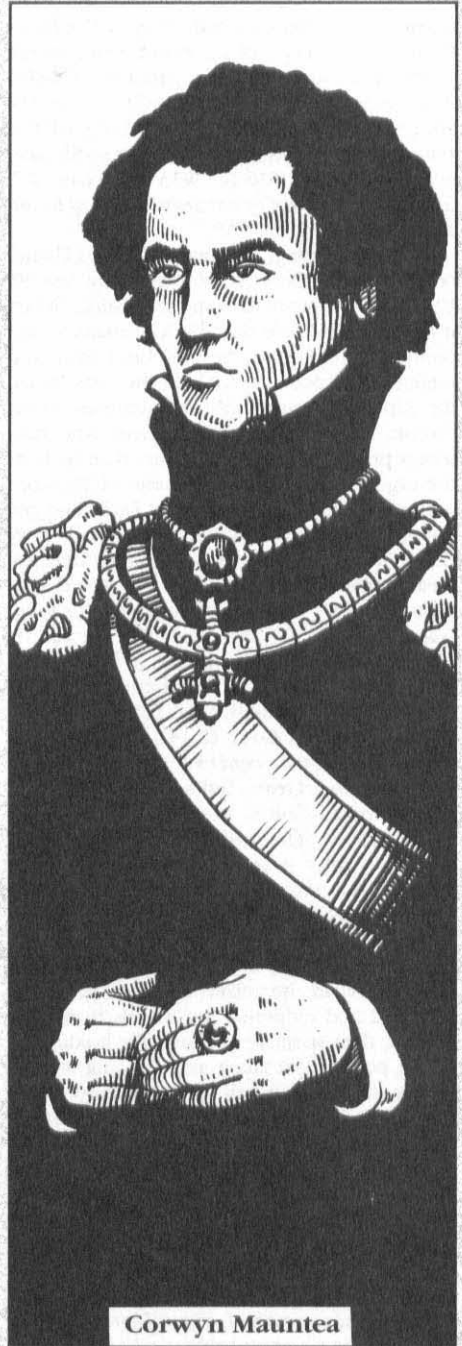
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W16 D17 Co13 Ch15. *Magical Items: short bow +2.*

- **Mariella.** "Baroness" (Queen) of Qeodhar. Alias Hyldeborg. Born 983; apparent age 25. Mariella is the daughter of Empress Eriadna by her chief general, Torenal; she is full sister of Ericall. Many years ago, she first attracted the eye of Norlan, the "Baron" of Qeodhar, who fell in love with her—or possibly with her connections to the imperial throne. Norlan courted her incessantly for years, though Eriadna opposed the match; Mariella ran away from home several times, travelling under the name Hyldeborg, to be with her lover. When Eriadna died in the Sundsvall tragedy, Norlan married her while she was still in shock. Though that was not long ago, the honeymoon is over; Mariella is now finally realizing what an arrogant, ambitious creep Norlan is, and Norlan has discovered that Mariella means less to him now that the empire is no longer attached to her. Mariella is immature and spoiled, not at all easy to be around. She is a Normal Human.

- **Mauntea, Corwyn.** President of the Merchant's Council, Chancellor of Darokin, "The Merchant King." Born AC 954; apparent age 50. Corwyn, great-grandson of famous Darokin leaders, has been President of the Merchant's Council and Chancellor of Darokin since AC 988. Men of other nations who are uncomfortable with Darokin's tradition of republican government and elected leaders like to refer to him as the "Merchant King," though he is not in fact a king. Corwyn is an alert, diplomatic man with great skill as a merchant and negotiator. *Hair:* Black; beard and mustache. *Eyes:* Brown. *Height:* 5'10". Light-skinned; portly, comfortable-looking; wears rich clothing in subtle colors. *Combat Notes:* T6; AC 0 (Dexterity bonus, leather armor, and *ring of protection*); hp 20; MV 120' (40'); #AT 1 sword; Dmg 1d8+3; Save T6; ML7; AL N. S13 I15 W10 D18 Co12 Ch11. *Magical Items: ring of protection +4, normal sword +2.*

- **McGregor, Brannart.** Prince of Klantyre, Viscount of Crownguard, Viceroy of Sablestone. Born AC 927; apparent age 70, then embalmed. Hateful, loathes life and cheer of any sort; frantic to learn everything he can of magic and attain Immortality in the Sphere of Entropy. He conceals this personal ambition and the fact that he is a lich. *Hair:* White,



Corwyn Mauntea

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wispy. *Eyes:* White-clouded, creepy. *Height:* 6'. Gaunt, thin, creepy of appearance, wears full Great Kilts and other tartan garments. *Combat Notes:* M33 (9d6+24 HD lich); AC 0; hp 65; MV 90' (30'); #AT 1 touch or spell; Dmg 1d10 + *paralysis* 1d100 days (touch) or by spell; Save M33; ML10; AL C. S16 I17 W13 D11 Co16 Ch7. *Magical Items:* *staff of wizardry, boots of levitation, crystal ball with ESP.*

• **McRhomaag, Uthgaard.** Baron (Thane) of Caerdwicca. Born AC 960; apparent age 50. Uthgaard is a pirate of some reputation. When it became inevitable that the Alphatians would conquer Caerdwicca, he and his family and retainers escaped and took to the seas; when the Alphatians pulled out, he returned to his throne. He is a sneaky buccaneer who promotes piracy (and takes to it) any time he feels the urge, but is a strong supporter of Thincol I and is very loyal to his friends. *Hair:* Red but going grey (shaggy beard and mustache). *Eyes:* Blue. *Height:* 5'8". Stocky build; many freckles; wears tartan kilts; looks like a red-furred bear who should be playing bagpipes. *Combat Notes:* F25; AC 2 (plate mail, shield); hp 75; MV 90' (30'); #AT 3 claymore (bastard sword); Dmg 1d6+5 (claymore one-handed), 1d8+5 (claymore two-handed); Save F25; ML7; AL C. S17 I13 W10 D9 Co12 Ch14. *Magical Items:* *claymore (bastard sword) +2, rod of dominion.*

• **Meditor, Oran.** Ruling Guild Master of the Minrothad Guilds. Born AC 839; apparent age adult elf. The "ruler" of the Minrothad Guilds, if ruler is the proper word, is Oran Meditor. A canny and far-sighted elf, he was appointed as figurehead Ruling Guild Master by the Minrothad Council of Guild Leaders, who expected him to remain quiet and obey orders. Instead, he seized as much power as he could and reopened the islands to outside contact, then spent years frantically holding on to the power he'd taken and dodging assassination attempts. To half the population of the Guilds, he is a hero steering them confidently into the future; to the other half, he is a madman upsetting the proper order of things. *Hair:* Very light blond. *Eyes:* Blue-gray. *Height:* 5'7". Lean, pale, harrassed-looking. *Combat Notes:* E10; AC 1; hp 50; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+2; Save #10; ML11; AL N. S11 I15 W17 D13 Co10 Ch14. *Magical Items:* *leather armor +1, ring of projection +4, silver dagger +2, elven boots.*

• **Mellora.** Dryad-Queen of Limn. Born AC 800; apparent age young-adult dryad. Mellora has been the mate of Drushiyed for 110 years and ruler of Limn for a century. She is devoted to the stability of her kingdom but otherwise not interested in power; personally, she is passionate and inquisitive. *Hair:* Green, worn long and loose. *Eyes:* Green. *Height:* 4'11". Very pale skin; wears short-skirted spider-silk robes in green and white. *Combat Notes:* 10th-level dryad druid; AC 2 (natural dryad AC plus Dexterity bonus); hp 25 (2d6+14); MV 120' (40'); #AT 1 spear, spell, or *charm*; Dmg 1d6, or by spell or *charm*; Save E4; ML7; AL N. S9 I10 W17 D18 Co13 Ch15.

• **Moglai Khan.** The Golden Khan, Great Khan of the Ethengars, Khan of the Murkits. Born AC 958; apparent age 50. Moglai Khan, the Golden Khan, is leader of all the Ethengarians. Moglai has been in power for 25 years and has helped keep his people together as a formidable fighting force, but has not been successful at smashing and conquering enemies of the Ethengarians; the Glantrians and Haldanners are still powerful forces, in spite of the hatred the Ethengarians bear for them. For this reason, there is increasing dissent among the Ethengarians; if they are to be united by one leader, they believe, they should be destroying enemies in all directions and collecting treasures unseen in decades. Moglai is friendly and charming, interested in everything he sees and hears, but he reveals nothing of what he actually thinks or feels. *Hair:* None; thin, long black mustache. *Eyes:* Black. *Height:* 5'7". Muscular and handsome; dark-skinned; wears golden silk robes or gilded armor. *Combat Notes:* F33; AC 1; hp 100; MV 90' (30'); #AT 3 sword; Dmg 1d8+3; Save F33; ML8; AL N. S16 I14 W13 D14 Co13 Ch16. Weapon Mastery: Grand Master of the Normal Sword, Master of the Bow. *Magical Items:* *medallion of ESP, scale mail +4, normal sword +2.*

• **Monpac the Sunwatcher.** The Oltec, King of the Oltecs. Born 935; apparent age 75. He is peaceful and thoughtful, a scholar and astronomer; hopes to find a successor to keep the Oltecs free from Azcan tyranny. He is about 75 years old, still healthy, but he knows his years are numbered. *Hair:* Grey. *Eyes:* Black. *Height:* 5'5". Copper-skinned; thin and graceful; wears black kilts and cloaks. *Combat Notes:* C30 of Otzitiotl (Ixion); AC 9; hp 50; MV

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120' (40'); #AT 1 staff; Dmg 1d6; Save C30; ML9; AL L. S12 I15 W18 D9 Co11 Ch14. *Magical Items:* quill of copying, chime of time.

• **Mylertental.** Born AC 663; apparent age 60. Mylertental, when she was a young woman, was an extraordinary painter and sculptress. She started a craze of artistic beautification in her homeland. Today, her artistic style is widely studied and copied, and the rage of beautification still has not died. She does not care for violence, but can scarcely be called peaceful—she's too full of energy. In AC 900, she began the Path of the Paragon, but has been taking her time about reaching Immortality. *Hair:* White. *Eyes:* Brown. *Height:* 5'2". Mylertental looks like a kindly woman graduating from middle age to old age. She is copper-skinned like most Alphatians. She wears brilliantly-embroidered gowns depicting events and landscapes. *Combat Notes:* M36; AC 9; hp 60; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M36; ML6; AL L. S12 I18 W13 D11 Co13 Ch15.

• **Na-Do.** King of the People (Brutemen Territory). Born AC 982; apparent age 30. The king of the Brute-Men clan nearest Fang Cave is Na-Do (King of the People—a title rather than a name). He is a strong warrior less than thirty years old; his sire, the old chief, abandoned rule of the Brute-Men and now acts as advisor to his son. Na-Do is eager to pit himself and his warriors against sabre-tooth tigers, woolly mammoths, and other menaces of their area, but not to face the human and dwarf civilizations all around. *Hair:* Brown, short, spiky; short beard and mustache. *Eyes:* Black. *Height:* 5'10". Gnarled but powerful-looking body; intelligent eyes. *Combat Notes:* 10 HD brute-man; AC 7 (leather armor); hp 75; MV 120' (40'); #AT 1 spear; Dmg 1d6+3; Save C10; ML9; AL N. S18 I13 W10 D11 Co18 Ch12.

• **Naravipa Dagger Tooth.** Chief of the Tiger Clan (Atruaghin Clans). Born AC 968; apparent age 40. Naravipa is chief of the Tiger clans. A large, savage warrior, he does not speak with anyone outside his tribe: he merely tries to kill them. He enjoys stalking and torturing outsiders. *Hair:* Black. *Eyes:* Black. *Height:* 5'8". Stocky, sturdy-looking; brooding expression; copper-skinned; tattooed with tiger-stripes on shoulders and back. *Combat Notes:* F28; AC 8; hp 90; MV 120' (40'); #AT 3 spear; Dmg 1d6+6; Save F28; ML10; AL C. S18

18 W13 D14 Co13 Ch15. *Weapon Mastery:* Grand Master of the (Melee) Spear, Grand Master of the (Thrown) Spear. *Magical Items:* spear +3.

• **Necco the Black.** Governor of Baraga (Merry Pirate Seas), Pirate King. Born 952; apparent age 55. Necco, once an active pirate, is now devoted to comfort and sensual pleasures, but until 20 years ago he was the most feared pirate leader in all the seas. He sacked Huilaktima in the Azcan Empire and Moreus in the Milenian Empire; he became richer than any other pirate and retired with a staggering fortune. Though he is not now much of a fighter, he now wields great influence through the careful application of money. Today, he lives to enjoy himself, and delegates all duties to subordinates. He is lazy and hedonistic, but charming, fond of telling stories of his mis-spent youth as a pirate. *Hair:* Black; natty mustache. *Eyes:* Black. *Height:* 6'. Overweight but still well-muscled; wears unadorned garments of black silk. *Combat Notes:* F9; AC 9; hp 45; MV 120' (40'); #AT 1 normal sword; Dmg 1d8+4; Save F9; ML6; AL N. S16 I18 W14 D9 Co11 Ch14. *Magical Items:* normal sword +2, ring of regeneration.

• **Norlan.** "Baron" (King) of Qeodhar, Kjavik (Scourge) of Norzee (the sea west of Qeodhar). Born 972; apparent age 40. Norlan was the third-born son of the old king of Qeodhar. He was so ambitious and strong-willed that he convinced his other brothers to emigrate to Norwold rather than have to fight him for the throne. He achieved that throne in AC 996, when he was 24. A few years after that, he conceived a great passion for Mariella, daughter of the Alphatian empress, and only recently was able to marry her. The marriage is something of a failure, though, since he's such an awful human being and she's so immature. Norlan pretends to be swashbuckling and roguish, but he's actually, humorless, quick to avenge an insult, and just as quick to betray someone whose help he no longer needs. *Hair:* Brown. *Eyes:* Blue. *Height:* 5'11". Norland is pale-skinned (by nature—plus, it's hard to tan in the Qeodhar latitude), with sharp, darting eyes and an energetic manner. He dresses in rich, embroidered versions of common seamen's dress. *Combat Notes:* F24; AC 2; hp 75; MV 90' (30'); #AT 3 normal sword; Dmg 1d8+6; Save F24; ML9; AL C. S16

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I13 W10 D12 Co13 Ch12. *Magical Items:* normal sword +4, chain mail +3, ring of human control.

• **Nurokidu Nuar.** King of the Pearl Islands. Born AC 950; apparent age 60. Devoted to self-improvement; prefers to put good administrators in charge of specific government functions and let them do their jobs. Though technically a thief, he is what is called a "rake"—a thief who uses stealth skills for many purposes but does not steal. *Hair:* Black, very short. *Eyes:* Black. *Height:* 6'. Medium build; wears white kilt and strings of colorful shells. *Combat Notes:* T36 (rake); AC 7; hp 78; MV 120' (40'); #AT 1 dagger; Dmg 1d4+5; Save T36; ML8; AL L. S13 I11 W18 D17 Co9 Ch12. *Magical Items:* dagger +4.

• **Olaf Yarrvikson.** King of Oceansend. Born AC 961; apparent age 50. Olaf is the son of old king Yarrvik and grandson of the original Thyatian governor of the city. He is a middle-aged man, an experienced fighter who would prefer mining to defending his city against invaders. His father is still alive, but abdicated so that he would not grow weak on the throne. At heart, Olaf is a miner and engineer, but reluctantly performs the duties of king because he's better-suited to it than any other contender in Oceansend. *Hair:* Blond, greying; beard and mustache. *Eyes:* Blue. *Height:* 6'. Burly torso and muscular arms, but rather ordinary legs, give him a top-heavy look; wears brown and black garments suited to the mines; looks serious and a little sad. *Combat Notes:* F10; AC -2; hp 66; MV 90' (30'); #AT 1 sword; Dmg 1d8+5; Save F10; ML10; AL L. S18 I10 W15 D12 Co17 Ch9. *Magical Items:* plate mail +2, shield +2, normal sword +2, dagger +4.

• **Porphyriel.** Shaman of the City of the Stars. Born AC 273; apparent age young-adult shadow elf. Porphyriel has been a shaman of the Immortal Rafiel for centuries. Though she is old, she has the manner and vigor of a young shadow elf. She is calm, but eager for new knowledge. She quests for Immortality. *Hair:* White, worn long. *Eyes:* Blue, slightly slanted. *Height:* 5'3" (tall for a Shadow Elf woman). Porphyriel is ageless; the years do not seem to weather her. She normally wears the white garments of a shaman of Rafiel, but does decorate them with some fine embroidery. *Combat Notes:* 21st level elf-wizard (and



Porphyriel

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elf-shaman); AC 5; hp 57; MV 120' (40'); #AT 1 mace; Dmg 1d6+3; Save E10; ML11; AL L. S9 I13 W18 D13 Co13 Ch17. *Magical Items:* *sage* +3, *ring of protection* +3, *shield bracelet* (one turn to activate, then acts as *shield* +3 for one turn cures 50% of all damage inflicted on Porphyriel), *ring of regeneration*, *staff of dispelling*, *staff of healing*.

• Powakuan Sleeps-With-Open-Eyes.

Chief of the Bear Clan (Atruaghin Clans). Born AC 968; apparent age 40. Powakuan is a very alert man, but very slow of speech; he considers every sentence from several angles before he utters it. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". Powakuan does not take after his clan totem; he is lean and of average height. Like most Atruaghin clan members, he is copper-skinned. *Combat Notes:* F10; AC 7 (quilt armor and Dexterity bonus); hp 45; MV 120' (40'); #AT 1 mace; Dmg 1d6+3; Save F10; ML9; AL L. S17 I13 W10 D13 Co9 Ch12. *Magical Items:* *mace* +1.

• **Qinn.** King of Ar. Born 989; apparent age 20. Qinn, new King of Ar, is a grand-nephew of Qissling, the king of the former nation of Floating Ar. He is a mid-level magic-user, very young, but the only person left in Ar related to the old royal line; the military backs him. He is insecure in his new role, but conceals it well and has enough strength of personality to command his subjects. *Hair:* Black. *Eyes:* Purple. *Height:* 6'6". Extremely thin and tall; "pure" Alphatian with pale white skin; good-looking in a boyish way. *Combat Notes:* M10; AC 2 (*bracers of protection*); hp 35; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M10; ML9; AL L. S9 I18 W15 D9 Co14 Ch16. *Magical Items:* *bracers of protection* AC 2, *wand of fire balls*.

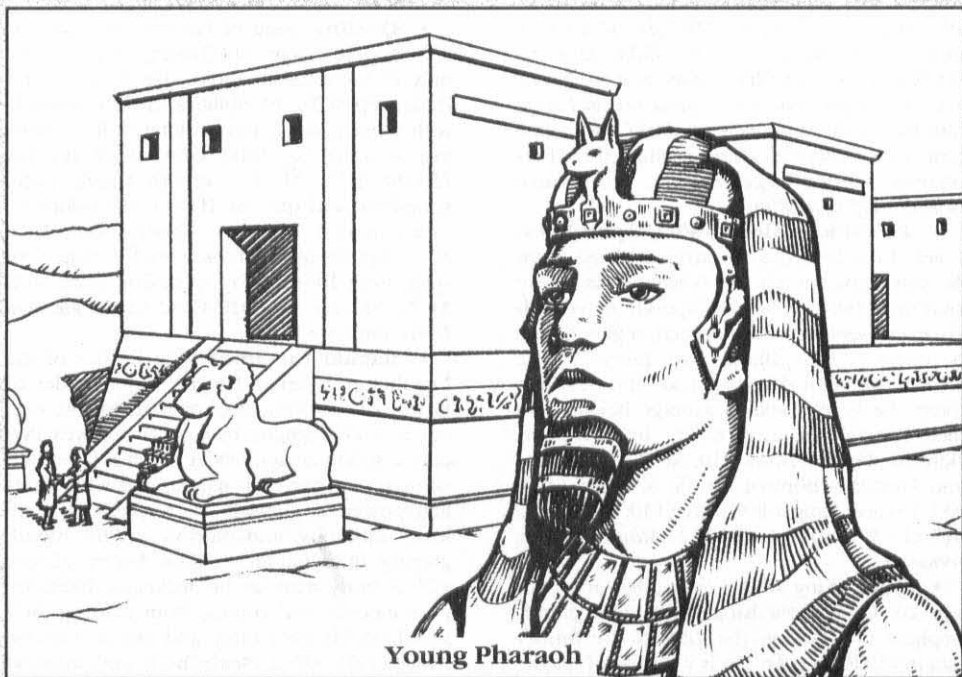
• **Qirklin.** Prince of Floating Ar, Patriarch of Valerias. Born AC 981; apparent age 30. Qirklin is a high-level cleric of Valerias. As Qissling has no children, it is likely that the throne will fall to Qirklin. He is amused by the frailties of mankind, and very tolerant; he is fond of games, and promotes romance and duelling. *Hair:* Red. *Eyes:* Black. *Height:* 6'1". Copper-skinned, very strong of appearance, lean; wears bright colors. *Combat Notes:* C20 of Valerias; AC 0; hp 54; MV 90' (30'); #AT 1 war hammer; Dmg 1d6+5; Save C20; ML9; AL L. S16 I10 W18 D12 Co13 Ch15. *Magical Items:* *plate armor* +1, *shield* +1, *war hammer* +3.

• **Qissling.** King of Floating Ar. Born AC 932; apparent age 50. Qissling is interested only in his magical studies. He possesses no leadership skills, no abilities to deal normally with other people, and no interest in socializing or romance. *Hair:* Gray. *Eyes:* Brown. *Height:* 5'11". He is a creepy figure, pale, wide-eyed and spectral. He is copper-skinned, as a common Alphatian. *Combat Notes:* M28; AC 9; hp 40; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save M28; ML4; AL N. S13 I18 W6 D10 Co12 Ch11. *Magical Items:* *dagger* +3.

• **Ragnar the Stout.** War Leader of the Nordhartar Defense League; Commander of Ragnar's Fort. Born 958; apparent age 50. Ragnar is a charismatic man who believes that only a strong central leader can make the Jarldoms into a powerful nation, and who wants that power for himself. He is pleasant, ruthless, ambitious, and patriotic. *Hair:* Blond, greying; thick mustache. *Eyes:* Amber. *Height:* 6'2". A burly man, as his nickname indicates; pins medals and piping from soldiers he's killed on his own tunic and armor. *Combat Notes:* F28; AC 2 (scale mail and magical shield); hp 100; MV 90' (30'); #AT 3 hand axe; Dmg 1d6+5; Save F28; ML11; AL N. S17 I10 W12 D9 Co16 Ch17. *Weapon Mastery:* Master of the Hand Axe. *Magical Items:* *shield* +3, *band axe* +4.

• **Ramenhotep XXIV.** Pharaoh of Thothia, King of Edairo. Born AC 985; apparent age 30. Ramenhotep XXIV, son of the previous Pharaoh, has been on the throne of Edairo for seven years. A youthful cleric, he has soothed the population of Edairo with his calm assurance that their greatness and the will of the Immortals will protect them from the barbarian Thyatians. He is determined to bring Thothia into the modern era and to vanquish ancient superstitions, but he fears assassination at the hands of traditionalists. *Hair:* Black. *Eyes:* Black. *Height:* 5'9". Catlike grace, finely-muscled; dark-skinned like most Thothians; piercing gaze; often dresses in very simple white linen kilts, or elaborate Thothian headdresses and garments for state events. *Combat Notes:* C10 of Rathanos; AC -3; hp 45; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d6+3; Save C10; ML9; AL L. S13 I10 W17 D18 Co13 Ch15. *Magical Items:* *scale mail* +3, *shield* +2, *war hammer* +2.

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Young Pharaoh

- **Ramose IV.** Pharaoh of Nithia, Patriarch of Rathanos. Born AC 970; apparent age 40. Ramose is an intelligent, educated man made grim by the duties of the Pharaoh and by the fact that his wife and children do not care for him. He is morose, intelligent, and stubborn. He loves building monuments to himself. *Hair:* Brown; clean-shaven. *Eyes:* Yellow-brown. *Height:* 5'11". Broad-shouldered, narrow-waisted, brown-skinned; heavy eyebrows; wears colorful kilts and cloaks; handsome but dangerous-looking. *Combat Notes:* C22 of Rathanos; AC 2 (scale mail and magical shield); hp 49; MV 90' (30'); #AT 1 mace; Dmg 1d6+2; Save C22; ML7; AL N. S13 I15 W17 D14 Co12 Ch16. *Magical Items:* two maces +1, shield +2, scarab of protection.

- **Rathyka.** Queen of the Wind-Like-Wolf Clan (Jennite Holdings), Princess of the Red Horns Clan. Born AC 989; apparent age 20. Rathyka was princess of another important Jennite group, the Red Horns Clan, before marrying Trudar. She is not especially warlike; she is most interested in preserving the great ranges where the aurochs feed. She becomes bloodthirsty only against those who

burn the plains. *Hair:* Light brown. *Eyes:* Black. *Height:* 5'9". Coppery skin; broad shoulders, very strong. *Combat Notes:* level 11 druid; AC 7; hp 36; MV 120' (40'); #AT 1 club; Dmg 1d4+2; Save C11; ML9; AL L. S16 I13 W18 D10 Co9 Ch15. *Weapon Mastery:* Master of the Club.

- **Reston of Akesoli.** King of Ierendi. Born AC 972; apparent age 35. Reston is a military man of Darokin, a former garrison commander who got tired of paperwork and returned to the adventuring life; three years ago, passing through Ierendi, he was drawn by the spirit of competition to enter the royal tournament, and won. He is an ex-military man, and very punctual, but he no longer has to act like a drill instructor so he treats all the soldiers like good pals. *Hair:* Blond, mustache and beard. *Eyes:* Green. *Height:* 6'. Deeply tanned, weathered-looking features, muscular build, handsome enough to be very popular with the ladies, wears sea-blue garments. *Combat Notes:* F26; AC -1; hp 80; MV 90' (30'); #AT 3 spear; Dmg 1d6+6; Save F26; ML8; AL N. S18 I12 W14 D13 Co11 Ch15. *Magical Items:* chain mail +4, spear +3.

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• **Rollodir**. King of Icevale, King in Argandir. Born 687; apparent age elderly elf. He is quiet, tolerant, and fond of good times. He knows well how to defend his nation against invaders. Rollodir is a past champion at axe-throwing and is always anxious to prove his skill against challengers. He does not know how to cast magic. *Hair*: White, very fine; wears long beard and mustache. *Eyes*: Blue. *Height*: 6'3". So lean he looks ghostly; wears white-furred garments and a silver crown. *Combat Notes*: E10; AC 2; hp 39; MV 90' (30'); #AT 2 two-handed sword; Dmg 1d10+3; Save E10; ML7; AL N. S13 I14 W18 D10 Co11 Ch15. *Magical Items*: chain mail +3, two-handed sword +2.

• **Santarian Keltander**. Mayor of Serraine. Born AC 970; apparent age adult pegataur. Santarian is a lifelong inhabitant of the flying city of Serraine; he has served as the captain of the pegataur defense force and as the city organizer of jousts, and has been mayor previously. He is a rather intense creature who lives by his word and hates the compromises that go hand-in-hoof with politics. *Hair*: Brown. *Eyes*: Blue. *Height*: 20 hands (6'8" at the shoulder). Santarian is a very sturdy, healthy-looking pegataur with a glossy coat and a long mane. He wears a heavy blue headband encribed with elvish symbols. *Combat Notes*: level 11 pegataur/level 4 shaman of Ilsundal; AC -3; HD 10+6; hp 78; MV 180' (60'), flying 360' (120'); #AT 2 hooves or 1 weapon; Dmg 1d6+3/1d6+3 or 1d10+7; Save D11; ML10; AL L. S18 I15 W10 D13 Co16 Ch15. *Magical Items*: plate barding +3, two-handed sword +4 (does not automatically lose initiative, casts *slow* spells five times per day, can *baste* wielder and six pegataurs or elves for three Turns once per day; name "Time-sweep").

• **Shaedrik Divotfoot**. Sheriff of Leeha. Born 977; apparent age 30. Shaedrik is a native-born halfling of Norwold; after a mispent youth adventuring in the giant-infested hills to the north, he returned to Leeha and was immediately elected Sheriff by the increasingly defense-minded halflings there. *Hair*: Blond. *Eyes*: Brown. *Height*: 3'2". Shaedrik is robust-looking, with mountain-lion scars on his right shoulder and collarbone. *Combat Notes*: H8; AC 2; hp 50; MV 90' (30'); #AT 1 short sword; Dmg 1d6+4; Save H8; ML8; AL L.

S16 I12 W13 D10 Co17 Ch14. *Magical Items*: halfling chain mail +1, shield +1, short sword +2.

• **Siaron Lagrius**. Queen of Lagrius. Born AC 959; apparent age 50. A direct descendant of the nation's founder, Siaron is grimly determined to keep herself on the throne and keep her nation safe in spite of what comes. A magician of average power, she is very good at finding loyal, competent underlings to act as her subordinates. Personally, she is somber, and enjoys reading and art. *Hair*: Red. *Eyes*: Brown. *Height*: 5'4". Copper-skinned; pudgy; dresses in dark, simple, moody gowns at court and light, elaborate gowns with her family. *Combat Notes*: M13; AC 9; hp 30; MV 120' (40'); #AT 1 staff or spell; Dmg 1d6 or by spell; Save M13; ML8; AL N. S9 I16 W13 D10 Co11 Ch9. *Magical Items*: ring of fire resistance, ring of x-ray vision.

• **Sighvat Hordson**. Prince of Ostland. Sighvat is the last child of Yrsa and Hord; he is three.

• **Sildil Seaeys**. Sheriff of Southshire, Leader of the Navy of the Five Shires. Born AC 978; apparent age 30. Short-tempered and very competitive. *Hair*: Red, curly. *Eyes*: Brown. *Height*: 3'1". Light-skinned but florid complexion; wears naval uniforms. *Combat Notes*: H8; AC 2 (chain mail and shield, Dexterity bonus); hp 31; MV 90' (30'); #AT 1 short sword; Dmg 1d6+2; Save H8; ML7; AL L. S15 I17 W16 D16 Co16 Ch15. *Magical Items*: short sword +1 of flying.

• **Sildreth II**. King of Greenspur. Born 947; apparent age 60. Sildreth inherited the throne from his mother, Sildya. Like her, he has a mania for self-sufficiency, which translates into a government that largely runs itself. *Hair*: Steel-grey. *Eyes*: Black. *Height*: 5'8". "Pure" Alphatian (pale skin). *Combat Notes*: C23 of Razud; AC 9; hp 40; MV 120' (40'); #AT staff or spell; Dmg 1d6+3 or by spell; Save M23; ML8; AL L. S12 I17 W15 D10 Co9 Ch11. *Magical Items*: staff +3, dagger +2, flying carpet.

• **Stillian**. Queen of Trikelios. Born AC 949; apparent age 30. Stillian has spent years weeding out the corruption once rampant in her city, and now unhappily faces the prospect of conquest by Thyatians and the imposition of Thyatian corruption. *Hair*: Black; worn long but up in elaborate hair-

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styles. *Eyes:* Black. *Height:* 5'5". "Pure" Alphantian (very pale skin); uses *potions of longevity* to maintain physical age at about 30; prefers very dark gowns and lots of pearls. *Combat Notes:* M30; AC 9; hp 47; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M30; ML9; AL L. S8 I17 W18 D9 Co11 Ch15. *Magical Items:* *ring of spell storing, helm of telepathy, amulet of protection from crystal balls and ESP.*

• **Svalasdottir, Yrsa.** Queen of Ostland. Born 975; apparent age 30. Yrsa is as capable and just a ruler as Ostland has ever seen. Unfortunately, her husband Hord did not formally name her or her children his heir before he died. She is a progressive leader who wants to drag Ostland into the 11th century; but as many jarls of Ostland oppose her aims as support them. She is good at intrigue, though she does not care for it; she is a widely-travelled scholar. *Hair:* Blonde, worn long, in twin braids. *Eyes:* Blue. *Height:* 5'6". Strong-boned features, good-looking; careful to dress in Ostlander clothes so as not to offend traditionalists in court. *Combat Notes:* C10 of Odin; AC 9; hp 35; MV 120' (40'); #AT 1 spell; Dmg by spell; Save C10; ML7; AL N. S13 I16 W18 D11 Co10 Ch17.

• **Tafiri.** Queen of Nithia, Matriarch of Pflarr. Born AC 974; apparent age 30. Tafiri is a cleric of Pflarr. In her youth, she was a great beauty, and Ramose married her for that beauty, snatching her from the clerical hierarchy where she wanted to make her life; she has disliked him ever since and has conducted affair after affair with Nithian heroes and foreign dignitaries to offend him. *Hair:* Black, glossy, worn long and unbound. *Eyes:* Black. *Height:* 5'10". Pale-skinned, aquiline features, beautiful even when unhappy. *Combat Notes:* C18 of Pflarr; AC 9; hp 40; MV 120' (40'); #AT 1 spell; Dmg by spell; Save C18; ML6; AL N. S8 I17 W18 D10 Co9 Ch18.

• **Talinguk Rolls-His-Canoe.** Chief of the Turtle Clan (Atruaghin Clans). Born AC 957; apparent age 50. Leader of the entire Turtle clan, Talinguk is a kindly, robust middle-aged man. He is better-known for his leadership and organizational skills than for his ability as a canoeer or fisherman. He is kind-hearted, and prefers avoidance and cleverness to outright combat. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'9". Copper-skinned; friendly features; strong but somewhat overweight build. *Combat*

Notes: T16; AC 5 (leather armor and Dexterity bonus); hp 40; MV 120' (40'); #AT 1 spear; Dmg 1d6+1; Save T16; ML6; AL N. S13 I17 W14 D16 Co9 Ch10.

• **Tanarobi Nuar.** Pearl Islands Ambassador to Thyatis. Born 951; apparent age 60. To prevent innocent Nuari from being taken advantage of by clever Thyatian rogues, Tanarobi became Pearl Islands Consul in Thyatis City and served in that role for over 20 years. When the Pearl Islands declared their independence, Tanarobi sided with the Nuari, and was appointed Ambassador to Thyatis by the Pearl Islands king. The Thyatians don't yet recognize this position, as they contend the Pearl Islands are not a sovereign nation and cannot appoint ambassadors. Tanarobi is a dutiful, responsible man full of advice for young adventurers—especially those who seem naive. *Hair:* Black (heavily greyed). *Eyes:* Brown. *Height:* 5'11". *Combat Notes:* T6 (rake); AC 5 (leather armor and Dexterity bonus); hp 17; MV 120' (40'); #AT 1 short sword; Dmg 1d6+1; Save T6; ML8; AL L. S13 I13 W15 D17 Co12 Ch14.

• **Tanadaleyo.** Radiant Princess of the Shadow Elves and Governor of Aengmor. Born AC 679; apparent age young-adult shadow elf. First-born daughter of King Telemon, the ruler of the City of the Stars deep beneath the earth, Tanadaleyo rules Aengmor in his name and as his governor. She is tough-minded and ambitious, though, so there is always the possibility she will wish to seize the reins of Aengmor and rule in her own name. Personally, she is boisterous and talkative, temperamental and strong-willed, and rather rough-spoken. *Hair:* White. *Eyes:* Grey. *Height:* 5'2". Wiry and strong; pale-skinned like all Shadow Elves. Usually wears informal clothes and a headband. *Combat Notes:* E13; AC -4; hp 54; MV 90' (30'); #AT 2 two-handed sword; Dmg 1d10+5; Save E10; ML11; AL N. S15 I17 W12 D18 Co15 Ch14. *Magical Items:* *chain mail +3, ring of protection +1, displacer cloak, gauntlets of ogre power, two-handed sword +2 of slicing, crossbow +3.*

• **Tarisco Highnose.** Sheriff of Highshire. Born AC 972; apparent age 30. Rather pretentious, self-important. *Hair:* Black. *Eyes:* Brown. *Height:* 2'11". Light-skinned; wears rich clothes and high heels making him look five inches taller. *Combat Notes:* H8; AC 9; hp 30; MV 120'

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(40'); #AT 1 short bow; Dmg 1d6; Save H8; ML5; AL N. S10 H5 W13 D10 Co12 Ch17.

• **Tastargarth Lunn.** King of Dunadale. Born AC 940; apparent age 40. Tastargarth Lunn had been a mere governor before the recent war; Empress Eriadna made him a king to help ensure his loyalty in those trying times. Now he faces certain Thyatian intrusion and has no Alphatian Empire to protect him. He a magic-user disinterested in government; he leaves most day-to-day work to the confederacy's impressive body of elected representatives, who now badger him with advice about the upcoming crisis with Thyatis. He is interested mostly in magic. He is also vain, and uses *potions of longevity* to keep himself looking 40. *Hair:* Brown, worn long in a ponytail. *Eyes:* Brown. *Height:* 5'11". He is nervous, with birdlike head movements. He is very lean of build; copper-skinned; he wears blue robes in tasteful designs. *Combat Notes:* M22; AC 8; hp 35; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+1 or by spell; Save M22; ML5; AL N. S10 I17 W10 D13 Co9 Ch11. *Magical Items:* dagger +1, broom of flying, elven boots.

• **Telemon.** King of the Shadow Elves of the City of the Stars. Born AC 568; apparent age middle-aged shadow elf, Telemon was the eldest son of a proud shadow elf warrior-clan; originally a general of distinction, he took the throne after the previous king died childless. This was some 400 years ago. Since then, he has ruled his people wisely. However, he, like many shadow elves, conceives deep grudges and hatreds; he was quite happy to make the elves of Alfheim landless and homeless in order to seize that nation. *Hair:* White. *Eyes:* Blue. *Height:* 5'8". Telemon is tall and powerful-looking for a shadow elf, but his mannerisms are slow and languid. He wears white clothes trimmed in blue and grey; he is very fastidious. *Combat Notes:* E15; AC -5; hp 67; MV 90' (30'); #AT 2 (Attack Rank HD) normal sword; Dmg 1d8+5; Save E10; ML11; AL N. S17 I18 W12 D13 Co16 Ch16. *Magical Items:* chain mail +3, shield +3, ring of protection +1, ring of spell turning, "Blackbolt" (normal sword +3, casts 12d6 lightning bolt twice per day; bolt is black rather than light).

• **Teng Lin-Dieu.** King of Ochalea, Patriarch of Koryis. Born AC 959; apparent age 50. Friendly, but has a very reserved manner; advocates peace whenever possible; tries to

persuade all subjects to follow the pacifistic aims of the Immortal Koryis. *Hair:* Brown, narrow mustache and beard. *Eyes:* Brown. *Height:* 5'10". Copper-skinned; lean; very creased features, near-sighted; wears Ochalean garments in jade-green silk. *Combat Notes:* C36 of Koryis; AC 9; hp 70; MV 120' (40'); #AT 1 spell; Dmg by spell; Save C36; ML7; AL I. S13 I14 W17 D9 Co13 Ch11.

• **Terari.** Born AC 871; apparent age 60 (as Terari) or 40 (as Tylion). Terari was born with the name Tylion, and was the Emperor of Alphatia in the first half of the tenth century AC. He was forced from the throne after a disastrous military campaign against Thyatis; his daughter Eriadna assumed the imperial throne. Tylion contented himself with palace activities for many years, and gradually developed the alternate identity of Terari, a wandering mage and teacher of magic. After the death of Eriadna, he took on the Terari identity and visited Helskir to see Asteriela Torion and Galatia Allatrian, two of his favorite students, when Alphatia sank—apparently killing the rest of his descendants except for Zandor, whom he loathed. Further saddened by the event, he declined Queen Asteriela's offer of a magist post and began wandering. Personally, Terari/Tylion enjoys teaching and experimenting with the creation of new monster races. He can be very sarcastic but has a good heart. (As *Terari*.) *Hair:* Grey, beard and mustache. *Eyes:* Brown. *Height:* 6'2". Copper-skinned; sharp, inquisitive features; wears plain brown robes. (As *Tylion*.) *Hair:* Brown, with lavish beard and mustache. *Eyes:* Golden-brown. Solemn, intelligent features; wears silk robes in royal purple and gold. *Combat Notes:* M36; AC 6; hp 60; MV 120' (40'); #AT 1 staff or spell; Dmg 1d6+6 or by spell; Save M36; ML7; AL N. S13 I18 W11 D10 Co14 Ch15. *Magical Items:* staff +5, ring of spell storing, ring of protection +3, flying carpet.

• **Teskilion.** King of Dawnrim. Born AC 967; apparent age 50. An experienced Alphatian military man, Teskilion has a keen grasp on the desperate straits Dawnrim will be in if attacked. He is a middle-aged man, still fit after many active years. He is a good leader, but gets no respect from other Alphatian leaders because he is not a spellcaster. He is short and abrupt of speech; he hates laziness and incompetence, but is friendly to those who

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demonstrate exceptional ability in any skill; he despises Alphatians who scorn him because he cannot cast spells. *Hair:* Blond; beard and mustache. *Eyes:* Brown. *Height:* 6'. Lean and in good shape; common Alphatian coloring (copper-skinned). *Combat Notes:* F14; AC 0 (plate mail and Dexterity bonus); hp 58; MV 90' (30'); #AT 2 two-handed sword; Dmg 1d10+4; Save F14; ML10; AL N. S17 I11 W10 D17 Co13 Ch14. *Magical Items:* two-handed sword +2, plate armor +2.

• **Thar.** King of the Broken Lands, Chief of Orcus Rex, Supreme Commander of the Legion. Born AC 959; apparent age 40. Thar is a powerful, charismatic orc who has kept hordes of dissimilar humanoids together for over a decade now. He is also a megalomaniac determined to create the greatest army known to the world ... and then conquer that world. *Hair:* Black. *Eyes:* Brown. *Height:* 6'3". A large, powerful-looking orc, very sharp-looking tusks, copper-skinned, mesmerizing eyes and speech. *Combat Notes:* level 29 orc, 9 HD nosferatu; AC 0; hp 85 (7d8+42); MV 120' (40'); #AT 1 bite or bastard sword; Dmg 1d4+2 (bite) or 1d6+4 (sword one-handed) or 1d8+4 (sword two-handed); Save F7; ML11; AL C. S17 I13 W11 D14 Co16 Ch18. *Weapon Mastery:* Master of the Bastard Sword (two-handed). *Magical Items:* bastard sword +1 (flames on command), ring of regeneration, bracers of protection AC 0, drums of panic, horn of blasting.

