

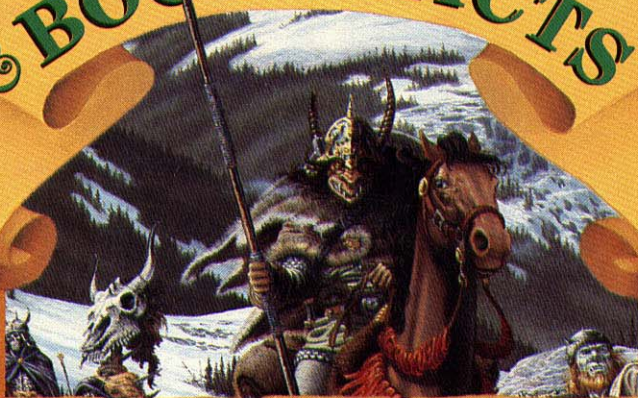
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POOR WIZARD'S ALMANAC II

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By Ann Dupuis



Dungeons & Dragons®

GAME

Challenger Series

Poor Wizard's Almanac

& Book of Facts

Edition for AC 1011

by Ann Dupuis

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Physical Properties of Mystara

Introduction

The Poor Wizard's Almanac is a guide to the world of MYSTARA™, the D&D® game campaign world. It contains useful and interesting information on the nations, armies, and personalities of both the Known World (presented in the *Gazetteer* series of products) and the Hollow World inside the planet. It also details a year's worth of events to use in your campaign, either as background information or as adventures for the player characters to be swept up in.

This edition picks up where the first *Poor Wizard's Almanac* left off, with events for the year AC 1011. It describes hitherto unexplored territory on the northern edge of Davania, Mystara's southern continent. In order to make room for the new material, many of the entries in the "Geographic Overview" have been abbreviated from their appearances in the first *Almanac*. Some statistics have been updated as well, reflecting changes wrought in AC 1010 or correcting misinformation.

The *Almanac* is arranged this way:

"Physical Properties of Mystara" describes both the physical and magical properties of the world of Mystara.

"Geographic Overview" is a nation-by-nation look at both the Known World and the Hollow World.

"Armies of the World" provides War Machine statistics for prominent armies and navies.

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

"Miscellaneous Information" includes the Mystaran calendar and horoscope, economic charts, and other miscellaneous information.

"Current Events—AC 1011" is a calendar of events for the year AC 1011, listing important or interesting events throughout the year.

And finally, the Indices make it easy to find information throughout the *Almanac*.

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

The *Almanac* series helps make the campaign world a moving, changing, living place. We hope you enjoy it.

Structure of Mystara

Like most worlds, Mystara has an exterior surface which faces the sun and the stars. But instead of being solid all the way to its core, the planet is hollow inside (see diagram, right). That interior is a world of its own—a world lit by a magical sun.

Two tubular polar openings allow access from Mystara's surface to the Hollow World. Perpetually stormy weather (caused by the meeting of weather patterns from the two worlds' different climates), deadly cold, and an anti-magic effect that renders magical items and spells useless prevent most travelers from crossing through these openings.

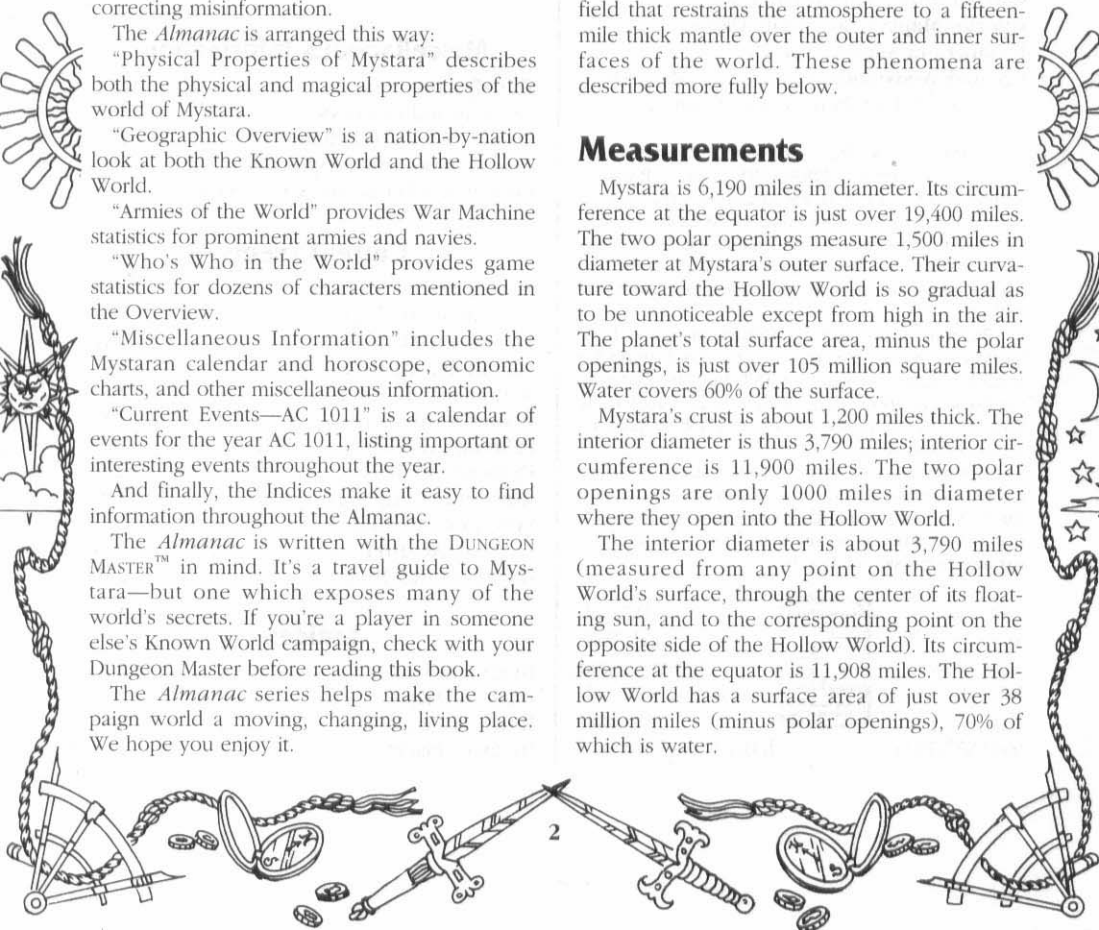
Two other structural peculiarities distinguish Mystara from real-world planets. Mystara's Worldshield is a layer of super-dense molten lava within the planetary crust. It provides gravity for both the outer world and the Hollow World. Mystara's Skyshield is a natural energy field that restrains the atmosphere to a fifteen-mile thick mantle over the outer and inner surfaces of the world. These phenomena are described more fully below.

