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GAZETTEER

OFFICIAL GAME ACCESSORY

The Grand Duchy of Karamaikos

by Aaron Allston

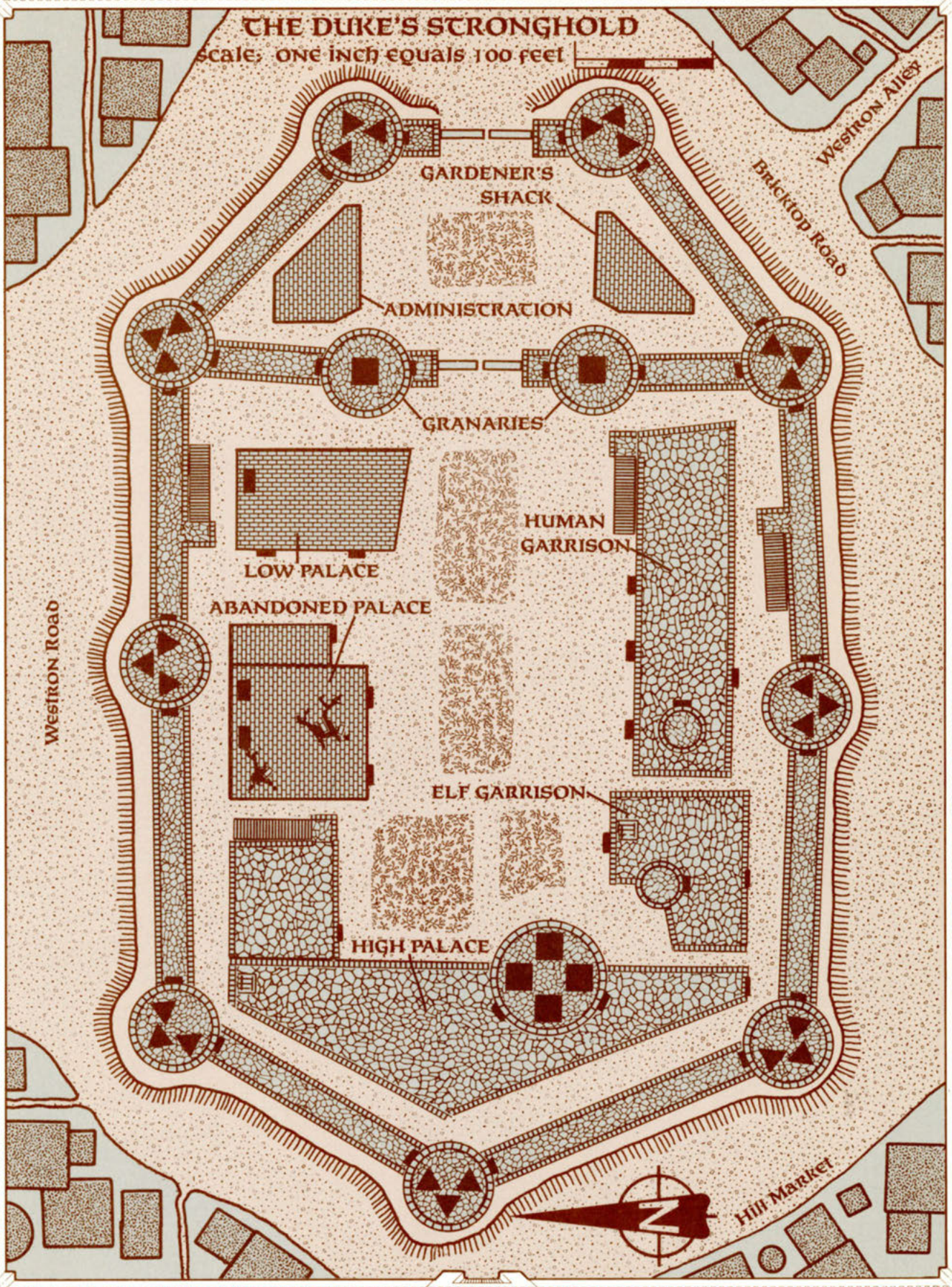


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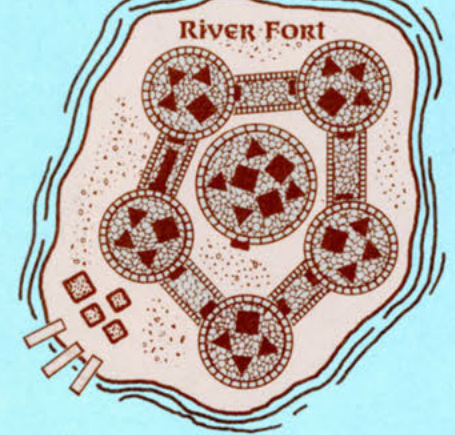
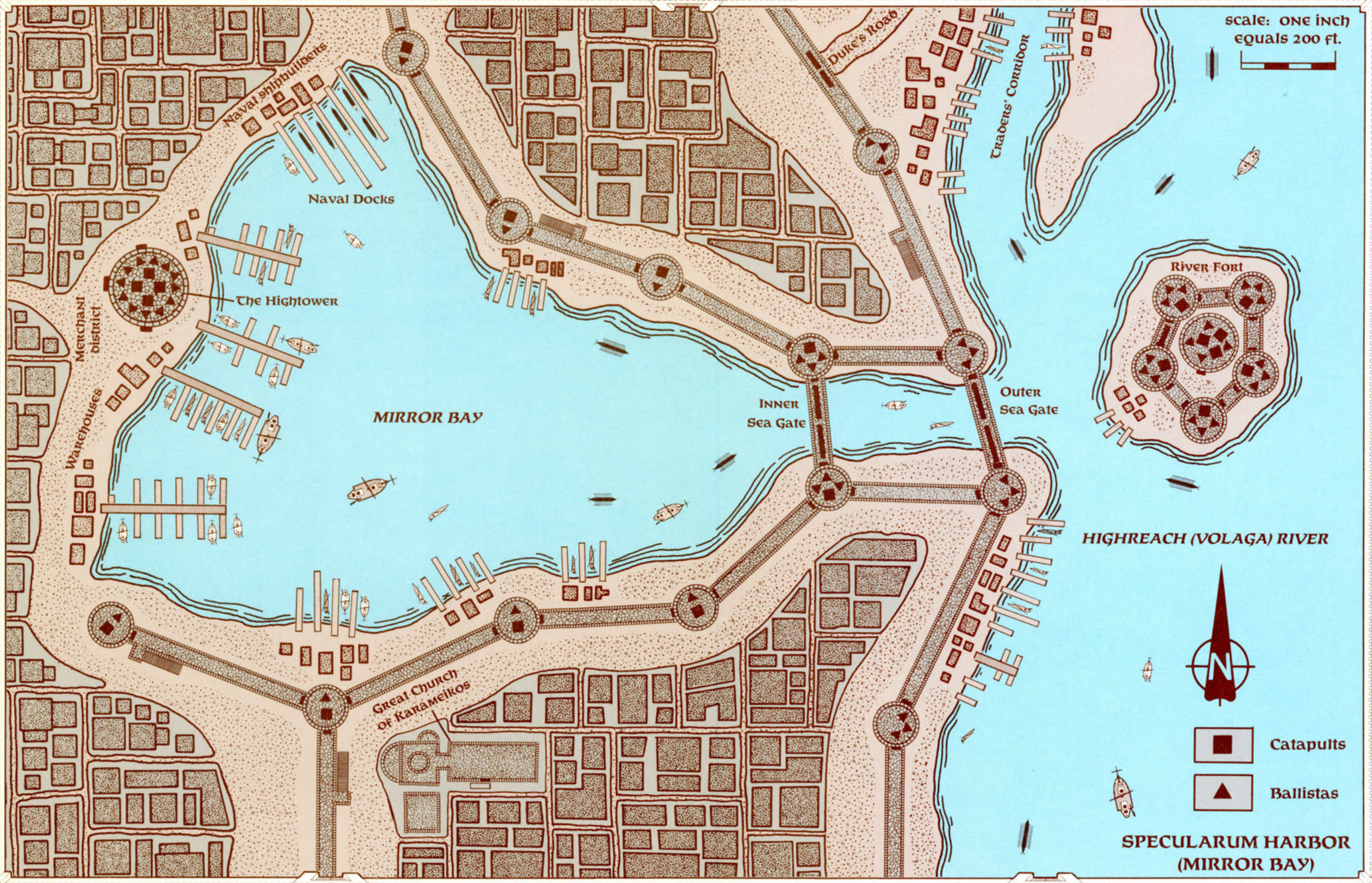
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THE DUKE'S STRONGHOLD

Scale: one inch equals 100 feet



scale: ONE INCH
equals 200 ft.

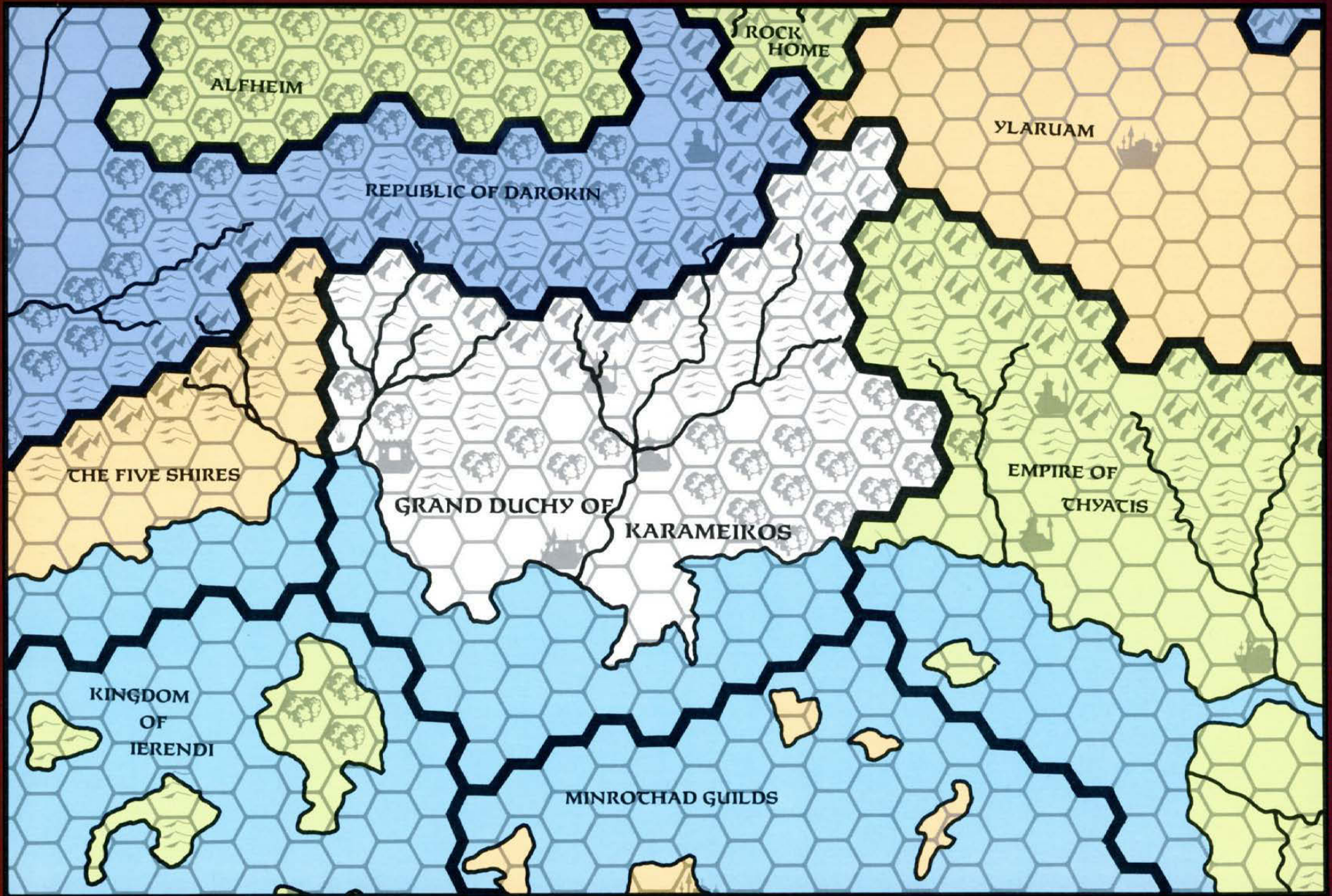


HIGHREACH (VOLAGA) RIVER



-  Catapults
-  Ballistas

**SPECULARUM HARBOR
(MIRROR BAY)**



DUNGEONS & DRAGONS®
GAZETTEER
OFFICIAL GAME ACCESSORY

The Grand Duchy of Karamaikos

by Aaron Allston

This is the first in a series—
a completely new concept in gaming aids for
the DUNGEONS & DRAGONS® game system.
Within these covers is a complete historical,
economical, geographical, and sociological
overview of the Grand Duchy of Karamaikos.
Entries on (and maps of) the major cities and
towns, as well as biographical entries on the
important figures in the Duchy, will aid the DM
in preparing his own adventures as well as
enrich the playing of published adventures.

In addition, there is a full-size, four-color
map showing not only Karamaikos itself, but
also the capital city of Specularum, the city of
Kelvin, and the town of Threshold. This map
will be fully compatible with those to follow in
the series, so that DMs and players can put
them side by side for comparison and/or play.

Beginning with the Grand Duchy of
Karamaikos, this series provides a rich
tapestry of background material for player
and DM alike, sure to benefit the gamer
immeasurably.

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TSR INC.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

GAZETTEER

An Official DUNGEONS & DRAGONS® Game Supplement

The Grand Duchy of Karameikos

by Aaron Allston

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Credits:

Design: Aaron Allston
Editing: Karen S. Martin, Jon Pickens, Aaron Allston
Coordinators: Bruce Heard, Karen S. Martin
Cover Artist: Clyde Caldwell
Interior Artist: Stephen Fabian
Graphic Design: Dennis Kauth, Ron Kauth, Colleen O'Malley, David C. Sutherland III
Cartography: Dennis Kauth, David C. Sutherland III, Ron Kauth
Typography: Betty Elmore, Kim Lindau

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Introduction

The lands of fiction and fairy tale aren't usually created all at once—they accumulate. A setting will be introduced in one novel, and each subsequent novel in the series will add more to the setting until it's as detailed and important as the characters and events of the stories.

The same thing has happened to the D&D® game world. Starting with the DUNGEONS & DRAGONS® Expert Set, TSR introduced a game-world—little more than a few maps and a few pages of text on one patch of territory.

Subsequent adventure releases have often taken place in the specific locations in the D&D® game world. One adventure might take place in Specularum, capital of the Grand Duchy of Karameikos, or in a lost northern valley of the same duchy. A series of adventures might take place in the exciting mercantile world of the Minrothad Guilds or the intriguing magocracy of the Principalities of Glantri. One epic scenario might bring war to all the known countries of the continent. And with each release, more is revealed about these settings . . . and the D&D® game audience wants to know even more than that.

Because the D&D® game world has taken a life of its own, we're proud to present this series of Gazetteers about the nations and empires of the world. Each Gazetteer is a travelogue to one nation of the world, a guide to its people, places, politics, monsters and adventures.

This is **The Grand Duchy of Karameikos**. Those of you with the Expert Set will recall Karameikos, the home duchy of Threshold, the beginning characters' campaign city. In the following pages, we'll show you Karameikos inside and out, so that you can set adventures within a Grand Duchy which is rich in detail and chock-full of characters, monsters and adventure opportunities.

Subsequent Gazetteers will include the Emirate of Ylaruam, the Principalities of Glantri, and many more sites. The timelines and histories of these sourcebooks are scrupulously checked against one another, and all Gazetteers are set at the same time—today, exactly one thousand years from the crowning of the first emperor of Thyatis—so that you can use all Gazetteers together and cross characters from one to another with ease.

Using The Grand Duchy of Karameikos

As Dungeon Master you'll find it easy to use **The Grand Duchy of Karameikos** in your campaign. Just follow these steps:

(1) Read the Gazetteer. Pay particular attention to these sections: "Players' Background," "History of Karameikos," "Politics of Karameikos," and "The Communities of Karameikos." You can skim through the other sections initially. If you're not experienced as a DM, also pay attention to "Adventure Themes."

(2) If you plan to have Karameikos be the center for your campaign, or plan for some of the player-characters to be from Karameikos, then allow your players to read the "Players' Background" section and to create their characters using those guidelines.

(3) When you plan to run adventures in the Grand Duchy of Karameikos, read the section of adventure ideas pertinent to their level of play. If they're all Basic-level characters, stick to the "Basic Adventures" section; if they're mostly Expert-level characters, read the "Expert Adventures" section; and so on. Also, read the "Adventures Already In Print" section for recommendations and notes about

already published scenarios set in the Grand Duchy.

(4) Finally, using your knowledge of Karameikos and your preferences of adventure topics, put together some adventures and begin play.

While individual adventures set in distant and unrelated lands can be fun, it takes a consistent setting, with recurring allies, enemies, and other characters, to make a true campaign. That's the way we like to play, and we think you will, too.

Kudos

Finally, I'd like to give thanks to the individuals whose materials already in print have added substantially to **The Grand Duchy of Karameikos**.

Thanks go to:

Jim Bambra, Graeme Morris and Phil Gallagher, for B10, *Night's Dark Terror*, which provided helpful materials on the origins of the Karameikos people and on the demihumans living within the Grand Duchy;

Dave Cook, for B6, *The Veiled Society*, for sights and sounds of everyday Specularum and elaborate commentary on the politics of that city;

Michael S. Dobson, for X10, *Red Arrow, Black Shield*, which showcased the armies and political relationships of most of the nations of the D&D game world; and

Frank Mentzer, who provided helpful notes on Karameikos and Threshold in the Expert Set.

I hope you enjoy playing in the Grand Duchy as much as I've enjoyed writing about it.

—Aaron Allston

Players' Background

Let's talk about what Karameikos is; what it means to be from Karameikos; and how to create a character from the grand duchy.

If you're a game-master, you should also read the material on Karameikos and Threshold from the **DUNGEONS & DRAGONS®** Expert Set; it's in the section titled "D&D® Campaign, Part 2: Sample Wilderness and Home Town."

The Grand Duchy of Karameikos

First, we'll look at the Grand Duchy: Its history, its peoples, and its settlements and natural features.

History

This is the land's history as known to the peoples of Karameikos.

The first part of the history is recorded in an epic work of poetry of the Traldar (Traladara) people, "The Song of King Halav." This is an ancient work maintained by generations of bards before finally being committed to writing about six centuries ago.

The Song of King Halav

In ancient times, the land now called Karameikos was the forest homeland of the Traldar, men and women so favored by the Immortals and allowed to live in these beautiful lands.

The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted; the men spent most of their time sporting with one another and offering praise to the Immortals.

But the Immortals knew that the happiness of the Traldar was to end. Far to the west, a race of evil beast-men was preparing to march through the easterly lands in search of booty, prisoners and more hospitable homelands.

These beast-men had their own Immortal sponsors equal in might to the patrons of the Traldar, so only victory between man and beast-man would determine the fate of the two races.

The Immortals descended to Lavv, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men.

They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armor of bronze. They also taught him the arts of the sword and the strategy of warfare.

They visited Petra, a maker of pottery, and taught her art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax and use of the loom.

They visited Zirchev, a huntsman, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent as the cat, swim as the fish, see as the hawk.

Halav, Petra and Zirchev told the people of Lavv of what the beast-men intended. The king laughed and tried to drive the trio from Lavv. Halav, using the bronze sword given him by the Immortals, slew the king and assumed his crown.

In the years that followed, King Halav, Queen Petra and the Huntsman Zirchev taught their secrets to the people of Lavv and brought all the other villages of Traldar lands under their sway. Villages grew into mighty cities, and Halav was renowned for his fairness and wisdom.

Eventually, the beast-men attacked in numberless waves from the west. The Traldar in their glittering bronze armor stood against them. The irresistible force of the beast-men crashed into the unmoving object of the Traldar, and the war went on forever. Both sides lost great numbers of warriors; each Traldar fighter slew dozens of his bestial enemies before being slain.

Finally, King Halav managed to find the king of the beast-men alone on a hilltop. The beast-king was twice the height of a man, with the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword given Halav by the Immortals.

This was the final battle of man and beast-man. It raged on from dawn until noon, both kings growing so tired that each could barely wield his weapon. In the "Song of King Halav," both take time to rest during the fight and each describes his resoluteness and unconquerable fighting ability.

Evidently both were right: King Halav and the King of the Beast-Men perished upon one another's weapons. Their armies looked upon one another, the beast-men now fearful because their king had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing.

The beast-men departed Traldar lands. Queen Petra and Zirchev took up Halav's body and returned home. Great was the lamentation in Lavv when they arrived, but, during the ritual burning of Halav's body that night, the Immortals visited, spiriting Halav, Petra and Zirchev away.

The Traldar mourned their king but turned their eye toward rebuilding their lands into a mighty empire.

The Dark Age

The time of King Halav has since been

called the Golden Age of the Traldar, and (as all citizens of Karameikos know) the Traldar never did found a mighty empire or even fully recover from the devastation brought by the beast-men.

Why? Well, according to Traldar legends which have sprung up since this Golden Age, the land needs to have its king returned to it — King Halav must return to Traldar lands before this can become a mighty nation again.

Regardless, following the destruction of the Golden-Age Traldar, the peoples of this land descended into a dark age from which they didn't fully emerge until the last century.

Individual villages survived, and the tribesmen eventually lived at greater than subsistence level. Trade soon commenced with Minrothad and Thyatis peoples. The descendants of the Traldar, called Traladara, began inching their way toward economic recovery. But the Traladara still faced many problems.

In the centuries after the Golden Age, many evil things settled in the Traladaran forests and mountains. Some evil force cursed the land with vampires, lycanthropes, and other beasts. Today, every Traladara village has its legends of a neighboring ruin once occupied by a vampire-lord, or some village lad turning out to be a were-wolf and slayer of villagers. Often, the legends are true, and every good Traladara youth knows that the land has its vampires and were-beings still.

Because there were horrid things in the woods, travel between inland villages was unsafe. So, while the coastline villages prospered from the foreign trade, while only the bravest of traders would risk expeditions into the Traladara interior. As a result, the inland villagers tended to remain isolated and more ignorant than their seaside cousins.

During this dark age, clans of goblins, hobgoblins, and orcs also settled in Traladara lands—usually some distance from the human communities. They warred upon one another, and upon the humans, and in general made the land less congenial for everyone.

More peaceable tribes of elvish and gnomish settlers also came to Traladara, though. The elves settled in the central forests of the land, while the gnomes settled in the mountain foothills northward. Both races traded peaceably with the humans and fought beside them against the less friendly demihuman tribes.

Modern Traladara

Traladara, a century ago, was a well-known trading spot, particularly Marilenev, its chief city, built where the Volaga river enters the sea. There, Traladarans traded valuable furs for weapons, wines and other spirits, a profit-

Player's Background

able enterprise.

Most of the Traladaran profits stayed on the coast and the lands immediately inland. Few traders ventured inland; those that did included the annual Gnome Caravan, a well-armed force of gnomes who descended from the northern hills, traded a year's accumulation of craft goods in Marilenev, and made their way back to gnomish lands.

At about this time, the nations of Darokin and Thyatis began to view Traladara with increasing concern. The forest nation had never offered them any threat, so they had never erected any significant defenses against Traladara. But what if its people should be united under a powerful leader — or, worse yet, conquered by an enemy foreign power?

The Empire of Thyatis decided the matter by sending troops to the Traladaran capital, Marilenev, and conquering it, claiming all Traladara for Thyatis. Darokin shrugged and began steps to make sure its border was secure.

Thyatis took few real steps to secure Traladara for itself. It installed a garrison of soldiers in Marilenev. The military commander at the time renamed Marilenev "Specularum" (The Mirror City) after the reflective beauty of Marilenev's bay. A tax collector took in revenues on all trade money which changed hands in the city.

Other than that, the rest of Traladara was left pretty much to itself. The more isolated communities were completely unaffected by the "conquest." The traders suffered a Thyatian tax, but the greater Thyatian interest in Traladara meant that trade boomed and they profited more anyway.

That's how conditions remained until thirty years ago. At that time, Duke Stefan Karameikos III, a youthful nobleman of Thyatis, struck a deal with the Emperor of Thyatis. Karameikos, in essence, traded his valuable ancestral lands for Traladara—and a guarantee of autonomy. The Empire recognized Karameikos' claim to Traladara, now renamed the Grand Duchy of Karameikos, and recalled its officials from Traladara territory.

Duke Stefan traveled to his duchy, announced his assumption of rulership over Traladara, and put down the armed insurrection which resulted. After things had settled down somewhat, he began luring ambitious, landless nobles from Thyatis to help him rule this land in proper Thyatian fashion.

The early years of Duke Stefan's rule were characterized by both good and bad results.

On the bad side, many of the Thyatian settlers who poured into the country, swearing loyalty to Duke Stefan and receiving land grants, were ruthless men who literally stole lands from the Traladarans living upon them.

Worst among them was Duke Stefan's own cousin, Baron Ludwig "Black Eagle" von Hendriks.

On the good side, Duke Stefan himself was an exemplary leader, demanding fairness and honor in the men he directly supervised. He began using the trade tax revenues to build broad, good roads across the country, uniting the far-flung villages into a single nation. He built a substantial army, using native Traladarans, Thyatian immigrants, and even Callarii elves, to protect the Grand Duchy. In short, he began the long, slow process of building Traladara, a land of unfriendly villages and wolf-hovls in the night, into a strong trade nation.

Today, the Grand Duchy is still growing into that nation—it is still young, with its two halves of the population (Traladaran and Thyatian) largely unmixed and its interior mostly uncivilized. But it is growing stronger day by day, and most of the nations of the continent have representatives in Karameikos, a sign of the nation's growing international importance.

The People

Most of the humans of the Grand Duchy of Karameikos fall into two categories: Native Traladarans and those of Thyatian descent. Other inhabitants of the duchy include elves, gnomes, humans of mixed descent, a few dwarves and halflings, the savage demi-humans in their distant villages, and traders who've settled in Karameikos—and among that last category are representatives of practically every humanoid race and nation in the world.

Traladarans

The Traladarans, descendants of the native Traldar tribe of legend, tend to be fairly small (men average 5'9", women 5'3") and light of build. They tend to have pale complexions, brown eyes, and dark hair (deep brown to black).

In general, they are a very superstitious people—if you can call it superstition when it's based on truth. They are great believers in good luck charms, omens and portents (palm-reading, the reading of tea leaves or sheep entrails, interpretations of natural phenomena if it's a strange event, the Traladara consider it an omen), curses and evil eyes.

Outside the larger towns, education is not widely-spread. In the more rural communities, most villagers are illiterate, though often a village cleric will be lettered. (Player-characters, being exceptional people, don't have to worry about this; if you have enough

Intelligence to be literate, you can be literate if you wish. If you prefer, because of the way you conceive your character, that he be illiterate, that is also your choice.)

For the most part, Traladarans don't care much for Thyatians. They see the Thyatians as the latest wave of bad luck which keeps the Traladarans from re-achieving their Golden Age. Since many of the original Thyatian arrivals were rotten land-grabbers, many of the Traladarans see all Thyatians as being the same. (If you don't wish for your own character to feel this way, he doesn't have to.)

Though the majority of the population of Karameikos is Traladaran, the court language is Thyatian. Thyatian is the language of official documents and trade and is basically the "Common Tongue" of Karameikos. Most Traladarans under the age of 30 speak Thyatian, usually with a distinct accent which marks their Traladaran origins.

Thyatians

Most of the nobles in Karameikos are of Thyatian descent, and a sizeable proportion of the commoner population is of Thyatian descent.

Thyatians tend to be physically larger than Traladarans, men averaging around 5'11" and women about 5'5". The Thyatians have had centuries to interbreed with other nations, and so there is no one Thyatian look; hair ranges from dark blonde to dark brown, with occasional redheads (including the Duke); eye color ranges from blues to browns and blacks. The Thyatians tan more easily in the sun than the paler Traladarans, who tend to sunburn easily.

The Empire of Thyatis is a large, flourishing empire with powerful armies, strong trade relations with the great nations of the world, lavish arts and entertainments, and a cultural standard equalled in few places in the world. So it's natural that many of Thyatian descent tend to feel superior to the native Traladarans. Among many of the Thyatians, there is a sentiment that Traladarans are superstitious and ignorant, and many feel that Thyatian spoken with a Traladaran accent denotes lack of mental ability. (Again, this is a prejudice which you don't have to foist on your own character if you don't wish to.)

Half-Breeds

In the last thirty years, since the arrival of Duke Stefan and his followers, there have been born many children of mixed Thyatian and Traladaran descent. Most of them are the children of Thyatian men who immigrated to the duchy, fought in the Duke's army, then re-

tired to wed local women. Very few are children of Thyatian women and Traladaran men.

A half-breed is likely to be somewhat taller than average for Traladarans, usually with dark hair and blue or light brown eyes. How he feels about Thyatians and Traladarans will depend on the way he was raised, but in most cases the half-breeds recognize that neither Thyatian nor Traladaran has any great advantage over the other; the half-breed gets along well with people of both backgrounds.

Elves

Most of the elves in Karameikos are of the Callarii tribe, a merry and hardworking tribe proficient in riverboating, riding, horse-trading, hunting and foresting.

Callarii elves are robust and healthy, with very pale hair (blonde to white) and blue eyes. They tend to wear tunics or robes of green with leaf-patterns embroidered upon them.

The elves are neutral toward humans in general. They become fast friends with humans who demonstrate honor and humor; they do not cooperate with humans who are pretentious, dishonorable or rude. Duke Stefan has a guard unit entirely composed of Callarii elves, which has given many elves the chance to meet him, and the Callarii are favorably disposed toward the Duke.

Gnomes

The largest gnomish community, called Highforge, is in the mountain foothills several miles east of the town of Threshold. It's a large and secluded community composed of gnomes (and one allied dwarven clan); it is mostly self-sufficient but profits from trade with the southern humans.

The gnomes are well-disposed toward the Duke; they did not observe much of the Thyatian abuses against the Traladarans, but are well aware of the improvement of trade and communication which have resulted from the Duke's building of roads throughout the land.

The gnomes have no preferences between Thyatians and Traladarans.

Dwarves

The dwarves living in the Grand Duchy are either members of the Stronghollow clan up in the gnome community, or are dwarven professionals who have immigrated into Karameikos—often acting as professional soldiers in the service of the Duke or one of his barons. When they do express a preference between Traladarans and Thyatians, the dwarves tend to prefer the company of Thyatians, who are practical people, and not superstition-ridden like the Traladarans.

Halflings

The halflings in the Duchy are mostly immigrants from the Five Shires, drawn by the heavy trade in Karameikos and living as professionals within the human communities of the Duchy. There are many halfling traders, craftsmen and inkeepers in Specularum, Kelvin and smaller communities. While there are no large halfling clans in Karameikos, the halflings have their own "subculture," and many frequent taverns and other facilities which cater only to halflings. When halflings do admit a preference between Thyatians and Traladarans, they side beside the latter, whom they consider life-loving, romantic, expressive people, instead of the Thyatians, whom they think colder and less sympathetic.

The Map

Take out the color map of Karameikos and we'll give you a short course in the way the Grand Duchy is laid out.

As you can see, most of the Grand Duchy is forest and foothills, with a few large patches of flatlands, moors, and one swampy region.

Also evident is that most of the communities shown are on the coast or along the rivers. There are very few human communities in deep woods or far from well-traveled roads, so the vast majority of the Grand Duchy is unsettled no-man's-land, unexplored and undefended.

Some places, particularly rivers, are listed with two names. This is because the settling Thyatians, uncomfortable with the native names of some of these sites, simply renamed them. Today, when speaking Thyatian, most people use the Thyatian name, and when speaking Traladaran use the original name. On the map, the Thyatian name is given first, the Traladaran name given in parentheses.

In a little while, you'll be creating characters and will want to be able to decide where they come from. Following is a list of the larger communities of Karameikos, and some notes on each. If you wish more information on any of these sites, or on any of the places mentioned on the map but not described below, ask the Dungeon Master for more details.

Specularum

Specularum is the largest city in Karameikos, with a population of about 50,000 at last count.

Built just west of the point where the Highreach river enters the sea, Specularum is a trade city, with a good harbor, ample accommodations for traders and other visitors, and most of the comforts of civilization.

The city is surrounded by the farmlands of

the Estate of Marilenev, and the lands of Baron Vorloi border the Estate of Marilenev to the southeast.

Specularum is ruled (through subordinates) by Duke Stefan Karameikos III. Additional political power lies in the Merchants' Guild, in the Church, and in wealthy families such as the Vorloi, Radu and Torenescu clans.

Kelvin

Kelvin, second-largest city in Karameikos (population 20,000), is built where the rivers Windrush, Hillfollow and Highreach (Wufwolde, Shutturga and Volaga) merge.

Kelvin was designed to be a way-stop for entire caravans and a fortress defending the surrounding territories. It is a large, walled encampment. Inside the walls are a large field for caravans to set up and a secondary wall in which is the city of Kelvin proper; inside the city is a third walled area, the garrison fortress and castle of Baron Kelvin.

The city and surrounding baronial lands are ruled by Baron Desmond Kelvin II, son of the founder of the city. Baron Kelvin, though young for his duties, rules well, with military efficiency and impartiality.

Krakatos

Krakatos is a ruined stone-walled village of antiquity; some of the action in "The Song of King Halav" takes place here, and the site is of some fascination for Traladaran visitors. It has no inhabitants and should not be used as an origin-place for characters.

Luln

Luln, a town of about 5,000 citizens, is a ramshackle community of refugees who have fled the Black Eagle Barony and Fort Doom. It's poised between the armies of the Black Eagle Barony and Karameikos, and is a small, struggling community.

Its townmaster is Mistress Sascia; she is gradually organizing the village into a permanent, fortified community and there is speculation that she is trying to acquire a noble title.

Threshold

Threshold is a logging community of about 5,000. Though small, it's a decent place to live and is not as rustic as most communities of similar size.

Threshold is ably ruled by Sherlane Halaran, baron and Patriarch of the Church.

Fort Doom

This town, once called Halag, was invaded and conquered by Baron Ludwig von Hendriks, Duke Stefan's power-mad cousin. (He

Player's Background

didn't need to conquer it—he'd been granted the area as his baronial lands—but he wanted to conquer something.) It's a dreary, unhappy farming community of about 10,000, held in tight repression by the army of Baron von Hendriks.

Highforge

This is the gnomish community, including five clans of gnomes (totalling about 6,500) and one of dwarves (about 1,000).

Callarii Lands

The Callarii elves live in the central forests east and west of Kelvin and in the forested foothills south of the gnomish community. Accurate numbers for the entire elvish population of Karameikos are not available (the elves don't bother to keep them and the humans can't tally them), but a reasonable guess is that there are about 7,500 elves scattered through this territory, living in communities of 100-200.

Smaller Villages and Homesteads

Finally, though we won't discuss them in great detail here, there are numerous villages and homesteads all across Karameikos.

There are several small villages given by name on the map but not described in the text above.

Additionally, there are literally hundreds of homesteads along the rivers and roads of the duchy. These are one- or two-family settlements, mostly farms and logging operations, with populations ranging from a handful of people to as many as 750 inhabitants.

The National Spirit

Before we get on to the business of character creation, let's discuss what it means to be a Karameikan.

Traladaran and Thyatian

Earlier, we discussed the differing beliefs and opinions of the Traladaran natives and Thyatian settlers of the Grand Duchy.

Keep these beliefs in mind when creating your characters—they'll give you many role-playing opportunities.

But also keep in mind that these are the opinions the Traladarans and Thyatians express when confronting one another.

When confronting the rest of the world, Karameikans refer to themselves as Karameikans—citizens of the best nation in the world.

Karameikans know their nation doesn't have the sophistication of Glantri or Thyatis—and they're glad. Too much sophistication,

they say, is just another term for decadence.

Karameikans fighters consider themselves as tough as the best fighters of any nation in the world.

Karameikans of Traladaran descent know that they've survived the worst that can be thrown at them—the "Song of King Halav" tells them so—and that, one day, they'll build themselves again into the most prosperous and amazing nation in the world. This isn't an arrogant, chip-on-the-shoulder attitude, but the quiet assurance of people who know it to be true and patiently wait and work to bring it about. Most citizens of Thyatian descent who were born in Karameikos have been infected with this philosophy, too.

So, to be Karameikan is to know that you belong to a nation destined for greatness. And to be a Karameikan adventurer, you must also believe that you are part of what will bring this greatness about. Karameikan adventurers aren't braggarts, constantly tooting their own horns and insulting or slandering other lands. . . but they do have a quiet, stubborn assurance that no one else is better than they.

The Shearing Ceremony

The native Traladarans have a custom which is an important part of the Karameikan national character.

Called the Shearing Ceremony, it was developed in the village of Marilenev (Specularum) and was in common use there and in surrounding areas in the centuries before Thyatis conquered Traladara. Since that time, improved trade with the inland communities has spread the Shearing Ceremony throughout the land. When Duke Stefan and the Thyatian settlers came, they were acquainted with the ceremony and generally adopted it.

It goes something like this:

When a Karameikan youth approaches adulthood, either he will approach his parents or they will approach him with the news that it is time for the Shearing.

Soon after, at a dinner to which other family members or village leaders may be invited, the youth stands silent while his parents solemnly dress him in traveling gear. The bottom of his cloak is sheared off and left ragged as a reflection of his condition: That of an impoverished traveler.

From that time, the sheared youth is considered a friend of the family but not part of it. He must make his own way in the world until the family decides he is worthy of the clan. Usually, living apart from the clan for a few years and participating in acceptable adventures or trading ventures is proof that the youth is able to prosper on his own; when his parents reach that conclusion, he is invited

to another dinner, at which time he is presented with a garment bearing the clan's markings or coat of arms. This indicates that he is once again part of the family.

All young men between the ages of 14 and 19 (1d6+13) are Sheared. (Usually, the lad approaches his parents first, because it's an embarrassment to wait so long that they come to you.) Young women are not approached by their parents, but may insist that they be Sheared. Being Sheared and living away from the family for a few years is a good way for a young woman to earn respect within her family.

When the Thyatians came to Karameikos, they saw in the ceremony a way to separate the worthwhile from the parasitic in their own families, and adopted the custom.

A Sheared youth from a titled family is not considered to have any title until he is invited by his family to rejoin their ranks.

Shearing is a human custom, not shared by the demi-humans of Karameikos.

Character Creation

If you're going to create characters from Karameikos, use these rules. If you're not, read them anyway—they include some notes and special rules which may be of interest to players and the DM.

Create your character—his ability scores, class, hit points, money, equipment and alignment—exactly as described in the **DUNGEONS & DRAGONS®** game. A list of names, and notes on the differences between Thyatian and Traladaran names, is given below to help.

Don't use the level title for your character. If he's a 1st level Magic-User, write down that he's a 1st level Magic-User—not a Medium.

In Karameikos, there are only a few titles—they're official designations granted by the Crown, the Church, or other powerful parties. When adventuring in Karameikos, we won't be using the **D&D®** game titles at all.

Character Backgrounds/HUMAN

Now, we determine where your character is from—both his "home town" and the social standing of his family.

Family Social Standing

Roll percentile dice (1d100) and compare the result to the chart below. This will tell you the economic standing of the family your character comes from.

(Roll 1d100)

- 01-30 Penniless
- 31-60 Struggling
- 61-75 Comfortable
- 76-85 Wealthy/Untitled
- 86-95 Wealthy/Titled
- 96-97 Very Wealthy/Untitled
- 98-99 Very Wealthy/Titled
- 00 Royal Family

The lowest class is "Penniless." There is no slavery in Karameikos.

Important note: When you roll your Family Background, write down the number you rolled; you'll use it again momentarily.

Traladaran or Thyatian

Now that we know the social standing of the character's family, we can determine whether the family is Traladaran or Thyatian in composition.

If you don't feel you know enough about Karameikos to choose your family ethnic background, then roll percentile dice (1d100) and add one-half of the number you rolled for the Family Social Standing chart above (round down). (For instance, if you rolled 67 on the Family Social Standing chart, you'll roll 1d100 here and add 33 to the total.)

Compare the result to the chart below to determine your family's origin.

(Roll 1d100 plus 1/2 previous roll)

- 01-70 Traladaran
- 71-90 Mixed
- 91+ Thyatian

If your result is Traladaran, your family is predominantly Traladaran and its head is of the native population. If your result is Thyatian, your family is predominantly Thyatian and its head is of that people. If your result is Mixed, your immediate family contains both Traladarans and Thyatians; the DM will decide exactly how your family is set up, but the usual arrangement is of an ex-military Thyatian father and Traladaran mother, with relatives from both sides of the family.

If, on the Family Social Standing chart, you rolled a 00 (Royal Family), you're automatically Thyatian.

Home Town

Finally, we get to find out where you're from. If you don't feel you know enough about Karameikos to choose, or if your DM prefers you to, do this: On the chart below, roll 1d20 and add any appropriate modifiers from those listed below the chart. The result is your character's origin.

Remember that if you're a member of the Royal Family you're automatically from Specularum.

The DM always has the option of choosing from which home town your character is, and is especially likely to do so for Wealthy characters.

Definition of Social Status

Penniless: The family is dirt-poor. Most of its members spend all their lives in backbreaking labor. Family members grow up uneducated, working all their lives for someone else's profit. The character's "starting gold" represents every coin that the family could scrounge up, save, or steal, and the family is hoping that the character will become wealthy on his adventures and return to help the family. The family owns no property, has practically no possessions and lives in a home of remarkable poverty; family members have ragged clothing, no shoes, no weapon larger than a knife or pitchfork.

Struggling: The family is poor. It may own the property it lives on, but does not make a good living from it. Family members work all their lives for very little gain. The character's "starting gold" represents several years' worth of scrimping and saving for the head of the household, and the family is hoping that the character will become wealthy on his adventures and return to help the family. The family lives in an inadequate home; family members have limited clothing and only occasionally own shoes or traveling gear; the household head may own a sword but most members of the family have no weapon other than knives or bows.

Comfortable: The family is not rich but does not suffer from want. It may own the property on which it lives. It makes a decent living with occasional periods of great prosperity or financial turmoil. The character's "starting gold" represents the approximate amount the family gives to every youth leaving for the Shearing. The family is hoping that the character will prove to be a worthy person during the years he spends on his own. The family lives in an adequate home; family members have adequate clothes, including footwear, traveling clothes, and (often) one fine outfit for social wear; most members of the family can afford a weapon of choice.

Wealthy/Untitled: The family is wealthy. Its members do not suffer from want. It is likely to own the property on which it lives and other properties besides, and is likely to employ servants. It makes a good living, usually from trade or agriculture or from the earnings of one highly-paid professional in the family.

The character's "starting gold" represents the approximate amount the family gives to every youth leaving for the Shearing, and does not constitute much of a dent in the monthly earnings. The family is hoping that the character will prove to be a worthy defender of the family honor during the years he spends on his own. Most family members have substantial quantities of good-quality clothing and personal effects, and can afford weapons and armor of choice. (This doesn't mean the character can have extra starting gold.)

Wealthy/Titled: This is the same as Wealthy/Untitled, except that the head of the family has a title issued by Duke Stefan or other important figures. He will either bear the title Lord (Lady) or Patriarch (Matriarch). A Lord will be the owner of a large tract of land and leader of the communities thereon, or will be a court lord who performs tasks for Duke Stefan. A Patriarch will be the head of a church or an itinerant (traveling) cleric of great importance within the Church.

Very Wealthy/Untitled: This is the same as Wealthy/Untitled, except that the family is very wealthy—for instance, the family in charge of an important shipping enterprise or of an important community. The DM will need to decide which family the character is from, choosing from the examples given in this Gazetteer. He might, for instance, decide the character belongs to the Torenescu family of Specularum, a very powerful but untitled clan.

Very Wealthy/Titled: This is the same as Wealthy/Titled, except that the family is larger and more important. The head of the clan will be a Baron or a General in the Duke's service. The DM will need to decide which family the character is from, choosing from appropriate clans. He might, for instance, decide the character belongs to the Kelvin clan of Kelvin or the Vorloi clan of Specularum and Vorloi Village.

Royal Family: The character is a member of the Duke's own family. The DM will decide precisely what relationship the character has to the Duke. He might decide, for instance, that the character is the Duke's oldest child, or second-oldest, or that the character is a nephew or niece of the Duke. The character will have recently been Sheared and so cannot depend on the royal family for assistance for quite some time. If the character travels about under his own name, he risks kidnapping, murder and subversion attempts.

Player's Background

(Roll 1d20, add modifiers listed below)

- 01-03 Black Eagle Barony
- 04-10 Homestead (Choice)
- 11-13 Village/Town (Choice)
- 14-16 Kelvin
- 17+ Specularum

Modifiers:

Character is a Cleric:	+2
Character is a Magic-User:	+4
Character's Family is Comfortable:	+2
Character's Family is Wealthy:	+4
Character's Family is Very Wealthy:	+6

Explanation of Chart Results

The place you rolled is your character's home town. Here are some notes on the individual chart results:

Black Eagle Barony: The character grew up in the awful barony ruled by Ludwig von Hendriks. If he is of Neutral or Lawful alignment, he successfully fled the Barony at the time of his Shearing, but his family is still here. If he is of Chaotic alignment, he is probably a character in the employ of or related to the Black Eagle Baron.

Homestead: The character grew up in one of the innumerable family homesteads scattered across Karameikos. With the permission of the DM, he may decide where that homestead is and may even choose one listed on the map.

Village/Town: The character grew up in one of the numerous Karameikan villages or towns. With the permission of the DM, he may decide which is his home town from the ones shown on the map.

Kelvin, Specularum: The character grew up in the city indicated by the die-roll.

Character Background/Demihumans

The demihuman communities are not as numerous or diverse as the human communities, so it's simpler to determine a demihuman character's background.

ELVES

Family Social Standing

Though the elves in Karameikos do have complicated and intricate social structures, "social standing" is not an important element of that structure. The elf's profession, and the way their professions are related and utilized to the good of the clan, are the important elements of the elvish social structure.

So most Karameikan elves are "commoners," or elves who go about their professions—forestry, hunting, fishing, fighting, animal training, scouting, etc. Some few families are community "lords," and it is they who coordinate the efforts of the community.

None of the elves in Karameikos live in grinding poverty or in lavish wealth. By human standards, all elves are "Comfortable."

(Roll 1d100)

- 01-90 Common
- 91-00 Lord

Race

There are two types of elves in Karameikos. Most common are the Callarii elves—bright, energetic elves living in the central forests.

There is another elvish community within the Karameikan borders, though, that of the Vyalia clan. We're not including much information on the Vyalia clan in this Players' section, as that part of Karameikos is largely unexplored.

Should you roll a Vyalia background for your elvish character, the DM will brief you on your home community and origin; that material is in the "Adventures Already in Print" part of the "Adventures" section.