• **Timalta.** Queen of Gaity. Born AC 982; apparent age 25. Timalta is an Alphatian magic-user of little experience; she is simply the most powerful human left on the island. She spends most of the time defending her population from escaped monsters and hoping that things will work out. Personally, she is optimistic, disorganized, and nervous. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'4". Copper-skinned; wears bright costumes in floral prints. *Combat Notes:* M5; AC 9; hp 14; MV 120' (40'); #AT 1 dagger; Dmg 1d4; Save M5; ML5; AL C. S9 I15 W10 D12 Co11 Ch12.

• **Tiradon.** King of Corescos (Traldar). Born AC 982; apparent age 30. Tiradon is a traveller who has been to the Milentian Empire and back. He is recently married; in his youth, he affected the mannerisms of a more mature fighter, and now that he has achieved that maturity he sometimes acts as eager and fool-

ish as a boy. He is fascinated by foreign cultures (and is just as happy to visit them as to raid them). *Hair:* Brown. *Eyes:* Brown. *Height:* 6'. Average build; dresses in sweeping tunics and cloaks that make him look bigger. *Combat Notes:* F15; AC 0; hp 58; MV 90' (30'); #AT 1 spear; Dmg 1d6+5; Save F15; ML7; AL N. S16 I13 W11 D10 Co12 Ch15. *Magical Items:* banded mail +2, shield +1, spear +3.

• **Torion, Anaxibius.** Count of Redstone, General of Thyatian Army. Born AC 970; apparent age 35. Anaxibius is an ex-slave who became a popular gladiator and won his freedom. He does not know his family and took his wife's family name. He is ambitious but honorable, and resents any insinuation that he married Stefania for power or wealth. He finds it easy to kill, but must do so theatrically; he is extremely charismatic and popular. *Hair:* Black; trim beard and mustache. *Eyes:* Black. *Height:* 6'4". Built like a muscleman; very handsome; when not in uniform, dresses in bright red kilts and cloaks. *Combat Notes:* F36; AC -2; hp 102; MV 90' (30'); #AT 4 short sword; Dmg 1d6+6; Save F36; ML10; AL L. S18 I11 W13 D18 Co12 Ch18. *Weapon Mastery:* Grand Master of the Short Sword, Grand Master of the Trident. *Magical Items:* plate mail +2, short sword +3.

• **Torion, Asteriela.** Queen of Helskir. Born AC 979; apparent age 30. Asteriela is a magic-user and expert diplomat; she was trained in the art of diplomacy by Empress Eriadna herself, who took a shine to Asteriela during the princess's stay in Alphatia. She is an independent thinker, and refuses to subject herself to the rule of others; she is bright, energetic, and charming. *Hair:* Gold-blond. *Eyes:* Dark brown. *Height:* 5'5". Fair complexion, piercing eyes. *Combat Notes:* M14; AC 9; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4 or by spell; Save M14; ML7; AL L. S8 I17 W15 D12 Co10 Ch15. *Magical Items:* dagger +1, wand of fire balls, ring of invisibility.

• **Torion, Coltius.** Prince of Thyatis. Born 994; apparent age 16. Coltius Torion is the firstborn son of Eusebius Torion and a likely candidate for the throne of Thyatis in some upcoming decade. He secretly loathes his entire family except for his aunts Asteriela and Stefania and hopes he will not turn into a manipulator like his father and grandfather. He is currently a Normal Man.

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• **Torion, Eusebius.** Prince-Regent of Thyatis. Born 961; apparent age 40. Eusebius is a young and fit grandfather who is as slippery and manipulative as his father, Thincol. He looks on rule of the Thyatian Empire as a business. *Hair:* Brown; mustache and beard. *Eyes:* Brown; lusterless and dead like a shark's. *Height:* 6'1". Craggy features schooled into emotionlessness. Wears white dress uniforms with no unit insignias. *Combat Notes:* F21; AC 0 (shield and magical plate mail); hp 61; MV 90' (30'); #AT 2 sword; Dmg 1d8+4; Save F21; ML10; AL N. S17 I16 W10 D12 Co13 Ch12. *Magical Items:* plate mail +2, normal sword +2, ring of human control, amulet vs. crystal balls and ESP.

• **Torion, Gabriela.** Empress of Thyatis. Born 947; apparent age 66. She has not been loved by Thincol since he married her, and his recent conduct with his mistress Anya has depressed her further. Today, she wanders the palace and waits to die.

• **Torion, Gabronius.** Prince of Thyatis. Born 999; apparent age 11. Gabronius is the second son of Eusebius. He is a shy, withdrawn boy who is overwhelmed by the Machiavellian personalities of most of his family. He is currently a Normal Man (boy).

• **Torion, Stefania.** Countess of Redstone, Garrison Commander of Redstone Castle, General of Thyatian Army. Born AC 970; apparent age 35. Notoriously independent; stabbed her first husband (an Ostland prince) to death on their wedding night because she chose not to be wedded against her will. She has a wicked sense of humor and soldier's manners. She is holding Redstone with conscript local troops since none of the Legions is available to her for command. *Hair:* Red. *Eyes:* Blue. *Height:* 5'10". Lean and still in fighting trim; even her leisure clothes have a military cut to them. *Combat Notes:* T23; AC 1; hp 61; MV 120' (40); #AT 1 normal sword; Dmg 1d8+4; Save T23; ML7; AL C. S14 I13 W15 D18 Co13 Ch16. *Weapon Mastery:* Grand Master of the Normal Sword. *Magical Items:* leather armor +3, normal sword +3.

• **Torion, Thincol I.** Emperor of Thyatis. Born 938; apparent age 75. Born in Oceansend, once a gladiator in Thyatis City, Thincol rose to power defending the city during one of Alphatia's most successful assaults on Thyatis, fifty years ago. He was a hard-

hearted but efficient emperor for many decades, but his efficiency began slipping a few years ago; he took a mistress named Anya, and she advised him on many of the actions that led him into war with Alphatia and Thyatis's subsequent defeat. When he decided to ignore her advice and make peace with Alphatia, Anya cursed him; since that time, his health and morale have steadily been fading. Now, as he faces the end of his life, he has become more reflective, pardoning prisoners and undoing some of the damage his arbitrary decisions have done. *Hair:* Brown, mostly bald, clean-shaven. *Eyes:* Black. *Height:* 6'3". In the last few years Thincol has gone from an apparent age of 40 to his true age; his one-powerful body is now shrunken with illness. He wears robes (mostly suited for the bedroom) in imperial purple lined with gold. *Combat Notes:* F36; AC 7; hp 65 (down from a pre-disease 130); MV 90' (30'); #AT 4 two-handed sword; Dmg 1d10+2; Save F36; ML5; AL N. S12 (down from 18) I15 W13 D17 Co18 Ch16. *Weapon Mastery:* Grand Master of the Two-Handed Sword, Grand Master of the Short Sword. *Magical Items:* two-handed sword +2.

• **Tristilia of Gaity.** Queen of Ierendi. Born AC 972; apparent age 18. Tristilia is an Alphatian magic-user from the Alatiens island chain; her island, Gaity, features a tourist resort that is in competition with some of Ierendi's features. She was visiting three years ago and, on a whim, decided to enter the tournament of kingship; to her own surprise, she won. With the sinking of Alphatia and the subsequent collapse of Gaity's economy, she has brought her family to Ierendi. She is a good speaker, and openly enthusiastic about everything she likes; she is very responsible. *Hair:* Golden-blonde, hip-length. *Eyes:* Brown. *Height:* 5'6". Striking elfin features, often mistaken for a half-elf; wears red robes with white decorations and golden earrings. *Combat Notes:* M20; AC 8; hp 45; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6 or by spell; Save M20; ML6; AL C. S10 I17 W13 D14 Co13 Ch17. *Magical Items:* staff of striking.

• **Trudar.** King of the Wind-Like-Wolf Clan (Jennite Holdings), Prince of the Red Horns Clan, Patriarch of Tarastia. Born AC 985; apparent age 25. Trudar is son of the former Wind-Like-Wolf leaders, Tiolathar and Truisa, who died years ago in combat with a red

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dragon. He likes breeding and racing horses, and making elaborate plots of revenge against enemies. *Hair:* Black. *Eyes:* Brown. *Height:* 6'. Coppery skin; wears padded Jennite tunics and pants. *Combat Notes:* C15 of Tarastia; AC 1; hp 40; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d6+4; Save C15; ML9; AL L. S17 I10 W15 D17 Co11 Ch12. *Magical Items:* *scale mail* +3, *war hammer* +2.

• **Trumbull.** Governor Pro-Tem of Ekto. Born AC 944; apparent age 60. Trumbull is a common Alphatian of unusually cloying and oily mannerisms. The true king, Hastalan the Fair, disappeared when Alpathia sank beneath the waves; it is believed he was lost with the island. Trumbull is thoroughly oily and obsequious; his speech is 99% flattery and 1% information. He is greedy, always looking for the best deal for himself first and his city last. *Hair:* Brown. *Eyes:* Brown; beard and mustache, very carefully trimmed and oiled. *Height:* 5'11". Copper-skinned. Rather plump, dresses in silk robes carefully cut to conceal his weight. *Combat Notes:* T16; AC 4 (leather armor and Dexterity bonus); hp 36; MV 120' (40'); #AT 1 normal sword; Dmg 1d8; Save T16; ML3; AL N. S10 I15 W11 D18 Co13 Ch8.

• **Tulabal Shadowfall.** Chieftainess of the Elk Clan (Atruaghin Clans). Born AC 975; apparent age 35. This Elk chieftainess is best-known for her stealth skills and her ability to lead her tribe in ambushes and cunning combats. She is sly and enjoys outwitting larger and better-armed enemy forces. *Hair:* Black. *Eyes:* Brown. *Height:* 5'8". Copper-skinned, lean, severe features, intelligent eyes. *Combat Notes:* T16; AC 4 (leather armor and Dexterity bonus); hp 45; MV 120' (40'); #AT 1 spear; Dmg 1d6+3; Save T16; ML9; AL N. S13 I14 W10 D18 Co14 Ch12. *Magical Items:* *spear* +2.

• **Ug-rum.** The Memory of the People (Brutemen Territory). Shaman of Kagyar. Born AC 971; apparent age 40. Na-Do's chief translator, Ug-rum is known as "The Memory," a shaman with a twisted spine and a gift for languages. He is very protective of his tribe; attempts to keep outsiders from corrupting the youth of his clan. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'2" (owing to twisted back; would be 5'8"). *Combat Notes:* level 4 brute-man shaman; AC 8; hp 18; MV 120' (40'); #AT 1 club; Dmg 1d6+1; Save C4; ML4; AL L. S13 I13 W17 D10 Co13 Ch10.

• **Villium.** King of Horken. Born AC 971; apparent age 40. Villium is a high-level cleric of the Immortal Alpathia. He is given over more to clerical concerns than to the concerns of his rule. Consequently, he is not as familiar with circumstances in his nation as he should be. He is scathing and nasty to people who follow no Immortals at all. *Hair:* White. *Eyes:* Light brown. *Height:* 6'3". Very lean, elegant-looking; severe features, seldom smiles; copper-skinned; wears simple garments except when acting as a Patriarch of Alpathia. *Combat Notes:* C30 of Alpathia; AC 0 (plate and shield); hp 64; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d6+3 or by spell; Save C30; ML10; AL L. S10 I13 W17 D9 Co13 Ch15. *Magical Items:* *shield* +2, *war hammer* +3.

• **Virayana, Jherек.** Prince of Krondahar, Khan of Singhabad, Supreme Judge of the Council. Born AC 958; apparent age 50. Very cultured, prone to spending extravagance, famous for the lavish entertainment he provides for visiting nobles. *Hair:* Brown; wears thin, drooping mustache. *Eyes:* Black. *Height:* 5'10". Copper-skinned (Ethengarian coloration); rather lean; features would be handsome if they weren't so sallow. *Combat Notes:* M30; AC 8; hp 46; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6 or by spell; Save M30; ML9; AL N. S12 I17 W16 D15 Co10 Ch16. *Magical Items:* *staff of striking*, *flying carpet*.

• **Vlaardoен, Juliana.** Princess of Bergdhoven, Viscountess of Linden. Born AC 982; apparent age 25. Juliana is the daughter of Prince Vanserie and Lady Wilhelmine, who died under the teeth of conjured monsters during the war with Alpathia; at 28, she is among the youngest of Glantri's princely rulers. She is open-natured, and anxious to prove her skill at ruling to the more established princes. *Hair:* Silver, worn long and curly. *Eyes:* Green. *Height:* 5'7". Copper-skinned like most Flemish; beautiful; dresses in simple green or white gowns. *Combat Notes:* M15; AC 8; hp 30; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M15; ML 8; AL L. S8 I17 W13 D14 Co12 Ch13. *Magical Items:* *wand of cold*, *boots of travelling and leaping*.

• **von Drachenfels, Jaggар.** Prince of Aalban, Count of Ritterburg, Commander of the Army of Glantri, Chamberlain of Glantri. Born AC 945; apparent age 40. Jaggар is a stern, upright military wizard. At the height of the

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war with Alphatia, he was awarded the rank of Chamberlain of Glantri, which gave him considerable secular power in addition to his military power, and which enabled him better to coordinate the defense of Glantri. With the war over, he has vigorously kept his grip on this power. In person, he is cultured and militaristic. *Hair:* Brown, kept short, natty mustache. *Eyes:* Brown. *Height:* 5'11". Very upright, wears a white uniform, cavalry boots, monacle, carries riding crop. *Combat Notes:* M30; AC 3; hp 65; MV 120' (40'); #AT 1 special rod or spell; Dmg 20d6 lightning bolt (from rod) or by spell; Save M30; ML11; AL L. S16 I16 W15 D13 Co16 Ch15. Weapon Mastery: Grand Master of the Quarterstaff. *Magical Items:* Blackmoor lightning rod (50 charges, fires 20d6 lightning bolts), ring of protection +4. Jaggar rides a pegasus.

• **von Hendriks, Anna.** General of Stonehaven. Born 972; apparent age 20. Anna's mother, Elsa von Hendriks, remained behind in Hattias when her brother Ludwig emigrated to Karamaikos. Elsa, as stubborn and rebellious as all her clan, had a daughter by a man she never would name to her family. That daughter, Anna, grew up scorned by the militaristic von Hendriks clan, and left home when she was 18 to go join the Heldannic Knights in the Heldannic Territories. She has had a long and successful career with the Knights. She is a stern, strong-willed woman, and a rather indifferent cleric of Vanya. She tries to keep it to herself, but she is far more interested in showing up the Thyatian von Hendriks than in advancing the goals of the Heldannic Knights. *Hair:* Black. *Eyes:* Brown. *Height:* 5'9". Anna is a tall, robust woman who can easily wield a two-handed sword. Like her uncle Ludwig, she affects close-fitting black garments. *Combat Notes:* C18 of Vanya; AC 2; hp 45; MV 90' (30'); #AT 1 two-handed sword; Dmg 1d10+4; Save C18; ML9; AL L. S17 I11 W16 D10 Co9 Ch15. *Magical Items:* plate mail +1, two-handed sword +2.

• **von Hendriks, Ludwig.** Baron of the Black Eagle Barony, "The Black Eagle Baron." Born AC 951; apparent age 45. Arrogant and hateful; loves to test prisoners to destruction; jealous of Stefan. *Hair:* Black; neat beard and mustache. *Eyes:* Brown, shifty, cruel. *Height:* 5'10". Handsome but mean-looking. In excellent shape. Dresses entirely in black (even his

armor is black). *Combat Notes:* F16; AC 1; hp 80; MV 90' (30'); #AT 2 normal sword; Dmg 1d8+4; Save F16; ML10; AL C. S17 I15 W9 D14 Co16 Ch14. *Magical Items:* plate mail +2, normal sword +2.

• **von Holmstein, Frederick.** Born 991; apparent age 19. Frederick is the last survivor of the von Holmstein clan, which ruled in Freiburg before the arrival of the Heldannic Knights. He lives as a peasant, under an assumed name, reared by a herdsman loyal to the old regime. He is dedicated to improving things, and to removing the Heldannic Knights from his land, but he's rather cold-blooded about it. He believes in the tradition of heroism and goodness, but has no grasp on it emotionally. *Hair:* Blond. *Eyes:* Green. *Height:* 6'. He is a strong-looking, handsome man, distinguishable from hundreds of similar peasants only by the cold light in his eye. *Combat Notes:* F4; AC 4 (leather, shield, Dexterity bonus); hp 25; MV 120' (40'); #AT 1 normal sword; Dmg 1d8+2; Save F4; ML6; AL L. S17 I10 W12 D15 Co12 Ch15.

• **von Klagedorf, Wulf.** High Cleric of Vanya in Freiburg, Heldannic Territories. Born AC 931; apparent age 60. Wulf is an elderly man who, in his youth, extensively adventured under the name Rolf Schwartzen. Hattian of birth, he was only 19 when he and other clerics of Vanya invaded the Territories. By his mid-30s, he was an itinerant problem-solver for the Territories, travelling the world and promoting the Heldannic Knights' ideals. In AC 980, when he was 49, the first High Cleric of the Territories died, and Herr Wulf was promoted to the High Cleric position. Personally, he is crafty, energetic, and devoted to the Immortal he serves; he hates Alphatians and dislikes most other cultures, but is capable of behaving very well in their presence when it is in his best interest. *Hair:* Gray; often wears a thick mustache. *Eyes:* Blue. *Height:* 6'. Very upright and severe-looking, almost never smiles; has black Heldannic lion tattooed on chest. *Combat Notes:* C30 of Vanya; AC -4; hp 65; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d6+5; Save C10; ML11; AL N. S16 I13 W17 D16 Co13 Ch15. *Magical Items:* plate mail +2, shield +2, normal sword +3.

• **Xilochtli.** High Priest of Atzanteotl in Oenkmar, Ruler of Oenkmar. Born AC 947; apparent age 60. Xilochtli serves his evil

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Immortal with fervor; he spends so much time accomplishing the Immortal's vile deeds, torturing heretics, and assassinating political enemies that he has no time for other concerns. *Hair:* Black and wispy. *Eyes:* Red and mad. *Height:* 5'8". Red-skinned orc; shrivelled and horrid-looking; wears elaborate clerical robes in black and blood-red. There is a gaping wound in his chest where his heart used to be (it is now preserved elsewhere by the magic of the Immortal he serves). *Combat Notes:* level 26 orc (level 17 shaman of Atzanteotl); AC 9; hp 60 (7d8+36); MV 120' (40'); #AT 1 mace or spell; Dmg 1d6+3 or by spell; Save F7; ML12; AL C. S14 I12 W14 D11 Co7 Ch5. *Magical Items:* mace +2.

• **Yrsasdottir, Igrid.** Princess of Ostland. She is the daughter of Queen Yrsa, and is nine years old; she knows that many dangerous men are unhappy with her mother, and is desperately afraid for Queen Yrsa. She is a Normal Woman (girl).

• **Zaar, Eruul.** King of Helskir. Born AC 955; apparent age 45. Ambitious, enraged by insults and slights, impetuous, generous, disorganized. *Hair:* Dark brown; neat mustache and beard. *Eyes:* Amber. *Height:* 6'4". Strongly-built and formidable-looking; copper-skinned; dresses in richly-embroidered but simply-styled, blue and gold clothing; wears a narrow gold coronet. *Combat Notes:* F30; AC -2; hp 97; MV 90' (30'); #AT 3 two-handed sword; Dmg 1d10+4; Save F30; ML11; AL C. S16 I13 W15 D18 Co13 Ch10. *Magical Items:* two-handed sword +2, plate mail +1.

• **Zandor.** "Emperor of Alphatia." Born 966; apparent age 30. Zandor is the son of Empress Eriadna of Alphatia and King Zyndryl of Aquas. He impatiently waited all his life to succeed his mother as ruler of the empire. Trapped with his mother in Sundsvall when the imperial palace collapsed and magic failed to function, he forced himself to let his mother die so that he would finally gain the throne. Mere days later, once he'd assumed the imperial title, he watched in horror as his new empire sink out from under him just as soon as he took the throne. He was already a little crazy, and the twin shocks of his neglect/murder of Eriadna and the loss of Alphatia have driven him over the edge. He believes that he is destined to be the emperor of a new Alphatia and will achieve this even if the Immortals

oppose him. *Hair:* Brown. *Eyes:* Brown. *Height:* 6'. Zandor is lean, and always in motion, with jerky, nervous mannerisms, and several facial tics and twitches. He wears sky-blue garments. *Combat Notes:* M30; AC 4; hp 35; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6; Save M30; ML3; AL C. S10 I17 W6 D17 Co8 Ch12. *Magical Items:* staff of striking, ring of protection +3, boots of levitation, staff of power, stone of air elementals.

• **Zorok.** Northwestern Toralai Chieftain (Neathar Lands). Born 961; apparent age 50. A good thinker, sees danger in the imperial ambitions of the Alphasians and Heldanners. *Hair:* Light brown; heavy beard and mustache. *Eyes:* Brown. *Height:* 5'10". Very skinny (looks half-starved); wears bison-hide loincloth and boots. *Combat Notes:* T14; AC 7; hp 28; MV 120' (40'); #AT 1 spear; Dmg 1d8+1; Save T14; ML6; AL N. S13 I16 W11 D17 Co8 Ch18.

• **Zynnica.** Queen of Aquas. Born AC 980; apparent age 25. Daughter of King Zyndryl (by a mermaid named Lynnia, not by Eriadna), she succeeded him immediately upon his death. She is a good and strong-willed organizer; she has succeeded in restoring the cities' economies and is laboring mightily to reconstruct the destroyed areas. Unusually for an Alphatian noble, she is very hard-working. She likes puzzles, games, and mysteries; she wants to develop deductive reasoning as a science. She despises her "emperor," Zandor, but is not the sort of ruler who'd consider having him assassinated. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'2". Copper-skinned, prefers swirling blue gowns; pretty but not glamorous features. *Combat Notes:* M4; AC 7; hp 13; MV 120' (40'); #AT 1 dagger; Dmg 1d4-1; Save M4; ML9; AL L. S8 I17 W14 D16 Co10 Ch13.



The Mystaran Year

Mystara's calendar is made up of twelve months of 28 days each. The Almanac uses common Thyatian dates. The Empire of Thyatis is a standard used in many places across the world;

even nations which have their own names for the months often date their calendar from AC 0, the year the first Thyatian emperor crowned himself.

Month 1: Nuwmont — Mid-Winter

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 2: Vatermont — Late-Winter

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 3: Thaumont — Early Spring

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 4: Flaurmont — Mid-Spring

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 5: Yarthmont — Late Spring

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 6: Klarfont — Early Summer

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 7: Felmont — Mid-Summer

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 8: Fyrmont — Late Summer

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 9: Ambyrmont — Early Fall

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 10: Sviftmont — Mid-Fall

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 11: Eirmont — Late Fall

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 12: Kaldmont — Early Winter

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

NM = New Moon; FQ = First Quarter; FM = Full Moon; LQ = Last Quarter.

The Mystaran Year

Months of the Year

Different cultures use different names for the twelve months of the year. Following are the best-known names for the months:

Thyatis	Alphatia	Five Shires	Rockhome	Ethengar	Ylaruam
Nuwmont	Nyxmir	Clabbas	Wharlin	Amai	Muharram
Vatermont	Amphimir	Vuuldiir	Morlin	Hiskmai	Safar
Thaumont	Alphamir	Maehin	Hralin	Yalmai	Rabi al Awwal
Flaurmont	Sulamir	Odelin	Hwyrllin	Haimai	Rabi al Thani
Yarthmont	Sudmir	Gondulrim	Styrlin	Kevamai	Jumada'l Awwal
Klarmont	Vertmir	Mithintle	Bahrllin	Seimai	Jumada'l Thani
Felmont	Islamir	Goldaun	Buhrllin	Lingmai	Rajab
Fyrmont	Andrumir	Fyrtal	Klrintlin	Tringmai	Shaban
Ambyrmont	Cyprimir	Aumbyr	Birllin	Demai	Ramadan
Sviftmont	Hastmir	Ssantiir	Bifllin	Chagai	Shawwal
Eirmont	Eimir	Tembiir	Jhyrllin	Rinpoeh	Dhu'l-Qadah
Kaldmont	Burymir	Dauntil	Kuldlin	Komai	Dhu'l-Hijjah

Minrothad Guilds Calendar

The Minrothad Guilds use the standard Thyatian calendar for trade purposes, but have their own calendar for national date-reckoning. Their year is calculated in six-day weeks and is divided up into eleven months of 30 days (five weeks) each, with a special six-day week tacked onto the end. The Minrothad months are:

- Onmun (Nuwmont 1-Vatermont 2)
- Tomun (Vatermont 3-Thaumont 4)
- Dreimun (Thaumont 5-Flaurmont 6)
- Firmun (Flaurmont 7-Yarthmont 8)
- Birmun (Yarthmont 9-Klarmont 10)
- Sagmun (Klarmont 11-Felmont 12)
- Sebmun (Felmont 13-Fyrmont 14)
- Oxmun (Fyrmont 15-Ambyrmont 16)
- Nomun (Ambyrmont 17-Sviftmont 18)
- Decmun (Sviftmont 19-Eirmont 20)
- Elfmun (Eirmont 21-Kaldmont 22)

Add the extra week of Mitwok (Kaldmont 23-28) at the end.

Shadow Elves Calendar

The shadow elves and schattenalfen use an ancient calendar forgotten by other elves. The shadow elves year is divided into 14 months of 24 days each. The pale elves' months are:

- Gathering (Nuwmont 1-24)
- Name (Nuwmont 25-Vatermont 20)
- Refuge (Vatermont 21-Thaumont 16)
- Shaman (Thaumont 17-Flaurmont 12)
- Crystal (Flaurmont 13-Yarthmont 8)
- Birth (Yarthmont 9-Klarmont 4)
- Wanderers (Klarmont 5-28)
- Temple (Felmont 1-24)
- Food (Felmont 25-Fyrmont 20)
- Days (Fyrmont 21-Ambyrmont 16)
- Army (Ambyrmont 17-Sviftmont 12)
- King (Sviftmont 13-Eirmont 8)
- Others (Eirmont 9-Kaldmont 4)
- Bounty (Kaldmont 5-28).

Days of the Week

Likewise, though most Known World nations use Thyatis' days of the weeks, some don't; below are the best-known names for the week-days.

Thyatis	Alphatia	Rockhome
Lunadain	Majhur	Syhardan
Gromdain	Tijhur	Thradan
Tserdain	Wojhur	Evedan
Moldain	Thajhur	Dorfclan
Nytdain	Flajhur	Duldán
Loshdain	Sejhur	Sythdan
Soladain	Lajhur	Fildan

The Mystaran Year

Mystaran Horoscope

The people of Mystara practice a form of astrology which originated with the ancient Oltec Man races and later spread throughout the world—even to late-arriving races such as the Alphatians.

With this astrological system, every month of the year corresponds to an animal or monster totem (a "star sign"). It is expected that a child born under one of the totem signs will acquire personality traits appropriate to that totem.

Date of Birth

d12 Month Ascendency	Star Sign	1d4	Week	
1 Nuwmont	Manticore	1	1st	Sun
2 Vatermont	Hydra	2	2nd	Land
3 Thaumont	Centaur	3	3rd	Sea
4 Flourmont	Basilisk	4	4th	Sky
5 Yarthmont	Chimera	1d8*	Day	
6 Klarmont	Gorgon	1	Lunadain	
7 Felmont	Griffon	2	Gromdain	
8 Fyrmont	Dragon	3	Tserdain	
9 Ambyrmont	Salamander	4	Moldain	
10 Swiftmont	Pegasus	5	Nytdain	
11 Eirmont	Warrior	6	Loshdain	
12 Kaldmont	Giant	7	Soladain	

* Re-roll results of 8.

Traits of the Star Signs

Manticore: Cunning, tempestuous.

Hydra: Complex, selfish.

Centaur: Lusty, strong.

Basilisk: Lusty, tempestuous.

Chimera: Possessive, complex, charismatic.

Gorgon: Reserved, private.

Griffon: Warm, practical.

Dragon: Ambitious, cold, complex, independent.

Salamander: Calm, cold, practical, selfish, simple.

Pegasus: Ambitious, family-oriented, flighty, imaginative.

Warrior: Complex, cunning, practical.

Giant: Selfish, simple, strong.

Traits of the Ascendencies

Sun: Creative; leanings toward Chaotic alignment

Land: Earthy; leanings toward Lawful alignment

Sea: Restless; leanings toward Neutral alignment

Sky: Philosophical; no particular alignment leanings

It's not a bad idea to have each player look over this list, determine which astrological signs best fit his character's personality, and then choose a character birthday based on one of those appropriate signs.

Remember, though, that a person born on a specific date doesn't automatically acquire any of the traits of the astrological sign, and no player-character should feel constrained to assume a personality based on the character's astrological sign.

If a player is creating a new character and wants to generate the date of his birth first, they can roll up his birthday according to the die-rolls shown on the chart above.

For example, let's say a player rolls 1d12 for a result of 4, 1d4 for a result of 3, and 1d8 for a result of 7. That character was born in the month of Flourmont, in the third week, on Soladain—that is, on the 21st of Flourmont. He falls under the sign of the Sea Basilisk. In theory, he will end up as a restless, lusty, and tempestuous person—a good set of traits for a wandering adventurer, by the way. He is more likely to be of Neutral alignment than another alignment, but this is only a tendency—not an absolute.

Note that the star sign and ascendency traits do not indicate a person's moral or ethical nature. With our example above, a person who is restless, lusty, and tempestuous can also be generous, loving, and good-natured, or might be brutal and treacherous.



The Year in Preview

This section is a timeline of the events of year AC 1010. When playing a campaign in 1010, the DM can let these events be "background news"—occurrences the PCs learn about as they go about their regular adventures. Or, you can use these events as adventures for the PCs to have.

Several details are presented for each event:

Date: The date listed for the event is often an approximation; in events which are not listed as *Regular Holiday* or *Regular Event*, one will usually have considerable latitude as to when one wants to have the event take place. If, for instance, PCs are driving to reach Thyatis City before a specific event takes place but they miss the date, all the DM must do is delay the event until they get there.

Location: Some events take place at a specific site, while others take place across large areas or can even be considered world-wide. This paragraph describes where PCs need to be to participate in the event.

Description: Here, we describe details of the event, presuming that PCs are not on hand to change things. Naturally, the PCs could alter the details. For example, if the event is a political assassination and the PCs cut down the assassin before he completes the task, the exact details of the event have changed.

What This Means: This paragraph appears with some but not all events. Here, we discuss long-term or political ramifications of the event, or the secret meaning behind the event. For instance, an event will often be the result of maneuvering by some Immortal, ruler, or high-powered manipulator, which will not become obvious to the PCs for a long time (if ever). The DM needs to know these details long before the PCs do.

What the PCs Can Do: This appears in some but not all events. This paragraph discusses ways the PCs can interact with the event if they are in the right place at the right time—and what can result from their interference.

Nuwmont, AC 1010

Nuwmont 1: New Year's Day

Location: Thyatian Empire, Northern Reaches, Karamaikos, Glantri, Darokin, Aengmor, other nations.

Description: *Regular Holiday.* New Year's festivities in these nations, usually characterized by parades and winter festivals.

In Aengmor and the City of the Stars, the shadow elves fast, no business is conducted, and births taking place this day are considered lucky. Shadow elves are among those who believe this date commemorates Blackmoor's destruction.

In Darokin, all businesses are closed.

There is no year-cycle reason to begin the new year on this date, but scholars believe that it was on this date thousands of years ago that the Blackmoor civilization blew itself up; thus it became natural to calculate time as a number of years from the destruction.

Nuwmont 1: Start of Fifth Year of Rule

Location: Specularum, Karamaikos.

Description: Stefan Karamaikos, king of the nation named after him, crowned himself a while back, at the height of the Alpathian-Glantrian War. Now, on New Year's Day, he hosts a celebration of the start of his fifth full year of rule. Before the Thyatians came, the Traladarans measured their years in terms of the reign of the current king in Marilenev (Specularum)—for instance, "the fifteenth year of the reign of Radu" instead of "AC 872." With this celebration, Stefan does not reinstate that tradition, but he does acknowledge it.

In addition to the standard feasts and parades of the Karamaikan new year, King Stefan unveils statues, formally acknowledges new elvish dominions in the eastern forests, announces that many experienced Alpathian wizards who did not disappear with their continent have been invited to come to Karamaikos to live, and that he will soon commission the opening of a Karamaikan School of Magecraft.

What This Means: Stefan Karamaikos is reiterating the separation of his nation from the Empire of Thyatis. Though the two nations were once close and amiable (Thincol I even named a daughter for Stefan), Thyatis' treacherous and selfish politics have taken their toll on the friendship between Stefan Karamaikos and Thincol I. Today, Stefan is only interested in building his young nation into the strongest and best kingdom it can be, and wants everyone to know that Karamaikos is a sovereign nation.

The Year in Preview

Nuwmont 1: The Wintergifting

Location: The Five Shires.

Description: *Regular Holiday.* Halflings exchange gifts with one another and go out to make a new friend this day.

Nuwmont 1: Good Sprite Day

Location: Glantri.

Description: *Regular Holiday.* National holiday for the elves of Erewan, celebrated with music, dance, banquets, and especially practical jokes, mostly against humans and other non-elves.

Nuwmont 3: Claransa's Travels Published

Location: Ierendi.

Description: Claransa the Seer, a Karamikan adventurer, publishes copies of a lengthy book entitled *Claransa's Travels to the Center of the World*. In it, she tells of her adventures in the Hollow World. (See the listing for Claransa in the "Who's Who in the World" chapter.)

She does not yet release copies of the book—that event has to wait a few days—but it's possible that through the devious efforts of the DM a copy could fall prematurely into the hands of the PCs. Intelligent PCs, particularly politically-oriented ones, will have little difficulty grasping the importance of the event (see "What This Means," next).

What This Means: Though there are a few people around the world who know of the Hollow World's existence (high-level Haldannic Knights, a few surviving Alphatian nobles, etc.), the world at large has hitherto not suspected the existence of the Hollow World. Claransa's book will send shockwaves through the courts of the Known World. Several nations will send expeditions to the North Pole and to seize the nation of Aegos in order to control this vast new resource.

What the PCs Can Do: If the PCs are in Ierendi when Claransa begins sending out her book, they can come across a plot by a Haldannic assassin to silence her before the book can be distributed (the Haldanners want to keep the Hollow World a secret as long as possible, so they can be fully in control of it when the news finally breaks).

Nuwmont 3: Tomb of Nennaya-Sherat Found

Location: Emirate of Nithia, Ylaruam.

Description: Cleric-scholars digging in the Emirate of Nithia, northeast of the town of Cinsa-Men-Noo, discover the tomb of Queen Nennaya-Sherat—a long-forgotten queen of the ancient Nithians.

Amazingly, the tomb is one of the few that has not been found and plundered by tomb-robbers. It is filled with an enormous fortune in gold grave-goods and antiquities.

Unfortunately, several of the diggers disappeared before the scholars in charge of the site could round them all up. This means that word of the find will quickly spread.

What This Means: This is a great opportunity for the scholars of Ylaruam and the world to learn a little more about Nithia at its height, for Nennaya-Sherat was queen there before the civilization began to decline.

What the PCs Can Do: If they are characters from the Emirates, the PCs can be hired to thwart the many gangs of thieves and looters who are sure to swarm upon the site. If PCs are more mercenary, they could be contacted by one of the site's missing diggers, who wants to trade what he knows for two full shares of treasure they manage to steal.

Nuwmont 4: A Look at a New Continent

Location: Alphatia.

Description: Alphatian Neatharum launches its flying ship to investigate the new Floating Continent. However, when the flying ship comes within ten miles of the continent, powerful *anti-magic* effects cause the ship to plummet out of control. The shipmaster, an experienced pilot, manages to regain control and does not crash. However, it's obvious that the exploratory party cannot just fly up to the floating continent and land.

Nuwmont 5: Olaf and Yngvi Sentenced

Location: Ierendi.

Description: Olaf Jansen and Yngvi Jansen, two Ostland adventurers, are convicted of murder and sentenced to die. The two came to Ierendi in AC 1,009 to participate in the annual crown tournament, and lost. In the months following, Ierendi officials investigated a series of robbery-murders and eventually caught Olaf and Yngvi.

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The two Ostlanders have steadfastly maintained their innocence. Charming, articulate men, they have caught the imagination of the hero-loving Ierendians, and their trial, at which the evidence seemed overwhelmingly to support the prosecution's case, was chaotic in the extreme.

What This Means: In actuality, Olaf and Yngvi are guilty. They are charming psychopaths who, if freed, will steal their rescuers blind, leave Ierendi, and take up their rob-and-murder career somewhere else.

What the PCs Can Do: If well-known PC adventurers are on hand, Olaf and Yngvi will smuggle to them a letter asking for help, telling how they have been framed by corrupt politicians covering for a merchant-lord who is actually responsible for the murders. They beg for the PCs to rescue them before the execution, set for four days from now.

Nuwmont 7: Thyatis Bandages Itself

Location: Thyatis.

Description: Thincol I, Emperor of Thyatis, accepts a formal surrender from several Alphatian army and navy units that are still on Thyatian soil—in the nation of Thyatis and in the Thyatian sectors of the Isle of Dawn. Aware of the catastrophic loss of Alphatia and seeing which way the wind is blowing, these units decide not to try to retreat to the Isle of Dawn or Bellissaria and hold them against Thyatis, but instead turn to side with the empire which was once their enemy.

Since all of these units are made up of shipborne marines, Thincol commissions these units as the new Third, Fifth, Sixth, Eighth, Thirteenth, Fourteenth, Seventeenth, and Nineteenth Fleets. Diverting resources away from hunger relief in the big cities, he begins provisioning them immediately.

What This Means: Thincol I knows his empire is drained and hurt, but also knows that Alphatia's abrupt disappearance leaves a power vacuum he can exploit. If he can get his forces out among the orphaned nations that once belonged to the Alphatian Empire, he can build a new Thyatian Empire that is larger than the old. He knows that taking and holding these regions will put an even greater drain on the Thyatian economy. He will, in fact, beggar his kingdom for years with this gambit—but it will be worth it in the long run

if he can take and hold lots of new territory.

What the PCs Can Do: If the PCs are notable Thyatian or Alphatian heroes, they can be part of the negotiations effort between the Alphatian commanders and Thincol I. They could thwart efforts by loyalist Alphatians or xenophobic Thyatians to sabotage these negotiations by killing the ambassadors.

Nuwmont 7: Aegos Becomes a Target

Location: Everywhere on Brun.

Description: By careful use of *teleport* spells and hirelings, Claransa the Seer has arranged for copies of *Claransa's Travels to the Center of the World* to be presented to rulers, libraries, magicians' guild leaders, and public figures in Alpha, Darokin, Dengar, Freiburg, Glantri City, Ierendi Island, Minrothad, Specularum, Thyatis City, and Ylaruam.

Most recipients of the book think it's a charming hoax or work of fiction by the time they read of Claransa seeing the eternal red sun of the Hollow World. But many scholars start comparing her words to little clues and hints they've been accumulating over decades. They're convinced. Some of them immediately notify their rulers of this opinion, and national rulers have to take it seriously. They immediately begin making plans for the conquest of Aegos or for the launching of expeditions to the North Pole.

What This Means: This is the leading edge of the first ripple from the publication of *Claransa's Travels*. As people around the world realize that there is a whole world beneath their feet, they will begin to think of things to do with that world—visit, explore, conquer, exploit ... From this one event, the two worlds must inevitably come together in a dangerous collision.

What the PCs Can Do: If PCs are on good terms with any ruler or scholar in any of the above-mentioned cities, they'll be summoned by the ruler or scholar, asked to reach Claransa on Ierendi by the fastest possible means, and to try to confirm or disprove her story. Claransa is a powerful magic-user with many friends—perhaps the PCs are among them—so the PCs' patron is not suggesting that she be grabbed and interrogated, only questioned. Of course, agents of several other nations could be doing exactly the same thing,

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meaning that the PCs may find themselves in competition with those agents.

Nuwmont 9: Olaf and Yngvi Meet Their Fate

Location: Ierendi.

Description: In front of a crowd of unhappy supporters, Olaf and Yngvi are hanged by the neck until dead—unless they are rescued by PCs or other credulous adventurers, that is.

Nuwmont 10: Expeditions Are Launched

Location: Thyatis, Heldannic Territories, Minrothad Guilds.

Description: Thyatis launches many of its newly-commissioned Alpathian fleets to begin the process of bringing Thyatian rule back to the Isle of Dawn.

The third, Sixth, Seventeenth and Nineteenth Fleets, commanded by the Thyatian Fourth Fleet, are launched against the Isle of Dawn. The western half of the island is now largely under Thyatian control, but the eastern half is making a show of defense, and these five fleets are to conquer it city by city.

The Twentieth Fleet is launched against Aegos. It is accompanied by a number of private vessels pressed into military service and their cargo, the elite Second Imperial Cohort unit of Thyatis City. Thincol I is serious about acquiring the hitherto-unimportant island to see if the pit to the Hollow World actually exists.

However, so are other nations. The Second Armada of the Heldannic Territories' Fighting Sea-Lions navy also launches for Aegos this day, as does the Second Division of the Minrothad Fleet.

What This Means: This is the first military ramification of the publication of *Claransa's Travels*.

What the PCs Can Do: If the PCs are heroes of Thyatis, the Heldannic Territories, or the Minrothad Guilds, they can accompany the fleets as elite heroes, to be used in special missions in the conquest of Aegos.

Nuwmont 12: But Do They See Their Shadows?

Location: Rockhome.

Description: The dwarf-clerics of the Immortal Kagyar inform King Everast that the

time has come. All over Rockhome, the dwarves come up from their deep cities and caverns. They begin to assess and clean up the damage wrought by three years of neglect and by Heldanners and Vestlanders travelling through their nation *twice*.

What This Means: The dwarves are back, and it will not be long before they discover that the Alfheim elves they disliked have been replaced by the Aengmor shadow elves they are bound to hate absolutely.