Measurements

Mystara is 6,190 miles in diameter. Its circumference at the equator is just over 19,400 miles. The two polar openings measure 1,500 miles in diameter at Mystara's outer surface. Their curvature toward the Hollow World is so gradual as to be unnoticeable except from high in the air. The planet's total surface area, minus the polar openings, is just over 105 million square miles. Water covers 60% of the surface.

Mystara's crust is about 1,200 miles thick. The interior diameter is thus 3,790 miles; interior circumference is 11,900 miles. The two polar openings are only 1000 miles in diameter where they open into the Hollow World.

The interior diameter is about 3,790 miles (measured from any point on the Hollow World's surface, through the center of its floating sun, and to the corresponding point on the opposite side of the Hollow World). Its circumference at the equator is 11,908 miles. The Hollow World has a surface area of just over 38 million miles (minus polar openings), 70% of which is water.



A detailed cross-section diagram of the world of Azeroth. The diagram shows a circular world with a central sun, surrounded by an atmosphere and a skyshield. The world is divided into two main landmasses, each with a dark, stormy region and a lighter, anti-magic zone. The landmasses are separated by a body of water. The world is surrounded by a crust and a world shield. Labels include: Darklands, Stormy Regions, Anti-magic Zone, Skyshield, Atmosphere, Sun, Surface World, Stormy Regions, Anti-magic Zone, Darklands, Crust, World Shield, Floating Continent, and Volcano.



Physical Properties of Mystara

The Worldshield

Although Mystara is smaller than our Earth—as well as being hollow—its gravity is the same. This is due to a layer of magical molten rock that runs through the center of Mystara's crust. Called the Worldshield by the Immortals, this layer of lava produces a gravitational field that pulls things toward it from both sides. Thus, on the interior surface of the Hollow World, "up" is toward the internal sun and "down" is toward the Worldshield.

Not all of the Worldshield is molten. The lava has hot spots and cool spots, and in some areas it's solidified. Natural tunnels and caves—and a few artificial passages and mines—can penetrate the Worldshield in these areas. There are even a few spots where the Worldshield remains solid all the way through Mystara's mantle. Tunnels through this solidified lava can provide access between the Hollow World and Mystara's outer surface. Gravity tends to work in strange ways in these areas, though. "Up" and "down" are erratic at best, shifting with the slow movements of the still-molten Worldshield that surrounds the cooler, solid areas.

The Worldshield is strongly anti-magical. Mortal magic generally does not work within three hundred miles of the lava layer. (There are fluctuations in this effect, but they tend to be localized and temporary.) This anti-magic effect extends across both polar openings in a band 600 miles thick.

The Skyshield

Most worlds with atmospheres located in the Prime Plane of the D&D® game Multiverse have Skyshields. These natural bubbles of transparent energy make it difficult for anything—including air—to pass into the void that surrounds them. (There is no similar resistance to objects passing the other way, from space into the atmosphere.)

Mystara's Skyshield is about 80,000' up. Small objects—up to roughly horse-sized—can exit the Skyshield with little difficulty. Larger objects attempting to exit are slowly deflected as they get near.

Occasionally, the Skyshield temporarily develops a rip or tear. This may be caused by the passage of objects (meteors, for example) or by natural but unexplained fluctuations in the Skyshield's strength. Whenever a tear

occurs, atmosphere escapes into the void with incredible force. The stream of air creates a freak tornado, known as a ripstorm, whirlhole, or Vortigern Vortex (after the Alphatian wizard who first studied the phenomenon).

In clear skies, these vortexes appear as shimmering, dancing funnels which extend up as far as the eye can see. In cloudy skies, they suck the clouds directly beneath the tear into a ferociously whirling spiral up to the edge of the atmosphere. Certain brave and talented pilots of flying ships have learned how to ride these ripstorms up and out through the Skyshield.

Rips in the Skyshield are temporary and are not dangerous—except to objects caught in the whirling winds. The Skyshield repairs itself, "healing" 100 square feet of tear (a 10'x10' hole) each round.

The Atmosphere

Mystara's atmosphere blankets the surface of both the outer and inner worlds and extends up to 80,000'. Unlike atmospheres in the real universe, Mystara's atmosphere maintains the same pressure from sea level to the Skyshield. The oxygen level drops dramatically with altitude, however. Breathing becomes difficult at 15,000' and higher.

Characters above 15,000' (on a high mountain, riding a dragon, or whatever) are at -2 to hit and damage rolls and on all saving throws and skill rolls. Above 20,000' altitude, oxygen-breathing characters and creatures suffocate in 1d4 turns. (They may survive a bit longer; use the rules for drowning, p. 90 of the D&D® *Rules Cyclopedia*. Characters are considered to be holding their breath at the end of 1d4 turns.) Special breathing gear, magical items, or spells such as *create air* and *survival* can help keep characters alive above 20,000'.

There is no atmosphere beyond the Skyshield—either around Mystara or within the Hollow World. Unprotected characters caught in the airless void are considered to be holding their breath from the time they leave the atmosphere. Even if they can survive the lack of air, characters exposed to the void beyond Mystara for more than one turn must make a Constitution check each subsequent turn or suffer 1d6 points of cold damage. Within the Hollow World, the void is merely pleasantly cool.



world. This spell was designed to preserve intact all those cultures sent to the Hollow World. It discourages changes in language, technology, and culture. It also affects the way magic works in the Hollow World (see the next section).

The Hollow World is lit by a red sun hanging at the world's center. There is no night, only an eternal noon. Satellites ranging from boulders to worldlets the size of large islands orbit the sun, casting their shadows on the Hollow World's surface—the natives of the Hollow World tell time by the movements of these Floating Continents. Some orbit in the airless void; others orbit lower, within the atmosphere. Many of these "floating continents" support life, and may be populated by demihumans, humanoids, and monsters. Adventurers can find truly unusual civilizations on these satellites.

The internal sun keeps the Hollow World in perpetual daylight. This affects the way Hollow World inhabitants think of time. People sleep when they're tired and eat when they're hungry. Weather is also different in the Hollow World: there are no seasons. Temperate lands are always mild, deserts are always hot, jungles are always warm and humid. But even without the forces that drive weather patterns on the outer world, the Hollow World experiences storms. Once every few sleeps, a storm rolls over a given area, dropping lots of rain.

Spells of summoning, including any spell that summons up any sort of monster.

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

Events detailed in the *Wrath of the Immortals* boxed set weakened the Worldshield (lode-stones now work, and point to the center of the closest polar opening). Prior to that time, the Worldshield also prevented several other categories of spells from working. However, the following types of spells now work when cast in the Hollow World:

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

Spells of charming and commanding, such as *quest*, *geas* and all the *charm* spells.

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

However, there are many spells that *do* work in the Hollow World, but are simply unknown to the native inhabitants. These include many combat spells such as *magic missile*, *sleep*, *fireball*, *lightning bolt*, *confusion*, *polymorph others*, *cloudkill*, *telekinesis*, *death spell*, *power word stun*, *sword*, *power word blind*, *meteor swarm*, and *power word kill*.