(Roll 1d100)

- 01-95 Callarii
- 96-00 Vyalia (DM's option)?

Home Town

You're free to choose where your elf comes from (with DM approval). The woods where the elves are most numerous are shown on the map, and your character is most likely to have grown to maturity in those woods.

However, you can also choose your character's current residence. Many warrior-elves have served in the Duke's Elvenguard in Specularum and now live in the human communities working as freelance soldiers and adventurers.

DWARVES

Family Social Standing

Dwarves have a more human-like social structure in their community. However, they tend to look after their own more than the humans do, so there is no "Penniless" class among them. Roll a dwarf's family social standing on the chart below:

(Roll 1d100)

- 01-30 Struggling
- 31-60 Comfortable
- 61-95 Wealthy
- 96-97 Very Wealthy
- 98-00 Ruling

The Highforge community is a craftsman, mining, and trade community, so the fortunes of the very wealthy are based on creation and sale of exquisite crafts.

Among dwarves in Highforge, the families of beginning craftsmen or miners (apprentices), or soldiers protecting the community, tend to be Struggling.

The families of improved craftsmen or miners (journeymen), officers of the soldiery, and merchants who accompany the annual Gnome Caravan tend to be Comfortable.

The families of ranking craftsmen and miners (masters) tend to be Wealthy.

The families of craftsmen of great ability (masters with exceptional skill) tend to be Very Wealthy.

The male and female heads of the Stronghollow dwarven family of Highforge can bear the titles of Lord and Lady.

Home Town

All dwarves of Karameikan origin come from Highforge originally. With DM permission, you can have your character now be a resident of another community, perhaps living in one of the larger human cities.

The Adventuring Dwarf

The craftsmen and traders of Highforge don't approve of their own children gallivanting around and performing adventures. Therefore, a dwarf adventurer will not receive any of the benefits of his family's wealth until he returns (for good) to his family and community.

HALFLINGS

Family Social Standing

Roll your Family Social Standing on the following chart:

(Roll 1d100)

- 01-20 Penniless
- 21-50 Struggling
- 51-95 Comfortable
- 96-00 Wealthy/Untitled

Home Town

You may, with DM permission, choose your home town.

Other Character Traits

By now, you've created your character and generated the basic facts of his background. Here are some final things to consider about your character.

Names

Following are some guidelines to character names found in the Grand Duchy of Karameikos.

You're not required to follow these guidelines, of course. They are, however, a good indication of what's normal for the various types of humans and demihumans found within the Duchy.

Human/Thyatian

Characters of Thyatian origin tend to have given names which are reminiscent of ancient and classical Roman and Byzantine names: Varis (Varia), Alexander (Alexandra), Valerius (Valeria), Titius (Titia), Claudius (Claudia), Anastasius (Anastasia), etc. Other given names are appropriate fantasy names.

Their surnames tend to be strong, majestic-sounding monickers: Karameikos, Penhaligon, Korrikan, for example.

Human/Traladaran

Characters of Traladaran origin have names with a strong Eastern and Central European flavor. Some examples follow:

Male Names: Boris, Dmitri, Fyodor, Grygory, Ilya, Ivan, Mikhail, Pyotr, Sergei, Stephan, Yakov, Yuri.

Female Names: Anya, Darya, Ecabrina, Ilyana, Irena, Katarina, Kuzma, Magda, Misha, Petra, Sula, Zandra.

Family Names can be created by adding one of a number of suffixes to given names. Such suffixes include "os," "ov," "ev," "nov," "evich," "escu," etc. Example: Ivan becomes Ivanov; Dmitri becomes Dmitros.

Elvish

Karameikan elves tend only to have one name, something lyrical and unique. Examples: (Male) Thalaric, Allandaros, (Female) Sythandria, Stellara.

Dwarvish

Dwarf given names are a bit hard-sounding and weighty. Family names tend to derive from wartime deeds or special abilities.

Examples of Given Names: (Male) Thoric, Boldar, (Female) Friya, Brunna.

Examples of Family Names: Shieldcracker, Ironboot.

Halfling

Halfling given names are just like common English given names.

Family names have several syllables and describe family characteristics or professions.

Examples might include Bill Trenchermann (from a family of big eaters) or Anna Hillfort (from a family with a well-defended hilltop home).

Spells

Karameikos is not very advanced when it comes to magical instruction. Keep in mind that many spells from your D&D® supplements, especially the higher-level spells, are not commonly known. At a certain point, your magic-user character will no longer be able to learn from the common magical instructors of Karameikos; after that point, all new spells must be learned from scrolls and other adventurers met during journeys.

The spells known to the Magicians' Guild of Specularum include:

First Level: All

Second Level: All

Third Level: All

Fourth Level: *Charm Monster, Confusion, Growth of Plants, Polymorph Self, Remove Curse, Wall of Fire, and Wizard Eye.*

Fifth Level: *Hold Monster, Dissolve, Magic Jar, Pass-Wall, Telekinesis, and Wall of Stone.*

Sixth Level: *Anti-Magic Shell, Invisible Stalker, Lower Water, and Move Earth.*

Seventh Level: *Charm Plant, Mass Invisibility, and Power Word Stun.*

Eight Level: None. Ninth Level: None.

Note: Clerics do not have this limitation; their spells are taught to them by the Immortals. The DM may disallow a clerical spell by having the Immortal refusing to teach that particular magic.

If your character wants a spell other than those listed above, he'll have to find it outside the Magicians' Guild.

Languages

These are the languages which are known to intelligent species in Karameikos:

Human Languages

Thyatian (the Common Tongue)

Traladaran

Foreign Human Tongues

Alignment Languages

Lawful

Neutral

Chaotic

Demihuman Languages

Elvish (Callarii and Vyalia Dialects)

Gnomish (Highforge Dialect)

Dwarvish (Stronghollow Dialect)

Gnollish

Goblin

Hobgoblin

Orc

Pixie

Characters are free to take Thyatian, Traladaran, and their alignment languages, as well as elvish and gnomish. A character may only take one of the other tongues with DM permission, and must provide the DM a compelling reason why he speaks one of these difficult or rare languages.

General Skills

If the DM wishes, he may allow characters to know certain skills not directly related to combat, thieving, or magic use. This is an optional addition to your D&D® campaign, and if the DM does not wish to deal with it, these rules will not be used.

Beginning General Skills

A beginning (first-level) character knows four general skills.

A beginning character knows more skills if he is particularly intelligent—exactly as a character knows more languages if he is intelligent. If he has an Intelligence of 13-15, he knows one extra skill (for a total of five). If he has an Intelligence of 16-17, he knows two extra (for a total of six). If he has an Intelligence of 18, he knows three extra (for a total of seven).

How Skills are Used

Each general skill is based on one of the character's Abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma).

Whenever a circumstance arises in which the DM feels the character's skill is appropriate, he will ask or allow the player to roll one twenty-sided dice (1d20) against his current pertinent Ability. If the roll on the 1d20 is equal to or less than the Ability, the skill has been used successfully. A roll of 20 *always* fails.

Example: Roderick has Riding skill. He takes a massive blow from a lance while riding. The DM rules that he must make his Riding skill roll or fall off. Roderick's Dexterity is 12. He rolls 1d20 and scores a 13. He has failed, so he falls off his horse.

Player's Background

Improving Skills

If you wish, you may make your skill roll be higher than the Ability on which it's based. For instance, you may wish your character to be a superior Storyteller, and wish his Storytelling roll to be better than his normal Charisma ability.

To do this, you can "trade in" one of the other skill choices in order to make this skill better. Each skill choice you trade in gives you a permanent +1 to your skill roll.

Example: Misha, Wisdom 13, wishes to be a superior Horse-Trainer. She is supposed to have four general skills, like all beginning characters of average intelligence. She buys Animal Trainer (Horse), which makes her skill roll equal to her Wisdom, a 13. Then she trades in two more of her skill choices into Horse Trainer, which gives her a permanent +2 to Horse Trainer. Her Horse Trainer skill roll is now a 15, and she may buy one other skill.

Learning More Skills

As time goes by, your character may purchase more skills or improve existing skills.

All characters get a new skill choice every four experience levels. Thus, they get their first skills at Level 1, then a new skill at Level 5, another at Level 9, another at Level 13, and so on.

Each new skill choice may be used to buy a new skill or to improve one old skill in the manner described above.

Sample Skills

Following are sample skills which are appropriate to a fantasy campaign. This is far from a complete list; players and the DM may add to it as the DM sees fit. When a skill is added to the list, the DM determines which Ability the skill pertains to.

Players are encouraged to think in terms of what their characters would probably know (based on their origins) and choose skills appropriate to their backgrounds.

Class-related skills, such as a thief's ability with locks, are not included in the lists below: You have to belong to the Thief class to have that skill. Literacy, given to anyone of appropriate Intelligence, is not in the lists below, though it can be placed there if the DM wishes; if it is placed in that list, anyone can learn it, but *nobody* gets it for free, regardless of his Intelligence.

Intelligence

Craftsman (one type of craft, choice; examples include leatherworking, metalworking, armor-making, gemcraft, bow-making, etc.)

Knowledge (one field of study, choice; examples include History, Knowledge of Another Culture, Knowledge of Another Land, Military Tactics, etc.)

Labor (one type of laborer profession, choice; examples include Logging, Farming, Bricklaying, Seamanship, etc.)

Profession (one type of non-labor profession, choice; examples include Cooking, Hostess, Medicine, etc.)

Science (one branch of science, choice; DM may wish to disallow choices such as Alchemy and Poisons)

Survival (one type of terrain, choice)
Tracking

Wisdom

Animal Trainer (one animal, choice)
Codes of Law and Justice
Teaching

Dexterity

Dancing
Gambling
Leatherworking
Riding (one type of animal, choice; Riding other animals is at a -4 modifier)

Charisma

Acting (stage)
Bargaining
Music (one group of related instruments, choice; groups include Stringed Instruments, Brass, Percussion, etc.)
Persuasion
Singing
Storytelling

Appropriate Skill Choice

The DM is within his rights to insist that some of your beginning skills be skills appropriate to your character's origin.

For instance, if your character is a Traladaran homesteader, it is possible for him to have learned Gambling from an uncle adventurer or History from a scholarly grandmother.

But the DM can insist that others of your skills relate to your background. Skills appropriate for a Traladaran homesteader family include such things as Horse Trainer, Farming, Tracking, etc.

We recommend that all adventuring characters buy Riding as one of their choices. Without Riding, you may still sit atop a horse to travel, but any time there's trouble the horse will do precisely what it pleases, possibly throwing and trampling you in the process.

Skills and the Character Sheet

Record your skills on your character sheet in this fashion:

Find a blank spot on the sheet. Write "Number of Skill Choices: " there and leave room beneath that line.

Record the number of starting skill choices you received in the blank. Below the line, record the skills you buy. Write the name of the skill, the Ability the skill is based on, any permanent modifier you might have bought for the skill by devoting extra skill choices to it, and the current skill roll you have with the skill.

Example: Allura, a Thyatian woman (S8, I13, W10, D12, Co11, Ch16) beginning her adventuring career, has an Intelligence of 13; she gets one extra skill choice. After she chooses her skills, her sheet looks like this:

Number of Skill Choices: 5

Riding (D):	12
Singing (Ch):	16
Instrument (Strings) (Ch):	16
Storytelling (Ch):	16
Knowledge (Legends) (I):	13

As you can see, she has chosen to capitalize on her high Charisma and buy several bardic skills. While these will be of little value in a combat situation, they can be very helpful in role-playing circumstances when the characters are trying to impress or amuse non-player characters or intelligent monsters.

Skills and the DM

It's the responsibility of the DM to see to it that the players don't abuse these skill rolls, achieving results totally inappropriate to the skills. It's also the responsibility of the DM to reward characters who use their skills cleverly and in the context of the adventure.

Who Decides

It's the DM who decides when a character may try his skill roll, and the DM also decides what sort of effect the skill can have in this situation.

Example: A character wishes to use his Persuasion skill to convert a Chaotic vampire-lord to Lawful behavior, let him and his comrades go, and cease all these nasty actions. The DM can ignore this silly request utterly, or (at best) can allow the character to use his Persuasion to keep the characters alive for one more day to see the results of the vampire's evil plans.

When to Roll

The DM shouldn't make the characters roll over and over again for the same task—only at critical points in play.

Example: A character is Tracking an armed party. The DM shouldn't make him roll every hundred feet or so. He should make the character roll whenever the party goes through terrain which could confuse him (such as up a river in the water, or over rocky terrain).

Example: A character is trying to use his Bow-making skill to make a longbow. The DM should only make him roll once; if the roll is successful, the bow is adequate. The DM may wish to give the character positive modifiers if the character is in his shop or has access to good materials; the DM may wish to give the character negative modifiers if the character is rushed, away from his tools, etc.

Positive and Negative Modifiers

When the character has to use a skill, the DM may wish to assign him positive or negative modifiers to make his roll easier or simpler. These modifiers are based on the current circumstances the character is encountering.

Example: Roderick has fallen off his horse. He wants to mount another one as it races past him. This is a particularly difficult task, as the horse is frightened and the maneuver is a tricky one. The DM decides to give it a -2 modifier. Roderick's Riding roll, normally a 13 (equal to his Dexterity) is, for this maneuver, an 11 (his 13 minus the modifier). Roderick rolls his 1d20 and comes up with a 12. Though this would normally be successful, against Roderick's usual roll of 13, his roll is now 11 so Roderick has failed.

Example: Grygory is following the tracks of

a peculiar beast which has passed through this area. The beast has unique footprints, so the DM decides to give Grygory a positive modifier to his Tracking chance. Grygory's usual Tracking roll is a 10, the same as his Intelligence. The DM gives him a +1 modifier for the uniqueness of the tracks, making his current roll an 11. Grygory rolls an 11 and succeeds. Had he not had that positive modifier, he would have failed.

Time Use

The DM decides how long each skill roll takes. The time it takes to look over a plot of ground and make a Tracking roll will be about thirty seconds (to the character's perception); the time it takes to make a superior bow may be several days; the time it takes to use Seamanship skill to recognize a type of boat may be a split-second.

Other Uses for Skills

The DM must also allow or deny other uses for characters' skills as he sees fit.

For instance, a character with Bow-Making should not be allowed to make "free" longbows for everyone in the party. The DM should rule that he can make them such equipment for as little as half the price they'd pay elsewhere, but the DM must insist that the character miss some adventures that his friends are performing (otherwise the bows would never be made).

The DM can use these skills as "hooks" to get characters involved in adventures, especially if a character has a peculiar or unusual talent (such as Knowledge of Goblin Culture or a high Military Tactics roll): Non-player characters will often hire or consult characters

because of these abilities.

Final Notes

In general, there are two things the DM should remember when using skills.

First, many of these skills are for use on non-player characters only. A character cannot roll his Persuasion skill to convince another player's character to do something; he may only use the skill on a character controlled by the DM.

Second, the DM should always try to recognize when a character is trying to abuse a skill and get some foolish result from the skill use, and ignore or penalize such behavior; conversely, when the character is using his skill to role-play better or because it is very appropriate to the scene at hand, he should reward such behavior (by letting plans succeed with more ease, by letting the character make new friends and allies, etc.).

Character Background

By now, you've created your character from top to bottom. You know his class, his abilities, his social and economic background, and his skills.

Now, the ball is in the court of the DM. He should spend some time looking over each character. He'll create NPCs whom the character knows—family members, personal friends and enemies, employers, etc.; he'll work out a way for the player-characters to come together into an adventuring party; and he'll launch that party on its path to adventure.

The History of Karameikos

This is the history of the Grand Duchy of Karameikos. The Duchy, whose ruling class is mostly from the Empire of Thyatis, follows the calendar of Thyatis; this means that all events are dated from the crowning of the first Emperor of Thyatis. All dates are given as "AC" (After Crowning, or the modern era) or "BC" (Before Crowning).

Ancient History as the Characters Know It

The region now called the Grand Duchy of Karameikos was once the homeland of the Traldar, an indigenous human race. The Traldar were a short, stocky, dark-skinned race, and were not known to other human tribes or races within recorded history.

Scholarly excavation of buried and ruined Traldar villages reveal that, in the oldest settlements, the Traldar relied almost exclusively on fishing and hunting to survive. They made their weapons of wood and stone, constructed rude dugout canoes for transportation, and lived a frugal, subsistence-level existence.

Then, so far as scholars can tell, Traldar civilization took a sudden jump in sophistication. Almost overnight, the Traldar were forging bronze weapons and armor, cutting roads through the dense forests of Traldar territory, joining communities into a trading network of some complexity.

In Traldar legendry, the Immortals created the world from a roiling, chaotic mass, then created animals and man, and for many years let man live in ignorance, with poor homes, poor tools, poor weapons. Then, as you saw in the synopsis of "The Song of Halav" from the "Players' Background," they bequeathed to the Traldar the secrets of working tin and copper into bronze, of weaving with spindle and loom, of creating pottery with a potter's wheel, and of using many other miraculous tools and weapons.

"The Song of King Halav" legends deal with a Traldar society very similar to that which the scholars have uncovered. The Traldar hero-kings reigned over large forest communities, engaged in trade, wore weapons and used armor of glittering bronze.

According to "Halav," a fierce horde of beast-men descended on the Traldar, intent on exterminating the tribe and occupying these rich lands themselves. The fighting was bloody; ultimately, most of the Traldar and beast-men perished; King Halav and the king of the beast-men slew one another; and the surviving beast-men departed Traldar lands while the surviving humans rebuilt their homes and set about making their villages

prosperous again.

According to scholars, the legend is based on fact. The decorations on broken pottery, the inlay on weapons forged during that time, distinctly show beastlike humanoids in conflict with men. Scholars tend to believe that the beast-men were in fact gnollish tribes from the far west, though many pieces of art show the beast-men as being much more like dog-headed men or werewolves.

Ancient History as the DM Knows It

The ancient Traldar legends are not far from the truth on many points, but differ substantially from it on others.

Before recorded history, a race of humans settled in the coastal forests in the area now known as Karameikos. They were the Traldar, an offshoot of the mysterious Nithian people who once occupied a fertile river valley in the eastern part of the continent. The Traldar offshoot migrated west about 1500 BC, at the beginning of the height of Nithian culture; they were pioneers intent on colonizing distant areas.

The conditions and winters of the area, still harsh five hundred years after the decline of the last Ice Age, forced these Traldar to struggle continually for survival. Within one hundred years of their reaching these lands, these people lost their ties of communication with the Nithians. Life for the Traldar was nothing but an ugly, graceless daily fight for food and shelter.

Left untended, the Traldar would probably have survived in pitiable little shelters, possibly with language and culture largely unchanged, until the modern era. But the Traldar lands were not that distant from a flourishing nonhuman civilization, that of the Hutaaka.

Hutaaka is a mountain in the Black Peak mountains north of the Grand Duchy, and at this time was the cultural and religious seat of a peaceful jackal-headed humanoid race. The Hutaaka adherents to a mysterious god called Pflarr. Their primary interests were religious and artistic; they were not a particularly hard-working race.

Hutaakan explorers discovered Traldar communities and began peaceful communication with them, trading tools and technological secrets for slaves and laborers. Gradually, the Hutaaka began to dominate the Traldar, who were awed by the great technological knowledge and philosophical wisdom of the non-humans.

This fortunate circumstance remained un-

changed for a period of about five hundred years.

About 1000 BC, however, a vast invasion force of gnolls poured into the Traldar lowlands in search of temperate lands and booty. The Hutaakan High Priest sent out word to the Hutaakans living in the lowlands to return to their valley, bringing all traces of the Hutaakan race with them; meanwhile, the Hutaakans inspired the humans with a holy zeal to fight these invaders. In short, they allowed the humans to defend them as they bolted for safety.

In the Valley of Hutaaka, without the resources of the lowlands and southern trade, life became increasingly hard — for the Traldar. Their Hutaakan masters continued to live their beautiful lives of religious and cultural gratification while their human followers worked harder and died younger.

After several centuries of slow decline, about 100 BC the situation came to a head and the Traldar revolted, achieving freedom from their hated Hutaakan masters.

In the outer lands, the Traldar fought the gnollish invaders with every resource at their disposal, including the superior weapons introduced by the Hutaaka and their superior knowledge of the Traldar forests. As the legends relate, fighting was indeed bloody and went on for years. Halav, Petra and Zirchev were actual persons. Halav was the king of Lavv, a fortified village on the site of modern-day Kelvin; Petra was the queen of the more southerly Krakatos, widowed early in the gnollish wars; Zirchev was a man of extraordinary intelligence who'd been educated by the Hutaaka (which may be why the later legends gave him a bestial aspect). These three, joining forces, held the line of gnollish invasion at the Volaga river.

Eventually, just as legend relates, the gnolls retreated and the surviving Traldar were left to their own devices.

Dark Age of the Traldar

In the years after the gnollish retreat, stories of the Hutaaka and gnolls became rather muddled. The gnolls were bestial humanoids who had invaded and slain; the Hutaaka were beast-faced humanoids who had abandoned the Traldar in their time of greatest need. Both were despised by the Traldar, and were eventually combined in their legends into a single, anonymous race of beast-men.

After the gnolls left Traldar country, the surviving human communities reverted to an existence similar to that of their ancestors. Their economic and military strength were broken; their trade routes were smashed;

three-fourths of the communities had been eradicated in the invasion. The remaining clans set about the business of just living from day to day.

They never forgot the scientific secrets the Hutaaka had taught them — the forging of iron, the use of the loom and pottery wheel, and techniques of agriculture — and so were still a step above their distant forefathers.

And they never forgot the glory of their legendary past, when the valiant King Halav and his thousands of bronze-clad warriors fought the numberless hordes of the beast-men; they remembered this time as a Golden Age they had lost and would struggle to rebuild.

Traladara

As the settlements of the Hutaaka crumbled into ruins, those of the humans grew into prosperous villages. For the most part, they traded and warred among themselves; the descendants of the Traldar were still more or less an isolated race.

They now called themselves Traladara; Hutaakan influence and the passage of centuries had wreaked a natural evolution on the Traldar, their customs and their language.

As time passed, the situation of the Traladarans improved. Traders from the Thyatis and the and Minrothad area began making regular runs along the coastland villages, improving the economy of the region. The Traladarans remained a non-nation, a region of independent villages who would fight, feast or trade together as the mood struck; they would all turn out to repel a foreign invader, but had no central government, no King Halav uniting them.

During this time, demihuman tribes began settling in Traladaran territory, in areas not commonly frequented by the humans. Notable among them were the hardworking Highforge clan of gnomes, who settled in the northern foothills, and elven pioneers from Alfheim, the Callarii tribe, who settled in the most heavily forested central Traladara territory. These demihumans settled peaceably and conducted valuable trade with the humans. Additional tribes of demihumans, including goblins, hobgoblins, and orcs, also made settlements within Traladara territories, acting in their usual buccaneering fashion when encountering other tribes.

Trade didn't bring only prosperity, however. It also brought evil, in the form of men afflicted with vampirism and lycanthropy. Traladara, a land of isolated communities and deep, secretive forests, was an ideal haven for the single vampire and single werewolf who eventually passed by on a trading expedition;

and so it was that, as the years passed, the backwoods towns were often terrorized by one type of monster or the other.

A village at the mouth of the Volaga River (now called the Highreach River by those of Thyatian descent), Marilenev, rapidly grew as trade flourished. Marilenev, due to the calmness and reflective quality, its sheltered bay, was nicknamed "The Mirror Port" by the traders who frequented it.

By a century ago, Marilenev was a flourishing trade city of a five hundred residents and the chief port of the Traladara region.

Then the empire of Thyatis, just maintaining its interests of imperial security, moved on Marilenev, conquered it, and claimed all Traladara as a protectorate of the Empire.

Marilenev was renamed Specularum ("The Mirror City"), a wall was built around the village, and a contingent of Thyatis soldiery was left there, but little else changed in Traladara. Trade went on, the wealthy families of Specularum retained their properties, and there were no oppressive cruelty or taxation to spark rebellion.

Stefan Karameikos III

The "modern" history of Karameikos began 30 years ago, in the empire of Thyatis.

Stefan Karameikos III was born in 948, the heir to the small but unusually wealthy duchy of Machesos.

His mother died when he was nine, his father when he was twenty, and he became ruler of his duchy at that time. He'd already been an officer in the Thyatis cavalry for three years, and had been participating in adventures and heroic exploits even longer. He was a friend of the Emperor of Thyatis. His future seemed predictable: Years of service in the Thyatis military and adventuring on the side, then retirement to wise rule of his duchy and to advising the Emperor on matters of war and state.

But Karameikos wasn't content with that fate. He wanted to rule territory shaped by his hands and formed in his own image — and that description fitted neither the duchy of his fathers or the empire of his friend the Emperor.

He approached the Emperor with an offer. He'd trade the Emperor most of his ancestral lands and properties for ownership of the Traladara region—and a guarantee of autonomy.

It was an attractive offer. Traladara had substantial potential to become a wealthy region, but it would take more time and effort than the Emperor was willing to devote at that time. And Karameikos' lands were here, now, and valuable.

The Emperor and Karameikos came to

terms and came out of their conference each convinced that he'd emerged with the better deal.

Karameikos surrendered his ancestral lands to the Emperor. The few properties he had remaining he sold for the ships and goods he'd need to rule the region properly.

The Emperor, in return, recognized Traladara as the Grand Duchy of Karameikos, a sovereign region under the rule of Stefan Karameikos III.

Both rulers signed decrees of eternal friendship and mutual defense in times of invasion, and the deal was set.

It may seem peculiar to today's students that Karameikos took the title of Duke instead of King, but he had compelling reasons for his course of action.

Foremost among them was the fact that, by defining Karameikos as a duchy, Duke Stefan created the impression in surrounding nations that the duchy was beholden to, and protected by, the empire of Thyatis. This was of critical importance in forestalling invasion by outside nations. In spite of the public announcement of the Grand Duchy's autonomy and the signing of all documents to that effect, in spite of the fact that Thyatis sent an ambassador with Duke Stefan and recalled his tax collectors, the common impression in the region's early years was that it was just another duchy belonging to Thyatis.

Settling the Duchy

Immediately after his agreement was signed into law, Duke Stefan sailed for his new duchy, making landfall in Specularum two weeks later. No fool, he presented his articles and orders to the city garrison before assembling the city leaders and then announcing his agreement with the Emperor.

The powerful Traladaran families in Specularum saw the political change as an opportunity to reestablish Traladaran independence. If they could kill the Duke when he was the most vulnerable, perhaps they could then erect a spirited enough defense to make it economically unfeasible for the cost-conscious Thyatians to conquer them again.

However, the Marilenev clan prematurely led an armed revolt against the Duke and was decisively beaten by the Duke and the garrison. Most of the Marilenev men died in the attack. Naturally, from that point on the Duke had his eyes on the other powerful families, especially the Radu and Torenescu clans.

A second attempt was made on the Duke, an assault by hooded assassins in his very bedchamber, but Stefan awakened in time to seize his weapons and slay his attackers. He

The History of Karameikos

never found who had sent them, though the wealthy Traladaran families were naturally suspect.

The Traladaran clans, offended by the Duke's stubborn refusal to accept assassination and overthrow, slowly and resentfully swore loyalty to him. They turned to other methods of combat and began to oppose him in the political, economic, and mercantile arenas.

The Duke, meanwhile, began luring talented and ambitious young nobles from Thyatis. He concentrated his attention on the second and third sons and daughters of Thyatis aristocracy: The young men and women who would have been properly trained to rule and hold land, but who would never inherit their own ancestral lands due to their siblings' continued good health.

Many flocked to him, nobles and adventurers and merchants and common folk alike, ranging from single men and women to entire clans.

Notable among these new retainers were:

Ludwig von Hendriks, Duke Stefan's aggressive and theatrical first cousin, who received a baronial title and lands in the western part of the Duchy;

Philip Vorloi, a successful merchant who provided substantial economic support to Duke Stefan and received a baronial title and lands to the east of the Marilenev estate;

Sherlane Halaran, a nobleman and cleric of note, who received baronial rank and lands in the lushly wooded northern region of the duchy; and

Desmond Kelvin, an officer and gentleman who was of crucial importance to Karameikos during the Marilenev rebellion and received baronial rank and lands north of Specularum, where the Highreach (Volaga) River forks.

Karameikos' Growth

Duke Stefan spent some uncomfortable years in Specularum after his arrival because he spent almost all his tax revenues on the maintenance of his army and the building of fine roads to span the Grand Duchy.

While he was about these tasks, the new breed of Thyatian settlers spread out from Specularum, founding homesteads, flooding into existing villages, often clashing with the native Traladari, sometimes fraudulently using the homesteading documents issued by Duke Stefan to seize land from its current holders. Duke Stefan, in his youthful exuberance to cement his claim to the duchy and to push along the process of settlement and civilization, was not as thorough as he should have been about guarding against

abuses of this type, and so early resentment against him and his followers was harsh and often deserved.

Not all situations where Thyatians moved into Traladari areas were violent or even antagonistic. Baron Sherlane established himself as lord of the village of Threshold and then ruled firmly but fairly, treating Thyatian and Traladari with equal justice. Desmond Kelvin created a new settlement and named it for himself; since he seized no land and kept his followers in line in stern military fashion, he did not earn the enmity of the surrounding Traladari residents.

Baron Vorloi stole no lands, but began undercutting the prices of the Specularum merchant families and effectively stole much of their business. These families, already bitter against Karameikos' followers, now took great pains to oppose the Duke and his followers at every point, publicly or secretly, as revenge for what they'd suffered through at his followers' hands.

Worse still, Ludwig von Hendriks, the Duke's bizarre young cousin, caused immediate and unending troubles for the Duke as soon as he settled in his western lands.

He seized Halag, the largest village on the Gulf of the same name, by force. Once it was conquered, he celebrated by announcing to the population his appointment as its new baron. He renamed the village "Fort Doom" to suit his sense of the theatrical, dubbing the barony the "Black Eagle Barony" after his ancestral coat of arms.

He pressed many of Halag's residents into service to begin construction of a castle suited to his tastes. He stripped Traladari landowners of their properties and installed his own followers in their place. He installed guards on the roads out of the region and forbade his subjects to leave the barony. He was openly contemptuous of "those ignorant, foul-smelling Traladari swine" and took every opportunity to oppress them.

Reports of his activities did reach the Duke, but Stefan was dealing with similar reports from all over the duchy; most were so exaggerated that they resembled the accurate descriptions emerging from Ludwig's territory, so he assumed that they, too, were exaggerations.

Fortunately, after the Marilenev rebellion in Specularum there was no further armed resistance to the rule of Karameikos or his subordinate lords. But Traladari resentment started off high and was fanned by the callousness of many Thyatian lords for years to come.

Growth in Karameikos

Under Karameikos' rulership, the duchy

did prosper. The Duke, no economist or merchant himself, was generally a good judge of character and relied on the advice of intelligent and impartial ministers and friends when deciding policy, arranging trade and state relations, and settling disputes. When the Duke's own common sense was not enough to solve a problem, he used the brains and experience of those who could provide a solution. His personal charisma and reputation for fairness began to endear him to the populace, both Thyatian and Traladari.

Today, Thyatians and Traladari in the duchy still view one another with some distrust, and each keeps to his own language in his home, but each will call himself Karameikan to a foreigner.

In the three decades since Duke Stefan's arrival in Specularum, trade has flourished. Logging enterprises based out of village such as Threshold and Kelvin have provided much revenue to the duchy. Specularum now houses ambassadors from many of the civilized nations of the world, particularly those who engage in ongoing trade with Karameikos.

In 979 AC, Duke Stefan married Lady Olivia Prothemian, a distant cousin of the Emperor of Thyatis. They had been affianced before he took the Traladari territory, when she was just 11; she wed him in when she was 20, stubbornly waiting all this time to see if he could establish himself as master of his grand duchy before travelling there to wed him.

Their first child, a daughter, Adriana, was born in 980; their second, a son, Justin, was born in 982; and their third, a son, Valen, in 986.

Much of the history of the Grand Duchy in the last 30 years has involved the jockeying for power between the new Thyatian clans and the established Traladari families, and will be discussed in the "Politics in Karameikos" section, on page 16.

Timeline

Here's a timeline which will help you relate Karamaikos history to that of the regions from the other Gazetteers; you can compare these dates and events to those from the timelines of other such sourcebooks to see how their histories relate.

- BC 3,000: The Blackmoor world, in the far northeast, thrives. The present D&D world is in its Ice Age.
- BC 2,000: Some Blackmoor devices explode, shifting the planet's axis. Blackmoor becomes the north pole and its civilization disappears. One of the devices is located in the Broken Lands (see module X1). The D&D world slowly becomes habitable as the ice recedes from the region. The human tribes along the River Nithia progress from Bronze Age to Iron Age metals technology at this time.
- BC 1,500: Nithian culture begins its climb to greatness. One colonial expedition led by the Nithian Traldar clan travels to the lands now known as Karamaikos.
- BC 1,400: Within five generations, the Traldar settlers have suffered enormous population losses (through bad winters, animal attacks, and disease), have lost most of the materials and time necessary to forge metal (and consequently have forgotten how), and have reverted to a pre-agricultural lifestyle. They now fall under the domination of the Hutaaka humanoid people from the northern mountainous region.
- BC 1,000: Western gnollish tribes invade Traldar territory. The Hutaakans retreat to their valley while the Traldar and gnolls practically annihilate one another. By the time the gnolls retreat, the Traldar population is 20% of its pre-invasion amount. The Traldar Golden Age has ended and its Dark Age has begun. Elsewhere, Alphatians quietly arrive from their world and settle on a remote area, east of the D&D world (see module M1 for more detail). They progressively build a mighty empire based on magic. The Nithian Empire is at its peak.
- BC 500: The Traldar are in the midst of their Dark Age. Communication between communities is infrequent. Local dialects begin to widely differ. The national epic of King Halav is the only thing which gives the people a sense of unity. Linguistic changes are already advanced enough that the people consider themselves Traladara, descendants of the Traldar, the people of King Halav. Elsewhere, the Nithian Empire, having incurred Immortal dislike, abruptly ends; almost all trace of the Empire is wiped from the face of the Earth.
- BC 100: In the Lost Valley of the Hutaaka, the descendants of the Traldar finally free themselves from Hutaakan rulership and begin warring on their former masters. This racial war is destined to go on for another 1,100 years (see module B10).
- AC 0: The Traladara begin a period of regrowth as trade is slowly established with southern peoples. Peaceable demihumans (the Callarii elves and the Highforge gnomes) settle in Traladara territories; warlike demihumans (goblins, hobgoblins, orcs) do as well, in lesser numbers. Elsewhere, the first Emperor of Thyatis is crowned.
- AC 400: The village of Marilenev begins doing more trade business than fishing and begins slow, gradual growth from the increasing trade. Thyatian clerics learn the "Song of King Halav" and commit it to writing for the first time.
- Also, traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there.
- AC 500: Elsewhere in the world, the empires of Alphatia and Thyatis conduct their first colonial disputes.
- AC 900: Marilenev is a flourishing trade village of 500. The Empire of Thyatis moves on Marilenev, conquers it, and claims all of the Traladara region as a Thyatian protectorate. Marilenev is renamed "Specularum."
- AC 948: Stefan Karamaikos III born.
- AC 970: Stefan Karamaikos III sells his ancestral lands to the Emperor of Thyatis for independent rulership of the Traladara region, which is renamed the Grand Duchy of Karamaikos. Duke Stefan sails to and takes possession of his duchy, then begins parcelling out land and titles to his Thyatian followers. He begins building roads across the Duchy and a strong military to protect it.
- AC 979: Duke Stefan marries Lady Olivia Prothemian.
- AC 980: Lady Adriana Karamaikos born.
- AC 982: Lord Justin Karamaikos born.
- AC 986: Lord Valen Karamaikos born.
- AC 1,000: Today. All D&D® Gazetteers are set at this time. Among Thyatis noblemen in the Duchy, this is a year of festival — the millenium for the Empire of Thyatis.
- AC 1,200: Setting of modules X4, X5, X10 — the invasion of the Master of the Desert Nomads. (Though X10 indicates that Duke Stefan III is still on the throne and Ludwig "Black Eagle" von Hendriks still his enemy at this time, this is an error. In actuality the ruler of the Duchy is now Archduke Stefan Karamaikos VI, and the Black Eagle Barony is ruled by Ludwig's linear and temperamentally similar descendent Wilhelm von Hendriks.)

Politics in Karameikos

This isn't a section on the way that politics are supposed to work in an ideal Karameikos. It's a section on how they DO work, and how they can affect player-characters and their adventures.

Powers of the Duke and Duchess

The Duke and Duchess have the following powers:

(1) *Assign Rulership of Lands.* The Duke and Duchess can define an area of land which is not currently under the rulership of a nobleman subordinate to them and assign it to such a nobleman. This plot of land, or fief, now belongs to that nobleman and his heirs. All persons living on that plot of land are now ruled by that nobleman. More details on the fief occur in the sections on "Karameikos Society" and "The Karameikos Economy."

(2) *Assign Titles.* The Duke and Duchess can grant anyone a title of nobility. In the Grand Duchy, there are currently six titles of nobility beneath the Duke and Duchess. In order of ascending stature, they are: Court Lord, Landed Lord, Knight, Landed Knight, and Baron. More on these titles, their responsibilities and abilities, is described in "Karameikos Society."

(3) *Remove Lands and Titles.* What the Duke and Duchess give, they can take away. They theoretically have the right to break the wealthiest baron to commoner status. As usual, the balancing factor on this ability is the fact that an unwarranted use of the power might lead to revolt. However, in the case of a peer (landed nobleman) convicted of a serious crime, the Duke could take the title and lands from the offender without causing undue stir in the duchy. He should, however, bestow them upon the heirs of the luckless nobleman—otherwise, the other nobles would become worried about the continuation of their own lines.

(4) *Raise Armies.* The Royal Family may at will draft anyone into the army at any rank it chooses. This is not done very often, naturally—abuse of this ability could lead to great hatred and revolution. The Duke would use this power in times of war, when the standing army is not large enough to succeed. The Duke (along with many judges within the duchy) has been known to sentence criminal offenders to terms in the military.

(5) *Assess and Demand Taxes.* The Royal Family can demand taxes of every citizen within the Grand Duchy. His Ministry of Finance keeps a close eye on crops, livestock and trade within the nation, and four times a year

assesses a tax based on the area's income.

(6) *Determine Law.* The Duke and Duchess have the power to establish all criminal and civil law within the duchy. Stefan and Olivia have contented themselves with defining a series of laws determining criminal behavior, establishing the procedures by which offenders are arrested, tried, sentenced, and punished, and recommending punishments for each type of crime. Beyond that, each town or fief is permitted to establish its own additional regional laws. The duchy-wide laws are discussed in "Karameikos Society," while laws peculiar to specific places are discussed within "The Communities of Karameikos."

(7) *Execute Justice.* As a part of the above ability, the Duke and Duchess also may execute justice. They may judge trials and appoint judges to adjudicate lesser trials. The Duke and Duchess may even assign punishments for crimes which have not been proven in court—they could theoretically have anyone executed on trumped-up charges, for example. However, this power is limited because abuse of it would eventually lead to revolution in Karameikos.

(8) *Establish Policy.* The Duke and Duchess also determine foreign policy—how the Grand Duchy cooperates (or doesn't) with other nations. In general, the Duke and Duchess outline parameters to their ministers, who then implement their policy in trade terms, international cooperation customs, and so forth.

(9) *Additional Powers.* In addition to their ducal powers, the Duke and Duchess have their own 'fief' under their direct sway. Their fief includes Specularum and the "Duke's Park" adjoining the city. They don't manage these lands directly; they do so through subordinates.

Titles of Nobility and Ranks of Citizens

In greater detail, here are the ranks of Karameikos citizens, in order of ascending rank:

Social Class	Clergy Equivalent	Military Equivalent
Convict		Soldier/ Seaman
Freeman		Sergeant/ Ensign
Court Lord	Priest	Lieutenant
Landed Lord	Bishop	Captain
Knight	Patriarch	General/ Admiral
Landed Knight		
Baron		
Duke		

What the table above means is this: The

true social ranks of Karameikos are listed in the left-hand column. But members of the clergy and military are accorded the courtesies normally given to specific social ranks. For instance, an active captain of the army or navy will be treated as though he were a Landed Lord when dealing with Karameikos society.

The rights, ranks and duties of each distinct class are discussed in greater detail in the "Karameikos Society" section; so are the means by which player-characters can attain these ranks.

Political Powers in Karameikos

There are four major political power centers in Karameikos. They are:

The Nobility. The Royal Family and the land-owning noble families constitute the most powerful single group of people within Karameikos. They are extremely wealthy and have access to an enormous amount of manpower. Limiting their power somewhat is the fact that most of the nobles are Thyatian of origin and most of the people they rule are Traladaran; this limits the effectiveness of the nobility's rulership.

The Old Traladaran Families. Before there was a Thyatian nobility, there was a Traladaran nobility in Specularum. It consisted of numerous wealthy families such as the Marilenev, Torenescu, and Radu clans. Their fortunes declined immediately after the arrival of Duke Stefan 30 years ago, and have never again risen to their former peaks. These families resent the fact and use their considerable resources in trying to reattain their former glory. They have numerous followers and retainers, much in the fashion of the nobility. The Marilenev family owns the lands immediately around Specularum; they are not themselves powerful any longer, but they control a large population of farmers and lend their support to the Torenescu family. The Torenescu family has many members in city government in Specularum and can exert much political pressure through them. The Radu family's head, Anton Radu, is also head of the Merchants' Guild, the most powerful guild in Karameikos, and the Radu family is one of the most powerful trading families in the duchy. Other strong Traladaran families either look to these three powerful families or can cooperate with them when it's in their interest.

The Guilds. In Specularum, there are numerous guilds which wield a certain amount of power. There are guilds for merchants, craftsmen of various types, loggers, teamsters, tavernkeepers, and many other professions;

should they cooperate (for example, ceasing all work until a certain law is passed or removed), they could effectively shut down most of the activity in and economy of Specularum and some other towns.

The Clergy. The churches generally operate in the best interest of the citizens of Specularum. They provide comfort, philosophical nourishment, and advice and aid on moral issues. Sometimes, however, they meddle in politics, by crying out for or against certain issues from their pulpits. The people have faith in their clerics, and generally support their clerics' views. Fortunately, the heads of both the Church of Traladara and Church of Karameikos are reasonable men, but some of their subordinates are not.

And, should certain parties wish to enter the political arena, a fifth major political power could appear:

The Military. Admiral Hyraksos, head of the military, and most of the higher-ranking military leaders are devoted to the Duke. Should Hyraksos step down, however, or should less agreeable men take up top-rank military positions, the military could become an important military force simply by threatening to depose the royal family if their demands are not met.

This tells you the fields from which most of the political players emerge. Now, we'll discuss what they do in the political arena.

Davinov's Complaint

Here's an example of how politics in Karameikos can spark a story—one with a beginning, middle, and end for both the court of Duke Stefan and for player-characters.

BEGINNING

Davinov, a young Traladaran man of Kelven, has for many weeks been working to get an audience with the Duke. Finally, the audience is permitted.

Davinov presents this case to the court: Thirty years ago, numerous Traladaran homesteaders and businessmen saw their lands seized and businesses ruined by Thyatian intruders. (Davinov expresses understanding that these were a minority among the Thyatian arrivals, but says their actions are still criminal.)

Davinov proposes that Traladaran homesteaders and businessmen who were economically injured by these invaders now be allowed to pay much-reduced taxes for a period of several years, in order that they might return to a level of wealth they held before the Thyatians came.

Duke Stefan promises to consider the pro-

posal, and finds out where Davinov is staying so that he can summon him when he has a decision or reply to make. That ends Davinov's audience.

The DM can contrive to have one or more player-characters present at the audience (see more about the Open Court in "Karameikos Society"). Alternatively, the characters can hear news of the event the next day. Also the next day, a gang of Thyatian toughs will set upon Davinov while he's walking in the streets, beating him and telling him that he's an ungrateful Traladaran dog and that he should be content with whatever bones he's thrown. Of course, the player-characters stumble across this scene before Davinov has taken too much hurt, and can have a street-fight with the toughs. They're just a bunch of drunken louts who want to keep Traladarans in "their place."

MIDDLE

Anton Radu, head of the Merchants' Guild (and, secretly, head of the criminal organization known as The Veiled Society), sees in Davinov an ideal opportunity to increase his own power.

He has all his Veiled Society minions spread the story of Davinov on the street—only they're supposed to change it a bit. In this story, Davinov appeared before the Duke with a proposal: That all Traladaran merchant families pay lowered taxes to repay them for the hurt done them 30 years ago. In this story, Duke Stefan is uproariously amused and has the poor Davinov thrown out of the palace.

This story has the desired effect of stirring up some anti-Thyatian resentment among the Traladaran population of Specularum. But then Anton Radu begins his master plan.

He has a Thyatian subordinate in the Veiled Society hire a number of Thyatian robbers and thumb-breakers to go kill Davinov. He specifies the time and place—a street between Davinov's inn and the Duke's Stronghold.

He has this same subordinate dress in rich clothing, go to Davinov's inn, and tell the fellow that the Duke wishes to speak with him immediately. This subordinate leads Davinov toward the street where the assassins lay in wait.

Just after that, he has a second subordinate, a respectable businessman, find a group of adventurers—preferably mixed Thyatian and Traladaran, and definitely the player-characters—to tell them that Davinov was just led away by a man masquerading as a messenger from the Duke. This businessman recognizes the imposter as a notorious thief.

The net effect is this: The player-characters arrive on the scene of the crime just in time to

see Davinov die beneath the blades of the assassins. It's very likely that they'll attack the killers. (The imposter is already gone.) The killers will die or surrender. Davinov is dead. Too bad.

However, trouble is just beginning to brew. With natural public sentiment helped along by Anton Radu's careful manipulation, the player-characters begin hearing an ugly opinion get louder and louder in the streets: "Davinov was just trying to help his people get by, and the Thyatians killed him for it." It's the topic of discussion at bars and inns. There's some brawling in the streets between Thyatians and Traladarans. A couple of Thyatian businesses are burned out — perhaps the player-characters can be nearby to rescue people from the burning building.

END

The characters are approached by Emilio the Great (see the "Characters" section), who buys them a drink and huddles with them in conversation. Emilio says that a "certain highly-placed person" (actually the Duchess) suspects that this whole catastrophe has been engineered by a clever manipulator. This person wishes the player-characters, who (even the Thyatians) are well-regarded by the Traladarans for trying to save Davinov, to investigate and see if this situation can be resolved. They should ask around, find whatever they can about all the people involved in the killing, etc.

During the characters' investigations, there's a Traladaran riot in one of the market-places; it must be put down by the city guard (and the player-characters too, if you wish). Public sentiment is getting uglier and uglier. There are increasing threats that if Davinov's request is not signed into law, the city will explode with violence. The problem is, most people think that Davinov's request was that all Traladaran merchants pay much-reduced taxes, which would cripple the Karameikos economy if it were allowed.