What the PCs Can Do: Since cleaning up streets and repairing walls isn't terribly heroic, Rockhome PCs would be sent out into the world to assess the changes that have taken place since the dwarves went underground three years ago. They'll reopen diplomatic negotiations with Rockhome's trade partners, which can be tricky business, and they'll run into hostile traders who have moved in to take over the routes Rockhome abandoned. All of these events are rich in adventure possibility.

Nuwmont 14: Thincol Warns Rulers of Helskir

Location: Helskir, Isle of Dawn.

Description: Emperor Thincol I of Thyatis sends word of warning to Eruul Zaar, King of Helskir, and to Queen Asteriela, Thincol's daughter. He intends to be true to the agreement he made with Empress of Eriadna shortly before Alpathia disappeared: he will continue to recognize Helskir as an independent country, and will not invade it.

However, he says he also will not protect it. The Heldannic Territories are not far from Helskir and they may try to conquer it. Come spring, the reavers of Ostland may decide to raid Helskir. He recommends that his daughter come home and avoid the sack of her nation. She refuses.

What This Means: Thincol wants Helskir to fall—he hates being bound to his word when it's not something he wants. He'll do everything he can to crush Helskir without facing it directly. Consequently, he's sending messengers to Ostland recommending they look at Helskir—without mentioning that the idea comes from the Thyatian emperor, that is. He is not worried about the Ostlanders trying to set up colonies on the Isle of Dawn, since they're raiders, not conquerors.

What the PCs Can Do: If Thyatian, the PCs

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can be part of the diplomatic party to Helskir (they might be chased out of town by the angry king and queen) or the group sent to Ostland (they might be invited by the Ostlanders to join in the raids on Helskir).

Nuwmont 15: Wrath of the Immortals Day

Location: Thyatis.

Description: By Imperial decree, today is a workers' holiday all through the nation of Thyatis. They are to celebrate the Wrath of the Immortals that was visited on Alphatia—which, the empire's criers say, is sure and absolute proof that the Thyatians were right all along in everything, and bore the favor of the Immortals, and that the Alphatians were wrong all along in everything, and suffered the Immortals' fury. Informal parades take place, the games at the Coliseum are grand and bloody, and there is a certain amount of rioting and looting.

It is a very dangerous day to be of Alphatian descent in Thyatis City. This day, many people of Alphatian descent are beaten by crowds angry about the relatives and properties they've lost in the last six years of war.

Emperor Thincol attends the games and various other events, but people notice how shrunken, tired and old he looks compared to a mere year ago. He is accompanied everywhere by his son Eusebius.

What This Means: With this event, Thincol is cynically playing on national pride and identity by placing blame for the entire war on the Alphatians—and unofficially encouraging his citizens to vent the last of their hostility against the Alphatians. He also allows the citizens to see him to discourage rumors that he is already dead—but allows them to see him in the company of his healthy son so that they will be reassured that the succession of the throne is not in danger.

What the PCs Can Do: There's a lot to do in Thyatis this day. If one or more PCs or their retainers are of Alphatian descent, they'll be in danger of beatings or worse by runaway crowds. The PCs could run across Alphatian-descended citizens fleeing from such crowds and be inclined to protect them from the rioters. Businesses owned by PCs could be the targets of looters. An old enemy of a PC could try to use the confusion to assassinate the PC and blame it on rioters.

Nuwmont 18: Heldanners Break Off

Contact

Location: Freiburg, Heldannic Territories.

Description: After a dream-visitation by the Immortal Vanya, Patriarch Wulf von Klagen-dorf breaks off all diplomatic contact with Thyatis. He violently expels Thyatian ambassadors from the nation, then has their diplomatic compound looted and burned to the ground.

What This Means: In the recent war between Alphatia and Glantri, the Immortal Vanya sided with Glantri. She secretly assumed a Mortal Form identity of a woman named Anya and became very close with Emperor Thincol I. The advice she provided him was always right in the early years of their association and Thyatis profited immensely from her wisdom. But her real goal was to let Thyatis destroy itself stopping the Alphatians, and Thincol eventually realized that following her advice would destroy his empire. He stopped doing so and banished her from his presence. As Vanya, the Immortal retaliated by casting a *curse* on him: the reason for his deteriorating health. Now, she continues to needle him by depriving him of even the tentative alliance he once had with the Heldannic Territories.

What the PCs Can Do: If the PCs are Thyatians in Freiburg, they'll have a tricky time keeping the ambassadors safe while conducting them out of the city and the nation. If the PCs resist the Heldanners too violently, they'll incite them to attack, and there are enough Heldannic Knights that such an action would be suicide. But if they just let the Heldanners torment the ambassadors, the ambassadors might be injured or killed, so a difficult middle ground is the best course.

If the PCs are Heldannic heroes, they can be responsible for throwing the ambassadors out of the country. Perhaps they'll want to do so as violently as possible; perhaps, more mercifully, they'll want to keep their NPC allies from seriously hurting the diplomats.

Nuwmont 20: Fenswick Ruler is Killed

Location: Glantri.

Description: The little duchy of Fenswick, just northeast of Glantri City, is thrown into momentary turmoil when its ruler, Lady Margaret Hillsbury, dies. The turmoil comes from two sources: First, Lady Margaret had no heir,

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second (and more important), she died by what appeared to be a dragon attack. The people of Glantri keep their eyes open for a rogue dragon.

What This Means: It was a dragon that killed Lady Margaret, but not an ordinary one. It was Synn, a Night Dragon, a near-Immortal Entropic draconic being. Synn has been granted more power than any other Night Dragon in order to bring more Entropic misery and pain to the world. Synn, having seen the chaos that is rampant in Glantri, has decided that the Principalities are the ideal place to set up her new base of power—and this was her first step.

What the PCs Can Do: The PCs cannot save Lady Margaret: they are not on hand when she is killed.

Nuwmont 23: Fenswick Gains New Ruler

Location: Glantri.

Description: The day after Lady Margaret's death, a woman appears in Glantri City, claiming to be her daughter. Her men-at-arms bring with them the body (on several carts lashed together) of a large black dragon. This woman, Dolores Hillsbury, says she was born of a secret liaison between Lady Margaret and Prince Volospin Aendyr, the late Prince of Blackhill.

Blackhill was destroyed by the meteor strike that created the Great Darokin Crater, so Volospin cannot confirm this liaison. However, Lady Margaret's great admiration of Prince Volospin was well-known, which lends credence to the story. Dolores is also accompanied by some of Lady Margaret's servants, who confirm her story.

Dolores is a rare beauty, pale and black-haired, and an accomplished magician. She quickly charms the Glantrian House of Lords and the princes present in Glantri City—especially Jaggar von Drachenfels.

The princes have gathered in the city to formally announce that the principalities of Blackhill and Caurenze are no more.

The Council of Princes promises to consider the claim of Lady Isidore d'Ambreville, who wants to be the next Princess of New Averoine. However, the Council does not vote on this motion.

As a minor side issue, the Council votes for Dolores Hillsbury to receive her mother's title

and dominion. New rulers must be experienced magic-users (which she is); they must also either be graduates of Glantri's Great School of Magic (which she isn't) or perform some great task for the Council. The Council rules that her quick destruction of a predatory black dragon in Glantri constitutes such a task, so her succession to her mother's dominion is confirmed.

What This Means: Lady Dolores Hillsbury, the new Duchess of Fenswick, is actually a transformed Synn. She has taken this identity to achieve political power within Glantri; her eventual goal is to rule the entire nation.

What the PCs Can Do: For the most part, PCs in Glantri can only observe these political machinations. They can also investigate matters, either for their own curiosity or for one of the Princes.

Lady Dolores' men-at-arms are a tough-looking lot from all over the Known World, mostly rough soldiers, sailors, and convicts. They seem to be fanatically devoted to her, however.

The black dragon Lady Dolores killed was brought down by her spells—so she and her men claim. Then one of her men cut its throat to make sure it stayed down. But the wound on its throat is rather jagged and torn, as if the man-at-arms were using a *very* dull sword. (In fact, Dolores was in her night dragon form when she killed the black dragon: she used the night dragon's breath weapon, which causes unconsciousness, then ripped out the other dragon's throat with her claws while it lay helpless.)

The PCs might also grow suspicious of the great charm Dolores holds over Glantrian nobles, but there isn't any evidence to back up their suspicions, so Glantri's nobles won't listen to them if they decide to protest.

Nuwmont 25: Dunadale and Helskir Attacked

Location: Confederacy of Dunadale.

Description: The Thyatian Third, Fourth, Sixth, Seventeenth and Nineteenth Fleets now attack the Confederacy of Dunadale on the eastern half of the isle of Dawn. The Dunadale forces fight with spirit against the intruders.

Meanwhile, units of the 1st Armada of the Heldannic Territories' Fighting Sea-Lions navy, and a Heldannic sky-ship assault the city of

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Helskir. The naval battle is indecisive, but the sky-ship manages to do a lot of damage by dropping flaming oil on the city.

What This Means: This is the start of Thyatis' conquest of the old Alphatian portions of the Isle of Dawn.

What the PCs Can Do: If the PCs are defending Dunadale or Helskir, they can stave off the invaders. In Dunadale, it should be clear to them that they're fighting a delaying action: Dunadale is ultimately doomed. Perhaps the king, Tastagarth Lunn, will ask them to take the city treasury to some safe place and bury it, to keep it out of Thyatian hands. In Helskir, no such certainty exists.

If the PCs are part of the Thyatian or Helldannic force, they can do a lot of fighting to crack the walls of Helskir or Dunadale and Deirdren. Alternatively, they could plan and undertake a dangerous mission to penetrate into Helskir or Dunadale, capture King Eruul and Queen Asteriela or King Tastagarth, and end the fighting before too many soldiers on either side are killed. Such a mission would be very tricky, though; these Isle of Dawn rulers

are canny enough to prepare for such eventualities.

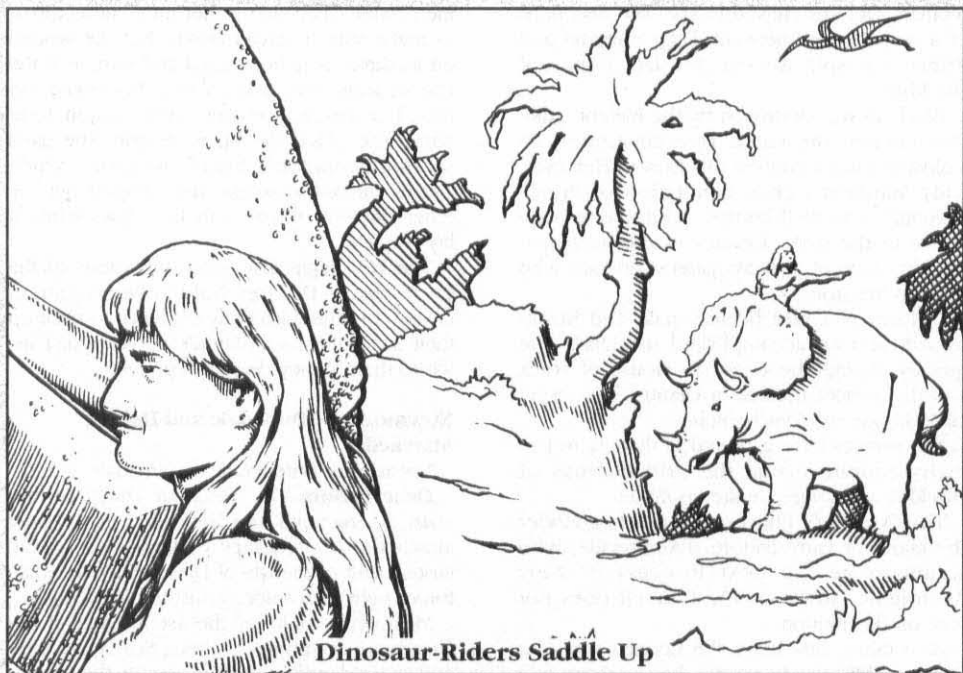
Nuwmont 28: The Dinosaur-Riders Saddle Up

Location: Neathar Territory, Hollow World.

Description: At a conclave of Neathar chiefs and warriors, the Neathar decide that the men of Alphatian Neatharum are too powerful, too organized, and too aggressive; they're a real threat to all the Neathar. One special Toralai warrior, by name Otor, has learned how to train some dinosaur species to accept riders. He proposes that the best warriors of many tribes band together and learn to ride the dinosaurs, then take the war back to the men of Alphatian Neatharum—and perhaps to the Azcans as well. The other chiefs agree to this.

To celebrate, Otor has his current crop of trained riders mount up and attack a Nogai village now held by Alphatians. They stomp the Alphatians into the ground and ride away in triumph.

What This Means: This is a sign that the



Dinosaur-Riders Saddle Up

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Alphatian presence in the Hollow World is serious enough for the natives to grow worried, and a sign that the natives are not pushovers even when they lack the Alphatians' great magical knowledge.

What the PCs Can Do: If the PCs are Neathar warriors or friends of the Neathar, they can be invited to join the dinosaur riders, riding triceratops and stegosaurus in the attack on the Nogai village. If the PCs are men of Alphatian Neatharum, they can withstand this devastating attack, saving as many of their allies as possible and possibly bringing down a few of the Neathar warriors, and then must race with the news of the attack back to the city of Haldemar while more Neathar warriors hunt them down in the forest.

Vatermont, AC 1010

Vatermont 1: Winter Festivals Begin

Location: Ethengar Khanates.

Description: *Regular Holiday.* These Ethengarian competitions, games, and feasts last a full week.

Vatermont 1: First Tax Day in Karamaikos

Location: Karamaikos.

Description: *Regular Event.* Taxes are collected for the months Sviftmont through Kaldmont of the previous year.

Vatermont 1: Darokin Asks For Concessions

Location: Shireton, Five Shires; Specularum, Karamaikos.

Description: In the capitals of the Five Shires and Karamaikos, ambassadors of Darokin make an unusual request of the ruling bodies and merchants' associations. The men of Darokin declare that they were seriously hurt by the war with the Desert Nomads, by a meteor strike in North Darokin, and by monster invasions into the meteor crater. They say that only their valiant defense kept Desert Nomad forces from invading the Five Shires and Karamaikos. They acknowledge that these two nations sent much-needed military and economic aid, but they now request even more than that: favored trading-partner status, reduced trade tariffs, etc., all to help Darokin's economy recover.

What This Means: The request from Darokin is just what it sounds like: a plea from a proud country for aid the nation believes it deserves.

What the PCs Can Do: If the PCs are important persons in the Five Shires or Karamaikos, they can be consulted by the national rulers, who want their opinions about the motives of Darokin's rulers. These rulers may even ask the PCs to break into the Darokin ambassador's residence and listen to the diplomats' conversations to make sure the men of Darokin have no ulterior motives. Should the PCs be caught, their superiors will disavow any knowledge of their activities.

Vatermont 1: Hard-Ball Cancelled

Location: Alpha.

Description: King Ericall of Alpha announces that there will be no Hard-Ball season this year, owing to the fact that most of the teams in competition disappeared with Alpathia.

What This Means: Hard-Ball is the national sport of Alpathia's lower classes.

Vatermont 2: The Waveleaper Incident

Location: Minrothad Guilds.

Description: The passenger ship *Waveleaper*, a comfortable vessel of Thyatian registry, sinks this evening. The captain of the fishing vessel *Reedbottom*, half a mile away, sees some of what goes on. The *Waveleaper* is visible only by her lights, which suddenly begin spinning around as if the passenger ship were a top. Then the lights go out. Following the ancient code of the sea, the *Reedbottom's* crew nervously sailed closer to look for survivors, but found nothing—not even floating deck chairs or broken pieces of wood.

What This Means: Either the Minrothad seas are being haunted by a sea monster with an enormous appetite, or some other disaster has befallen the poor passengers of the *Waveleaper*.

What the PCs Can Do: If the DM wants to stage this as an adventure, he could have the PCs investigate. The *Waveleaper* could have disappeared for one of three reasons:

First, the captain could have faked the extraordinary event. His motivation: blackmail. He'll kidnap his wealthy passengers and later pose as a mystic capable of returning them from

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whatever magical place they ended up. Knowing that the *Reedbottom* was close enough to see, he had his crew carry the ship's lights, moving them around in drilled formations to simulate a spinning ship. Then he had the lights put out and sailed away.

Second, the ship could have been swallowed by a sea monster, in which case the crew and passengers are probably dead, but the PCs will have a large, dangerous monster to fight and have some ship's goods to salvage as treasure.

Third, the ship could have run afoul of a bizarre whirlpool which sucked it down into a subaquatic cavern or the *elemental plane of water*; in which case the PCs would have to find the exact site of the sinking, question the mermen or sea-nymphs of the region, and find out from them what they saw. This would lead them to the place where the ship is trapped.

Vermont 3: Dolores Becomes National Heroine

Location: Glantri.

Description: In the last few days, Lady Dolores Hillsbury has held the reins of her

dominion with considerable ability. She has personally led forces on the battlefield to repel humanoid armies from South Monsterland. Now, she comes to Glantri City on griffonback, claiming to have seen a large humanoid force heading for Glantri City across the hills to the southwest. Prince Jaggar's armies in Glantri City ready themselves and easily repel what is no longer a surprise attack from King Thar.

This success in thwarting a major assault on Glantri City helps make Lady Dolores very popular to the common citizen of Glantri City. Prince Jaggar, obviously smitten—though he is still married to Frau Gertrud von Drachenfels—begins agitating for Fenswick's borders to be extended (to Belcadiz in the south, to Glenargyll in the east), preparatory to Fenswick being made into a true principality.

What This Means: Synn, who has her own spies in South Monsterland, arranged for King Thar to hear of a marvelous opportunity to sneak ground forces right up to Glantri City. She then thwarted the attack to gain popularity for herself as Dolores, and to weaken the faith of the humanoids in the infallibility of King Thar.

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What the PCs Can Do: The fight against the humanoids is an opportunity for the PCs to demonstrate their fighting ability. Afterwards, they'll have plenty of opportunity to see how the population is reacting to Lady Dolores.

Vatermont 5: Minrothad Reaches Aegos

Location: Aegos, Alatian Islands.

Description: The Second Division of the Minrothad Fleet reaches the island of Aegos. Though they had further to travel than the Thyatian fleet, they were not slowed by the many clumsy transports the Thyatians were using, and so arrive a day ahead of the Thyatians.

The Minrothad commander, Delsel Oaktree knows that he probably cannot take Aegopoli in a single day, but if he does not, he'll have to fight a two-front war when the Thyatians arrive tomorrow.

What This Means: Delsel Oaktree is poised on the brink of success or failure. He can't win anything for the Minrothad Guilds if he conducts this situation as a normal military exercise, so he has to come up with a better answer.

What the PCs Can Do: If the PCs are well-known heroes and part of the Minrothad fleet, Delsel Oaktree will call them in to solicit their opinions on the situation. If their ideas sound better to you than the solution in the next entry, use it instead.

Vatermont 6: Minrothad Dickers for Aegos

Location: Aegos, Alatian Islands.

Description: The Thyatian Twentieth Fleet reaches Aegos. There, it discovers that the Second Division of the Minrothad Fleet is in position on the waters before Aegopoli. Minrothad commander Oaktree sends word that he wants to discuss matters with the Thyatian commander before they come to blows. The Thyatian commander, Admiral Helena Daphnotarthius, agrees.

At the meeting, Oaktree sets out his position. If the Thyatians want to be selfish, the Minrothad sailors will fight them. He knows they can't win, but the Minrothad magic-users now in position at the great pit will have plenty of time to use their spells to collapse the pit even further. But if the Thyatians are willing to cooperate with the Minrothaders, both sides can profit.

His deal is this: the Thyatians and men of Minrothad will take the island together. Afterwards, once the shaft to the Hollow World is reopened, all trade passing through it will be handled by Minrothad Guild traders.

Admiral Daphnotarthius eventually agrees, stipulating that their contract be for no more than five years; perhaps it can be renewed at the end of this time.

The two forces attack Aegopoli. The small community bears only a few minutes' worth of attack and then surrenders unconditionally. King Dromedon is taken into custody.

What This Means: Actually, the Minrothad forces didn't have enough magic-users on hand to do the pit any harm. But the bluff worked, since Thyatis couldn't afford to call it, and Minrothad now has important trade concessions.

However, the Thyatian commander gave away less than it appears. She knows that Thyatis will take possession of Aegos and intends to take possession of the Hollow World end of the Pit. The Minrothad Guilds can handle the trade, but they'll be taxed at the top and at the bottom, so they'll profit far less than the Minrothad commander imagines.

What the PCs Can Do: The PCs potentially have a lot to do here. If they're from Minrothad, they can be part of the very nervous crew conveying their elf commander to the Thyatians and back. Whether they're Minrothad or Thyatian, they'll be at the forefront of the attack on Aegopoli. They might even hear of an Aegos plan to collapse the Pit, to do exactly what Oaktree threatened to do, and have to head it off before the men of Aegos can accomplish it.

Vatermont 7: Winter Festivals End

Location: Ethengar Khanates.

Description: *Regular Holiday.* The Winter Festivals climax and end; also Day of the Golden Khanate—Bargha, envoys present gifts to the Khan.

Vatermont 8: Heldanners and Thyatians Clash

Location: Helskir/Dunadale Border.

Description: Naval units of the Heldannic Territories, ranging east along the coast to sack villages and small towns, run into units of the Thyatian navy doing the same thing to

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Dunadale ports. The two navies have a brief clash, resulting in numerous deaths but no ships sunk. Now, the two powers realize they're in close proximity and have overlapping ambitions on the Isle of Dawn. Both have to rethink their strategies.

Vatermont 10: First Tax Day in Glantri

Location: Glantri.

Description: *Regular Event.* Taxes are collected for the months Sviftmont through Kaldmont of the previous year.

Vatermont 10: Feast of the Silver Purge

Location: Minrothad Guilds.

Description: *Regular Holiday.* (Minrothad Date: Tomun 8). This event celebrates the date when the men and elves of Minrothad wiped the curses of vampirism and lycanthropy from their islands. Celebrants stay indoors, tell scary stories, thank the Immortals, and shudder.

Vatermont 10: King Ericall Calls Up the Army

Location: Alpha.

Description: The Thyatian and Heldannic fleet activity in the Sea of Dawn convinces King Ericall that Alpha will probably be attacked by either of the conquest-minded powers. Reluctantly, he begins to call all able-bodied fighters into the army and navy and to prepare for war.

What This Means: Though a bit slow to respond, Ericall is correct: Alpha and the whole region of Norwold are choice targets for conquest.

What the PCs Can Do: Alpha-based PCs are likely to be drafted into the new expanded army—or, if dominion rulers, to be required to send troops to the army. High-ranking or intelligent PCs will be listened to if they have any wisdom to offer King Ericall; he's anxious to hear good, cost-efficient ideas for protecting his too-large, too-vulnerable nation.

Vatermont 11: Pittston Falls

Location: Aegos, Alatian Islands.

Description: Combined Thyatian and Minrothad forces surround the town of Pittston and, after a hard day's fighting, capture it.

What This Means: The Hollow World isn't in danger from it yet, but Thyatis will someday soon have the opportunity to strike at the

Hollow World, further complicating the confusion brought on by Alphatia's appearance in the Hollow World.

What the PCs Can Do: If the PCs include any magicians or engineers, they can be put in charge of the task of evaluating the damage to the pit, and ways it can be dug open again.

This isn't a dull engineering job. Far down, the walls of the pit could be swarming with underground monsters. The effort of evaluating it and recommencing digging could be delayed by monsters such as purple worms. Aegos saboteurs could try to start rockslides and collapses to delay and kill them. It's a dangerous situation.

Vatermont 13: Fort Nikos Is Recaptured

Location: Barony of Biazzan, Thyatis.

Description: The Third and Fourth Imperial Cohorts, temporarily stationed in the dwarf-dominated Barony of Buhrohur, recapture Fort Nikos in the northern parts of the Barony of Biazzan. Fort Biazzan had been taken over by unemployed mercenaries seeking a quick fortune. The Third Imperial Cohort begins moving against Biazzan from the north while the Twenty-first Imperial Cohort moves against Biazzan from Kerendas in the south.

What This Means: This is Thyatis' continuing effort to reclaim the territories it lost in the recent war with Alphatia.

What the PCs Can Do: Temporarily hired as part of the Thyatian forces, PCs could be an elite freelance unit charged with getting into Fort Nikos to open the gates while the Thyatian units set up outside. As part of the mercenary garrison, the PCs could be charged with getting the garrison commander's family to safety rather than let them fall into the hands of the Thyatians.

Vatermont 14: Bollathar's vs. Claransa's

Location: Shireton, the Five Shires.

Description: Bollathar Fireeyes, an aged halfling adventurer and traveller, issues a furious denouncement of *Claransa's Travels*. He refers to her work as a preposterous fiction designed to dupe the reading public and insult the intelligence of all people.

His announcement is simultaneous with the release of his own travel journal, *Bollathar's Journeys to the Heart of the Earth*. In *Journeys*, he describes how he, as a young

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halfling, travelled in the belly of a snake to a world-sized cavern at the center of the earth. In this cavern, halflings ruled, while humans, elves, and dwarves were kept as simple, stupid pets. The monsters in the cavern could easily destroy any monster from the planet's surface, but the amazingly powerful halflings easily kept them in line. The world's sun was a gigantic crystalline globe, which the halflings turned on and off to make day and night.

What This Means: Bollathar is an old crackpot who has written a bizarre piece of halfling-oriented fiction and has come to believe in it with all his heart. He is offended that any other work would dare to describe the world below and have so little to say about the great and glorious halfling race.

Vaterrmont 15: Ne'er-do-well Makes Friends

Location: Ne'er-do-well, Alatian Islands.

Description: King Koryn the Harpist sends messengers to the Thyatian commander on Aegos, Helena Daphnotarthius, informing her that Ne'er-do-well is an independent nation but friendly with the world, and she and her fleets are welcome to make use of her ports just as any other mercantile nation may.

Admiral Daphnotarthius sends an expedition to Ne'er-do-well to evaluate the island and decide whether it's worth conquering.

What This Means: Thyatis is anxious to expand its territories, but is not going to be stupid about it. The Empire will not attack a nation it does not think it will profit from conquering.

What the PCs Can Do: The PCs can be the evaluators; the DM can use this chance to give them a fun shore-leave adventure in a nest of vice and villainy.

Vaterrmont 15: Zandor Proclaims New Empire

Location: Qeodhar, Floating Ar, Alpha.

Description: Zandor, "imperial ruler" in Aquas, has decided that the rulers of the former Alpathian tribute nations have not responded as quickly as they should to his demands that they recognize him as emperor. In a carefully-timed display, ambassadors representing Zandor arrive in these three nations this day, set up daises (without permission of the local rulers), and proclaim the happy news that Zandor proclaims the foundation of a

New Alpathian Empire, including the nations of Aquas (the current imperial capital), Qeodhar, Floating Ar, Alpha, Landfall, Dawnrim, Horken, Lagrius, Meriander, Notrión, Surshield, Aegos, Aeria, Gaity, and Ne'er-do-well. (Note that he has not yet sent ambassadors to the Alatian and Bellissarian nations.)

In Qeodhar, the ambassador is invited to dine with Baron Norlan and disappears. In Floating Ar, the ambassador is roundly mocked by the crowd, then stoned until he runs away. Ericall, more practical, counterproposes a diplomatic union between Aquas and Alpha, and asks how many troops Zandor is willing to send to Aquas' defense.

Vaterrmont 16: Western Defense League Founded

Location: Specularum, Karameikos.

Description: Ambassadors and military envoys of Darokin, Ylaruam, Rockhome, and the Five Shires, in attendance with King Stefan of Karameikos, come to terms on the foundation of the Western Defense League. In effect, they pledge mutual aid in times of major war or invasion. Their unstated desire is to give the Empire of Thyatis pause before invading any of their countries; powerful as Thyatis was and could be again, the empire would not enjoy fighting all five nations just for invading one of them. Announcement of the league's formation is made immediately.

Vaterrmont 18: Monsters Fair

Location: Glantri.

Description: *Regular Holiday.* This is a celebration day which began in the now-destroyed principality of Caurenze, "celebrated" by arena combat between barbarians, prisoners, and monsters. In Glantri City, a monster parade takes place, followed by circuses, monster demonstrations, and monster auctions.

Vaterrmont 20: Thar Strikes South

Location: Crowlerd, Lake Amsorak, Darokin.

Description: Stung by his failure in Glantri on Vaterrmont 3, King Thar now sends humanoids south into Darokin. They attack the village of Crowlerd, east of Lake Amsorak.

What This Means: Thar needs a quick, cheap victory to bolster his troops' opinion of

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him. Realizing that the Glantrians are getting better at defending themselves—but not how—he has turned his eye to Darokin.

What the PCs Can Do: The outcome of this situation is entirely up in the air. If the PCs are in Darokin, they could get wind—from their magical powers, from a hint by an Immortal, etc.—of the attack on Crowlerd and be there when it comes. Sufficiently valiant PC efforts (perhaps even a challenge duel with the humanoid leaders) could lead to the humanoids being driven out with little loss of human life. Sloppy work by the PCs could result in Crowlerd being sacked and burned to the ground.

Vatermont 20: Biazzan Is Recaptured

Location: Barony of Biazzan, Thyatis.

Description: The Third and Twenty-first Imperial Cohorts finish taking Biazzan. The mercenaries in the town hold out to the last man and burn much of the city before the Thyatians can reenter it. Thyatis is now again in possession of the city, but Biazzan will have to be rebuilt and largely repopulated.

What This Means: Thyatis now no longer has what it considers enemies on Thyatian soil.

However, it's not likely that Thyatis will pursue the attack into Ylaruam where the mercenaries are thought to come from. The Emirates have some rich and prosperous areas, but much of the nation is desert, and all of it is occupied by tough customers who dislike Thyatians. Thyatis is very profit-oriented, and sees much greater profit in the conquest of old Alphan territories than in further attacks on Ylaruam.

What the PCs Can Do: As part of the Thyatian forces, the PCs could be asked to sneak into Biazzan as the big battle begins, find Baron Babrak Biazzan and his family (if they still live), and protect them or get them back out of the city before the Ylari decide to kill them.

As part of the Ylari forces, PCs would be ordered to sneak out of the city and launch a counterattack against the encampment of the Thyatians' commanders; killing the Thyatian commanders would confuse the Thyatian attack.

Vatermont 20: Five Shires Pledge Aid

Location: Shireton, the Five Shires.

Description: The governing body of the Five Shires signs a decree to send economic aid—including workers and surplus crops—into Darokin, as part of the effort to help that nation recover.

Vatermont 21: The Drowning

Location: The Pearl Islands.

Description: *Regular Holiday.* In a solemn festival, Pearl Islanders build toy canoes with a candle in them. They launch the canoes into small bays and splash the water until the canoes sink. This way they provide surrogates that the sea can claim instead of their friends and loved ones.

Vatermont 21: Start of Shipping Season

Location: The Thyatian Empire.

Description: *Regular Holiday.* This event always occurs in late Vatermont, though not always on this precise date. Seaside Thyatians celebrate the beginning of their shipping season; there are numerous boat-launchings and many tedious speeches, followed by street fairs and boating competitions.

Vatermont 22: The Heldanners Reach Aegos

Location: Aegos, Alatian Islands.

Description: The Second Armada of the Heldannic Territories' Fighting Sea-Lions reaches Aegos, only to find that Thyatis and the Minrothad Guilds are already in charge of it. The furious Heldanner admiral makes a quick attack on the fringes of the Thyatian naval forces, then turns for home.

What This Means: The Heldanners would like to have control of this site, too, but they are in control of a small flying-ship navy and already have a presence in the Hollow World, so it's not a major loss for them.

Also, the Heldannic admiral isn't as stupid as he acts. The attack on the Thyatians was a diversion to put an elite unit on shore. Those Heldannic spies are under orders to get to Pittston, see what the Thyatians and Minrothaders are doing at the pit, and perhaps sabotage them or return to the Territories with news of what's going on—preferably both.

What the PCs Can Do: If the PCs are on the Thyatis/Minrothad side, they can defend

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the island from the Heldanners. They might even be able to figure out that the attack was a diversion and go looking for the landing party. If the PCs are the Heldanners, they would *be* that elite landing party, and would have to move through an enemy-dominated island to find the town of Pittston and decide what to do at the pit.

Vatermont 23: Chancellor's Day

Location: Darokin.

Description: *Regular Holiday.* This day celebrates the birthday of the first Chancellor of Darokin, Charles Mauntea; it is a worker's holiday, though many businesses remain open.

Vatermont 24: Pie-Crust Scandal Breaks

Location: Thyatis City, Thyatis.

Description: Angelarian Canolocarius, a prominent senator in Thyatis, is arrested by agents of the imperial throne. It seems that he has been performing some extraordinary financial dealings, but his little mercantile empire, which one of the royal agents describes as "thin and frail as a pie-crust," has just collapsed.

Canolocarius, ever more anxious to improve his standing in the eyes of the Imperial court, sold government positions for sums so great that they raised the eyebrows even of Eusebius Torion. He borrowed sums using his family lands as collateral, deposited them in one bank, borrowed sums from another bank with the first bank's deposit acting as collateral, withdrew the original sum from the first bank, used some of it to have the first bank burned down (with its officers inside), etc. He spent incredible sums on Coliseum events and entertainments for the royal family, hoping to be awarded a dominion for his service to the royal family. He continued borrowing against phantom sums until the truth caught up to him. On the day of his arrest, it is revealed that he is several million gold pieces in debt, and the imperial throne orders the seizure of all his lands and properties.

Vatermont 27: Not Worth the Trouble

Location: Ne'er-do-well.

Description: The group of evaluators sent by Admiral Helena Daphnotarthius returns with its findings. They have determined that Ne'er-do-well could be conquered, but that the con-

quest would cost more than it was worth at this time. Admiral Daphnotarthius, with a keen understanding of her empire's available resources, decides not to direct any military forces against Ne'er-do-well, but to make use of the island's commercial resources for staging and reprovisioning parts of her navy.

Thaumont, AC 1010

Thaumont 1: Spring Equinox

Location: Everywhere on the Known World.

Description: *Regular Event.* On this date, day and night are the same length. In many cultures, this date is recognized as first official day of Spring.

Thaumont 1: New Year's Day (Alternate)

Location: The Alphatian Empire, Rockhome, some others.

Description: *Regular Holiday.* This is a combined New Year's Day and First Day of Spring festival, characterized by planting and fertility festivals.

Thaumont 1: The Discovery

Location: Aengmor, City of the Stars.

Description: *Regular Holiday.* (Shadow Elves Date: Refuge 9). The shadow elves trapped beneath the earth's surface found the great cavern called the Refuge of Stone. It is celebrated with feasting and singing.

Thaumont 1: Tax Day in Darokin

Location: Darokin.

Description: *Regular Event.* On this day, all the previous year's taxes come due.

Thaumont 1: The Rebirth (Begins)

Location: Ierendi.

Description: *Regular Holiday.* This is the last large celebration before island population turns to planting and tending the fields. Planting parties are conducted, and at the end of the work day, celebrants gather to drink and feast late into the night, then wake up early the next day for more work. (It's a tiring celebration.)

Thaumont 1: Shipping Season Begins

Location: Karamaikos.

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Description: *Regular Holiday.* In Karamaikos, the actual shipping season starts whenever the winter weather breaks and the seas allow. But Stefan Karamaikos has decreed that this date will be the holiday celebrating the shipping season; that way, festivities seldom actually interfere with the sailing of the merchant ships. It's a day of feasting, and there are many clerical events where people pray for the safety of family members who are sailors.

Thaumont 1: Favored Trading Nation

Location: Specularum, Karamaikos.

Description: King Stefan signs into law a proclamation giving Darokin a favored trading nation status, reducing tariffs on the exchange of trade between the two nations. This will slightly reduce Karamaikos' profit on trade with Darokin, but King Stefan agrees that it's in his best interest to aid Darokin's economic recovery.

Thaumont 1: Heldann Invades Landfall

Location: Landfall.

Description: Land and sea units of the Heldannic Territories' armed forces attack the town of Landfall, circling and besieging it. Heldannic champions challenge Landfall's heroes to personal combat, but none of Landfall's fighters is willing to come out and meet them. Fortunately, the town's thieves' guild, has reinforced the town's defensive walls and laid in a large supply of rations.

What This Means: Unless the men and women of Landfall do something spectacular, the Heldanners should find it easy to capture the town and use it as a staging area for the conquest of more parts of the region of Norwood.

What the PCs Can Do: If the PCs are settled in Landfall or even have dominions near the city, they can participate in its defense. However, the Heldanners will come to negotiate with them—in good faith, amazingly enough. The Heldanners will allow them to switch sides, keeping (and even increasing the sizes of) their dominions, if they pledge loyalty to the Heldannic Territories instead.

If part of the Alpha defense forces, the PCs can be sent to Landfall to evaluate the situation. (The situation isn't good; the Heldanners are in good shape, morale, and number, and

the men of Landfall aren't.) They can accept some of the Heldanners' challenge matches, and, if victorious, strike a blow at Heldanner morale, but this will only delay the conquest; Ericall will want them to return to Alpha rather than stay in Landfall until it falls.

If part of the Heldannic force, the PCs can wear down the Landfall defenders in daily combat and perhaps come up with a scheme to crack the city's walls and allow a quicker, easier conquest. For example, one of the few Heldanner magic-users could be in the process of inventing an *earthquake* spell ideal for this plan, but could need hard-to-find magical components (such as lava kept molten from the time it leaves the volcano to the time it reaches the magician); the PCs would have to adventure to find such things.

Thaumont 4: Darokin Rivers Unusually High

Location: Darokin; Five Shires.

Description: The spring thaws commence a little early and the rivers rise unusually fast. Even as early as the fourth official day of spring, the humans of Darokin and halflings of the Five Shires are noticing that Lake Amsorak and the Streef River are higher than normal for this time of year.

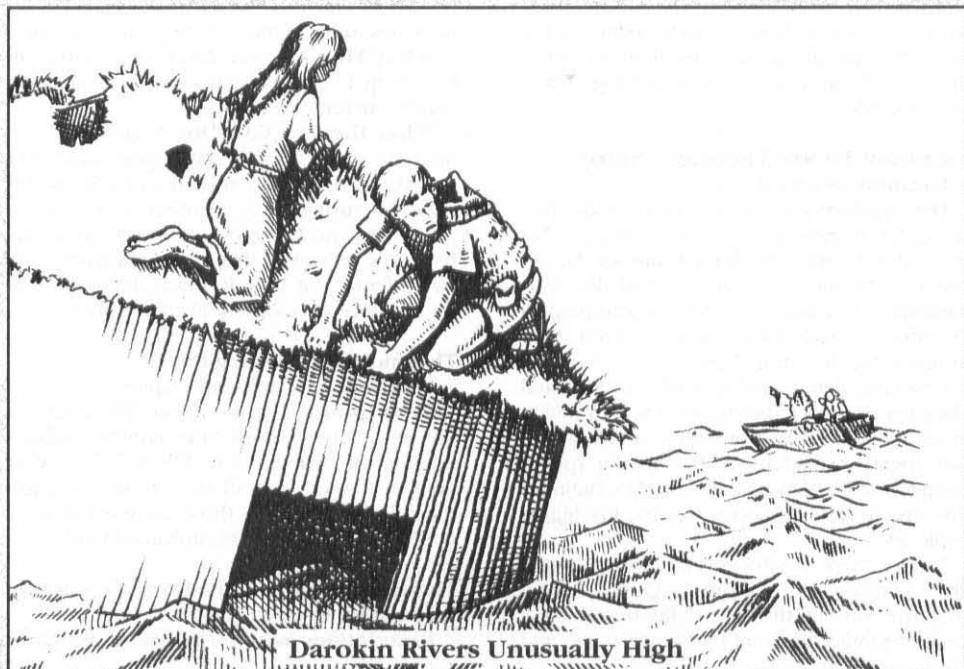
What This Means: This is a natural event. Snowfall and rainfall were very heavy in the mountains during the winter, possibly because of the dust-clouds kicked up by the meteor strike in Darokin. Now, that snow is melting and the rivers will be rising higher than usual. However, this does not bode well for Darokin, which needs all the good breaks it can get for its economy to recover.

What the PCs Can Do: If you want to stage this as an adventure, you could have the event be a sinister one. Somewhere in the mountains north of Darokin, a wizard-servant of the Master of Hule has learned how to tap into the *elemental plane of water*. The Master's plan is to flood Darokin to destroy the country. PCs sent to investigate the unnatural runoff would come up against a strange magic-user whose spells are all water-oriented and all dangerous.

Thaumont 6: Pearl Islanders Hedge Their Bets

Location: Nuar Island; Thyatis City.

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Darokin Rivers Unusually High

Description: The king of the Pearl Islands sends fabled diplomat Tanarobi Nuar to Thyatis City to negotiate for peace between Thyatis and the newly-independent Pearl Islands. On this day, Nuar arrives and arranges for an appointment with the Emperor.

What This Means: The Pearl Islanders want to remain independent, but they want to avoid being slaughtered by Thyatian naval forces, too. They hope that if they get a favorable agreement signed while Thyatis' naval forces are conquering foreign lands, the agreement may last once Thyatis' navies are back home.

Thaumont 7: Landfall Day

Location: The Alphatian Empire.

Description: *Regular Holiday.* This is the anniversary of the date the Alphatians arrived on Mystara from their original world. It is a solemn day celebrated with feasts, and it ends a week of New Year's celebrations.

Thaumont 7: The Rebirth (Ends)

Location: Ierendi.

Description: *Regular Holiday.* The event begun on Thaumont 1 now concludes.

Thaumont 11: A Barbarian Visits Nithia

Location: Tarthis, capital of the Kingdom of Nithia.

Description: Kjodar Trudar's Son, a war-leader of the Antalian peoples, makes a visit to the court of the Pharaoh of Nithia. He is not sufficiently important to command the Pharaoh's attention, but his proposal is. He points out that the Nithians are great in numbers and military organization but very poor at ship-building and sailing. He proposes that the Antalians and Nithians cooperate to make Nithia a mighty naval power—one that could even theoretically sail around the world and attack the Milenians from both directions. All the Nithians would have to do is pay the Antalians too much gold. The Pharaoh says he will consider this idea, but it's a long-range and long-reaching plan, so he will not reply soon. Satisfied that he has piqued the Pharaoh's interest, Kjodar leaves, content.