Immortal and artifact magic is not affected; Immortals can cast all spells normally.

Two moons circle the world of Mystara, but most people only know about one of them.

The unknown moon is called Patera by the Immortals. It is not well known to the mortals of Mystara because it is small, magical, and invisible. It is also inhabited (see the entry for MYOSHIMA in the "Geographic Overview").

The Immortals use the Hollow World as a sort of museum where animals and cultures at risk of extinction on the outer world can thrive. The Immortals cast a powerful enchantment called the *Spell of Preservation* over the interior world. This spell was designed to preserve intact all those cultures sent to the Hollow World. It discourages changes in language, technology, and culture. It also affects the way magic works in the Hollow World (see the next section).

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Magic in the Hollow World

The *Spell of Preservation* and the Worldshield strongly influence the way magic works in the Hollow World. Here, not all spells work the way they do in the outer world. (If a spell does not work in the Hollow World, neither do magical items that simulate the spell.) As a rule of thumb, the following types of spells do not work when cast in the Hollow World:

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

Spells of summoning, including any spell that summons up any sort of monster.

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

Events detailed in the *Wrath of the Immortals* boxed set weakened the Worldshield (lode-stones now work, and point to the center of the closest polar opening). Prior to that time, the Worldshield also prevented several other categories of spells from working. However, the following types of spells now work when cast in the Hollow World:

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Immortal and artifact magic is not affected; Immortals can cast all spells normally.

Geographic Overview

This chapter details many nations of the world of Mystara, especially the eastern half of the continent of Brun (especially along its southern coast), the northeastern tip of the continent of Davania, the continent of Icaria in the Hollow World, and a few unusual places elsewhere.

Aasla (Isles of)

These islands were once the Aasla Spur mountains of western Alpathia. When Alpathia sank, these mountains were torn away from the rest of the continent, and formed the large, mountainous Aasla Isle as well as a number of smaller islands. So far as is known, the Aasla Isles are uninhabited by intelligent creatures.

Aegos (Island of)

See ALATIAN ISLANDS.

Aengmor

Location: Known World, continent of Brun, within eastern Darokin.

Area: 17,950 sq. mi. **Population:** 125,000.

Language: Elvish (Shadow Elf dialect).

Coinage: Bright (gp), shine (sp), glint (cp), kalafi (specially crafted, varnished strips of hard, barklike fungus, variously rated at 10 gp, 50 gp, and 100 gp).

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

Industries: Mining (precious metals).

Description: This deep, dark, forested land is contained entirely within the borders of the Republic of Darokin. It is now the home of the shadow elves—a race of pale, mutated elves.

The land was called Alfheim before the shadow elves drove the original elven inhabitants away and renamed the nation Aengmor. The forest itself is named Canolbarth. The shadow elves used magic to turn Canolbarth's once beautiful oak trees into dark, gnarled, twisted trees monstrosities. The impenetrable canopy formed by these *blight oaks* has choked the forest undergrowth with darkness; all that remains below is rich humus and vast tangles of fungi. But even these blight oaks suffer from drought. Without the weather spells developed by the elves of Alfheim, Canolbarth Forest has begun to die.

The shadow elves do not care for other races and cultures: at best, they are suspicious of all strangers; at worst, they are violent and hostile. The shadow elves are not actually evil, but their customs have set them at odds with other races and cultures.

Notable Sites: The largest community in Aengmor is Rafielton, a stone-walled community of some 11,000 shadow elves built on the ruins of Alfheim Town. It lies on a stretch of plains in the midst of the Canolbarth forest. Great expanses of linen cloth are stretched between high poles everywhere, providing protection from the sun.

Many shadow elves also live at the Sump, a huge gorge created by the former elven inhabitants to keep the magically induced rainfall from flooding the land. From the Sump, the water flows down into subterranean caverns and rivers, and thence toward the sea. Many shadow elves live in these caverns.

History: In 800 BC, elves fleeing human encroachment on the far western Sylvan Realm settled this site. They used magic to transform the plain—with its stands of scrub oak—into a vast oak forest, founding Alfheim.

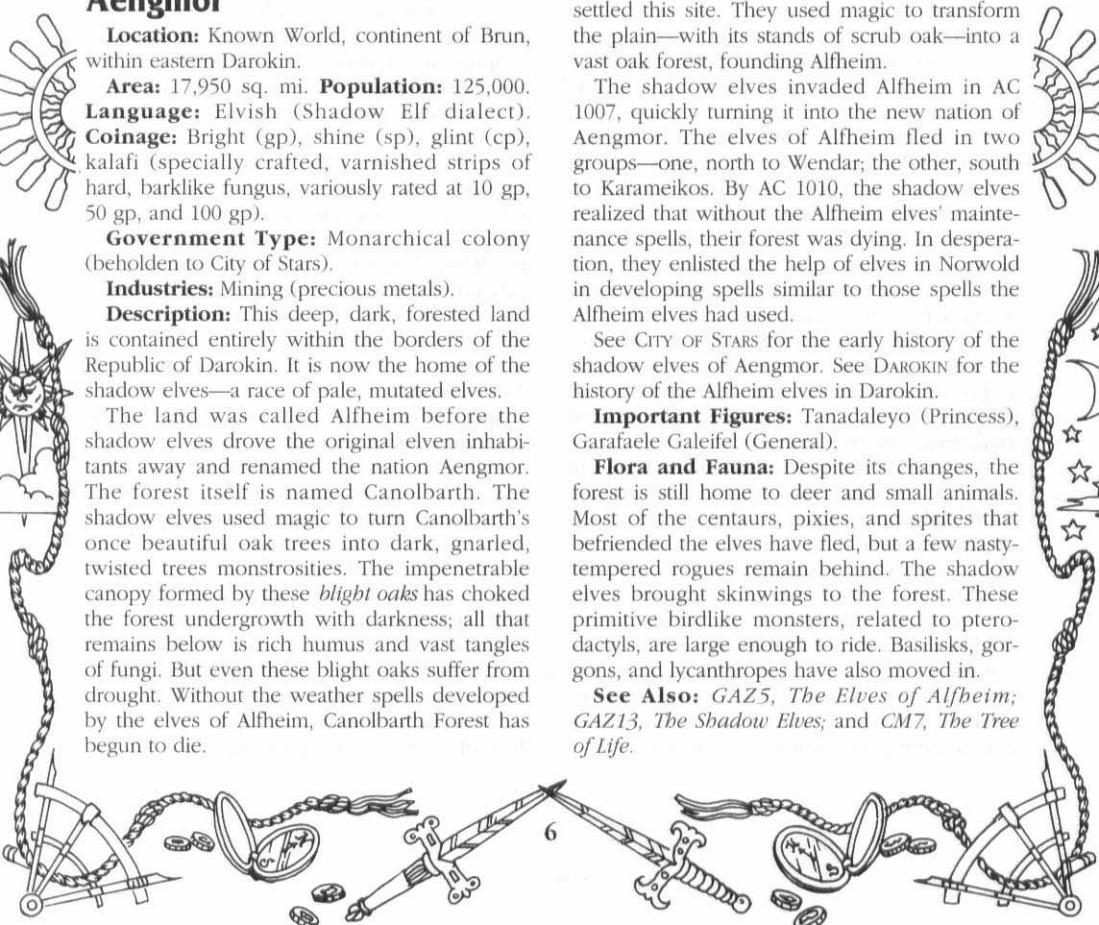
The shadow elves invaded Alfheim in AC 1007, quickly turning it into the new nation of Aengmor. The elves of Alfheim fled in two groups—one, north to Wendar; the other, south to Karameikos. By AC 1010, the shadow elves realized that without the Alfheim elves' maintenance spells, their forest was dying. In desperation, they enlisted the help of elves in Norwold in developing spells similar to those spells the Alfheim elves had used.