As pressure on the Duke mounts, the characters, in their investigations, will discover that the description of the imposter who led Davinov to his death is not consistent. The respectable businessmen who told the player-characters about it describes him one way; someone else, not so sure of himself, thinks the person looked a different way. Finally, they'll meet someone who was in the inn when Davinov was led off, someone who thinks he can identify the imposter if he sees him again. You can use one of any number of people from the "Characters" section for this; especially appropriate would be Yolanda of Luln, Magdel, or "Lord" Dmitrios. This per-

Politics in Karameikos

son will be glad to accompany the characters on their investigations.

The characters and their ally can wander through the city as violence builds, having street encounters with dangerous persons, until finally their ally spots the person who led Davinos away. They could capture him where they spot him, and force the information of his misdeeds from him, or follow him back to his base, where he reports to his superior—a Traladaran man of the Veiled Society. Alternatively, the characters could force the truth from the businessman who lied about the imposter's appearance. Either way, the trail leads to a Traladaran Veiled Society member, and after a climactic fight with Veiled Society thugs the characters can announce to the world that it was a Traladaran who had Davinos killed.

There'll be disbelief at first, but quickly the Specularans will accept the fact and the violence will ebb.

The characters have solved the crime (even if this Veiled Society member cannot tell them who his superiors are—he doesn't know). The characters have gained the notice of the Duchess and the Duke, not to mention Anton Radu—who won't attempt revenge upon them, but will remember them in the future.

This is how dry Karameikan politics becomes exciting Karameikan adventures. Remember: The only purpose of politics in this game is to set up interesting encounters and activities in which the player-characters can participate.

CRIME IN THE DUCHY

Karameikos is not without organized crime, and organized crime affects politics. Here are

the three largest organized criminal organizations in Karameikos.

The Veiled Society

The Veiled Society, as mentioned above, is a criminal society secretly headed by Anton Radu, head of the Merchants' Guild. It is based out of Specularum.

The Veiled Society is very much a family business at its upper levels. Its goal (whether the lower-level members know it or not) is to improve the wealth, power, and influence of the Radu clan.

The Society runs numerous thieving cells which rob families not allied with the Radus. It has a monopoly on vice in certain sections of town—particularly the Nest and the Old Quarter. It extorts protection money from the merchants of Specularum; in other words, they tell proprietors, "We'll protect you from thugs for this much coin per week." In reality, of course, if the proprietors don't pay up they're assaulted or killed by Society thugs.

The Society concentrates hardest on merchants in competition with the Radu clan, but spreads the crime around everywhere so suspicion won't shine on the Radus.

The Society also works to humiliate the two other powerful families in Specularum—the Torenescu and the Vorloi. Members of these families are occasionally beaten in the streets, humiliated at society affairs, and so forth.

The Iron Ring

The Iron Ring is a slaving organization based out of the Black Eagle Barony, but having cells in all the villages of Karameikos.

It's not a family affair—it's a collective of independent criminals working together for mutual profit. The main business is slavery;

the cells of the Iron Ring capture innocent citizens (especially strong, hard-working men and good-looking women), transport them by various means to the Black Eagle Barony, and then ship them from Fort Doom to various nations in which slavery is legal. Risks are high, and profits are very high.

The Iron Ring is also vitally interested in magical means to acquiring power. They accumulate new spells as often as they can, send out enforcers to investigate new monsters and sightings of strange or magical phenomena.

The Kingdom of the Thieves

The Kingdom of the Thieves, based out of Specularum, is a close-knit society of burglars which specializes in intricate robberies from well-protected homes. It's responsible for only a fraction of the crime in Specularum, but its robberies are usually so well-executed that they take up a greater proportion of the city's gossip than they warrant.

For more on the Kingdom, see the writeup on Flameflicker in the "Characters" section and the text on Thieves' Guilds in the "Karameikos Society" section.

CRIME IN GENERAL

What constitutes a crime—and how it is discovered, reported, adjudged and punished—is discussed in the next section, "Karameikos Society."

Politics AND ECONOMICS

Finally, a major component of politics in Karameikos involves the flow of money. For this reason, "The Karameikos Economy" has its own section, immediately following the writeup on "Karameikos Society."

Karameikos Society

This section discusses life in Karameikos. You, as DM, need to be familiar with it—for purposes of understanding the setting and of being able to answer questions put to you by your players.

Classes of Society

In the last section, we mentioned the classes of society. Here, we'll talk about them in greater detail.

Convict

A Convict is someone of Freeman rank who is currently serving a sentence imposed by a judge of Karameikos. (Noblemen can become Convicts, too, but are stripped of their titles. When they finish their sentences, they become Freeman.) Convicts in Karameikos are put to work in chain gangs, often building roads and fortifications.

An ordinary Soldier in the army or Seaman in the navy, because he is bound to duty and without rank, has the same formal social standing as a Convict. Because the Soldier and Seaman are not Convicts, however, and fight for Karameikos of their own free will, they are not vilified (called names, spat upon, abused) by the common population as Convicts may be.

Freeman

Freemen make up more than 98% of the population of Karameikos. These are the ordinary folk; they may be dirt-poor farmers or wealthy merchants who have merely never acquired a noble title.

Freemen are addressed by their names. A Freeman in a position of importance is usually called Master or Mistress. Such freemen include townsmasters (mayors), ministers, ambassadors, well-known heroes, and so forth; if they have no other titles, they're called "Master (Name)" or "Mistress (Name)." Courteous noblemen will also address these people by these titles; a nobleman (other than one of the Royal Family) who does not do so is probably being rude.

Sergeants in the army and Ensigns in the navy are Freeman. They are usually addressed by their ranks.

Court Lord/Lady

This is the lowest rank of nobility granted by the crown. It does not confer any lands upon the recipient. It's usually granted as an award for service: A person accomplishes some special task for a nobleman; the nobleman sends a document to the Duke commending

this person; the Duke grants the person a court lordship.

A squire—the assistant and student of a knight—is given the title of Court Lord. The knight needs only send a letter to the Duke to have his squire granted this title.

In game terms, having this title means that the character is considered nobility (even if lower-class nobility). When travelling, he'll receive more respectful treatment from local nobles; instead of beating him back out into the streets, they may instead give him a meal and a bed for the night, for instance.

The family and heirs of a Court Lord or Lady do not benefit from this award. The husband of a Court Lady, for instance, is not automatically granted a title. When a Court Lord dies, his title dies with him; it is not inherited by his heir.

Court Lords and Ladies are addressed as "Lord (Name or Family Name)" or "Lady (Name or Family Name)." For instance, Zogrev Yarol may be addressed as "Lord Zogrev" or "Lord Yarol." Squires may be addressed as "Lord/Lady (Name)" but are usually addressed as "Squire (Name)." For example, Sir Retameron's squire Kraigg may be called "Lord Kraigg" or "Squire Kraigg."

Men and women who have attained Priesthood in the clergy are treated with the respect accorded a Court Lord; they are not given the actual title, however. Lieutenants in the army or navy are held to be gentlemen and are given the title of Court Lord. They are usually addressed as "Lieutenant" but may be addressed as "Lord (Name)."

A Court Lord who buys property does not automatically become a Landed Lord. Anyone can buy property; to be Landed, you have to receive the fief from the Duke.

Landed Lord/Lady

This is the lowest rank of landed nobility in Karameikos. When this rank is awarded, it is always accompanied by the awarding of a fief. The fief may be small—one village and some surrounding lands, for instance, or even lands with no population at all—but it belongs to the landed lord or lady and all permanent residents upon it (except, theoretically, those of higher rank) are subjects of the landed lord or lady.

The spouse of a Landed Lord automatically becomes a Landed Lady, and the spouse of a Landed Lady automatically becomes a Landed Lord, over the same fief. The heir of the Landed Lord and Lady automatically receives the title if both parents die or step down from their rulership.

In game terms, Landed Lordship and Lady-

ship grants respect like that of the Court Lord and Lady. However, the title is accompanied by the fief; the Landed Lord is in control of (and responsible for) a population of normal men and women. Defending them against troubles, staying on guard against troublemakers and criminal plotters among them, and holding on to the fief in the face of enemy conspiracy and political maneuverings will allow for numerous adventure ideas at Expert level and above.

Landed Lords are addressed as "Lord (Family Name)" or "Lady (Family Name)." However, noblemen may address a Landed Lord by the name of his fief. For instance, Lord Lev Dromilov of Dmitrov may be addressed as "Lord Dromilov" by anyone or as "Dmitrov" by another nobleman.

A cleric who has advanced to the position of Bishop is accorded the respect due to a Landed Lord, but is given no formal title. The same is true of a military officer attaining the rank of Captain. Though given no formal award for Captaincy, the officer does retain the Court Lord rank awarded to him when he became a Lieutenant.

Knight

Knighthood is a rank of great respect granted to men and women who have fought long and well in the service of the crown (and have done good deeds in general).

The spouse of a Knight is automatically granted the rank of Court Lord or Lady. Squires of a Knight are granted the rank of Court Lord or Lady. Children of a Knight, upon attaining the age of twenty-one years, granted the rank of Court Lord or Lady.

When a character receives knighthood in the course of a campaign, he receives certain rights and responsibilities. He does not have to obey local city weapons regulations. He can claim shelter from anyone (in other words, he can demand one night's shelter for himself and a small party—not more than six people—of anyone, even the Duke). The knight doesn't have to pay for this shelter, but it's best to do so—or to do a favor from the shelterer. It's against the Duke's law to refuse shelter to a knight, as explained later. However, people will always be coming to the knight for help—to kill beasts ravaging their homesteads, to put down a knight gone bad, etc., and he has a responsibility to perform these tasks for people in need.

A knight is addressed as "Sir (Name)" (for men) and "Dame (Name)" (for women). A knight may also be addressed as "Sir Knight" or "Dame Knight."

A cleric who advances to the rank of Patri-

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arch is accorded the respect due to a Knight. The same applies to general of the army and admirals of the navy.

As with the Court Lord, a Knight who buys property does not automatically become a Landed Knight.

Landed Knight

A Landed Knight has all the rank and responsibilities of both a Landed Lord/Lady and a Knight.

The spouse of a Landed Knight is a Landed Lord or Lady. The children of a Landed Knight are Court Lords and Ladies from birth. The Squires of Landed Knights are Court Lords and Ladies. The heir of a Landed Knight, if he himself is a Knight at the time his parents die or step down from rulership, becomes a Landed Knight. If the heir of a Landed Knight is not a Knight at the time his parents die or step down from rulership, he/she becomes a Landed Lord or Lady.

The Landed Knight has both the responsibilities of the Landed Lord and Knight, as described above. Just being a knight, with responsibilities to his fief and responsibilities of honor to all Karameikos, is a busy occupation which will generate numerous adventures.

Landed Knights are addressed precisely as ordinary Knights are. However, a Landed Knight may also be addressed by the name of the territory that is his fief, but only by noblemen. For instance, Sir Retameron of Verge may be addressed as "Sir Retameron," "Sir Knight," or, by noblemen, even just "Verge."

Baron/Baroness

Barony is a rank granted to noblemen who have demonstrated that they can rule fiefs in proper fashion, and that they are of sufficient loyalty to attain a rank immediately below that of the royal family.

These days, a character must have been a Landed Lord or Landed Knight for a period of time (at least five experience levels) to be considered by the Duke for Baronial title.

The spouse of a Baron is a Baroness; the spouse of a Baroness is a Baron. The children of a Baron or Baroness are Court Lords and Ladies from birth. The heir of a barony must be confirmed in the rank of Baron by the Duke when his parents die or step down from rulership; if the Duke confirms the title, the heir becomes the new Baron; if the Duke does not, the heir becomes a Landed Lord (and a very unhappy one).

Nobles at Baronial level are addressed as "Baron (Family Name)" or "Baroness (Family Name);" by other nobles, they may also be

addressed by the name of their fief. For example, Baron Sherlane Halaran of Threshold may be addressed as "Baron Halaran," "Patriarch Sherlane" (because he's a cleric of the Church of Karameikos), or, by other nobles, just "Threshold."

Duke/Duchess

The rulers of Karameikos bear the title of Duke and Duchess. Though most duchies are part of a larger kingdom, the Grand Duchy of Karameikos is an independent nation and therefore ducal title is the highest there is.

In theory, the children of the Duke and Duchess are Court Lords and Ladies from birth. In reality, they are treated with the same respect accorded to barons. When one child is designated as the heir, he becomes a Landed Lord—he is the ruler of Specularum, working with the city's townmaster and learning to rule on a small scale before assuming full ducal title and responsibilities.

Persons with ducal title are addressed as "Duke (Name)" or "Duchess (Name)" or "Your Grace." In Karameikos, they may be addressed as kings—as "Sire" (the Duke only), or "my liege."

Absent Social Ranks

There are several common social ranks which are not present in Karameikos—mostly because Duke Stefan had personal or political reasons for not instituting them. They are:

Slave. Duke Stefan does not approve of slavery, and thus slavery is outlawed within Karameikos. The closest thing that you will find is the Convict, who must work in the manner of a slave during his sentence. Once his sentence is up, however, the Convict is a Freeman. Slaves brought into the Duchy are not considered property; if they can escape their owners, they're free. (Slaves carried on ships harbored in Karameikos, if they are never set on land, are an exception; they remain "cargo.") Slaves are kept in the Black Eagle Barony.

Serf. Stefan also does not approve of the practice of binding men to the lands they work, so there are no serfs—men who cannot leave their homes without the approval of the lord of the area. The population of the Black Eagle Barony is mostly at serf-level, though.

Count. This noble rank is greater than a baron but less than a Duke. Because Karameikos is so small in population, and has only four baronies (so far), the Duke has not yet instituted the rank of Count. When more of the nation is colonized and there are many baronies present, he will begin elevating the more

loyal barons to the rank of Count.

King. Duke Stefan's reasons for not taking the rank of King are given in the History. Eventually, though, when the Duchy is better-populated and better-defended, Duke Stefan intends to have himself formally crowned as King of the nation.

How Characters Climb Through the Ranks

In your campaign, your characters are likely to want to climb in social standing—from Freeman to Baronial status (or, perhaps, even higher).

How is this done? Let's look.

Freeman

Almost all your player-characters will begin at Freeman social class. In the "Family Social Standing" chart from the "Players' Background" section, characters rolled their families' social standing; anyone who rolled from an 01 to 85 or a 96 to 97 starts out as a Freeman. If the character rolled an 86 to 95 or 98 to 00, he starts out as a Court Lord.

Naturally, most of your characters may not be content to stay at Freeman rank.

Court Lord

Assuming that your characters did not roll an 86-95 or 98-00 on their "Family Social Standing," they must attain the title of Court Lord through an act of service to the crown or to some other nobleman.

If you can, try to grant the first player-character his award of court lordship when he doesn't expect it.

In many of their adventures, the characters will be helping (directly or indirectly) some nobleman of Karameikos. After the conclusion of such an adventure, have the nobleman in question summon the character and, out of the blue, present him an award of Court Lordship. He was impressed by the hero's courtesy and nobility, wrote the Duke of the hero's deeds, and the Duke responded by granting court lordship to the hero.

Stress the fact that it's a nice thing to have, but not so nice that all the characters need to be tripping over their feet in their haste to get one. Lack of this award will not prevent them from attaining higher awards, and if they seem to be helping the nobles of Karameikos just because they want a shiny award, the noblemen in question will lose respect for them.

Landed Lord, Knight, Landed Knight

These are the awards the characters will attain on their way to becoming barons. Some will never achieve baronial status; for them, these are the awards which they will always have.

When characters reach Name level (ninth level), the Royal Family and other nobles of Karameikos will begin to consider them seriously for a higher title—if they've been adventuring in Karameikos for some time. (A visitor from another country will not get this same regard unless he's settled down in Karameikos for some years.)

The criteria for the awarding of these titles are:

If the character (a) has reached Name level, (b) has demonstrated unquestionable loyalty to the Royal Family of Karameikos, (c) is known to have participated in at least two adventures of Great Importance to the Crown, and (d) is considered fit for the management of a fief, then he is under consideration for Landed Lordship.

If the character has met criteria (a), (b), and (c), above, is not considered fit for the management of a fief, but (e) is well-known and renowned for his fighting ability, then he is under consideration for Knighthood.

If the character has met all five criteria above, (a) through (e), then he is under consideration for Landed Knighthood.

Definitions of Terms

Before we press on to how the character actually wins these titles, we'd better define some of the terms used just above.

Unquestionable Loyalty: The character must not have performed any known actions of treason against the crown (for which he has not been proven innocent); the character must have demonstrated his willingness to adventure and even die for the crown.

Adventures of Great Importance: These are adventures which are of vital importance to the Royal Family. Such adventures might involve curtailing the activities of the Black Eagle Barony, protecting members of the royal family from harm, or solving political difficulties which could be very harmful to the royal family. A member of the royal family must be aware of the character's participation in the adventure for it to help the character's effort at achieving nobility. Several scenarios in the *Adventures* section are marked with an asterisk (*); these are adventures of Great Importance.

Fit for the Management of a Fief: This is a tricky criterion. Basically, the character must

not have demonstrated the traits of: Abuse of underlings, catastrophically foolish decisions, chronic violent rages, lots of Chaotic behavior, etc. In short, if you, the DM, think the character would be an adequate manager of an area of land, then the royal family does, too.

Renowned Fighting Ability: This is another tricky question. You can assume that a Fighter (or Dwarf, Elf or Halfling) reaching Name level is well-known for his fighting ability. A cleric reaching Name level who has done a good deal of fighting will also be well-known for it. A thief would have to have done a lot of fighting—stand-up fighting, not backstabbing—for the ordinary population to know him as a great warrior. Magic-users are never known for fighting ability. (Consequently, they never become Knights or Landed Knights. However, this doesn't stop them from becoming Barons.)

Achieving the Titles

Once you know which title the character is being considered for, you can show him how to attain the title.

If the character is being considered for simple Knighthood, have him summoned to the Duke at the conclusion of any adventure of importance (or an adventure which causes a lot of talk in the duchy). The Duke will knight the character at court, in the manner described in "Ceremonies," below.

As for characters being considered for Landed Lord or Landed Knight: Either the character will approach the Duke with the proposal that he, the character, be given the right to build a stronghold and hold a fief, or the Duke will decide that it's time to discuss this prospect.

At this point, you, the DM, must decide where the character's fief is to be . . . and what tasks he has to undertake in order to achieve the title of landed nobleman over this fief.

Tasks, Example I

The Duke might tell the character this: "Build your stronghold on the river Cruth, twenty miles northwest of Riverfork Keep. We need to have a strong human community there on the border to the Five Shires. If you can build your stronghold, and settle your fief, and protect your community from the creatures in that region for two years, then I will grant you full title to the fief."

At that point, it's up to the character to arrange all the details of acquiring settlers and workers, building his stronghold, and so forth.

If he doesn't have the money to build a stronghold, you should give him several adventures in the area of his fief which give him the opportunity to acquire the necessary treasure.

We're not talking about giving away money—these adventures should be as dangerous as any other.

He's on his own when it comes to luring settlers to his fief. He might try posting notices—free farmland in a new community, a grand opportunity for the bold of heart—and see how many folk are interested. He might have enough followers and friends of followers to give the place a small population without too much effort. Whichever way you and he arrange it, though, the tasks involved in building his fief should be numerous and challenging, so that if and when he succeeds he knows he's accomplished something special.

Tasks, Example II

It's possible that a player-character has rolled an origin of "Wealthy or Very Wealthy Titled Family" on the Social Standing chart, and that you've decided that the character is the heir to that family's fief.

If so, what happens is this: The character's parent dies or steps down from his position. The character has to return to his fief to take up the reins of leadership. There he learns that the fief is in the midst of great difficulties, and he must solve all these problems before the Duke will grant him his parent's title.

What sort of problems? Well, the character's chaotic sibling or cousin is agitating that *he*, instead, should inherit the fief (and will pull every possible dirty trick to make the Duke think the player-character isn't capable of performing the duties). Some sort of monster is stalking the villagers. An inexplicable disease is marching from field to field, blighting crops and bringing the fief to the verge of ruin . . .

Again, you put together a list of formidable tasks and adventures for the character. If he and his friends can accomplish them, the fief is his—but it should be quite a task.

Demi-Human Landed Nobles

So far, all the landed nobles in Karameikos are human. There are numerous elven-lords and gnomish and dwarvish clan leaders in the duchy, but they have never asked that their titles be reaffirmed by the human Duke.

A demi-human character may build his stronghold without all the rigamarole of dealing with the Duke if (a) he has the customary clan permission and (b) he builds it within the lands already associated with that nonhuman clan (i.e., woods west of Kelvin for elves, northern mountain foothills for dwarves). Halflings have no clan properties in Karameikos.

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A demi-human character *could* build his stronghold in the human fashion if he is allied more with humans than with the demi-human communities. For example, a dwarf from outside Karameikos, who spent many years in the duchy loyally serving the Duke, might wish to build a stronghold as humans do, under the eye of the Duke. Under these circumstances, the Duke would grant him the same opportunity he does to a human follower. The dwarf would still be building a dwarvish community, but it would consist mainly of outlanders such as himself who are willing to forge themselves into a single clan.

BARON

A character who is a Landed Lord or Landed Knight is also under consideration for Baronial title.

To become a Baron, the character must be a Landed Lord or Landed Knight for at least five experience levels. (You might want to substitute some other gauge of time—such as five game-world years of active play.)

He must have remained faithful to the Duke and ruled well (no abuses of the peasants he rules, no catastrophic failure of the local economy as a result of his misrule, etc.).

If these circumstances are in effect, then after the end of some grand and glorious adventure involving the Duke (such as a war with another nation, or some great threat menacing all Karameikos), the Duke will raise the character to the rank of Baron.

Note that certain NPC barons didn't have to wait until 14th level or higher to become baron. They were either granted the title when Duke Stefan first began to rule Karameikos (Sherlane, Vorloi, von Hendriks) or are children of deceased or retired barons (Kelvin).

Don't let the player-characters become envious of the first category; remind them that things were different in Karameikos' early years, and that the characters will probably get there eventually.

As for the second category—it's possible that you've already determined that a character is the heir-apparent to a baronial fief. There are three ways to resolve this situation.

First, you can have the character inherit the fief when he achieves ninth (Name) level—but the Duke, because he doesn't know the character well enough, doesn't recognize the baronial title, and the character must remain a Landed Lord or Landed Knight for now.

Second, you can simply have the character's parent stay hale and hearty until the character is around 14th level. If the character wants to

inherit the fief, he has to wait around. If he doesn't, he can go out and try to build a new fief in the manner described above . . . but he won't start out with the title of Baron, he'd be a Landed Lord or Knight.

Third, you can simply bend the rules and allow the heir of a baron or baroness to achieve Baronial title before he reaches 14th level if both parents are dead or have stepped down from rulership (as was the case with Baron Desmond Kelvin II). Don't do this if it's likely to cause dissent among the players; do it if it is convenient to you for plot purposes.

Duke

There are only three ways for a player-character to become Duke or Duchess of Karameikos.

(1) The character could have rolled a 00 on the Family Social Standing chart, indicating that he's of the Royal Family. If, in the course of years of play, the other potential heirs to the throne are killed or indicate that they cannot rule, then the player-character has a shot at it. Just as soon as he takes the throne, you should give him a great adventure where he finds himself in imminent danger of losing both his crown and the head it rests on.

(2) The character could marry the heir to the throne. Either Adriana or Valen could end up ruling Karameikos; even Justin or Lord Alexis could if the others are slain. The royal family is fairly intelligent, though; it's not hard for them to see when a character is courting a member of the family just for the chance at the throne, and when it's because of genuine affection.

(3) The character could revolt and capture the throne by force. Setting aside for the moment the questionable morality of seizing the throne from a Lawful ruler who governs very wisely, this would be a very difficult task. However, it might be that yours is a particularly Chaotic campaign, or that you've decided to re-interpret the Royal Family in another light (perhaps, in your campaign, Duke Stefan isn't the wise ruler presented here). In either case, the whole process of revolution (agitating the peasantry, raising armies, fighting battles, holding key military sites, feeding and arming troops on an ongoing basis, dealing with pressure from foreign governments, fighting foes with great military ability, and so on) would provide many, many adventures across several experience levels; it could indeed be an adventuresome campaign.

Clerics, Magic-Users, Thieves

In Karameikos, strongholds for clerics, magic-users and thieves may not work exactly as you've read in the Expert and Companion sets. Some notes:

Clerics

The idea of the "clerical stronghold" is a strange one to most Karameikans. In the Grand Duchy, clerics don't generally band together and build mighty fortresses just so they can be jolly armed clerics together.

There are three types of stronghold the clerical character may build in Karameikos:

(1) *Fief*. There is no reason why a clerical character may not have noble title and rule as a Landed Lord or Landed Knight. In fact, the baronies of Threshold and Kelvin are ruled by clerics, Threshold by the Patriarch Sherlane (Baron Halaran) and Kelvin by Baron Kelvin (Patriarch Desmond). It is possible for a clerical landed ruler to be caught between his devotion to his clerical philosophy and his vows to his Duke, but neither of the above examples has had this problem.

(2) *Church*. The cleric may not wish to rule a fief; his ambitions may not be that high. If this is the case, then the Duke wouldn't consider the character for landed nobility. The character can, however, build a church anywhere in Karameikos that needs one. All he needs is the permission of his church leader. The Church can be fortified if it's in an area that calls for it (in Luln, in the wilderness, etc.); however, the cleric character may not hire more than twice as many men-at-arms as there are clerics in this church. You, the DM, in the guise of the leader of the character's church, should keep the character from building a castle disguised as a church when one is not needed.

(3) *Military Order*. The Order of the Griffon, discussed later, is a military order of the Church of Karameikos. While it doesn't have a stronghold, another military order could. If the character wishes, he could propose the creation of a military order to the head of his church. Make him come up with a compelling argument for the establishment of such an order; if he does, give him his chance. The character may set up a military stronghold in some dangerous wilderness area of Karameikos as a center and training ground for his new order; he has the permission of both the Duke and his church leader, and is under the watchful eye of both. If you wish, he may also be working toward attainment of a title of landed nobility.

Magic-Users

A magic-user may set up his tower in some part of Karameikos exactly as described in the Expert set. The Duke will make no proclamation about the tower or its resident, and will by and large ignore its existence; the wizard will receive no title and have no subjects (other than his personal followers).

However, there is no reason that a magic-user may not achieve landed nobility in the exact manner that a fighter or other character may. Have him follow the guidelines above for Landed Lordship; he'll be able to accomplish them just as any other character may.

Thieves

A thief can build a Hideout as part of his Guild, exactly as described in the Expert set.

However, he, too, can achieve landed nobility just as all the other characters can.

After all, the thief-character does not come with words written on his forehead: "Thief: Beware." To most people, he's just an adventurer who wears lighter armor and carries lighter weapons. Most people, the Royal Family included, will not know that he's a thief.

He could, therefore, become a landed lord, knight, landed knight, even a baron.

If he is an active member of the Thieves' Guild, it's likely that his allies will want him to use his fief as a base for their operations. Perhaps he'll want to: His fief can double as his Hideout. Perhaps he won't want to: In this case, we have exciting adventures as this character and his new-found respectability must fight to get free of the Thieves' Guild.

CEREMONIES AND Fealty

On the subject of attaining titles of nobility, we have two other things to discuss: Ceremonies of Attainment, and Oaths of Fealty.

CEREMONIES

Each rank of nobility has a ceremony associated with it; when a character is to be raised to a new level of nobility, he must go through the appropriate ceremony.

The **Court Lord**, as you'll recall, is merely summoned before the nobleman who recommended his elevation; the nobleman tells him of the change in his status (or, if it's at a feast or other event, the herald declares it before the assembled multitude); the character is presented with a brilliantly calligraphed scroll signed by the Duke, and he is now a Court Lord.

The **Landed Lord** candidate, having fulfilled all the tasks that the Duke set before him, is summoned before the Duke and Duchess, usually at an important feast or

event. The herald recites the character's successes in his efforts to gain clear title to his fief. The Duke then asks the character if he is now ready to take up the duties of Lord of (the name of the fief) and to exchange oaths of fealty. (What fealty is in Karameikos we discuss momentarily.) If the character is, the character and Duke exchange their vows. The herald presents the character with a scroll confirming his new position in life; often, the Duke will present the character with a personal gift of great value, usually decorated with the character's coat of arms.

The **Knight** candidate is informed a day ahead of time of the impending ceremony. He spends the whole day in a ceremony of purification called a "vigil;" in a place of his choosing (usually a church), wearing white clothes symbolic of the purity of goal and motive he's supposed to strive for, accompanied only by his weapons and armor, he meditates and fasts for a full day. During this time, he's supposed to reflect on his life so far and decide for himself whether he thinks he can fulfill the obligations of knighthood. Assuming he does, on the following day he is summoned before the Duke and goes through a ceremony similar to that of the Landed Lord—though, of course, no fief is mentioned, for the Knight is not a landed position.

The **Landed Knight** candidate has a ceremony similar to that of both the Knight and Landed Lord. The day before the ceremony, the candidate for landed knighthood goes through his vigil; the next day, he attends a ceremony similar to that of the Landed Lord.

The **Baron** candidate is summoned before the Duke at an important feast, celebration, or other event. The herald reads a document proclaiming that the character's unswerving loyalty, firm rule, and personal greatness have earned him the title of Baron of (name of fief). The new Baron is presented with the scroll confirming his title, plus gifts from the Duke and Duchess and other assembled nobles. Often, the Duke will proclaim two days of celebration to honor the new Baron.

The **Duke** who has just taken the throne assembles all the nobles of his realm, usually in his throne room. The herald reads a scroll written by the new ruler, which proclaims in the Duke's words that he has, by the grace of the Immortals, been given this throne and promises to discharge his duties to the peoples and nobles of Karameikos with unwavering strength and determination. Then, the head of either the Church of Karameikos or Church of Traladara (Duke's choice) places the ducal crown on the ruler's head, and he is officially crowned as the new Duke. Again, two days of feast and celebration are generally proclaimed.

Fealty

Fealty in Karameikos is an oath which defines the relationship between the Duke and his nobles of Landed Lord rank or above.

In the Oath of Fealty, the new noble promises to be loyal to the Duke and Duchess; to support them in times of peace with taxes from his lands, and in times of war with fighting-men, supplies, and his own efforts; to acknowledge the heir to the throne and to swear fealty to that heir when he/she takes the throne; never to conspire against the throne; and to obey the laws of the duchy.

The Duke promises to support the claim of the noble and his heirs to his fief; and to help defend the noble's fief should it be attacked.

If a character is so independent that he does not think he can swear an oath of fealty to the Duke, that's fine . . . but he cannot attain a rank above Court Lordship in Karameikos.

The Clergy

Clerics, as you've seen, belong to one of a number of churches. Karameikos has three native faiths, and there are usually visiting clerics from other nations who have their own beliefs.

The churches in Karameikos have differing philosophies. They are all dedicated to the strengthening of the human spirit through meditation and observation of moral lessons.

Titles in the Church

A quick note on clerical titles:

As we mentioned in the Players' Briefing, most character class titles are not used in Karameikos campaigns. A few of the clerical titles are, however.

When a character enters the clergy (i.e., starts as a first-level cleric), he is called a novice; this isn't a formal title. When a cleric reaches 3rd Level, the character is judged by the Church to be a full Priest or Priestess. When the cleric reaches 7th level, the character has sufficient knowledge to be promoted to the clerical rank of Bishop. And when the cleric reaches 9th level, he or she is deemed a Patriarch or Matriarch.

The other titles (Acolyte, Adept, Vicar, Curate, Elder, and Lama) are not used. When the character goes from 3rd level to 4th level, he is still called Priest by the Church.

The Church of Karameikos

These are the beliefs of the Church of Karameikos:

(1) That the acts of assault, abuse, murder, theft, lying, adultery, and living together without the sanctity of matrimony are sins;

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that these sins stain the spirit of the doer; and that these sins require acts or ceremonies of purification (of severity appropriate to the sin) to cleanse from the spirit;

(2) That an unwillingness on the part of a sinner to purify himself of a sin is itself a sin, punishable by separation from the Church, the eventual result of which is the sinner's spirit becoming too stained ever to be redeemed;

(3) That the individual's role in the afterlife will be determined by the amount of stain his spirit bears at the time of his death;

(4) That it is the responsibility of members of the Church to bring the benefits of Church philosophy to the unbeliever, and to remain present even in hostile lands, so that the benefits of the Church be denied to no one who desires them; and

(5) That magic ritual with no confirmed basis in formal magic use or clerical ritual constitutes ignorant superstition, and therefore the use of lucky charms, tea-readings, palm-readings, card-readings, and so forth are all valueless wastes of time and effort.

Most of those of Thyatian descent in Karameikos are members of the Church of Karameikos; approximately half those of mixed descent are; and many of Traladaran descent have been converted by the church's compelling philosophy of the "unstained spirit." In all, about 25% of the population of Karameikos now belongs to the Church of Karameikos, and this segment of the population includes most of the landed nobles and many other powerful political figures.

Many of the members of the Church, especially converts, don't truly understand the intent of the church's philosophy. This philosophy is that no sin committed in the mortal world is so great that it cannot be purified from the spirit by great acts of self-sacrifice. Many converts, however, consider it a game with rules to be bent—that the church philosophy means they can do *anything* so long as they subject themselves to the deeds of purification recommended by their church leaders after the fact.

You, as the DM, need to know which of your characters are adherents to the Church of Karameikos. Whenever they've committed an act which is questionable under Church doctrine, keep reminding them that they have a nagging guilt about the act and should seek purification from a Church cleric.

A lesser sin—telling a lie, for instance—may require a ceremony of purification no greater than the saying of a few prayers. A moderate sin—beating someone who did not deserve it, for instance—might require a day's vigil and fasting under the watchful eye of a

Church cleric. A greater sin—for instance, murder—may require that the character not only suffer secular punishment (i.e., punishment handed down by the courts) but also perform some great ceremony of purification, such as the character risking his life and fortune in an adventure which the Church thinks would benefit his spirit.

Obviously, this is a grand opportunity for an adventure in which the character has a very personal stake.

Don't forget that the Church of Karameikos can exert great influence over its devout believers. The common church member has a terror of separation from the Church, because it would mean that his spirit grows so stained that he will suffer perpetual grief in the afterlife. Though manipulative clerics are not common, those few who exist can demand some heavy and unusual ceremonies of purification from their followers and often get away with great abuses in this fashion.

The Church of Traladara

These are the beliefs of the Church of Traladara:

(1) That the acts of assault, abuse, murder, theft and lying are sins, brought on by weakness or the intrusion of bad-will from evil or animal spirits;

(2) That the sins described above should be punished, in the manner that parents punish children: Physical punishment, imprisonment, and the withholding of rights (even death, in the case of extreme sinners who endanger others);

(3) That the role of the individual in the afterlife will be determined by the individual's state of wisdom, strength of character, and good-will at the time of his death;

(4) That the relationship of man to woman is a personal matter, not involving the philosophies of the Church unless one of the above sins is involved;

(5) That common magic ritual such as the use of lucky charms, tea-reading, palm-readings, card-readings and so forth are all declarations of man's curiosity about the world and determination to preserve himself from evil, and are often rewarded by the Immortals with the gleaning of facts about the future or nature of the world; and

(6) That the events of "The Song of Halav" are absolutely true; that King Halav, Queen Petra and Zirchev are now Immortals guiding the righteous and punishing the wicked in Traladara/Karameikos; and that the Golden Age of the Traladara will one day return to this land.

The basic philosophy of the Church of Traladara is that people should not harm one an-

other, and that when they do the community should punish the wrongdoer in proportion to the degree of the sin. There isn't much more to their philosophy than that, and so the Church is ideally suited to the cheerful and whimsical Traladarans.

The role of the Traladaran cleric is to provide advice for younger people, based on his own experiences and the examples of behavior given in "The Song of Halav." Traladaran clerics advise the young, perform marriages and officiate at other ceremonies, preach the church philosophies, and promote goodwill. They also fight—to save lives or to defeat evils.

Approximately 70% of the population of Karameikos belongs to the Church of Traladara.

The Cult of Halav

These are the beliefs of the Cult of Halav:

(1) That King Halav, dead on the field of the Final Battle Between Men and Beast-Men, was taken up by the Immortals, returned to life, healed, and placed in the deepest sleep;

(2) That the goal of the Immortals was to return King Halav to Traladara when it was time to restore the nation to the glory it held in its Golden Age; and

(3) That the Immortals have decided that this is that time, and that they sent the spirit of King Halav into the newborn Stefan Karameikos, that he would grow up to be the next King Halav.

The Cult is dedicated to the idea that Stefan Karameikos will make Traladara into a mighty nation once more, will arm it and send its numberless legions out to conquer the world for the glory of Traladara. However, the first goal of the Cult is to persuade everyone (including Duke Stefan) of their cause, and this hasn't been easy to do. This tends to frustrate them, but they're determined.

Despite the fact that most people consider the Halavists to be insane, it's a fact that their clerics do work magic. This means they must be receiving aid and inspiration from some Immortal. So, though most common folk think they're crazy, clerics tend to be very interested in the doings of the Cult.

Only a fraction of the people on Karameikos belong to the Cult.

The Order of the Griffon

The Order of the Griffon is a military order of the Church of Karameikos. Clerics and fighters may be members of the Order.

The Order is a very prestigious society of warriors; its Members are constantly adventuring, going on quests to help the Church, the nation, and the common man. It's held to be

a great honor to be a Member of the Order, and so each year many young men and women attempt to gain membership.

The applicant appears before Lord Olliver Jowett, Patriarch of Specularum, and declares his intent. The Patriarch assigns the applicant to a Member, who will test his fighting abilities in sparring matches, will question his degree of his faith in Church doctrine, and will evaluate his character. If the applicant meets all the criteria for Membership, he will be invited to join the Order.

In order to become a Member of the Order of the Griffon, a character must:

- (1) Be of a set standard of fighting ability (i.e., the character must be fifth level or above);
- (2) Be a devout follower of the Church of Karameikos; and
- (3) Swear a holy oath to uphold the responsibilities of a Member of the Order.

These are the responsibilities of Members of the Order:

- (1) The character must tithe 25% of his income to the Church during all the time that he is a Member.
- (2) The character must obey the dictates of the Church as regards sins and purification.
- (3) The character must accept missions and duties assigned by the head of the Church or by his superiors within the Order; such missions are often adventures or military missions in the interest of the Church or nation.

These are the benefits a character receives for being a member of the Order:

- (1) The character can claim shelter from any Church of Karameikos (most clerics would offer it to other clerics or the needy anyway, but the Member of the Order has the right to demand it of a cleric who might not be inclined to offer it).
- (2) The character has the companionship of other Members of the Order, who are likely to become his friends, give him aid when he needs it, etc.
- (3) The character, because of the good and widespread reputation of the Order, is accorded the respect due to someone of Knight status, regardless of his true rank in society; therefore, he is often invited to dine and stay with nobles, to share his exploits with them, etc.

The Member of the Order wears a badge which proclaims his Membership; it can be on his shoulder, as a clasp on his cloak or belt, or in any other unostentatious place on his clothing.

A Member may resign his membership at any time.

Other Philosophies

Naturally, not all people belong to one of the formal religions of Karameikos. Adventurers, especially, tend to develop their own ideas about the nature of the world and about the relationship of religion to real-life, and so some refuse to align themselves with one church or the other.

The number of persons in Karameikos who do not belong to either the Church of Karameikos or the Church of Traladara constitutes about 5% of the population.

The Military

Karameikos has a standing military of about 2,000 soldiers and seamen. In times of war, he can raise an additional 4,000 within a week (from the population of Specularum and coastal areas) and an additional 4,000 within a few weeks after that (from the inland cities).

This is how the military in Karameikos is arranged.

RANKS

As you've seen before, the military in Karameikos is structured in the following ranks:

Soldier/Seaman, the common fighter and worker within the military.

Sergeant, commander of a squadron.

Lieutenant, commander of a company. Granted a Court Lordship upon attainment of this rank.

Captain, commander of a battalion. Customarily treated with the respect due to a Landed Lord.

General, commander of a division. Customarily treated with the respect due to a Knight.

Makeup of Karameikan Forces

The armed forces of Karameikos are made up of **Divisions**. Each Division has up to 996 soldiers in it and is commanded by a General assisted by four administrative Captains. (The navy is theoretically a Division, too, but is never referred to in that manner.)

The Division is broken up into two to four **Battalions**. A Battalion can have up to 244 soldiers and is commanded by a Captain assisted by three administrative Lieutenants. A fleet of ships is theoretically a Battalion; because the Karameikan navy is so small, Admiral Hyraksos tends to command all fleet actions personally.

The Battalion is broken up into two to four **Companies**. A Company can have up to 60 soldiers and is commanded by a Lieutenant. A ship is theoretically a Company, but is tradi-

tionally commanded by a Captain supported by lieutenants. The garrison of a small fortress or a large guardhouse may be a company.

The Company is broken up into two to four **Squadrons**. The Squadron can have up to 14 soldiers and is commanded by a Sergeant. This is the smallest division of the Karameikan military forces. The garrison of the average guardhouse will be a Squadron.

So, a Division at full strength would break down, rank by rank, like this:

DIVISION COMMAND

General (one)
Administrative Captains (four)

BATTALION COMMAND

Captains (four)
Administrative Lieutenants (twelve)

COMPANY COMMAND

(sixteen companies)
Lieutenants (sixteen)

SQUADRON COMMAND

(sixty-four squadrons)
Sergeants (sixty-four)

TROOPS (sixty-four squadrons)

Soldiers (eight hundred ninety-six)

Current Standing Forces

The current standing forces of Karameikos are arranged in five divisions. None of the Divisions is at full strength, as the Duchy is not currently at war.

1st Division (City Guard)

Because it was the Specularum City Guard which defended the Duke from the Marilenev Rebellion, Stefan honored the city guard when the military was formally restructured; he declared it to be the 1st Division of Karameikos.

The City Guard also bears its traditional name, the *Guard Phorsis*. Its overall commander at General rank is supposed to be the heir of the Royal Family; since they have not yet declared their heir, the Duke himself is the commander. He leaves most of the officers' duties to the ranking captain, Mikel.

The Guard Phorsis is led by an 8th level fighter; the lieutenants and sergeants under him average 4th level; the soldiers are typically 1st level. The guards wear leather armor, carry shields, and have swords, daggers, and crossbows.

In *War Machine* terms, the 1st Division is:
MV 4, BR 105

Personnel: 244 (four companies, full

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strength; spread across the city in eight guardhouses with one squad each and four with two squads each)

Troop Class: Good

2ND Division (Elite Guard Units)

This is the division administering the two main guard units (formally battalions) garrisoned within the Duke's stronghold. They are the Elvenguard and the Duke's Guard.

The Elvenguard is charged with the responsibility of maintaining order in the Duke's Park and in forested areas around Specularum; they are also charged with keeping order within the Kelven-area evlen woods whenever the local elves need help.

The Duke's Guard is the standing force which protects the Duke's Stronghold in times of assault; it assists the Guard Phorsis in times of trouble; from its ranks are drawn the Duke's personal bodyguards.

Lord Alexius Korrigan acts as General for the 2nd Division.

The Elvenguard is led by a 10th level elf captain; the officers under him average 4th level; the troops are typically 2d level. They wear chain mail and carry swords, daggers, and longbows.

The Duke's Guard is led by a 12th level fighter captain; the lieutenants and sergeants

under him average 6th level; the soldiers are typically 2d level. The guards wear plate mail, and carry two-handed swords, daggers, and crossbows.

In *War Machine* terms, the Division's two battalions are:

(Elvenguard)

MV 4, BR 202

Personnel: 122 (two companies, full strength)

Troop Class: Excellent

(Duke's Guard)

MV 4, BR 119

Personnel: 244 (four companies, full strength)

Troop Class: Good

3rd Division (Royal Navy)

The 3rd Division is actually the Royal Navy of Karameikos. Under the personal supervision of Admiral Lucius Hyraksos, the Navy patrols the coast of Karameikos and occasionally wages war with the pirates operating from the Gulf of Halag. The Navy's shipbuilding facilities and base are in Specularum Bay.

An individual ship consists of a captain of 6th level, a lieutenant of 4th level, four sergeants of 2d level, and 52 sailors. The sailors

tend to be unarmored, and armed with swords (cutlasses), crossbows, and daggers. There are currently eight ships of the line in the Navy, though more would be commissioned in times of war.

A typical ship's complement, in *War Machine* terms, is described below the entry on the entire Navy.

3rd Division (Royal Navy)

MV 6, BR 73

Personnel: 498

Troop Class: Fair

One Company (one ship)

MV 6, BR 63

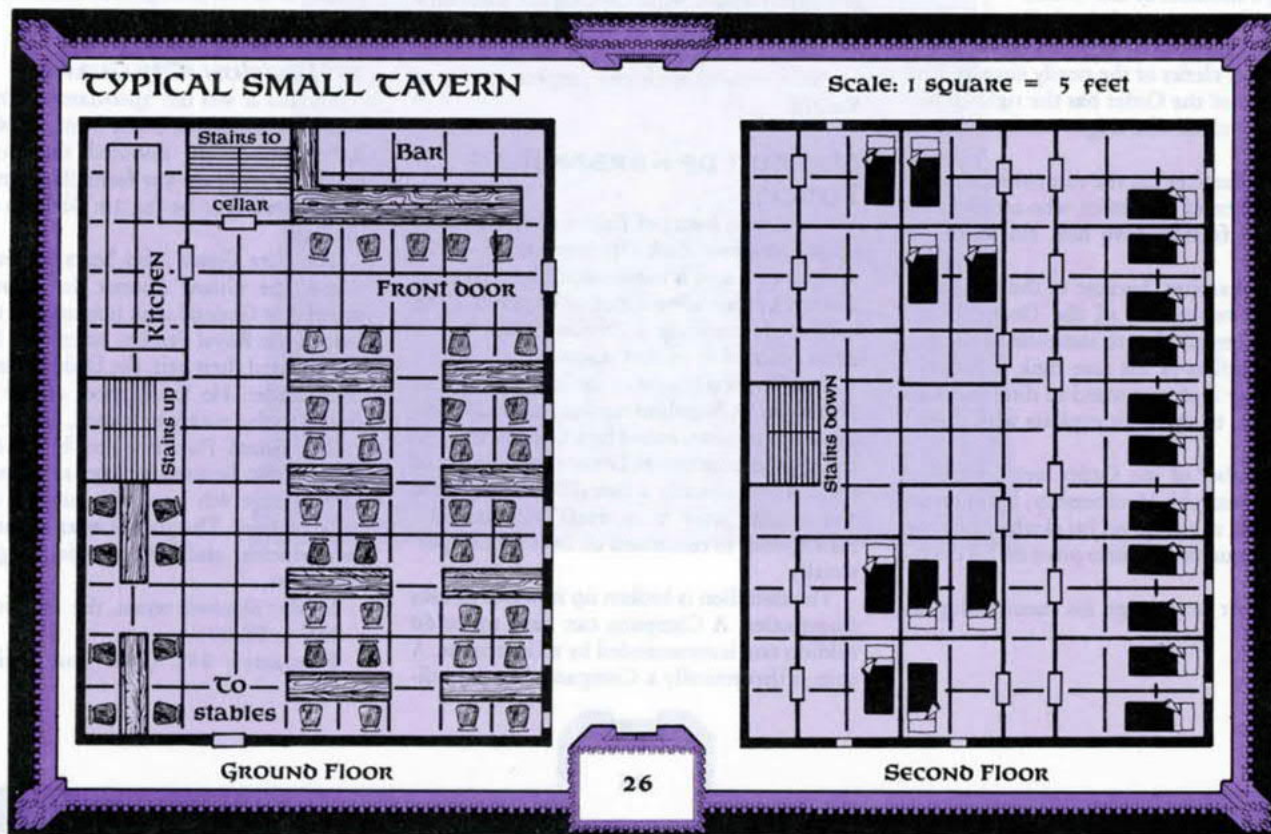
Personnel: 61

Troop Class: Below Average

4th Division (Northern and Eastern Forts)

The 4th Division is charged with the responsibility of guarding the northern and eastern frontiers of Karameikos. It's divided among three fortresses:

Castellan Keep lies in the Altan Tepes mountains and works hard to keep the intrusion of mountain-based non-human tribes to a minimum. In case of war with Ylaruam (an unlikely event), it would also act as center of



operations for the entire Karameikan army.