Thaumont 13: Deirdren Falls

Location: Confederacy of Dunadale.

Description: The Thyatian navy besieging Deirdren finally overwhelms and conquers the

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town. This gives them a much better staging area than the village bays and raw coastlines they have been using for their ongoing assault on Dunadale.

Thaumont 14: Naval Revenge—Nearly

Location: Seashield, Aquas.

Description: Zandor, infuriated by the failure of his ambassadors to inspire loyalty in his more distant subjects, boards one of Aquas' precious submersible vehicles and directs it westward. His aim is to destroy shipping in Qeodhar to teach King Norlan a lesson, then to repeat that lesson in Alpha.

However, determined that machines should obey his decrees rather than their own limitations, he drives the submersible northward at full speed instead of at its cruising speed. Despite the protests of the crew, he continues this way for several hours until the machinery explodes.

Zandor *teleports* safely back home while the crew perishes. He explains to Queen Zynnica that the submersible was destroyed by a counter-submersible sent by the Thyatians, and

he retires to his portion of the palace to brood.

What This Means: Zandor, as usual, is behaving like a spoiled child and denying reality wherever he sees it.

What the PCs Can Do: A good way to motivate your characters to oppose Zandor is to have one of their relatives perish on the doomed submersible. Alternatively, for an interesting underwater adventure, you can have PCs be part of that crew, and have them try to figure out how to reach the surface of the sea alive after Zandor abandons them.

Thaumont 15: Opening Day

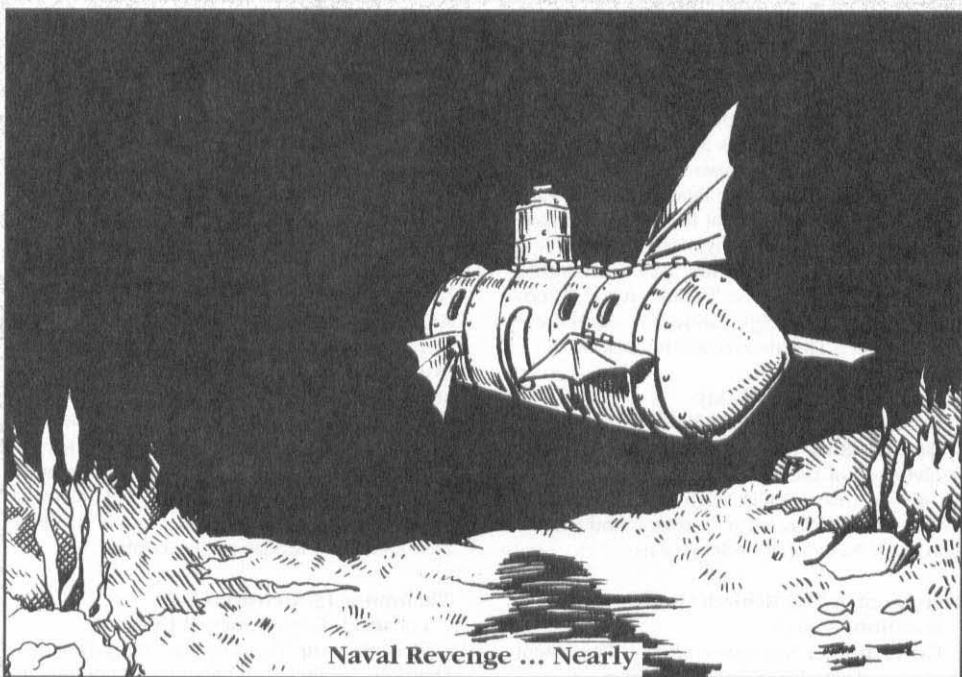
Location: The Alphatian Empire.

Description: *Regular Event.* The empire's universities begin their nine-months teaching season. Of course, since the old Empire is now in turmoil, not all universities do open their doors; certainly, those on the island of the Floating Continent of Alphatia do not.

Thaumont 15: The White Horse Ceremony

Location: Ethengar Khanates.

Description: *Regular Holiday.* All members



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of the tribe assemble; the tribal shamans, with help of the spirits, choose a white horse and sacrifice it so that the next year's herd will breed strong and true.

Thaumont 15: Caravan Day

Location: Rockhome.

Description: *Regular Holiday.* This holiday occurs on or around this date, but the actual date may vary by as much as a week before or after. On this day, the dwarven trade caravans usually set out from Rockhome. This is an occasion for feasts and celebrations.

Thaumont 15: Bad Moon for Subterfuge

Location: Sylaire, New Averogne, Glantri.

Description: A band of expensive, sophisticated thieves and assassins manages to break into the heavily-defended Chateau Sylaire. They render Dame Isidore and Sire Richard unconscious, bind and gag them, then smuggle them out of the chateau and cart them off toward Glantri City.

Unfortunately for the kidnapppers, it's the night of the full moon—for Isidore and Richard are secretly werewolves. The moon wakes the unconscious victims up and begins their transformation. The two d'Ambrevilles get furry, break out of their bonds, and kill their kidnapppers.

It's obvious to them that these kidnapppers had intimate knowledge of the defenses of Chateau Sylaire. This indicates to them that this was an attempt by Henri d'Ambreville to seize control of New Averogne. Unfortunately for them, they have no proof.

What This Means: This is the declaration of war in a secret struggle between Henri and Isidore for control of New Averogne.

What the PCs Can Do: If the PCs are in Glantri, they could come across the plot to capture the d'Ambrevilles. They might decide to thwart it (in which case you don't need for it to be the night of the full moon). They might be hired as part of the kidnappping band (in which case they'll be learn that the two d'Ambrevilles are werewolves, which can have many interesting consequences on the politics of Glantri).

Thaumont 17: Sabotage At Demeulemeister, Ltd.

Location: Oostdok.

Description: During dirigible naval maneuvers off "shore" from the floating island of Oostdok, two dirigibles fail, and fall all the way to the Hollow World's surface below, killing twenty Heldannic Knights and a few gnomes. Analysis of the wreckage indicates that both dirigibles were sabotaged at the workshop where they were manufactured, the Demeulemeister, Ltd. company. The Heldannic Knights begin an investigation of company workers, but forced windows and other signs indicate that the sabotage was performed by gnomes who broke in from outside.

What This Means: This is part of the quiet, ongoing resistance by the Oostdok gnomes against their Heldannic conquerors.

Thaumont 19: The Alphatian Ship Launches

Location: Thyatis City, Thyatis.

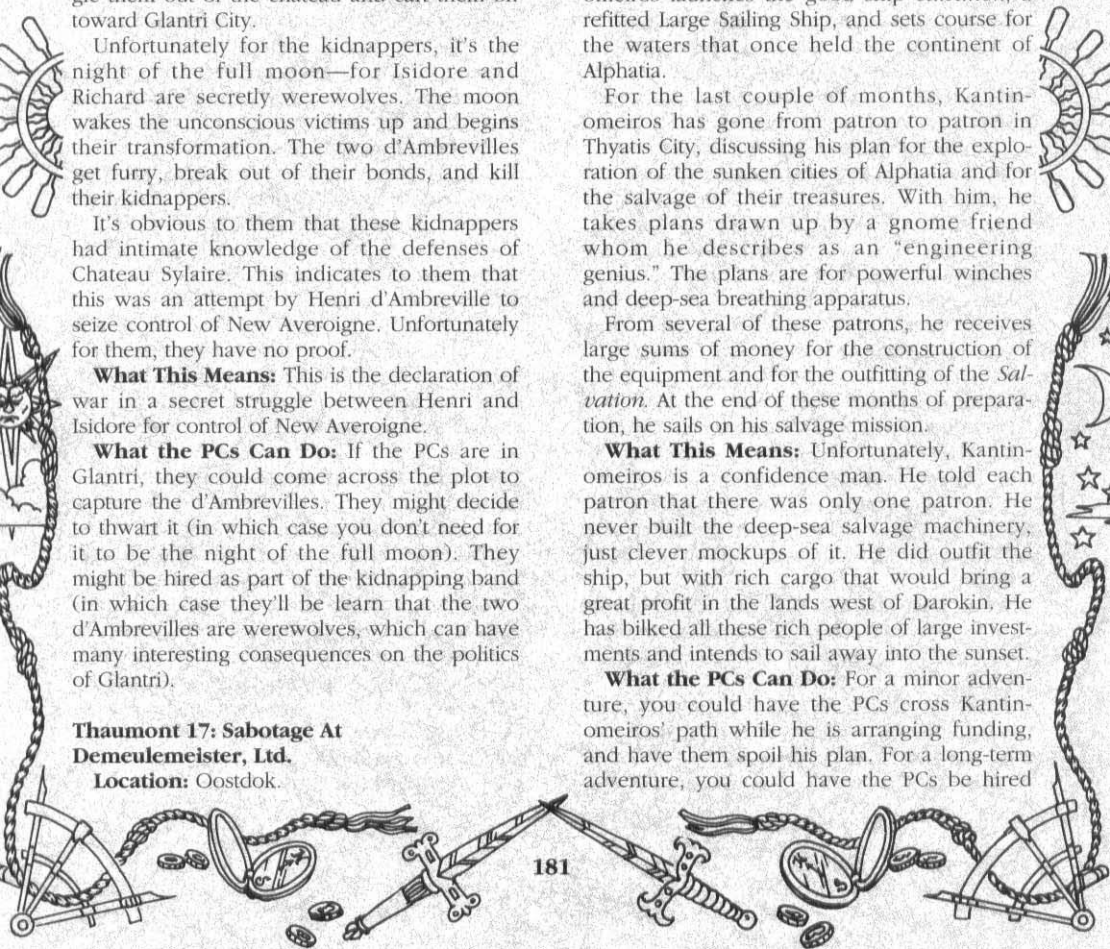
Description: Captain Theodosius Kantinomeiros launches the good ship *Salvation*, a refitted Large Sailing Ship, and sets course for the waters that once held the continent of Alphatia.

For the last couple of months, Kantinomeiros has gone from patron to patron in Thyatis City, discussing his plan for the exploration of the sunken cities of Alphatia and for the salvage of their treasures. With him, he takes plans drawn up by a gnome friend whom he describes as an "engineering genius." The plans are for powerful winches and deep-sea breathing apparatus.

From several of these patrons, he receives large sums of money for the construction of the equipment and for the outfitting of the *Salvation*. At the end of these months of preparation, he sails on his salvage mission.

What This Means: Unfortunately, Kantinomeiros is a confidence man. He told each patron that there was only one patron. He never built the deep-sea salvage machinery, just clever mockups of it. He did outfit the ship, but with rich cargo that would bring a great profit in the lands west of Darokin. He has bilked all these rich people of large investments and intends to sail away into the sunset.

What the PCs Can Do: For a minor adventure, you could have the PCs cross Kantinomeiros' path while he is arranging funding, and have them spoil his plan. For a long-term adventure, you could have the PCs be hired



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by one of the bilked millionaires (or be a relative of one of them), so that the PCs must sail in search of the *Salvation* and her treacherous captain.

Thaumont 20: Storm Soldiers Fire Docks

Location: Thyatis City, Thyatis.

Description: A group of 20 members of the Storm Soldiers, a Hattian hate society dedicated to ridding Thyatis of all foreign elements, tries to set fire to the port section of Thyatis City, under the assumption that a nation without ships or ports cannot maintain contact with foreign cultures. The fire does some damage, and the Storm Soldiers take great pride in battling non-Thyatisians who come to put out the fire. Eventually they are all captured or killed. It does not appear that they had the sanction of the Storm Soldiers organization to perform this action.

What This Means: This is exactly what it seems to be—an action by drunken idiots.

What the PCs Can Do: If they are in Thyatis City at the time of the event, they can be part of the effort to put out the fires—and to take out the Storm Soldiers who attack the fire-fighters. You can fill this out into a larger adventure by making the fire more severe, threatening to spread further into the city, and by hinting at a larger, radical fringe of the Storm Soldiers; this would then be just the first such attack. The PCs might, ironically, find themselves helped by leaders of the true Storm Soldiers, who want to have these radicals put away so that they can go about oppressing foreigners in their own, traditional fashion.

Thaumont 22: The Ylari Raid

Location: Fort Nikos, near Biazzan, Thyatis.

Description: Ylari warriors mount a quick raid against legionnaires from Fort Nikos, slaughtering a couple of scout parties, launching flaming arrows into the fort itself, then riding off into the mountains. This is a minor skirmish.

What This Means: The Ylari didn't much care for the loss of Biazzan and now plan punitive raids against the northern border of Thyatis.

What the PCs Can Do: If the PCs are in Thyatis, the PCs can try to anticipate Ylari raids and head them off before they occur. If in Ylari, the PCs could be put in charge of this

whole raid situation, planning and executing the attacks on the Thyatisians.

Thaumont 24: Akatrina's Showing Threatened

Location: Specularum, Karameikos.

Description: Akatrina, a young Traladaran artist from Karameikos, announces a showing of her portraits at an emporium in Specularum. But notes left by a thief who calls himself Lightfingers taunt her: Lightfingers claims that he will steal her precious art out from under the noses of her admirers. She goes to the city guards and to the ministry of justice for help in protecting her work.

What This Means: Akatrina is a fine artist who has never been recognized for her work; the routine with "Lightfingers" is a publicity stunt. News of the impending theft spreads like fire through Specularum, guaranteeing a good turnout to see her work.

What the PCs Can Do: If the PCs are in Specularum and want to get involved in this situation, they can go to the opening of the showing. If you want to make things more interesting, you can have Akatrina stage the theft of one of her own pieces (to satisfy the thrill-seekers), or can have her work become the target of real thieves: her publicity stunt could have piqued the interest of actual art thieves, becoming a self-fulfilling prophecy.

Thaumont 25: Arcanum

Location: Glantri.

Description: *Regular Holiday.* This is the start of a four-day wizards' fair; seminars, classes, opportunities for misanthropic wizards to get in their year's worth of social contact, magical item trading, etc.

Thaumont 25: Neatharum Contacts Alphatia

Location: Alphatia, Ruins of Sundsvall.

Description: The sky-ship from Alphanian Neatharum finally makes contact with Alphatia.

The ship, now mounted with a huge winch, flies high enough above the new Floating Continent that the anti-magic blanketing Alphatia doesn't cause the ship to crash.

It lowers a basket containing members of Neatharum's Army of Alphatia down to Alphatia's surface. Almost immediately, these the men and women of Neatharum are shocked to

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discover that they've landed upon Alphatia.

The Alphatia they visit still sleeps, but the Immortals, having completed the reconstruction of the continent, decide that the visit from the Neatharum envoys is as good a time as any to wake everyone up. So, as the visitors from the people of Neatharum walk the streets of the city where they land, the people of Alphatia wake up, smile at the eternal sun (except for those few who remember that it shouldn't be a motionless red sun—they are alarmed and amazed), and go about their business. This confuses the visitors from Neatharum, who arrange to travel to the dwelling of the ruler—and they are further confused to learn that the ruler is the once-dead Empress Eriadna.

Meanwhile, the Immortals let the anti-magic shield which blanketed Alphatia fade away. (Note that the shield was designed to affect only mortal magic; had it affected Immortal magic as well, Alphatia would have crashed upon the Hollow World surface below!)

What This Means: Alphatia is back, and Alphatian Neatharum are now in contact with one another. After recovering from the shock of what has "just happened," Empress Eriadna, who remembers Alphatia's history, on the Known World, will begin to take steps to reconsolidate her power.

What the PCs Can Do: If citizens or friends of Alphatian Neatharum, the PCs can be the daring crew of the sky-ship that performed this dangerous stunt. If Alphatians, they can be part of the group that leaves Alphatia and begins assessing the situation in the Hollow World.

Thaumont 28: Day of the Dead

Location: Karamaikos.

Description: *Regular Holiday.* During the day, Traladaran citizens of Karamaikos dress in black as if to go to a funeral, sweep out their homes, and tell the spirits of the dead to begone. Then, at night, they change to white garments and feast merrily.

Thaumont 28: Ethengarians Attack Grauenberg

Location: Grauenberg, Heldannic Territories.

Description: The people of the town of Grauenberg wake up this morning to find the

army of the Golden Khan of the Ethengarians camped outside the town gates. The Ethengarians, travelling out of season, crossing the difficult hills between the Khanates and the Territories, travelling through the Territories at night, have reached the town and surrounded it. Moglai Khan is anxious to avenge the defeat that plague handed him the last time he attacked the Heldannic Territories, and he has an excellent chance to do so now—for the best units of the Territories' armies are now attacking Landfall.

What This Means: The Golden Khan needs a morale-building victory against the Heldanners if he is to retain the power he holds in the Khanates. Though he does not show it, he is desperate.

Wulf von Klagendorf had no reason to expect this attack; the Ethengarians normally begin travelling later in the year, and he didn't mind sending his troops away from Freiburg while the Thyatians were spending all of their attention on the Isle of Dawn and Bellissaria.

What the PCs Can Do: As members of the Ethengarians, the PCs could be an advance scout unit, falling upon and capturing—or silencing—Heldannic civilians they come across en route to Grauenberg. As Heldanners, the PCs could have to fight their way out of the town and get word to Freiburg of the Ethengarian attack.

Thaumont 28: Eriadna Demands a Show of Faith

Location: Zandoria, Alphatia.

Description: Eriadna sends out messengers to all kings and queens of the Floating Continent of Alphatia, instructing them to come to Zandoria and repeat their oaths of loyalty to the Empire; only then, she says, can she know that Alphatia is united enough to assert its greatness in the difficult times to come.

What This Means: Basically, Eriadna is trying to find out who is still her ally and who is her enemy. She will arrange for the precipitous removal of any ruler who does not swear allegiance to her. She is willing to be as ruthless as necessary to hold the Empire together, though she is finding less and less enjoyment in being the Empire's leader.

Thaumont 28: Dunadale Falls

Location: Confederacy of Dunadale

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Description: The last Alpathian resistance collapses in the city of Dunadale. King Tastagarth Lunn escapes with his magical laboratory, but does not follow his generals into the wilderness to begin resistance activities. Disgusted by war and by its effects on his studies, he disappears to build a nice, quiet wizard's tower in some faraway place.

This does not mean that all of Dunadale is taken; many hardy Dunadale warriors head out into the peat bogs to join the resistance. But the naval leaders announce it as the conquest of all the Confederacy and send messages back to Thincol to that effect. Instead of concentrating on the full conquest of this land, they begin thinking about the conquest of East Portage.

The units of the old Alpathian fleet that were helping in the defense of Dunadale flee—some for Thothia, some for Karameikos (where the king has declared that he is happy to accept new Alpathian colonists, especially magic-users).

A Thyatian governor is installed. Marines of Thyatis' fleet clash with one another as the Thyatian-born try to loot Dunadale's communities and terrorize Dunadale's population while

the Alpathian-born try to protect them. The Thyatian commanders announce severe punishment for looting.

What This Means: There's no hidden meaning to this event. The Thyatian commanders are siding with their Alpathian subordinates for a very practical reason: there are more Alpathian troops than Thyatian, and it doesn't do to encourage mutiny.

What the PCs Can Do: The PCs can be at the spearhead of major Thyatian assaults, and placed in charge of rooting out and punishing soldiers who defy the ban on looting.

Flaurmont, AC 1010

Flaurmont 1: Day of Adulthood

Location: Darokin, Glantri, Karameikos, The Northern Realms (Ostland, Soderfjord, Vestland), The Thyatian Empire

Description: *Regular Holiday.* Young people of the proper age (18 or 21, depending on nation) are confirmed in their adulthood. They burn or donate to the poor a box full of their childhood clothes and toys, and adult relatives

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recite to them the duties of the adult in the nation. Small family feasts follow.

Flaurmont 1: Ethengarian Spring

Location: Ethengar Khanates.

Description: *Regular Holiday.* The Ethengarian shamans celebrate the beginning of spring with solemn festivals and invocations of the spirit world.

However, the thoughts of many Ethengarians are still with the warriors now attacking Grauenberg in the Heldannic Territories.

Flaurmont 1: Eriadna's Messengers Arrive

Location: Alphatia, capital cities of Ambur, Ar, Arogansa, Bettelyn, Blackheart, Eadrin, Foresthome, Frisland, Greenspur, Haven, Limn, Randel, Shiye-Lawr, Stonewall, Stoutfellow, Theranderol, and Vertiloch; and Halde-mar, capital of Neatharum.

Description: The imperial messengers from Zandoria arrive in the nations mentioned above. They bear the decree of Eriadna, Empress of Alphata, commanding the nations' kings and queens to appear before her in Zandoria and vow their continued faith in her.

The Alphatian nations are still in a state of confusion. Because of the Immortals' interference, the population of most of the nations believes that Alphatia has always been a Floating Continent in the Hollow World. Most of the high-level magic-users and other very experienced citizens remembers the continent's history on the outer world—but the secret of the Hollow World's existence was kept so closely that most of them were unaware that it even existed, and have no idea what has happened to them. Further, magic doesn't work exactly the way it used to, so the wizards have to experiment to determine what they can do and what they can't. The royals of each nation are working hard to keep the confused and irritable nobles in line.

Add to that the fact that several of these rulers still believe that Eriadna is dead—for she did die during the storm that destroyed Sundsvall. They believe that the messengers are serving a doppelganger or imposter in Eriadna's image.

But, either to reaffirm their faith in Eriadna, to demonstrate that this Eriadna is a fake, or to try to steal imperial power from her, all agree to appear in Zandoria on the 6th of the month.

Flaurmont 1: Ground Broken For School of Magecraft

Location: Krakatos, Karameikos.

Description: Ground is broken for the Karameikan School of Magecraft. (They decided to name it that instead of the "School of Magic" to avoid confusion with Glantri's Great School of Magic.)

The site chosen for the school is the ancient ruined town of Krakatos, about fifteen miles northeast of Specularum. The town was the site of some of the action in "The Song of Halav," an ancient Karameikan epic poem; it has been uninhabited for generations, perhaps centuries. King Stefan has ordered it cleaned, its fallen walls repaired, and an additional curtain wall built some distance out from the original walls. He intends to restore Krakatos so that it will attract visitors, and has ground set aside for the School of Magecraft in the outer ring (the new city).

What This Means: This is another of King Stefan's steps to make his nation more prestigious and prosperous.

What the PCs Can Do: The PCs, if they are heroes of Karameikos, could be on hand for dedication ceremonies. They could also be asked to be instructors at the new school when it opens, late in the year.

Flaurmont 2: Flooding Worsens in Darokin

Location: Darokin; Five Shires.

Description: Lake Amorak and the Streel River, as well as other Darokin waterways, continue to rise as excess runoff continues to pour out of the mountains. The Streel crests its bank in several places on this day. Water washes up against the walls of Akesoli, Akoros, and the city of Darokin.

Work crews in Darokin and the Five Shires, aided by magic-users with appropriate spells, build earthworks to help contain the rivers within their banks. They engage in rescue operations in flooded areas.

What This Means: This is a continuation of a natural disaster—unless, of course, you want to make it unnatural (see "Thaumont 4: Darokin Rivers Unusually High").

What the PCs Can Do: PC heroes in the affected areas can participate in rescues, boating into flooded riverside villages to grab people from the tops of huts, to pluck endangered

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folk from trees and debris floating downriver, etc.

Flaurmont 3: Warriors Attack Fort Zendrol

Location: Duchy of Tel Akbir, Thyatis.

Description: Ylari riders make a raid on the vicinity of Fort Zendrol, ambushing and killing Thyatian patrols and making harassing missile attacks against the fort itself. They retreat into the hills without losing anyone.

What This Means: This is the Emirates' continuing harassment of the Thyatians; it will go on for some time. The Sultan in Ylaruam will send regrets and claim that this is the action of rogue elements, not at all sanctioned by the rulers of Ylaruam. He lies.

What the PCs Can Do: If they're Thyatians, the PCs could be hired to "stake out" one of Thyatis' northern forts and counterattack the Ylari when they raid. They'd be on their own to plan their actions against the raiders and would be well rewarded for success, especially if it embarrasses the Ylari. If they're Ylari, the PCs would be one of these raiding parties, secretly commissioned by an agent of the Sultan—in a manner which cannot be traced back to the Sultan—to harry the Thyatians. They, too, come up with their own plans and execute them.

Flaurmont 3: Parliament Day

Location: Glantri.

Description: *Regular Holiday.* The Glantrian bureaucrats take an extra day off work.

Flaurmont 6: Spring Break

Location: Glantri.

Description: *Regular Holiday.* Glantri's magical students are released for a week of home life and asked to use their magic to blow up the ice covering Glantri City's canals. Informal rowdy activities go on almost continuously. The actual date the event is celebrated can vary from year to year.

Flaurmont 6: The Show of Faith

Location: Zandoria.

Description: The nation of Zandoria doesn't yet have a great palace to house the Empress; but in the unnamed, wooden-palisaded town that will someday be the nation's capital, in a long wooden hall that serves as the royal residence, Empress Eriadna commands the various

kings and queens of Alphatia to reaffirm their vows to the imperial throne.

King Acrosihiye of Shiye-Lawr immediately brings up the question of whether the Alphatian Empire needs to exist, as such, considering the dramatic recent changes to all their fortunes. King Belgoroth of Blackheart states it more bluntly: Eriadna failed to achieve victory against little Glantri, failed to protect the continent from the disastrous earthquakes that were the last thing most people present remember before their long sleep; she does not *deserve* to be Empress. Edjer, King of Frisland, points out that Eriadna died, that Zandor claimed she could not be *raised*—so, can she prove she's Eriadna in the first place?

Eriadna launches into one of her famous outbursts of temperament. During it, she convinces most of the rulers present that Alphatia needs to remain united now more than ever—since they do not know what caused those earthquakes, what brought them here, what their current situation is, or how the Hollow World will respond to them. Her display of temper, so familiar to them, also convinces them that she is truly the old Eriadna. As for Belgoroth, she says she will give him one opportunity to cast her from the imperial throne; she challenges him to a traditional duel of magic, to the death. He, a cleric of intermediate power, can't afford to accept. He tries to exhort the others to a rebellion, but the rulers present decide that this is too unsettled a time to restructure the empire. So Belgoroth is thwarted.

The ceremony of allegiance is performed, with all rulers present swearing continued loyalty to the empire, though some of the rulers swear it grudgingly.

At this gathering, Eriadna crowns General Dogrel as King of Alphatian Neatharum. He also swears loyalty to the Empire.

Eriadna announces that she will mount several exploratory expeditions immediately. Her plan is to recommission privately-held sky-ships (since most of the naval sky-ships are lost or destroyed) to explore the Hollow World and to return to the Known World to see what's happening there. She knows where she is—but she doesn't know how Alphatia got here or why her population believes they've been here all this time. She's also desperate to get word to her children that she has

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survived, a personal reason for the Known World expedition.

Flaurmont 7: Arrangements Day

Location: Rockhome.

Description: *Regular Holiday.* Today the dwarves intending to marry in the upcoming years begin making arrangements: Asking one another for the honor of matrimony, dealing with one another's parents and clanleaders, etc. Those making arrangements tend to be touchy and nervous.

Flaurmont 7: Birthright In the Twisted Tree

Location: Eastern Karamaikos; Aengmor.

Description: Maeleriss, an elderly elf from Alfheim now relocated to eastern Karamaikos, dies of old age. His dying words to his grandson and heir, Baereglys, tell the young elf-warrior that Baereglys' birthright is still in Alfheim, now Aengmor, deep in the trees of what used to be Maeleriss' hollow tree-home.

None of the elves Baereglys knows will help him return to Aengmor to get to his grandfather's tree. So he comes to Specularum to seek adventurers willing to go with him.

What This Means: This is just one of a thousand little consequences of the Alfheim elves' abandonment of Canolbarth forest. It's primarily a PC adventure hook.

What the PCs Can Do: Naturally, the heroes Baereglys comes across are the PCs. He says that his birthright includes some gold and other treasure, which he is willing to split evenly among those who accompany him into the depths of shadow elf territory, and an ancient bow which is his alone. That's what he's really going in for. The PCs, if they go with him, must accompany him into hostile territory where the trees themselves are twisted and sinister, find the very-much-changed treehome, get the treasure within—assuming it's still there—and then return safely home. All in a day's work.

Flaurmont 9: Gaiety Falls

Location: Gaiety, Alatian Islands.

Description: Elements of the fleet of Admiral Helena Daphnotarthus reach and conquer the island of Gaiety against little or no organized resistance. Queen Timalta of Gaiety is captured for return to Admiral Daphnotarthus'

headquarters on Aegos.

What This Means: The Thyatian presence in the Alatian Islands is becoming more firmly entrenched.

What the PCs Can Do: If part of the Thyatian fleet, the PCs can be the spearhead of the invasion of Gaiety, but do remember that there are many wild monsters loose on the island. If Alphatian, the PCs will only hear of this event later, but there are further events related to this one which they can act upon.

Flaurmont 10: Merchant-Prince Day

Location: Minrothad.

Description: *Regular Holiday* (Minrothad Date Firmun 4). This is an outdoor revel (usually held in the rain), where wizards try to form lightning into fireworks displays. Everyone throws away an old suit with a gift inside, and the next day children gather the clothes and take the gifts.

Flaurmont 11: Migrations to the Broken Lands

Location: The Broken Lands and surrounding territories.

Description: From mountain lands and harsh territories all around, humanoids begin migrating toward the Broken Lands. These are not war-bands: they're entire clans and families. Travellers in Darokin and the Ethengar Khanates especially run into these bands and are attacked.

What This Means: Word has spread to more distant humanoid communities that the eastern Broken Lands, homeland of humanoids, is now sparsely-populated and not under the direct control of Thar. Consequently, groups of humanoids in lands that are even *worse* are now coming to find a new life in the Broken Lands.

What the PCs Can Do: PCs in this region are as likely to be attacked by elements of the migration wave as anyone else.

Flaurmont 12: Flooding Lessens

Location: Darokin, Five Shires.

Description: The rivers and lakes have finally reached their high points and begun to recede. There's still plenty of rescue and reconstruction work to be done, but Darokin and Five Shires officials believe that the worst is over.

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Flaurmont 13: Month of Crystals (Begins)

Location: Aengmor.

Description: *Regular Holiday.* Shadow elves date Crystals 1). Shadow elves below-ground begin harvesting soul-crystals.

Flaurmont 13: Empress Eriadna's Birthday

Location: Alphatia.

Description: *Regular Holiday.* Empress Eriadna's Birthday. Nobles of Alphatia customarily send presents to the Empress, or give a coin to a beggar in her name.

The people on the Floating Continent of Alphatia naturally participate, but the holiday causes only unhappiness in various places on the Known World—particularly in Alpha, Qeodhar, and Aquas, where children of Eriadna rule. (Yes, Zandor did let her die, but he's tormented by guilt for his misdeed, and on her birthday he barricades himself in his quarters and goes through a magically destructive binge of guilt.)

Flaurmont 13: Heldannic Army Brought Up

Location: Grauenberg, Heldannic Territories.

Description: Units of the Heldannic armed forces were at their customary border sites and invading Landfall when the Ethengarians crossed border wilderness and attacked Grauenberg. Now, Herr Wulf von Klagendorf is back in control of the situation. His armies reach Grauenberg, and an available sky-ship joins them.

The two forces begin battling before the walls of Grauenberg. On land, the Ethengarians do quite well, but the sky-ship bombs them mercilessly with tons of rocks and flaming oil.

What the PCs Can Do: PCs on either side could influence the outcome of this battle. If Ethengarian-allied PCs could do some damage to that sky-ship and force it into retreat, the Ethengarians can continue hammering at Grauenberg. If Heldann-allied PCs can hurt the Ethengarians even worse, the Ethengarians will have to fade temporarily into the hills just to the south and try a new attack later.

Flaurmont 15: Frau Gertrud Dies

Location: Glantri City, Glantri.

Description: Gertrud von Drachenfels,

Princess of Aalban and wife of Prince Jaggar, dies unexpectedly during a trip to Glantri City. Examination of the remains indicates that she was poisoned. Innocenti di Malapietra, the ex-prince, a known expert in poisons, visited her earlier the day she died and is briefly suspected, but he has no motive for the murder. Prince Jaggar is saddened; Duchess Dolores comes from Fenswick to comfort him. Fingers are soon pointed at Frau Hildegarde von Drachenfels (Jaggar's 75-year-old mother, M18, N), who always hated Gertrud, but there is no proof for investigators to find.

What This Means: Innocenti di Malapietra did in fact murder Gertrud at the orders of his new master—the unseen presence who calls herself Synn. (He does not know that Synn and Dolores are the same.)

What the PCs Can Do: PCs might detect Innocenti's efforts to poison Gertrud and thwart them. It would expose di Malapietra's treachery: the DM would have to remove him from all further timeline references and substitute another of Synn's stooges.

Flaurmont 15: The Day of Blessings

Location: Ethengar Khanates.

Description: *Regular Holiday.* Tribal Khans divide the stocks, herds, and wealth for the upcoming year.

Flaurmont 16: The Day of Partings

Location: Ethengar Khanates.

Description: *Regular Holiday.* The Ethengarian tribes split up and travel their separate ways. Still, their concern remains with the warriors now in the Heldannic Territories, and with the fact that the clans are now under-strength for maintaining their herds.

Flaurmont 16: The Firstflowering

Location: Five Shires.

Description: *Regular Holiday.* Seeds gathered in early autumn are readied for planting or planted (weather permitting).

Flaurmont 18: Erewan Elves Make Proposal

Location: Glantri City, Glantri.

Description: Lady Carlolina Erewan, leader of the Erewan elves, puts a formal proposal before the Council of Princes. She insists that the Council levy new taxes specifically for the

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reinforcement of Erewan, so that she can hire foreign mercenaries to bolster her armies. She says that Erewan is now the shield between the monsters of the Broken Lands and the heartland of Glantri, and that if Erewan falls, the whole nation could follow.

To her considerable surprise, the Council doesn't take very long to vote down the motion. Prince Jaggar of Aalban, Princess Carnelia of Belcadiz, Prince Morphail of Boldavia, and Prince Brannart of Klantyre, four of the seven remaining princes, vote against it, as do a majority of the lesser rulers who follow their example.

Carlolina expected the vote by Camelia (the Belcadiz elves never liked the Erewan elves) and Morphail and Brannart (dark-spirited rulers who also don't care anything for the light-hearted elves) but she's dismayed at Jaggar's vote. Jaggar doesn't explain himself.

Some Erewan elves begin making plans to leave Glantri for Karameikos, where elves are still being well-received.

What This Means: Jaggar is increasingly under the influence of Dolores of Fenswick.

The two are now lovers and her advice seems to be proving very sound to him. Dolores, who hates good-natured elves like those of Erewan, has poisoned him against Carlolina. She used compelling arguments about the effects increased taxation would have on the already-overburdened peasants of Glantri. Carlolina must now continue to face the teeth and weapons of the Broken Lands humanoids with only the resources of her own dominion.

What the PCs Can Do: The PCs could, for their own interest or at the behest of Carlolina, investigate Jaggar and try to figure out why he voted against Erewan, and begin to discover Dolores' influence over Jaggar. This might alarm them.

Flaurmont 17: *Salvation In Specularum*

Location: Specularum, Karameikos.

Description: Theodosius Kantinomeiros and his good ship *Salvation* arrive in Specularum. He announces a contest—a drawing which anyone can enter. The winners of the drawing receive an all-expenses-paid pleasure



Erewan Elves Make Proposal

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trip to Ierendi for his entire family on this self-same ship. Entrants need only pay a few copper pieces and write their name, address, and occupation in the master contest list, which is kept aboard the *Salvation*.

What This Means: This is another of Kantinomeiros' scams. As sheet after sheet of entrants' names are turned in, Kantinomeiros' minions begin researching them, trying to determine which ones are well-off middle-class merchants and tradesmen. He'll announce the winners, take them aboard, sail off, chain the "winners" in his hold, and ransom them—selling those who can't meet his ransom as slaves in the far west.

Flaurmont 20: Parade Day

Location: Glantri.

Description: *Regular Holiday.* Glantrian army garrisons organize parades which are half celebration, half a means of cowing the population with demonstrations of military might. Jousts, wizards' duels, and drinking binges are common.

Flaurmont 21: Darokin Masked Ball

Location: City of Darokin, Darokin.

Description: *Regular Holiday.* This is an annual dance held at Merchants' Guild Hall in Darokin.

Flaurmont 22: Birthday of Thincol I

Location: Thyatian Empire.

Description: *Regular Holiday.* The Emperor's birthday is celebrated with games at the Coliseum and parades. Members of the imperial family throw gold coins to the poor.

Flaurmont 23: *Salvation's* Contest Is Resolved

Location: Specularum, Karamaikos.

Description: Captain Theodosius Kantinomeiros announces the winners of his drawing, and announces that his ship will be departing tomorrow. For those who cannot leave their occupations so quickly, he draws new winners.



Darokin Masked Ball

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Flaurmont 24: *Salvation Leaves Specularum*

Location: Specularum, Karameikos.

Description: *Salvation* leaves Specularum. If Kantinomeiros' plan has gone off successfully, he has a ship full of dupes who will turn him a tidy profit. If, by chance, PCs or other adventurers have found out his dastardly plan, the ship is fleeing one step ahead of the authorities.

What the PCs Can Do: If the DM wants to continue this as an adventure, he could have a PC's friend or family member be among those kidnapped from Specularum, or could have King Stefan hire the PCs to track down Kantinomeiros and bring him to justice.

Flaurmont 25: *Thyatians Attack East Portage*

Location: East Portage, Isle of Dawn.

Description: The Thyatian Forces on the Isle of Dawn, now based out of Dunadale, assault East Portage from Deirdren and West Portage.

What This Means: The Thyatian juggernaut is now rolling down the east shore of the Isle of Dawn. Ironically, the very fair treatment the Alphatians in Dunadale and Deirdren received at the hands of the conquerors has diminished the fighting spirits of the people of East Portage: the garrisons here don't put up the most fierce of defenses. Also, East Portage is in an untenable situation from a defensive point of view: the Thyatians will find it very easy to attack both by sea (from the north) and by land (from West Portage).

What the PCs Can Do: If part of the Thyatian forces, the PCs will be part of the negotiating party invited into East Portage to speak with the king. (The king, a compulsive ladies' man, will pay special attention to any attractive female PC in the party, which can be good for the Thyatians but perhaps very uncomfortable for the PC.) By assuring the people of East Portage of good treatment, and the king of retention of noble status if he swears allegiance to the Empire, PCs can manage a nearly-bloodless conquest. To make things more interesting, have the naval officer in charge of the diplomatic party be abominable at sweet-talking or negotiations. Thus, the PCs must constantly cover for his mistakes.

Flaurmont 28: *East Portage Falls*

Location: East Portage, Isle of Dawn.

Description: King Lornce of East Portage formally surrenders to the Thyatian invaders. He is promised at least ducal status in the Thyatian Empire, and turns his thoughts to visiting the Thyatian court and all the sophisticated ladies there.

Yarthmont, AC 1010

Yarthmont 1: *Day of Magic*

Location: Zandoria, Alphatia.

Description: Empress Eriadna issues a proclamation, ordering the high-level noblemen who know about Alphatia's history on the Known World to remain in the Hollow World until the government can assess what is happening elsewhere in the world. But she issues another celebration, a new holiday called the Day of Magic, where people may come into the big cities and see demonstrations of wizardly skill. Most businesses—except taverns, inns, and the like—are closed for the day.

What This Means: Eriadna is still gathering information on the changes to Alphatia, to the outer world, to her political power, and to the nature of magic in the Hollow World. She's playing things very cautiously and trying to keep the outer world from realizing that Alphatia is here until she can gauge whether or not her forces can defend Alphatia from another assault.

What the PCs Can Do: If they are on Alphatia, they need only enjoy themselves.

Yarthmont 1: *Second Tax Day in Karameikos*

Location: Karameikos.

Description: *Regular Event.* Taxes are collected for the months Nuwmont through Thaumont of this year.

Yarthmont 3: *Thincol Offers Dominions in Gaity*

Location: Gaity; Thyatian Empire.

Description: Emperor Thincol announces that Gaity will be divided up into new dominions for Thyatian citizens. All land on Gaity is seized from its owners; the people of Gaity are herded up and imprisoned in the confines of

The Year in Preview

what used to be Rainbow Park.

Gaity is divided up into about 30 small (24-mile diameter) dominions. (Rainbow Park is not one of them: it will belong to the crown.) Adventurers and others desiring to rule are invited to appear before Prince Eusebius Torion to state their aims and their qualifications.

What This Means: Thincol knows that if he settles Gaity with industrious and powerful allies, it will be much harder for a foreign power to seize the island away from Thyatis.

What the PCs Can Do: This is a good opportunity for PCs who are now at 9th level but who do not yet have dominions to become dominion rulers in the Thyatian Empire.

Yarthemont 4: Hiakrai Join Dinosaur-Riders

Location: Toralai Territories in Neathar Lands; Floating Island of Hiaklor.

Description: The Hiakrai are Neathar tribesmen who occupy a small, little-known Floating Island. The Hiakrai warriors ride on the back of giant eagles called *hiak*. They, like many in the Hollow World, were amazed to see the Floating Continent of Alphatia just appear in the Hollow World's skies. Curious, they have overflowed the continent on many occasions. Now, seeing the increased traffic between Alphatia and Neatharum, they have become aware of the ties between the continent and the intrusive civilization now occupying Neatharum.

Emissaries of the chief of the Hiakrai offer their aid to the dinosaur-riders led by Otor of the Toralai. For now, a squad of at least a dozen eagle-riders will help the dinosaur-riders oppose the Alphatians at every turn.

What This Means: The sudden appearance of the very powerful Alphatian civilization is starting to have an interesting result: many tribes and cultures that were formerly enemies are now becoming allies to present a united front against the intruders.

Yarthemont 5: Claransa's One-Woman Show

Location: Specularum, Karameikos.

Description: At the invitation of Teldon, head of the Magicians' Guild of Karameikos, the heroine Claransa appears before the court of Karameikos to describe her adventures in the Hollow World. She is a real artist at this,

using *phantasmal forces* and other spells to recreate her more dramatic experiences. The court of Karameikos is impressed. She repeats the performance at an open-air theatre for the entertainment of the masses.