See CITY OF STARS for the early history of the shadow elves of Aengmor. See DAROKIN for the history of the Alfheim elves in Darokin.

Important Figures: Tanadaleyo (Princess), Garafaele Galeif (General).

Flora and Fauna: Despite its changes, the forest is still home to deer and small animals. Most of the centaurs, pixies, and sprites that befriended the elves have fled, but a few nasty-tempered rogues remain behind. The shadow elves brought skinwings to the forest. These primitive birdlike monsters, related to pterodactyls, are large enough to ride. Basilisks, gorgons, and lycanthropes have also moved in.

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



Geographic Overview

Aeria (Kingdom of)

See ALATIAN ISLANDS.

Aerical

A continent of the Hollow World's northern hemisphere.

Alatian Islands

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

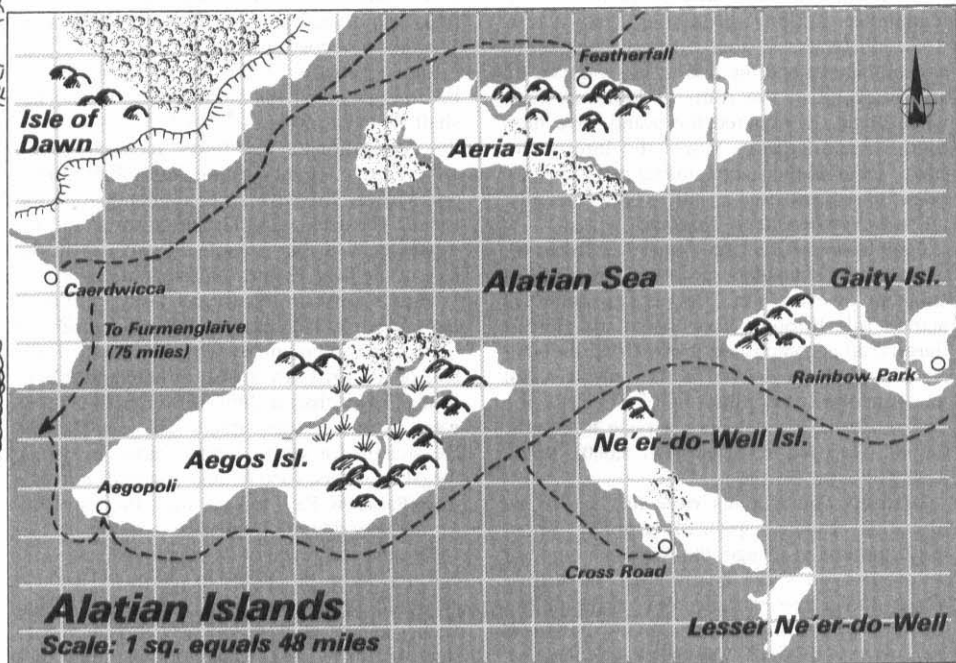
Area: 155,000 sq. mi. (Aegos: 65,846 sq. mi.; Aeria: 49,384 sq. mi.; Gaity: 16,960 sq. mi.; Ne'er-do-well: 21,699 sq. mi., including Greater Ne'er-do-well's 17,958 sq. mi. and Lesser Ne'er-do-well's 3,741 sq. mi.) **Population:** 70,000 (Aegos: 19,000; Aeria: 15,000; Gaity: 15,000; Ne'er-Do-Well: 20,000; some settlers on smaller islands). **Languages:** Thyatian, Alpathian. **Coinage:** Thyatian Standard: Emperor (5 gp), lucin (gp), asterius (sp), denarius (cp); Min-rothad Standard: Crona (gp), byd (ep), quert (sp), plen (cp); Alpathian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Aegos and Gaity are under Thyatian military rule. At the request of its ruler, Aeria is now a Grand Duchy of Thyatis. Ne'er-do-well's monarchy remains neutral and "friendly to the world."

Industries: Aegos: Agriculture, military; Aeria: Agriculture, magical scholarship; Ne'er-do-well: Smuggling, piracy, light agriculture. Gaity has no industries to speak of (it was once an amusement resort). Emperor Thincol announced Gaity open for Thyatian colonization in late Spring of AC 1010, and invited potential dominion rulers to apply for land grants. It remains to be seen which industries Gaity's new inhabitants will develop.

Description: This is a cluster of four large islands (Aegos, Aeria, Gaity, and Ne'er-do-well) with a scattering of smaller islands. The Alathians were part of the Alpathian Empire until the continent of Alpathia sank into the sea.

The Alatian islands are hilly, with semiarid grasslands barely suitable for sheep and goats; there are some tropical trees for shade and fruit. The population here is mostly of Alpathian descent, but they do not regard the ability



Geographic Overview

to cast spells as being commensurate with nobility; their nobles come from all professions.

Aegos: This large island has adequate farmland and pasturage. Its main asset, however, is The Pit, a tunnel that once went all the way through Mystara's crust to the Hollow World. Capital: Aegopoli (population 5,000). Ruler: Governor Francesca Egidio (Fighter 18).

Aeria: Like Aegos, Aeria is a hilly island with only a few spots suitable for agriculture. It has a sizeable subtropical pine forest. Aeria's main attraction is the University of Air Magics, a small but respected university that teaches air-related magic. Capital: Featherfall (population 10,000, including university staff and faculty and 5,000 students). Ruler: Grand Duke Aiklin.

Gaity: This low, rocky, unproductive-looking island was once an amusement park. Nothing remains to show this but the tatters of colorful banners and tents amid the ruins of Rainbow Park. The Emperor of Thyatis has divided the island into 30 dominions, each encompassing roughly 500 square miles (with hex-shaped borders 24 miles in diameter), and is now accepting bids for the land grants. Rainbow Park and odd bits of land here and there have been retained as Imperial properties. Gaity's erstwhile inhabitants—actors, carnival magic-users, animal trainers, and the like—were rounded up and interned in the ruins of Rainbow Park when Thyatis conquered the island. Five hundred Thyatian troops patrol the internment camp, set amid the ruined animal pens, carnival rides, and theatres. Capital: None currently. Ruler: Governor Ottavio Giacomo.