Duke's Road Keep lies in the mountains on the road to Selenica. It is charged with keeping the road open . . . or, in the event of war with Darokin or Alfheim, holding it closed.

Rugalov lies near the village of Rugalov, on the border with Thyatis. Its duty is to keep a close eye on Thyatian activities and, in case of hostilities between Karameikos and Thyatis, to hold the road against invading troops.

Each of these garrisons constitutes a battalion. Each is led by an 8th level fighter captain supported by 6th level lieutenants, 4th level sergeants, and 1st level troops. The guardsmen wear leather armor, and are armed with shields and daggers; approximately 20% are armed with crossbows. The garrisons have horses, enough for one-fifth of the force to fight as cavalry if needed.

In *War Machine* terms, they are:

4th Division, Castellan Guard Battalion
"The Mountain Storm"

MV 4, BR 123

Personnel: 244

Troop Class: Average

4th Division, Duke's Road Battalion
"The Goblin-Crushers"

MV 4, BR 123

Personnel: 244

Troop Class: Average

4th Division, Rugalov Guard Battalion
"The Sword of Halav"

MV 4, BR 123

Personnel: 244

Troop Class: Average

5th Division (Western Forts)

The 5th Division garrisons the forts on the western border of Karameikos.

Radlebb Keep, near Luln, is supposed to protect western Karameikos from the activities of the Black Eagle Baron. It does a fair job, but can't always predict or engage in combat the small, dangerous, murderous bands the Barony sends out.

Riverfork Keep lies on the Darokin border; in case of conflict with Darokin, its duty is to hold the road against invading troops. It, too, is charged with curbing Black Eagle activities whenever possible.

Like the garrisons of the other forts, each of these garrison/battalions is led by an 8th level fighter captain supported by 6th level lieutenants, 4th level sergeants, and 1st level troops. The guardsmen wear leather armor, and are armed with shields and daggers; approximately 20% are armed with crossbows. The garrisons have horses, enough for one-fifth of

the force to fight as cavalry if needed.

In *War Machine* terms, they are:

5th Division, Radlebb Guard Battalion
"Hell's Jailers"

MV 4, BR 123

Personnel: 244

Troop Class: Average

5th Division, Riverfork Guard Battalion
"Fury in the West"

MV 4, BR 123

Personnel: 244

Troop Class: Average

Wartime Forces

In times of war, the Duke and his commanders will begin raising militia forces from the population of Karameikos. These will be ill-trained troops armed with whatever they can bring and whatever the Duke's quartermasters can give them in the way of weapons and armor.

If warfare were declared, the Duke could raise four full-strength divisions within a week from the coastal communities of Karameikos. Within a month following that, he could raise four more from the inland villages and homesteads. The first four would be the 6th through 9th Militia Divisions, and the next four the 10th through 13th Militia Divisions.

The troops would be armed with the equivalent of leather armor and carry one weapon—about 80% hand weapons and 20% missile weapons. In *War Machine* terms, they'd look like this:

6th-13th Militia Divisions

MV 4, BR 49

Personnel: 996

Troop Class: Below Average

Player-Characters and the Military

There are several ways that your player-characters can participate in all this military rigamarole.

A Military Campaign. You could have a whole campaign based on military activities, with your player-characters entering the army at 1st level as soldiers, gradually working their way up through the ranks, earning their own commands, waging battles of greater and greater significance, etc. To do this, you'd best have the characters garrisoned in one of the northern or western forts, where enemy action (mountain non-humans in the first case, Black Eagle Barony in the second) is frequent.

Mercenary Missions. The characters could always be hired as mercenaries to supplement

a standing force going on an important mission, such as the "Road to Ylaruam" scenario mentioned in the "Expert Adventures" section.

Warfare. If war occurs—especially likely between Karameikos and the Black Eagle Barony—the characters can get involved in the events in a variety of ways. If they're at Basic level of play, they'll be drafted into a regular unit and their adventures will be as fighters of the line combating enemy forces. If they're at Expert level of play, their experience may earn them officers' positions (sergeant or lieutenant) in which case the adventures are much the same—but the characters are responsible for the outcome and receive commendation or condemnation depending on the results they achieve. If they're at high Expert or Companion level, the character of the highest social rank might be a general in charge of one of the new militia divisions, while the other characters are his captains and civilian consultants. The general has a difficult task to undertake—such as the holding of a strategic hill, village, or mountain pass—and this will tax his abilities as a fighter and thinker.

The Thieves' Guild

The thief character in Karameikos can choose to belong to one of the three "thieves' guilds" or to operate on a freelance basis. Here are some notes on each of these choices.

The Kingdom of the Thieves

If the character wants to belong to a thieves' guild, this is the best one to belong to.

The Kingdom of the Thieves demands 15% of the character's income. However, that 15% pays for a cheap, reliable "fence"—most goods the character steals can be sold through the fence with no likelihood of being traced back to him.

The Kingdom also provides work for its members at crucial times; whenever the Thief-King has planned a mission, he chooses the members of the Kingdom most appropriate to carry it out, and this means that the character will occasionally help execute high-paying jobs.

The Kingdom takes only Neutral characters, no Chaotics need apply.

The Veiled Society

The Veiled Society is appropriate to characters with a grim, Mafia-like outlook on their criminal activities. If this character likes hurting people as much as he likes robbing them, the Veiled Society is for him.

Karameikos Society

The Veiled Society demands 15% of all the character's earnings (other than those earnings for Veiled Society activities). It does provide a reliable fence for that fee. It helps the character by trying to spring him from jail or beating or killing those who've done him wrong—the Society is loyal to its members.

However, it often makes demands of the characters—such as “Go to the House of Silks near the Street of Dreams. Break in. Kill the old man and his daughter and then set the place afire.” This isn't a thieves' guild for characters with morals.

Neutrals and Chaotics may belong to the Veiled Society.

The Iron Ring

The Iron Ring is the most cruel and evil of the three thieves' guilds. Its members include thieves, fighters, and magic-users of neutral or chaotic alignment, and clerics of chaotic alignment.

Its members aren't allowed to thieve on a freelance basis—their only duty is to the Ring. They are spies, slavers, thieves and assassins serving the ends of the Iron Ring, and their only goals are to gain power for themselves and the Ring.

A player-character member of the Ring, if he's in a party of adventurers who aren't members of the Ring, has been sent by the Ring to spy on them, steal something from them, or otherwise work against their efforts on a secret basis. He'll eventually be ordered to betray them.

This society is especially appropriate to chaotic characters.

Going It Freelance

In Karameikos, a thief doesn't have to belong to a thieves' guild. Most don't—most thieves are street urchins and sneak thieves barely making a living in the streets of Specularum and the larger villages.

A thief character can act as a freelance thief. He doesn't have to pay a tithe of his earnings. However, you, as DM, must make him do everything himself. He must find his own fences, trying to elude clever investigators belonging to the Duke or the Ministry of Finance. He cannot trust any of the other thieves he deals with, which is not the case in the Kingdom of Thieves or the Veiled Society. Let the character do as he wishes—but keep him edgy and nervous in all his thievery doings. This is the price of independence in that field of business.

The Duke's Law

Here we'll talk about crime and punishment

in Karameikos.

Criminal Law

First, we'll talk about what is considered a crime in Karameikos, and what punishments are commonly assessed for crimes. Each crime is broken down into several classes of crime; these classes are explained after the paragraphs on the crimes themselves. Note: The term “person” used here refers to humans, elves, dwarves, and halflings.

Assault. Attacking another person with the intent to injure is a crime. Assault comes in three levels. *Unarmed Assault* is attacking someone with your fists, or threatening someone with any sort of harm. *Armed Assault—Lesser* is attacking someone with improvised weapons such as benches, bottles, etc. (This is the charge often leveled in the case of a tavern brawl.) *Armed Assault—Greater* is attacking someone with deadly weapons (weapons of war) or with magic. *Unarmed Assault* is a Class 1 crime, *Armed Assault—Lesser* is a Class 2 crime, and *Armed Assault—Greater* is a Class 4 crime.

Endangerment. Deliberately exposing someone to danger is a crime. This charge is only pressed when the victim was in danger of losing his life. Inciting a crowd to riot or panic is *Endangerment*. This is a Class 4 crime.

Escape/Flight. Escaping from the authorities or fleeing the authorities to escape the consequences of a crime is itself a Class 3 crime.

Fraud. Cheating another person of anything of value is a crime. (Gambling is not fraud unless cheating is involved.) It is considered theft; see the paragraph on *Theft*.

Murder. Taking the life of another person, or attempting to, is a crime. There are five categories: *Accidental Murder*, *Attempted Murder—Spontaneous*, *Attempted Murder—Deliberate*, *Murder—Spontaneous*, and *Murder—Deliberate*. *Accidental Murder* is a death brought about by a character's exceptional carelessness or stupidity. *Spontaneous* means that the character suddenly decided to or was goaded into killing; *Deliberate* means that the character planned the death. *Accidental Murder* is a Class 4 crime. *Attempted Murder—Spontaneous* is a Class 5 crime. *Attempted Murder—Deliberate* is a Class 6 crime. *Murder—Spontaneous* is a Class 6 crime. *Murder—Deliberate* is a Class 7 crime.

Slander. Deliberately spreading rumors detrimental to the reputation of a person is a crime. However, it's a difficult one to try. The prosecution must prove that the rumors are false and that they did significant damage to the reputation of the victim, causing harm to

his health or fortune. This is a Class 3 crime.

Tax Avoidance. Falsely reporting income in order to lessen taxes is a crime; paying less tax than required by law is a crime; refusing to pay required taxes is a crime. Tax avoidance is considered *Theft* (with the noble or government as the injured party); see the paragraph on *Theft*.

Theft. Stealing money or goods from another person is a crime. The degree of the crime depends on the value of the goods. If the value of the goods is less than 10 g.p., it is a Class 1 crime. If the amount is 11 to 100 g.p., it is a Class 2 crime. For 101 to 1000 g.p., it is a Class 3 crime. An amount of 1001 to 10,000 g.p. falls into Class 4, and anything over 10,001 g.p. makes this theft a Class 5 crime.

Treason. Betraying state secrets to a foreign power, assault against a member of the Royal Family, disobedience of a direct command from the Duke or Duchess, mutiny, and disobedience by military personnel of a direct order are *Treason*. Most instances of *treason* are Class 7 crimes. Mutiny and disobedience of orders in peacetime are Class 6 crimes.

Classes of Punishment

Now that you know what are considered crimes in Karameikos, here is how they are punished.

Type of Crime	Recommended Types of Punishment
Class 1	Fine: 1d6 g.p. OR Jail: 1 day OR Both
Class 2	Fine: 10d6 g.p. OR Jail: 1d6 Weeks OR Both
Class 3	Fine: 100x1d6 g.p. OR Jail: 1d6 Months OR Both
Class 4	Fine: 1000x1d6 g.p. OR Jail: 1 Year OR Both
Class 5	Fine: 5000x1d6 g.p. OR Jail: 1d6 Years OR Both
Class 6	Fine: 10,000x1d6 g.p. OR Jail: 5x1d6 Years OR Both OR Death
Class 7	Death

Determining Sentences

When a person has been convicted of a crime, the judge determines what the sentence will be. The judge knows what class the crime falls into; he is required to choose a punishment from those recommended in the table above.

You, as DM, will be playing most judges in the course of a campaign. You can either choose the punishment from the options given (based on the judge's personality and

the circumstances of the crime) or randomly roll from the choices given.

Special Service

A judge can ignore the recommended punishments of the table above under certain circumstances. If the crime is of Class 1 to 3, he can offer the prisoner a choice of the usual punishment or the execution of some special service—such as joining the armed forces, accomplishing a difficult task in the best interest of Karameikos of the community, etc.

With the written permission of the Duke, a judge can offer the Special Service option to a criminal convicted of ANY crime, up to Class 7. For example, a powerful magician might be convicted of some greater crime, but if his special abilities are greatly needed by the community or the Duke, his sentence will be commuted or completely erased if he will perform an important task.

This is a special event and should not be done too often in your campaign.

Repeat Offenders

Repeat offenders of Class 1 to Class 3 crimes receive stiffer and stiffer sentences within the proper punishment category. Along about the fourth conviction, the judge will begin routinely giving the character the maximum punishment allowed for that category of crime. Often, the judge will try to get the character into the army so that he can learn some discipline—or face charges of treason for his antics.

Repeat offenders of Class 4 or higher crimes tax the judge's patience faster. The first time a criminal is convicted of a crime at Class 4 or higher, he receives a sentence appropriate to the crime. The second time he is convicted, he receives a stiff sentence even if the crime only called for an average one. The third and subsequent times, he receives the maximum sentence for the crime.

Justified Crimes

A person charged with a crime can be acquitted of it—regardless of the severity of the crime—if he can prove to the satisfaction of the court that the crime was justified.

Example: An adventurer discovers that some villain is en route to accomplish a murder. He intercepts him, challenges him, fights him, and kills him. Assuming that the character doesn't have such a magnificent reputation that the authorities choose not to prosecute at all, the character will have to prove that if he had not acted in the manner he did, an innocent person would have died.

Example: A military officer discovers that his commander is secretly working for the en-

emy. The character has just been ordered to lead his unit into what is certainly a fatal trap which will lead to all their deaths and, perhaps, a major (and bad) turning point in the war. The character disobeys orders, fights the battle his own way, and wins. He's brought up on charges of treason. He must prove that his commander was a traitor, and that disaster would have resulted had he not acted as he did.

Commuting Charges

Any time in the course of a trial, based on the evidence before him, the judge may change the charge leveled at the defendant. He may increase or decrease the severity.

Enforcement

Here's the normal path of law enforcement in Karameikos.

A person notices that a crime has been committed. (He sees it in progress, finds he has money missing, finds a body, etc.) He reports it to the authorities (the townsmaster in a small village, the nearest guard station in a larger village or city).

The authorities investigate. They question the reporter, witnesses, and involved parties. They acquire evidence. (Remember that the sophistication of law enforcement authorities in Karameikos is very low; they'll know that bloody daggers are important, but will not recognize most of the clues a detective-story sleuth would.)

Once they have developed a theory about who the perpetrator is, they arrest him (if they can). This may require a manhunt if he's fled already.

If and when the suspect is placed under arrest, he is brought before the local judge. In a small village, this is the townsmaster. In a larger community, this is a person who has judicial powers granted by the Duke. There are several such persons in Specularum.

The judge hears the evidence. Assuming he agrees there is sufficient evidence for a trial, he sets the date. He may be moved by the pleas of the authorities or the suspect to make this weeks or even months in the future (due to the need to accumulate evidence); otherwise, it will begin within a week. A character may not await trial for more than six months; after six months all charges are dropped if the trial has not commenced. If, in this initial hearing, the judge does not believe there is sufficient evidence to try, the charges are dropped.

If the judge does agree to try, he determines whether the prisoner will stay in jail or be released on his own recognizance. If he chooses

the latter, the prisoner will often be required to put up a sizeable amount of money (appropriate to his social class) which the government collects if he tries to run away and elude trial.

The case is assigned a prosecutor who will present the authorities' arguments. In a small village, the judge will choose the prosecutor from the village population; he will choose someone who has no involvement with the case, is clear-minded, capable of coherent thought and argument, and who (one hopes) has prior prosecution experience. In a larger community, state prosecutors paid by the government perform this duty.

The suspect may hire someone to arrange and argue his case; this is a person familiar with the law and with (again one hopes) some trial experience, and is called an advocate. If the suspect cannot hire an advocate, he must speak for himself and present his own defense.

At the trial, which may take from minutes to weeks (depending on the amount of evidence, number of witnesses, etc.), the prosecutor presents his case, the advocate presents his. Each may introduce witnesses and evidence, and may question the other's witnesses and examine his evidence. Both make closing remarks, and the judge makes his decision.

If the suspect is found innocent, he is released. If the judge believes that he has suffered unnecessarily due to the trial, he may fine the person bringing charges against him, and give the fine to the suspect. (Such a fine cannot exceed 600 g.p.)

If the suspect is found guilty, he is sentenced according to the guidelines given earlier. If he is fined, the judge may divide the fine in a manner he deems fit between the government and the injured parties.

Noblemen on Trial

Trials in which the suspect is of landed lord status or above require that a jury of peers make the determination of guilt or innocence. Seven nobles of landed lord title or above sit in judgment of the suspect. A majority decision determines the outcome.

Trials in which the suspect is of knight status or above require that the judge be of status equal to the suspect.

If a baron is to be tried, the Duke or Duchess must sit as judge, and the jury must consist of 13 jurors of knight or higher status.

Player Characters and the Legal System

There are several ways to use the legal system in the course of your campaign.

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Characters on Trial. At least once, you should have a character placed under arrest for an action of his which was justifiable and necessary—but technically illegal. The prosecutor will argue that he's a willful criminal, the advocate that the character is innocent by virtue of justified action, and the adventure will involve the characters trying to acquire the necessary evidence and dealing with the cheating and evil activities of the corrupt prosecutor.

Characters as Participants. In a small village, where everyone has an opinion on the suspect's guilt or innocence, the townsmaster might be very grateful to a wandering adventurer with a good reputation acting as prosecutor or advocate—meaning that he asks a player-character to do this. It might be fun to contrive matters so that one player-character is the prosecutor and another the advocate.

Rights

In brief, these are the rights that the citizens of Karameikos possess.

Freeman. The freeman has the right to own property and will it to heirs; to be tried for accused crimes (instead of being punished without trial); to go where he wills (so long as he obeys national and community laws); and to act as judge when trying someone up to court lord status.

Court Lord. The rights of the court lord are identical to those of the freeman.

Landed Lord. The landed lord, in addition to the rights above, has the right to assess taxes of the subjects on his lands; to act as juror when trying someone up to landed knight status; to act as judge for anyone up to landed lord status, particularly for crimes committed on his lands; and to levy troops from his lands in times of war.

Knight. The knight has the rights of the court lord, and can also act as juror in trials whose suspect is up to baronial status; he can demand shelter (see *Politics in Karameikos*); townsmasters may ask that a knight act as judge over trials performed in a community; any trial of a knight must be presided over by a judge of knight status or higher.

Landed Knight. The landed knight has the same rights both knight and landed lord (where rights overlap, the knight's take precedence). The trial of a landed knight must be presided over by a judge of equal or higher status.

Baron. The baron has the same rights as a landed knight. The trial of a baron must be presided over by the Duke or Duchess.

Duke. The Duke and Duchess are theoretically immune to trial. ("Theoretically" means

that this only works while the Duke is on the throne. If he's overthrown, the first thing the new government will do is try him.) They have the rights listed for them in the *Politics in Karameikos* section. They also have the right of "instant trial"—they can impose any sentence (up to that of a Class 6 crime, but not the death penalty) they wish on one of their subjects, for any reason, or none. Naturally, they don't do this very often. However, to invite the Duke's displeasure may be to end up in jail for a few weeks, or to find one's self in the army on the cold, cold northern frontier.

Open Court

There is one last right which everyone in Karameikos (except convicts) has: the right to audience with the Duke.

This is something which the Duke initiated out of his own sense of fairness. Anyone can demand an audience with the Duke—so long as the person can survive the bureaucratic resistance in his way.

A person wishing an audience with the Duke must see a secretary of the Minister of State in Specularum. This secretary will ask the person his story or complaint. Having heard it, he will inform the person what proper procedures are for solving the problem. If the person refuses to follow proper procedure, the secretary makes him an appointment to come back a few days later; at that time, the person must repeat his story to the secretary and to a minister or minister's assistant who has some jurisdiction on the complaint.

If the person still refuses to go through normal channels, the secretary makes him an appointment to see the Duke in open court. The Duke's day of open court is Nytdain of each week (see the Calendar notes at the end of this section). The average wait for the appointment is three weeks, so on the third Nytdain after this appointment the person may enter the Duke's castle, come before him in front of his court (along with all the other petitioners), and present his case.

If the Duke is impressed with the character or his argument, he will at least take the character's word under consideration. If he is not—because the character is rude, or the Duke really did not need to hear what the character had to say—the Duke will sentence him to a few weeks in prison. (By this means the Duke keeps down the number of people who speak to him when it is not necessary.)

The type of people who use this right include: those who seek justice, and have already tried the ordinary government means of satisfaction; those who would propose

changes to the law, and have only seen their proposed legislation become lost in the bureaucratic shuffle; those with personal messages for the Duke who must, for whatever reason, relate the message in person and have no other access to the Duke's ear; and those who espouse a cause and are willing to suffer jail in order for the Duke to hear what they have to say.

Player-characters have this right too, should they ever need it.

Dress

In this section (and accompanying illustrations), we'll discuss the type of clothing that Karameikans of all ethnic origins and social classes wear.

Costume in General

Some elements of costume are common to all classes of society. They include:

Hair. Thyatian men wear their hair cut close. They may go clean-shaven or not; many wear very full beards and mustaches.

Thyatian women wear their hair long. They either wear it loose, braid it, or wear it up, depending on the weather and the situation.

Traladaran men wear their hair short or long; if long, they often tie it back into a tail. Traladaran men go clean-shaven or, if bearded, keep the facial hair cut very close.

Traladaran women tend to wear their hair long, either loose or tied back into a tail.

Jewelry. Thyatians tend to wear very little jewelry. Men wear finger-rings, sometimes necklaces bearing medallions. Women wear modest earrings, finger-rings, and (where applicable) long necklaces of gold, pearls, stones, etc.

Traladarans tend to wear a lot of jewelry. Men wear finger-rings, sometimes earrings, gaudy brooches for cloaks, and necklaces. Women wear finger-rings, large earrings, bracelets, anklets, and armlets in clashing profusion.

Colors. Those Thyatians who dress for effect tend to keep their dress simple: two or three well-coordinated colors, pleasingly and gracefully matched.

Traladarans, however, like bright colors in profusion. For example, a Traladaran man might wear black boots, striking yellow trousers, a glaring red sash at his waist (matching the scarf around his neck), a white tunic, and a big winter cloak in gaudy blue.

COMMON DRESS

The Thyatian man in common dress will commonly wear ankle-length trousers, a belt, and a sleeveless vest. In winter, the vest is worn over a long-sleeved shirt which buttons up the front. If the character has enough money, he'll wear shoes or boots and carry one or more belt-pouches. Leather wrist-bracers are often worn by fighting men.

The Thyatian woman in common dress wears a skirt, calf-length in summer and floor-length in winter, a sleeveless vest over a long-sleeved V-neck blouse which buttons up the front, and perhaps a belt-pouch. Sandals and shoes are appropriate footwear.

The Traladaran man in common dress wears close-fitting trousers and a loose-fitting tunic with laces up the front (starting at mid-chest). He tends to wear a broad belt or colorful sash, and, if he has the money, boots (often with large cuffs). He may wear a scarf around his neck or around his brow. If he wears his hair long, it is often tied back in a piratical pony-tail. He may wear a belt-pouch or tuck his pouches in his sash.

The Traladaran woman in common dress wears a brightly colored (sometimes motley) skirt at knee-length or calf-length, and a loose pull-over blouse with a rounded bodice. Bare

feet, sandals and soft, high boots are all appropriate to this costume.

The common folk wear mostly browns and black, but commoners with money tend to wear brighter colors.

Both Traladarans and Thyatians wear cloaks in cold weather; in full winter, they wear full-length cloaks with hoods; in chill weather, those with money may just wear hip-length cloaks.

FORMAL DRESS

The style for formal dress in Specularum began to be set one hundred years ago, with the original Thyatian invasion of Marilenev. Today, there are no distinct "Thyatian" or "Traladaran" formal styles of dress—though formal dress seems to be more Thyatian in flavor than Traladaran.

Men in formal dress wear dark boots, trousers, and belts, and long-sleeved tunics (either pull-over or with two rows of buttons, as a military uniform), with full sleeves; such tunics tend to be crafted with rich embroidery and materials and made with strong rich colors.

Women in formal dress wear gowns with long, full, flowing sleeves and a full-length skirt; the dress generally laces up the back. Footwear usually consists of low shoes or slip-

pers. Accoutrements include narrow leather or cloth belts, often wrapped numerous times about the waist in interesting patterns; jewelry (worn in the style of the woman's race, either Thyatian or Traladaran); and a long cloak of rare animal fur.

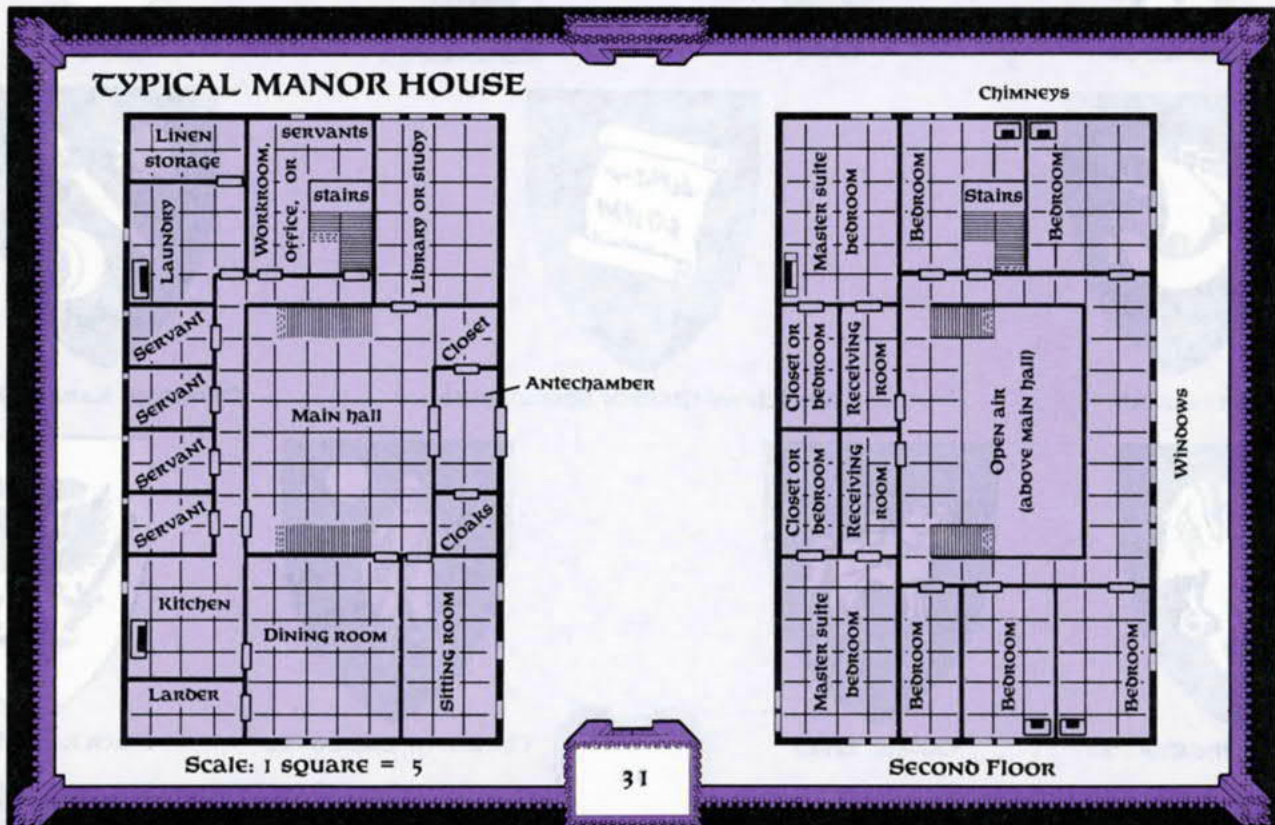
Nobles of landed lord status or higher may wear a noble coronet (a narrow, undecorated crown) displaying their status; barons and baronesses may wear a baronial coronet (a narrow crown usually inlaid with gems or engraved with patterns); the Duke and Duchess may wear full crowns.

FORMAL Clerical Robes

For formal occasions, clerics may dress in full clerical gear.

For the Church of Karameikos, this consists of a full-sleeved, floor-length gown with the arms of the Church of Karameikos (or Order of the Griffon) displayed prominently on the chest. Clerics of the Church of Karameikos carry a metal sceptre designating their clerical profession.

For the Church of Traladara, full dress consists of a full-sleeved, knee-length surcoat dyed a particular hue of brown associated with the Church. Clerics of the Church of Traladara carry a gnarled, wooden staff, also referred to



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as a sceptre, designating their clerical profession.

ADVENTURING DRESS

Adventurers, by and large, dress in commoners' dress—though the garments may be of expensive quality.

Women who fight often dress in clothing like that of their male counterparts, as it's easier to strap armor around such garb.

Other than the formal clerical dress mentioned above, there is no "character class dress" in Karameikos. There are no robes which give the wearer away as a magic-user; wearing leather armor without a shield doesn't mean that person is a thief. You, as DM, need to stress this fact throughout the campaign. A person in plate armor carrying a mace (but without a shield) may turn out to be a fighter; so might the nimble fellow in leather. A mighty wizard may look no different from a town leader. Only if the characters wear badges or devices signifying their professions will other people be able to tell their professions.

Devices, Clans Markings, AND COATS OF ARMS

Most large families, guilds, and orders in Karameikos have symbols which represent them. In the accompanying illustration, you'll see several of these.

If a family's head is at landed lord or higher status, the family's design is called a *coat of arms*. If the family's head is at freeman or court lord status, the design is called a *clan mark*. If the design represents a guild, military unit, religious order, or other society, it is called a *device*. But it all means the same thing—a representative device worn on shields and banners, on badges and buckles, or anywhere the wearer wishes to proclaim his allegiances.

Most nobles of landed lord or higher status employ a professional, called a herald, whose duty it is to know the majority of devices, clan markings, and coats of arms within Karameikos—and many of those from foreign countries.

Calendar

This is the calendar used by the Grand Duchy of Karameikos. Karameikos follows the Thyatian dating, which measures the start of the modern calendar from the crowning of the first Emperor of Thyatis, exactly 1000 years ago.

Kaldmont, Nuwmont, and Vatermont are the months of winter; Thaumont, Flaurmont, and Yarthmont are the spring; Klarmont, Felmont, and Fyrmont are the summer; and Ambymont, Swiftmont, and Eirmont are the autumn.

Rainy season, with scattered showers every few days, starts in early Vatermont and continues into late Thaumont. Because of breezes coming off the southern ocean, summertime months tend not to be too uncomfortable (peaking at about 90 degrees F). Winter, too, is fairly mild; the warming ocean breezes and the barrier of the Altan Tepes mountains keep cold northern weather from descending in full force on Karameikos.



Karameikos



Radu



Torenescu



Vorloi



City Guard



Magicians' Guild of Specularum



Church of Karameikos



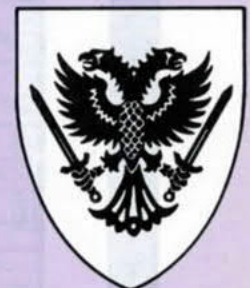
Order of the Griffon



Callarii Elves



Church of Traladara



Black Eagle Barony

Dates of Importance

On the calendar, the following dates are of particular importance to Karameikans.

- 1 Nuwmont** The start of the New Year. This calls for celebrations: Most businesses close, there are parades in the streets and other winter festival activities, especially in Specularum. This year (AC 1000) 1 Nuwmont is the Millenium Celebration of the crowning of the Emperor of Thyatis, so the affair will be larger and louder than ever.
- 1 Watermont** The Duke's and local tax collectors collect taxes for Swiftmont through Kaldmont of the previous year.
- 1 Thaumont** This is officially the first day of spring (regardless of the weather).

The Gnome Caravan traditionally sets out for Specularum on this day. This is also the traditional date for the start of the shipping season.

- 11 Thaumont** The Gnome Caravan usually arrives in Specularum on this day.
- 15 Thaumont** All trading done, the Gnome Caravan usually leaves Specularum on this day.
- 1 Yarthmont** The tax collectors collect taxes for Nuwmont through Thaumont of this year.
- 1 Klarmont** This is officially the first day of summer.
- 1 Felmont** Beast's Day. This is the traditional date of the last battle between King Halav and the Beast-Men, and is a big, lavish Traladaran holiday all over Karameikos. Participants dress up as Beast-Men and wander the

streets in parades, and there are mock battles between Beast-Men and Men, dances, and other events commemorating the battle. Religious observations are held by clerics of the Church of Traladara.

- 1 Fyrmont** The tax collectors collect taxes for Flaurmont through Klarmont of this year.
- 1 Ambyrmont** This is officially the first day of autumn.
- 28 Swiftmont** The Duke's Birthday. This is a holiday in Specularum, with events like those of the New Year celebration.
- 1 Eirmont** The tax collectors collect taxes for Felmont through Ambyrmont of this year.
- 1 Kaldmont** This is officially the first day of winter.

NUWMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2 (?)	9	16	23
Tserdain	3	10	17	24 (e)
Moldain	4	11	18	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6	13	20	27
Soladain	7 (!)	14	2128	

FLAURMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25 (!)(?)
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6	13	20 +	27
Soladain	7	14	21	28

FELMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24 (!)
Moldain	4	11	18	25 + (!)
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-(!)
Loshdain	6	13	20	27 (!)
Soladain	7	14	21	28 (-)

SWIFTMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6 (!)	13	20	27
Soladain	7 (?)	14 +	21	28

VATERMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4 (?)	11	18 +	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6	13	20 (!)	27
Soladain	7	14	21 (?)	28

YARTHMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5 1q	12 3q+	19 3q	26 1q-
Loshdain	6	13	20	27 (!)
Soladain	7	14 + (e)	21	28

FYRMONT

Lunadain	1 (o)	8 1/2	15 (*) +	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10 (e)	17	24
Moldain	4	11	18	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6	13	20	27
Soladain	7	14	21	28

EIRMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24 \$
Moldain	4	11	18	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6 (-)	13	20	27
Soladain	7	14 +	21	28

THAUMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25 (e)
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6	13	20	27
Soladain	7	14 (!)	21	28

KLARMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16 (?)	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-
Loshdain	6	13	20	27
Soladain	7	14	21	28

AMBYRMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-(!)
Loshdain	6	13	20	27 (-)
Soladain	7	14	21	28 (x)

KALDMONT

Lunadain	1 (o)	8 1/2	15 (*)	22 1/2
Gromdain	2	9	16	23
Tserdain	3	10	17	24 (!)
Moldain	4	11	18	25 (!)
Nytdain	5 1q+	12 3q+	19 3q-	26 1q-(!)
Loshdain	6	13	20	27 +(-)
Soladain	7	14	21	28 \$(x)

Main Calendar Key:

- (o): new moon
- 1q-: quarter moon waning
- 1q+: quarter moon waxing
- 1/2: half moon
- 3q-: three quarter moon waning
- 3q+: three quarter moon waxing
- (*): full moon

- (!): shooting star — a comet crosses the nocturnal sky (20% chance), in a direction helpful to one who seeks an unknown destination.
- (e): eclipse — the sun disappears behind the moon for 1d6 turns (15% chance).
- (?): new star — an unusual star of any color shines during one night (5% chance), or stays permanently (3% chance).
- (-): missing star — a well known star permanently disappears from the known constellations (10% chance).
- (x): stellar cataclysm — unusual celestial activities cause the sky to change color for one day, or glow eerily for one night, causing fear and disorder among the population (3% chance). All magic is totally ineffective during that day.

The Karameikos Economy

Economic Structure

Here is how the economy in Karameikos works:

(1) *A person works and receives money.* Working people in Karameikos fall into one of four categories:

Farmer (raising and selling crops); Worker (working for one employer); Owner (owning and operating a business, even if he is the sole employee—adventurers fall into this category); and Nobleman (who lives off the taxes levied off persons within his barony or estate).

(2) *Four times a year, taxes are levied against those wages.* Everyone in Karameikos, except noblemen and some farmers, are assessed the same tax: 25%.

Farmers, if they do not live within a barony or estate (i.e., free homesteaders), pay to the Duke's tax men. If they do belong to a nobleman, they instead pay 50% taxes to the nobleman's collectors. (The extra amount pays for the protection the family receives from the nobleman's soldiers, etc.) The tax is usually paid in crops and livestock. Members of the farmer's family often do other work for the local ruler (act as servants, work the nobleman's fields) which counts toward their taxes.

Workers and owners follow the same schedule. They may only pay in coin, however. They must report all earnings to the Duke's tax men even if they pay to a local ruler.

Noblemen receiving these revenues forward one-fifth of the moneys they receive to the Duke's collectors. They keep the remaining amount . . . but the Duke may also request soldiers of the nobleman, by insist the nobleman embark on building projects within his territory, etc.

If you have the D&D® Companion Set, the Dominion Administration rules are in effect; the proportion of incomes given above is equal to the Dominion Income guidelines. (In other words, a peasant family in an area with an agricultural resource will be paying the equivalent of 12 gp per month, and this is equal to 50% of its earning power.)

(3) *Tax revenues are spent on maintenance of the armed forces, on the creation of roads, on the upkeep of Specularum, on the upkeep of the royal family, on the salaries of the royal ministries, etc.*

(4) *Sales taxes are assessed.* In Karameikos, 5% of the amount charged for any sale goes to the Duke's men on a quarterly basis. This revenue is also used for the purposes mentioned in (3), above. It never goes to the local ruler. Import taxes are 1% of the cargo value; this is the amount that the merchant pays to sell the cargo to a local businessman. Once that businessman begins selling the goods, the 5% tax is charged.



COINAGE

If you know something about (real-world) medieval economics, you know that the D&D® world has vastly more gold than medieval Europe did. Don't let that worry you. This world has great geological differences from our Earth; one of these differences is that there is far, far more precious metal here. But it is worth much less; the gold coin that a medieval Earth family could live on for months is pocket change here. (That doesn't mean life is any easier for the peasants of Karameikos.)

In Karameikos, the gold piece is called the *royal*. On the obverse is a side-view of the head of King Halav, wearing his war-helmet; on the reverse are the inscriptions, "Grand Duchy of Karameikos," "Glory in All Deeds" and "One Royal."

The silver piece is called the *crona*. On the obverse is the royal palace in Specularum; on the reverse are the inscriptions, "Grand Duchy of Karameikos" and "One Crona."

The copper piece is called the *kopec*. On the obverse is the great wolf of the inland forests; on the reverse are the (expected) inscriptions, "Grand Duchy of Karameikos" and "One Kopec."

ECONOMY OF THE CHURCH

The men and women of Karameikos are not required by law to pay any part of their income to any church of the nation. For Stefan Karameikos to require his Thyatian followers to tithe to the Church of Traladara would have been disastrous, and to require the Traladaran population to tithe to the Church of Thyatis would have led to revolution. So, there is no state church in Karameikos.

The churches ask that their followers tithe 10% of their income to the church. Few people can afford that (on top of their secular taxes), but enough do that an average of 2% of the nation's income is tithed to the churches.

Also, the churches do require that their adventuring clerics tithe the full 10%, and many clerics are inclined to tithe more.

The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, and (often) to exert political influence on the rulers of Karameikos.

DUNGEON MASTERING the ECONOMICS

While the above structures and numbers are handy to know in order to answer questions, they mean very little from a game perspective.

Here's how the economy effects the campaign and player-characters:

(1) *Taxes.* As you saw, everyone is expected to pay taxes. This includes player-character adventurers. PCs often feel that the local taxmen do not deserve any part of the treasure the heroes have won from monsters, but the Duke's men don't see it that way. Every so often—say, once a game-year, or whenever the characters have won a large horde of treasure—ask the characters if they're going to report this gain to the tax-men. If they do, fine. If not, make them go through the difficult rigors of smuggling all that treasure around. Then, if they keep this sort of behavior up, and spend their treasure anyway, a taxman will eventually notice that the characters are living 'way beyond their means; the characters will be subject to secret investigation, eventually charged, arrested, tried, and convicted of tax avoidance. Don't drop all this on the characters out of the blue; let them see it happen to some well-known NPC first.

(2) *Dominions.* When characters begin to build strongholds and to rule dominions, use the income and expenditure rules from the D&D® Companion Set; make sure the players are familiar with it and adhere to it.

Don't worry about calculating the income and expenditures for every barony and estate in Karameikos. If characters are curious, describe to them the general economic situation: Currently prosperous, slight slump, major slump (because of crop failure or other disaster), etc. Changes in the economy should be for your own plot purposes—can the characters overcome the problems which are injuring the nation's economy?—rather than because of random die-rolled economic events.

The Lay of the Land

Take a look at the full-color map of Karameikos included with this Gazetteer, and we'll give you a short course in Karameikos geography.

Land Patterns

The entire northern frontier of the Grand Duchy is mountainous. A continuous line of mountains acts as Karameikos' northern border.

It's the same spine of mountains, but is called by different names in different places. In western Karameikos, it's the Cruth Mountains. In central Karameikos, it's the Black Peak Mountains. In eastern Karameikos, it's the Altan Tepes Mountains—and there, the mountain range broadens, with one range of mountains continuing north and the other turning sharply southeast.

These mountains tend to be thickly covered with forest vegetation, gradually thinning to bare rock toward the peaks. The average height of mountains in this range is about 4,000 feet, though many are much larger.

South of this mountain range, you have miles and miles of mountain foothills—also thickly covered with forest. In western Karameikos, hilly country extends to within half a day's travel of the Gulf of Halag; in eastern Karameikos, the most southerly foothills are within twenty miles of the coastline.

Much of the rest of the Grand Duchy is flatland, sometimes with gently rolling hills.

The land slopes very gently from the northern mountains to the southern coast. The most northern flatlands (the Cruth lowlands of western Karameikos) are about 1,500 feet above sea level; the flatlands south of the Black Peak mountains are about 1,000 feet above sea level.

Terrain

Karameikos is one of the most thickly-wooded nations of the world. In the northern parts of the Grand Duchy, pine forests cover the mountain slopes and the hillsides. The further south you get, the more hardwoods—oak especially—you see; in the southernmost parts of the Dymrak Forest of eastern Karameikos, all you see are ancient oaks towering into the sky.

There are three great tracts of forest in Karameikos.

Farthest west, near the border, is a thick forest area variously called the Riverfork Woods and the Achelos Woods; these woods are largely unexplored, uninhabited by humans (except for the lucky soldiers garrisoned at Riverfork Keep), and very ominous.

In central Karameikos is the Radlebb Wood, a forest inhabited by the majority of Callarii elves. It's a little less dark and ominous than the western tract . . . but still has its dangerous wild animals.

In southeastern Karameikos is the greatest of the Duchy's woods, the Dymrak Forest. It stretches all the way from the borders of the Barony Kelvin to the border to Thyatis. It's a mighty hardwood forest, and home to numerous nonhuman tribes—mostly violent nonhumans, plus the Vyalia Elves.

Most of the remainder of Karameikos consists of flatland areas with patches of clear terrain (suitable for pasturage and tillage) and patches of forest; it is in these areas that humans settle most comfortably.

There is one swamp in Karameikos—Blight Swamp, near the western border. It's not a healthy temperate swamp; rather, it's an ugly landscape of dying trees and rotting vegetation. Disease-bearing mosquitoes infest its still waters, and strange creatures glide under the water's surface. Even the light of day is subdued and cheerless in this part of the nation. Appropriately enough, the southeastern portion of the swamp lies within the Black Eagle Barony.

And there is one area of moors in the nation—northeast of the Barony Kelvin. These moors are flatlands and slightly rolling hills where underbrush is sparse and scrubby; small rivers trickle through; there are large patches of deceptive-looking bog, where men, horses and whole parties can be sucked into quicksand-like ground in a matter of moments. This, too, is a haunted-looking area, where strange howls can be heard during the night and where nothing looks friendly or comforting during the day.

Water

The map shows numerous rivers crossing through the nation.

In western Karameikos, the Rivers Cruth, Magos, Gustos and Achelos pour down out of the Cruth Mountains. About fifteen miles north of the border of the Black Eagle Barony, they all come together into the greater River Achelos. This river broadens and slows as it passes out of the woody terrain, and drains slowly through the Blight Swamp and out into the Gulf of Halag.

In central and eastern Karameikos, the river Windrush comes down from the Black Peak Mountains, and the rivers Hillfollow and Highreach come down from the Altan Tepes. They all join together near Kelvin, and continue (as the river Highreach) on to the sea.

The names Windrush, Hillfollow and

Highreach were coined by Thyatian settlers. The rivers all have older names—respectively Wufwolde, Shutturga and Volaga—which are still used by the Traladarans.

The nation has many, many smaller rivers not shown on the map. Wherever you, for plot or story purposes, need a river or creek, add it. You can be sure that any city or community which is not shown as being beside a greater river will be near a small body of water.

Other Geological Features

Metals

Mines are numerous in the Wufwolde Hills (especially gnomish and dwarven mines); iron is produced here in great quantity, and a small quantity of precious metals can be found here.

It is known that there is gold to be found in the southern Altan Tepes, and many people try to establish mines there. Some meet with great success; most meet with death at the hands of the nonhumans who infest that part of the country.

Caverns

Finally, there are many cavern and cave complexes in Karameikos, especially in the Black Peak Mountains and Wufwolde Hills. Caves and caverns are, of course, ideal locations for you (as DM) to locate lost civilizations, hidden bandit tribes, ancient sleeping monsters, and so forth.

The Communities of Karameikos

In this section, we'll talk about the various cities and other communities of the Grand Duchy.

Each site will be described in terms of its ruler, its population, its laws (in addition to or contrary to the Duke's Law given in the "Karameikos Society" section), and notes on other features of the community.