King Stefan finds himself among those who wonder at the potential profit inherent in contact with the Hollow World. His interest is more for trade than for conquest. Knowing that Thyatis and other nations must have surrounded, if not conquered, the island of Aegos, he begins thinking of an expedition to the north pole.

Yarthemont 7: Alphatia Sends Reconnaissance Mission

Location: Zandoria, Alphatia.

Description: On three flying ships from Alphatia, crews of sailors, mages, diplomats and adventurers launch into the airless void above Alphatia and then head off toward the North Pole opening to the Known World.

These three vessels are formerly-private ships that have been pressed into imperial service. The sky-ship captain of Neatharum has experience with the *anti-magic* effects of the north pole and has warned them of flying ships' tendencies to crash there. Consequently, these ships have been outfitted with skids and carry golems. When they near the poles, the ships will touch down and will be dragged through the anti-magic area by the harnessed golems.

One ship is to travel to Alpha and then the Isle of Dawn to see what's happening there. The second is to travel over the area where the continent of Alphatia used to be and see what it's like now. The third is to visit Bellisaria and the Alatians and give them a look. All three are to notify relatives of Alphatians that some of the vanished are still alive. None is to stop to engage any presumably unfriendly forces—Heldannic, Thyatian, or Glantrian. In fact, it's best not to let these nations know the Alphatians still exist as a nation.

What This Means: Eriadna has a good idea of what must have been going on in the outer world and doesn't want her enemies to know yet that the Alphatians survived.

What the PCs Can Do: As part of this reconnaissance effort, the PCs can be part of missions to visit King Ericall in Alpha, to find Zandor (see "Aguas"), Mariella (see "Qeod-

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har”), and Tredorian (see “Klarmont 9: Lagrius Tries a Master Stroke”), to scope out the Thyatian effort against the Isle of Dawn, Bellissaria, and the Alatians, to rescue important Alphasians who have fallen to the Thyatians, to rescue hidden treasuries in areas now controlled by enemies, and to perform acts of revenge on enemies who have been particularly cruel to the former Alphasian subjects—all while keeping it secret that Alphasia still exists.

Yarthmont 8: Peasants of Notrion Revolt

Location: Notrion, Bellissaria.

Description: Notrion has recently suffered many increases in taxes—the king plans to build up the military in anticipation of attacks from Thyatis. But the lower classes of the nation of Notrion, ground down by the extraordinary taxes, revolt. King Lodrig has to flee his capital city of Aaslin, but does not abandon control of the nation. Extra military units are brought in to quell the rebellion, but they have their own problems, for many of their own troops join the rebellion.

What This Means: The nation’s defenses, precariously weak to begin with, are weaker than ever now.

What the PCs Can Do: If they’re with the king, the PCs could spirit him to safety, perhaps defeat the rebellion (just ignore later events that refer to the rebellion as being successful), or might even show Lodrig the error of his ways and persuade him to more enlightened and less dictatorial means of governing. If they’re with the rebels, the PCs could actually take charge of the nation.

Yarthmont 9: Month of Births (Begins)

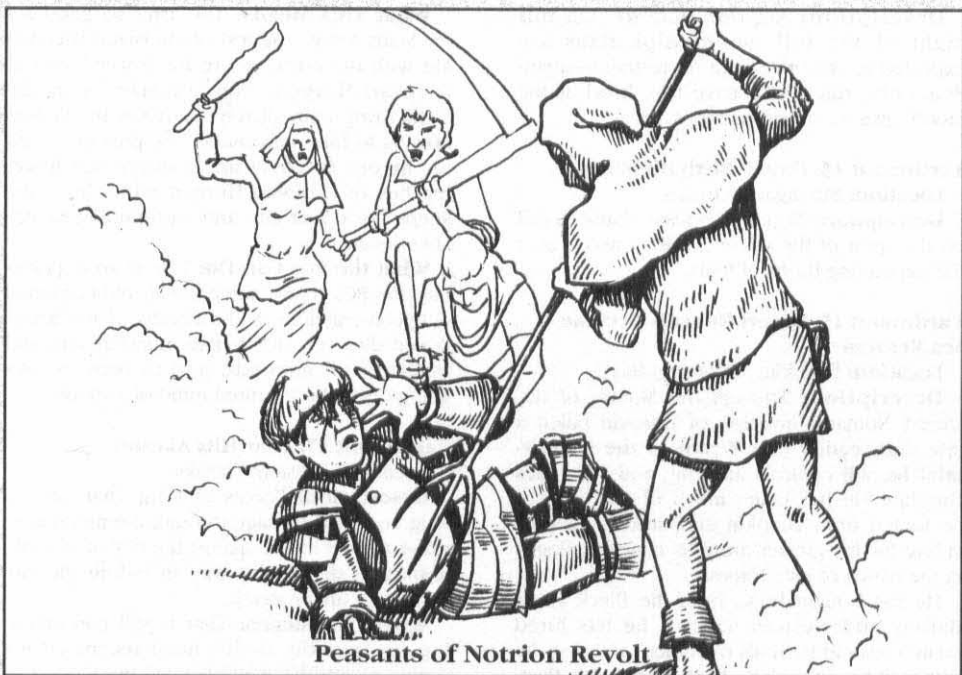
Location: Aengmor, City of the Stars.

Description: *Regular Holiday* (Shadow elves date Births 1). The next 24 days are considered good luck for births, so the happy event is especially happy during this time.

Yarthmont 10: Second Tax Day in Glantri

Location: Glantri.

Description: *Regular Event*. Taxes are collected for the months Nuwmont through Thaumont of this year.



Peasants of Notrion Revolt

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Yarthmont 12: Tremors in Pittston

Location: Pittston, Aegos.

Description: Scholars from Thyatis and Minrothad finish their initial evaluation of the pit in Pittston. The island of Aegos still suffers from occasional small tremors, which started when Alphatia sank. The tremors tend to cause more buckling and collapse down in the depths of the pit. The scholars say that the pit can only be re-excavated if the pit's walls can be strengthened and the tremors cease.

Magicians assigned to the situation immediately turn their thoughts to developing new spells to strengthen natural stone and to quell earthquakes.

Yarthmont 14: Gondola Games

Location: Glantri City, Glantri.

Description: *Regular Holiday.* In Glantri City, events such as gondola jousts (with poles and pan lids instead of lances and shields) mock Parade Day pretentiousness.

Yarthmont 15: Howling Day

Location: Alphatian Empire (present and former).

Description: *Regular Holiday.* On this night of the full moon, Alphatians are expected to celebrate with no restraint—abandon work, run amok, have fun, howl at the moon, give in to mad passions, etc.

Yarthmont 15: Day of Birth Blessings

Location: Ethengar Khanates.

Description: *Regular Holiday.* Shamans call on the spirit of the white horse to watch over the impending births of foals.

Yarthmont 15: Desert Nomads Become Sea-Reavers

Location: Darokin; Malpheggi Bay.

Description: Though the Master of the Desert Nomads' invasion of Darokin failed a few years earlier (see *Wrath of the Immortals*) he still controls an army and still hates Darokin. He has taken much of the treasure he looted from Darokin and, instead of providing for his greater army, is concentrating it in the hands of elite forces.

He has bought boats from the Black Eagle Barony and western nations, he has hired pirate crews to train his own men, and now he launches his own pirate fleet. Today, this fleet,

based out of reef islands south of Malpheggi Bay, begins to harry shipping coming from Athenos in Darokin, all the coastal cities of the Five Shires, and the Ierendian cities on Ierendi Island. The Desert Nomad pirates are fanatically devoted to the Master and want to die while killing their leader's enemies.

What This Means: The Desert Nomad has not been entirely scrubbed from the international arena.

What the PCs Can Do: For player-characters, it's open season on the pirates from the west, though their first encounter with the suicidal Desert Pirates is likely to be a shocking one.

Yarthmont 17: Zandor Seizes Monster Island ...

Location: Monster Island.

Description: Zandor, self-styled emperor of the New Alphatian Empire, settles the Sixth Army of Seashield in abandoned Denwarf-Hurgon. He announces that this entire island has been conquered and added to the New Alphatian Empire. Then he departs to return to Aquas, leaving these soldiers behind.

What This Means: This isn't so good for the Sixth Army. The rest of the island is crawling with monsters, as are the lower levels of Denwarf-Hurgon. The commander of the Sixth Army immediately exercises his limited powers to hire mercenaries: he puts out a call for heroes to come and explore the lower reaches of Denwarf-Hurgon while his army keeps the upper city and surrounding mountains secure.

What the PCs Can Do: This is an opportunity for PCs to do some good, old-fashioned dungeon-crawling in the depths of the abandoned dwarven city, where monsters lurk and treasure still abounds, and to learn what's going on in the fractured mind of Zandor.

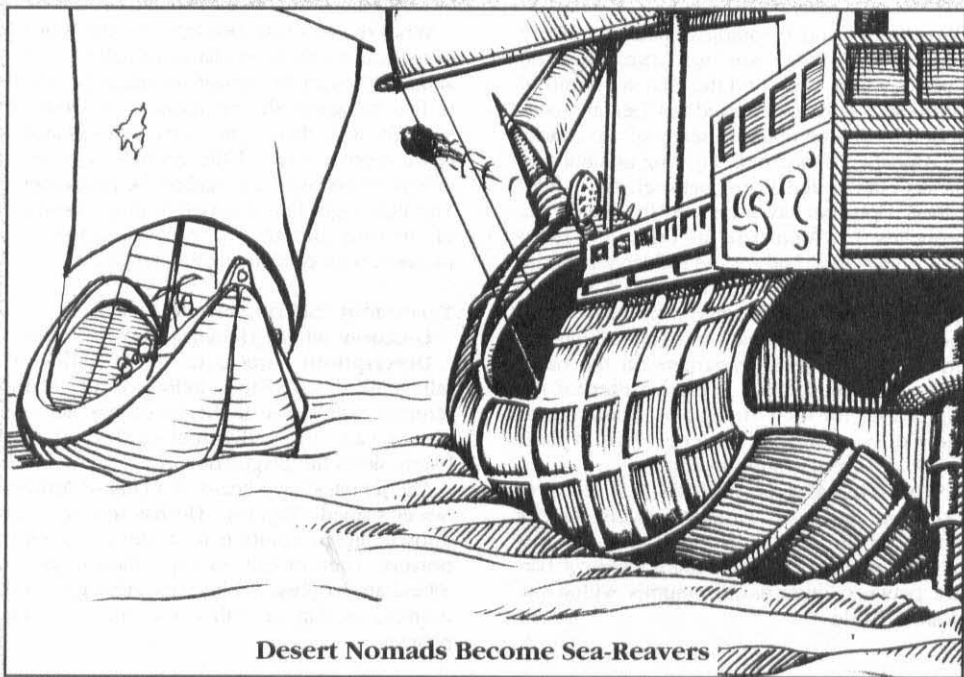
Yarthmont 17: Thar Hits Akesoli

Location: Western Darokin.

Description: Forces of King Thar, after a long and hard passage through the mountains, make a night attack against the city of Akesoli, hoping to drive their way in before the city knows it's under attack.

What This Means: Thar is still concentrating on Darokin, as his most recent efforts against Glantri have all been failures.

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Desert Nomads Become Sea-Reavers

What the PCs Can Do: The result of this event can be entirely up to PC intervention. The PCs might detect the invasion before it reaches Akesoli and have to race to alert the city ahead of the invading army, or they could be there when the humanoid horde shows up.

If no PCs are on hand, the attack will be initially successful—the humanoids will breach the city and do a lot of burning and looting in its northern quadrant. But Darokin legionnaires will drive them back out of the city and send them into retreat. Both sides will claim victory.

Yarthmont 21: Emancipation Proclamation

Location: Zeaburg, Ostland.

Description: Queen Yrsa, in an address to the nation's jarls, reminds them that they are still considered barbarians by other nations, and one of the reasons is that Ostland is one of the few nations which still practices slavery. She asks them to consider whether gaining some goodwill with the nation's trading partners might be worth giving up the tradition of slavery.

Asgrim immediately begins conspiring, trying to persuade the jarls that Yrsa will have them give up all their "noble traditions" before she is done. Besides, the great Empire of Thyatis still keeps slaves, doesn't it?

However, some of the nobles do consider Yrsa's words.

What This Means: This is part of Yrsa's continuing effort to drag Ostland into the modern world.

What the PCs Can Do: Whether they are Ostlanders or just visiting heroes, the PCs can have a profound influence on the situation by siding with Yrsa or Asgrim and persuading some of the undecided jarls to do the same.

Yarthmont 21: Clerics' Forum

Location: Rockhome.

Description: *Regular Conclave.* Dwarf-clerics convene in Lower Dengar for seven days to iron out clerical problems and discuss changes to their order.

Yarthmont 25: Alphatia vs. Oostdok

Location: Floating Island of Oostdok.

Description: More of the Alphantian sky-

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ships seized and recommissioned as military vessels by Eriadna are now exploring the Hollow World. They find the Floating Island of Oostdok, a gnome-occupied but Heldann-controlled base—the origin of many of the attacks on Alphatian Neatharum. Fighting immediately breaks out, an aerial duel between the lightly-armed Alphatian sky-ships and the Heldannic zeppelins. The Alphatians are driven off. However, things look bad for the Heldanners in the long run, for they have little or no support from the outer world (while the war between the Heldannic Territories and Landfall on the one side and the Ethengarians on the other goes on). The situation is much better for the Alphatians, for their strength is increasing as their rulers continue to recover from their shock at their new surroundings.

What This Means: Alphatia has begun to exert her military strength against forces already in the Hollow World. This is the first of what will seem an unending series of battles between outer-world empires within the Hollow World.

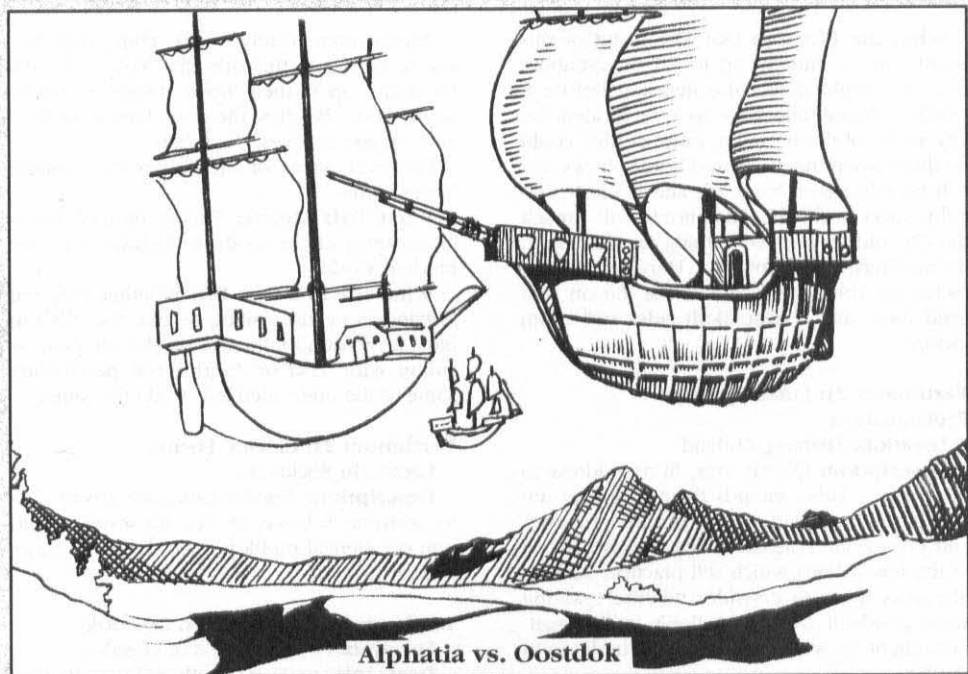
What the PCs Can Do: PCs on either side of this situation can be in charge of military operations. PCs with the Alphatians might be asked to find the gnomish underground on Oostdok and ally with them. This way, the Alphatians could receive some of the gnomes' high-technology weapons to use against the Heldanners. The PCs might find themselves in the position of testing dangerous new weapons—a prospect both exhilarating and terrifying.

Yarthmont 26: The Aurochs Fall Ill

Location: Jennite Holdings, Hollow World.

Description: Aurochs (ancestral cattle) are falling ill—it's a plague among cattle. Many Jennites will starve if the herds die. Jennite clerics can cure individual cattle, but this barely slows the plague down.

The Jennites have heard of a famous Nithian healer named Tibnuhati. He has true medical knowledge in addition to a cleric's healing powers. They mount an expedition to go to Tibnuhati, to present him with great gifts and money, so that he will come and cure the plague.



Alphatia vs. Oostdok

The Year in Preview

What This Means: The plague is a natural one; the Immortals are not cross with the Jennites (unless you want them to be).

What the PCs Can Do: The expedition to find Tibnuhati and persuade him to come to the Jennite Holdings is a PC-style adventure; it can be grand and dangerous, especially if relations between the Jennites and Nithians is bad this season.

Yarthmont 27: Minrothad Day

Location: Minrothad.

Description: *Regular Holiday* (Minrothad Date Birmun 19). This national holiday, celebrated with huge state-sponsored picnics, and day-and-night ship parades, also serves as election day.

Yarthmont 28: Invitations to Protius' Games

Location: Traldar, Milenia.

Description: Necco the Black, of the Merry Pirate islands, has sent out invitations to famous sailors of all these lands. On or about this day, the invitations are received.

The invitations are to the annual Games of Protius, a Merry Pirate event which involves sailing competitions, drinking contests, boxing matches, archery contests, rowing competitions, and other piratical interests.

What This Means: Normally, only the Merry Pirates attend these games. But this year Necco the Black has decided it would be fun to humiliate the best sailors of these other nations. (A patriot to the end, he can't imagine that a foreigner would win a single contest away from any Merry Pirate.)

What the PCs Can Do: If they're citizens of or visitors to any of the areas invited, or Merry Pirates themselves, they can make preparations to attend the Games, if they're so inclined.

Yarthmont 28: A Little Blood Goes a Long Way

Location: Zandoria.

Description: Empress Eriadna has been curious to see the sort of natives who have been bedeviling Alpathian Neatharum: she wishes to understand her enemy. In the latest battle, a woman warrior of the Toralai tribe, rider of a triceratops steed, was captured and has been brought to the Alpathian capital.

Through a translator from Neatharum, she tells Eriadna that the Toralai will never be enslaved, that they will fight the conquerors until the very last of them dies. Her spirit and beauty remind Eriadna of herself at that age.

Then this Toralai warrior grabs a knife from one of her guards and kills herself rather than endure captivity.

The incident shocks Eriadna and affects her profoundly. She's seen defiance in enemies before, but has never seen the sort of unbending desire for freedom and absolute determination she has just witnessed. She has also never before been responsible for the death of a young, beautiful, vital person simply because she wanted such a person captured and interrogated. This causes her to begin reevaluating her dreams of conquest, of an Alpathian empire spanning the world.

What This Means: The Immortals did not set this situation up, but they would have caused an event like this to happen eventually. They have conceived of a plan to make Alpathia the "policemen" of the Hollow World, defending it from the intrusion of outer-world powers. But to do this, they have to make the Alpathian rulers change from plans of conquest to plans of cooperation. In the near future, some of the thoughts Eriadna will have will be thoughts whispered into her ear by involved Immortals.

Klarmont, AC 1010

Klarmont 1: Summer Solstice

Location: Worldwide.

Description: *Regular Holiday.* Longest day of the Year. This date is often recognized as the first official day of Summer.

Klarmont 1: Freedom Day and Crown Tourney

Location: Ierendi.

Description: *Regular Holiday.* This day commemorates the Ierendi islands achieving freedom from Thyatis in the year AC 600. Also on this day the Ierendians conduct their crown tournament, where adventurers from all over the world compete to become King and Queen of Ierendi for a year (or more, if they can win successive tourneys).

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Klarmont 1: Day of the Straw Men

Location: Karamaikos.

Description: *Regular Holiday.* The Traladaran people of Karamaikos craft little dolls out of straw before this day. On this day, they carry the dolls around all day, confessing to them in whispers the sins they've committed over the last year. At dusk, huge bonfires are built and the straw men are thrown into them so that the fire will consume the year's sins.

Klarmont 1: The Thing (Begins)

Location: Soderfjord Jarldoms.

Description: *Regular Event.* The people of the Soderfjord Jarldoms gather in Soderfjord town to air grievances and vote on new laws for the nation. This is technically a government event, but each night a good deal of feasting, drinking, drunken brawling, and drunken competition takes place.

Klarmont 1: Ragnar Makes His Play

Location: Soderfjord, Soderfjord Jarldoms.

Description: At the *thing*, Ragnar the Stout, Warleader of Soderfjord, makes a play for ultimate control of the nation. He alerts the jarls to the Heldann/Alpha war and tells them they'll need a true king to lead them when the Heldanners come here. He whips up the jarls who are already his supporters. He cashes in favors. He puts pressure on influential jarls. He bribes influential jarls. He threatens lesser jarls.

He fails. The collected jarls tell him no.

What This Means: Time is not yet ripe for Ragnar the Stout; he's too impatient.

What the PCs Can Do: If PCs are on hand for this meeting, give Ragnar a chance to accomplish what he's set out to do. Then, the PCs' actions—and their choice to side with or against Ragnar—can have an important influence on the other jarls' decisions.

Klarmont 3: Expedition to the Pole

Location: Specularum, Karamaikos.

Description: Organized at the behest of King Stefan, the Karamaikan Polar Expedition sets sail from Specularum. The purpose of the expedition is to confirm that a polar opening to the Hollow World does indeed exist.

The expedition is packed aboard the good ship *Farseeker*, a large sailing ship. Equipment aboard includes cold-weather gear, sleds, pre-

served food, weapons, and whatever such an expedition requires. Among the expedition members are Karamaikan adventurers familiar with travel in frozen country.

Klarmont 6: Spirits Invade the Plateau

Location: Atruaghin Plateau.

Description: A group of Alphas made homeless by the sinking of their continent has banded together to make itself a new home. These people, Alphasian military wizards who originally served on the Isle of Dawn, have refused to swear allegiance to Thyatis, Karamaikos, or any other country that would have them.

Instead, on this day, they magically appear upon the Atruaghin Clans' lofty plateau. They swiftly and savagely conquer the Bear Tribe. Though the World Elevator is well-defended, these powerful wizards seize control of it and arrange for it to be brought up to the plateau's top and shut down.

What This Means: This is one more consequence of the disappearance of Alphatia. Some former citizens, such as these, turn into ruthless mercenaries.

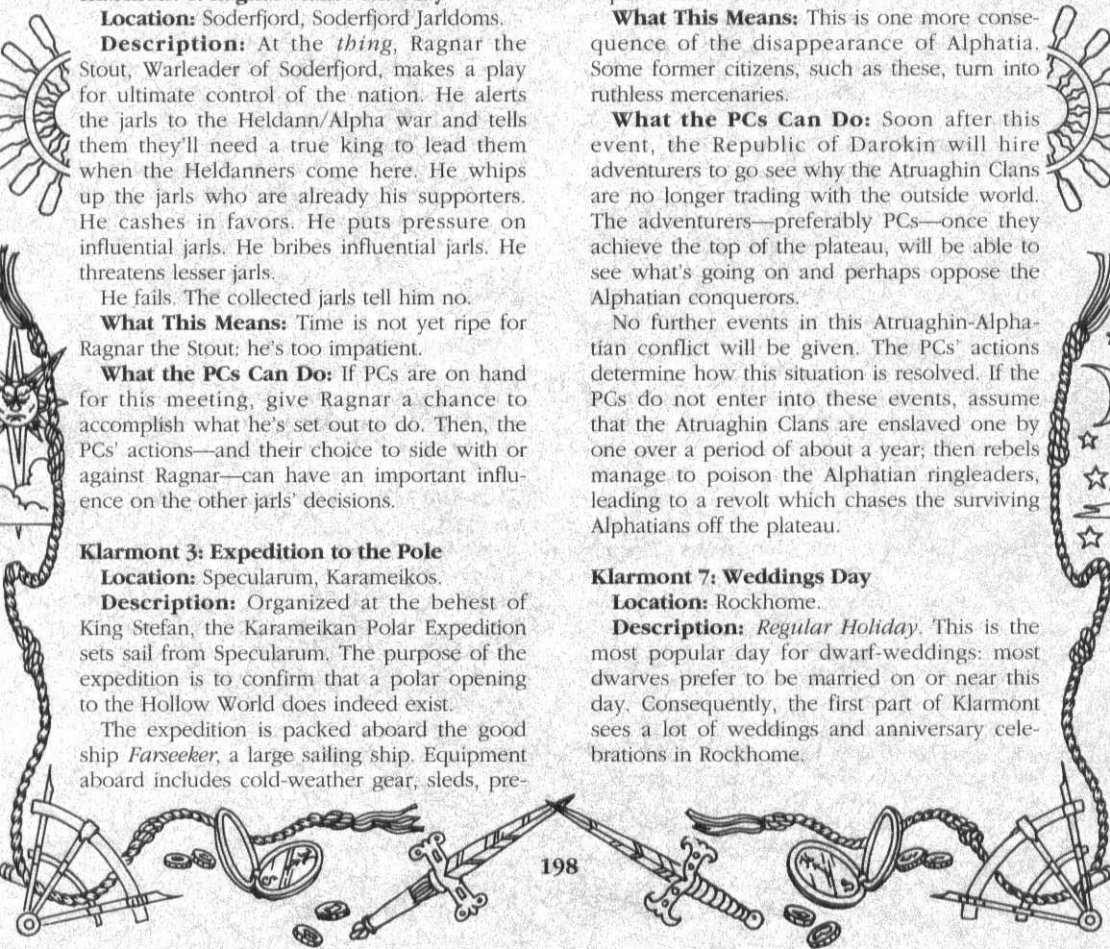
What the PCs Can Do: Soon after this event, the Republic of Darokin will hire adventurers to go see why the Atruaghin Clans are no longer trading with the outside world. The adventurers—preferably PCs—once they achieve the top of the plateau, will be able to see what's going on and perhaps oppose the Alphasian conquerors.

No further events in this Atruaghin-Alphasian conflict will be given. The PCs' actions determine how this situation is resolved. If the PCs do not enter into these events, assume that the Atruaghin Clans are enslaved one by one over a period of about a year; then rebels manage to poison the Alphasian ringleaders, leading to a revolt which chases the surviving Alphasians off the plateau.

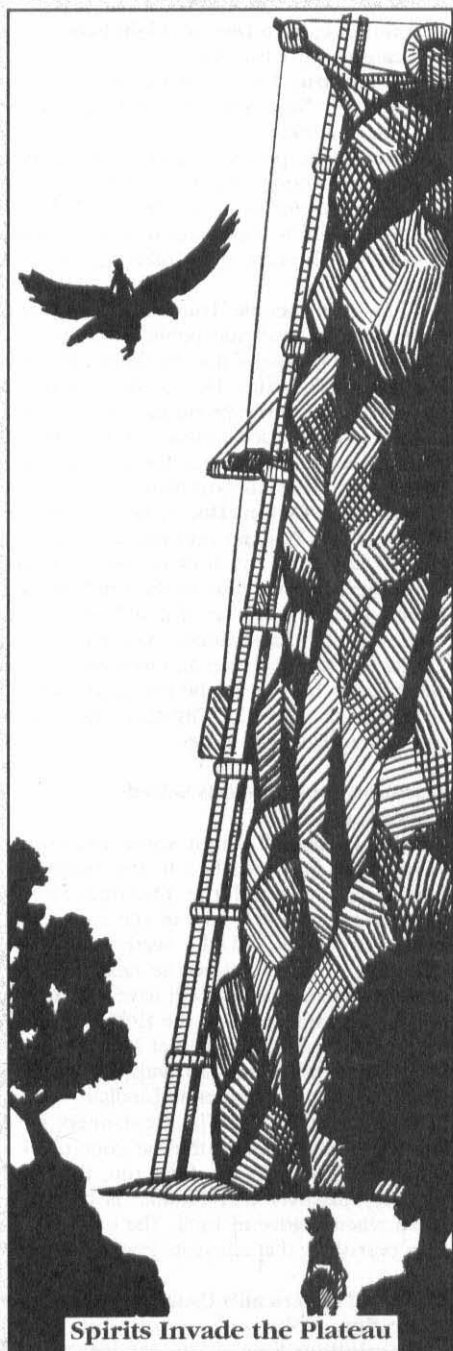
Klarmont 7: Weddings Day

Location: Rockhome.

Description: *Regular Holiday.* This is the most popular day for dwarf-weddings: most dwarves prefer to be married on or near this day. Consequently, the first part of Klarmont sees a lot of weddings and anniversary celebrations in Rockhome.



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Spirits Invade the Plateau

Klarmont 7: Alphatian Expedition Lands

Location: Northern Iciria (Beastmen Wastes).

Description: The three-ship expedition from Alphatia lands in the arctic wastes of northern Iciria. The sky-ships land on their ski-like rails, harnesses are attached to their bows, and golems are attached to the harnesses. The ships are laboriously towed toward the *anti-magic* polar region.

Klarmont 9: Lagrius Tries a Master Stroke

Location: Thyatis City, Thyatis.

Description: Spies from the Bellissarian nation of Lagrius have reached Thyatis City. Lagrius is one of the Bellissarian nations convinced that Thyatis must some day move against them; they are here to stop that from happening. Today, they will perform a mission to give them a lot of leverage against Thyatis.

Their objective is to kidnap Coltius Torion, 16-year-old eldest son of Prince Eusebius Torion, as he attends games at the Coliseum. However, in the confusion of the actual kidnapping attempt, in the midst of a *darkness* spell's effects, the man they grab and stuff into a sack is actually Tredorian.

Tredorian is the youthful-looking 27-year-old son (F10, L) of Empress Eriadna of Alphatia. He was the Alphatian hostage in Thyatis while Thincol's daughter Asteriela was Thyatis' hostage in Alphatia. Though Thincol is actually fond of the young man, he's not fond enough to alter foreign policy in order to save him, especially since Tredorian no longer has ties to an existing nation. The kidnapers do not realize their mistake until they are already out to sea with their captive. Chagrined, they release him at Port Lucinius and run for home.

What This Means: Even perfectly sound plots can fail miserably.

What the PCs Can Do: If they're on hand at the kidnapping attempt, they can thwart it completely—probably more decisively and violently than the poor, incompetent kidnapers probably deserve.

Klarmont 12: Werewolf Hunt Goes Bad

Location: New Averogne, Glantri.

Description: Dame Isidore and Richard d'Ambreville respond to a rumor of werewolf depredations in southeast New Averogne. But

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it's a trap: the rumors are false, spread by Dolores Hillsbury. Isidore, Richard and their hunting party are set upon by Sire Henri and by trolls from South Monsterland. Richard is swarmed over and defeated by the trolls, and Henri narrowly bests Isidore in a magical duel. Isidore and Richard are thrown into prison while Sire Henri debates the best ways to wrest their secrets from them.

What This Means: Dolores of Hillsbury recommended this plan to Sire Henri. She supplied the trolls and spread believable rumors to lure Isidore and Richard out. In return, Sire Henri is supposed to back her when she is nominated for the status of princess of Fenswick, and he has happily agreed to that.

With Isidore and Richard out of the way, Henri can take control of New Averogne.

What the PCs Can Do: If the PCs are friends of Isidore and Richard, they can try to protect the two, but the odds against them should be staggering; add enough trolls to the mixture to make Sire Henri's success almost a certainty. If PCs are defeated, the survivors among them will be thrown into prison. If the PCs are allies of Sire Henri, substitute them for the trolls.

Klarmont 12: The Rejection

Location: Aengmor, City of the Stars.

Description: *Regular Holiday.* On this date the shadow elves abstain from food and water. The day commemorates a time when the shadow elves went to the Alheim elves and were rejected. The day helps perpetuate hatred between the elf cultures.

Klarmont 15: Night of the Red Moon

Location: Glantri.

Description: *Regular Event.* The full moon appears to turn red over Glantri. Common superstition has it that evil spirits come out to cause catastrophes. Magic-users tend to feel that their senses are enhanced. Many become giddy and euphoric, and some hallucinate.

Klarmont 15: Days of the Hoof (Begin)

Location: Kerendas, Thyatis.

Description: *Regular Holiday.* The dominion of Kerendas hosts a week of horsemen's events, including races, jousts, demonstrations, breeders' shows, etc.

Klarmont 16: Ekto Doesn't Fight Fair

Location: Ekto, Isle of Dawn.

Description: The Thyatians now occupy East Portage. Now, the fleet continues south and puts in at Ekto.

However, the people of Ekto have decided against a stand-up fight. They've already started an evacuation south, toward Trikelos. They've set fire to Ekto, and their army waits to slow the Thyatians from following the fleeing citizens.

What This Means: Trumbull, the cloying governor of Ekto, made public recommendation that the people of the city throw open the gates to the Thyatians. He was dragged down and assassinated. The proud men and women of Ekto have decided instead on a "scorched earth" policy and are determined to sell their lives dearly against the Thyatian invaders.

What the PCs Can Do: If they're with the Thyatians, the PCs can organize a firefighting brigade to save as much of the city as possible. If they can save most of the city from fire, Thincol himself will hear of it and be pleased—cities like Ekto are valuable resources.

If they're with the men and women of Ekto, the PCs can be part of the rear-guard action, beating back waves of Thyatian attackers to give the civilians time to flee.

Klarmont 20: Landfall Is Seized

Location: Landfall.

Description: Though some Heldannic forces have been recalled to the Heldannic Territories to repel the Ethengarians at Grauenberg, Landfall falls to the forces that remain. By day's end, the seedy town is in Heldannic control. Before the next morning, many Heldannic soldiers will have lost money in crooked gambling, and the Heldannic commander will be informed that his troops are quickly becoming infested with the lice and other parasites so common in Landfall.

What This Means: The Heldanners have conquered a town, but they've conquered a disgusting town. In the long run, they will probably discover that Landfall is best governed when it governs itself. The town makes dirty everything that enters its gates.

Klarmont 21: Ericall's Usual Statesmanship

Location: Alpha.

Description: King Ericall has managed to

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worsen his situation by a tactical blunder. Some time back, he sent envoys to the giants who live west of Alpha, bribing them to come join with Alpha's forces against the invaders. Unfortunately for him, Norwold giants think of *all* humans as invaders, and are smart enough to realize that an invitation like this means that Alpha's humans are in trouble. So, a small army of giants rumbles out of the wilderness, and attacks the city of Alpha.

What This Means: Ericall is showing his usual skill as a politician and tactician, and is so doing some of the Heldanners' work for them. However, the giants are notoriously bad at sustained sieges, and will swiftly go home when they find they can't just walk into Alpha and destroy it. They will have damaged the city walls and buildings with thrown boulders, however.

What the PCs Can Do: PCs in Norwold could have given Ericall advice and prevented him from making this blunder. They could have been the diplomatic mission sent to the giants (meaning that once the giants decided to refuse their request and eat the messengers, the PCs would have had a lively escape back to Alpha); or, if they are in Alpha when the giants arrive, they'll have quite a challenging war with the oversized invaders.

Klarmont 21: Tibnuhati Comes

Location: Jennite Holdings, Hollow World.

Description: Tibnuhati, great veterinary healer of the Nithians, comes to see the Jennite cattle. He stays with them for a few weeks, and concocts a medicine to stop the plague.

What This Means: The Jennites will not suffer starvation—*unless*. If Tibnuhati were brought here by force, he will have a savage revenge on the Jennites. He's recognized that this plague occurs in waves, and his medicine is a cure rather than a prevention. If he's a captive of the Jennites, he'll cure the current wave and then take whatever reward or treachery the Jennites decide to hand him. But months later, the next wave of the plague will strike, and most of the Jennite cattle *will* die, causing mass starvation among the Jennites.

However, if Tibnuhati were convinced to come here and treated well, he'll accurately describe the disease pattern and the Jennites will be able to deal with it.

What the PCs Can Do: Tibnuhati needs strange ingredients for his medicinal potion, and will have to have someone—the PCs—travelling around, collecting tyrannosaurus rex teeth here, giant pterodactyl eggs there ...

Klarmont 22: The Unsheathing

Location: The Five Shires.

Description: *Regular Holiday*. In AC 571, Thyatians seized the Ierendi Islands on this day. In the Five Shires, the halflings go about armed and do a lot of drinking; they will do no trade with Thyatians. It is dangerous to be a Thyatian outdoors on this day.

Klarmont 23: Expedition Reaches Tel Akbir

Location: Tel Akbir, Thyatis.

Description: The Karameikan polar expedition, aboard the good ship *Farseeker*, reaches the Thyatian duchy of Tel Akbir. There, the captain and crew finally become aware of the scope of the naval activities at the north Isle of Dawn, and of the possibility of Ostland piracy in that same area.

The captain decides on an alternate route. He'll head southeast and round the south end of the Isle of Dawn. The ship will then head north across open sea to reprovision in the still-neutral nation of Qeodhar.

Klarmont 23: Dinosaur-Riders Hit the Capital

Location: Haldemar, Alphatian Neatharum.

Description: The capital town of Haldemar is attacked by Neathar dinosaur riders and Hiakrai eagle-riders. The Neathari charge and fly in, batter down one section of town walls, run amok in the streets (their mounts battering down building and eating fleeing citizens), and then charge back out into the jungle. Dogrel, the new king, is humiliated.

What This Means: Alphatia's forces, too, are being spread very thin, and the natives are taking advantage of it.

What the PCs Can Do: If they are Alphatians, the king may send them after the dinosaur riders, ordering them to track the Neathari back to their lair and attack them there. If the PCs are men of Neathar, you should run the assault on Haldemar as an adventure and let their actions determine how well they do against the town.

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Klarmont 24: Robbery Attempt in Ylaruam

Location: Ylaruam, Emirates of Ylaruam.

Description: The Sultan of Ylaruam has put up an impressive display of the grave-goods of Queen Nennaya-Sherat (see "Nuwmont 3: Tomb of Nennaya-Sherat Found").

A bold troupe of robbers attempts to rob this treasure of gold and artwork.

What This Means: This is an inevitable result of the greed of thieves.

What the PCs Can Do: Note that exact details of the robbery are up to the DM. If the PCs are nowhere near the area, this is a band of Ylari thieves staging a diversionary fire to draw off guards and stealing whatever they can get away with. If the PCs are on hand but aren't robbers, they can run across the plans of the robbers, or be on hand when the robbery is executed—perhaps thwarting it and earning praise from the Sultan. If the PCs are robber-types, they should plan and stage their own robbery.

Klarmont 25: Sire Henri Becomes New Prince

Location: Glantri City, Glantri.

Description: At a Council of Princes, Sire Henri d'Ambreville is elected to the status of Prince of New Averogne.

What This Means: Another truly nasty human being is a Prince in Glantri, and the bubbling chaos that is engulfing the nation gets a little worse. Hiding behind the false face of Dolores of Fenswick, Synn can only smile.

What the PCs Can Do: This is not an event the PCs can effectively interfere with, though they can certainly analyze the results. Sire Henri has not one trace of goodness in his body, and spends money faster than he can raise it. Things do not look good for the citizens or the treasury of New Averogne.

Klarmont 26: Ramose Contacts the Antalians

Location: Kiefstat, Antalian Wastes.

Description: Representatives of the Pharaoh of Nithia, rather chilly in the cold Antalian weather, visit Kjodar Triudar's son, chieftain of the town of Kiefstat.

Pharaoh Ramose has decided to accept Kjodar's offer (see "Thaumont 11: A Barbarian Visits Nithia"). However, his plan is somewhat different from the one originally proposed.

He wants to use Nithian resources to carry Antalian boats overland from the seas east of Nithia to the Sea of Yr. Certainly, there may be trouble with the Jennites, but he has faith in the ability of the mighty Nithian army to keep those savages in line. These boats will ferry the Antalian warriors and shipbuilders, plus Nithian soldiers and workers, across the Sound of Yith, in the southern Sea of Yr.

He wants this combined party to embark on a mighty construction plan. His idea is to start a massive operation to dig canals across the narrowest points in the land to create a waterway connection between the Sea of Yr to the Atlass Ocean south of Milenia. While his hordes of workers are digging the canals and engineering the huge locks necessary to raise and lower the water level in the canals, the Antalians can help the Nithians set up a shipbuilding facility on the Sea of Yr and teach the Nithians to sail properly.

Kjodar is taken aback by the scope of this proposal, but agrees to it, provided that the money is satisfactory.

What This Means: Pharaoh Ramose has long-range plans to open up a way for the Nithians to attack the Milenians by sea. Owing to the harshness of the climate in that part of the world and its unexplored nature, he is confident that he can build his canals, even if they take years, and thus have a port to use against his hated enemies.

Klarmont 27: Alphatians Attack Oostdok

Location: Oostdok, the Hollow World.

Description: Alphatian wizards and the few remaining Alphatian sky-ships land troops, and a lot of surplus weapons and armor from the Stoutfellow dwarven armories, on the Floating Island of Oostdok. The Heldannic Knights attack. The gnome rebels come out to counter-attack, and are provided weapons and armor by the Alphatians.

The *ad hoc* combined force of Alphatians and gnomes drives the Heldannic troops before it.

Klarmont 28: Heldanners Flee Oostdok

Location: Oostdok, the Hollow World.

Description: In less than two full days, the Alphatians and Oostdok gnomes manage to drive the Heldannic Knights into full retreat. It's hardly surprising: the gnomes outnumber

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bered the Heldanners by the thousands. The combination of Alphatian wizards and freshly-armed and armored gnomes is too much for the complacent and badly-led Heldanners to bear. The Heldanners load as many of their number as they can on gnome-built zeppelins and flee the floating island of Oostdok.

Surprisingly, the Alphatians do not immediately conquer the gnomes themselves. Instead, expedition leader Detteria Scarback, Queen of Arogansa, gives warm words of greeting to the gnomish leaders and proposes military and economic alliances between Alphatia and Oostdok.

What This Means: This is the Heldannic Territories' first major setback in the Hollow World, and it won't be the last.

Eriadna's atypical action, allowing the Oost-tok gnomes to retain their independence, is evidence of a major change in her attitude. She honestly intends to have Oostdok as an ally and not a subject nation. She's determined, though, to avail herself of as much gnome engineering as possible—especially those lovely gnomish zeppelins.