Ne'er-do-well: This large island is a haven for pickpockets, smugglers, profiteers, and honest criminals of every sort. Thieves and the black market rule through King Koryn the Harpist (himself an accomplished thief). Of all the Alathan islands, Ne'er-do-well is the only one that has remained independent of Thyatis—the Empire deemed it too poor a prize to invade. Capital: Crossroads (population 5,000). Ruler: King Koryn the Harpist.

History: The Alathians were first settled by Alpathians with no spellcasting ability. About three hundred years ago, the Alpathian emperor decided to do some beautifying. He turned Aegos into a zoo of dangerous monsters, but the zoo was sabotaged and many monsters escaped into the hills. The island later became a typical farming and fishing community. Aeria

became the site of a new university, which rivals even Floating Ar in the research and development of air-related magic. Gaity was turned into an amusement park, run by Alpathian magic-users for wealthy visitors. It offered monsterback rides, simulated natural disasters, and staged dungeons for young adventurers in training. The emperor established an artists' community, named Artesia, on the fourth island. It failed miserably, and eventually fell into the hands of ne'er-do-wells who came to rob and cheat the resident artists.

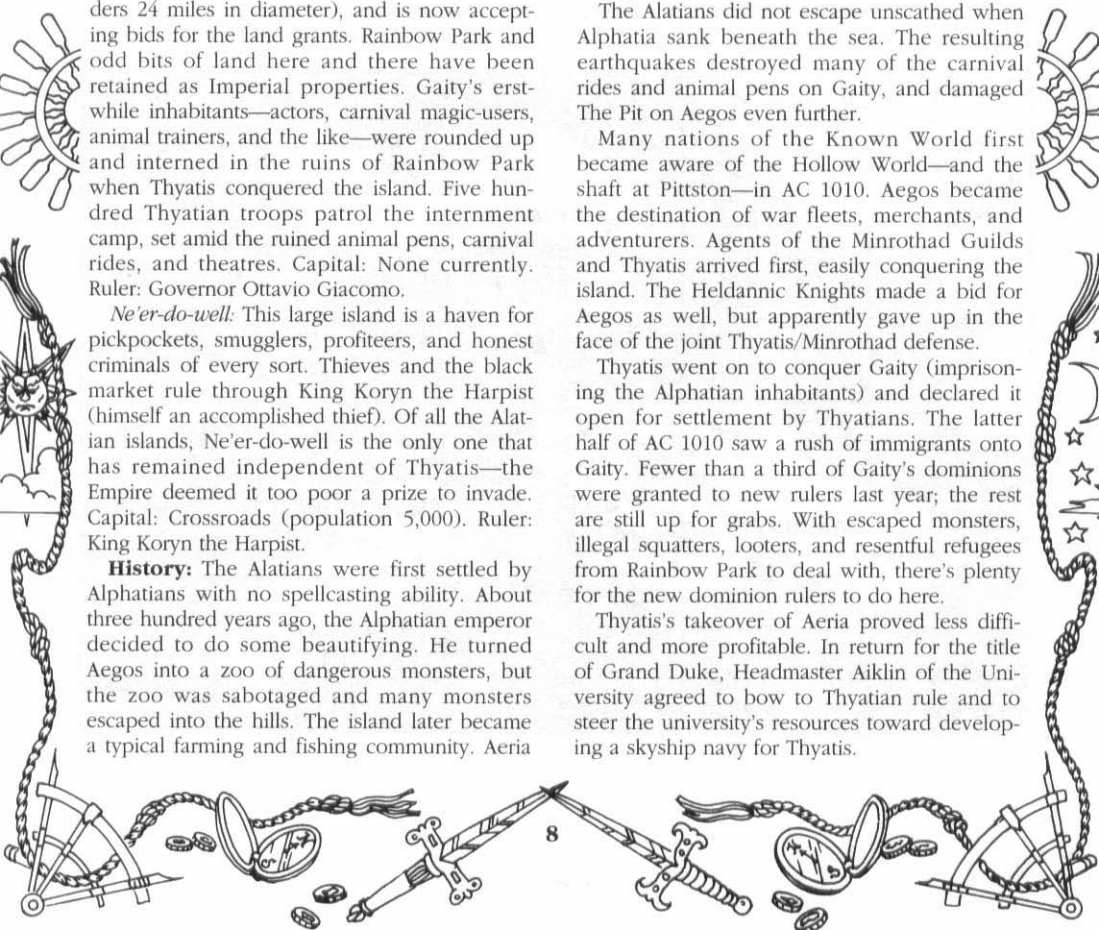
In AC 1000, Aegos became the site for an Alpathian project to dig a pit through Mystara's mantle into the Hollow World. The town of Pittston grew up practically overnight, as dwarves, gnomes, Alpathians labored to excavate a 1,200-mile-deep shaft. They succeeded about five years later. But before Alpathia could do much to extend its claim on the Hollow World, an accident caused the pit to collapse. Attempts to reopen the pit began almost immediately, and have continued to this day.

The Alathians did not escape unscathed when Alpathia sank beneath the sea. The resulting earthquakes destroyed many of the carnival rides and animal pens on Gaity, and damaged The Pit on Aegos even further.

Many nations of the Known World first became aware of the Hollow World—and the shaft at Pittston—in AC 1010. Aegos became the destination of war fleets, merchants, and adventurers. Agents of the Minrothad Guilds and Thyatis arrived first, easily conquering the island. The Heldannic Knights made a bid for Aegos as well, but apparently gave up in the face of the joint Thyatis/Minrothad defense.

Thyatis went on to conquer Gaity (imprisoning the Alpathian inhabitants) and declared it open for settlement by Thyatians. The latter half of AC 1010 saw a rush of immigrants onto Gaity. Fewer than a third of Gaity's dominions were granted to new rulers last year; the rest are still up for grabs. With escaped monsters, illegal squatters, looters, and resentful refugees from Rainbow Park to deal with, there's plenty for the new dominion rulers to do here.

Thyatis's takeover of Aeria proved less difficult and more profitable. In return for the title of Grand Duke, Headmaster Aiklin of the University agreed to bow to Thyatian rule and to steer the university's resources toward developing a skyship navy for Thyatis.



Geographic Overview

Only Ne'er-do-well remains independent for now. King Koryn the Harpist announced to Thyatis that his nation was independent and would remain so—but that Ne'er-do-well was "friendly with the world" and would welcome Thyatian fleets to her ports. So far, the Thyatian Empire has made no attempt to invade, although Thyatian ships do visit Ne'er-do-well's harbors.