Specularum

Ruler: Duke Stefan Karameikos III (see his writeup in the "Characters" section). Day-to-day activities are handled by the Townsman, Lord Lucas Tormandros (4th-level fighter, age 36, black hair and blue eyes).

Population: Not certain; the last accurate census was 15 years ago, and Specularum then had a population of about 50,000. It is certainly greater now.

Laws: All weapons (except daggers) must be tied into their sheaths (or otherwise bound) by cloth ties. Carrying a weapon unbound is a Class 2 crime (see "The Duke's Law" in the "Karameikos Society" section); murder by unbound weapon is automatically tried as a Class 7 crime. It is permitted to cast magic, but casting a spell on an unwilling party is a Class 2 crime (or greater if the effect warrants a greater punishment). In times of festival, each person entering Specularum must pay a tax of eight crowns.

Notes: The city, though large, is a crowded, noisy, dirty place—the epitome of the medieval city. The streets are mostly earthen, quite narrow (except for the major streets shown on the map), twisting, unlit and often unsafe. "Sanitation" consists of a small trench cut in the center of the street. Buildings are one- or two-story constructions made of crude brick or wood; a few are made of fired brick or stone.

Neighborhoods: Take a look at the map of Specularum on the map sheet. Several neighborhoods are mentioned on it, and are described below. Important note: except where a wall is shown, the transition between neighborhoods is gradual, not sharp. When traveling from the rich Hill area to the affluent Bricktop neighborhood, all the traveler notices is that the dwellings slowly become less costly, slowly become smaller. Continuing on toward the Merchant District, the traveler will slowly see more and more businesses along the street, until they gradually crowd out residences altogether.

Bricktop. This is a more or less affluent area of town, halfway between the posh residences of the Hill and the Merchant District. It's named for Bricktop Road, a major thoroughfare so called because it is made of brick. The Specularum slang term "Bricktop" also indi-

cates anything that's of good quality. This area is characterized by small to medium-sized, expensive homes; the population here is mostly of Thyatian descent. Many merchants, ministerial aides, and other well-paid persons live here.

Duke's Park. Not really an area of town, this is the walled-off forest park maintained for the Duke by his cousin, Lord Alexius Korrigan. The Duke and his family do some riding and hunting here; it's like a small game preserve for the royal family.

Duke's Stronghold. This is the castle of the Duke; it's described in greater detail a little later.

Foreign Quarter. This area of town, built outside the original city walls, is where most foreigners in Specularum live—this includes not only humans from other nations, but demihumans living within the city as well. As you might expect, street gangs tend to belong to one ethnic group or another and have heated clashes. *Note:* Thyatians don't end up in the Foreign Quarter; they're too much like the ruling Karameikans to be discriminated against.

The Hill. This is the posh area of town; the streets are all brick, the neighborhood broken up into numerous small walled estates. These estates belong to many of the most powerful persons in town—although the mighty Radu family does not live here. The Hill actually does, in part, lie on the lower slopes of the hill where the Duke's Stronghold is built.

Lesser Merchant District. This isn't a district for lesser merchants; it's just the smaller of the two merchant districts in town. Because of its proximity to the Foreign Quarter, this is the district to come to for exotic foods and crafts; though smaller than the other district, it has a much wider range of goods.

Merchant District. This is the main merchant district of town. It's the part of Specularum that never sleeps; many inns and taverns are open all night, and few shop-owners—who mostly live above their places of business—will turn down a late-night sale when some frantic buyer comes hammering at their doors. All sorts of businesses and goods are to be found here: Mercenaries for hire, stables and livery, bakeries, meat-shops, sweetshops, jewelers, smiths, goldsmiths, silversmiths, fortune-tellers, carpenters, bricklayers, engineers, hostels, scribes, sages, alchemists, magic-users, thieves, entertainers, and just about anything else can be found here.

The Nest. This is the oldest, narrowest, dirtiest, and poorest section of town; the population is mostly Traladaran. The guardsmen do not venture here when they can avoid it;

crime is king. When you want to have your characters beset by thieves and robbers, trapped in a labyrinthine maze of indistinguishable streets, this is the place to bring them.

North End. This is a mostly residential section of town; many people who work as servants within the city or as seasonal laborers in the surrounding Estate of Marilenev live here.

Old Quarter. This is what the Nest was about thirty years ago. It has the same narrow streets and same tight-packed humanity, but crime, while frequent, is not quite as prevalent as the Nest. The population here, again, is mostly Traladaran.

South End. This area is basically the same as the North End.

Trader's Corridor. This strip of land, right on the shore, is not protected by the city's old tide wall. It is where the major shipping and shipbuilding businesses are located; there are also several fish-markets along this strip of territory. In general, this area has numerous piers, warehouses, and merchant-related businesses; overseas passage is booked here; international messages pass through here; cargo from all over the world is received here, and reciprocal cargo is sent out from here.

Westron Alley. This is a thick gauntlet of businesses serving the North End and South End, not to mention travelers coming to Specularum via the Westron Road.

Specific Places: There are also several specific sites and neighborhoods mentioned on the map:

Bricktop Road. This is the road for which the Bricktop area (above) is named.

Duke's Wall. When Duke Stefan came to Specularum 30 years ago, the city was already growing out beyond its original walls. This is the wall he had built to protect the formerly defenseless citizens of "outer Specularum;" as you see, it runs from the east end of the Foreign Quarter around the city to the southeast end of the Church of Karameikos's district.

Duke's Road. It's here that the Duke's Road—which runs all the way from the city to the northern border of Karameikos—enters Specularum.

The Duke's Residence (High Palace). The High Palace is where the Duke, his family, his servants and their families live. It's the highest point of the Duke's Stronghold and its walls command a breathtaking view of Specularum, the Mirror Bay, and the surrounding countryside. The large building shown is the palace proper; it's a three-story dwelling. Here is where the family's quarters are, where Duchess Olivia conducts her numerous balls and parties. The small building to the northeast is the family's personal stables. The small build-

The Communities of Karamaikos

ing to the southeast is the "gardeners' palace," where the gardeners live and where all their tools, seed and equipment are stored. The building further down the slope from the stables is the ruin of the old Marilenev palace, abandoned for a hundred years (since the original Thyatis invasion of a century ago). It's a crumbling stone dwelling thought to be cleared of all goods and inhabitants years ago; but, of course, you can always install an ancient dungeon beneath it . . .

The Garrison. Further down the slope from the Lower Palace are the Garrison buildings, where the Elvenguard and the Duke's Guard are housed. They are sprawling single-storied buildings; the western building houses the Elvenguard, while the eastern houses the Duke's Guard and the armory. The meeting rooms and the administrative offices are in the northeast building (opposite the Gardener's Palace).

Granaries. This is a large stone structure where grains, dried meats, and other foods are stored against the chance that the Stronghold is ever besieged.

The Grand Market. This is the largest open marketplace in Specularum. It is thickly infested with stands and rolling carts selling goods during the day; all such stands must be disassembled and removed by full dark, and

may be set up again at dawn. It's here that "Lord Dmitrios," the king of beggars, performs (see his writeup under "Characters").

The Hightower. This is a combination of watchtower and lighthouse. Guardsmen are always on duty here, watching for troop movement on land and watching incoming ships on the sea; the tower houses many runners who are continuously sending information about incoming ships to the garrison. Also, at night, a large oil fire is lit here to guide wayward ships into the bay.

Low Palace. This long building is where the actual ruling of Karamaikos takes place. The Duke and Duchess have their true throne room here (there's a lesser one in the High Palace); the ministers have their central and subordinate offices here. It's here that petitioners come, from here that all decrees are issued; it is, in effect, the nerve center of the Grand Duchy.

Naval Docks. Down below the Garrison are the Naval Docks, where ships of the line are docked when in Specularum.

Old Wall. This is the old wall which surrounded the old city of Marilenev. It's still sound and is perfectly fit to act as a defensive wall should Specularum ever be attacked.

Street of Dreams. This is the prophetic and magical center of Specularum; it has the high-

est concentration of fortune-tellers and freelance magicians who offer services in Specularum.

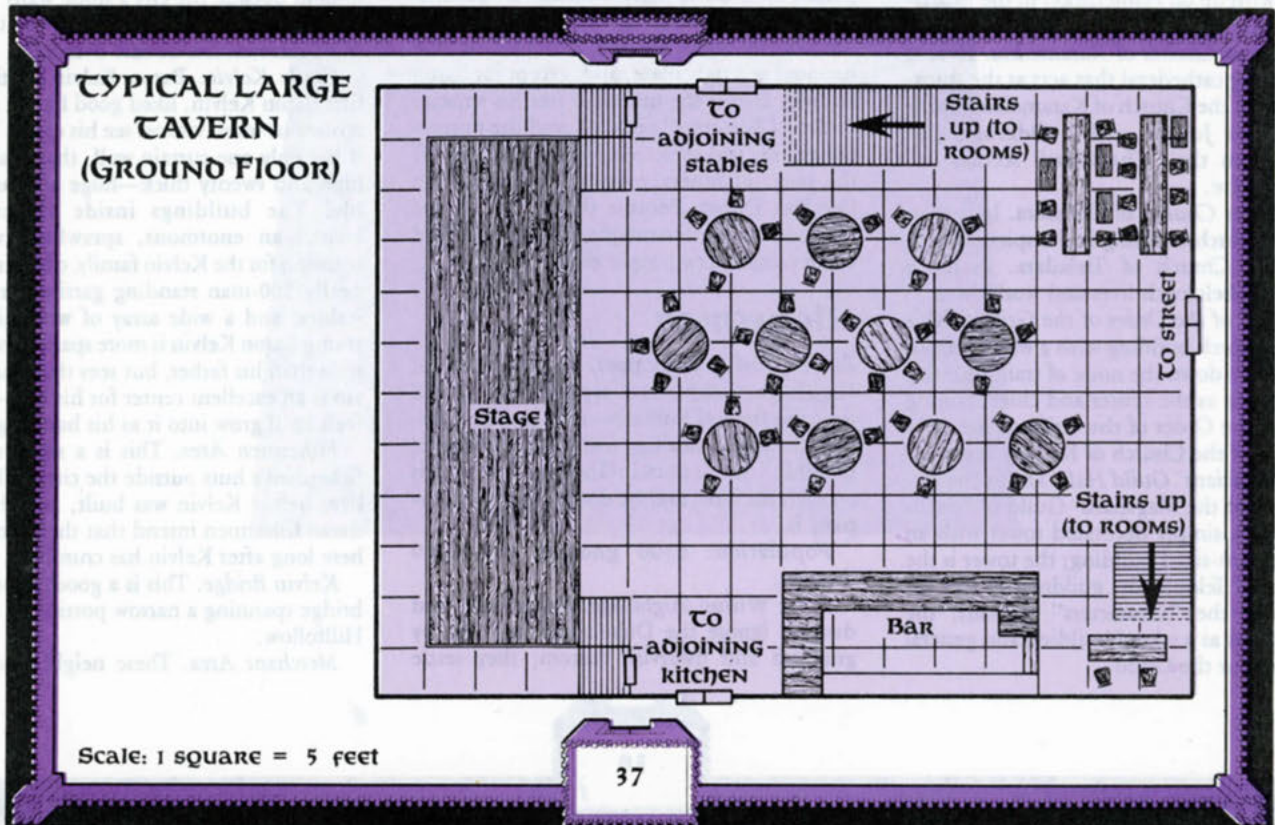
Westron Road. This is where the Westron Road enters Specularum.

(1) Ambassadors' Quarter. This part of the Hill is the Ambassadors' Quarter. Duke Stefan eventually acquired about three blocks of this area and set its estates over to be the dwellings of official ambassadors to Karamaikos. All of the ambassadors described in the "Characters" section live in manors here.

(2) Hill Market. This small marketplace services The Hill; in addition to ordinary foods and services, you can find many businesses selling delicacies, expensive imports, and the like.

(3) Black-Heart Lily. This is the location of the well-known Black-Heart Lily, one of Specularum's more notorious inns. See the descriptions of Luthier Sforza and Yolanda of Luln in the "Characters" section for more on this. The Black-Heart Lily corresponds to the "Typical Large Tavern" map below.

(4) "The Palace." This is not part of the Duke's holdings; somewhere in this area is the headquarters of the Kingdom of the Thieves. It's generally known that characters can get in touch with the Kingdom by dropping word in this area of the Nest. "The Palace" is sup-



The Communities of Karameikos

posed to be an underground headquarters filled with lavish decorations and furnishings; this rumor is true. Flameflicker does not come here often, but his "princes and princesses" operate out of this HQ.

(5) *North Market*. This is an open marketplace serving the north end of town; it has characteristics similar to that of the Lesser Merchant District, described above.

(6) *Radu Territory*. Just east of the Grand Market, the Radu Family owns several blocks of residences and businesses. The clan has its own home here, and everyone in the neighborhood is either employed by the family or bound to it by debt or blood ties. See the description on Anton Radu in the "Characters" section.

(7) *Torenescu Territory*. This is the part of the Hill owned and controlled by the Torenescu family; see the writeup of Aleksander Torenescu in the "Characters" section.

(8) *Navy Shipbuilders*. This is where the shipyard which constructs the navy's vessels is located.

(9) *Guardhouses*. These are the guardhouses of the City Guard. Of the twelve guardhouses in Specularum, eight are shown on the map; locate the others where it suits your purpose. The guardhouse nearest the Grand Market and the Old Quarter each house two squadrons of guards.

(10) *The House of Alya*. This is one of the fortune-tellers' shops on the Street of Dreams, notable only because it is the shop of Alya, also known as Flameflicker, the Thief-King (see the writeup on Flameflicker in the "Characters" section).

(11) *Great Church of Karameikos*. Here is the towering cathedral that acts as the spiritual center of the Church of Karameikos. Patriarch Olliver Jowett, Alfric Oderby, and Magdel from the "Characters" section live and work here.

(12) *Great Church of Traladara*. In a massive, low church building is the spiritual center of the Church of Traladara. Patriarch Aleksyev Nikelnevich lives and works here.

(13) *Hall of the Order of the Griffon*. This is a large church building with a walled enclosure (to keep down the noise of training); this building acts as the center and chief training facility of the Order of the Griffon, the military order of the Church of Karameikos.

(14) *Magicians' Guild Hall*. This is the formal office of the Magicians' Guild of Specularum. It's a simply decorated tower with an attached barn-sized building; the tower is the residence of Teldon, the guildmaster (see his writeup in the "Characters" section); the building acts as a school building and general laboratory for the Guild.

Dmitrov

Ruler: Lord Lev Dromilov. Dromilov is a 6th-level fighter, age 38, black hair and brown eyes. His estate is small, but he rules it well; he gets along fairly amicably with Baron Vorloi, whose lands border his.

Population: 6500.

Laws: None in addition to the Duke's Law.

Notes: This is primarily a fishing community, with mostly Traladaran population. It's a nice place to grow up, but seldom an exciting place to visit.

Fort Doom

Ruler: Baron Ludwig von Hendriks (see his writeup in the "Characters" section).

Population: 10,000.

Laws: The Duke's Law is not obeyed; only the (Black Eagle) Baron's Law is followed. That law is: Obey the Baron or Die. Laws change from day to day, with his whims; it may be legal to commit murder one day, illegal to eat on the next. All crimes are punishable by death unless the Baron chooses to show leniency. This he does when he thinks the person will cause him more amusement if left alive.

Notes: The peoples of Fort Doom (formerly Halag) are mostly Traladaran fishermen. Each fishing family is required to leave a family member hostage with the guards; should a fisherman sail away, the hostage will be killed. The guardsmen are humans and some imported orcs; other nasty humanoid, particularly bugbears, walk the streets at will and occasionally fight for the Baron. This is a haunted and ugly place, and, except for Baron Ludwig, Bargle the Infamous (see his writeup in the "Characters" section), and the numerous guards and mercenaries who live high off the sweat of others, everyone would love to flee Fort Doom. Because those who flee are hunted down, often caught, and always killed when caught, few people escape.

Highforge

Ruler: Dorfus Hilltopper, Gnome-King of Highforge. Dorfus is a typical Gnome. He isn't too fond of humans—though not impolite, he avoids dealing with them whenever possible; the annual Gnome Caravan is enough for him, and he doesn't even accompany it.

Population: 6500 gnomes and 1000 dwarves.

Laws: Within Highforge, the gnomes and dwarves ignore the Duke's Law and live by gnomish and dwarvish custom; they settle

their own disputes, try their own criminals, and do not report law-breaking to the human officials. Additionally, they do not pay taxes to the humans; they have their own economic system and only pay taxes when selling goods to humans.

Notes: There are numerous, extensive mines in this area—not surprising considering the numbers of dwarves around. By the standards of Rockhome, the homeland of the dwarves, they're piddling little things—but by humans standards they're extensive, marvelously dug and maintained.

Kelvin

Ruler: Baron Desmond Kelvin II (see his writeup in the "Characters" section).

Population: 20,000.

Laws: No magic-user magic may be cast within the city walls, period. Violation is a Class 3 offense (or worse, if the magic results in a greater crime).

Notes: As you can see on the large folding map, Kelvin is situated at the fork of two rivers; there, too, the Duke's Road forks, continuing along the Windrush and Hillfollow rivers. Kelvin is surrounded by a strong stone wall (and there is also a wooden addition to that wall; this wooden palisade encloses the bare area known locally as "the campgrounds"). Other features noted on the map include:

"The Campgrounds." Several years ago, Baron Desmond Kelvin II walled off a section of land outside the city's stone walls in order to have a protected ground where traveling trade caravans can be safe overnight.

Castle Kelvin. Baron Kelvin's father, the first Baron Kelvin, liked good living, and this is obvious when visitors see his castle. Though it has only one curtain wall, that is sixty feet high and twenty thick—huge and unassailable. The buildings inside are similarly lavish—an enormous, sprawling two-story mansion for the Kelvin family, quarters for the nearly 500-man standing garrison, extensive stables, and a wide array of workshops. The young Baron Kelvin is more spartan in his lifestyle than his father, but sees that Castle Kelvin is an excellent center for his rule—and he feels he'll grow into it as his barony grows.

Fishermen Area. This is a small stand of fishermen's huts outside the city walls; it was here before Kelvin was built, and the Traladaran fishermen intend that their families be here long after Kelvin has crumbled.

Kelvin Bridge. This is a good, strong stone bridge spanning a narrow portion of the river Hillfollow.

Merchant Area. These neighborhoods are

primarily mercantile districts, though most of the merchants live in the same buildings in which they have their businesses. Kelvin thrives on the trade passing through the junction of the three rivers here, which is why there is such a disproportionate amount of city devoted to merchant districts.

Residential Area. This neighborhood is mostly residential.

Tenement Area. This area, too, is mostly residential, but there are more low-class houses packed more tightly together here than in the residential area.

One last note: Under about twenty feet of accumulated earth and silt are the remains of the village of Lavv, the actual historical site which appears in the "Song of Halav." When building Castle Kelvin, workers stumbled across some of the ruins and ignored them or tore them up for building materials; no one in Kelvin is aware that this city stands on the site of the historic village. If you wish, you can have enough of the old buildings survive down below to constitute a catacombs-type dungeon, filled with the relics of this bygone age . . . and perhaps haunted by the spirits of the warriors of that time.

Luln

Ruler: Mistress Sascia (see her writeup in the "Characters" section).

Population: 5000.

Laws: None in addition to the Duke's Law.

Notes: Luln, as described earlier, is a farming town halfway between civilization and the Black Eagle Barony. It is held together, more or less, by the leadership of Mistress Sascia; it's founded on rich soil near a forest teeming with wildlife, and if only the Black Eagle Barony would stop raiding and oppressing it, Luln could turn into a good place to live.

Marilenev

Ruler: Lady Magda Marilenev (see her writeup in the "Characters" section).

Population: 900.

Laws: None in addition to the Duke's Law.

Notes: This is the farming village which serves this part of the Estate of Marilenev, and it is where Castle Marilenev is built. The castle is a Gothic monstrosity of depressing walls and crumbling towers; though she cannot afford to keep up its repair, Lady Magda stubbornly continues to make her home there out of family tradition.

Penhaligon

Ruler: Lady Arteris Penhaligon. She is a 9th-

level fighter; age 29, brown hair and eyes.

Population: 3750.

Laws: None in addition to the Duke's Law.

Notes: This is a fortified town half-way between Kelvin and the border pass leading to Selenica. It was founded 30 years ago by Lord Arturus Penhaligon, a friend of Duke Stefan's. It is now ruled by his daughter, Lady Arteris, who was confirmed in her father's title upon his death four years ago. Penhaligon Village acts as a way-station for travelers coming to and from Selenica. It suffers its share of non-human attacks, but trade and travel revenues are brisk and Penhaligon is not in any immediate danger of falling.

Rifllian

Ruler: Prestelle (Chief Trader). She is a third-level elf and a shrewd trader.

Population: 1700, chiefly Callarii elves.

Laws: When dealing with human visitors, the Callarii follow the Duke's Law, but in their own affairs follow elvish custom.

Notes: This is the post where humans come to trade with Callarii elves, trading raw materials and good horses for supplies, equipment, and items of elvish craftsmanship. Humans will feel most comfortable in the Silver Swan Inn, which is run (chiefly for human visitors) by Stubbs Plattermann, a halfling (first-level).

Rugalov

Ruler: Lord Vlad Lutescu. Lutescu is a 6th-level cleric of the Church of Traladara; age 36, brown hair and eyes.

Population: 650.

Laws: None in addition to the Duke's Law.

Notes: This is a trading and fishing village; some of its revenue is from fishing, but most is from trading with travelers going from Karamaikos to Thyatis (and vice-versa) and from providing services to the garrison stationed at Rugalov Keep. This village has only been in existence some 30 years.

Sulescu

Ruler: Lord Zemiros Sulescu (Nosferatu). Lord Sulescu is one of the undead—specifically, a Nosferatu, which type of creature is described in the "Monsters" section. Sulescu is the being for whom the village was named, 300 years ago. He is of Neutral alignment, and is able to move around during daylight hours; he also has the powers of a ninth-level Magic-User. He pretends to be the latest in a long line of Sulescus named after the first—but the villagers, deep in their hearts, know the truth.

Population: 950.

Laws: None, in addition to the Duke's Law. However, there seems to be some sort of voluntary curfew in effect—at dusk, the sidewalks are rolled up, people not back in the inn are shut out until dawn, etc.

Notes: Remember: Zemiros Sulescu isn't really a villain—he is a neutral with great power. He protects his village. (During the Thyatian invasion of a century ago, the squad of soldiers installed in Sulescu vanished under mysterious circumstances.) He executes the harshest judgements for law-breakers, but does not conduct unfair trials. He would kill player-characters trying to drive a stake into his heart—naturally. But he would not initiate violence against them unless they moved against him first.

Threshold

Ruler: Patriarch Sherlane (Baron Halaran) (see his character writeup in the "Character" section).

Population: 5000.

Laws: Within town limits, no magic-user magic may be cast. Punishments for offenders: Mild *curses*, increasing in severity with repeat offenses. Only daggers, swords, and staffs may be carried within town limits; prohibited weapons are confiscated by town guards (a receipt is issued to the owners) and kept in the town hall, to be returned when the owners leave. Though the wearing of armor is not against the law, town guards will repeatedly question someone in armor about his business—if he's heading out of town to do something, fine, but if he's just wearing armor because he's too paranoid to take it off, the guards will gradually become convinced that he's up to no good and haul him in for questioning. The guards are mostly first-level fighters; they have a third-level sergeant (Arthol); if the characters are determined to disobey local authority, Patriarch Sherlane and his daughter Aleena will step in (with high-powered friends if necessary; they don't tolerate lawbreakers in this town). No family house may be built within 50 feet of another family dwelling.

Notes: Threshold is a very big town for its population. Except for Fogor Isle, it's not a tight-packed, dirty, squalid town; by Baron Halaran's decree, no house may be built within 50 feet of another, and so Threshold is spread over a large area, filled with nice homes usually surrounded by vegetable gardens and livestock pens. The individual sites shown on the map of Threshold on the large folding map include:

Fishermen. This is a small (population 1000)

The Communities of Karameikos

fishing village fronting Lake Windrush.

Fogor Isle. This island was largely built up before the ruler's decree about close housing was passed. It is, therefore, like any other city's tenement district—close, squalid buildings, narrow streets, and numerous opportunities for crime. There are many flourishing businesses here, some legal, many not. The city guard doesn't venture across the bridges onto Fogor Isle after dark.

Loggers. This is an encampment of loggers operating the nearby woods; about 1000 loggers live here. This camp has its own woodmill, replacing the Old Mill (see below).

Old Mill. On the north end of Fogor Isle is the Old Mill, which was more or less destroyed by fire 15 years ago. The blackened ruins remain and have never been knocked down. The ruin is home to numerous giant insects and has to be cleaned out periodically.

Ruins. North of Threshold, on the west shore of the lake, are the ruins of some ancient town; stone walls still stand in places, and pieces of rubble dot the landscape. There are even hard-to-find openings to buried catacombs which are still open. This used to be a Hutaaka village, centuries ago; no one in Threshold could identify it as being nonhuman work, however. (For more on the Hutaaka, see the "History" section.)

Tarnskeep. This is the Baron Halaran's castle—a small, sturdy fortress, with a single curtain wall with four towers and a large manor house. The manor has a dungeon beneath it—a *real* dungeon where prisoners are kept, not a haven for monsters. In a secret lower level of the dungeon, the Baron operates a royal mint which forges crowns out of silver brought upriver by the Elvenguard once a month. No one knows about the mint except for the Baron, his daughter Aleena, the coin-smith, and certain members of the Elvenguard. . . . Baron von Hendriks suspects its existence, for all the good it does him.

Town Hall. This is a very large building in the center of town. It's here that town meetings are held; it's also here that illegal weapons are held, that public declarations are made, that trials are conducted, and that entertainments are held.

Weir and Dam. The dam was built to keep boats from being able to travel upriver from Threshold; the Baron sees that as the prerogative of Threshold residents only. The weir—a small screen of a dam which is used to catch fish—is used by Threshold fishermen; it can be dragged aside, and is, whenever logs are coming downriver from the logging camp north of Lake Windrush.

Vorloi

Ruler: Baron Philip Vorloi (see his writeup in the "Characters" section).

Population: 7500.

Laws: None in addition to the Duke's Law.

Notes: This is the family seat of the Vorloi family. It's a trade town with its own small harbor; the Vorlois use it mainly for their export activities, as merchants bringing goods into Karameikos prefer to use the main port at Specularum.

Forts

Five important forts protect the frontiers of Karameikos. Because these are peaceable times, they have small garrisons (each has one battalion of 244 soldiers); their duties are to hold the major roads into Karameikos, should invasion occur, until reinforcements can arrive. The forts include:

Castellan Keep. This lonely, cold fort lies in the Altan Tepes mountains, and the only way to reach the fort is by riverboat. The garrison (Fourth Division, Castellan Guard Battalion, "The Mountain Storm") is supposed to keep an eye on possible invasions from the north and east, and to watch the activities of the frost giants known to live in these wild lands. If you have adventure B2 (*The Keep on the Borderland*), you can set it here; eliminate the large town the adventure mentions for the area, and leave only the cold and stubborn garrison.

Duke's Road Keep. This fort lies in the mountain pass on the Duke's Road, right at the border between Karameikos and Darokin. Though also mountainous and cold, this is a more cheerful place because of the constant traffic passing through from Selenica to points south. This fort is garrisoned by the Fourth Division, Duke's Road Battalion (nicknamed "The Goblin-Crushers" for their successful military operations carried out against the mountain goblins).

Radlebb Keep. This keep is placed in the hills east of the Black Eagle Barony. The garrison (the Fifth Division, Radlebb Guard Battalion, also known as "Hell's Jailers") is supposed to keep any and all Black Eagle operations from penetrating into civilized parts of Karameikos. They also help Luln as much as they can without actually being stationed there. . . . which isn't much. The constant threat of activity from the Black Eagle Barony, and the ominous presence of the haunted Koriszegy Keep, tend to make things pretty gloomy around here.

Riverfork Keep. This keep is the bastion of defense against aggression from the West (just

in case the halflings get violent, or the men of Darokin want some trouble). Its mission is to stop invasions along the Westron Road, and also to keep the activities of the Black Eagle Barony curbed as much as possible. Its garrison is the Fifth Division, Riverfork Guard Battalion ("Fury in the West").

Rugalov Keep. This eastern keep is on guard against possible action from Thyatis. Its garrison is the Fourth Division, Rugalov Guard Battalion (nicknamed "The Sword of Halav," and made up mostly of Traladarans).

Strange Sites

Haven. If you have adventure B3, *Palace of the Silver Princess*, you can place Haven where it is indicated on the map—eastern Karameikos, far north of Rugalov. You'll have to make a few changes or clarifications to the valley, though. Most of the population consists of Vyalia elves (described under "The Island of Lost Dreams," below), plus a few elves, humans, dwarves, gnomes, and representatives of other races. In Karameikos, Haven is a "lost valley" created as a kind of vacation spot by the Immortals Halav, Petra, and Zirchev (from the "History" section). They have cut it off almost completely from the outer world; they let outsiders find the valley only when in the direst need, and may not let them find it again later.

The Lake of Lost Dreams. If you have adventure B10, *Night's Dark Terror*, this is where the Lake of Lost Dreams is. Even if you don't have that adventure, these are the woods of the Vyalia elves. The Vyalia tend to have very fair skin and deep green eyes; they live in tree-houses on the southeast edge of the lake, and further inland. They don't deal much with humans—not because they don't like them, but because they're self-sufficient and no human community is very near.

Koriszegy Keep. One of the famous haunted places of Karameikos is Koriszegy Keep, which once was the seat of power of the Traladaran Koriszegy family. As legend has it, some 200 years ago a great calamity befell the Koriszegys, breaking down their walls and destroying their family, and people who wander too close to the ruin often disappear. The legend is true; those centuries ago, the head of the family tried to forge a pact with evil forces and, for his trouble, was changed into a vampire—but *cursed* so that he could never leave his own castle for more than a day. The map on page 41 shows the Keep as it is now—a ruin. On the map, (1) is the still-standing chimney; (2) is the well, from which good water can still be drawn; (3) is where the old gatehouse used to stand; (4) is the easiest ac-

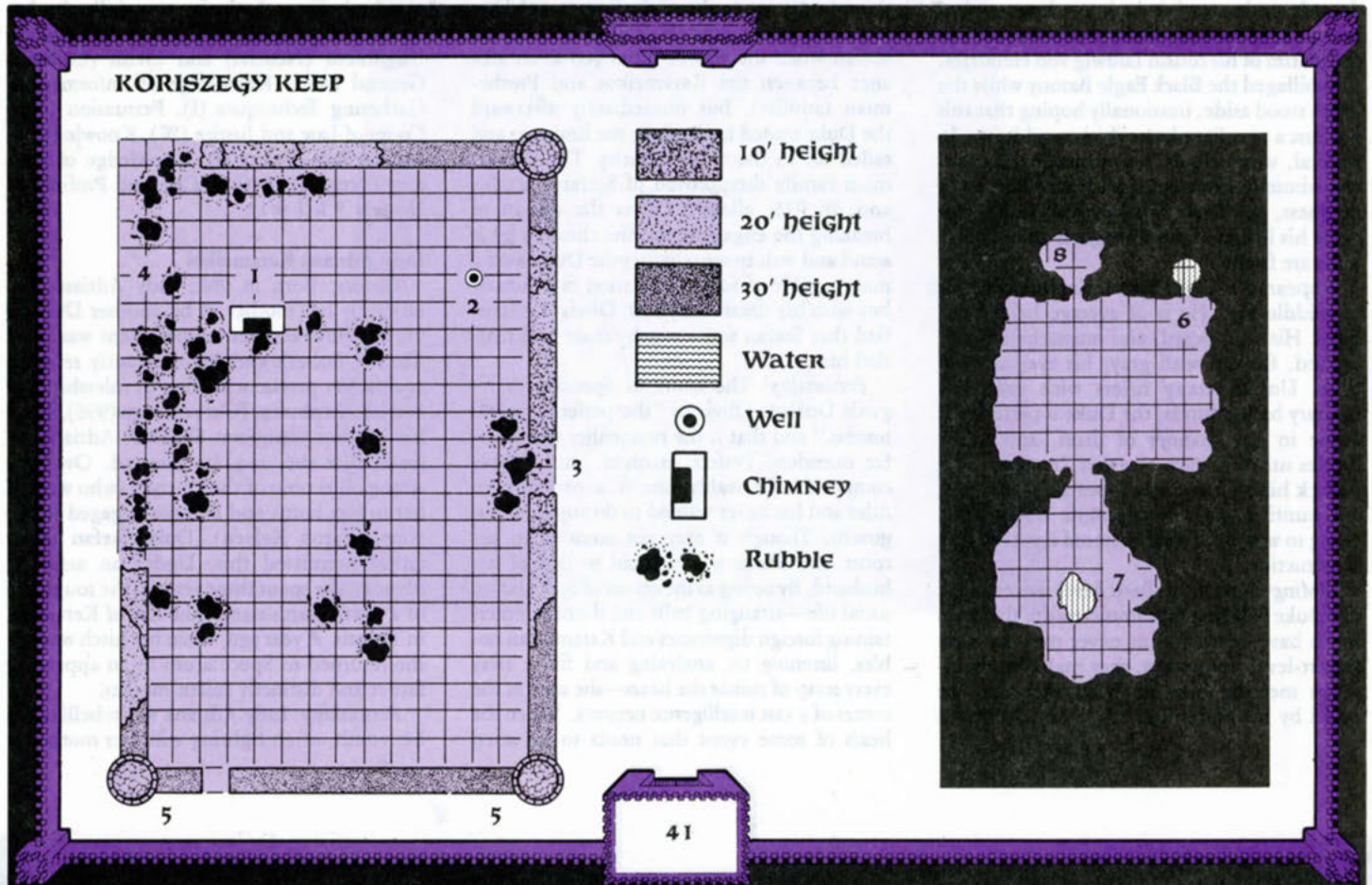
cess into the ruin; (5) are the guard towers where, when he bothers to have servants, the Vampire Koriszegy stations them; (6) is the central cavern which is the vampire's lair; (7) is a chamber, complete with pool, where his servants (often ghouls) stay; (8) is the hidden chamber where he keeps his coffin and treasure (standard V x 3). The Vampire Koriszegy is mad but clever and should be a difficult encounter for doughty adventurers.

Krakatos. This ruin is described in the "Players' Background" section.

The Lost Valley. If you have adventure B10, *Night's Dark Terror*, this is where the Lost Valley is located. It is, of course, populated by the descendants of the Hutaaka nonhumans and the devolved descendants of the Traldar people, now bald and squat, no credit to the legends about their forefathers.

Using the Tavern and Manor Maps

Provided on pages 26 and 31 are maps for a typical large and small tavern and a typical manor, which you can use again and again in different encounters. The large tavern is the type you find in large cities—the Black-Heart Lily of Specularum is such a tavern. The small tavern is found in both cities and in countryside. The manor house is the sort owned by wealthy (but not vastly rich) families in Specularum, Kelvin, and Threshold, and the type used by the ambassadors to the court of Duke Stefan. Whenever you need to run an encounter in one of these types of buildings, you can drag out these maps, describe the furnishings and decorations appropriate to the owner or operator, and run the encounter.



Characters

The following characters are all mentioned in the "History of Karameikos," "Communities of Karameikos," and "Adventures" sections.

Each character is described by:

Name and title(s);
History (background);
Personality (behavior);
Appearance (description of the character);
DMing Notes (how to use the character);
Combat Notes (level, abilities, etc.);
And spells and magical equipment, if any.

Of Specularum

The Royal Family

Duke Stefan Karameikos III

History: The history of the Duke is given in the "History of Karameikos" section presented earlier in this Gazetteer. Vital Information: Born 948; AC 970, assumes rulership of the Grand Duchy; AC 979, marries Lady Olivia Prothemian. Three children: Adriana (born 980), Justin (born 982), Valen (born 986).

Personality: The Duke shows more than faint emotion only to members of his family and his closest friends. His speech is gruff, his opinions candid and uncompromising. His judgements in trials are no gems of legal precedent but are fair and even-handed. Unfortunately, the Duke is baffled by raw evil—he doesn't understand it or know how to deal with it. An example is his procrastination in the matter of his cousin Ludwig von Hendriks, who pillaged the Black Eagle Barony while the Duke stood aside, irrationally hoping that this was just a peculiar phase which would pass. In general, when trying to outmaneuver someone whose motivations stem from pure evil or madness, the Duke is at a disadvantage because his insights into their goals and motivations are faulty.

Appearance: Duke Stefan Karameikos III is of middle age. He is of average height but burly. His hair, beard, and mustache are a fiery red, flecked with gray; his eyes are sea-blue. Unlike many rulers with extensive military backgrounds, the Duke is perfectly at home in any manner of dress, and so he dresses suited to each occasion. In court, he'll bedeck himself in costly robes and costumes; out hunting, he'll wear simple riding gear; going to war, he'll wear battered armor of fine construction.

DMing Notes: In Basic-level adventures, the Duke will be a fabulous creature the characters have heard of but never met. In early Expert-level adventures, they may find themselves meeting him at court; they may be asked by his underlings to go on adventures

which would help the Duke; they may stumble across plots which would harm the duke. By their later Expert adventures, the characters will have gained reputations for themselves and may have helped the Duke on numerous occasions; depending on circumstances, you may wish to have him grant them titles and land grants as they assume Name experience level. During their Companion adventures, the characters will be interacting at the highest levels of government in Karameikos and may be close friends or bitter enemies of the Duke.

Combat Notes: 15th-level Fighter; AC 6 (Court: leather armor under clothes, *ring of protection* +1) or -1 (War: plate mail, *shield* +2, *ring of protection* +1); hp 80; MV 120' (40') (court) or 90' (30') (war); #AT 1 (sword +2); D 1-8 (+4: +2 from sword, +2 from strength bonus); Save F15; ML 12; AL L; S 16 I 13 W 15 D 16 Co 14 Ch 17. His languages include Thyatian, Alignment (Lawful) and Traladaran. His general skills include Riding (D), Persuasion (Ch), Knowledge of Government (I), Codes of Law and Justice (W), Knowledge of Military Tactics +1 (I +1), Seaman (I), and Tracking (I).

Duchess Olivia Karameikos

History: Olivia Prothemian was born in 959, first daughter of a wealthy Thyatian family and a distant cousin of the Emperor of Thyatis. She was routinely engaged to Duke Stefan when she was 11 (arranged as an alliance between the Karameikos and Prothemian families), but immediately afterward the Duke traded his lands to the Emperor and sailed off to the Grand Duchy. The Prothemian family disapproved of Stefan's actions and, in 973, allowed Olivia the option of breaking the engagement. She chose to let it stand and wait to see whether the Duke were a man capable of forging a nation or a lunatic boy with big dreams. By 979, Olivia was satisfied that Stefan was a worthy mate and married him.

Personality: The court in Specularum regards Duchess Olivia as "the perfect gracious hostess," and that is the personality she wears for outsiders: Perfect manners, unshakeable composure. In reality, she is a natural-born ruler and has never wanted to do anything but govern. Though it may not seem so to her court, she wields power equal to that of her husband. By acting as the center of Specularum social life—arranging balls and dinners, entertaining foreign dignitaries and Karameikan nobles, listening to, analyzing and filing away every scrap of rumor she hears—she stays at the center of a vast intelligence network. When she hears of some event that needs to be acted

upon, she passes word to her husband or to a pertinent court official . . . or she resolves the situation herself by apply subtle pressures through her information network. Though her marriage was one of convenience, she has affection and respect for her husband and has reared their children to be able and independent people.

Appearance: Duchess Olivia is a slender, graceful woman of 41. She is 5'4" and 105 lbs., with dark brown hair and icy blue eyes. With her patrician beauty and artificially gracious manner, she often seems to be a cold statue come more or less to life.

DMing Notes: The characters may never interact with the Duchess on any level other than a social one. But as their adventures grow in number and their names become more famous, she will become aware of them. In convenient circumstances, she may have her subordinates hire the characters to perform secret missions for her: Spying on dignitaries or landowners, pressuring rebellious subjects to obey their rulers, etc.

Combat Notes: 9th-Level Thief; AC 7 (dexterity bonus); hp 40; MV 120' (40'); #AT 1 (hairpin or concealed court dagger); D 1-4; Save T9; ML 9; AL N; S 7 I 16 W 13 D 16 Co 9 Ch 14. Her long years of gathering information have given her experience as a Thief, but she has no special abilities with Remove Traps or Climb Sheer Surfaces, two skills she has never used. Languages: Thyatian, Traladaran, Alignment (Neutral) and Elvish (Callarii). General Skills: Knowledge of Information-Gathering Techniques (I), Persuasion (Ch), Codes of Law and Justice (W), Knowledge of Karameikan Society (I), Knowledge of Current Events (I), Acting (Ch), and Profession: Hostess +1 (I +1).

Lady Adriana Karameikos

History: Born in 980, Lady Adriana was raised by her mother to be another Duchess Olivia. However, her temperament was more like her father's and she constantly rebelled against her precise schooling in rulership and ladylike attributes. Four years ago (996), when her brother Justin was Sheared, Adriana insisted that she, too, be Sheared. Over the strong objections of the Duchess (who wanted her to stay home and become engaged to the young Baron Kelven), Duke Stefan reluctantly permitted this. Under an assumed identity, she spent three years in the rough life of a town guardsman in the city of Kerendas, in Thyatis. A year ago, when her hitch was up, she returned to Specularum to an approving father and distinctly sullen mother.

Personality: Lady Adriana was rebellious in her youth, often fighting with her mother or

running away from her lessons to go riding and hunting. Now that she's lived on her own for a time, her rebelliousness has turned to a more quiet and mature independence. She still prefers the outdoors life and likes her father's approach to politics: Find the right person for the job and have *him* do it. She has refused to let Duchess Olivia find her a suitable husband and doesn't care for Olivia's chief contender, Desmond Kelven II. Though Stefan and Olivia have not officially named any of their children as heir to the Grand Duchy, it's widely held that Adriana is Stefan's choice.

Appearance: Adriana is of average height (5'5") and weighs 120 lbs. Her hair is a coppery red, her eyes brown, her complexion fair and speckled with a great number of freckles. Like her father, she dresses to suit the occasion and looks equally at ease in a ballroom gown and in forester's gear.

DMing Notes: The efforts of various nobles to secure Adriana as wife can provide numerous adventures for the characters—especially if she is kidnapped by one, or leaves home incognito to avoid one and hires the characters as bodyguards, etc.

Combat Notes: 4th-Level Fighter; AC 5 (leather, shield, Dexterity bonus); hp 22; MV 120' (40'); #AT 1 (broadsword); D 1-8 (+1, from strength bonus); Save F4; ML 10; ALL; S 13 I 11 W 14 D 16 Co 11 Ch 13. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Tracking (I), Riding (D), Knowledge of Karameikos Society (I), and Knowledge of City Guard Tactics (I).

Lord Justin Karameikos

History: Justin was born in 982. He almost died of fever when he was five and spent years recovering enough to live a life of normal activity. Though he was never particularly vigorous, Justin was Sheared when he was 14. Like his sister, he disappeared from his family's view for several years, taking a false name and working as a simple seaman on merchant vessels trading from Thyatis to the Minrothad Guilds. He found he had a knack for mathematics and trade and became apprentice to a trader-captain. He returned only a few months ago with trade gold and letters of commendation from his last employer in his pocket.

Personality: When Justin was a child, his sister Adriana nicknamed him "the Turtle" because of his slow and methodical mannerisms, his quietness, and his inscrutable expression. These traits are all still in evidence. Justin is a stubborn, dogged, quiet young man with no liking for politics but with a real appreciation for trade and commerce. He

knows he is favored by neither parent to be heir to the throne, but doesn't mind—ruling is not in his nature.

Appearance: Justin is of less than average size (5'6" and 140 lbs.) and is unlikely to grow. His hair is dark brown, his complexion formerly pale but now quite tan; his eyes are brown. He is uncomfortable in court dress and stubbornly attends all court functions in comfortable clothes—simple breeches and tunics or merchants' robes.

DMing Notes: Justin is the quiet, sympathetic young man who, when the characters are nervously awaiting their first audience with the Duke, will tell them to be calm, how to address the Duke and stay on his good side, etc. Naturally, he will not identify himself as the Duke's eldest son.

Combat Notes: 2nd-Level Fighter; AC 9; hp 12; MV 120' (40'); #AT 1 (dagger); D 1-4; Save F2; ML 7; ALL; S 9 I 17 W 13 D 12 Co 9 Ch 14. Languages: Thyatian, Alignment (Lawful), Traladaran, Ierendi. General Skills: Knowledge of Seamanship (I), Bargaining +1 (Ch +1), Knowledge of Sea-Trade (I), Knowledge of Mathematics (I), and Knowledge of Karameikos Society.

Lord Valen Karameikos

History: Valen, third child of Stefan and

Olivia, was born in 986. He grew up happily absorbing all his mother had to teach him, and has denied her nothing—except recently, when he has insisted that he be Sheared and spend time in the "real world" as his siblings did.

Personality: Valen is a clever and inquisitive young man, always prying into others' affairs, learning how things work and learning what he can get away with. Though he loves both his gruff, good-natured father and quick-witted mother, he is looking forward to a couple of years being Sheared and away from his family—he's anxious to learn about the world through his own experiences.

Appearance: Valen is a dark-haired young man of 14; he wears a perpetual expression of bright-eyed curiosity and enthusiasm. He generally wears simple but costly clothing.

DMing Notes: For the next several years, as soon as Valen is Sheared and leaves, there will be a quiet and systematic manhunt for him—made by Duchess Olivia, by Baron von Hendriks, by the Iron Ring slaving organization, by the Veiled Society criminal organization, and by others who want to keep an eye on him or kidnap him. The characters can stumble across and thwart several of these plots (or, if they're Chaotic, participate in them).

Combat Notes: 1st-Level Thief; AC 6; hp



CHARACTERS

6; MV 120' (40'); #AT 1 (sword); D 1-8; Save T1; ML 7; AL N; S 9 I 14 W 10 D 18 Co 12 Ch 14. Languages: Thyatian, Alignment (Neutral), Traladaran. General Skills: Riding (D), Knowledge of Thyatian Government (I), Knowledge of Information-Gathering Techniques, (I), Persuasion (Ch), and Gambling.

Lord Alexius Korrigan Seneschal of the Ducal Estate

History: Korrigan is a first cousin to Duke Stefan—his father and Stefan's mother (and the mother of Ludwig von Hendriks) were siblings. Alexius, seventh child of his parents and not likely to inherit any large parcel of the Korrigan lands, responded to Stefan's call for worthy followers. In his years of service with the Duke, he has headed numerous road-building expeditions and proved to be loyal and capable at accomplishing his goals on time and on budget. Stefan made him the administrator of the Duke's own personal estate, a post Korrigan has held now for over 20 years.