What the PCs Can Do: If the PCs are Alphatian, several of the military operations against the Heldanners should be theirs, and will not be automatically successful: their actions should help determine how successful this mini-war is. If the PCs are Heldanners, they might be able to delay the Alphatian success, but are not likely to prevent it altogether. When the Alphatians are ultimately successful, the Heldanner PCs might wish to stay on Oostdok and act as guerrillas.

Klarmont 28: Night of Fire

Location: Glantri, Karameikos.

Description: *Regular Holiday.* Traladarans of Karameikos and Boldavians of Glantri sometimes spend the night out-of-doors, for legend says that on this night they can see flames flickering above long-lost treasure hordes. Legend also says that wolves and vampires love to prowl this night, so only the strong of heart go looking for treasure in the dead of night.

Felmont, AC 1010

Felmont 1: Beasts' Day

Location: Karameikos.

Description: *Regular Holiday.* This date commemorates the victory, hundreds of years ago, of legendary King Halav over the Beast-Men invaders (gnolls). Celebrants dress up as monsters and parade through the streets, conduct mock battles between Beast-Men and Traldar heroes, etc. Patriarchs of the Church of Traladara conduct clerical observations of thanksgiving.

Felmont 1: Heldanners Try Again

Location: Alphatia.

Description: Not long after the Floating Continent appeared in the skies above the Hollow World, Heldannic Knights took a sky-ship from Oostdok to the floating continent to explore it. (They couldn't use a zeppelin: Alphatia floats above the Hollow World's atmosphere, and has an atmosphere of its own.) But at the time, the *anti-magic* surrounding Alphatia prevented them from reaching it safely. They concluded it was a place which could never be reached.

Now, with Oostdok suddenly taken by unprecedented Alphatian forces, the Heldanners look upon that floating continent with suspicion. A second expedition flies up to the floating continent and gets close enough to confirm that it's swarming with healthy, living, horrible Alphatians.

Felmont 2: Revolt in Notrion Settled

Location: Notrion.

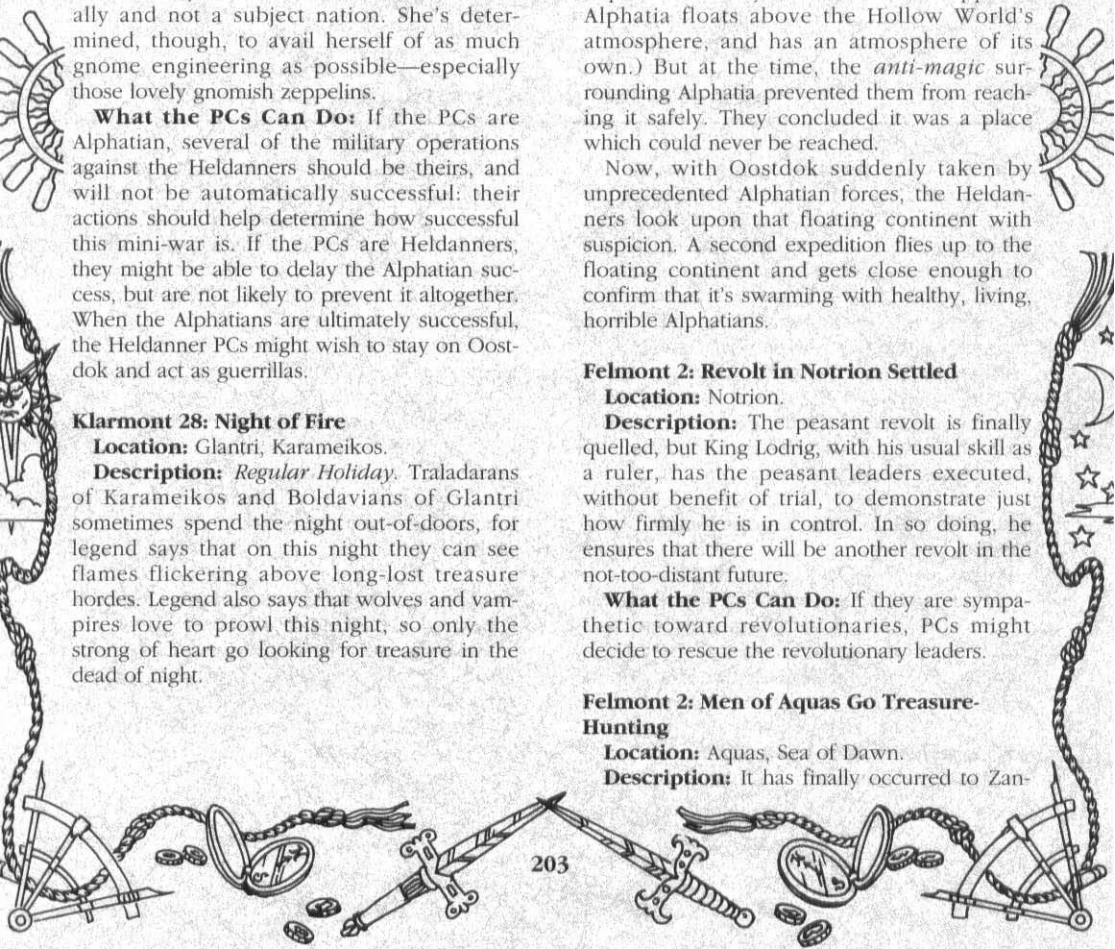
Description: The peasant revolt is finally quelled, but King Lodrig, with his usual skill as a ruler, has the peasant leaders executed, without benefit of trial, to demonstrate just how firmly he is in control. In so doing, he ensures that there will be another revolt in the not-too-distant future.

What the PCs Can Do: If they are sympathetic toward revolutionaries, PCs might decide to rescue the revolutionary leaders.

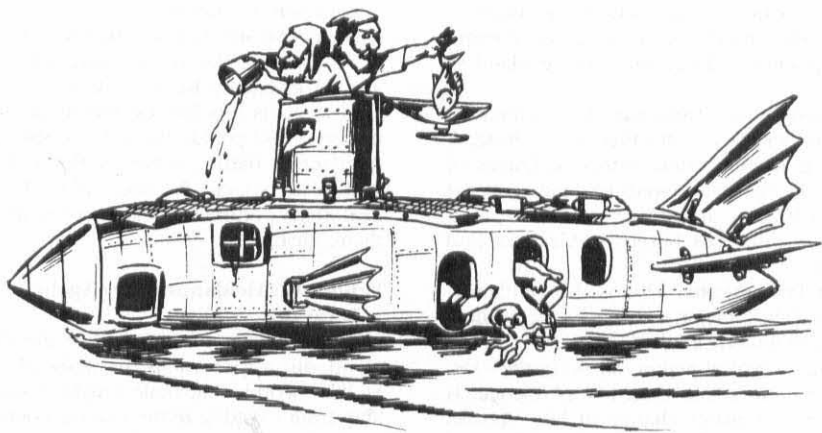
Felmont 2: Men of Aquas Go Treasure-Hunting

Location: Aquas, Sea of Dawn.

Description: It has finally occurred to Zan-



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Men of Aquas go Treasure-Hunting

dor that there must be many treasures in sunken Alphatia. He mounts an expedition to go search the Alphantian Trench, which begins only a mile or so from their city, and see if they can find some of those sunken valuables.

What This Means: This is an opportunity to introduce lots of interesting new deep-sea monsters and aquatic adventures to the PCs.

What the PCs Can Do: It's best if the PCs are on the crew of the new submersible, giving them the opportunity to see this grand new undersea world the disappearance of Alphatia has brought about.

Felmont 3: Heldannic Troops Reach Freiburg

Location: Freiburg, Heldannic Territories.

Description: Elements of the Glory of Vanya divisions recalled from Landfall now reach Freiburg; soon, they will be turned against the Ethengarians in the Grauenberg area.

Felmont 4: Neatharum Strikes Back

Location: Neatharum.

Description: After long weeks of scouting missions into Toralai territory, Nogai scouts belonging to the Neatharum army report that they have found the dinosaur riders' camp—a large cavern in a hill north of the Neatharum border. King Dogrel orders an expedition to go and clean the place out.

Unfortunately, armies don't move as silently as scouts do. The dinosaur riders are alerted to them before they reach the base. Most of the dinosaur riders get away, though a few of their trained dinosaurs are killed by spellcasters of Neatharum. Dogrel chalks the event up as a success, though he has not dramatically affected the dinosaur riders' fighting abilities.

Felmont 5: Ethengarians Sack and Pillage

Location: Heldannic Territories.

Description: The Ethengarians causing trouble in the Heldannic Territories change their tactics, attacking small villages across the southwestern area of the nation. The Heldannic armed forces can do little to prevent this, since the Ethengarians are not presenting a

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united front. However, the Ethengarians are not seeing much profit from this minor-league raiding.

What This Means: So far, the campaign in the Heldannic Territories has not been good for the Ethengarians, who have little to show for all their activities here. Moglai Khan will have to have some show of victory if he is to leave this situation without losing face—and political power.

Felmont 5: Emancipation Declaration

Location: Ostland.

Description: Earlier in the year, Queen Yrsa of Ostland recommended that the nation join much of the rest of the world in giving up the practice of slavery. By now, the individual jarls have had time to discuss the matter at great length.

To the disgruntlement of Asgrim the Bowed, they do not just reject the idea. However, to Yrsa's disappointment, they do not embrace it, either. They simply state that there is nothing to prevent individual jarls from outlawing slavery in their jardoms.

Queen Yrsa takes her own advice and decrees that in her own dominion of Zeaburg, all slaves must be freed one year from today—Felmont 5, Year 1,011. She hints that she will punish slave-owners who drive their slaves harder during that year (to get some extra value out of them before they're freed). One or two jarls follow her example, but most stand back from the situation, waiting to see who does try this radical change and what the results will be.

Felmont 6: Vanya's Dance

Location: Heldannic Territories, Hattias

Description: *Regular Holiday.* Knights and squires of the Heldannic Knights, and traditionalist warriors of the Hattian people in Thyatis, dress up in full armor and perform an ancient dance around a bonfire in Vanya's honor. After coping with exhaustion and heatstroke, they feast and drink into the night.

Felmont 7: "Struggles of Trelanthius"

Bombs

Location: Thyatis City, Thyatis.

Description: A play, *Struggles of Trelanthius*, put on by a grim Hattian theatre troupe, opens in Thyatis City. In it, the Hattian hero

Trelanthius tries to save his town and his family from the perfidy of Alpathian spies, halfling money-lenders, Ylari zealots, and other "foreigners." He fails, his world crumbles around him, he dies tragically, and it's all the foreigners' fault.

It's intended as a serious play, a rabble-rouser designed to make the Thyatians aware of the extent of foreign elements in their own culture, and a tragedy of the first order. Unfortunately, it's overblown, badly written, and abominably acted. It has the audience reeling with laughter within minutes. It closes after the first night's performance.

Felmont 8: Hyraksos Dies

Location: Specularum, Karameikos.

Description: Admiral Hyraksos, Minister of War of the Kingdom of Karameikos, dies today of natural causes: he is 75. A lifelong friend of King Stefan, he is survived by his son Devon (husband of Stefan's daughter Adriana) and several other children.

Felmont 9: Elves to Settle in Karameikos

Location: Krakatos, Karameikos.

Description: Several hundred Erewan elves from Glantri receive permission from King Stefan to settle in Karameikos, in the woods near Krakatos, which is still being rebuilt. Their magical expertise should help the School of Magecraft when it is opened. Families pack up their goods and begin the long, dangerous march south to Karameikos.

They're coming here because of the plight Glantri's Erewan principality is in. These elves want to live in a land that is not being overrun by humanoids, and Karameikos is one of the few nations that is currently encouraging immigrants.

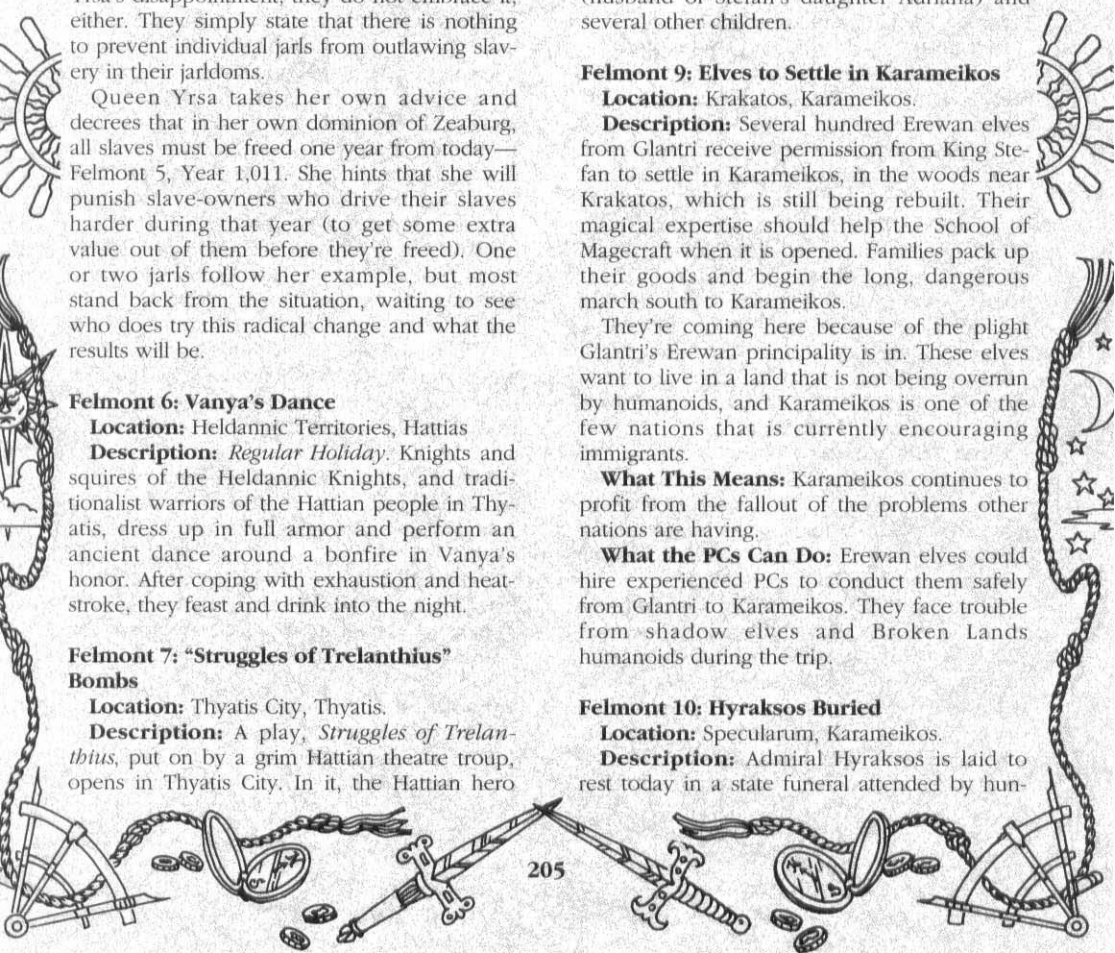
What This Means: Karameikos continues to profit from the fallout of the problems other nations are having.

What the PCs Can Do: Erewan elves could hire experienced PCs to conduct them safely from Glantri to Karameikos. They face trouble from shadow elves and Broken Lands humanoids during the trip.

Felmont 10: Hyraksos Buried

Location: Specularum, Karameikos.

Description: Admiral Hyraksos is laid to rest today in a state funeral attended by hun-



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dreds. After the interment, King Stefan announces the appointment of Baron Retameron Antonic (F18, L, age 41), ruler of the dominion of Verge, as the new Minister of War.

Felmont 11: Terari's Suggestions Welcomed

Location: Krakatos, Karameikos.

Description: A wandering magician named Terari visits the town of Krakatos, where the new Karameikan School of Magecraft is being built. He falls into conversation with Teldon, head of the Magicians' Guild, and has some interesting recommendations to make about the teaching of large numbers of magic students. Teldon is impressed by his ideas and depth of knowledge, and, knowing Terari was a teacher in the city of Sundsvall, invites him to stay awhile in Karameikos as his guest—the better to plumb him for ideas.

Felmont 12: Aeria Strikes a Deal

Location: Aegopoli, Aegos, Alatian Islands.

Description: Messengers from the island of Aeria visit Admiral Helena Daphnotarthius on Aegos. Their message from Master Aiklin is this: if the Thyatians attack, the people of Aeria will defend themselves with all their magic and might, and will eventually lose and be crushed. But if Thyatis will grant them Grand Duchy status, Aiklin will devote some of his college's resources to teaching the Thyatians to mount their own sky-ship navy—as the Alphatians used to have. In the Emperor's name, Helena agrees to these terms (it is within her power to do so), and Aeria becomes the Grand Duchy of Aeria, with Master Aiklin now Grand Duke Aiklin.

What This Means: This bodes ill for the nations Thyatis wants to conquer. It will be many years before Thyatis mounts a sky-ship navy, even with the help of the magicians of Aeria, but when the empire does, it will be even more powerful than before.

What the PCs Can Do: If PCs are present for these events, then Heldannic heroes are also here—to kidnap the messengers of Aiklin, and perhaps Aiklin himself. Though the Heldannic Territories have a very few flying ships, they'd like very much to be able to construct more. Their own diplomats are en route to Aeria, and they want to prevent Mas-

ter Aiklin from striking any deal before they talk with him. The PCs can be on hand for the kidnapping attempt, and might be able to thwart it.

Of course, if the PCs *are* Heldanners, then they're the ones doing the kidnapping. Grabbing the messengers from under the nose of an admiral would be quite a coup for them.

Felmont 13: Schwarznase Seized

Location: Ylaruam, Emirates of Ylaruam.

Description: Anton Schwarznase, an aide to the Heldannic ambassador to Ylaruam, is arrested today in Ylaruam after being discovered looking through papers in the office of Ylaruam's foreign minister. Schwarznase explains that he was merely lost and not looking through papers at all, and besides, he has diplomatic immunity. Despite the protests of the Heldannic ambassador, the Ylari make a "guest" of Schwarznase while they decide what to do with him.

What This Means: Schwarznase does indeed have diplomatic immunity. However, he was caught looking through sensitive papers outlining details of Ylaruam's foreign policy concerning the North Reaches and the Heldannic Territories, and the Ylari are not certain they want him to leave alive with that information. So they keep him sequestered until they come to a conclusion.

What the PCs Can Do: PC adventurers might be hired by the Heldannic ambassador to rescue Schwarznase, or to guard him. The ambassador is convinced that Schwarznase may be assassinated by "unknown parties" while still within the hands of the Ylari, or immediately after his release, to keep him from revealing secrets to his superior.

Felmont 14: Reinforcements Reach Grauenberg

Location: Grauenberg, Heldannic Territories.

Description: The military units recalled from Landfall reach the Grauenberg area and deploy to numerous villages to prepare for further Ethengarian raids.

Felmont 14: The Cornerstone

Location: Aengmor, City of the Stars.

Description: *Regular Holiday* (Shadow elves date Temple 14). The shadow elves cele-

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brate the laying of the cornerstone of the Temple of Rafael in the City of Stars. New temple construction begins only on this day.

Felmont 14: Feria de Toros

Location: Belcadiz and Glantri City, Glantri.

Description: *Regular Holiday.* This is the national holiday of Belcadiz. Bulls are released in streets of New Alvar, and the elves and visitors prove their bravery by running ahead of or with the bulls. In Glantri City, people board gondolas and hunt down monsters breeding in the canals and waterways.

Felmont 14: The Clangers Get Out Alive

Location: Oenkar, the Broken Lands.

Description: The Clangers, an informal band of adventurers from Rockhome, have been running amok in the Broken Lands for a few weeks now, scrapping with humanoid forces and teaching their new members how to fight.

But this day one of them stumbles into a steaming flue in the ground, and the dwarves who go looking for him find a vein of gold,

and encounter forces from the underground city of Oenkar. They get out of there alive and make a beeline back for Rockhome.

What This Means: These dwarves have just been handed two important motivations. Gold brings out the greedy side of most dwarves, and the idea that orcs and goblins have a big city, from which they might launch attacks against Rockhome or other lands, is an offense to everything they stand for.

What the PCs Can Do: If you have a group of PCs wandering around in the Broken Lands about now, it can be they, instead of the dwarves, who discover Oenkar. The event can still spark the same results (a gold rush).

Felmont 15: Darokin Retaliates Against Pirates

Location: Darokin, Malpheggi Bay.

Description: Darokin's navy is now fairly certain that Jaibul pirates are operating out of the great reef in western Malpheggi Bay. They put out a call for seagoing adventurers to sail against this area, and put a bounty on the



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head of each Jaibuli pirate captured or killed.

What This Means: Darokin's armed forces are still more concerned with the forces of King Thar to the north, so they're painfully giving up some of their remaining treasure to wipe out the pirate problem in the south.

What the PCs Can Do: This situation is a grand opportunity for PCs to get some sun and see action against very nasty reavers.

Felmont 15: Doggerel Days

Location: All regions of Alphatian culture.

Description: *Regular Holiday.* This is an academic holiday, where schools and scholarly guilds conduct competitions of music, drama, recitation, jokes and puns, high poetry and cheap verse, etc. By tradition, Alphatians drag out the very bad jokes and shaggy dog stories they've saved up all year for this celebration.

Felmont 15: The Gathering

Location: Ethengar Khanates.

Description: *Regular Holiday.* This is a midsummer festival: those not working elsewhere collect bundles of grasses and flowers, which are woven into garlands and used to decorate the entire encampment. The garlands are left to dry and then collected to be fed to the herd animals during the winter.

Felmont 15: Highsummer (Begins)

Location: Five Shires.

Description: *Regular Holiday.* This is the first day of two weeks of midsummer feasting, betrothals, costume dramas, and ballad-singing competitions. Work is performed (but very lackadaisically).

Felmont 15: Day of Valerias

Location: Karameikos; Thyatian Empire.

Description: *Regular Holiday.* This is a celebration of love and romance dedicated to Valerias. It is celebrated by betrothals, marriages, trysts, and duels between competing suitors. This festival is very popular and is spreading to more distant lands.

Felmont 16: Battle of Sardal Pass

Location: Rockhome.

Description: *Regular Holiday.* This is the anniversary of a famous battle and is commemorated with military games and demonstrations.

Felmont 18: Schwarznase Released and Attacked

Location: Ylaruam, Emirates of Ylaruam.

Description: The Ylaruam government releases jailed spy Anton Schwarznase in a large public display at the gates of the city. Ylari guards are on hand to escort him to the Emirates' borders, because he is being expelled from the nation for espionage. Also on hand is a raving lunatic with a bow and poisoned arrows. He makes an attempt on Schwarznase's life.

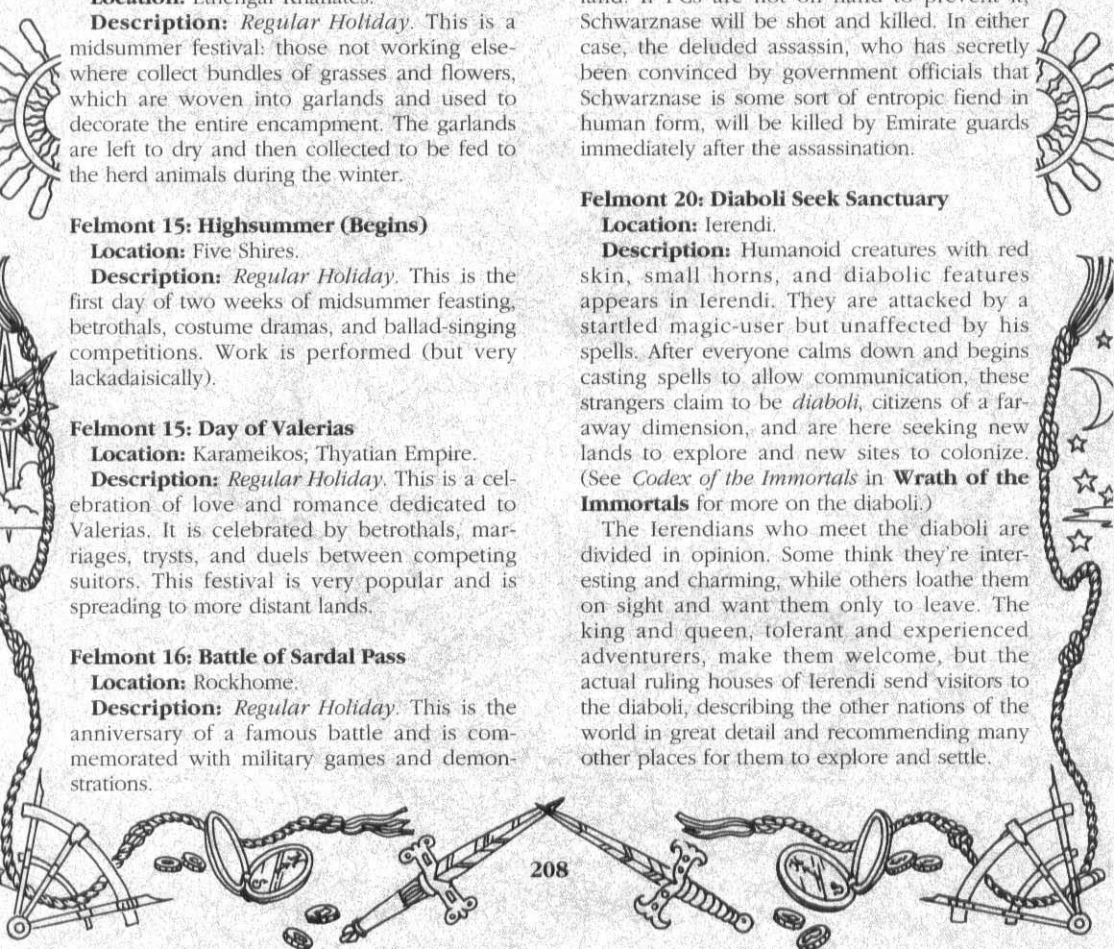
What the PCs Can Do: If they are on hand for this, the PCs could theoretically prevent the assassination attempt, or could save him from the effects of the poisoned arrow. In such a case, Schwarznase will survive to spill his secrets to the Heldannic ambassador, which simply gives the Heldannic Territories an edge when interpreting interactions between Ylaruam and Soderfjord, Ostland, and Vestland. If PCs are not on hand to prevent it, Schwarznase will be shot and killed. In either case, the deluded assassin, who has secretly been convinced by government officials that Schwarznase is some sort of entropic fiend in human form, will be killed by Emirate guards immediately after the assassination.

Felmont 20: Diaboli Seek Sanctuary

Location: Ierendi.

Description: Humanoid creatures with red skin, small horns, and diabolic features appears in Ierendi. They are attacked by a startled magic-user but unaffected by his spells. After everyone calms down and begins casting spells to allow communication, these strangers claim to be *diaboli*, citizens of a far-away dimension, and are here seeking new lands to explore and new sites to colonize. (See *Codex of the Immortals* in **Wrath of the Immortals** for more on the diaboli.)

The Ierendians who meet the diaboli are divided in opinion. Some think they're interesting and charming, while others loathe them on sight and want them only to leave. The king and queen, tolerant and experienced adventurers, make them welcome, but the actual ruling houses of Ierendi send visitors to the diaboli, describing the other nations of the world in great detail and recommending many other places for them to explore and settle.



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Felmont 22: The Dragging

Location: Five Shires.

Description: *Regular Holiday.* This is a nation-wide event. Its date may vary from year to year but always takes place during Highsummer. Many humans of surrounding nations consider it a barbaric custom.

One halfling kills an orc in single combat. The body is bound to a log, and a horse then drags the log all around the countryside. The halflings believe that all evil in the land will be drawn to the orc corpse as it is dragged over a period of days. Once it begins to corrupt, it is burned on some rocky height in the Five Shires.

Felmont 25: Beggars' Hope

Location: Glantri City, Glantri.

Description: *Regular Holiday.* This is a day of charity. On this date, beggars may ply their trade in Glantri City without being harassed by city guards.

Felmont 26: Tax Day in Minrothad

Location: Minrothad.

Description: *Regular Event* (Minrothad date Sebmun 14). The population of Minrothad goes through the trials of tax season, paying taxes for the last year's revenues.

Felmont 26: Ethengarians Reconsider

Location: Heldannic Territories.

Description: Moglai Khan, after nearly two weeks of continuous skirmish fighting between Ethengarian raiding parties and small Heldannic units, has decided that enough is enough. Had he brought the entire Ethengarian army into the Heldannic Territories, as he did during the war between Glantri and Alphatia, he might have done some serious harm to the Heldanners. But this punitive mission, while it has cost the Ethengarians little, has also gained them little. And if he leaves now, he'll look like an idiot for launching this offensive, even if good old-fashioned revenge was his original motive. So he thinks about another way out and sends a messenger off to Wulf von Klagendorf.

Felmont 27: All's Reckless Day

Location: Minrothad.

Description: *Regular Holiday* (Minrothad Date Sebmun 15). The people of Minrothad

celebrate surviving tax day. This celebration is often rollicking and lascivious, with many eating, drinking, and martial contests.

Felmont 28: Highsummer (Ends)

Location: Five Shires.

Description: *Regular Holiday.* The Highsummer celebration ends.

Fyrmont, AC 1010

Fyrmont 1: Aengmor Is Going Dry

Location: Aengmor.

Description: Summer strikes hard in the new nation of Aengmor. The elves of Alheim used magical spells of their own development to create regular, heavy rainfall over Canolbarth Forest, but those elves are gone. Now, for the first time in years, the spring rainfall has been very light. By this date, there has been no rainfall for weeks. The forest is going dry, and small tracts of trees are beginning to die.

Hate it though they do, the shadow elves of Aengmor must seek help from others who can teach them the kind of spells they need to keep their forest alive.

After long consultations and planning sessions, Princess Tandaleyo decides to send a diplomatic party to the elvish communities in the region of Norwold. She and her advisors have chosen these elves because they have no ties with Alheim. Should the mission to Norwold fail, the diplomatic party will have to return by way of Wendar and seek help there, even though there are now Alheim elves in Wendar who will naturally seek to poison the Wendarians' minds against the shadow elves.

What This Means: Finally, Aengmor is forced to interact with outsiders as other nations do—with diplomacy instead of just invasion. This may be the first step in bringing the shadow elves into regular contact with other nations.

What the PCs Can Do: PCs could be hired to conduct the shadow elf emissaries to Norwold. This would be a long and dangerous voyage, for there is no good route for them: everywhere they go, there are enemies of the shadow elves (or of elves in particular). The most likely route, fraught with danger though it is, is overland through the Ethengar Khan-

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ages and Vestland, to the sea, and by sea to Alpha in Norwold—skirting Heldannic invaders wherever possible.

Fyrmont 1: The Days of Heroes

Location: Five Shires.

Description: *Regular Holiday.* Halflings visit the tombs and battlefields of heroes. They clean up burial sites and strew flowers over all these areas, and they tell stories of long-ago heroics. No one works on this day.

Fyrmont 1: Thyatians Attack Trikelios

Location: Trikelios, Isle of Dawn.

Description: The Thyatian fleets on the Isle of Dawn now move against Trikelios. The city is overflowing with refugees from Ekto, who have convinced the local population that the Thyatians are destroying the populations they conquer. Units of the old Alphanian army stationed in Trikelios have remained loyal to the Alphanian cause. So when the Thyatians attack, this swiftly turns into an ugly fight.

In the first naval assault on Trikelios, the Alphanian defenders make good use of cata-

pults launching flaming objects and burn several Thyatian ships. The ground troops moving against the city-state have similar luck, running into Alphanian defenders determined to sell their lives dearly. Thyatians must retreat and reevaluate this offensive.

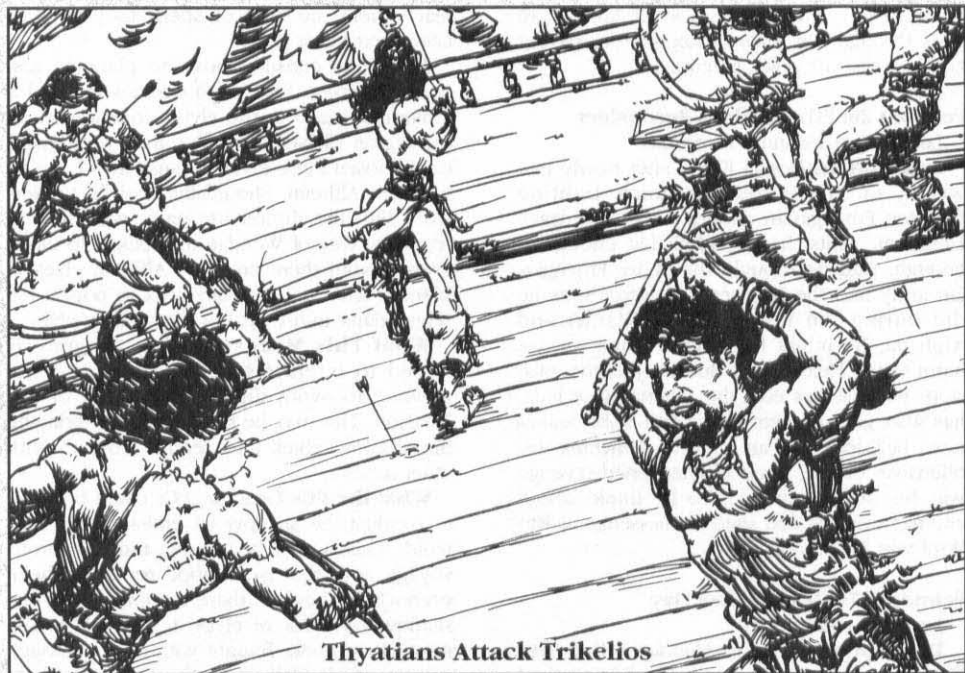
What This Means: The Thyatians have their work cut out for them here.

What the PCs Can Do: This situation could be dramatically influenced by PC actions. Thyatian PCs might be able to come up with and implement a plan to conquer Trikelios more efficiently—though the conquest would still take a long time and be hard on both sides. Alphanian PCs might be able to help their city fight Thyatians to a standstill, or negotiate a settlement making Trikelios a free duchy or nation in the Empire of Thyatis.

Fyrmont 2: Earthquake in the North

Location: Wendar and surrounding nations.

Description: A powerful earthquake rocks the nation of Wendar today, toppling many buildings, damaging the walls of the city of Wendar, and killing hundreds of residents of



Thyatians Attack Trikelios

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this northern nation. It is centered about 125 miles south-southeast of the city of Wendar, and effects of the earthquake are felt as far away as northern Ethengar and Glantri.

What This Means: This is a natural event, not prelude to some sort of magical invasion, unless, of course, the DM wants to make it the herald of some greater calamity.

Fyrmont 3: Third Tax Day in Karamaikos

Location: Karamaikos.

Description: *Regular Event.* Taxes are collected for the months Flaumont through Klaromont of this year.

Fyrmont 4: Karamaikan Expedition Reaches Furmenglaive

Location: Furmenglaive, the Isle of Dawn.

Description: The Karamaikan polar expedition aboard the ship *Farseeker* reaches the Thyatian-controlled Furmenglaive. The ship takes on a lot of supplies in this port, for from now until Qeodhar, their voyage will be mostly over open water.

Fyrmont 5: Loyalists Stage Rescues

Location: Thyatis City.

Description: Alphatians who once lived on the islands of Gaiety and Aegos mount a rescue expedition in Thyatis City.

In that city, Timalta, captured Queen of Gaiety, and Dromedon, captured King of Aegos, are to be publicly displayed at games in the Coliseum. (They're not to be forced to fight; they're just there to suffer the jeers of the crowd.) These Alphatians want to get into the lower Coliseum, where security is less tight than in Thincol's dungeons, then free the rulers and spirit them to safety and freedom.

What This Means: If the Alphatians succeed, it will probably not cause too many problems for the Thyatians. Aegos and Gaiety are now so firmly in Thyatis' grasp that these two rulers are not likely to be able to free the island kingdoms. However, it would prevent these rulers from suffering long-term imprisonment and indignity they do not deserve.

What the PCs Can Do: PC heroes who are known to be sympathetic to the plight of the unjustly-imprisoned might be hired to perform this rescue mission.

Fyrmont 5: Fourth Fleet Takes a Beating

Location: Trikelios, Isle of Dawn.

Description: The Thyatian Fourth Fleet, which does not include any Alphatian converts to Thyatian rule, sails against the Alphatian naval forces at Trikelios. However, the defenders send out their crack unit of military magic-users against the flagship of the Thyatian fleet and send it into ignominious retreat. The battle is a rout and the Thyatians must once again retreat to count their dead.

Fyrmont 6: Even Mummies Stretch Their Legs

Location: Ylaruam, Emirates of Ylaruam.

Description: In the tomb of Nithian queen Nennaya-Sherat were many other preserved bodies: slaves of the queen killed to accompany her beyond the gates of death, for instance. But one of the mummies was special, a guardian created to protect the tomb from grave-robbers.

The guardian didn't do too well at that; after so many hundred years of uninterrupted sleep, it didn't wake up until well after the tomb was pillaged and its contents placed on display in Ylaruam. But wake up it ultimately did.

The undead thing's name is Shma-Uai, and it is no ordinary mummy. It casts spells and can think in a rather primitive fashion. Its task is to hunt down and kill everyone who has been within the tomb of Nennaya-Sherat or touched any of her grave-goods, not to mention her own dead form.

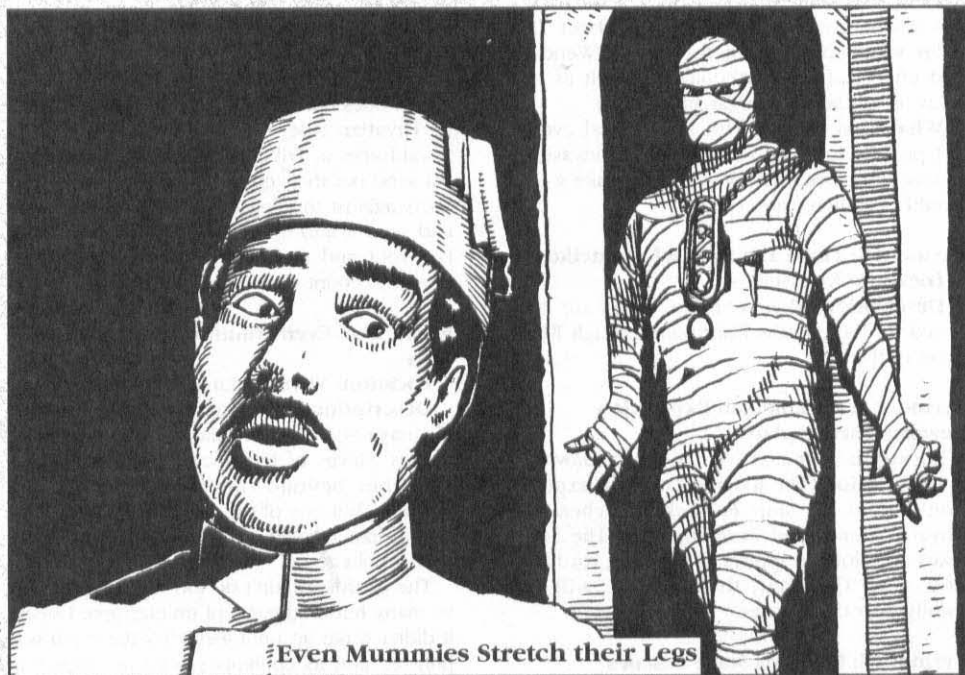
What This Means: This is an opportunity for the DM to do an extended series of adventure involving the undead and revenge from beyond the grave.

Shma-Uai is theoretically a mummy, but has the stats and other attributes of a lich—a 21st-level cleric lich. It also has the ability to *polymorph self* into a normal-looking human being any number of times per day—but the spell is turned off whenever Shma-Uai attacks someone, either physically or by spell.

This guardian mummy has an Intelligence of 6, but has a measure of animal cunning and can both speak and learn languages. It will stalk its victims and attack them when they are alone. It will take on minions who are capable of tracking down those who invaded its mistress' tomb.

What the PCs Can Do: To involve the PCs

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in an adventure with Shma-Uai, you can do one of two simple things. If the PCs were among those who entered the tomb or have handled the grave-goods of Nennaya-Sherat, Shma-Uai will come for them eventually, but they will be tipped off by the fact that all their NPC acquaintances who did the same thing are being killed by a powerful, spellcasting strangler who leaves faint traces of dust on their bodies. (Since there has inevitably been some stealing of the grave-goods, objects of Nennaya-Sherat's can appear in collectors' hands anywhere on the Known World, vastly expanding Shma-Uai's range of interest.) If the PCs were nowhere near Ylaruam, they can be hired to protect some poor man or woman doomed to die at the mummy-lich's hands.

Fyrmont 7: State Visit Between Islanders

Location: Seagirt, Nuar, Pearl Islands.

Description: Teng Lin-Dieu, king of the now-independent kingdom of Ochalea, makes a state visit to the home of Nurokidu Nuar, king of the now-independent kingdom of the Pearl Islands. His purpose: To discuss treaties of mutual defense. No mention of Thyatis is

made in public, but it is obvious that this is a defensive measure against the eventuality of Thyatian invasion. The two royals seclude themselves in Nurokidu's home and ignore the questions of the curious.

Fyrmont 8: Civil War in Surshield

Location: Surshield, Bellissaria.

Description: Queen Gratia of Surshield, seeing that the Thyatians will some day come to Bellissaria, has reluctantly decided to suspend throughout Surshield (except for the city of Spearpoint, which is definitely military). She issues a proclamation calling for a draft of manpower and womanpower. She institutes a series of temporary emergency measures designed to organize Surshield's resources and bring them to bear against invaders, then is surprised to find civil war erupting all around her. The anarchists of Surshield do unite in common cause—against her.

What This Means: Gratia badly underestimated Surshield's notorious sense of independence. She also does not understand that the Surshield society would already be a night-

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mare for Thyatians to conquer: since there is no organized government outside Spearpoint, Thyatian invaders would have to garrison each and every conquered village in Surshield to hold it. Gratia would be much better off calling for volunteers to her army and letting the civilian population deal with invaders outside Spearpoint.