Important Figures: Commander Francesca Egidius of Thyatis (Military Governor of Aegos); Commander Delsel Oaktree of Minrothad (Assistant Governor of Aegos); Dromedon (Aegos's exiled King); Aiklin (Headmaster of the University of Air Magics); Timalta (Gaity's ousted Queen); Ottavio Giacomo (Gaity's new military governor); Koryn the Harpist (King of Ne'er-do-well).

Flora and Fauna: The twin disasters of the failure of Aegos's zoo and the more recent destruction of the animal pens on Gaity, monsters of any sort can be found anywhere on these islands.

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

Alfheim (Kingdom of)

See AENG MOR.

Alpha (Kingdom of)

See NORWOLD.

Alphatia (Empire of; Floating Continent)

Location: Hollow World, on an equatorial orbit at a height of roughly 90,000' (just above the Skyshield).

Area: 1,968,134 sq. mi. (Ambur 11,723 sq. mi.; Ar 53,375 sq. mi.; Arogansa 135,183 sq. mi.; Bettelwyn 172,595 sq. mi.; Blackheart 74,326 sq. mi.; Eadrin 49,883 sq. mi.; Foresthome 296,554 sq. mi.; Frisland 160,12 sq. mi.; Greenspur 90,787 sq. mi.; Haven 245,424 sq. mi.; Limn 9,977 sq. mi.; Randel 187,560 sq. mi.; Shiye-Lawr 91,785 sq. mi.; Stonewall 15,963 sq. mi.; Stoutfellow 88,542 sq. mi.; Theranderol 123,710 sq. mi.; Vertiloch 49,384 sq. mi.; Zandoria 111,239 sq. mi.) **Population:** 5,071,000 (humans 97%, elves 2%, all others 1%). (Ambur 100,000; Ar 100,000; Arogansa 135,000; Bettel-

lyn 325,000; Blackheart 45,000; Eadrin 88,000; Foresthome 85,000; Frisland 79,000; Greenspur 565,000; Haven 895,000; Limn 223,000; Randel 128,000; Shiye-Lawr 55,000; Stonewall 1,340,000; Stoutfellow 58,000; Theranderol 180,000; Vertiloch 620,000; Zandoria 50,000.) **Languages:** Alphatian (official), Elvish (Shiye-Lawr dialect), Dwarvish (Denwarf-Hurgon dialect). **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Semiautonomous kingdoms owing loyalty to a central empress.

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

Description: Once a continent of the Known World, Alphatia is by far the largest Floating Continent of the Hollow World—it's nearly 2,000 miles long (along the north/south axis) and 1,400 miles wide. Immortal magic created the continent, restored its inhabitants (relatively intact), and set it in motion around the red interior sun.

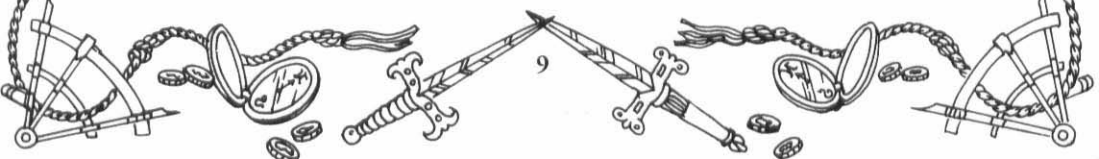
Alphatia orbits just above the Hollow World's atmosphere, and has an atmosphere of its own. Its orbit takes 28 days and carries Alphatia continually eastward over the Hollow World's equator. As the world rotates beneath the floating continent, Alphatia's shadow shadows the lands below for three hours each day. The shadow extends to 30° north and south of the equator, and falls 51 minutes later each day on any given area.

Most Alphatians are human, including "common" Alphatians (with coppery complexions and brown or red hair) and a few throwbacks to the old or "high" Alphatians (with pale white skin and very dark hair and eyes). Elves are of the Shiye-Lawr culture, distantly related to the elves of the Known World continent of Brun. Alphatians consider magical ability to be a person's most important trait; only spellcasters can be nobles. Everyone else is a commoner, with limited rights and economic opportunities.

The Empire of Alphatia is made up of the following semiautonomous kingdoms:

Ambur: A flat region with broad fields and pastures and occasional patches of light forest. Industries include logging, agriculture, scholarship (astronomy), entertainment (theater). Capital: Starpoint. Ruler: Queen Elshethara (Magic-User 26).

Ar: A scenic region of farmlands with many towns and villages on the shores of Crystal



Geographic Overview

Lake. Ar once supported nobles and spellcasters who lived on islands floating above the farmlands; those islands and their inhabitants remained in the Known World when Alphatia sank. Capital: Ar's new capital is Ceafem—Skyreach, the old capital, remained in the outer world. Ruler: King Qinn (Magic-User 11).

Arogansa: This southern nation is one of the richest in Alphatia, with good forests, rich farmlands, and scenic wilderness. It's known for its fine wines and for tourism, although its beaches now face a dizzying drop into space. In Arogansa, nonspellcasters may not even address spellcasters without first being recognized; the penalty is twenty lashes. Capital: Bluenose. Ruler: Queen Detterria Scarback (Magic-User 33).

Bettelyn: This nation of rich tilled fields and pastures has a tradition of disagreements and skirmishes with Randel, its southern neighbor; their shared border is maintained by many forts on both sides. Capital: Citadel, a single building the size of a mountain. Ruler: Queen Llynara (Magic-User 27).

Blackheart: This forested nation is famous for its privacy-loving wizards (many of whom research dangerous magics) and for escaped monsters. Each wizard's estate follows its own laws and traditions. The king interferes only when a wizard's actions affect lands other than his own. Capital: Shraek. Ruler: King Belgoroeth the Lamer (Cleric 18).

Eadrin: Like nearby Arogansa, Eadrin's economy was based on tourism. Its strong agricultural base will help the population survive the first few years in the Hollow World, when tourism isn't likely to be at a peak. Capital: Archport. Ruler: King Idon II (Elf 10).

Foresthome: This northern Alphatian nation is very heavily forested. Elves make up 10% of its population; many serve as foresters. Most of Foresthome's communities center around Llyn Lake and make their living farming and fishing. Capital: Greenwood. Ruler: Queen Kikania (Magic-User 14).

Frisland: Although this northern nation is not very fertile, its relatively sparse population relies on agriculture—grain crops and cattle—for its livelihood. Capital: Shiell. Ruler: King Edjer the Twisted (Magic-User 28).

Greenspur: This southern nation has fertile lowlands; its primary industries are agriculture and supporting Imperial military bases. The city

Eagret is home to Alphatia's largest skyship base. Capital: Eagret. Ruler: King Sildreth II (Cleric 23).