Personality: Alexius is a large, merry man who most loves a complicated task well-accomplished. Though trained in the arts of war, he dislikes combat, preferring to handle money, keep records organized, and keep events moving on time. He is a great admirer of good food and wine—they are among his personal weaknesses. Never married, he engages in frequent affairs of the heart with women of the Karameikan court and of high station in Specularum. Because of his good nature, endearing personality, and honest affection for the Traladaran population, he is the only member of the Karameikan royal family genuinely liked by the Traladarans.

Appearance: Lord Korrigan is tall, 6'3", and built like a black bear, weighing over 260 pounds. His hair and shaggy beard are brown, his eyes brown and cheerful. He tends to dress in simple trousers and surcoats that look as though they've been slept in.

DMing Notes: Lord Alexius is likely to hire characters to go on mapping and exploration expeditions for the Duke. He pays a good wage and expects good work; if the characters perform well, he's likely to hire them again and again, and eventually to commend them to the Duke as adventurers who can get the job done.

Combat Notes: 6th-Level Fighter; AC 9 (court) or AC 2 (warfare, plate mail and shield); MV 90' (30'); #AT 1 (sword); D 1-8 (+1 for strength); Save F6; ML 8; AL L; S 13 I 13 W 17 D 10 Co 13 Ch 16. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Profession of Accounting (I), Profession of Host (I), Riding (D), Persuasion (Ch), Knowledge of Karameikan Society (I),

Profession of Cartography (Mapmaking) (I).

MINISTERS

Lord Zogrev Yarol Minister of State

History: Yarol was 20 when Duke Stefan arrived in Traladara with the decree concerning the country's new status. It soon became evident that the young nobles Duke Stefan were inviting from Thyatis would overrun Traladara, stripping its natives of their lands and treasures. A far-sighted youth, Zogrev offered himself as secretary to the Duke's new (Thyatian) minister of trade, Bartran Cordelius. Though Traladarans called him traitor and worse, he rose through the ranks of Duke Stefan's ministries, improving the lot of Thyatians in whatever manner he could, exposing Thyatian crimes where he found them. Five years ago, he was made a Court Lord and appointed Minister of State. It is his duty to assess all information available on affairs within and without Karameikos, evaluate their possible repercussions to the Grand Duchy, and draft reports on these events and possible solutions for the Duke to read. This puts him in a position of great power, for he has the Duke's ear at all times.

Personality: Zogrev is a hard-edged, crusty man who is tired after 30 years of fighting for his people. He has a keen sense of justice and honor. Though he still carries much anger resulting from the Thyatian "invasion" of 30 years ago, he considers the Duke to be his friend and works in the best interest of both Karameikos and his Traladaran people. His wife of 25 years is of the Torenescu clan, so he is a friend of that family and has (at best) only distantly cordial dealings with members of the Radu and Vorloi clans. He is a champion of the rights of the common man—especially the Traladaran common man.

Appearance: Yarol is of average height and very thin. Though he is only 50, his hair and beard are almost entirely white (there are a few brown flecks remaining); his eyes are brown. Though he receives quite a nice salary from his ministerial post, he always dresses in rough robes and tunics of Traladaran make—a constant reminder to the Duke of Yarol's origins and of the problems the Traladarans continue to face.

DMing Notes: It's widely-known that Yarol is the man to see if a Traladaran has an honest grievance against an official; if the characters have this problem, they'll know to seek Yarol out. Should the characters become mixed up in an adventure of interest to Yarol (such as one involving foreign governments, objects of great power, etc.), he will interview them.

Should they impress him with their manner and attitude, he may wish to hire them or persuade them to undertake important missions for the Ministry—such as delivering delicate messages overseas.

Combat Notes: 9th-Level Fighter; AC 9; hp 46; MV 120' (40'); #AT 1 (knife); D 1-4; Save F9; ML 9; AL L; S 10 I 15 W 13 D 11 Co 12 Ch 10. Languages: Traladaran, Alignment (Lawful), Thyatian. General Skills: Knowledge of Intelligence-Gathering Techniques +1 (I +9), Profession of Evaluation of Current Events (I), Knowledge of Thyatian Society +1 (I +1), Knowledge of Traladaran History and Legend (I).

Admiral Lucius Hyraksos Minister of War

History: In the years before the founding of the Grand Duchy, Hyraksos was a fighting captain of the Thyatian navy and, later, a mercenary officer. In that role, he became a friend of and teacher to the young Stefan Karameikos. When Duke Stefan came to this country, Hyraksos was only too happy to follow and help the young Duke build his military. It was Hyraksos who decided upon the critical sites for the building of Karameikan military fortresses and Hyraksos who set up the Karameikan navy. He was the guiding force behind the Karameikan military from the first and functioned informally as the Minister of War before that ministry was made official 25 years ago. Today, Hyraksos is the direct superior to the divisional commanders of the Karameikan Militia, Elvenguard, Ducal Guard, and Guard Phorsis (Specularum City Guard), and to the captains of the Karameikan Navy. Hyraksos' wife of 20 years is Katarina, a famous Traladaran singer and entertainer, now retired.

Personality: Hyraksos is a gruff, outgoing, outspoken man with no diplomatic ability but substantial military skill. He doesn't care about a person's financial or ethnic background but is nasty and intolerant toward incompetence and cowardice. He has been substantially aided in the founding of the Karameikan Navy by Baron Philip Vorloi and is a fast friend of the Baron and his family.

Appearance: Hyraksos is about 60 but in good condition. He of average height and is rather thick in the middle. His black hair is heavily grayed; his eyes are blue; his hair, mustache and beard are usually disarrayed. When away from his wife or left to his own devices, he doesn't think about clothes and often appears in mismatched garments and clothing unsuited to the current affair. (When his wife or friends can help him, though, he appears in clothing suited to the occasion.)

DMing Notes: Hyraksos is not likely to interact with the characters until they are at Name level and mingling with Karameikos society. If a character looks like a promising leader, Hyraksos will be inclined to try to commission him into the army or navy, perhaps (if he's Lawful and of high Wisdom and Intelligence) grooming him as a replacement for Hyraksos.

Combat Notes: 12th-Level Fighter; AC 7 (court: dexterity bonus and *ring of protection* +1) or AC -1 (war: dexterity bonus, *ring of protection* +1, *chain mail* +3, shield); hp 54; MV 90' (30'); #AT 1 (*sword* +1); D 1-8 (+2, from strength bonus and *sword* +1); Save F12; ML 10; AL N; S 14 I 13 W 11 D 13 Co 13 Ch 14. Languages: Thyatian, Alignment (Neutral), Traladaran. General Skills: Riding (D), Seamanship (I), Persuasion (Ch), Knowledge of Military Tactics (I), Knowledge of Military Structure (I), Knowledge of Military and Naval History (I), Teaching (9).

Lord Bartran Cordelius
Minister of Trade

History: A Thyatian follower of Duke Stefan's, Cordelius became Stefan's immediate subordinate in charge of overseeing trade and trade taxes.

Personality: Cordelius is a grave, humorless bureaucrat. He is loyal to Stefan and does his job well but is not a barrel of laughs in a social setting.

Appearance: Cordelius is short and round (5'8" and 230 lbs.), age about 55, with graying hair (clean-shaven) and brown, serious eyes. He dresses in plain blue robes decorated with the badge of his ministry.

DMing Notes: The characters are not likely to deal with Cordelius until they're fairly well-known. If they become known as dependable adventurers, he may wish to hire them to perform missions of trade—such as protecting envoys to foreign trade capitals, testing new shipyard designs of trade vessels, etc.

Combat Notes: Normal Man; AC 9; hp 6; MV 120' (40'); #AT 1 (knife); D 1-4; Save F1-1; ML 6; AL N; S 9 I 13 W 13 D 9 Co 9 Ch 10. Languages: Thyatian, Alignment (Neutral), Minrothad. General Skills: Knowledge of Karameikos Trade +3 (1+3), Knowledge of Important Traders (1).

Lord Valdo Tisza
Minister of Finance

History: Valdo is a Traladaran commoner who for years was Minister Yarol's right-hand man. Three years ago, when the old Minister of Finance retired, Yarol recommended Valdo for the post on the strength of the man's ministry experience, talent, and lack of ties to the

powerful Traladaran merchant families which might cause a conflict of interest. Duke Stefan made the appointment, and now there are two Traladaran ministers in his cabinet.

Personality: Tisza shares Minister Yarol's desires to strengthen the voice of Traladarians in Karameikan government. Unlike Yarol, though, he is prone to plot against the Duke. He does this by passing sensitive information about the government's current activities to Traladaran families who can use the information to increase Traladaran power and influence. His intent is good, but this is treason and will someday blow up in his face.

Appearance: Tisza is about 40, built like a fighter (5'11" and 180 lbs.), with black hair, mustache, and beard, brown eyes, and aristocratic features. He wears expensive robes of state.

DMing Notes: Tisza keeps records of taxation and manages the Duchy treasury. If the characters are hired by someone in government for an official duty, it is Tisza who will pay them. He could provide for a complex and interesting adventure if Minister Yarol hires the player-characters to find out who is leaking important secrets to Specularum families.

Combat Notes: Normal Man; AC 9; hp 6; MV 120' (40'); #AT 1 (dagger); D 1-4 (+1); Save F1-1; ML 8; AL N; S 12 I 17 W 10 D 11

Co 9 Ch 14. Languages: Traladaran, Alignment (Neutral), Thyatian, Elvish (Callarii Dialect). General Skills: Knowledge of Mathematics (I), Knowledge of Karameikos Land Values (I), Knowledge of Karameikos Society (I), Knowledge of Traladaran Legends (I), Profession of Money-Handler (I), Riding (D).

Ambassadors

Lord Cornel Osteric
Ambassador of the Empire of Thyatis

History: The current ambassador from Thyatis is Cornel Osteric, a diplomat of many years' experience appointed to this court eight years ago.

Personality: Osteric is a clever, cold man with a ruthless streak and a tireless nature. His duty is to keep continual pressure on the Duke to grant Thyatis superior trade terms over Ierendi and Minrothad, and to keep an eye on events in the Grand Duchy and regularly report them to the Emperor of Thyatis. Though a married man with children and grandchildren, Osteric has left his family back in Thyatis and here fancies himself quite a ladies' man.

Appearance: Osteric is in his mid-40s and in excellent shape. He has black hair and blue



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eyes and wears expensive clothing that is expertly tailored for him.

DMing Notes: Osteric is the man the characters may accidentally bump into or spill a drink upon, and who everafter will cause them inconvenience wherever possible. On occasion, he may hire thugs to beat them in the streets, or try to poison the Duke's mind against them (if they're already known in court), or try to seduce their loved ones or family members (then abandon them). He would not contract to murder them or tell a lie that can be disproven. Osteric is not a major villain—he exists only to make life harder for everybody. If the characters escalate the hostilities—for instance, trying to kill him (or succeeding), they'll be marked as criminals if the facts become known. If, instead, they fight Osteric at his own game, using innuendo and political pressure to keep him at bay, they'll have an interesting antagonist in court for quite some time. Eventually, if they are as dogged and clever as he is, they'll earn his respect and he will cease hostilities.

Combat Notes: 7th-level Fighter; AC 0 (*bracers of defence* AC 2, dexterity bonus); hp 33; MV 120' (40'); #AT 1 (*sword +1*); D 1-8 (+2, +1 from sword, +1 from strength adjustment); Save F7; ML 9; AL N; S 15 I 14 W 12 D 16 Co 12 Ch 15. Languages: Thyatian, Alignment (Neutral), Darokin. General Skills: Persuasion (Ch), Riding (D), Knowledge of Thyatis Society (I), Knowledge of Darokin Society (I), Knowledge of Karameikos Society (I), Profession of Diplomat (I).

Lady (Doña) Marianita Lucia de Leon y Valdez Ambassador of the Principalities of Glantri

History: Lady Marianita is a young noblewoman of the Principalities of Glantri, the powerful but eccentric magocracy which lies far to the northwest of Karameikos. She vied for the affections of an elf lord who was also being pursued by Doña Carmina de Belcadiz, a powerful lady of Glantri. Doña Carmina complained to Princess Carnelia, ruler of Belcadiz, who offhandedly solved the problem by arranging to have Marianita posted as ambassador to some far-away barbarian land—namely Karameikos. (Glantri performs no trade with Karameikos and has no reason for diplomatic correspondence, which makes the posting all the more insulting.) Since her arrival in Specularum three years ago, however, Lady Marianita has grown rather fond of this raw country. It's true that civilized luxuries are at a premium here . . . but her exotic good looks make her the object of much romantic and amorous attention, and her sophisticated magical training leaves her head and shoulders above the primitive magical learning of

the Karameikan magic-users. In short, she is a big fish in a little pond here in Specularum, and is now in no hurry to return home.

Personality: Marianita loves being the center of attention. At court functions, she often upstages the other court ladies by wearing exotic and spectacular gowns and jewelry; she throws lavish parties and celebrations at her own sumptuous estate within Specularum. In short, she keeps herself in center stage. She's quick-tempered, easily soothed, susceptible to flattery but cynical and skilled in political dealings, selfish of attention but generous with money, and in spite of her hedonistic nature is a sincere student of magic. She does not use her magic casually, though when angered she may walk out on the one who annoyed her and *Wizard Lock* the door behind her. She dislikes Ambassadors Osteric and Abdallah ibn Hamid, adores Lord Korrikan and Ambassador Shalander, and flirts with Duke Stefan and young Valen Karameikos in order to annoy the Duchess.

Appearance: Marianita's family has mixed elvish and human blood in it; though she's technically human, there is a distinct elvish appearance to her features. She appears to be in her early 20s, but (given the extent of her magical knowledge) is probably older, maintaining youthfulness with *Potions of Longevity*. She's small (5' even, around 100 lbs.) with straight waist-length black hair and large black eyes, fine features, and slightly pointed ears. She wears expensive and brightly colored gowns of Glantrian design, often with elaborate headdresses and accoutrements. She carries a hand-carved ivory fan with which she gestures—to accentuate speech, aid in flirting, attract attention to herself, and even to keep cool. She wears numerous finger-rings and other jewelry.

DMing Notes: Because of her visibility, the characters will doubtless see Lady Marianita whenever they're at court. Until they're "somebody"—that is, until they're at Name experience level or have established reputations as mighty adventurers—she will pay no attention to them. When they are powerful and well-known, though, she will notice them, perhaps growing interested in the highest-Charisma male of the party. Also, because the head of the Magicians' Guild knows her to be an accomplished magic-user, he may refer characters to her when he cannot answer their questions on magic. Of course, a character will have to particularly persuasive or attractive to convince her to help, and would have to be even more so to convince her to make him an apprentice.

Combat Notes: 18th-level Magic-User; AC 5 (*ring of protection +2*, dexterity bonus); hp

32; MV 120' (40'); #AT 1 (*dagger +2*), or magic; D 1-4 (+2), or magic; Save M18; ML 6; AL N; S 8 I 18 W 10 D 16 Co 12 Ch 17. Languages: Glantri, Alignment (Neutral), Thyatian, Elvish (Alfheim Dialect), Darokin. General Talents: Knowledge of Glantrian History (I), Glantrian Society (I), Karameikan Society (I), Makeup and Clothing (I), Acting (Ch), Persuasion (Ch), Profession of Court Intriguer (I), Profession of Researcher (I), Dancing (D), Calligrapher (D).

Spells Normally Carried: First Level—*Charm Person*, *Detect Magic*, *Magic Missile*, *Read Languages*, *Read Magic*, *Sleep*. Second Level—*Detect Evil*, *Detect Invisible*, *Invisibility*, *Invisibility*, *Wizard Lock*. Third Level—*Dispel Magic*, *Fly*, *Fly*, *Lightning Bolt*, *Protection from Normal Missiles*. Fourth Level—*Polymorph Others*, *Polymorph Others*, *Remove Curse*, *Wizard Eye*. Fifth Level—*Hold Monster*, *Pass-Wall*, *Teleport*, *Teleport*. Sixth Level—*Anti-Magic Shell*, *Anti-Magic Shell*, *Geas*. Seventh Level—*Power Word Stun*, *Power Word Stun*. Eighth Level—*Mass Charm*.

Spells In Spell Books: First Level—*Charm Person*, *Detect Magic*, *Hold Portal*, *Light*, *Magic Missile*, *Protection from Evil*, *Read Languages*, *Read Magic*, *Shield*, *Sleep*. Second Level—*Continual Light*, *Detect Evil*, *Detect Invisible*, *ESP*, *Invisibility*, *Knock*, *Web*, *Wizard Lock*. Third Level—*Dispel Magic*, *Fire Ball*, *Fly*, *Hold Person*, *Lightning Bolt*, *Protection from Normal Missiles*, *Water Breathing*. Fourth Level—*Charm Monster*, *Dimension Door*, *Ice Storm/Wall*, *Polymorph Others*, *Polymorph Self*, *Remove Curse*, *Wizard Eye*. Fifth Level—*Conjure Elemental*, *Hold Monster*, *Pass-Wall*, *Teleport*, *Wall of Stone*. Sixth Level—*Anti-Magic Shell*, *Disintegrate*, *Geas*, *Reincarnation*, *Stone to Flesh*. Seventh Level—*Create Normal Monsters*, *Lore*, *Power Word Stun*. Eighth Level—*Mass Charm*, *Symbol*.



Jenkin Flintfoot
Ambassador of the Five Shires

History: Jenkin is an aging halfling with long experience in administration. He has been sheriff in his home shire, and now serves his people as a foreign ambassador.

Personality: Flintfoot is a cheerful halfling. His temper is even, his manner mild. But he's a shrewd negotiator and a sharp observer. He works hard to keep relations between Karameikos and the Five Shires cordial, which is difficult because of the proximity of the Black Eagle Barony to the Five Shires. He often collaborates with Esteran Whitehall, the Darokin ambassador, because Darokin and Five Shires interests are often closely aligned. He likes the Duke's no-nonsense politics and has a dislike (usually well-concealed) of all such political connivers as the Duchess, the ambassadors from Thyatis and Glantri, and their ilk.

Appearance: Flintfoot is big for a halfling, 3'5" and 80 pounds. He's of middle age, his face lined, his paunch formidable. He loves to dress in bright and gaudy hues so that he'll not be lost in the crowd of human-sized diplomats.

DMing Notes: Jenkin has no delusions about being a Very Important Person, and so the characters may find him to be a sympathetic face at court. If the characters need to know something about the Five Shires, he is

the obvious person to see.

Combat Notes: 6th-level Halfling; AC 5 (dexterity bonus, and leather worn under robes); hp 28; MV 120' (40'); #AT 1 (short sword); D 1-6 (+1); Save H6; ML 9; AL N; S 13 I 13 W 10 D 15 Co 13 Ch 11. Languages: Darokin, Alignment (Neutral), Thyatian. General Skills: Profession of Diplomat (I), Riding (D), Persuasion (Ch), Knowledge of Karameikan Government (I), Knowledge of Five Shires Government (I), Knowledge of Darokin Government (I).

Bolto Nordenschild
Ambassador of Rockhome

History: Rockhome, the dwarven homeland far to the north of Karameikos, has a small but steady trickle of trade with Karameikos—mostly goods brought down through Selenica. For reasons of courtesy, Rockhome and Karameikos have exchanged ambassadors. The Rockhome diplomat is Bolto Nordenschild, a former craftsman. Nordenschild, once a master gemwright, was crippled—his left arm crushed, later amputated—in a mine collapse ten years ago. Since his recovery, he requested of the dwarfing that he be posted elsewhere rather than continue to be confronted with craftsmanship in which he cannot participate. He was assigned as envoy to Karameikos. He has no sig-

nificant duties, other than making sure that the words of the Duke and the Dwarf-King reach one another unmangled, but he has generated good-will for Rockhome by volunteering his technical knowledge of mining to the miners of the duchy.

Personality: Bolto is quiet and taciturn, even for a dwarf. Other than on official business to the Duke, he's seldom at court; when he is, he tends to speak only to the Duke, to Ambassador Whitehall from Darokin, to miners seeking knowledge from him, and to necessary court officials. He has several dwarven friends in Specularum, mostly drinking-buddies currently employed as soldiers and guardsmen in the city.

Appearance: Bolto is of average height and weight for a dwarf. His features are distinctive and a little melancholy. His hair (balding) and beard (flourishing) are curly brown, his eyes blue. His left arm is missing; his tunics have the left sleeve pinned up at the shoulder.

DMing Notes: Should the characters need information about mining (knowledge beyond that of the average dwarf) or about dwarvish craftsmanship from Rockhome, then Bolto is the person to see. Otherwise, he's not likely to interact with anyone except another Rockhome dwarf.

Combat Notes: 8th-level Dwarf; AC 9; hp 48; MV 120' (40'); #AT 1 (hammer); D 1-6 (+2); Save D8; ML 8; AL L; S 16 I 11 W 10 D 12 Co 15 Ch 12. Languages: Dwarf (Rockhome dialect), Thyatian, Alignment (Lawful), Gnome, Goblin, Kobold (the latter three with foreign dialects). General Skills: Craft of Gemwright (I), Profession of Miner (I), Science of Geology (I), Knowledge of Rockhome History (I), Profession of Diplomat (I).

Shalander
Ambassador of Alfheim

History: As a diplomatic courtesy, and to keep an eye on the Rockhome envoy, the elfking of Alfheim keeps an ambassador in Specularum. Shalander is a youthful elf of 110 years. He was a bit wild in his youth, adventuring in the wilds of the Canolbarth Forest and in the Broken Lands; now, he's content to spend a couple of decades protecting Alfheim interests in Karameikos.

Personality: Shalander, like most elves, is a merry soul, fond of woodland expeditions, feasts and revels, bright shiny things and entertainment in general. He's found that he truly enjoys watching human politics, likening them to a forest within walls: Predators prey on the weak; scavengers wait for the strong to fall and then feast upon them; the courtiers and diplomats exhibit territorial be-

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havior. When not discharging his diplomatic duties, he happily observes this cheerful microcosm of nature. He is also something of a rake, engaging in numerous romantic escapades.

Appearance: Shalander is 5'4" and strongly-built for an elf, with light brown hair and eyes and handsome features. He tends to wear ankle-boots, hose and loose-fitting silk tunics all in green, and a sword and dagger.

DMing Notes: Shalander, besides being the court's resident expert on Alfheim, is an adventuresome soul who keeps an eye on promising adventurers. He sends regular reports to Alfheim and often hires guards for his messengers; if the Duke, whom he likes, were to be menaced, he would assemble heroes and fight in his defense.

Combat Notes: 7th-level Elf; AC 8 (court: dexterity bonus) or AC 2 (war: dexterity bonus, *chain mail* +1, shield); hp 31; MV 120' (40') at court, MV 90' (30') in war; #AT 1 (sword); D 1-6 (+1); Save E7; ML 9; AL N; S 14 I 16 W 10 D 15 Co 12 Ch 16. Languages: Elvish (Alfheim dialect), Alignment (Neutral), Thyatian, Gnoll, Hobgoblin, Orc (those last three are foreign dialects). General Skills: Riding (D), Tracking (I), Dancing (D), Knowledge of Karameikan Government (I), Persuasion (Ch), Forest Survival (I), Knowledge of Broken Lands and NW Canolbarth (I).

Spells Normally Carried: First Level—*Detect Magic*, *Magic Missile*, *Magic Missile*. Second Level—*Phantasmal Force*, *Web*. Third Level—*Fly*, *Hold Person*. Fourth Level—*Polymorph Self*.

Spells In Spell Books: First Level—*Detect Magic*, *Light*, *Magic Missile*, *Read Languages*, *Read Magic*. Second Level—*Detect Evil*, *Detect Invisible*, *Phantasmal Force*, *Web*. Third Level—*Dispel Magic*, *Fly*, *Hold Person*. Fourth Level—*Growth of Plants*, *Polymorph Self*.

Gunter Schonberg Ambassador of the Kingdom of Ierendi

History: Gunter is a Thyatian adventurer of many years' experience, and has often been a mercenary fighting the warriors of Ylaruam in border skirmishes between the Empire and the Emirate. During his travels late in his adventuring career, he found himself in the Kingdom of Ierendi, a trade nation which reveres adventurers. He was well-known there and was lavishly entertained by the hero-worshipping population. But Gunter was not just an adventuring fighting-man: He was a man of quick wit and shrewd perception, and became a favorite guest of the aristocratic clans which rule Ierendi. Five years ago, when

the Karameikan ambassador retired from diplomatic service, the Ierendi aristocrats found Schonberg to be an ideal replacement: He was a natural courtier, honest enough to protect Ierendi's interests, and not allied with any one Ierendi clan to the detriment of the others. Since then, he's been in Specularum, making sure trade and duties between Karameikos and Ierendi remain smooth and mutually profitable.

Personality: Schonberg is everyone's sly and amusing uncle. He tells hilarious stories of his youth, when he was starting out as an adventurer; he defuses arguments with deft applications of wit or mockery. Common-born himself, he makes no distinctions between nobleman and commoner. He abstains from drink at court functions and large feasts, but drinks to excess with his friends. He's a fast friend of Lord Korrigan but keeps his distance from the rest of the Duke's family so that his interests will not conflict. He has exchanged strong words with the ambassador of the Emirate, who remembers his days of fighting against Ylaruam and has no great liking of Schonberg.

Appearance: Schonberg is huge—6'5" and some 300 lbs., of which surprisingly little is fat. He has a thick shock of greying black hair and an enormous handlebar mustache. He wears clothing suited to the occasion, from rough travel wear to ceremonial robes, but always wears a bear-skin cloak, trophy of his accidental encounter with a wounded bear.

DMing Notes: Schonberg can be a casual encounter for the characters—he frequents Specularum taverns, especially the Black-Heart Lily, and often staggers home after too much to drink; the characters could encounter him as he's beset by robbers in the street, or could meet him carousing in taverns. He'll speak to anyone coming to his home, from street beggar to ducal messenger, and can act as a source of information on Thyatis and Ierendi.

Combat Notes: 11th-level Fighter; AC 9 (court) or AC 2 (combat, plate mail and shield); hp 54; MV 120' (40') court or MV 90' (30') war; #AT 1 (sword +1, +3 vs. undead); D 1-8 (+2, from strength bonus and enchanted sword); Save F11; ML 10; AL L; S 14 I 17 W 11 D 10 Co 16 Ch 18. Languages: Thyatian, Alignment (Lawful), Ierendi, Alasiyan. General Skills: Riding +1 (D+1), Seamanship (I), Knowledge of Trade (I), Storytelling (Ch), Persuasion (Ch), Knowledge of Ierendi Society (I), Knowledge of Karameikos Society (I).

Aladan Voll Ambassador of the Minrothad Guilds

History: Voll spent 40 years as a merchant officer for the Minrothad Guilds, then retired, but ultimately he sought another position to keep him from going mad with boredom. Granted the Ambassadorship to Karameikos six years ago, he has kept relationships cordial and business smooth between his nation and this one.

Personality: Voll is a warm and friendly man, but still has the edge that decades of being a ship's captain will bring. He misses the life of the open sea but knows he's no longer in condition to handle it. His closest friends in the Karameikos court include young Lord Justin Karameikos and Ambassador Schonberg.

Appearance: Voll is 5'9" and 140 lbs., with white hair and close-cropped beard and mustache. His eyes are blue. He wears comfortable robes bearing embroidery of waves and ships and sea-life.

DMing Notes: Voll is a source of information on the Minrothad Guilds and sailing, and has the time and inclination to talk to up-and-coming adventurers (unlike the much busier Admiral Hyraksos, for instance).

Combat Notes: 5th-level Fighter; AC 9; hp 20; MV 120' (40'); #AT 1 (dagger); D 1-4; Save F5; ML 7; AL L; S 9 I 16 W 12 D 11 Co 10 Ch 13. Languages: Minrothad, Alignment (Lawful), Thyatian, Ierendi. General Skills: Profession of Seaman (I), Knowledge of Naval Tactics (I), Knowledge of Minrothad Society (I), Knowledge of Karameikos Society (I), Knowledge of Trade Routes (I), Persuasion +1 (Ch +1).

Sheik Abdallah ibn Hamid Ambassador of the Emirate of Ylaruam

History: The Ambassador from the Emirate is a nomad warrior-sheik of the Dythesthenian Sultanate, which borders Thyatis and Karameikos. Because of Abdallah's heroism in battles with monsters from the southern mountains and because of his lyric speaking ability, the Emir of Ylaruam asked him to represent the Emirate in the court of Karameikos. The border between the Emirate and Karameikos is the Altan Tepes mountain range, and Karameikan efforts (launched from Castellian Keep) at driving nonhuman monsters out of those mountains have instead driven them into Abdallah's homeland. Abdallah's mission in Karameikos is to persuade the Karameikans to coordinate military offensives with the Emirate so that the peoples of the Emirate do not suffer.

Personality: Abdallah ibn Hamid is impressed only by a few things: Great honor, great fighting ability, and great beauty. Con-

sequently, in Specularum, he sees himself as a desert wolf surrounded by sheep; he views most people with contempt, and appears to be a cold and arrogant man. However, he has respect for the Duke, an honorable man, and for fighters at Name level of experience. Abdallah despises the Ierendi ambassador, Gunther Schonberg, who previously served as a Thyatian mercenary fighting Alasiyan nomads. Only his duty to his Emir has kept him from challenging Schonberg to a fight to the death; should he be provoked, he might do so anyway.

Appearance: Abdallah is tall (6'2") and lean (165 pounds), the archetypal desert warrior. His skin is dark as the typical Alasiyan, his hair, mustache and beard are black, as are his eyes. He wears the flowing garments of an Alasiyan desert warrior, and always carries a bejewelled scimitar.

DMing Notes: Abdallah has a additional mission now: He has conceived a mad passion for the Glantri ambassador, Lady Marianita, and is courting her with all the good grace of a desert camel. Lady Marianita does not like the fervent and humorless man and is having none of it. She might hire characters to keep Abdallah from her door, or could take insult from the Ylaruam ambassador and ask a character to be her champion in a challenge duel with the man. Should you wish to run an adventure with bizarre international repercussions, you could have Abdallah drug Lady Marianita and try to steal her back to the Emirate to install her in his *hareem*; Duchess Olivia or Minister Yarol, wishing to diminish an international incident, would send a discrete party of adventurers to rescue her.

Combat Notes: 11th-level Fighter; AC 4 (leather armor and dexterity bonus); hp 54; MV 120' (40'); #AT 1 (sword); D 1-8 (+3); Save F11; ML 12; AL N; S 18 I 13 W 9 D 18 Co 13 Ch 15. Languages: Alasiyan, Alignment (Neutral), Thyatian. General Skills: Riding (D), Desert Survival +2 (I+2), Knowledge of Desert Cavalry Techniques (I), Knowledge of the Emirate (I), Persuasion (Ch), Storytelling (Ch).

Estella Whitehall
Ambassador of Darokin

History: Mistress Whitehall is a professional diplomat of Darokin and has been ambassador to Karameikos for 15 years.

Personality: Estella tends to be coolly professional in all diplomatic dealings, but is warm with her family and few personal friends. Jenkin Flintfoot and Shalander of Alfheim are good friends of hers; while she does not dislike Lady Marianita, she is exasperated by her. She is an admirer and patroness of the arts, and is



fond of commissioning works of art from struggling artists and craftsmen in order to help them continue in their professions.

Appearance: Estella is of medium height and plump. Her hair, once brown, is mostly gray now; her eyes, piercing and intelligent, are blue. She wears gowns of Darokin and Karameikan make.

DMing Notes: Estella is a source of information on Darokin and the person to use when introducing adventures originating from that nation.

Combat Notes: Normal Woman; AC 9; hp 6; MV 120' (40'); #AT 1 (dagger); D 1-4; Save F1-1; ML 5; AL L; S 9 I 13 W 12 D 10 Co 11 Ch 11. Languages: Darokin, Alignment (Lawful), Thyatian. General Skills: Profession of Diplomat (I), Knowledge of Darokin Society (I), Knowledge of Karameikos Society (I), Knowledge of Karameikos Artists and Craftsmen (I), Knowledge of Five Shires Society (I).

At the court of Karameikos, there are no ambassadors from the Atruaghin clans, Ostland, Vestland, the Sodorford Jarldoms, or the Ethengar Khanate, all of whom are far away, none of whom has trade relations directly with Karameikos.

The Clergy

Lord Olliver Jowett
Patriarch of Specularum
Master, Order of the Griffon
(Church of Karameikos)

History: Olliver Jowett was a prominent cleric of Thyatis 30 years ago, and decided to follow Duke Stefan to Karameikos, that the Good Word of his Church properly be spread in the new duchy. Instead of remaining part of the primary church of Thyatis, Jowett and his patriarch-level friends chose to form a new church, based on their own interpretations of religious philosophies and the needs of the peoples of Karameikos. Thus was born the Church of Karameikos, strongly resembling the churches of Thyatis but with its own distinctive attitudes.

Personality: Jowett is a gentle, good-natured man. He's no zealot—he preaches the doctrine of his church as the compelling philosophy it is, not as the One True Way that many clerics believe it to be. As Patriarch of Specularum, he is head of the Church of Karameikos and the titular head of Order of the Griffon, and takes his responsibilities seriously. He uses his considerable political might only occasionally, when new decrees by the Duke might hamper the efforts of the Church, for instance. He works hard to con-

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tain the missionary fervor of Alfric Oderbry, his chief opponent within the Church. When not working on Church matters, Jowett enjoys collecting, reading and writing poetry.

Appearance: Jowett is in his mid-70s. He is mostly bald and keeps himself clean-shaven; he wears the lavish robes of his position without appearing pretentious.

DMing Notes: Jowett is the cork in the bottleneck of church schism. Should he become ill or die, an internal war will wage within the Church, led by Patriarch Sherlane of Threshold (a friend and follower of Jowett) on one side and Alfric Oderbry on the other . . . for reasons you'll see under Oderbry's character description.

Combat Notes: 18th-level cleric; AC 9; hp 37; MV 120' (40'); #AT 1 (mace +3); D 1-6 (+4, from mace and strength bonus); Save C18 (+3); ML 10; AL L; S 13 I 16 W 18 D 10 Co 9 Ch 15. Languages: Thyatian, Alignment (Lawful), Traladaran, Elvish (obscure Thyatian dialect). General Skills: Knowledge of Poetry (I), Profession of Poet (I), Knowledge of Thyatian History (I), Knowledge of Church History (I), Knowledge of Thyatian Society (I), Storytelling (Ch), Persuasion (Ch), Riding +2 (D+2).

Spells Normally Carried: First Level—*Cure Light Wounds, Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Remove Fear*. Second Level—*Bless, Bless, Hold Person, Hold Person, Know Alignment, Know Alignment*. Third Level—*Continual Light, Cure Blindness, Cure Disease, Locate Object, Remove Curse*. Fourth Level—*Cure Serious Wounds, Cure Serious Wounds, Dispel Magic, Neutralize Poison*. Fifth Level—*Commune, Cure Critical Wounds, Dispel Evil, Raise Dead*. Sixth Level—*Aerial Servant, Barrier, Cureall*. Seventh Level—*Raise Dead Fully, Restore*.

Magdel

Assistant to the Patriarch of Specularum (Church of Karameikos)

History: A few years ago, Patriarch Olliver decided that he was getting too old to do all the running about that his office demanded. He recruited a bright, dedicated young cleric to be his personal assistant—to run his confidential errands, deliver important messages, etc. He chose Magdel, a young woman born to a Thyatian father and Traladaran mother.

Personality: Magdel is a dedicated young cleric and a follower of Olliver Jowett's practices of philosophy and tolerance. She bears a fierce dislike of Patriarch Alfric and his followers. She is very emotional, with a black-and-white outlook on life. Jowett is Good;

Oderbry is Bad. When someone helps Jowett (or her), he is Good. When someone helps Oderbry, he is Bad. Magdel, though an accomplished cleric, is not very self-confident; she becomes flustered and insecure when her abilities are being evaluated or discussed. When carrying out a mission for Jowett, however, she is completely engrossed in her duties and her confidence is high.

Appearance: Magdel is tall and slender, with long, curly black hair and black eyes. She dresses in the robes of a Church novice and typically does not wear armor, though she's trained in fighting.

DMing Notes: When Olliver Jowett is interested in something, it's Magdel who finds out about it for him; when Jowett needs to hire someone for a mission, it's Magdel who makes the arrangements. So the characters are likely to meet her whenever they have an encounter with the Church of Karameikos in Specularum.

Combat Notes: 4th-level cleric; AC 8; hp 17; MV 120' (40'); #AT 1 (mace); D 1-6; Save C4 (+3); ML 9; AL L; S 9 I 14 W 18 D 13 Co 12 Ch 14. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Riding (D), Knowledge of the Church of Karameikos +1 (I+1), Knowledge of Specularum (I), Knowledge of Specularum Society (I).

Spells Normally Carried: First Level—*Cure Light Wounds, Cure Light Wounds*. Second Level—*Bless*.

Alfric Oderbry

Opposition Leader (Church of Karameikos)

History: Alfric Oderbry's parents, landless Thyatian nobles, followed Duke Stefan to Karameikos when Alfric was only 10; his father worked in a minor ministerial post until his death a few years ago. Alfric never understood why someone like his father must work in a minor post while Traladaran families like the Torenescu held great wealth and power—shouldn't Duke Stefan crush the Traladarans and spread their wealth out among his Thyatian followers? When in his teens, the badly disturbed Oderbry turned to the Church for solace, and there a bitter old Thyatian cleric (now dead) helped him form his opinions on the matter. Yes, Alfric was taught, Duke Stefan should crush the wealthy Traladarans and teach them to be good (Thyatian) Karameikans. But the Duke was too weak to take this bold move. Patriarch Olliver, head of the Church, that old coward, was also too feeble to do the job that had to be done. Perhaps a true leader would eventually rise from the Church . . . As the old cleric had connived, Alfric saw himself as that leader. He entered

the Church and, pretending to be a quiet, peaceable man, rose quietly through the ranks. His fervor drove him all the way up the rank of Patriarch within the church, one of two contenders for the post of Patriarch of Specularum when Jowett steps down (Sherlane of Threshold is the other). Now he waits for Jowett's ultimate retirement or death. In a position of authority, he has let his mask slip on a number of occasions, so Jowett knows what he intends.

Personality: Oderbry is a fanatic. All he thinks about is using the Church to bring about an ideal Karameikan state, where all citizens are members of his Church, speak Thyatian, and think exactly as he thinks. Once Jowett steps down or dies, Oderbry plans to use the considerable resources of the Church to pressure Duke Stefan into declaring the rival Church of Traladara illegal, and to use the fighting Order of the Griffon to lay waste to his enemies in that Church.

Appearance: Oderbry is in his mid-40s, a short, burly man in excellent health. He has brown hair and eyes, wears a close-cropped beard and mustache. His eyes are bright with fanatic purpose. He has a marvelous, rich, resounding voice with which he captivates the faithful. He wears dark, luxurious robes and carries the sceptre of his office at all times.

DMing Notes: Oderbry is a powderkeg (or plot device) waiting to go off. When Jowett does step down or die, we'll see a major war within the Church as the two factions, Jowett's (under Patriarch Sherlane) and Oderbry's, try to take control. This will be an event worth several adventures and is the next best thing to civil war within Karameikos.

Combat Notes: 14th-level cleric; AC 2 (chain mail +2, dexterity bonus); hp 48; MV 120' (40'); #AT 1 (mace +1); D 1-6 (+2, from mace and strength bonus); Save C14; ML 12; AL L; S 14 I 10 W 17 D 13 Co 15 Ch 18. Languages: Thyatian, Alignment (Lawful). General Skills: Persuasion (Ch), Storytelling (Ch), Knowledge of the Church of Karameikos (I), Riding (D), Knowledge of Specularum Society +2 (I+2).

Spells Normally Carried: First Level—*Detect Evil, Detect Magic, Light, Remove Fear, Remove Fear*. Second Level—*Hold Person, Hold Person, Know Alignment, Know Alignment, Silence 15' radius*. Third Level—*Continual Light, Growth of Animals, Locate Object, Speak with the Dead, Striking*. Fourth Level—*Animate Dead, Dispel Magic, Protection from Evil 10' Radius*. Fifth Level—*Commune, Quest, Raise Dead*. Sixth Level—*Speak with Monsters, Word of Recall*.

**Aleksyev Nikelnevich
Patriarch (Church of Traladara)**

History: Patriarch Aleksyev is a 45-year-old Traladaran cleric; his parents, too, were clerics in the Church of Traladara in Specularum. Aleksyev was a 15-year-old novice cleric the "Thyatian Invasion" came. He watched his parents, participants in the Marilenev Rebellion, perish when the Rebellion was suppressed. Initially embittered by these events, he threw himself into his clerical studies in the hopes of becoming a mighty wielder of clerical magic and driving the invaders from Traladaran shores. By the time he had become Patriarch of his Church in Specularum, though, his clerical studies, growing emotional maturity, and surprisingly cordial relations with Olliver Jowett had wrought a change in him; he gradually became dedicated to the idea of Traladara regaining its Golden Age through peaceable means and directed faith.

Personality: Aleksyev is a complicated man. Though he's a formidable warrior-cleric, he is dedicated to bringing his ideals to reality through peaceful means wherever possible. Though he is determined that Traladaran blood rule over Traladara again, he thinks this should be done by peaceable assimilation of the Thyatian population into the Traladaran. He still carries bitterness against the Duke for the death of his parents, but does not conspire against the man or use his political sway to damage the royal family. He is actually rather fond of Olliver Jowett of the Church of Karameikos, but knows he has a true enemy in Patriarch Alfric.

Appearance: Aleksyev is of medium height and muscular build. His hair, beard, and mustache, close-trimmed and neat, are jet-black, as are his eyes. He wears bright Traladaran robes. In times of war, he will wear full plate mail and carry the war hammer which belonged to his father.

DMing Notes: Any player-character clerics of the Church of Traladara will theoretically be allies of Patriarch Aleksyev. When the war of the churches occurs (as described under Patriarch Alfric's writeup, and in the Adventures section), he will naturally try to enlist all Traladaran clerics to his side and send them on missions for his Church.

Combat Notes: 11th-level cleric; AC 9 (church affairs) or 2 (war: plate mail and shield); hp 45; MV 120' (40') or 90' (30'); #AT 1 (war hammer +2); D 1-6 (+4, from war hammer and strength bonus); Save C11; ML 10; AL L; S 17 I 13 W 18 D 10 Co 13 Ch 15. Languages: Traladaran, Alignment (Lawful), Thyatian. General Skills: Knowledge of the Church of Traladara (I), Knowledge of Traladaran Legendry (I), Persuasion (Ch), Story-

telling (Ch), Riding (D), Knowledge of Military Tactics (I), Knowledge of Karameikos Society (I).

Spells Normally Carried: First Level—*Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil.* Second Level—*Bless, Hold Person, Snake Charm, Speak with Animal.* Third Level—*Cure Blindness, Cure Disease, Remove Curse.* Fourth Level—*Cure Serious Wounds, Cure Serious Wounds, Neutralize Poison.* Fifth Level—*Commune, Raise Dead.*

**Sergyev
Patriarch
(Cult of Halav)**

History: Sergyev was once a devout member of the Church of Traladara, likely to become right-hand man to Patriarch Aleksyev. But Sergyev had a visitation one night: A vision of Halav appearing before him to say that he, Halav, was now reincarnated in the form of Duke Stefan Karameikos III. Sergyev brought this matter to the attention of Aleksyev, who suggested that it was either a bad dream or a hallucination inspired by a malicious user of magic. Insulted (and more than a little cracked by now), Sergyev abandoned the Church, taking with him his own little band of followers, and set up his own church—which is now, five years later, called the Cult

of Halav.

Personality: Regardless of whether Sergyev's claim is correct or not, the man is insane. He mutters to himself when no one is about, he is convinced that he is constantly being watched by spies from the other churches and so constantly looks over his shoulders and under furniture. He is dedicated to the proposition that Stefan Karameikos is King Halav come again into the world, and so worships the Duke and his offspring.

Appearance: Sergyev is short and dark, with a flowing mustache and beard and balding head. He dresses in dark, subdued robes, goes barefoot, and carries a staff.

DMing Notes: Sergyev and his followers, because they're so lunatic, make a fun encounter for characters. Sergyev might pop out at the characters from an alley, challenging their religious beliefs, or he and his followers might swarm around a party of characters, trying to convert them to their philosophy. This should happen, of course, at an inconvenient time, such as a romantic interlude or when the characters are pursuing someone.

Combat Notes: 9th-level cleric; AC 9; hp 34; MV 120' (40'); #AT 1 (staff); D 1-6; Save C9; ML 5; AL C; S 9 I 10 W 13 D 12 Co 9 Ch 16. Languages: Traladaran, Alignment (Chaotic). General Skills: Knowledge of Church of



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Traladara (I), Knowledge of Cult of Halav (I), Knowledge of Traladaran Legends +1 (I+1), Persuasion (Ch), Knowledge of Specularum (I).

Spells Normally Carried: First Level—*Light, Protection from Evil, Remove Fear*. Second Level—*Bless, Find Traps, Know Alignment*. Third Level—*Continual Light, Cure Disease, Locate Object*. Fourth Level—*Animate Dead, Cure Serious Wounds*.

The Guilds

Edoard of Threshold

Head of the Loggers' Guild

History: Edoard of Threshold, a logger of that northern town, was chosen to be the Guild representative in Specularum because of his bluntness and honesty.

Personality: Edoard is a tactless, relentlessly honest man. He's not very intelligent, but has a lot of common sense and is good-natured. He knows most of the people in Threshold; if the characters are from there, he'll probably remember them.

Appearance: Edoard is in his mid-30s. He has thick, graying brown hair and somewhat befuddled blue eyes. He goes clean-shaven. He wears rough, simple clothing. He is Thyatian.

DMing Notes: Edoard exists as an ally for Threshold characters in Specularum. He's the sort of fellow who'll buy his old friends a round of drinks, tell them whatever he knows, give them a cot to sleep on for the night, whether they're currently hailed as heroes or being sought on charges of murder. He doesn't adventure.

Combat Notes: Normal Man; AC 9; hp 6; MV 120' (40'); #AT 1 (dagger); D 1-4 (+1); Save F1-1; ML 7; AL L; S 13 I 9 W 13 D 10 Co 12 Ch 10. Languages: Thyatian, Alignment (Lawful). General Skills: Knowledge of Threshold Residents +1 (I+1), Knowledge of Logging Business (I), Profession of Logger (I).