What the PCs Can Do: PCs can be brought into this squabble on either side. If they are sympathetic to Gratia—whether they are military heroes of Spearpoint, anarchists with a wider world-view, or just visitors with a lot of experience—they would serve her best by explaining the country's innate resistance to invasion to her—giving her the advice described immediately above. If they are on Thyatis' side, they might be here to stir up trouble as long as possible, weakening Gratia's position.

Fyrmont 9: Heldanners and Ethengarians Talk

Location: Freiburg, Heldannic Territories.

Description: The representatives of Moglai Khan and Wulf von Klagedorf confer. Moglai Khan's position is this: he can continue to harass the Heldanners for years, causing them to divert military strength they need in their campaigns against Norwold and the Isle of Dawn. And he'll do it, too, until the differences between Ethengar and the Territories are ironed out.

But if von Klagedorf will sign articles of friendship with the Khan and offer up a sacrificial advisor or two—men who can be blamed for the previous warfare between the two nations—Moglai Khan will likewise offer some scapegoats, and will send some crack troops with the Heldanners against Norwold. The borders of both nations can remain secure and everyone can be happy.

Von Klagedorf, whose nation is in little danger but who has been very inconvenienced by these Ethengarians, agrees. Articles are signed, and two non-essential advisors are arrested on charges of treason and turned over to the Ethengarian messenger.

What This Means: Both national leaders are adept at playing politics, and this is bad news for the people of Norwold and the Isle of Dawn, who will soon have a more composed Heldannic Territories to face.

Fyrmont 10: Thar's Raiders Get Swatted

Location: Lake Amsorak, Darokin.

Description: A large group of Thar's humanoids travel down the banks of the Ithel River in another raid into Darokin. This time, the legions of Darokin are ready for them. Warned by signal fires and outriders, the legions make an organized military attack against Thar's forces, do serious damage to them, and drive them north, across the border.

What This Means: Thar was pushing his luck this time; the people of Darokin are now alert and organized enough to counter simple military offensives.

Fyrmont 10: Third Tax Day in Glantri

Location: Glantri.

Description: *Regular Event.* Taxes are collected for the months Flaurmont through Klar-mont of this year.

Fyrmont 11: Jail-Break in Haldemar

Location: Haldemar, capital of Neatharum.

Description: Dinosaur riders make a quick, futile attack against the reinforced walls of Haldemar. King Dogrel instantly sends his crack troops out in pursuit of the fleeing dinosaur riders.

Unfortunately for him, the attack was a diversion. Toralai and Nogai warriors sneak into Haldemar and free several coffle lines of Nogai slaves, who break back out of Haldemar and disappear into the woods.

Fyrmont 12: Royal Conclave Ends

Location: Seagirt, Nuar, Pearl Islands.

Description: King Teng Lin-Dieu of Ochalea takes his leave of King Nurokidu Nuar of the Pearl Islands after a public feast. The two kings indicate that they have come to terms on agreements of defense but do not discuss many details. However, it's evident that if Thyatis moves against one nation, the other nation will attack the forces of the empire. News of this will eventually reach the ears of the Thyatian emperor.

Fyrmont 13: Darokin Day

Location: Republic of Darokin.

Description: *Regular Holiday.* This is the national holiday of the republic. It commemorates the birthday of Ansel Darokin, founder of the nation. It is celebrated with parades, fairs,

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and special events. All businesses are closed for the day.

Fyrmont 14: Qissling Announces the Air-Bridge

Location: Floating Ar.

Description: The King of Floating Ar commands his corps of engineers to build a bridge between the two largest floating islands—as a way of anchoring them at the same distance from one another and to facilitate travel between them. Despite some dubious comments from the engineers, plans are drawn up.

What This Means: Floating Ar is experimenting: trying to find new ways to cope with their unique situation.

Fyrmont 14: Helskir Calls For Help

Location: Helskir, Isle of Dawn.

Description: Thincol I's "prediction" about Ostlanders raiding against Helskir turns out to be true. Ostland raiders have now been raiding Helskir's coasts for several weeks. Thyatis, which is grudgingly helping to defend Helskir from Heldannic intrusion, doesn't seem to be any good at all at preventing Ostland attacks, and Helskir's armed forces can't keep up with the numerous small raiding-parties.

Consequently, Helskir's rulers send out a call for adventurers to come and repel Ostland raids. The six most successful adventurers, they promise, will receive small (eight-mile-diameter) dominions within the kingdom of Helskir.

What This Means: Eruul Zaar and Asteriela Torion are determined to hold their nation together in the face of all hostile forces. If they have to do so by depending on foreign heroes, they'll do it.

What the PCs Can Do: This is a good opportunity for heroes who want to be domination rulers to compete for the opportunity—and to wipe out large numbers of Ostland raiders.

Fyrmont 15: Vyonnese Carnival

Location: New Averogne and Glantri City.

Description: *Regular Holiday.* This is the national festival of New Averogne, celebrated in that principality and in Glantri City. From dusk to dawn, celebrants wear colorful costumes and wander about with scarecrows while making a lot of noise. The original

intent of the event was to scare away werewolves.

Fyrmont 16: Bollathar Dies

Location: Five Shires.

Description: Bollathar Fireyes, elderly halfling adventurer and author of *Bollathar's Journeys to the Heart of the Earth* (see "Vatermont 14: *Bollathar's* vs. *Claransa's*"), dies today in a tragic accident. Still infuriated by the story presented in the book *Claransa's Travels to the Center of the World*, which refuted many of his own claims, Bollathar sets out in a leaky lifeboat to row his way to the North Pole and demonstrate there is no huge polar opening there. His grasp of seamanship being as profound as his grasp of geography, Bollathar is swamped by a large wave soon after he sets out, and his drowned body is discovered on the Five Shires shore shortly before sundown.

Fyrmont 17: Thincol Slips

Location: Thyatis City.

Description: In an appearance before the Thyatian Senate, a frail-looking Emperor Thincol I falls to the marble floor and has to be helped back to his feet.

What This Means: Thincol's health continues to fail. He's stubborn and doesn't die easily, but it's obvious to all that he's a dying man.

Fyrmont 19: Mystery "Footprint" Discovered

Location: Altan Tepes Mountains, Thyatis.

Description: Thyatian prospectors, wandering the Altan Tepes mountains in search of new veins of gold, recently discovered a strange crater in a secluded mountain valley. Today, they report the find in the Thyatian community of Goldleaf. The valley floor, they report, still wet after a recent rain, was marked by an irregular depression nearly a mile long, more than half a mile wide, and roughly shaped like a human footprint. At the valley floor, it looked like nothing but hundreds of yards of churned-up mud, but from nearby mountaintops it looks like a gigantic, solitary, single footprint—from a left foot.

The Thyatian government representative in Goldleaf immediately mounts an expedition to go look at this thing, which is quickly called

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the "Footprint of the Immortal." (They do not speculate as to which Immortal left it.)

What This Means: In actuality, the flying city of Serraine recently suffered difficulties with the magical devices which keep it flying. The city set down in that secluded valley and effected repairs overnight, then took off again, leaving behind that remarkable evidence. Since the existence of Serraine is not widely known, it is not surprising that observers would have mistaken the evidence for a gigantic footprint.

Fyrmont 20: Krogada Tries to Unite Beastmen

Location: Beastmen Wastes, Hollow World.

Description: At a gathering of many Beastmen tribes, a warleader named Krogada the Itchy tries to unite many tribes into a single nation to make war on the surrounding humans and elves. Unfortunately for her, the beastmen are not currently interested in making war, so she fails to unite them.

What This Means: Though Krogada failed this time, Beastmen realize that organized human empires are making inroads in the Hollow World, and her chances of success increase.

Fyrmont 21: Star of Ylaruam Found

Location: Minrothad.

Description: A pirate treasure chest discovered by a private collector in Minrothad proves to contain the Star of Ylaruam, a famous gem (allegedly the world's largest sapphire). The Star of Ylaruam was once in the possession of Ylari hero Suleiman Al-Kalim and is regarded as an Ylari national treasure. It disappeared from Al-Kalim's treasury in the years before his disappearance.

What This Means: The Star was stolen by some faithless servant long ago, was sold in an Ylari port city, and eventually found its way to waters where a pirate of the Sea of Dread seized it. It has great monetary value (being a very large, very good quality sapphire worth some 320,000 gp), but more than that is something that the tradition-minded Ylari people will want returned to them.

Fyrmont 22: Queen Tafiri Tried For Treason

Location: Nithia, the Hollow World.

Description: The Pharaoh of Nithia catches his wife, Queen Tafiri, in yet another liaison with a good-looking foreign hero—this time a Milenian ambassador. Instead of merely being hurt, which was Tafiri's intent, Ramose IV breaks into a towering rage, has the queen arrested, and immediately tries her on a charge of treason against the Pharaoh. Still enraged, he convicts her and sentences her to death.

What This Means: Ramose IV has been pushed over the edge by years of friction with his immediate relatives. Worse, once he cools down, his pride prevents him from setting aside his verdict. Even though he does not wish to see his wife put to death, he cannot back down to prevent the tragedy from happening.

What the PCs Can Do: If the PCs are in Nithia when this event takes place, it could be one of *them* the queen was trysting with—forcing them to flee from the Pharaoh's vengeance.

Fyrmont 22: Ethengarians Return Homeward

Location: Grauenberg, Heldannic Territories.

Description: Moglai Khan makes a great public show of describing the terms of the new friendship accord—naturally explaining the agreement as though it were the Heldannic Knights fearfully capitulating to the awesome Ethengarian hordes. He seeks, and obtains, volunteers to ride with the Heldannic armies and teach them something about fighting. Then, finally, he gets the main body of his horde underway and aimed back toward the Khanate lands.

Fyrmont 22: The Great Horse Fair (Begins)

Location: Ethengar Khanates.

Description: *Regular Holiday.* Clans from all over the Khanates send warriors and horses to this event for horse-trading. Clerics and shamans convene to discuss spiritual matters.

Fyrmont 25: The Queen Meets Her Fate

Location: Nithia, the Hollow World.

Description: The day for the queen's execution arrives.

What This Means: Unless something dramatic happens, Tafiri, the queen of Nithia, will be put to death by stoning in a public square of the city of Tarthis.

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What the PCs Can Do: Naturally, there are those who don't want the queen murdered. Members of her clerical order (clerics of Pflarr) and her children want her rescued but cannot directly defy the Pharaoh. They would therefore hire experienced heroes to rescue the queen and spirit her away to a foreign land, such as the Milenian Empire. This would be a dangerous mission, but, oddly, would earn the heroes the secret gratitude of the Nithian Pharaoh.

Fyrmont 28: The Great Horse Fair (Ends)

Location: Ethengar Khanates.

Description: *Regular Holiday.* On this date, all the participants in the Great Horse Fair pack up their goods and gather their new equine acquisitions, then begin the long return to their respective clans.

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Ambyrmont 1: Autumn Equinox

Location: All across the Known World.

Description: *Regular Event.* On this date, day and night are the same length. In many places, this date is recognized as the first official day of Autumn.

Ambyrmont 1: Ancestors' Day

Location: All regions of Alphatian culture.

Description: *Regular Holiday.* Alphatians visit the graves of ancestors and invite them for the day. Every meal table has an extra place setting for a ghost who might care to visit. Alphatians sing about and for the dead and tell stories of their ancestors. At midnight, they open their doors to usher the ghosts out and then ignore them until the following year.

Ambyrmont 1: First Day of Riding

Location: Ethengar Khanates.

Description: *Regular Holiday.* This is a children's holiday, in which three-year-old children are given their first horses.

Ambyrmont 1: The Fast and the Feast (Begins)

Location: Five Shires.

Description: *Regular Holiday.* In this twelve-day event, the halflings fast, drinking water but eating no food, for six days. (Children and the infirm *do* eat.) During these days

they cook like madmen. On the seventh day, the feast begins, and the halflings gorge themselves for the better part of a week.

Ambyrmont 1: Celebration of the Sea (Begins)

Location: Ierendi.

Description: *Regular Holiday.* This is an elaborate and beautiful celebration. Boats are rafted together into floating islands. Days are filled with feasting, visiting, and water sports, and the nights are filled with singing and storytelling. Flowers and petals are thrown into the water to pacify "sea monsters."

Ambyrmont 2: Demands of Extended Borders

Location: Aengmor; Darokin.

Description: Currently, Aengmor (like Alfheim before it) is contained entirely within the borders of the nation of Darokin.

Today, messengers from Aengmor appear before the rulers of Darokin with an announcement. Aengmor, they explain, has extended its borders out to include the lightly-occupied strip of Darokin which surrounds it. They courteously give the people of Darokin three months to evacuate all their communities in this land—including the important trade city of Selenica.

They remind the people of Darokin that they know spells which twist and blight whole forests. They announce that if the people of Darokin refuse, the shadow elves will blight every tree in Darokin, and then adapt their spell to blight grain crops as well.

What This Means: The shadow elves want to consolidate their borders.

What the PCs Can Do: The rulers of Darokin will immediately commission groups of spies and heroes to find out if the shadow elves can actually carry out their threat. The truth is that they can't: the spells used against Alfheim's trees were specific to magically-influenced oaks native only to the Canolbarth forest. If the PCs don't discover this in some hair-raising adventure into deadly Aengmor, a group of NPC heroes will eventually do so. Darokin's borders will not change.

Ambyrmont 3: Showing Day

Location: Rockhome.

Description: *Regular Holiday.* This is a

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short of “show and tell” day among craftsmen-dwarves. At large fairs, they show off their wares, hold workshops to demonstrate their techniques, etc.

Ambyrmont 4: Darokin's Proposal

Location: City of Darokin.

Description: Corwyn Mauntea, Chancellor of Darokin, dispatches messengers to the rulers of Karameikos, the Five Shires, and Ylaruam. He proposes that these nations (members of the Western Defense League) set up a regular competition of games, the better to compare prowess of warriors and athletes, to exchange knowledge and wisdom between the nations, and to promote peace between the nations. He does not suggest they limit attendance to the four members of the Western Defense League, but that the member-nations all be sponsors of the event. He also strongly recommends Darokin as the host-nation for the first set of games, to be held in two years.

What This Means: Mauntea conceived of the idea several years ago—during the height

of the war between Glantri and Alphatia, at a time when no nation of the continent of Brun would logically be able to attend such a thing. Now, with the war over, it seems to be the time to propose such a thing.

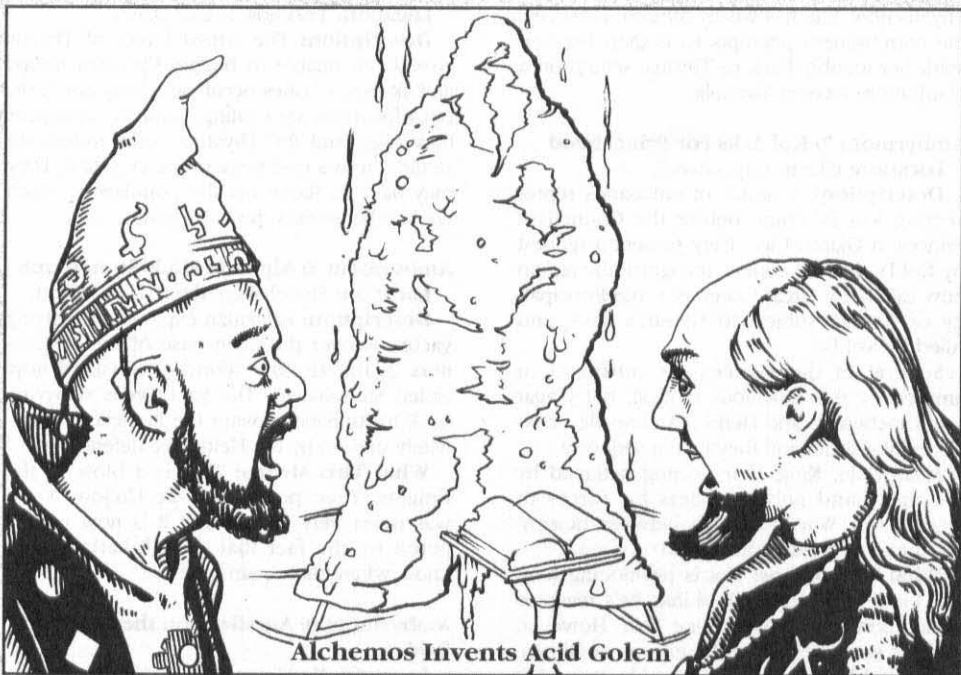
He's going to insist that Darokin be the first host country, because the massive influx of visitors from all over the Known World would be a big help to the Darokin economy.

Ambyrmont 5: Alchemos Invents Acid Golem

Location: Alchemos, Meriander, Bellissaria.

Description: Alchemos magicians trying to brew up some way to defend their country from the Thyatians manage to create a new sort of monster. It is a bloblike construct made up of magically-cohesive acid—in effect, an acid golem. They create a score of the creatures, pack them into large porcelain jugs, and, as a practical experiment, send them off in a boat bound for the Isle of Dawn.

What This Means: This is another ramification of Thyatis' greed for conquest, but it shows that damage and tragedy can come



Alchemos Invents Acid Golem

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from either side of a dispute.

What the PCs Can Do: The ship bearing the acid golems can go off-course, probably when the acid golems come out and devour the crew, and end up anywhere, anytime—and the PCs can be the first people to encounter them. Build their statistics according to the abilities and experience of the PCs to make it a dangerous and challenging encounter.

Amybrmont 6: Nuar Takes Audiences By Storm

Location: Ierendi.

Description: Tirumila Nuar (T16, N, age 26), a Pearl Island heroine who failed to win the Ierendi Crown Tourney earlier this year, resumes her career as a singer and dancer, and mesmerizes Ierendian audiences, quickly rising to the status of a major star in this kingdom.

What the PCs Can Do: If you wish PCs to do anything other than enjoy Tirumila's performances, have her endangered by a rabid admirer, a Thyatian entrepreneur who has insisted that she return with him to Thyatis City and perform there. Considering the many difficulties that exist between her nation and Thyatis now, she has wisely refused. Naturally, the entrepreneur attempts to kidnap her and spirit her forcibly back to Thyatis, setting off a manhunt to recover Tirumila.

Amybrmont 7: Kol Asks For Princehood

Location: Glantri City, Glantri.

Description: A group of emissaries representing Kol IV come before the Council of Princes in Glantri City. They present a request by Kol IV that the council recognize the region now called the Great Crater as a true Principality of Glantri, subject to Glantri's laws, and ruled by Kol IV.

Several of the Princes are outraged or amused by this ridiculous request, but Jaggar von Drachenfels and Henri d'Ambreville unexpectedly recommend they take it seriously.

Meanwhile, King Thar, feeling betrayed by his right-hand goblin, orders his forces to attack Kol's. War breaks out between humanoid forces in South Monsterland.

What This Means: Kol is positioning himself for a power grab: he thinks he's ready to snatch power away from King Thar. However, without some help from the Princes of Glantri, he probably won't be able to do it, and it

appears that not enough of the Princes take him seriously.

What the PCs Can Do: Glantrian PCs can do considerable damage to the humanoid forces while they are infighting, or can, at the Council of Princes' request, go into South Monsterland to assess the situation there.

Amybrmont 7: Vampires in Minrothad

Location: Minrothad.

Description: A plague of vampires breaks out in the Minrothad Guilds. The people of Minrothad have feared such a thing for years, and now it is coming true.

What This Means: Perhaps fear of vampires attracts vampires. A noble bloodsucker of Glantri has come to the Minrothad Guilds because he heard they were scared of the undead. He's going to find out just how scared he can make them.

What the PCs Can Do: PCs in the Minrothad area will have their hands full, between the sudden appearance of vampires and the panic caused by this plague.

Amybrmont 7: Stalemate at Trikelios

Location: Trikelios, Isle of Dawn.

Description: The armed forces of Thyatis have been unable to budge Alphatian troops at Trikelios. Clashes occur on a frequent basis, but Alphatians are dealing as much damage as they take, and the Thyatian commanders are settling in to a true siege of the city-state. They may have to starve out the population, which could take months, perhaps years.

Amybrmont 8: Alphatia Finds Stonehaven

Location: Stonehaven, the Hollow World.

Description: Alphatian explorers in a flying yacht discover the main base of the Heldanners in the Hollow World—the island now called Stonehaven. The yacht goes scurrying back to Alphatia to warn the homeland, fortunately unseen by the Heldannic defenders.

What This Means: This is a blow to the Knights. Their position in the Hollow World was never very strong, and it is now endangered by the fact that the Alphatians now know where their main base is.

Amybrmont 9: Antalians on the Great Bridge

Location: Beastmen Wastes, Hollow World.



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Description: The recent attempt by Kro-gada the Itchy to unite Beastmen tribes alarmed some Antalian clans when they heard it. Concluding that further separating the Beastmen will help keep such an event from taking place, heroes of these clans are now moving on the Great Bridge which allows easy passage from the eastern wastes to the western. They plan to destroy it.

What This Means: The Antalians don't realize that an attack like this could so offend the Beastmen that it might unite them—just the opposite of what the Antalians intend.

What the PCs Can Do: PCs in the Hollow World could be contacted by the Lighthouse, a secret order of scholars. The Lighthouse's spy network has heard of this mad plan and wants to head it off, so they hire or persuade the PCs to stop the Antalian mission, before the Beastmen even learn what it's about.

Ambyrmont 11: Terari Agitates for Hard-Ball

Location: Krakatos, Karamaikos.

Description: Terari, now an advisor on the Karamaikian School of Magecraft project, stages a session of the Alphatian Hard-Ball game for the entertainment of the royal family of Specularum. The two teams are made up of Alphatian refugees now living in Karamaikos. A lifelong admirer of the hard-hitting athletic competition, Terari hopes to introduce it to Karamaikos, and many of the Alphatian immigrants are also enthusiastic at the prospect.

Ambyrmont 12: The Fast and the Feast (Ends)

Location: Five Shires.

Description: *Regular Holiday.* Today is the last day of feasting: a nation of gorged hallings staggers home to digest and prepare to return to its normal eating habits.

Ambyrmont 15: Children Abandon Pharaoh

Location: Nithia, the Hollow World.

Description: The children of the Pharaoh Ramose IV and Queen Tafiri, greatly disturbed by the way their father condemned their mother (whether or not she actually was put to death), leave Nithia. They intend to put their thoughts in order and to see what they can of the Hollow World before returning.

Ramose IV puts them under house arrest to keep them from going out into the dangerous world, but they sneak out and escape anyway.

What This Means: There is nothing secret about this event: the children are doing exactly what they claim to be doing.

What the PCs Can Do: The children of the Pharaoh could hire or ask the PCs to travel with them, teaching them to fight and cope with the world, or the PCs could hunt them down to return them to the Pharaoh and claim a great reward.

Ambyrmont 15: The Games of Protius

Location: Merry Pirate islands, Hollow World.

Description: Games of Protius take place (see Yarthmont 28). Competition will be keen as members of these proud and arrogant nations try to best one another at everything.

What This Means: There's no sinister meaning to these games: they are as described.

What the PCs Can Do: If present, the PCs can compete in the games and perhaps win glory for the nations they represent.

Ambyrmont 16: Amber Flames in Ambur

Location: Starpoint, capital of Ambur.

Description: Spellcasters of the dinosaur riders have learned the *create air* spell, and this bodes ill for Alphatia. On this date, a squadron of Hiakrai giant eagle riders attacks Starpoint, the capital city of Ambur, dropping flaming oil over the theatre district of the city. A historical establishment, the Gemstone Theatre, and many other businesses are burned down. Two Hiakrai warriors are killed by retaliatory *fire balls*, but the damages sustained by Ambur are far worse.

What This Means: Dinosaur riders and their allies continue to learn more ways to harass the Alphatians who threaten their way of life.

Ambyrmont 17: Mustering Day

Location: Aengmor; City of the Stars.

Description: *Regular Holiday* (Shadow elves date Army 1). A census is taken of all the adult shadow elves, the better to prepare the nations in times of war. There are military competitions and demonstrations.

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Ambyrmont 19: Tide Turns at Trikelios

Location: Trikelios, Isle of Dawn.

Description: The few experienced magic-users and warrior-clerics available to the Thyatian forces do some 'dirty work' to force a quicker resolution at Trikelios.

With use of magical abilities and the aid of stealthy thieves, they get inside Trikelios. They poison the city's wells and cast many *create water* spells inside the city's grain storehouses, ensuring that the city's reserve supply of food will be a corrupted, inedible mess within short order.

Ambyrmont 21: Expedition Reaches Known World

Location: Edge of the arctic ice-cap north of Norwold.

Description: Two Alpathian sky-ships, the *Mastwalker* and the *Flying Fish*, prepare to take to the air again. They survived being towed from the Hollow World to the Known World. The third ship, the *Black Kraken of Draco*, was damaged beyond repair in the voyage, but its surviving crewmen are now divided among the two other vessels.

The two ships take to the air and head for their respective first destinations: Qeodhar (*Mastwalker*) and Alpha (*Flying Fish*).

Ambyrmont 23: Terari Confirmed as School Head

Location: Specularum, Karamaikos.

Description: Terari finally accepts King Stefans offer and allows himself to be appointed to the seat of Master of the Karamaikan School of Magecraft.

What This Means: Terari has now found a place for himself in this world without Alpathia. But it's ironic that, had he been living anywhere in former Alpathia in his true identity as Tylon IV, he might receive word from the *Mastwalker* or *Flying Fish* that his daughter and Alpathia are still alive.

Ambyrmont 24: Mastwalker Reaches Qeodhar

Location: Farend, Qeodhar.

Description: The *Mastwalker* reaches this town and its crew secretly makes contact with Queen Mariella, informing her that her mother is still alive, and cautioning her to keep the truth about Alpathia's continued existence a

secret. Mariella sneaks away from her husband, Norlan, and boards the sky-ship when it leaves. Tired of him and the provincial life in Qeodhar, she is overjoyed at the prospect of returning to Alpathia.

What the PCs Can Do: If in the Qeodhar region, PCs might discover the existence of a rogue Alpathian sky-ship, which is flying hither and yon conducting secret activities. Investigating it helps them reach the Hollow World and realize that Alpathia still exists.

Ambyrmont 25: Back on Stage ... Sort Of

Location: Thyatis City, Thyatis.

Description: A new production of the play "Struggles of Trelanthius" opens in Thyatis City. (See Felmont 7: "Struggles of Trelanthius" Bombs.") But this version of the play is run by a theatrical group with no ties to the Hattian racial purity cause, and it's played entirely for laughs. It uses all the original play's dialogue but acts it far differently, and makes Hattian purists look like idiots. The title character's death is roundly applauded by the audience.

The original author of the play, who thought he was selling the rights to produce the play to a serious road company that supported his racist views, is furious and vows revenge.

What This Means: Thyatis as a culture is as full of problems as ever, but the peculiar Hattian hatred of other cultures is still not widely accepted here.

Ambyrmont 26: Flying Fish Reaches Alpha

Location: Alpha.

Description: The *Flying Fish* also successfully reaches its objective, the capital city of the nation of Alpha. Its emissaries manage to reach King Ericall and inform him that Eriadna and Alpathia still exist. He is stunned by this, but very glad. He lets them know what Zandor is up to, what he faces with invasion from the Heldannic Knights, and that his brother Tredorian is still alive in Thyatis City. He also asks them to convey a request to his mother: *Please send troops*.

What the PCs Can Do: See "Ambyrmont 24: *Mastwalker* Reaches Qeodhar," above.

Ambyrmont 26: Fenswick Becomes Principality

Location: Glantri City, Glantri.

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Back on Stage ... Sort of

Description: Though it's been less than a year since she came to Glantri, Dolores Hillsbury of Fenswick assumes great power today. She puts a formal request before the Council of Princes, asking to have her duchy elevated to principality status.

Her lover Jaggar of Aalban, her ally Henri of New Averoine, and two other princes—Morphail of Boldavia and Brannart of Klantrye—respond favorably. Enough of their allies and subordinates vote to pass the measure, and Dolores is now a peer among peers in Glantri.

What This Means: Synn is not through. Equality isn't enough for her: she will one day be queen over all Glantri. But for now she is content to bask in her new status and increase the strength of her power base.

Ambrymont 27: Bask Day

Location: Minrothad.

Description: *Regular Holiday* (Minrothad Date Nomun 11). This is a day of laziness: the people of Minrothad bask in the sun and do no work. They also do not eat, as it is a fast day. Minrothad trade vessels in the furthest

ports usually begin returning to Minrothad islands on Bask Day.

Sviftmont, AC 1010

Sviftmont 1: Great Wall of Darokin

Location: Northern Darokin.

Description: The rulers of Darokin decide that enough is enough. They commission the building of a gigantic wall, 150 miles long, due south of the border mountains between Darokin and Glantri—an effort to keep the humanoids from the Broken Lands crater from wandering into Darokin at will.

What This Means: Once the wall is completed, the orcs of Thar will have a much tougher time of raiding into Darokin. This is good for Darokin, bad for Glantri.

What the PCs Can Do: Darokin will need adventurers to protect the work-crews once building begins ...

Sviftmont 2: Diaboli Decide on Norwold

Location: Alpha.

Description: The diaboli wizards (see "Fel-

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mont 20: Diaboli Seek Sanctuary”), having done a good deal of research, pragmatically decide to settle in a land where the expertise of their colonists will be most appreciated. They appear before an alarmed Ericall of Alpha to state that they want to colonize an area near his capital city. They demonstrate considerable military and magical prowess.

As it turns out, diaboli magic cannot directly hurt beings of the Known World. On the other hand, magic from beings of the Known World, not counting Immortals, cannot hurt the diaboli. The diaboli say they can develop tactics to use their magic to baffle and hurt the Heldanners, without directly harming them, thus giving them a tactical advantage over the invading Heldannic Knights.

Ericall is dubious about these strange-looking aliens, but is desperate. He does not agree to their request this day, since he does not wish to seem too eager, but decides to accept and will inform them so within a day or two.

Swiftmont 3: Von Klagendorf Paces Himself

Location: Freiburg, Heldannic Territories.

Description: Wulf von Klagendorf reluctantly concludes that the delay he has suffered in handling the Ethengarians will prevent him from attacking Oceansend and Alpha this year. If he does move his forces in Norwold against Oceansend, they'll probably end up wintering outside that city's gates. For now, he'll have his Norwold invasion forces winter in the town of Landfall.

Instead, he decides to concentrate his year's-end military activities against Helskir.

What This Means: A DM who wants to pursue the Heldann-Helskir territory can add as many events as he wants of Heldannic naval attacks on Helskir towns and villages. In these events, Helskir naval forces, Thyatian naval forces, and adventurers lured by Helskir's promises of rewards will help to defend the embattled nation on the north end of the Isle of Dawn.

Swiftmont 4: Gratia Renounces Order

Location: Surshield.

Description: Queen Gratia, after due consideration, changes her mind and decrees that she will not try to enforce a draft. The anarchistic men and women of most of Surshield have waged a civil war so fierce and deter-

mined that she is now sure she cannot impose order outside of her capital.

But still she has to prepare her nation for the possibility of war. She begins sending out drill instructors and military tacticians into the towns and villages of Surshield. These men and women are to evaluate the countryside's state of military preparedness, and to offer free training in fighting and military tactics to the communities and individuals who want them.

Gratia also calls back the Surshield troops that were sent out to enforce her earlier orders. As soon as these troops leave each embattled area, the civil war ends.

Swiftmont 5: Shadow Elves Reach Elvish Holdings

Location: Norwold.

Description: The party of emissaries from Aengmor reaches the region of Norwold and one of the many small elf-clan communities in the deep woods there. The shadow elves explain their situation before clan-leaders and ask for help in the development of spells to save the trees of Canolbarth. They present rich gifts to the Norwold elves and try to retain their pride while asking for help.

The clan-leaders they speak to decide to give it a try. They'll assemble elf-scholars and see what sort of magic they can develop. The shadow elves do have cuttings and potted trees of the sort that need to be saved, a necessary element in all these researches.

This will take months at the very least. Shadow elves will winter for the very first time in a land more cold than they can imagine.

What the PCs Can Do: If PCs were escorting the shadow elves to this remote land, they can stay with the elves and shadow elves: perhaps they'll do some exploring in nearby giant territory. Alternatively, the Norwold kingdoms of Oceansend and Alpha are preparing for war, diaboli are settling southwest of Alpha, and Alpha herself is having occasional problems with western giants. Perhaps the PCs will want to winter in one of those places and do some cold-weather adventuring.

Swiftmont 6: Rockhome Moves In

Location: Broken Lands.

Description: A large force of Rockhome dwarves moves into the Broken Lands, headed straight for the giant cavern series that houses

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the city of Oenkmar. The dwarves' goal is to mine veins of gold and eradicate any humanoids they happen to come across.

What This Means: This will end up being a siege, with Rockhome dwarves digging in and resisting humanoid attacks from both above and below. It promises to be a nasty winter in the Broken Lands.

What the PCs Can Do: There'll be plenty of fighting to do when the humanoids decide to throw the dwarves out. PCs on hand will have a lot to do.

Swiftmont 6: New Year's Day in Ethengar

Location: Ethengar Khanates.

Description: *Regular Holiday.* This is the first day of the calendar year in Ethengar. It is celebrated with a meal of special breads. It is a quiet event.

Swiftmont 6: Best Wishes of Krondahar

Location: Glantri.

Description: *Regular Holiday.* Glantrians of Ethengarian descent celebrate the new year, particularly in Krondahar; they wish one

another luck by sticking their tongues out to one another.

Swiftmont 8: Wine Festivals (Begin)

Location: All regions of Alphatian culture.

Description: *Regular Holiday.* This is the beginning of a week-long celebration of wine-testing and drinking festivals.

Swiftmont 8: Vanya's Day

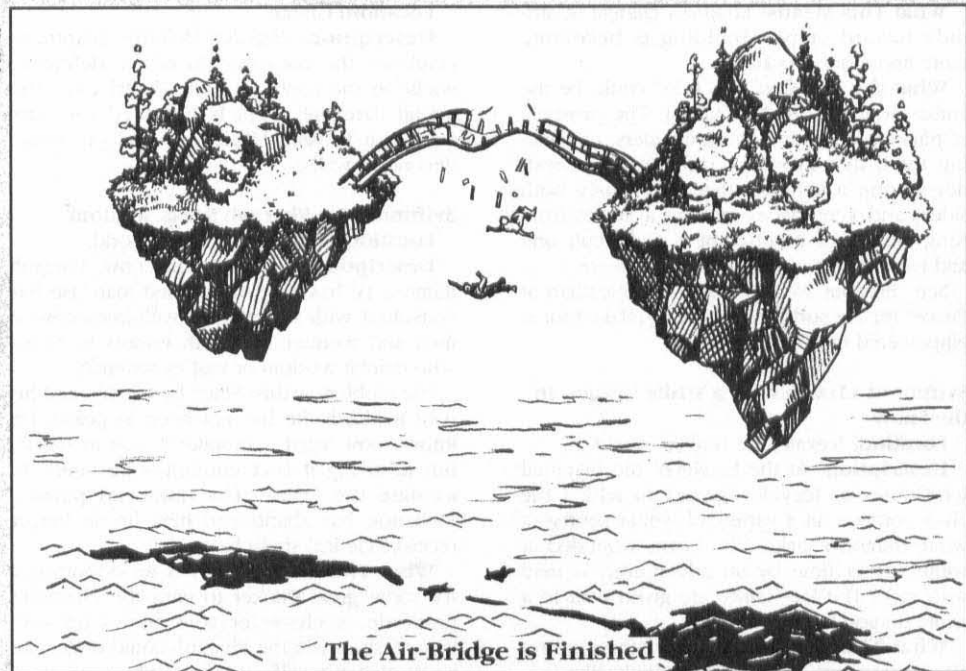
Location: Heldannic Territories, Thyatis.

Description: *Regular Holiday.* This holiday is a commemoration of the day in which the then-mortal Vanya led a Thyatian delaying action against Milenians on the southern continent of Davania. It is celebrated by good cheer, heavy feasting, and the most serious of duels—those which wise negotiators are unable to put off any longer: only duels to the death are allowed.

Swiftmont 8: The Air-Bridge Is Finished

Location: Floating Ar.

Description: The bridge built between two of the floating islands of Floating Ar is com-



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pleted. In a grand ribbon-cutting ceremony, it is opened for traffic. Despite the fact that it held together for all the workers who labored upon it and all the carts that carried raw materials across, when the first traveller steps upon it, it collapses and he falls into the sea far below. Spectators watch in fascination as the bridge twists, shivers, then comes apart and falls into the water.

What This Means: The engineers were right all along, and the great stress of coping with constantly-changing distances between floating islands doomed the air-bridge.

What the PCs Can Do: If exceptionally bright or quick, PCs might be able to keep that one doomed citizen from plunging to his death.

Swiftmont 10: Gifts Sent to Dinosaur-Riders

Location: Zandoria.

Description: Empress Eriadna dispatches an ambassador to the nation of Neatharum. His task is to find the dinosaur riders and negotiate with them for an end to hostilities. He is empowered to offer terms that the king of Neatharum won't like one bit.

What This Means: Eriadna's change in attitude toward empire-building is becoming more and more prevalent.

What the PCs Can Do: A PC could be the ambassador sent to Neatharum. The prospect of tracking down the dinosaur riders, convincing them that Eriadna's offer is in earnest, negotiating a solution that will satisfy both sides, and keeping everything a secret from King Dogrel of Neatharum is a difficult one and can provide a challenging adventure.

See "Eirmont 13: Alpathians and Neathari at Peace" for the sorts of terms the ambassador is empowered to offer.

Swiftmont 11: Can't See a White Dragon in the Snow

Location: Icevale, the Hollow World.

Description: At the height of the biannual Ice-Games in Icevale—games in which the elves compete in a variety of winter sports—a white dragon attacks. The beast, wounded at some earlier time by an adventurer, is mad with rage. The Ice-Games are given over to a white dragon hunt instead.

What This Means: There's nothing secret about this event; it's just what it looks like.

What the PCs Can Do: If they're on hand, the PCs can participate in the dangerous task of hunting a white dragon in a snowy region.

Swiftmont 13: Birthday of Tarasfir

Location: Aengmor, City of the Stars.

Description: *Regular Holiday* (Shadow Elves Date King 1). The shadow elves celebrate, with feasts and revels, the birthdate of the first king chosen by the shamans of Rafiel.

Swiftmont 14: Flying Fish Reaches Helskir

Location: Helskir.

Description: The *Flying Fish* ship from Alphaia reaches Helskir. In private conference, the crew tells Queen Asteriela that her mentor, Eriadna, is still alive and rules Alphaia. Asteriela gives them word about all the Alpathian nobles and notables she knows to have survived; Terari is one of those. Since Eriadna knows, or at least suspects, that Terari is Tylon, word may eventually reach her that he is still alive.

Swiftmont 14: Raising the Walls

Location: Glantri.

Description: *Regular Holiday*. Glantrians celebrate the construction of the defensive walls on the south side of Glantri City. The actual date the event is observed can vary from year to year. Mages cast spells to create decorative walls.

Swiftmont 14: Pharaoh Seeks Wisdom

Location: Nithia, the Hollow World.

Description: For some time now, Pharaoh Ramose IV has been a troubled man. He has consulted with the realm's well-known wise men and women, and with visitors to Nithia who exhibit wisdom or vast experience.

His problem is this: Since he condemned his wife to death, he has not been at peace. He knows now what a mistake it was to do so, but knowing it isn't enough—he needs to expiate the crime. His Immortal patron, Rathanos, has abandoned him: he no longer receives clerical spells to cast.

What This Means: This is an opportunity for some great thinker to earn the Pharaoh's gratitude. A character who comes up with some task or test the Pharaoh could undertake to punish himself appropriately—and non-

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fatally—for his crime will enable the king to restore himself to power and self-peace.

What the PCs Can Do: A PC could be the one to set the king's mind at ease. However, there is no one right answer. Should the PCs endeavor to help the Pharaoh, weigh their recommendations and decide if any of them is good enough to achieve the desired end. If so, it may launch the Pharaoh on a quest—and he will invite the PCs along on it.

Sviftmont 15: News From Landfall

Location: Landfall.

Description: In a filthy prison cell in the town of Landfall, the town's former governor, Lermal the Swill, dies unnoticed.

Sviftmont 16: Ylaruam Hears of the Star

Location: Ylaruam, Emirates of Ylaruam.

Description: News finally reaches Sultan Mohammed that the famous Star of Ylaruam has been found in Minrothad. He immediately dispatches a messenger to Minrothad.

What This Means: Ylaruam will, over the course of time, make every effort to retrieve the Star of Ylaruam. However, this effort is not likely to result in war.

Sviftmont 18: Pegataurs Demand Recognition

Location: Floating Ar.

Description: The pegataurs—odd magical creatures originally cross-bred from pegasi, centaurs and elves, according to Alphatian legend—strike for a day, refusing to convey passengers and cargo between the islands of Floating Ar. They claim to be treated with no more consideration than the pegasi, and want to be granted formal status as citizens of Floating Ar, just like humans.

What the PCs Can Do: If the PCs are on hand for this event, it should take place at the worst possible time—just when the PCs need for pegataurs to take them to some bit of action or danger.

Sviftmont 20: Trikelios Falls

Location: Trikelios, Isle of Dawn.

Description: The fighting has been long and bloody. The Trikelios forces, half-starved, defend themselves well to the last—but on this day their lines are broken and the town surrenders. Thyatian forces loot and rampage

through the conquered town. Even soldiers of Alphatian descent, frustrated by the difficult war, participate in the sack of Trikelios.

What This Means: Now, there's only one area of the Isle of Dawn (other than independent Helskir) that remains outside Thyatian control. However, the Thyatian forces are now spread very thin across the island.

What the PCs Can Do: If they're influential enough, PCs on either side of the battle lines can save lives during the sacking of Trikelios. Perhaps they can present a plan to Emperor Thincol or Prince Eusebius to keep this sort of thing from happening again.

Sviftmont 22: The Behemoth Is Awakened

Location: Alphatian Trench, Sea of Dawn.

Description: Aquas adventurers in submersible craft are exploring the Alphatian Trench north of Aquas. They stumble across an enormous cavern, once completely underground but now exposed to the sea by Alpha-tia's sinking. In it is a miles-long, island-sized sea-monster, a behemoth which slowly emerges and decides to go swimming around the Sea of Dawn.