Haven: This southern nation went art-crazy three centuries ago. Murals cover nearly every wall, statues and paintings are everywhere, and even the streets are paved in colorful mosaics. Aasla, once Alphatia's largest seaport and center of the empire's flying navy, was destroyed in a firestorm early in the war with Glantri. Thanks to memory alterations by the Immortals, most Alphatians believe Aasla to have been destroyed by earthquake and fire. Capital: Dovir. Ruler: Queen Kryndilya (Cleric 36).

Limn: This is a nation of demihumans, humanoids, and monsters who are full Alphatian citizens; they have their own spellcasting nobles. Citizens include forest folk (centaurs, faeries, and the like); demihumans (including gnomes); humanoids (such as giants, goblins, orcs, and trolls); undead and lycanthropes; and other intelligent monsters (such as beholders, and medusae). Capital: Trollhattan. Rulers: King Drushiye (Elf 10); Queen Mellora (10th-level druid/druideess).

Randel: This southern lowland nation is known for military aggression and good wine. Its citizens form a high proportion of Alphatia's standing army and navy. Randel's laws offer a little more protection to nonspellcasters than those of most Alphatian nations. Capital: Rardish. Ruler: Queen Junna (Cleric 16).

Shiye-Lawr: This nation has a deep, dark, and menacing forest. The elves living here are reputed to be malicious and cunning, but they are nonetheless loyal supporters of the Empire. Capital: Alfleish. Ruler: King Acroshiye (Elf 10).

Stonewall: This large nation is the home base of many of Alphatia's armies. Although only spellcasters can be nobles, both spellcasters and nonspellcasters are subject to the same laws here. Capital: Draco (population 500,000). Ruler: King Koblan Dracodon (Magic-User 20).

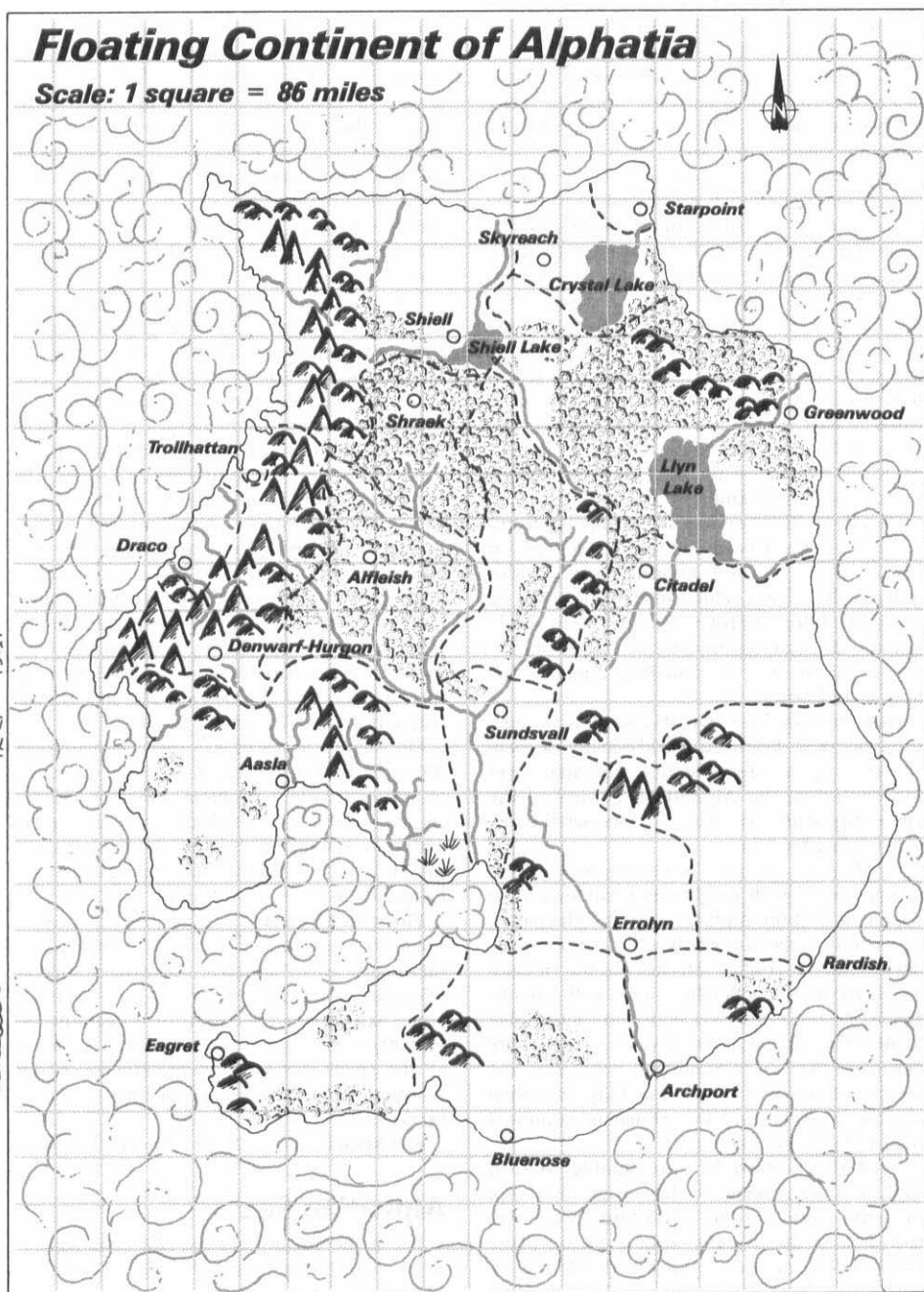
Stoutfellow: This rugged, mountainous land is settled by dwarves (29,000), halflings (14,000), and gnomes (15,000). Dwarfish customs prevail; the same laws apply to spellcasters and nonspellcasters. Capital: Denwarf-Hurgon (a duplicate of the original city left on Monster Island in the Known World). Ruler: Queen Buthra Bofadar (Dwarf 12).

Theranderol: This southern nation keeps corruption in the government to a minimum and

Geographic Overview

Floating Continent of Alphatia

Scale: 1 square = 86 miles



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has dealt well with the disastrous aftereffects of Alphatia's sinking. It's a pretty, lowland nation with rolling hills and broad forests. In the north, the Grey Mountains are home to many monster species. Capital: Errollyn. Ruler: Queen Eldrethila (Magic-User 36).

Vertiloch: The traditional seat of the Alphonian emperors, Vertiloch was designed to be the showpiece of Alphonian culture. With Alphatia recovering from its recent catastrophe, the people of Vertiloch are having a hard time surviving. Capital: Sundsvall, Alphatia's capital, was destroyed in AC 1009 by a magical storm. Half its population of 500,000 were killed; most of the survivors emigrated to other cities. A few hardy souls stayed to rebuild near the city's ruins. Ashar is Vertiloch's new capital, but Empress Eriadna chose a small town in Zandoria to be the site of the new Imperial capital. Ruler: Queen (and Empress) Eriadna.