Flameflicker

The Thief-King

History: To the average person in Specularum, Flameflicker is just a name—the name of the “king of the thieves.” His face is not known, his deed are only hinted at, his crimes are theoretically without number. Reality is just a bit different . . . In truth, Flameflicker is actually the Thief-Queen. She is actually Alya, a Traladaran palm-reader and fortune-teller operating on the Street of Dreams in Specularum. Years ago, when she was still in her teens, Alya became convinced that someone could achieve fortune and power simply by conducting a thieving enterprise in an in-

telligent and sane manner (not like the Veiled Society) . . . and that she was that someone. Recruiting her street-urchin friends, she formed a thieving gang dedicated to accomplishing jobs by brain-power and wit, performing no murders, stealing only from the wealthy. As the years passed, the Kingdom of the Thieves (as she called her society) grew large and experienced. At the summit was Alya, who called herself the Thief-King to throw off pursuers. The rest of her Royal Family, the Thief-Princes and Thief-Princesses, consisted of her original friends and recruits, and only they know who she is. None of the other minions of the Kingdom know that Alya is Flameflicker.

Personality: Alya loves money, comfort, and power; she also loves a challenging heist and the thrill of the chase. Though she's fond of riches and fine goods, her home as Alya contains only what a Traladaran fortune-teller might have earned; under another name, in the Hill (the rich part of town), she has a small walled home where she keeps her personal goods.

Appearance: Alya/Flameflicker is in her mid-20s. She is a small, slight Traladaran woman—about 5' and 100 lbs, with straight black hair and brown eyes. She is fascinatingly graceful and deft. As Alya, she wears the gypsy-like garments of the Traladaran palm-reader; as Flameflicker, she wears concealing garments of black and wears her hair up.

DMing Notes: Flameflicker seldom goes on jobs anymore; she plans the more involved heists. A particularly difficult and challenging robbery could interest her enough to lead the thieving expedition personally.

Combat Notes: 18th-level thief; AC 2 (*leather armor* +2, dexterity bonus); hp 31; MV 120' (40'); #AT 1 (*sword* +1); D 1-8 (+1); Save T18; ML 7; AL N; S 9 I 18 W 10 D 18 Co 12 Ch 16. Languages: Traladaran, Alignment (Neutral), Thyatian, Elvish (Callarii dialect), Minrothad. General Skills: Knowledge of Specularum (I), Knowledge of Robbery Techniques (I), Knowledge of Specularum Society (I), Profession of Fortune-Teller (I), Knowledge of Specularum Sewers and Catacombs (I), Riding (D), Storytelling +1 (Ch +1).

Teldon

Head of the Magicians' Guild

History: A Thyatian adventurer of many years' experience, Teldon came to Karameikos at Duke Stefan's request 30 years ago and settled. Because he was then the greatest authority on magic, he was badgered by Thyatian and Traladaran youths to share his knowledge and eventually created the Magician's Guild

of Specularum, described elsewhere.

Personality: Teldon is a good-natured old man who enjoys appearing to be a cantankerous, forgetful wizard.

Appearance: Teldon looks about 80 (he's actually pushing 110) and is an archetypal wizard, with flowing white hair and beard and piercing blue eyes. In keeping with his dignified station, he wears robes embroidered with runes (which, he freely admits, are bogus; they mean nothing).

DMing Notes: Characters with questions on magic will know to bring them to Teldon's attention, and he's usually anxious to help—for such help usually expands his own knowledge.

Combat Notes: 15th-level Magic-User; AC 2 (*bracers of defence* AC 2); hp 33; MV 120' (40'); #AT 1 (dagger); D 1-4; Save M15; ML 10; AL N; S 11 I 18 W 13 D 12 Co 9 Ch 10. Languages: Thyatian, Alignment (Neutral), Traladaran, Glantri, Elvish (Alfheim dialect). General Skills: Riding +1 (D+1), Knowledge of Karameikos Society (I), Teaching +2 (W+2), Seamanship (I), Knowledge of Magical History (I), Knowledge of Thyatis (I), Knowledge of Karameikos (I).

Spells Normally Carried: First Level—*Charm Person, Detect Magic, Magic Missile, Read Magic, Sleep*. Second Level—*ESP, Invisibility, Locate Object, Wizard Lock*. Third Level—*Dispel Magic, Fire Ball, Fly, Lightning Bolt*. Fourth Level—*Confusion, Polymorph Self, Remove Curse, Wizard Eye*. Fifth Level—*Pass-Wall, Telekinesis, Wall of Stone*. Sixth Level—*Anti-Magic Shell, Invisible Stalker*. Seventh Level—*Power Word Stun*.

Spells In Spell Books: Same list as given in the “Players' Background” section, under “Spells.”

TORENESCU CLAN

Aleksander Torenescu

History: Born 26 years ago, Aleksander was raised to be the leader of the Torenescu clan. His father Christoph died prematurely last year, leaving the reins of the family in Aleksander's unskilled hands, but the young man stubbornly refuses to let his uncle Boris take over until he's had more experience. (He correctly reasons that Boris would never turn them back over to him.)

Personality: Aleksander is a stubborn young Traladaran man; he's determined to lead his family back to the greatness it held before the “Thyatian Invasion” of 30 years ago, uneasily aware that he hasn't the brains to bring this about, and certain that he'll never hand power over to his uncle.

Appearance: Aleksander is tall, with pale skin and dark hair (he keeps clean-shaven)

and soulful brown eyes. When not angry, he looks lost; when neither lost nor angry, he's asleep.

DMing Notes: Plots involving the Torenescu clan are mentioned in the Adventures section. It's certain, though, that plots within the Torenescu clan between Aleksander and Boris are sure to come, and Aleksander will try to bring in all the help he can get—player-characters, for instance.

Combat Notes: 1st-level fighter; AC 9; hp 6; M 120' (40'); #AT 1 (sword); D 1-8; Save F1; ML 9; AL N; S 12 I 9 W 11 D 12 Co 11 Ch 10. Languages: Traladaran, Alignment (Neutral). General Skills: Knowledge of Specularum Society (I), Knowledge of Trade (I), Riding +1 (D+1).

Boris Torenescu

History: Younger brother of Christoph Torenescu, Boris grew up twisted and bitter in his brother's shadow. He thought he'd solved his problem when he gradually and secretly poisoned Christoph to death, but his brother left behind a document naming Aleksander as his heir. Obviously, it's time for Boris to break out the poison bottle again.

Personality: Boris is dark, sullen, and bitter, but is good at managing the finances of his family. His family doesn't know that he murdered his brother or that he's set his sights on

Aleksander next.

Appearance: Boris is short and thick-bodied. His black hair is cut long and constantly flops before his eyes. He wears a mustache and a sour expression.

DMing Notes: Boris is yet another plotter who will cause trouble for the characters to step into and (perhaps) set right.

Combat Notes: 3rd-level fighter; AC 9 (normal) or 2 (war, plate and shield); hp 18; MV 120' (40') or 90' (30'); #AT 1 (sword); D 1-8 (+1); Save F3; ML 6; AL C; S 13 I 14 W 9 D 12 Co 13 Ch 11. Languages: Traladaran, Alignment (Chaotic), Thyatian. General Skills: Profession of Money-Handler (I), Riding (D), Knowledge of Specularum Society (I), Knowledge of Trade (I), Knowledge of Underworld Contacts (I).

Radu Clan

Anton Radu

Head of the Merchants' Guild

History: Anton Radu is a criminal mastermind born to his profession. For several generations, the Traladaran Radu family has secretly run the Veiled Society, the most powerful criminal organization in Specularum. Anton, heir to the title of family head, was born 63 years ago and raised to be the strong-willed, merciless leader of both Radu clan and Veiled

Society that he is today. By careful use of the Veiled Society, he has gained enough political and monetary power to have himself elected head of the Merchants' Guild of Karameikos. **Personality:** Anton Radu is the classic intelligent criminal mastermind who never participates personally in his crimes; they cannot be traced back to him. His minions intimidate and oppress; rarely do they have to kill. Radu is loyal to his family, but if individual family members endanger the rest of the family they tend to be cut off from his protection—cut off or cut down.

Appearance: Radu is tall, rather skinny, with handsome, confident features, gray hair, and brown eyes. He dresses in typical high-class Traladaran clothing.

DMing Notes: Adventures involving the Veiled Society are mentioned in the Adventures section. Note: Numerous members of the Radu family aid Anton in his efforts, including his brother Cartha, his sons Zweis and Antonito, and their sons Theodosius, Emil, and Pieter. Space considerations prevent us from giving character sheets for each of these people, but several of them can be found in published adventure B6, *The Veiled Society*.

Combat Notes: 12th-level thief; AC 4 (leather armor, dexterity bonus, ring of protection +1); hp 35; MV 120' (40'); #AT 1 (sword); D 1-8 (+1); Save T12; ML 10; AL N; S 14 I 16 W 11 D 17 Co 14 Ch 15. Languages: Traladaran, Alignment (Neutral), Thyatian, Elvish (Callarii). General Skills: Knowledge of the Veiled Society (I), Knowledge of Specularum Society (I), Knowledge of Specularum (I), Riding (D), Persuasion (Ch), Knowledge of Torture and Interrogation Techniques (I), Knowledge of Finance (I), Profession of Merchant +1 (I+1).

Elite Veiled Society Thug

Combat Notes: 3rd-level Fighter; AC 7; hp 14; MV 120' (40'); #AT 1; D 1-8 (+2); Save F3; ML 12; AL C; S 16 I 10 W 10 D 10 Co 10 Ch 10.

Typical Veiled Society Thug

Combat Notes: 1st-level fighter; AC 9; hp 4; MV 120' (40'); #AT 1 (dagger); D 1-4; Save F1; ML 9; AL C; S 10 I 10 W 10 D 10 Co 10 Ch 10.

Vorloi Clan

Baron Philip Vorloi

History: Philip Vorloi was a successful merchant prince at the age of 30 in his native Thyatis. Given the chance to follow Duke Stefan to Karameikos and "get in on the ground floor" of an emerging nation, he did so ea-



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gerly, and has never regretted the decision. A shrewd and farsighted man, Vorloi has always acted in the best interests of both his clan and the Duke. He lent money and his considerable expertise to Admiral Hyraksos to help build the Karamaikan Navy (which helped keep the seas safe for his own merchant vessels); he has successfully resisted the efforts of the Merchants Guild to curb his trade (and of the Veiled Society to intimidate him). Vorloi's wife perished of illness five years ago. He has two children: A son, Grygori (a hopeless idiot) and a daughter, Marianna (his pride and joy).

Personality: Vorloi is a strong-willed and independent man. His code is to treat others as they treat him. The Duke has always treated him fairly and honorably; he returns the favor. The Radu family has always treated him with contempt; he returns the sentiment. Vorloi is generous with those who impress him but is intolerant of stupidity and incompetence; the feeble-minded condition of his son drives him to rage.

Appearance: Vorloi is a beefy man in his early 60s. Though rather thick in the middle and thin on top, he's still imposing—tall, looming, and impressive. His balding hair is white, his eyes blue; he wears a neat beard and mustache. He dresses in bright clothing of Thyatian make and wears much jewelry, mostly necklaces and finger-rings.

DMing Notes: Vorloi is the third corner of the triangle of Great Families of Specularum. The clashes between Torenescu, Radu and Vorloi provide scenarios in the Adventures section.

Combat Notes: 3rd-level fighter; AC 9; hp 19; MV 120' (40'); #AT 1 (dagger); D 1-4 (+1); Save F3; ML 8; AL L; S 13 I 15 W 11 D 10 Co 14 Ch 15. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Profession of Merchant (I), Riding (D), Seamanship (I), Knowledge of Specularum Society (I), Knowledge of Trade (I).

Others

Emilio the Great Thespian

History: Emilio (full name unknown) is an Darokin wanderer who has, for the last 30 years, been trying to give the peoples of the world the enlightenment and enrichment that only theatrical performance can bring. In short, he's an actor and writer of plays, and (for the last ten years) leader of a theatrical troupe sponsored by Estella Whitehall, the ambassador from Darokin.

Personality: Emilio is a high-strung creative soul: He's demanding, irascible, short-tempered, creative, inventive, witty, a mon-

ster to be around when he's in a bad mood, a charmer when he's feeling friendly.

Appearance: Emilio is tall and rakish of appearance. He's 50, but dyes his hair black and wears a natty thin mustache. His eyes are brown. He dresses in high-quality formal clothes (in all occasions except during performances) and carries a silver-headed cane (which has no magical function).

DMing Notes: You can have fun with Emilio by having the thespian decide that one of the player-characters is ideal for his play now in rehearsal. Emilio's constant pursuit of the character as the character tries to pursue more pressing goals will be an exasperating and entertaining subplot to another adventure. Emilio, with his quick eyes and wit, is also a member of Duchess Olivia's "intelligence network," and so he would act as a go-between should she ever want something of the player-characters.

Combat Notes: Normal Man; AC 8 (dexterity bonus); hp 6; MV 120' (40'); #AT 1 (cane); D 1-4 (cane); Save F1-1; ML 4; AL N; S 10 I 18 W 11 D 14 Co 12 Ch 15. Languages: Darokin, Alignment (Neutral), Thyatian, Traladaran, Ierendi. General Skills: Acting (Ch), Profession of Road Manager (I), Profession of Writer (I), Persuasion (Ch), Knowledge of Plays and Literature (I), Riding (D), Teacher (W).

Luthier Sforza

Tavernkeeper of the Black-Heart Lily

History: For a hundred years, the Sforza family has operated the Black-Heart Lily (named after a woman who broke the heart of an early Sforza), one of the better taverns of Specularum. The current operator is Luthier Sforza, who was raised knowing that he would run the Lily and who wanted nothing more.

Personality: Luthier is ideally suited to his business. He enjoys the unending stream of customers through his hostel—enjoys providing decent food, drinks, and entertainment to his clients, enjoys trading stories with the regular patrons, enjoys planning for heavy seasons and lean ones.

Appearance: Sforza is a large, broad, ugly man—6'3" and 250 pounds of unpretty muscle, a broad homely face surrounded by bristly brown hair, mustache, and beard. He wears plain clothes.

DMing Notes: Sforza is a prime source of gossip for player-characters—as is his tavern.

Combat Notes: 5th-level fighter; AC 9 (tavern) or AC 4 (trouble, chain mail and shield); hp 39; MV 120' (40'); #AT 1 (sword); D 1-8 (+2); Save F5; ML 11; AL N; S 17 I 13 W 12 D 10 Co 18 Ch 9. Languages: Traladaran, Alignment (Neutral), Thyatian. General Skills: Profession of Innkeeper (I), Profession of

Cook (I), Profession of Waiter (I), Storytelling +1 (Ch +1), Knowledge of Specularum (I).

Yolanda of Luln

Entertainer

History: Yolanda's parents were residents of the Black Eagle Barony. When Yolanda was born, 22 years ago, they decided they could not raise their child in this horrible place; not long after, they attempted to escape. Yolanda's father perished in the attempt, but she and her mother survived. Yolanda grew up in the bleak village of Luln, where her mother worked as seamstress and dyer of cloths. The stories told by her mother and the fearfulness of the people of Luln inspired Yolanda with a fierce hatred of the Black Eagle, but she was no fighter like Luln's Mistress Sascia. She was, however, gifted with a beautiful singing voice and a natural affinity for dance. She trained long and arduously in both these arts, and eventually (four years ago) moved to Specularum to have a greater audience for her performances. Today, she is one of Specularum's favorite entertainers: She has sung for the Royal Family, appears regularly at the classier inns and taverns (including the Black-Heart Lily), and has performed with Emilio the Great in two of his plays. Occasionally, when the mood strikes, she will go with some of her musician friends to a marketplace and dance for the crowds. Of the money she receives, some naturally goes to keep her in room, board, and costume. Some goes to her mother in Luln. The rest becomes bribes for ministerial employees and other contacts to keep up the pressure on the government about the Black Eagle Barony.

Personality: Yolanda, obviously, is a Woman With a Cause—she wants to help bring about the downfall of the Black Eagle Barony. That's not all there is to her, though. She is dedicated to her arts, and it's said that no one puts more heart and soul into a song of love or heartbreak or tragedy than Yolanda. In person, away from her trade, she is quiet and a little nervous; she doesn't really know how to deal with people when she's not entertaining them.

Appearance: Yolanda is of medium height and slender, with waist-length straight black hair and large eyes of light brown. She wears costly and colorful Traladaran dresses and much jewelry (bracelets, necklaces, earrings, and anklets), all of it of small worth.

DMing Notes: The characters are likely to see Yolanda during any visit to Specularum; she could be entertaining at their pub or in the marketplace. But if they decide to operate against the Black Eagle Barony, you can contrive to have her find out about it (if the char-



acters stay in Luln for any length of time, she'll definitely find out about it), whereupon they'll have a patron who will help keep them supplied and fit during their operations. Alternatively, you could have Yolanda convince the characters to accomplish the "Escape from the Black Eagle" adventure from the Expert Adventures section; the rescuee could be the family of her aunt, her mother's sister.

Combat Notes: Normal Woman; AC 6 (dexterity bonus); hp 6; MV 120' (40'); #AT 1 (hairpin); D 1-3; Save F1-1; ML 7; AL N; S 9 I 16 W 10 D 18 Co 10 Ch 17. Languages: Traladaran, Alignment (Neutral), Thyatian, Elvish (Callarii). General Skills: Singing +1 (Ch +1), Dancing (D), Persuasion +1 (Ch +1).

**"Lord" Dmitrios
Prince of Beggars**

History: Dmitrios is a clever man who, in his youth, discovered that he could make more money by talking passersby out of it than by participating in an honest trade. Since the age of 17 he has dressed in ragged clothes, gone to the marketplaces, and begged for money. He's not a pitiful beggar: He calls, "Coins, for the love of Halav," and if he receives none he may fall to the ground in mock death (for the enjoyment of the crowd) or harangue the passer-by with witty insult (duck-

ing into the crowd in mock fear if the passer-by turns takes offense). He performs antics in the markets, doing juggling, stealing hats from the heads of fat merchants and running hither and yon with them before bringing them back. At day's end, he takes his haul of coin and returns to his small but expensive town home near the Torenescu estate—for, though he's a beggar, he's not a poor man; he makes quite a good living from his craft (though this fact is known to few people).

Personality: Dmitrios is a born comedian and clown. He's very happy with his life: He enjoys gathering coin in the street, entertaining folk in the market-place, piercing the egos of the pretentious, and returning to his family.

Appearance: Dmitrios is of average height and lightly built. He dresses in a ragged tunic with colorful patches upon it, hosen, and short boots; he usually has some prop or gimmick in his hands (juggling balls or stray fruit, ribbon or rope), anything he can keep in motion to entertain watchers.

DMing Notes: Dmitrios and his wife are cousins to the Torenescu clan, and Dmitrios uses his street savvy to overhear information helpful to the Torenescu and pass it on to young Aleksander. On missions of considerable importance, Aleksander might send Dmitrios as messenger—not many people know

that Dmitrios is allied to the Torenescu. When Aleksander's health begins failing due to Boris' slow poisoning, Dmitrios will be the first to notice and will act to find out what's wrong—which may entail his finding some good-hearted adventurers to aid him.

Combat Notes: 4th-level fighter; AC 7 (dexterity bonus); hp 21; MV 120' (40'); #AT 1 (dagger); D 1-4; Save F4; ML 9; AL N; S 10 I 16 W 11 D 17 Co 12 Ch 16. Languages: Traladaran, Alignment (Neutral), Thyatian, Elvish (Callarii dialect). General Skills: Juggling +1 (D +1), Mime (D), Persuasion (Ch), Specularum Street Savvy (I), Knowledge of Torenescu Clan (I).

**Of the Human
Communities**

**Castle and Village
Marilenev**

Lady Magda Marilenev

History: Magda was the young wife of Lord Marilenev 30 years ago, when the Marilenev Rebellion was put down. Since then, widowed, stripped of much of her power, and (to her thinking) humiliated by Duke Stefan, she has grown bitter and spiteful, using what resources remain to her to plot against the Royal Family. **Note:** Though her home is in Castle Marilenev, Lady Magda lives for most of the year in Specularum.

Personality: Lady Magda is, in public, gracious and charming, easily the equal of Duchess Olivia in professional niceness. Behind the scenes, however, she humbles her servants, plots to disrupt royal affairs to embarrass the royal family, and in general plans and executes as much petty nastiness as she can get away with. Her one friend, Christoph Torenescu, died last year and her ties with the Torenescu clan are now very weak.

Appearance: Magda is a noble lady in her 50s. She is dignified and slender, her brown eyes bright and noble. (She usually looks haughty and pretentious.) Her hair is gray. She dresses in expensive robes and gowns.

DMing Notes: Lady Magda is a barrel of resentment just waiting to explode. She resents the Duke, whose minions slew her husband and family. She resents the Torenescu family, whose help she sought (and received) after the Marilenev Rebellion, and in whose sphere of influence she now lies. She's lived with her resentment too many years, and one of these days she's going to snap . . . and there's an adventure idea pertaining thereto in the "Adventures" section.

Combat Notes: Normal Woman; AC 9; hp 4; MV 120' (40'); #AT 1 (knife); D 1-4; Save

Characters

FI-1; ML 11; ALN; S 8 I 10 W 10 D 12 Co 11 Ch 13. Languages: Traladaran, Alignment (Neutral). General Skills: Profession of Estate Management +1 (I+1), Knowledge of Specularum Society +1 (I+1).

Kelvin

Baron Desmond Kelvin II
Member, Order of the Griffon
(Church of Karameikos)

History: Desmond is the eldest son of the first Desmond Kelvin, the friend of Duke Stefan who build the city of Kelvin and helped tame this part of the wilderness. Desmond grew up in a strict military upbringing. He entered the Church of Karameikos at age 13 in order to join the Church's fighting force, the Order of the Griffon, and is now a respected member of that Order.

Personality: Desmond is a dark, brooding man. He seems to be the very model of military efficiency, eyes missing nothing, speaking in clipped and curt tones, showing no emotion but anger at incompetence. He's a very ambitious man, though, and is paying court to Lady Adriana Karameikos in the hope that he will someday wed her and become heir to the ducal title. He's a difficult man to work with, an even more difficult man to work for, but he's fair and is not rash.

Appearance: Kelvin is tall and lean. He has sharp, handsome features, piercing blue eyes, dark brown hair and trim mustache. His glowering expressions and overall air of foreboding tend to put people off—people such as Lady Adriana, for instance.

DMing Notes: Kelvin is loyal to the Duke but also out for himself. He will carry out any royal order given him with military precision, but will also find some way to turn the situation to his advantage. He desperately wants to impress the Duke sufficiently that the Duke himself will press Adriana to wed him. Characters are most likely to interact with Kelvin when their in higher Expert and Companion adventures, when they'll be dealing with him on an equal basis. He could be a friend and ally to some, enemy to others, depending on the circumstances of their meeting and how they feel about his political aspirations.

Combat Notes: 10th-level cleric; AC 1 (plate, shield, dexterity bonus); hp 53; MV 90' (30'); #AT 1 (mace +1); D 1-6 (+3); Save C10; ML 10; AL L; S 16 I 13 W 17 D 14 Co 16 Ch 14. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Knowledge of Military Tactics (I), Knowledge of Church of Karameikos (I), Riding +1 (D+1), Tracking (I), Knowledge of Specularum Society (I), Knowledge of Kelvin Family History

(I).

Spells Normally Carried: First Level—*Cure Light Wounds, Cure Light Wounds, Detect Evil, Protection from Evil*. Second Level—*Bless, Hold Person, Hold Person, Know Alignment*. Third Level—*Cure Disease, Remove Curse, Striking*. Fourth Level—*Cure Serious Wounds, Cure Serious Wounds*. Fifth Level—*Raise Dead*.

Luln

Mistress Sascia
Townsmistress

History: Sascia was born 28 years ago in Luln, the unhappy town nearest the Black Eagle Barony. Like the younger Yolanda of Luln, she gradually developed a fierce hatred of the nearby barony—a hatred of its occasional raids into surrounding lands (including Luln), a hatred of seeing the infrequent bands of hollow-eyed escapees just escaped from that territory. But unlike Yolanda, Sascia was very strong and convinced that she could make a difference right here in Luln. She learned the ways of the sword and of military tactics. She persuaded the leaders of Luln to set up sentries in the forest who could warn of an impending raid. She fought the raiders when they came, and inspired others to do the same. Eventually, when the last townmaster stepped down from his post, she took that position.

Personality: Sascia's goal is to build Luln into a proper town, free of the malignant influence of the Black Eagle. Most of her attention is dedicated to that cause. She's ambitious and stubborn, but she's grateful to those who help her, and adventuring parties meaning to do harm to the Black Eagle will get her whole-hearted support.

Appearance: Sascia is tall and lean (and stronger than she looks). Her hair, often worn up under a helmet, is a very light brown and crinkly; her eyes are brown. She wears common tunics, trousers and boots and could easily be mistaken for a common adventurer, for she wears no badge of her office. In combat, she wears chain mail and carries a shield.

DMing Notes: The Duke is keeping a very close eye on Sascia. If she can indeed hold Luln free of the Black Eagle Barony for some more time, he will probably knight her and declare Luln to be her fief. Characters are likely to meet Sascia when they're in Luln; she questions most strangers as to their destination and intent. In Basic and lower-level Expert adventures, she'll provide information and may provide some funds to parties entering the Barony (she won't accompany the adventurers, as her higher level would unbalance the scenario). In upper-level Expert adventures,

she'll accompany the adventurers on missions against the Black Eagle.

Combat Notes: 12th-level Fighter; AC 1 (chain mail, shield, *ring of protection* +1, dexterity bonus); hp 47; MV 90' (30'); #AT 1 (sword +1); D 1-8 (+3); Save F12; ML 10; AL L; S 17 I 13 W 10 D 14 Co 12 Ch 14. Languages: Traladaran, Alignment (Lawful), Thyatian. General Skills: Military Tactics +2 (I+2), Town Administration (I), Riding +2 (D+2).

Threshold

Baron Sherlane Halaran
Patriarch of Threshold
(Church of Karameikos)

History: Sherlane Halaran was a Patriarch of the church in Thyatis before following Duke Stefan to Karameikos. Halaran was saddled with double duties in Karameikos; he was granted the title of Baron of the Threshold area, and the newly-founded Church of Karameikos named him as Patriarch to the area. But he has executed both his secular and religious duties fairly and well, and is highly-regarded by the people of Threshold.

Personality: Halaran's character is made up of both grandfatherly affection and stern discipline. Behave in a good-natured manner, stay within the laws, and he's the cheery, soft-spoken man liked so well by the people of Threshold. Act in an unbecoming manner—by attacking or insulting someone, breaking the law, or just behaving childishly—and he becomes grim and ominous, eyes flashing anger as he pronounces sentence on the offender.

Appearance: Halaran is in his early 60s, an aging warrior-cleric who's still capable of hoisting a mace in the name of righteousness. His hair is snow-white; he goes clean-shaven. His eyes are blue. His most dominant facial characteristic is the prominent, jutting nose which earned him nicknames in his long-gone youth. He wears unpretentious clerical robes and does not wear a baronial coronet.

DMing Notes: Patriarch Sherlane is the law in Threshold, and well-known to people there; if a character is from Threshold, Sherlane is likely to know him by name and know his family.

Combat Notes: 14th-level Cleric; AC 9; hp 34; MV 120' (40'); #AT 1 (mace); D 1-6; Save C14; ML 10; AL L; S 9 I 14 W 18 D 10 Co 8 Ch 14. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Riding (D), Knowledge of Church of Karameikos +1 (I+1), Knowledge of Church of Thyatis (I), Knowledge of Threshold Residents +2 (I+2), Knowledge of Specularum Society (I).

Spells Normally Carried: First Level—*Cure Light Wounds, Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil.* Second Level—*Bless, Bless, Hold Person, Know Alignment, Silence 15' Radius.* Third Level—*Continual Light, Cure Blindness, Cure Disease, Remove Curse, Striking.* Fourth Level—*Cure Serious Wounds, Cure Serious Wounds, Dispel Magic.* Fifth Level—*Commune, Raise Dead, Raise Dead.* Sixth Level—*Animate Objects, Word of Recall.*

Aleena Halaran
Member, Order of the Griffon
(Church of Karamaikos)

History: Aleena was born 22 years ago, daughter of Halaran's brother. Merrik Halaran, a fighter in the service of the Emperor of Thyatis, and his wife died of disease a few years ago. Aleena journeyed to Karamaikos to live with her uncle and has been here since. She joined the Church of Karamaikos at a very young age and joined the Order of the Griffon soon after. Since that time, she has acted as an adventurer and as a protector of Threshold.

Personality: Aleena doesn't seem to be the sort of person who'd take up mace and hammer against the forces of evil. She's quiet, soft of voice and temperament, preferring to settle disputes with words rather than with blows. She's also very romantic—and consequently sometimes naive—trusting too often that a person's good nature will emerge, that a habitual criminal can reform, and so on.

Appearance: Aleena is a classic Thyatian beauty. She's of medium height and build, with flowing blonde hair and large, expressive blue eyes. She tends to dress in brightly decorated adventuring gear or armor; for society affairs she can be coaxed into wearing formal Thyatian gowns.

DMing Notes: Characters are likely to meet Aleena when in Threshold, as she runs errands for her uncle, delivers orders to the guardstation of Threshold and messanges to the townsmaster, and keeps order in town wherever she sees it slipping. She's not likely to accompany adventurers on quests unless some of them are at least at Name level of experience. If you've already established, from events mentioned in the D&D® Basic Set, that the character Aleena is dead, then rename this character Anielle Halaran.

Combat Notes: 12th-level Cleric; AC 2 (plate mail and dexterity bonus); hp 39; MV 90' (30'); #AT 1 (Mace +2); D 1-6 (+3, +2 from Mace and +1 from strength adjustment); Save C12 (+2); ML 10; ALL; S 13 I 13 W 17 D 14 Co 12 Ch 17. Languages: Thyatian, Alignment (Neutral), Traladaran. General Skills: Riding +2 (D+2), Knowledge of



Church of Karamaikos (I), Knowledge of Threshold +1 (I+1), Teaching (W).

Spells Normally Carried: First Level—*Cure Light Wounds, Cure Light Wounds, Detect Magic, Remove Fear.* Second Level—*Bless, Bless, Hold Person, Hold Person.* Third Level—*Continual Light, Cure Blindness, Cure Disease, Remove Curse.* Fourth Level—*Cure Serious Wounds, Cure Serious Wounds, Neutralize Poison.* Fifth Level—*Commune, Raise Dead.* Sixth Level—*Word of Recall.*

VERGE

Lady Halia Antonic

History: Halia's parents are of a minor branch of the Vorloi clan. Eighth child of the family, Halia ran away from home to avoid being traded away in a marriage of convenience. Over the last eight years, she has adventured all over the continent, always returning to the city of her birth, Specularum. Gradually, she centered her adventuring around the city, became an important figure in the Magicians' Guild of Specularum, married her co-adventurer Retameron, and moved to his home, the small village of Verge, near Threshold.

Personality: Halia has a short temper and a long memory. She doesn't take a back seat to other adventurers (including her husband)

and suggesting that she should keep her opinions to herself is a sure way to provoke an outburst. However, she is generous and intelligent, a good friend to have in a bad situation, and a loyal ally. Her hobbies include research into magic and old legends.

Appearance: Halia is 5'7" and 135 pounds. Her hair is red, worn long and usually braided; her eyes are blue. She is 26. She usually wears Thyatian dress—the materials varying with the circumstances (silk for society affairs, linen for home life, heavy linen with woolen cloaks for travelling)—often in green hues; she wears her rank mark for the Specularum Magicians' Guild on a golden brooch.

DMing Notes: Halia and her husband are helpful allies for mid-level characters to have in the Threshold area. They are good friends of Aleena and Sherlane and staunch supporters of the Duke. They'll shelter travelling characters caught by darkness short of reaching Threshold; they'll lend their advice and expertise where they may; they'll even accompany characters (those on Expert-level and above adventures) on particularly important adventures.

Combat Notes: 7th-level Magic-User; AC 9; hp 26; MV 120' (40'); #AT 1 (dagger); D 1-4; Save M7; ML 10; ALL; S 8 I 18 W 13 D 11 Co 13 Ch 15. Languages: Thyatian, Alignment (Lawful), Elvish (Callarii dialect), Trala-

Characters

darán, Gnome. General Skills: Teaching (W), Knowledge of Traladaran Legends (I), Knowledge of Thyatian Legends (I), Riding +2 (D+2), Knowledge of Karameikos Geography, Knowledge of Specularum Nobility.

Spells Normally Carried: First Level—*Charm Person, Magic Missile, Ventriloquism*. Second Level—*Locate Object, Phantasmal Force*. Third Level—*Fly, Lightning Bolt*. Fourth Level—*Charm Monster*.

Spells In Spell Books: First Level—*Charm Person, Detect Magic, Light, Magic Missile, Read Magic, Sleep, Ventriloquism*. Second Level—*Detect Evil, Knock, Locate Object, Phantasmal Force, Wizard Lock*. Third Level—*Dispel Magic, Fly, Lightning Bolt, Protection from Normal Missiles*. Fourth Level—*Charm Monster, Polymorph Self*.

Magic Items in Possession: *Wand of Cold* (18 charges remaining), *Ring of Telekinesis*.

Sir Retameron Antonic

History: Retameron's father is a Thyatian adventurer who followed Duke Stefan to Karameikos; his mother is a Traladaran woman who defied her family and married one of the "invaders." Retameron began his own adventuring career at age 18, travelling from Specularum to Threshold. Eventually knighted by the Duke for his deeds, he was awarded the village of Verge and built his stronghold there. He now divides his time between personal adventures, missions for the Duke, and his home life.

Personality: Retameron likes the good life—good mead and wines, cheerful company, excellent food, etc.—but is always willing to forego the easy life in order to bring grief to evildoers. He enjoys teaching fighting and honorable codes of behavior to young fighters. He takes offense at slurs aimed at either Thyatians or Traladarans.

Appearance: Retameron stands 6' tall and weighs 190 pounds. His hair is brown, worn short, with mustache and beard; his eyes are dark brown. He is 31. In order to be stylish, and to distract enemies, Retameron has adopted a very flashy dressing style; he usually wears bright gold garments with rich trimmings in a variety of colors. His accoutrements (such as belts, boots, swordbelts, etc.) are always functional, though.

DMing Notes: See "DMing Notes" under Lady Halia, above.

Combat Notes: 9th-level fighter; AC 0 (dexterity bonus, plate mail and shield); hp 53; MV 90' (30'); #AT 1 (sword); D 1-8 (+5, from sword +2 and strength bonus); Save F9; ML 11; AL L; S 18 I 13 W 11 D 16 Co 13 Ch 12. Languages: Thyatian, Alignment (Lawful), Traladaran. General Skills: Riding (I),

Tracking (I), Teaching +2 (W+2), Knowledge of Karameikos (I), Codes of Law and Justice (W).

Magic Items In Possession: *Girdle of Giant Strength*.

Of the Black Eagle Barony

Baron Ludwig von Hendriks The Black Eagle

History: Ludwig von Hendriks is first cousin to both Duke Stefan and Lord Alexius Korri-gan. He grew up in the shadow of the successful Stefan and popular Alexius, and he grew up twisted, resentful, and hateful. He was sure, though, that Stefan would die in his military adventures—sure because Ludwig was planning the whole thing—and that he, Ludwig, would inherit the wealthy Duchy then ruled by Stefan. But Stefan abruptly sold his lands and left the country, spoiling Ludwig's plans. When Stefan made the call for talented young Thyatian nobles to join him, though, Ludwig pretended to be an upright, eager, and very lawful follower of the Duke . . . at least until he was awarded his Barony titles and the lands to go with it. Since then, he has vigorously reshaped the Black Eagle Barony to his own liking and plotted the downfall of Duke Stefan. He knows that it is his divine right that he will someday sit on the throne now occupied by his hated cousin . . . it's only a matter of time.

Personality: Ludwig von Hendriks is about as oily and unlikeable human being as you can find. He's arrogant, easily enraged, easily soothed or distracted; he's a casual killer but fond of formal torture; he lies so often and so profusely that he cannot remember the truth, he is, in short, insane. He is utterly jealous of Duke Stefan—of his fame, of his ability to hold people to him by sheer charisma, of his luck. He is thoroughly contemptuous of human life (other than his own). He will make any alliance, any bargain (it doesn't matter, he'll break them anyway) in order to achieve his ends.

Appearance: Ludwig would be a handsome man if not for his shifting eyes, oily mannerisms, and arrogant sneer. He dresses entirely in black (even his armor is enamelled black). Though he is nearly 50, he is in excellent shape and looks ten years younger than he is. His hair is black with no trace of graying (he touches it up); he wears a neat beard and mustache; his eyes are brown and cruel.

DMing Notes: The Black Eagle Baron is an archetypal villain you can use for a variety of purposes. Several scenarios in the Adventures

section revolve around him and his barony. Whenever you need an untrustworthy, dishonorable, compelling villain, you have Ludwig von Hendriks.

Combat Notes: 12th-level fighter; AC 1 (plate mail +2); hp 72; MV 90' (30'); #AT 1 (sword +2); D 1-8 (+4); Save F12; ML 10; AL C; S 17 I 15 W 9 D 14 Co 16 Ch 14. Languages: Thyatian, Alignment (Chaotic), Orcish. General Skills: Knowledge of Torture Techniques (I), Riding +1 (D+1), Knowledge of Black Eagle Barony +2 (I+2), Military Techniques (I).

Bargle the Infamous Court Wizard of the Black Eagle Barony

History: If Infamy has a name, it is Bargle. Born in Specularum, Bargle grew up in the streets of that city and became leader of a gang of toughs. At age 14, he killed a man (an apprentice magic-user) and stole his belongings, including his spell-book and a magical primer. Because he was now wanted by the city guard, he fled Specularum. He spent several years on the road, pretending to be an earnest and humble student of magic; he spent a few weeks with every magic-user he could persuade to teach him. As his abilities grew, he used his magic to evil ends, robbing innocent people, dominating them by terror, killing wantonly. Ultimately, he ended up in the Black Eagle Barony as personal magician of Baron Ludwig von Hendriks.

Personality: Bargle is thoroughly Chaotic and unpleasant to boot. While he enjoys the good life that treasures can bring, he mostly enjoys hurting people—injuring, humiliating, and killing them. He works for the Black Eagle Baron because it suits him. He has no immediate plans to kill von Hendriks and rule his barony, but he will doubtless choose to do so eventually. For now, he just adores being sent on missions to gather information, kidnap and terrorize helpless and innocent citizens, and murder people, and then return to the lavish accommodations that von Hendriks provides for him.

Appearance: Bargle is tall (6'1") and thin (145 lbs.). His eyes are black, his hair, mustache, and flowing beard are brown. He appears to be about 30. He is deceptively handsome and charming. On adventures, he prefers to wear black robes; at home in the Black Eagle Barony, he dresses in gaudy robes so as to clash with the Baron, who always dresses in black.

DMing Notes: Every campaign needs a thoroughly evil magic-user villain, and Bargle fits the bill. In the characters' Basic adventures, they'll occasionally run into men hired or charmed by Bargle to do his dirty work;

though the characters may disrupt some of his plans and learn his name, they won't meet him. In the characters' Expert adventures, they'll occasionally disrupt his plans closer and closer to their source; eventually, if they're lucky and persistent, they'll meet the villain himself and be able to duel him to the death. If you've incorporated events described in the D&D® Basic Set into your campaign background, Bargle may already be dead; if so, use this character sheet but change the name to something else. Note that, because Bargle has slain many magic-users to steal their spells (including foreigners), he knows several spells not known to the Magicians' Guild of Specularum.

Combat Notes: 15th-level Magic-User; AC 0 (*Bracers of Defense* AC 2 and dexterity bonus); hp 30; MV 120' (40'); #AT 1 (*Dagger* +2, +3 vs. *Spell-Casters*); D 1-4 (+2); Save

M15; ML 12; AL C; S 9 I 18 W 9 D 17 Co 10 Ch 15. Languages: Thyatian, Alignment (Chaotic), Traladaran, Bugbear, Goblin. General Skills: Knowledge of Karameikos (I), Knowledge of Karameikos Society (I), Knowledge of Non-Human Tribes in Karameikos (I), Riding (D), Tracking (I), Forest Survival (I), Knowledge of Traladaran Legends (I), Persuasion +1 (Ch +1), Bargaining (Ch).

Spells Normally Carried: First Level—*Charm Person*, *Magic Missile*, *Magic Missile*, *Shield*, *Sleep*. Second Level—*Detect Invisible*, *Invisibility*, *Levitate*, *Phantasmal Force*. Third Level—*Dispel Magic*, *Fire Ball*, *Fire Ball*, *Protection from Normal Missiles*. Fourth Level—*Hallucinatory Terrain*, *Ice Storm/Wall*, *Massmorph*, *Wall of Fire*. Fifth Level—*Cloudkill*, *Conjure Elemental*, *Wall of Stone*. Sixth Level—*Anti-Magic Shell*, *Disintegrate*. Seventh Level—*Power Word Stun*.

Spells In Spell Books: First Level—*Charm Person*, *Detect Magic*, *Magic Missile*, *Read Languages*, *Read Magic*, *Shield*, *Sleep*. Second Level—*Detect Invisible*, *ESP*, *Invisibility*, *Levitate*, *Locate Object*, *Phantasmal Force*. Third Level—*Dispel Magic*, *Fire Ball*, *Hold Person*, *Invisibility 10' radius*, *Protection from Normal Missiles*. Fourth Level—*Confusion*, *Hallucinatory Terrain*, *Ice Storm/Wall*, *Massmorph*, *Wall of Fire*, *Wizard Eye*. Fifth Level—*Cloudkill*, *Conjure Elemental*, *Pass-Wall*, *Telekinesis*, *Wall of Stone*. Sixth Level—*Anti-Magic Shell*, *Disintegrate*, *Invisible Stalker*. Seventh Level—*Mass Invisibility*, *Power Word Stun*.

Magic Items in Possession: *Scroll of Protection from Magic*, *Ring of Regeneration*, *Drums of Panic*.



MONSTERS

There are monsters aplenty in the Grand Duchy—especially in the mountains, deep woods, and other distant places.

FROM THE D&D® BOOKS

These monsters, already in print in the D&D® books, exist in Karameikos. We're not going to mention the obvious and common ones—normal rats, bandits, horses, etc.—just the monstrous, magical, or unusual creatures:

Actaeon (Master Set): Rare; sent by the Immortal Zirchev.

Bat (Basic Set): Wufwolde Hills and the vicinity of Luln (normal bats); some giant bats near the lairs of undead.

Bear (Basic Set): Black bears all through the Karameikan forests.

Black Pudding (Expert Set): Dungeons.

Boar (Basic Set): Southern forests.

Bugbear (Basic Set): Southwestern forests.

Carriion Crawler (Basic Set): Caves and dungeons throughout Karameikos.

Cat, Great (Basic Set): Mountain Lions in northern Karameikos.

Centaur (Expert Set): Rare, but sometimes glimpsed; can be in any forested area.

Centipede, Giant (Basic Set): Wilderness.

Devil Swine (Expert Set): Rare, but can occur anywhere.

Doppelganger (Basic Set): Uncommon, but can occur anywhere in the Grand Duchy.

Dragon (Basic Set): Black Dragons in the Blight Swamp; White Dragons in the Altan Tepes; Green Dragons in the thickly forested areas; one very old Red Dragon in the northern Wufwolde Hills.

Dryad (Expert Set): Extremely rare; in furthest eastern forests.

Ghoul (Basic Set): All over the Duchy.

Giants (Expert Set): Some Stone Giants in Wufwolde Hills (fairly civilized); many Frost Giants in Altan Tepes (ominous).

Goblin (Basic Set): East Karameikos.

Hag (Master Set): Very rare; black hags only.

Haunts (Companion Set): Uncommon. Banshees on the moors and in the hills; ghosts and poltergeists anywhere.

Hobgoblin (Basic Set): East Karameikos.

Lich (Master Set): Very rare.

Lycanthrope (Basic Set): Anywhere in Karameikos, especially wilderness communities and the moors; werewolves and wereboars only.

Ogre (Basic Set): Western hills.

Orc (Basic Set): East Karameikos.

Pixie (Basic Set): Southeast Karameikos.

Skeleton (Basic Set): Can occur anywhere, especially graveyards and lairs of the undead.

Snow Ape (Companion Set): Servants of

the Frost Giants of the Altan Tepes.

Spectre (Expert Set): Rare, but can occur anywhere that's haunted and lonely.

Vampire (Expert Set): Anywhere in Karameikos. Not numerous, but widespread.

Wight (Basic Set): Lonely areas, moors especially.

Wolf (Basic Set): Very common all over Karameikos; mostly normal wolves; dire wolves found in the Altan Tepes and south of there.

Zombie (Basic Set): See Skeleton.

NEW MONSTERS

There are two new types of monsters found in Karameikos: The Chevall and the Nosferatu. (The Chevall comes from adventure B10.)

Chevall

	Horse Form*	Centaur Form
Armor Class:	2	5
Hit Dice:	7*	7*
Move:	270' (90')	180' (60')
Attacks:	2 hooves/ 1 bite	2 hooves/ 1 weapon
Damage:	1d6/1d6/1d8	1d6/1d6/ by weapon
No. Appearing:	(1-3)	0 (1-3)
Save As:	Fighter: 7	Fighter: 7
Morale:	11	9
Treasure Type:	C	C
Alignment:	Neutral	Neutral
XP Value:	850	850

The chevall was created by the Immortal Zirchev to be the protector of Horses in Traladaran lands. The chevall can change at will between horse and centaur forms.

Chevalls travel around the country observing horses in the service of humans and freeing those who are mistreated. Chevalls are fierce enemies of wolves and werewolves. They may speak with horses, in either horse or centaur form, and can magically summon 1d6 war horses (which arrive in 1d4 rounds) once per day.

Chevalls may only be hit by silver or magical weapons.

Nosferatu

Armor Class:	2
Hit Dice:	7-9**
Move:	120' (40')
Flying:	180' (60')
Attacks:	Bite, Weapon, or Special*
Damage:	1-4 (bite), by weapon type, or by magic type
No. Appearing:	1-4

Save As: Former Character Class at Equivalent Level

Morale: 11

Treasure Type: F

Alignment: Any

XP Value: 1250 (HD7), 1750 (HD8), 2300 (HD9) if Fighter or Thief; 1650, 2300, 3000 if Magic-User or Cleric

The Nosferatu is a powerful undead creature which strongly resembles the vampire.

However, the Nosferatu does not drain energy levels. It drinks blood.

Like vampires, the Nosferatu is unaffected by *sleep*, *charm*, and *hold* spells; can only be hit by magical weapons; can take the same forms as a vampire. It only regenerates 1 point of damage per round. It has the same animal-form characteristics as the vampire.

The gaze of the Nosferatu can *charm* just like the vampire's, and the Nosferatu can summon other creatures like the vampire. The Nosferatu's victims return from the dead three days later *only if the Nosferatu intended for them to do so*.

The Nosferatu usually shares the same weaknesses as vampires.