What This Means: Islands and seamen of the Sea of Dawn now need to fear the largest monster on the face of the world.

What the PCs Can Do: Someone will have to go and confront the behemoth, either to persuade it to return to its cavern home or to slay it. Killing the beast, which has an almost infinite number of hit points, would require entering its body, fighting the many life-forms that live within it, and doing damage to vulnerable areas deep within it.

Sviftmont 23: The Day of Counting

Location: Ethengar Khanates.

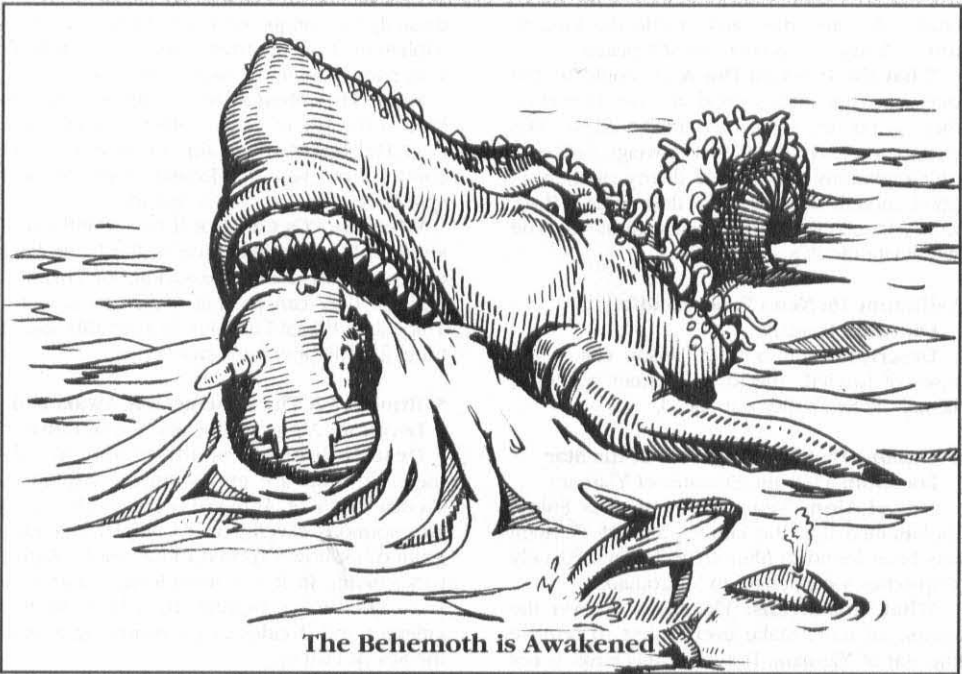
Description: *Regular Holiday.* The Ethengarian clans have by now united; the clans now return to the Khan all their stocks, horses, and herd animals for counting (clan success with stocks determines how many animals the clan is allotted next year).

Sviftmont 24: Day of Naming and Welcoming

Location: Ethengar Khanates.

Description: *Regular Holiday.* The Ethengarians wear new clothes, roast yaks to eat, announce marriage contracts, present new

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The Behemoth is Awakened

children to the Khan for naming, sing songs, and eat a great feast.

Sviftmont 25: Kol and Thar Make Peace

Location: South Monsterland, Glantri.

Description: Abruptly, warring factions of King Thar and Kol IV make peace. With obvious pain, Thar declares himself Kol's minion, and Kol appoints him general of all the armies of South Monsterland. Kol sends more messengers to Glantri City to find out if the Council has ruled upon his motion.

What This Means: Synn, the Night Dragon, was annoyed by this infighting between the two humanoids. She wants Kol to be a new Prince of Glantri so that the country will become still more monstrous and chaotic. She appeared before King Thar, cowed him, and told him she would destroy him if he did not accept a position subordinate to Kol IV. Thar reluctantly agreed. Now the Glantrian princes have to consider the kobold-king's motion more seriously.

Sviftmont 26: Dwarves Settle In for Seige

Location: Oenkmar cavern, Broken Lands.

Description: The Rockhome dwarves invading the eastern Broken Land have settled in at the cavern opening leading to Oenkmar. Their engineers work mightily to fortify that opening, to turn it into a dwarvish fortress.

Down below, on the sea of lava in the great cavern, Oenkmar has continued to move since the dwarves first found it. It is not where it was last seen—at the time, very close to the tunnel leading up to the surface.

Dwarves are dispatched to explore the caves and tunnels of this complex, while engineers ponder ways to transport dwarf-troops to a city floating on a lake of lava.

Sviftmont 28: King Stefan's Birthday

Location: Karamaikos.

Description: *Regular Holiday.* This is King Stefan Karamaikos' birthday; most events take place in Specularum, but it is a work holiday throughout Karamaikos. It is celebrated with parades and military demonstrations. Petty criminals are often pardoned and released.

Sviftmont 28: Expedition Reaches Farend

Location: Farend, capital of Qeodhar.

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Description: The Karameikan polar expedition reaches Qeodhar and decides that it would be folly to try to reach Alpha or any other northern point, as winter is settling in early. With permission of King Norlan—and after nice gifts offered to the king—they decide to winter in Farend.

Norlan does quiz them as to whether they've heard any word of his missing wife Mariella, and insists that if they find sign of her in the frozen north, they send back word to him. The Karameikans agree.

Eirmont, AC 1010

Eirmont 1: Cretia's Day

Location: Ethengar Khanates.

Description: *Regular Holiday.* The Ethengarians play harmless tricks on one another all day.

Eirmont 1: Fourth Tax Day in Karameikos

Location: Karameikos.

Description: *Regular Event.* Taxes are collected for the months Flaurmont through Klar-mont of this year.

Eirmont 4: Mastwalker Reaches Aquas

Location: Seashield, Aquas.

Description: The chief wizard aboard the Alphatian sky-ship *Mastwalker* reaches Seashield with members of the ship's crew. They are very happy to discover that Aquas survived Alphatia's sinking.

When their diplomat privately informs Zandor and Zynnica that Alphatia survived and that a resurrected Eriadna rules it, the self-styled emperor of the New Alphatian Empire goes mad. He slays the diplomat and has the rest of the landing party thrown in jail. In a ceremony lasting two minutes, he personally tries and convicts all of them of treason and perjury, then convicts them to a horrible death to be accomplished in a few days' time. He sends a military force up topside to seize control of the *Mastwalker*. Then he retires to his chambers to shake and twitch for a while.

What This Means: No matter what Zandor does, he can't shake off the feeling that Eriadna is haunting him from beyond the grave, so he responds with greater and greater violence to mention of her.

Eirmont 5: Necromantia

Location: Glantri.

Description: *Regular Holiday.* This is the national holiday of Klantyre. It honors heroes who died on the field of battle. Celebrants visit the graves of their ancestors, cleaning away weeds and tidying things up. It is rumored that the ghosts of these ancestors visit the celebrants the next night.

Eirmont 6: Harvest Day

Location: Darokin.

Description: *Regular Holiday.* All citizens of all social classes dress as farmers and celebrate the harvest. Businesses are not required to close, but many workers try to get the day off.

Eirmont 7: Prototype Skyship Crashes

Location: Aeria, Alatian Islands.

Description: The magical college on Aeria and engineers from Thyatis have put together the first of a series of prototype skyships. The flying vessel launches, reaches an altitude of about 200 feet, then bursts into flames and crashes, killing most of the crew. It's back to the drawing board for the skyship developers.

What This Means: Some of the Alphatians on Aeria, resentful of the Thyatians and loyal to old Alphatian ideals, sabotaged the flying ship and intend to sabotage each new one as it is crafted and launched.

What the PCs Can Do: If they are on hand, the PCs could be crewing the skyship (and might be able to figure out that sabotage was cause of the crash). They might also be able to rescue more of the crew than would otherwise survive.

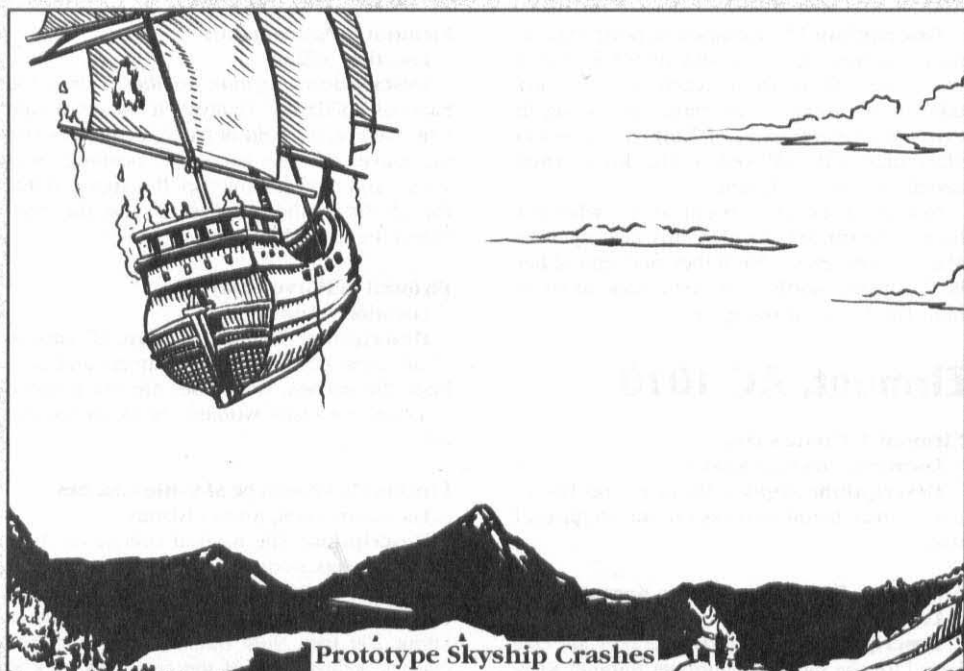
Eirmont 8: Mastwalker Flees Aquas

Location: Seashield, Aquas.

Description: Queen Zynnica secretly arranges for the escape of the crew of *Mastwalker*. These hapless envoys are returned to the ocean's surface while crack Seashield troops loyal to Zynnica eliminate Zandor's guards aboard *Mastwalker*. Soon enough, the Alphatian envoys are able to flee in their ship.

Zynnica sends word to Eriadna, asking the Empress' support—moral, if not military—in deposing Zandor. She is hoping Eriadna can send word that she still lives, and can instruct Zandor to go home to Alphatia. She also noti-

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fies Eriadna that Zandor's insanity has grown much worse.

What the PCs Can Do: If the PCs are warriors of Aquas, or mercenaries currently staying in Seashield, Zynnica will use them for the raid on *Mastwalker*. If they are part of the imprisoned Alphatian party, she will secretly free and re-arm them, transport them to the surface on a submersible, then let them perform their own escape.

Eirmont 9: Ground Broken For Redhorn

Location: Nation of Alpha, 125 miles southwest of the city of Alpha, on the shore of the Great Bay.

Description: Here, on this day, ground is broken for the building of the walls of the new town of Redhorn, home of colonizing diaboli. Currently, some 300 diaboli are here, and more are arriving every few weeks from the plane that the rest of the diaboli colonists are using as a staging area.

Eirmont 10: Seashield Defense League Proposed

Location: Aquas.

Description: The nation of Aquas sends out messengers to Floating Ar and Qeodhar, proposing that the three sea-nations band together and pool their military might against outside aggressors—namely Thyatis. Clans of mermen and other sea-folk in the Aquas area are also invited to join.

What This Means: This is Queen Zynnica's plan. In her mind, this is just what it sounds like: a mutual defense treaty. This isn't a direct challenge to Thyatis; Aquas wants to avoid trouble if possible. But it is a sign that Aquas intends to be taken seriously as a nation and will not allow other countries' ships to sail through its waters with impunity.

In order to implement this plan, Zynnica has had to convince Zandor that it's the first secret, treacherous step toward binding these nations together into his New Alphatian Empire. He now takes credit for the idea.

What the PCs Can Do: If friends of the Aquans, PCs might be put in charge of dropping discreet warnings in the ears of foreign rulers, meaning that they have to travel to distant lands and dealing with politicians in addition to normal road dangers.

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Eirmont 11: *Flying Fish* Reaches Thyatis City

Location: Thyatis City, Thyatis.

Description: It's very tricky work to get an Alphatian sky-ship into Thyatis, because the Thyatians have gotten very good at spotting and bombarding them. Even though the war is over, many guard-units remain very alert. Consequently, a few days ago, the sky-ship *Flying Fish* set down in the Altan Tepes mountains north of Thyatis and its group of envoys headed out overland toward Thyatis City. On this day, they reach the capital of the Empire and begin looking for young Tredorian, son of Eriadna—and begin looking into what the Thyatian military is doing.

Eirmont 11: The Vampire Turns Assassin

Location: Minrothad.

Description: Enemies of Oran Meditor, leader of Minrothad, have on several occasions been unable to have him killed. Now they decide to profit from the ongoing vampire plague. They get in touch with one of the new vampires on the island and contract with him to kill Meditor.

What the PCs Can Do: Unfortunately for the conspirators, the vampire hired to kill Meditor is the same vampire that wanted to put such a scare into the people of Minrothad. Consequently, he decides to terrorize Meditor for several nights before killing him, but without revealing that it's a vampire doing the terrorizing. This does give Meditor time to turn to others for help, but doesn't tell Meditor what sort of paraphernalia to prepare.

Eirmont 13: Alphatians and Neathari at Peace

Location: Toralai Territory, Neathar Lands.

Description: Chiefs of the Toralai, Nogai, Hiakrai, and other Neathar tribes, and Otor, leader of the dinosaur riders, come to terms with the envoy of Empress Eriadna.

The Alphatians and Neathari agree not to wage war upon one another.

Eriadna's representative agrees that Neatharum's borders will not be extended into surrounding territories; that no more than 25% of Neatharum's forests will be cut down to make farmlands or Alphatian settlements; that the Nogai slaves in Neatharum will be freed, and no more Neathar slaves will be taken, and

that the Nogai tribes in Neatharum will live outside Neatharum law so long as they remain in the forests.

The Neathari agree to help the Alphatians purge the Hollow World of the Heldanners.

What This Means: For the time being, perhaps forever, the dispute between the Alphatians and Neathar tribes is over.

King Dogrel of Neatharum is going to be *furious*; Empress Eriadna has just signed away every opportunity he has to become a wealthy king equal to the rulers of Alphatian nations. Furthermore, she has by implication announced a foreign policy that does not consign all other cultures to the rank of slave or servant, something with which Dogrel violently disagrees.

Though he was crowned less than a year ago and still has reason to be grateful to Eriadna, Dogrel has now become her enemy. He will keep the fact as secret and hurt her when he has an opportunity.

Eirmont 14: Ice Games

Location: Glantri.

Description: *Regular Holiday.* Skaters perform on the frozen ice of Glantri City's canals. (Note that Glantri freezes well before the official onset of winter.)

Eirmont 15: *Flying Fish* Contacts Tredorian

Location: Thyatis City, Thyatis.

Description: The crew of Alphatia's *Flying Fish* sky-ship finally tracks down Eriadna's son Tredorian and gives him the news from Alphatia. Tredorian is overjoyed to hear it.

However, unlike his sister Mariella, he doesn't immediately join them for the return to Alphatia. The young man is recently married to a Thyatian woman; he has founded his own little school for the training of young warriors, which is prospering; and he has an active social life because of the curiosity value of his being son of the Alphatian empress. He's happy here. So he sends back word that he is glad to hear of Eriadna's survival and hopes to see her once communication between Alphatia and the Known World becomes more reliable.

What the PCs Can Do: For an adventure involving these events, you could have the *Flying Fish* crew captured as Alphatian spies. Tredorian would hire the PCs to free them and

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conduct them safely back to their ship. This would also be an opportunity for PCs to get to travel back to the Known World, aboard *Flying Fish*, if they so wished, and didn't mind a rather roundabout trip there.

Eirmont 15: The Night of Spirits

Location: Ethengar Khanates.

Description: *Regular Holiday.* The boundaries between the world and the spirit world fade. Shamans perform high rituals and sometimes travel to the spirit world, and a feast is set up for the spirits while the Ethengarians fast.

Eirmont 15: Caravan Day

Location: Rockhome.

Description: *Regular Holiday.* By this day, trader-dwarves should have returned to Rockhome. This is a major celebration of thanksgiving: a quiet and peaceful event.

Eirmont 15: Stefan Karameikos Disappears

Location: Krakatos, Karameikos.

Description: After the ceremony announc-

ing the completion of Karameikos' School of Magecraft complex, King Stefan vanishes. A note left behind by the kidnappers instructs the Karameikans to wait and not search for their missing king, or something nasty might happen to him.

What This Means: Stefan Karameikos was never one to rely on his bodyguards, though this event might convince him otherwise. However, in spite of the note left behind, he has not been grabbed by ransom-minded kidnappers. He is, in fact, in the hands of—*halfing heroes*. These are kin of the Five Shires, determined to show King Stefan something he doesn't want to believe.

For the next few days, the irritable captive-king will be hauled westward, to the Black Eagle Barony. They will smuggle him into the barony's borders—and do nothing more to him than show him conditions within the barony. Stefan Karameikos will finally have to come to grips with just what sort of monster his cousin von Hendriks is.

(For the record, the Karameikan School of Magecraft is due to open on Thaumont 15 of



Stephan Karameikos Disappears

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next year. That's the Alpathian Opening Day; the school will follow the Alpathian educational schedule.)

What the PCs Can Do: If the PCs are Karameikans, they could be asked by a high-ranking government official to follow the kidnapppers' tracks; soldiers would be too obvious and would alert the kidnapppers, while a small, elite, non-military group might not be. The PCs would then follow the halfling kidnapppers, half a step behind, all the way to the Black Eagle Barony. There, they'll catch up to Stefan Karameikos as he's realizing what actually goes on in the barony—but their presence alerts the armed forces of the Black Eagle Barony, who decide they can't afford for Karameikos or the PCs to escape. The PCs and their new halfling allies must then get King Stefan back out of the barony.

Eirmont 16: Ylaruam Demands Star

Location: Minrothad.

Description: The messenger from Ylaruam delivers a sealed note to the Ylari ambassador in Minrothad. Later that day, the ambassador speaks to the person now in possession of the Star of Ylaruam and demands its return. The man offers to sell it to Ylaruam at fair market value—about a third of a million gold pieces. The ambassador asks how on Mystara he could possibly sell it, since he doesn't own it, as it's the property of the people of Ylaruam.

The debate continues for some time, and will continue for months, perhaps years. Since Ylaruam is not likely to go to war to retrieve the item, only negotiation, theft or loss can resolve the ownership problem.

Eirmont 20: Mastwalker Reaches Alinquin

Location: Alinquin, capital of Dawnrim.

Description: *Mastwalker*, fresh from Aquas, reaches the continent of Bellissaria. For the next month, it will fly around the continent and evaluate the situation there.

Eirmont 21: Border Demands Refused

Location: Rafielton, capital of Aengmor.

Description: The nation of Darokin, having researched the situation, calls Aengmor's bluff, saying that they will not abandon lands that have for so long belonged to Darokin. The borders will stay as they are now.

However, to the shadow elves' considerable

surprise, the smooth-talking diplomats of Darokin offer their hand in friendship to the shadow elves, and reaffirm that the elves of Aengmor can conduct their trade through Selenica or Darokin. The shadow elves are baffled by this entirely reasonable attitude.

Eirmont 21: Flying Fish to Monster Island

Location: Altan Tepes mountains, Thyatis.

Description: The *Flying Fish*, having completed its mission in Thyatis, now lifts off.

The wizards on the *Flying Fish* and *Mastwalker* determined that the mountains now called Monster Island still stand above the waves. So they decided to rendez-vous and winter there before the return to the Hollow World. It is for the northern tip of Monster Island that the ship now sets course.

Eirmont 22: The Reaping

Location: Five Shires.

Description: *Regular Holiday.* At the end of the autumn harvest, the hallings feast, rest, make love, and enjoy themselves in one last festival before the official onset of winter.

Eirmont 22: Protius' Day

Location: Thyatian Empire.

Description: *Regular Holiday.* Officially, this is the end of the shipping season, a day for quiet feasts and clerical rituals.

Eirmont 23: Karameikos Closes A Border

Location: Specularum, Karameikos.

Description: King Stefan, "miraculously" returned to Specularum, grimly declares sanctions against the Black Eagle Barony.

Trade ceases between the Karameikos and the barony. Guards at the barony's border turn back all nobles and administrators who try to enter the rest of Karameikos.

Further, Stefan announces that he is revoking the Black Eagle's baronial status. He declares von Hendriks a common citizen of Karameikos and declares that the kingdom will not protect the barony from well-deserved acts of retribution—even from other nations. He invites nobles and heroes interested in gaining the rulership of the Black Eagle Barony to appear before him and present their case.

What This Means: Stefan Karameikos, as vengeful as he has ever been, has just set up Ludwig von Hendriks to be destroyed.

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What the PCs Can Do: If the PCs want to undertake any action against von Hendriks or his barony, now's the time for them to do it.

Eirmont 24: Fourth Tax Day in Glantri

Location: Glantri.

Description: *Regular Event.* Taxes are collected for the months Flaumont through Klar-mont of this year.

Eirmont 25: News From the Broken Lands

Location: Broken Lands.

Description: Kings Kol IV and Thar, having been informed of the dwarf situation in the eastern Broken Lands, send a sorrow-filled letter to King Alebane, informing him that they cannot currently send help to him. If he wishes to be rid of the dwarves, he will have to eliminate them himself.

Meanwhile, the dwarves in the Broken Lands are making a sturdy fortress of the cavern mouth leading to Oenkmar, and are developing a new type of closed, metal-encased raft that will dissipate heat long enough to allow dwarves to sail across the subterranean lava.

This day, a test run succeeds: the dwarf pedals the prototype around for fifteen minutes and returns unroasted.

Eirmont 26: Fire Night

Location: Glantri.

Description: *Regular Holiday.* Those of Flaemish descent wear gold robes and hoods hiding their identity, then parade through small villages of Linden and Glantri City, carrying torches.

Eirmont 26: Azcans Unleash New Horror

Location: Azcan Empire, the Hollow World.

Description: Clerics of the Azcan Empire, in association with evil magic-users, have created a new weapon with which to attack the Schattennalfen. It's a new, fast-breeding, fast-growing subspecies of ogre which can only eat elf flesh. The Azcans seed the southern Azcan forests with males of the species and sit back to watch the results.

What This Means: The Azcan rulers don't know, and don't care, that they're playing with ecological disaster. The creatures they've created don't just eat Schattennalfen; they devour elves of any culture or background.

What the PCs Can Do: Once any of several elf-loving Hollow World or Known World nations (Alphaatia, Icevale, Schattennalf Caverns, Aengmor, Glantri, Karameikos) hears of this event, that nation will mount an expedition into Azcan territory to wipe out this elf-eating race. PCs could be part of his massive invasion of the Azcan Empire. The expedition's primary goal is to kill all the few females of the species—if they can do that, the race will not be able to perpetuate itself.

Kaldmont, AC 1010

Kaldmont 1: Winter Solstice

Location: All over the Known World.

Description: *Regular Event.* This is the shortest day of the year, often recognized as the first official day of Winter.

Kaldmont 1: Farewell to the Sun

Location: Atruaghin Plateau, Karameikos, Pearl Islands.

Description: *Regular Holiday.* In several cultures, clerics of Ixion lead solemn parades thanking the Sun-Prince for his blessings over the last year and urging him to return the sun to prominence in the upcoming spring. Bonfires are burned in Ixion's honor.

Kaldmont 1: Days of Right (Begin)

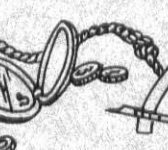
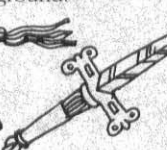
Location: Ierendi.

Description: *Regular Holiday.* This is the start of a three-day celebration. It originally celebrated the impending arrival of a Immortal messenger who would save the human race. The messenger never showed up but the holiday remained. This is the most popular time for Ierendi couples to become engaged and/or married. Babies conceived during this holiday are considered especially lucky.

Kaldmont 1: Tax Day in Rockhome

Location: Rockhome.

Description: *Regular Event.* This is the unhappiest regular event of the Rockhome calendar. Especially-organized dwarves will have paid all their year's taxes by now, but most dwarves must scramble to satisfy the king's tax-collectors on this date.



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Kaldmont 2: Lava-Dwarf Exploration

Location: Cavern of Oenmar, Broken Lands.

Description: Three dwarves in improved one-dwarf lava-rafts begin explorations across the lava.

Kaldmont 3: Zeppelin Wars!

Location: Stonehaven.

Description: Alphatian soldiers on zeppelins piloted by Oostdok gnomes, supported by Hiakrai Neathar warriors, begin an aerial bombardment of the Heldannic military outpost of Stonehaven. Heldannic commander Anna von Hendriks wisely battens down the hatches, gets her sky-ship and surviving zeppelins under cover in the island's large caverns, and weathers the bombardment.

Kaldmont 4: More Chaos in Notrion

Location: Aaslin, capital of Notrion.

Description: At a public address, while telling his people just how lucky they are to have him as a ruler, King Lodrig is dragged down by the crowd and killed. Soldiers on hand attack the crowd, and the nation is once again plunged into internal conflict.

Lodrig had no recognized heirs, so the question of succession has become quite important. Only a strong successor who will be accepted by both the common man and the military can succeed in this troubled nation, and so far, no one with the right qualifications has appeared on the scene.

What the PCs Can Do: If they are not part of the revolutionary scene, the PCs can have quite an adventure just surviving the rioting crowds and fierce military units. If the DM prefers an even more challenging adventure, he can have Lodrig survive the crowd's attack, but be convinced that he can never rule here, and beg or hire the PCs to get him out of the city alive. His spells are used up for the day, his spell book is taken from him, and he's as helpless as a mid-level magic-user can be.

Or, if the PCs are interested in playing at politics, the DM can have them try to seize control of the nation. Once the new revolt is put down, all they have to do is set up an economy that will keep the military strong, direct the nation against the probability of Thyatian invasion, and keep tensions down between the army and the population. (If the

PCs think they've fought wriggly monsters before, they have never participated in politics of *this* complexity ...)

Kaldmont 5: New Kol? Not Yet

Location: Glantri City, Glantri.

Description: The Council of Princes in Glantri votes on the measure to make the Great Crater a new principality, named New Kol, under the rule of Kol IV.

The measure is narrowly defeated. Surprisingly, Glantri is not violently opposed to the idea. However, many of the nay-sayers voted against the measure because there still exists a state of war, or at least aggression, between the humanoids in the crater and the nation of Glantri.

Their recommendation is that Kol IV be instructed to adhere rigidly to a truce, keeping his hordes from invading Glantrian territory, and to demonstrate how the population he rules can be a benefit to the nation as a whole. If the kobold-king can do this for, say, a period of three months, the Council of Princes will consider the issue again.

What This Means: Synn's influence is now very great in Glantri, else the Council would not even have considered Kol's measure.

Kaldmont 11: 2nd Stonehaven Bombardment

Location: Stonehaven.

Description: Again, combined Alphatian-Oostdok-Neathar aerial units drop flaming oil and huge boulders on the cavern entrances and citadel of Stonehaven.

This time, Anna von Hendriks has fitted her mountaintops and citadel walls with ballistae and catapults, and does some damage to the Oostdok zeppelins. But, trapped at a stationary site, she knows her situation is bad. The attackers are not descending for face-to-face, infantry clashes that her Heldannic Knights excel at, and can obviously afford just to bombard Stonehaven again and again.

Kaldmont 12: Dwarves Find Oenmar

Location: Cavern of Oenmar, Broken Lands.

Description: Kori Fire-Eye (D10, L, age 30), a young dwarf-warrior, on her tenth unpleasant scouting mission on one of the lava-rafts, bumps into the floating city of Oenmar. For-

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tunately for her, she hits a part of the city which is unobserved and is able to tie off at it and take measurements. Hours later, she casts off again and returns to her fellow dwarves.

What This Means: After comparing Kori's notes with their measurements of lava activity in the great cavern, the dwarf-engineers will be able to calculate where Oenkar is and how it moves around the great cavern.

Kaldmont 13: The Shadow Elves Meet

Location: Schattentalheim.

Description: Explorer shadow elves from the City of the Stars deep in the world's crust finally make their way to the Hollow World's surface, and encounter the Schattentalfen. The Schattentalfen grab the explorers and hustle them to their capital city of Issarthyl.

What This Means: The two branches of the shadow elves race have been separated for quite some time—it will be interesting to see how they interact.

Kaldmont 15: Closing Day

Location: All areas of Alpathian culture.

Description: *Regular Event.* Alpathian schools and universities scheduled on the nine-month plan close shop for the season, and the students return home.

Kaldmont 15: Formal Blessing of the Golden Khan's Court

Location: Ethengar Khanates.

Description: *Regular Holiday.* The Golden Khan, newly arrived at his winter-site of Bargha, sets up competitions in military strength, hunting, fighting, puzzles, tactical skills, and fighting ability.

Kaldmont 15: Boldavian Procession

Location: Glantri.

Description: *Regular Holiday.* This is the national holiday of Boldavia. It is frowned upon by the Boldavian prince but still performed. At night, villagers walk the streets, carrying torches, clerical symbols, and censers. They hang garlic on doors, windows, crossroads and intersections; they burn coffins in the main plazas; they sing, dance, and keep one another awake until daybreak.

Kaldmont 15: Footman's Games (Begin)

Location: Karameikos; the Thyatian Empire.

Description: *Regular Holiday.* This is a week-long event celebrated in large fairs and gatherings. Weaponmakers and armorers show off their wares, infantrymen demonstrate their military arts, and tournaments are conducted.

Kaldmont 16: Shadow Elves Talk

Location: Issarthyl, Schattentalheim.

Description: The queen of the Schattentalfen converses with these other shadow elves and learns much history that her race has forgotten. She agrees to open up diplomatic ties with the other shadow elves.

What This Means: The two branches of the shadow elf family do not like or trust one another, but both recognize the ties that bind them—and that each can learn from the other. The two races will not become military allies in the foreseeable future, however, as their politics are too different.

Kaldmont 17: Five Shires Declare War

Location: Shireton, Five Shires.

Description: The Five Shires formally declare war on the Black Eagle Barony and begin sending their army and navy across to attack that dominion.

What This Means: Ludwig von Hendriks is in deep trouble. He can no longer depend on his cousin's armies to protect him. His days as ruler of the Barony are numbered.

What the PCs Can Do: PCs can be part of any assault on the wretched Black Eagle Barony, or they may want to try to capture Ludwig or Bargle before the halfling army strikes.

Kaldmont 18: Dwarves Step Up Building Program

Location: Oenkar cavern, the Broken Lands.

Description: The dwarves near Oenkar send back requisitions to Rockhome, asking for enough materials to build many full-sized lava-rafts.

Kaldmont 19: Stonehaven Hit a Third Time

Location: Stonehaven.

Description: Just before the third aerial bombardment of Stonehaven, Anna von Hendriks sends out a sky-ship to return to the Haldannic Territories. Her messenger is to inform Wulf von Klagendorf that her position is

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untenable. She informs him that she may have to withdraw from this site before he can reply, but will try to hold out here until he can send recall orders or help.

Kaldmont 20: Mastwalker Leaves Bellissaria

Location: Bellissaria.

Description: The Alpathian sky-ship *Mastwalker* leaves the shores of Bellissaria and heads north for the arranged rendezvous with *Flying Fish* at the north end of Monster Island.

Kaldmont 22: Assault on Edairo Rebuffed

Location: Kingdom of Thothia, Isle of Dawn.

Description: Advance units of the Navy of Thyatis, marching on Edairo from Trikelios, run into a horrible enemy. Whenever these units camp, mummies brought in from Edairo attack their campsites, slaying wantonly and spreading their horrible diseases. Thyatian forces break and flee before really entering Thothian territory.

What This Means: The new Thothian Pharaoh does not intend to see Edairo fall as Trikelios did. These mummies are only the first line of ancient magics he intends to throw against the Thyatians if they continue against him.

What the PCs Can Do: PCs could be assigned to sneak into Edairo—a difficult prospect, since they won't like Thothian unless they *are* Thothian, or have the right magical spells—and determine if the Pharaoh has more of the mummies. He does: the crypts of Edairo's necropolis teem with undead servants, barely restrained by the Thothian clerics' magic. Thyatis will take awesome losses if it assaults this eerie city.

Kaldmont 23: Bargle Shows His Colors

Location: Black Eagle Barony.

Description: With halfling forces moving against Fort Doom, Bargle the Infamous tells Ludwig von Hendriks that the baron need only march against the halflings, as Bargle's magic will scatter them to the winds. Ludwig von Hendriks does ride out against the oncoming



Assault on Edairo

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army. While von Hendriks waits for Bargle's magic to grant him victory, the wizard loots the baronial treasury and then uses a *teleport* spell to go far, far away.

What This Means: Ludwig von Hendriks gets to watch his army smashed by the halflings. If he is captured, he will be returned to the Five Shires to be tried for crimes against humanity, halflings, elves, dwarves, small animals, and anything else that wants to bear witness against him. Whether or not von Hendriks gets away, war continues in the Black Eagle Barony as halfling forces clash with von Hendriks' humanoid minions.

What the PCs Can Do: As part of this operation, the PCs can be assigned to capture von Hendriks, can help to clean out the nastiest patches of humanoid occupation of the Barony, or they can descend into Ludwig's horrid dungeons to rescue anyone who still lives there (and to defeat the monsters Ludwig has placed there), or can decide to track down Bargle the Infamous wherever he has gone.

Kaldmont 23: Midwinter Festival (Begins)

Location: Minrothad.

Description: *Regular Holiday* (Minrothad Dates Mitwok 1-6). This six-day event celebrates the year's end. Pineapples are put over doorways, miniature palms are displayed inside homes, gifts are given to children, and tiny bells are hung from garments.

Kaldmont 27: The Day of Law

Location: Ethengar Khanates.

Description: *Regular Holiday*. This is an important day in the worship of the Immortal named Tubak the Lawgiver. Clerics recite his laws, and all Ethengarians feast. Any crime performed on this day is punishable by death.

Kaldmont 27: Alexander Day

Location: Glantri.

Description: *Regular Holiday*. This is the official national holiday of all of Glantri, held in honor of national namesake Sir Alexander Glantri. For an hour starting at noon, the entire nation is to remain silent: making noise is a felony. Late in the day, citizens of Glantri City



Ludwig von Hendriks, The Black Eagle

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crowd onto the Alexander Platz in Glantri City and hope their hero will send them a good omen from beyond the grave.

Kaldmont 27: Thyatis Ignores Thothia

Location: Trikelios, Isle of Dawn.

Description: The Thyatian armed forces on the Isle of Dawn, battered by Thothia's mummy defenders and other magic, settle in at Trikelios and pretend Thothia doesn't exist. Instead, they commission adventurers to explore the Great Escarpment of the Isle of Dawn and indicate that the Escarpment might soon be opened up for new dominion rulers.

What This Means: Thyatis is still smarting from Thothia's eerie defense and trying to figure out a way to smash the nation. Like a cat that stumbles and then pretends it didn't happen, the Empire acts as though the encounters with mummies just didn't happen.

What the PCs Can Do: The rumors about possible dominions are correct: the Great Escarpment will be opened up. Explorer-adventurers that can make it safer to live upon will be given preferential consideration when it comes time to award dominions.

Kaldmont 28: Denwarf Returns

Location: Dengar, Rockhome.

Description: Denwarf, an ancient dwarf-like being created by Kagyar in ancient times, clambers up from the caverns beneath Dengar and reasserts his claim to rule Rockhome.

What This Means: Denwarf was a golem-like thing shaped like a dwarf but as tall as a big human. It led the dwarves to victory in the early years when they needed a hard, unstoppable, ruthless leader. Later, Kagyar sent it to the Hollow World to help Kogolor dwarves in some of their times of trouble.

But now, Denwarf is uncontrolled. Insane after centuries of wandering in the caverns which riddle the planet's crust, it has decided that it must again lead the dwarven race—this time in a war against all other thinking races. Denwarf believes that humanoids, gnomes, halflings, elves, and humans should be purged from both surfaces of the world.

Legends that surround Denwarf ensure that many Rockhome dwarves will obey him. King Everast, who wants to hold on to power and who suspects Denwarf is mad, will oppose

him. In a very short time, Rockhome will be locked in an insane civil war.

Kaldmont 28: Day of Dread

Location: Worldwide.

Description: *Regular Event.* For the last several years, this has been a day of ominous portent and strange occurrences. The sky changes color all day or glows eerily all night, causing fear and disorder among the population (3% chance for each community). All magic is totally ineffective during the day. Monsters held by magical wards and prisoners in magical bonds escape, often to wreak havoc. (However, unlike the dramatic week of no magic last year, the Hollow World sun does not go out. Note, too, that Immortal magic is not affected by this event, so the Hollow World's floating islands and continents do not sink, artifacts continue to function, etc.)

Kaldmont 28: Year's End Feast

Location: Aengmor; City of the Stars.

Description: *Regular Holiday* (Shadow elves Date Bounty 24). The shadow elves celebrate the promises of the next year by consuming huge feasts.

Kaldmont 28: Bells of Fate

Location: Glantri.

Description: *Regular Holiday.* At midnight, Glantrians all ring household and temple bells to scare evil spirits away. Often, a shower of shooting stars is seen above Glantri. When the wizards can find where a shooting star has landed, they sometimes find strange plants or animals, fabulous gems, deadly monsters, or other unnatural things.

Kaldmont 28: Hiding From the Year's End

Location: Heldannic Territories, the Northern Reaches (Ostland, Soderfjord, Vestland), Norwold region (Alpha, Landfall, Oceansend).

Description: *Regular Holiday.* Just before midnight, the common people crowd into their homes and make a loud racket, hoping that the old year will not seize them and carry them away as it passes. After midnight, these northmen emerge, build celebratory bonfires, and do a lot of dancing and drinking.

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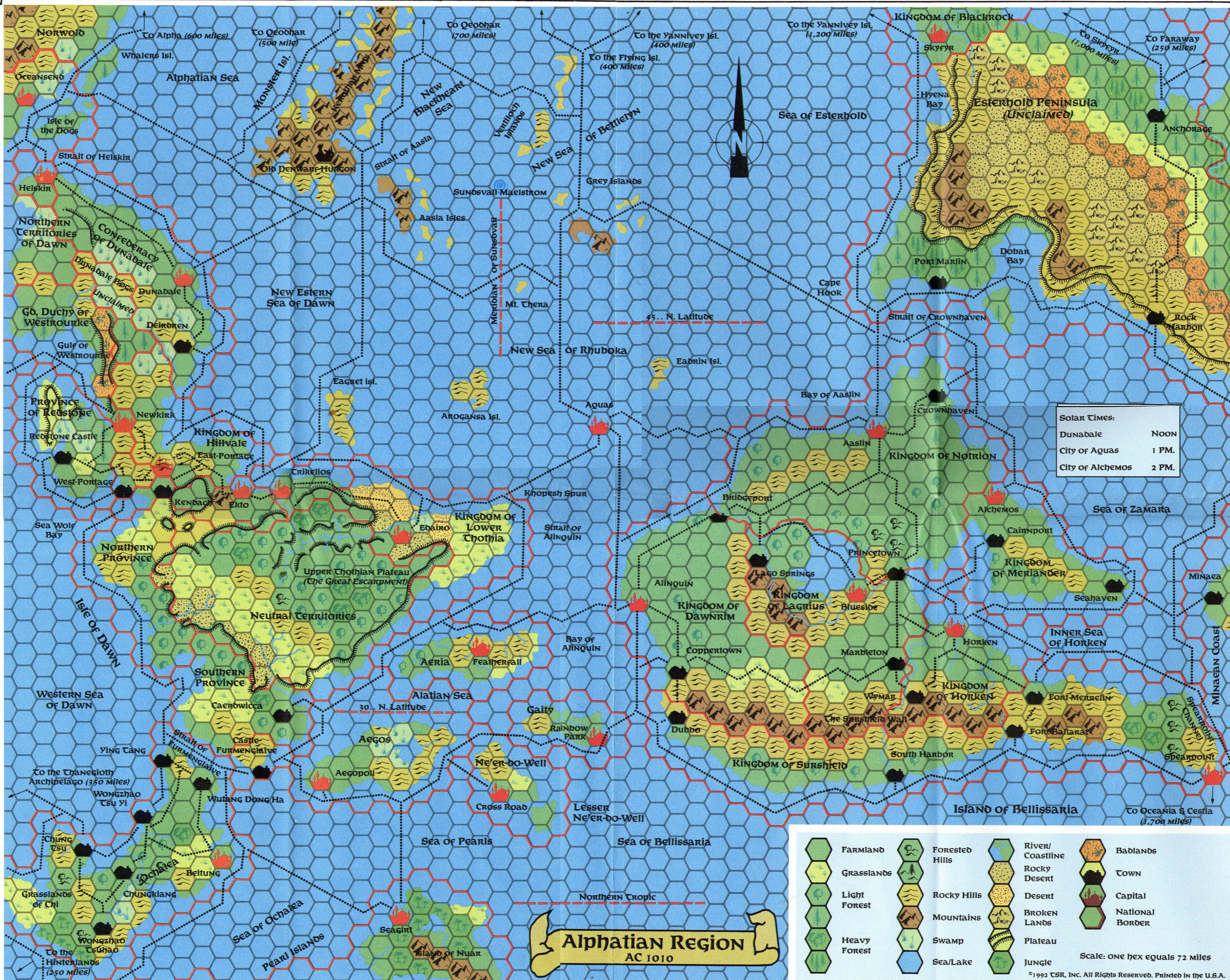
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Dunabale	NOON
City of Aquas	1 PM.
City of Alchemos	2 PM.

	FARMLAND		FORESTED HILLS		RIVER/COASTLINE		BADLANDS
	GRASSLANDS		ROCKY HILLS		ROCKY DESERT		TOWN
	LIGHT FOREST		MOUNTAINS		DESERT		CAPITAL
	HEAVY FOREST		SWAMP		BROKEN LANDS		NATIONAL BORDER
			SEA/LAKE		PLATEAU		
					JUNGLE		

Scale: one hex equals 72 miles

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