The Nosferatu has an advantage over the vampire in that it retains its character class skills, powers, and restrictions in its undead form—at the level he had attained when he died, or at the level of his new hit dice, whichever is less. This makes the Nosferatu very unpredictable—he could have the spells of a ninth-level cleric in addition to his undead abilities, for instance. DMs should design each Nosferatu separately, giving it distinct skills or spells. They can be of any alignment.

Very old Nosferatu are unharmed by sunlight and can go abroad by day—which makes it even harder to detect and stop them.

Fighter and cleric Nosferatu can wear armor (though it does no good unless it gives him an AC better than 2), and, because their bite is not much of an attack, rely on weapons and their magical powers and allies in combat.

In this section, we'll give you a lot of adventure ideas grounded in Karameikos. First, though, we'll talk about what adventures are for at different character levels, and how your campaign can "grow up" with its characters.

ADVENTURE THEMES

Character Creation

As new characters are created for your Karameikos adventure, you need to be deeply involved in the character generation process. The player rolls the character up, decides on his class and other details—you need to help him with his history and background.

In the "Players' Background," the player will be rolling up and deciding upon: his Family Social Standing, whether the family is Traladaran or Thyatian, his character's Home Town, his name, Age, Spells, Languages, and General Skills. *Important note:* Though the text tells the players to roll their ethnic background (Traladaran or Thyatian) and Home Town, you can always let them simply decide where their family is from and whether it's Traladaran or Thyatian.

When the player has this rough character in hand, it's now your responsibility to relate the character to his background. Take the character sheet and begin making notes on the character. You might want to keep all your character-background notes in the same notebook for convenience.

Ask the player what he has already imagined about his background and family; maybe he wants to be an only child, or perhaps he's invented one or more NPCs he knows in his home town. Unless there's a reason to reject his input, take it and expand upon it.

Create NPCs who belong to his family, who are his friends, etc. Most will be normal men and women. Some—such as mercenaries in the family, magical and clerical tutors, etc.—will be higher level.

If any of the NPCs from the "Characters" section are likely to know this character, tell the player so. If the character is from Threshold, for instance, he will definitely know Patriarch Sherlane and Alena—by sight, if not personally.

If the character comes from one of the large communities given in the "Communities" section, bring out the map and give him a brief tour of the city. Don't explain all the secrets; they're for discovering in the course of the adventures.

Once the characters embark on their lives of adventure, don't just drop their background and families into a trash can. Their families and old friends can be useful to you through-

out the campaign.

Old friends can crop up to help the characters at difficult times—often with information or technical skills the characters may not possess. They can also find themselves in danger from time to time—and will turn first to their old friends the player-characters.

The character's family is similar; the character can often turn to his family for help, and they often turn to the character for aid.

Don't let the character's old friends turn into millstones—if they're always in trouble, always asking for help, he'll grow to resent them. If they also act as friends and family would—supporting him, helping him when he's in trouble—then he won't consider them burdens to be abandoned.

Getting Characters Together

Once you have all the characters' backgrounds in hand, assuming that the characters are now scattered all over Karameikos, you need to figure out some way for all these far-off heroes to come together into an adventuring party.

First, you want to relate all the characters you can to one another.

For instance, if two characters come from the same city and have compatible alignments, you can decide that they're old friends. When talking with each one about his family and friends, mention the other character's name as an old friend. The player may assume that the other character is an NPC—until the first game session.

If two characters are magic-users, you can have them apprenticed to the same experienced magic-user. If two characters are clerics of the same church, they can have been taught in the same clerical school. If two characters are thieves, you can (one hopes) contrive things so that they're members of the same guild.

Then, when you have some ties of background or friendship established, you can run an adventure which brings the characters together in a cooperative venture. The first two adventures presented below are such adventures.

Campaign Progression

The **DUNGEONS & DRAGONS**® game is presented in distinct volumes—Basic, Expert, etc.—to reflect the different stages of an adventurer's career.

Basic Adventures (Levels 1-3) are the character's first adventures, when even a giant rat is a threat. In these adventures, the characters should be facing low-level opponents, learn-

ing about their world, and making friends and enemies (who may last throughout their adventuring careers).

Expert Adventures (Levels 4-14) are the middle period of the characters' careers. In these adventures, the characters grow to be well-known and -respected adventurers. Their adventures are of increasing importance to the nation—they'll be combatting greater menaces, threats which could imperil the government and sometimes the entire population. They'll begin to earn the respect—or enmity—of the important people of Karameikos, such as the Duke, the barons, the important guildmasters and ministers. Eventually, around Level 9, the characters will begin to establish strongholds—being granted titles by the Duke, establishing or protecting communities from enemies and monsters. At this time, they're interacting on an equal level with the titled NPCs from the "Characters" section; they should already have met most of these persons and established their relationships with them (friend, enemy, neutral, etc.).

Companion Adventures (Levels 15-25) are similar to the latter phase of the Expert adventures. The majority of stories revolve around the characters' efforts to protect and expand their holdings, and around their relationships with the important personalities of Karameikos. In these adventures, the characters are leading their own armies into wars, fighting opponents of staggering power, and beginning to explore the limits of this reality—and traveling beyond those limits into adventures in other planes.)

Master Adventures (Levels 25-36) take place at the end of the character's (mortal) adventuring career. The character is now aware that he has a chance to gain immortality, and most of his adventures should progress him toward his goal, down the path Dynast, Epic Hero, Paragon, or Polymath. Not all the characters will achieve their goals, and these events take place over decades (even, perhaps, centuries) of game-years. The characters will also be spending more and more time in alternate dimensions of reality; the management of their dominions should be left in the hands of their descendants or most trusted subordinates.

Immortal Adventures are not really within the scope of adventures in Karameikos; when he achieves immortality, the character enters a new realm of playing, where his old world seems a small and malleable thing and where great dangers come from unknown dimensions and the other Immortals.

CHANGING DIFFICULTY OF ADVENTURES

The following are a number of adventure ideas for characters of all levels. Note that you can take an idea for an adventure at one character level and change it to another character level: Increase or decrease the levels and numbers of monsters, and change the levels of the involved NPCs to be more appropriate to the player-characters.

For instance, when the characters are in their Basic adventures, you may wish them to meet one or more of the NPCs from the "Characters" section—but you may wish that these NPCs not be high-powered monsters who can blow the PCs away with just an angry glance. Well, change the NPCs' experience levels. Perhaps the Basic-level characters know Aleena of Threshold or Retameron of Verge from the first; these NPCs can start out at 1st-level and gain experience level at the same approximate rate as the PCs. (They're off having their own adventures to do this, of course.) Alternately, as the player-characters begin to surpass the experience level of the NPCs, you can give the NPCs more experience to more or less keep up; it would be strange, for instance, for Flameflicker to stay on as the Thief-king if all the player-character thieves have much more experience.

Some characters, however, should always be high-level—particularly the Duke, the Church leaders, the head of the Magicians' Guild, and so forth. They should at least be on a par with the experience of the highest-level player-character of the same class.

Many of the following adventures are marked with an asterisk (*). These, you'll remember, mark adventures which are of Great importance to the royal family. See the "How Characters Climb Through the Ranks" writeup in the "Karameikos Society" section for more on this.

BASIC ADVENTURES

THE GNOME CARAVAN

In the early part of the year, the Gnome Caravan makes its annual passage down from Highforge to Specularum. En route, it will occasionally hire guards and specialists from the communities on the way—that is, it will hire the player-characters.

Also en route, the caravan will face occasional menaces (bandits and robbers, perhaps a monster attracted by the sights and smells from the caravan), allowing the characters to fight together and learn to depend on one another.

When the caravan reaches Specularum, the

characters are free from service—all together in the nation's biggest city, with a pocket full of coins and nothing to do but have fun and begin adventuring.

TOYS OF THE MADMAN

Baron Ludwig von Hendriks ("Characters" section) is bored, and to alleviate his boredom decides on a game. He has his minions kidnap men and women from all over Karameikos (using drugs and magic to do so, of course), then place them in some horrid situation from which they must escape—for instance, he stocks a dungeon with monsters, and places his victims at the very bottom of the dungeon. If the characters get out alive, they'll be free—so he says.

The player-characters (and some NPCs, a few to be eaten by monsters and a few to befriend the PCs) must fight and think their way out if they're to survive. The net result is a mixed group of adventurers from all over Karameikos—men and women who've fought alongside one another and who have a common hatred of the Black Eagle Baron.

INTO THE WILDERNESS

Lord Alexius Korrigan ("Characters" section) hires a number of adventurers to head off into the wilderness areas of Karameikos and map these regions for the ducal cartographers.

The characters plunge into the wilderness, encountering monsters and lost races and hostile tribes as the mood strikes the DM.

This adventure has the advantage that it can be repeated—there are many, many unmapped regions of Karameikos.

MILLENNIUM IN THE STREETS

(Or, A Comedy of Identity)

The New Year's Millennium celebration, lasting several days, begins as the characters are in Specularum. Pick one of the player-characters to be the victim of a cruel chance of fate: he looks just like a famous gambler known in these parts, and that gambler, just last night, swindled a lot of people out of a lot of money.

As the characters wander the busy streets, this character will be cursed by one family now reduced to poverty, attacked by a card-player cheated by the gambler, and so forth. Eventually, the character will catch sight of his double and have to embark on a crazy chase through the crowds of celebrants if he's to find out what it's all about. The gambler can be coerced into returning the money for happy endings all around . . . but only after the confusion described above.

THE SINS OF VALDO TISZA

(See Valdo Tisza in the "Characters" section.)

The characters blunder into a midnight mugging in the streets of Specularum. They can chase the muggers off, but the victim has been knifed and killed. In his pouches are a little money, and a document addressed to "Alek" and signed "—V."

The document outlines the new trade agreements being negotiated with the Kingdom of Ierendi. The characters will know this is important, top-secret stuff.

They can do whatever they want with it—this is a morality test as well as an adventure.

They can go with it to one of the Ministers, who will immediately hire the characters to find out what's going on and to keep things hush-hush. (If they go to Valdo Tisza, he'll do the same, then send thugs after them to discourage them.)

They can try to find out who "Alek" and "V." are (they're Aleksander Torenescu and Valdo Tisza) and then sell the document to the highest bidder.

In any case, everyone wants the document—the ministers to cover up the security leak, Tisza to protect his name, Torenescu to increase his power, etc. Some are willing to pay; some are willing to hire; some are willing to kill for the document.

POISONERS IN THE NIGHT

One night in Specularum, as one or more characters are stumbling home from a tavern, they'll spot a stealthy messenger entering the Torenescu estate and passing a package to Boris Torenescu. Boris will see the characters and send the messenger chasing after to kill them (make it a good fight). Of course, Boris will deny all later.

The characters are likely to be peeved and do some investigating, whereupon they'll find that the young heir, Aleksander Torenescu, is ill and getting worse; with more investigation, they'll be able to find that a local alchemist has steadily been providing Boris with a nigh-undetectable poison, which is doubtless going into the young Torenescu's food. . . .

THE MISSING ROSE

In order to get some leverage on the Vorloi clan, the Veiled Society kidnaps Baron Vorloi's daughter Marianna ("The Rose of Vorloi"). (See the writeups on Baron Vorloi and Anton Redu under "Characters.") Philip Vorloi knows that she was kidnapped with inside information, so he doesn't trust his own guards. He hires the player-characters to find Mariana.

This is a mystery and combat adventure.

The characters can find the suspiciously large amounts of money and jewelry in the possession of Grygori Vorloi, Marianna's jealous (and stupid) brother; they can find the witness who saw a young woman being carted off toward the Nest neighborhood of Specularum by two hooded thugs; they can be approached by members of the Kingdom of Thieves, who are willing to sell them information about the Veiled Society's headquarters in the Nest; they can plan and execute the raid to free Marianna Vorloi.

The Discovery of Lavv

Baron Kelvin, having a dungeon level mined out beneath his manor, discovers ruins and calls in a scholar to interpret them. They realize that this is the historic Lavv, the site where King Halav lived many centuries ago. Word spread like wildfire and the Baron has to hire many guards (including the player-characters) to protect his properties from the hordes of faithful Traladarans come to see the birthplace of their epic hero.

The excavators, however, break into a chamber where hundreds of the beast-men (gnolls) were buried in a mass grave, and some ancient magic animates them into an army of skeletons and zombies, intent on exterminating all humans as they tried so many years before. . . .

* Davinos' Complaint

This adventure is described in the "Politics in Karameikos" section (page 17).

Expert Adventures

(These adventures are for the first part of the characters' Expert careers, from fourth level to approximately ninth level.)

On the Road to Ylaruam

See the writeup on Abdallah ibn Hamid in the "Characters" section.

This adventure has the player-characters hired to supplement the forces from Castellan Keep; they must make the dangerous trip upriver through the goblin territory, then set out with royal forces in a northward push; in a series of battles, they're to force the orcs, goblins, and hobgoblins into southern Ylaruam, where a massed force of Emirate warriors awaits.

This adventure has the advantage that it can be repeated every few game-years.

* The Marilenev Uprising

See the writeup on Lady Magda Marilenev in the "Characters" section.

The Lady Magda finally snaps. She and her subordinates begin fomenting revolution in the streets. The adventure is the riot that ensues in the Grand Market when Lady Magda is making the greatest speech of her career; all her own soldiers are in the crowd, pretending to be passersby and whipping the crowd into a cheering frenzy. Then the city guard shows up and the riot ensues—between the city guard and the Marilenev guardsmen, with more arriving to help both sides every minute. The characters can be on one side or another, or trying to keep innocent people from being hurt.

(After this adventure is over, the Estate of Marilenev will probably have another master and another name. . . .)

Escape FROM the Black Eagle

Yolanda of Luin (see her writeup in the "Characters" section) hires or convinces the player-characters to help her rescue her family from the Black Eagle Barony.

The characters must sneak through the Barony's outposts and scouts, into Fort Doom, get the family—and rescue the hostage of the family that's being kept in the town guard-house.

Then, as they're fleeing, the escape is discovered; they must flee and fight their way back out into Karameikos with the guard of the Black Eagle on their tails; perhaps the guard is aided by some unnatural creature, like a werewolf. . . .

* Valen's Flight

Young Valen Karameikos has his Shearing ceremony (see "Players' Background" for more on Shearing) and leaves Specularum.

Weeks later, in some more distant part of Karameikos—where the player-characters coincidentally happen to be—members of the Iron Ring slaving society penetrate his disguise and try to kidnap him. The kidnappers are no match for the player-characters, but now the PCs must (for the sake of decency or for the reward Valen offers) get Valen to a place of safety—Specularum, Kelvin, or Threshold—while the Iron Ring is in hot pursuit.

Knight of Luin

The Duke finally decides that Mistress Sascia has answered all the requirements of knighthood in Karameikos. He decides to send Lord Alexius Korrigan out to Luin with the documents proclaiming Mistress Sascia's knighthood; Korrigan will perform the knighting ceremony by special dispensation. The player-characters are hired or requested to

form Korrigan's special guard for the trip.

Unfortunately, the Black Eagle Baron's spies have found this out and word flies back to Ludwig von Hendriks. So it is that on the night of the knighthood ceremony in Luin, the Black Eagle Baron launches the largest raid ever against the town of Luin. The town is assaulted by numerous soldiers and not a few bugbears; it is protected by Sascia, Korrigan, the player-characters, the townspeople, and assorted officers invited from Radlebb and Riverfork Keeps.

Koriszegy Keep

See the writeup on Koriszegy Keep in the "Communities" section.

(The following adventures are for the second part of the characters' Expert careers, from about 10th level to 14th level.)

Inheritance Contested

If only one of your characters has a parent who is already a landed nobleman, that parent dies or steps down when the character is far away. He gets the word and must return home. But by the time he does, his lands are being held (illegally) by his hated cousin, who is his equal in combat but his superior in nastiness. . . the character knows he and his friends must win back his dominion without ducal support or the Duke will never respect him enough to confirm his title.

Stronghold

When one of the player-characters reaching Name level decides to petition the Duke for a stronghold, he is assigned a forest area near the southern part of the Altan Tepes mountains. The area can be very rich; there is much gold in those hills. But the character will have to build his stronghold, lure settlers there, and protect them for years against the great numbers of nonhuman tribesmen in the area. . . .

The Capture of Flameflicker

Long before this adventure, you can contrive to get one of the player-characters romantically involved with the very appealing Alya of the Street of Dreams.

As this adventure gets underway, the player-characters are hired or requested by the captain of the Guard Phorsis of Specularum to investigate and capture the Thief-king, Flameflicker. The Guard is willing to provide some item of treasure of sufficient value that Flameflicker is sure to involve himself in the theft. . . if the characters will set up the opportunity for

Adventures

Flameflicker to try to steal it . . . and himself be caught.

Of course, when and if Flameflicker is caught, "he" turns out to be Alya. The character is faced with a moral choice: Does he side with honor and the task he promised to perform, or friends and the woman he's come to love?

* **The Pirates of Halag**

The Minister of War, Admiral Hyraksos, commissions a ship under the command of the player-characters to sail into the Gulf of Halag and prey upon the Black Eagle pirates (who have, of course, been preying on Karameikan merchant vessels); this is an opportunity for lots of rope-swinging, cutlass-waving naval adventures.

Companion Adventures

* **Holy War**

Olliver Jowett (see his writeup in the "Characters" section) dies. Word is immediately sent out to his named successor, Patriarch Sherlane of Threshold, but in the meantime Alfric Oderbry steps in and commences a Holy War—he orders his Order of the Griffon to begin an aggressive campaign to stomp the Church of Traladara "back into the ground, where it belongs."

Oderbry conducts his war from hiding; the Church of Karameikos is split on the issue (Clerics such as Aleena and Desmond Kelvin will not obey Oderbry); the player-characters are must protect their own lands from this violence and are asked by the Duke to help uncover Oderbry's hiding place and quash this rebel faction of his Church.

* **The Black Eagle Banner**

Either Duke Stefan decides enough is enough, or Baron Ludwig decides that the

time is ripe. Whichever, both Karameikos and the Black Eagle Barony arm for war. The Black Eagle is supported by ravening hordes of orcs and bugbears and other monsters, making that barony equal to the Duke's forces . . . and only the valiant efforts of the player-characters can tip the balance in the favor of the Duke.

Master Adventures

When you get into the realm of the Master Adventures, the Karameikos' importance begins to fade from the campaign. You should be aware, though, that the Duchy has its own patron immortals—Halav, Petra, and Zirchev, its epic heroes.

Halav was a high-level fighter, Petra a high-level Cleric, and Zirchev a high-level Magic-User in the time of the greta beast-men wars. Though Halav perished in the final battle, Petra cast a *raise dead fully* upon him later. The three of them decided to begin their paths for immortality.

All three eventually gained immortality—Halav as an Epic Hero, Petra as a Dynast, and Zirchev as a Paragon. Since their ascension, they have continued to work together, and when their time allows they observe events in Traldar lands (now Karameilkos).

As player-characters begin to follow their own paths, it is probably these three who will be their patrons—unless the player-character distinctly prefers an Immortal introduced by you or in another Gazetteer.

Adventures in Print

There are four adventures already in print which are of particular importance to a Karameikos-based campaign. They are:

* **B6/The Veiled Society**

This is the adventure which introduces the Veiled Society criminal organization, and showcases the struggles between the Radu,

Torenescu, and Vorloi families. It elaborates on the members of these families, describes the Festival of Lucor in more detail, and presents a more elaborate picture of life in the city of Specularum.

* **B10/ Night's Dark Terror**

This adventure introduces the village of Rifllian, and the Lake of Lost Dreams; the Callarii and Vyalia elves are described in greater detail; the Lost Valley of the Hutaaka, with its degenerate Hutaaka and Traldar, is showcased; the Iron Ring criminal society is introduced, as are several creature types (including the Chevall). It is also valuable for the detail provided on the nonhuman tribes of eastern Karameikos, particularly tribal names and symbols.

* **X10/ Black Arrow, Red Shield**

This adventure theoretically takes place 200 years in the future of this world. (It was originally written for the current day, but later pushed further ahead in the chronology because of the massive changes that the war described would create.)

If you don't mind dealing with these changes, then you can run X10 (and its predecessors, X4 and X5) in the current day—but be prepared to allow for massive political alterations as this "First World War" is waged and concluded.

* **X12/ Skarda's Mirror**

This adventure introduces Retameron and Halia of Verge, provides the map of Duke Stefan's hunting lodge—located west of the Estate of Sulescu—and provides for an adventure in which Expert-level player-characters can prevent a kidnapping of Duke Stefan by the mad wizard Skarda.

ALFHEIM

GRAND DUCHY

REPUBLIC

CRUCH MOUNTAINS

BLACK PEAK MOU

THE LOST VALLEY OF HUTAARA

CRUCH LOWLANDS

CRUCH RIVER

MAGOS RIVER

GUSTOS RIVER

ACHELOS RIVER

FOAMFIRE VALLEY

FOAMFIRE RIVER

CHRESH

RIVERFORK KEEP

ACHELOS WOODS

RIVERFORK WOODS



THE FIVE SHIRES

BLIGHT SWAMP

LULN

RADLEBB WOODS

KORISZEGY KEEP

VERGE

WINDRUSH ROAD

RIFLLIAN



WINDRUSH RIVER

RIVER WAT

H FO

THE FIVE SHIRES

FORT DOOM

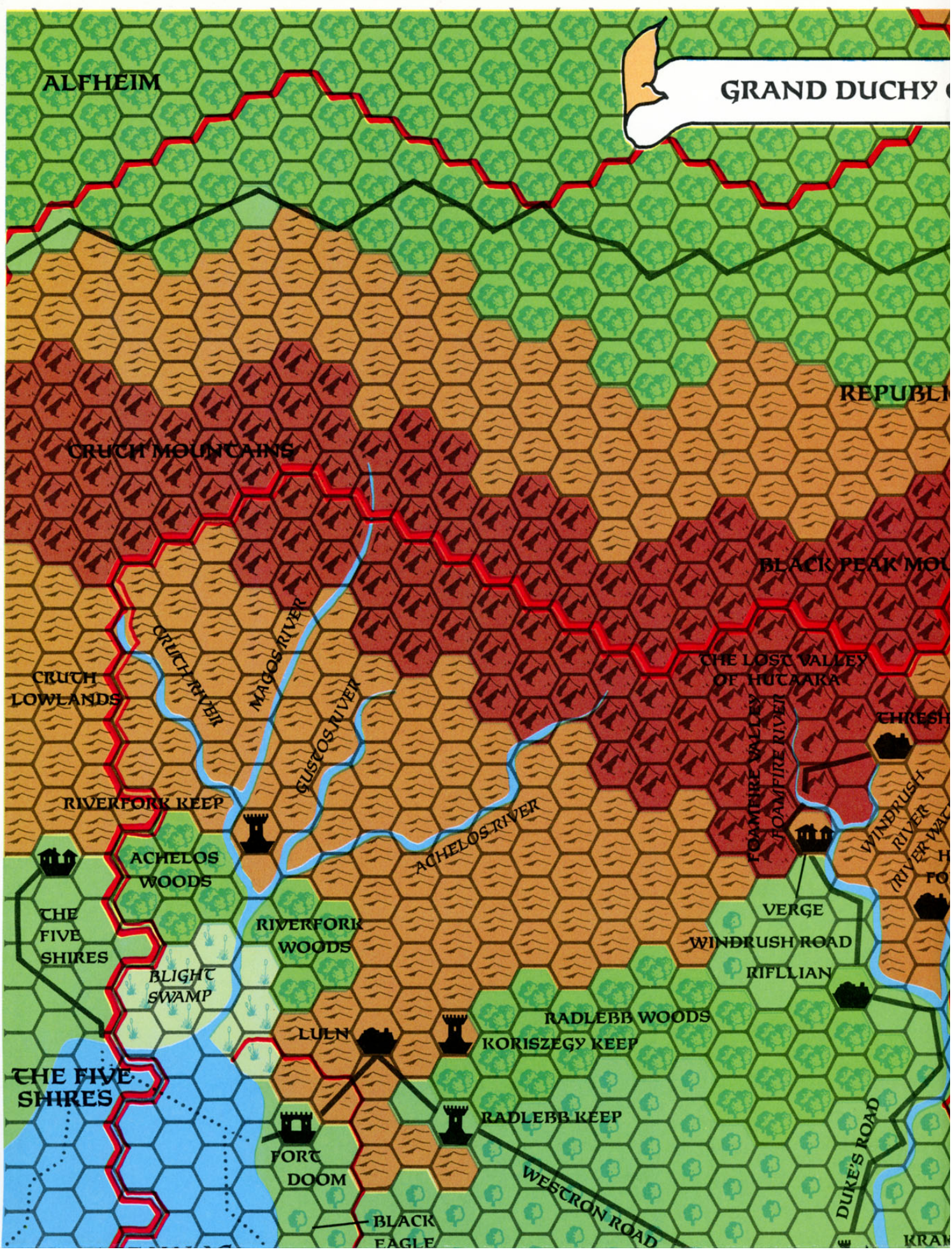
RADLEBB KEEP

BLACK EAGLE

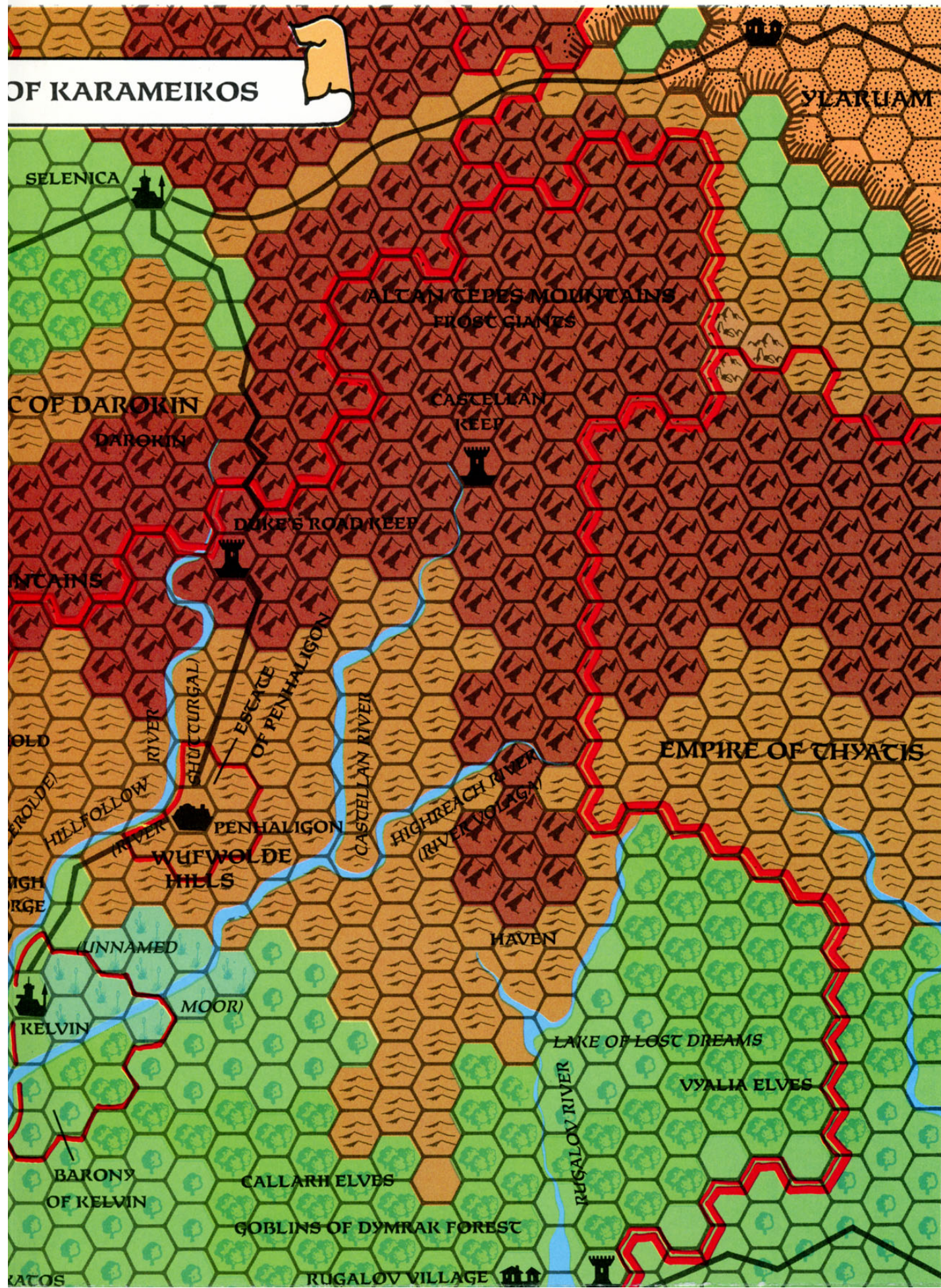
WESTRON ROAD

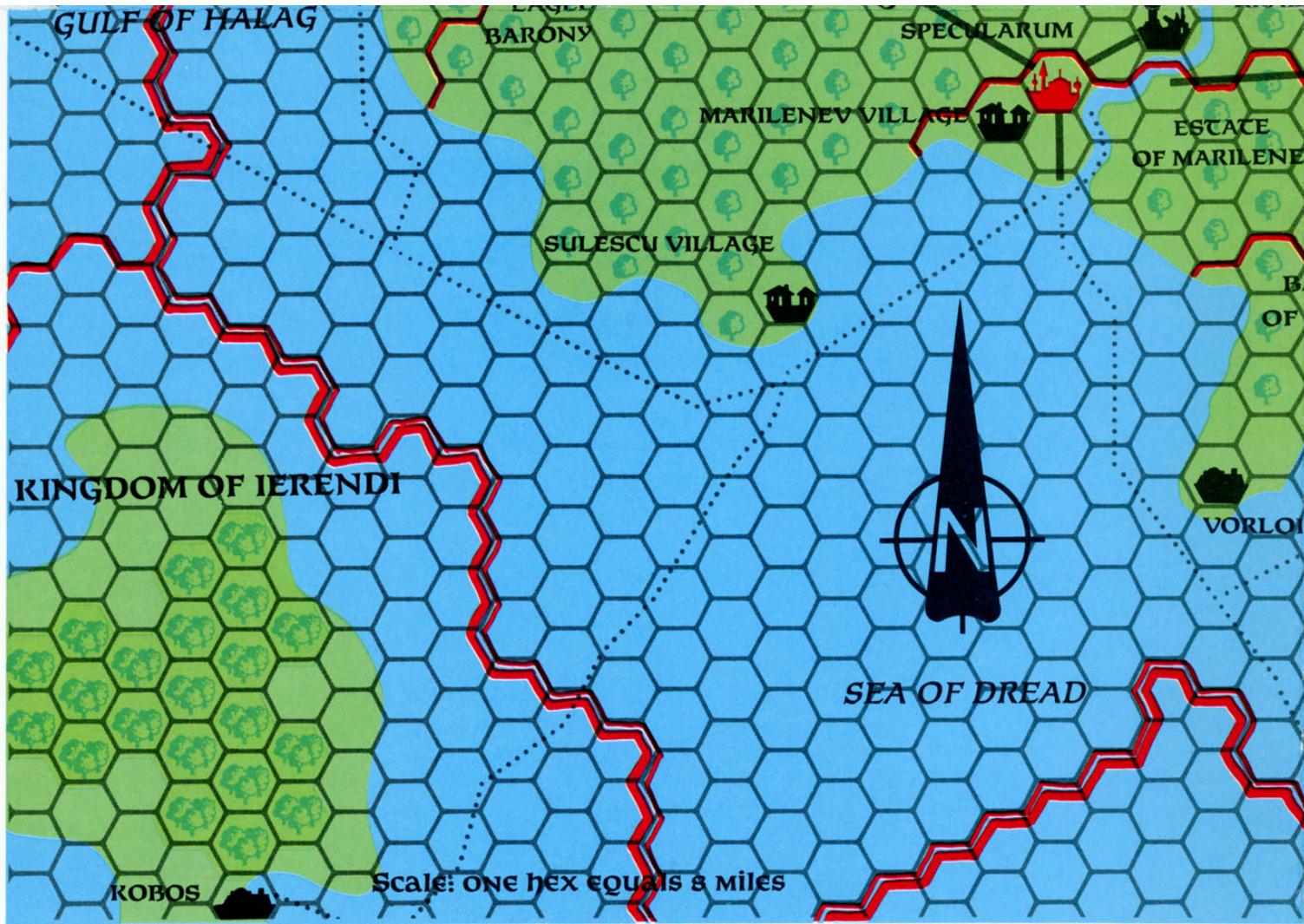
DUKE'S ROAD

KRAM



OF KARAMEIKOS

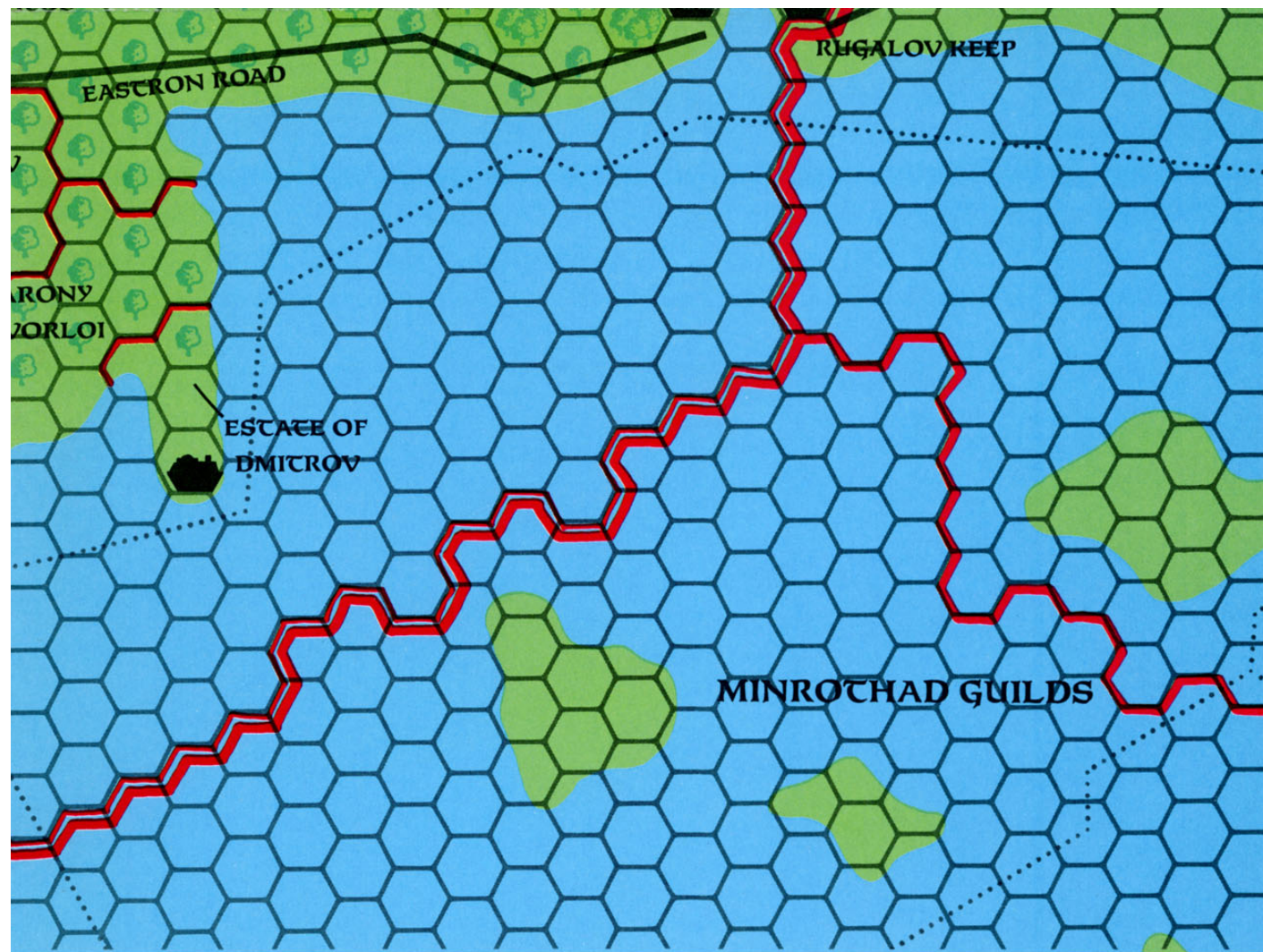




PALACE	LIGHT HOUSE	HILLS WITH FOREST	REEF	TRAIL SHIPPING LANES
CASLE	VOLCANO	GRASSLAND OR STEPPE SAVANNA VELDTC	COAST LINE	BRIDGE
FORT	MOUNTAINS	SWAMP OR MARSH	RIVER	FORD
TOWER OR KEEP	CLEAR PASTURELAND FARMLAND	MOOR OR BOG	STREAM	MOUNTAIN PASS
RUINS	HILLS	DESERT OR SEA SAND	WATER FALL	EXT. BORDER (KINGDOM, NATIONAL, COUNTRY?)
CAPITAL	BARREN OR BROKEN LAND	ROCKY DESERT	GREATER CATARACT (RAPIDS)	INT. BORDER (FIEF, DISTRICT, DOMINION)
CITY	PLATEAU OR CLIFF	OASIS	MEDIUM CATARACT (RAPIDS)	SNOW FIELDS
TOWN	LIGHT FOREST	BADLANDS	LESSER CATARACT (RAPIDS)	GLACIERS
VILLAGE	HEAVY FOREST	WATER	CANAL	ICE FLOE
CAMP	JUNGLE	SEA FLOOR OR LAKE CONTOURS	ROAD	BATTLE FIELD

KEY THE CITY OF

	City Walls
	Wall Tower
	Main City Gate
	Postern Gate
	Sea Gates



R
P

SPECULARUM



City Blocks



Boats



Main Roads



Catapults



Fields



Ballistas



Forests



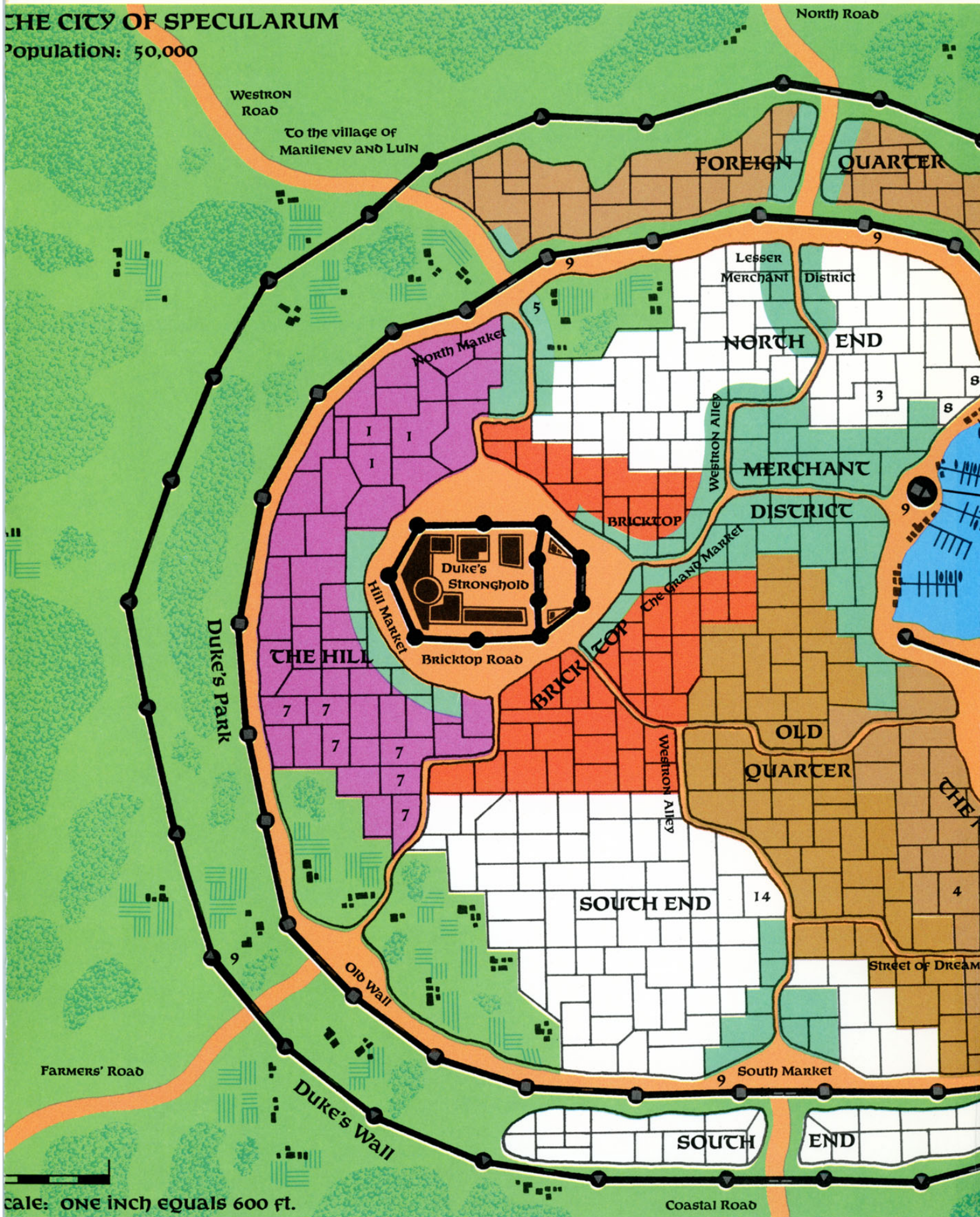
Docks

1. Ambassadors' Quarters
2. Hill Market
3. Black-Heart Lily
4. "The Palace"
5. North Market
6. Radu Territory
7. TOREnescu Territory
8. Naval Shipbuilders
9. Guardhouses (8 of 12)
10. The House of Alya
11. Great Church of Karamaikos
12. Great Church of Traladara
13. Hall of the Order of the Griffon
14. Magicians' Guild Hall

S

THE CITY OF SPECULARUM

Population: 50,000



Scale: ONE INCH EQUALS 600 FT.

To Threshold
and Keivin

Duke's Road

TRADERS' CORRIDOR

River Fort

Naval
Docks

The
Hightower

Sea
Gate

MIRROR BAY

11

13

HIGHREACH (VOLAGA) RIVER

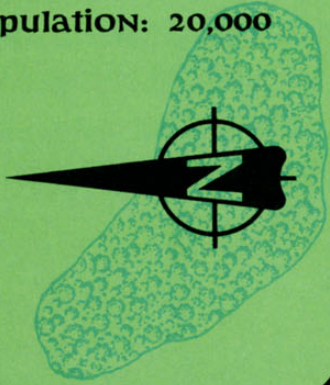
ESC

10



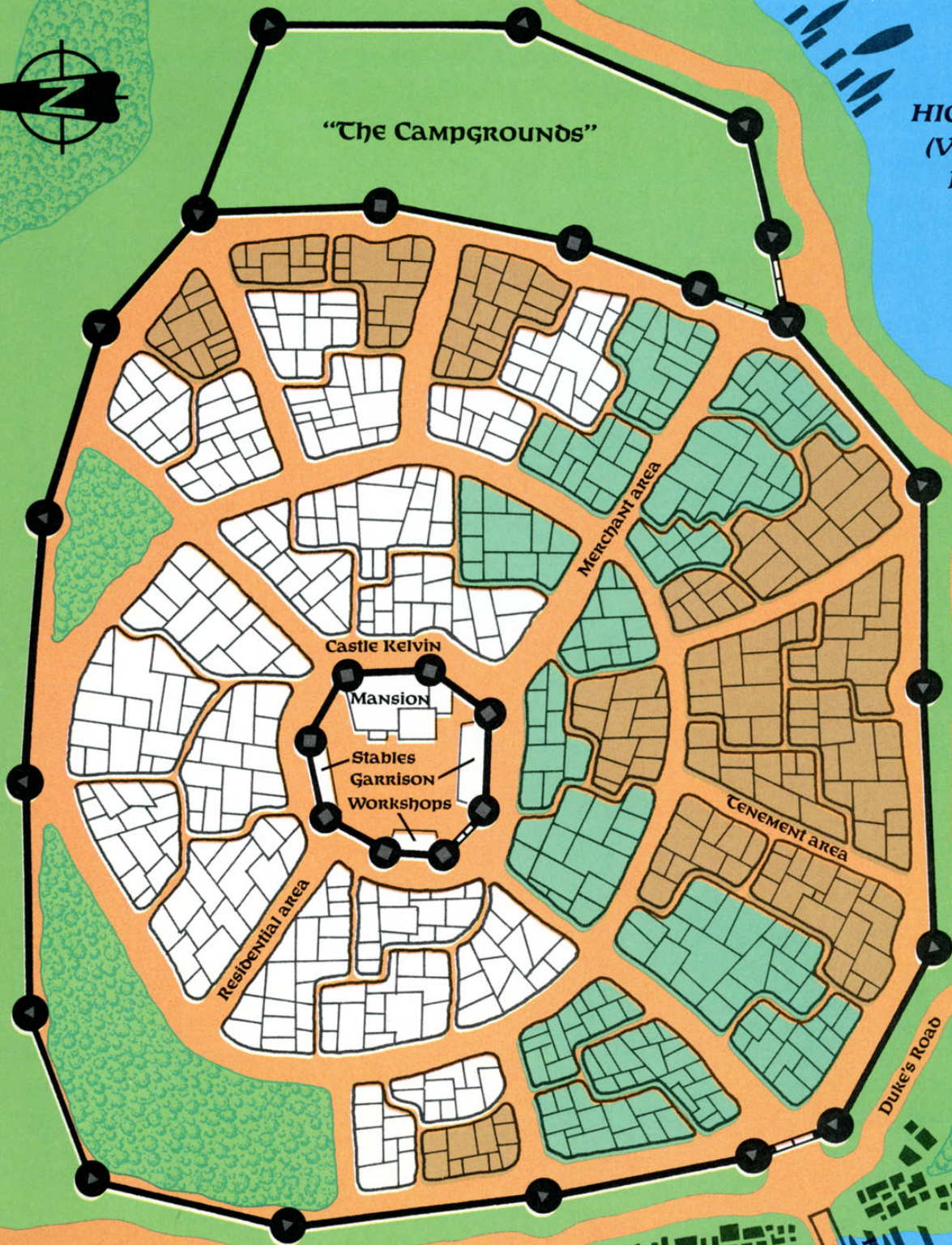
KELVIN

Population: 20,000



"The Campgrounds"

HIGHREACH
(VOLAGA)
RIVER



HILLFOLLOW (SHUTTURGA) RIVER

Scale: one inch equals 400 ft.

Fishermen's area

KELVIN BRIDGE

scale: ONE INCH EQUALS 500 ft.



THRESHOLD
Population: 5,000

TO RUINS

LAKE WINDRUSH

Tarnskeep

Fishermen

Dam

FARMS

Weir

LOGGERS

Townhall

Old Mill

FARMS

FOGOR Isle
**WINDRUSH
(WATEROLDE)
RIVER**