Zandoria: This was once the Imperial Territories, kept in a wild state and reserved for royal hunting parties. Eriadna's son Zandor ordered the region settled in the brief time he ruled Alphatia, before the continent sank. Empress Eriadna, returned to life by the Immortals, is in the process of making Zandoria her new seat of power.

History: Just over two thousand years ago, survivors of a destroyed world—many of them powerful spellcasters—settled Alphatia. Over the centuries, the Alphonians colonized the entire Alphonian continent and conquered many surrounding territories.

In AC 1005, Alphatia began the most recent of many wars with neighboring nations on the continent of Brun. Alphatia warred with Glantri, and many of the Known World's nations were drawn into the conflict. Thyatis and the Heldanic Territories, especially, sided with Glantri against Alphatia. The war ended in catastrophe. In AC 1009, an Immortal device gone haywire destroyed the city of Sundsvall. Soon after, the device's destructive energy was fully unleashed against Alphatia, and the Alphonian continent began to sink into the sea.

Even the Immortals were unable to stop Alphatia from sinking, so they magically swept the entire population—including those who had died in the disaster—into a pocket plane and set the millions who still lived into an enchanted sleep. They then set about creating a new Alphatia. The Immortals shaped it to

match the sunken continent—with a curve matching the curvature of the Hollow World—and reinforced it so it wouldn't fall apart. They gave it a Skyshield to retain its atmosphere, and set the newest Floating Continent in orbit around the Hollow World's sun. Reasoning that the new continent would need strong leadership in the years to come, they brought Empress Eriadna back to life—she had died in the destruction of Sundsvall before Alphatia sank.

The Immortals surrounded Alphatia with an *anti-magic* barrier to keep inquisitive mortals from investigating while they used magic to bring back to life most of those who had died in the earthquakes. They refabricated communities according to the memories of those who lived there, although there were some Alphonians who had slipped through even the Immortals' efforts to save them. And they established false memories of Alphatia's past, making it seem to its inhabitants as though they had always lived in the Hollow World. Memories of a terrible earthquake would help explain ruined cities and the deaths of those people the Immortals were not able to return to life. Only name-level Alphonians were allowed to keep their memories of the outer world and the war with Glantri and Thyatis.

On Thaumont 25 of AC 1010 (Alphamir 25, AY 2010 by the Alphonian calendar), the Immortals awakened Alphatia. Empress Eriadna set about the difficult task of reestablishing her authority, stabilizing the nations of Alphatia in the Hollow World, and discovering what had happened in the Known World.

Flora and Fauna: The Alphonian continent is home to every known variety of monster, and many unknown species. Alphatia's sinking released many caged monsters from captivity; some still roam the floating continent. As Alphatia's spellcasters have not yet discovered all the spells that work in the Hollow World, monsters have much easier pickings than they used to.

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

Alphonian Sea

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

Geographic Overview

Ambur (Kingdom of)

See ALPHATIA.

Anathy Archipelago

The World's Spine mountains stretch between the Hollow World continents of Iciria and Jomphur, and they include the islands of the Merry Pirate Seas.

Antalian Wastes

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

Area: 322,854 sq. mi. **Population:** About 100,000, most living in villages of 100 to 500 residents. **Languages:** Antalian, Neathar. **Coinage:** None (barter only).

Government Type: Numerous autonomous villages ruled by chieftains.

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

Description: This is a harsh, mountainous land in northern Iciria, on the shores of the Ostzee. It is populated by Antalians—large blonde-haired people who live as herders (especially of reindeer), fishers, pirates, and warriors. The mountains ringing the land protect the Antalians from land invasions, while the sea gives them access to the warmer nations to the south.

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

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

History: The Antalians are descended from Neathar tribes who, on the Known World, settled in the region now called Norwold. About 1700 BC, humanoid migrations threatened to destroy their culture. Immortals moved many Antalians here, where they flourished. On the outer world, the Antalians' descendants became the people of Norwold, the Heldannic Territories, Ostland, Vestland, and the Soderfjord Jarldoms. In the Ostzee waters of the Hollow World, Antalian pirates have long been the bane of foreign sailing vessels.

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

Flora and Fauna: Visitors from warmer climates named this territory the Antalian Wastes. The region is lightly forested (mostly pine and other evergreens); enough hardy grasses survive the winters here to feed the giant reindeer. Common monsters include giants (hill, stone, and frost), wolves, bears, white dragons, and other species suited to cold climates.

See Also: HOLLOW WORLD® Boxed Set.

Aquas (Sea-Kingdom of)

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

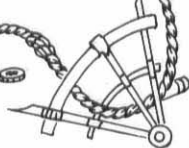
Area: 498 sq. mi. (only 2 sq. mi. covered by domes). **Population:** 40,000 (30,000 in Seashield; 10,000 in outlying domes). Numerous sea peoples living within the area claimed by Aquas are not included in the census figures. **Language:** Alphatian. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Semiautonomous monarchy owing loyalty to the Emperor of New Alphatia. At the start of AC 1011, Aquas comprises the so-called Empire that Zandor, Eriadna's son, actually controls.

Industries: Fish breeding, pearl harvesting; undersea mining, jewelry making (chiefly with pearls, coral, and precious metals mined locally), engineering of undersea machinery (submersible vehicles, diving suits, water pumps, drilling machinery).

Description: Aquas is a remarkable nation, formerly located off the southern coast of the continent of Alphatia. Protected by distance from Alphatia's borders and by its own powerful magic, Aquas survived the disaster that sank her mother continent.

The nation consists mostly of the great domed city of Seashield. Nearby are four smaller domed villages that also survived the earthquakes that accompanied Alphatia's sinking. Each of these communities is housed within a large, magically created transparent dome of flawless crystal. Within the domes people live in tall but sturdily built, crowded towers. Each tower constitutes an independent household; many are themselves watertight when properly sealed. Seashield's lower levels are built right into the solid bedrock, and can also be sealed in an emergency. These precautions—and the heroic actions of Seashield's founder, King Zyndryl, who gave his life pro-



Geographic Overview

tecting his people—are all that allowed Seashield to survive the catastrophic earthquakes that shook Alphatia.

The domed communities have mechanical airlocks built and maintained by gnomes and dwarves. *Teleport* spells are often used to travel between domes and to or from the surface.

Notable Sites: The King's Tower in Seashield reaches to the very top of the dome, and is the residence of Aquas's royal family. Atop it is the Observatory, a popular gathering area for scholars and lovers alike.

A mile north of the city of Seashield, the sea-floor drops away into what is now called the Alphatian Trench, the sunken seafloor that marks Alphatia's resting place. The Trench is the largest and most fearsome ocean trench on Mystara; all sorts of unknown monsters might dwell there. The ruins of Alphatian cities lie on the sea floor, strangely devoid of corpses.

History: Zyndryl, an Alphatian nobleman, founded Seashield in AC 949. When Eriadna assumed Alphatia's throne, Zyndryl paid more than just homage to the new Empress; they had an affair that lasted for several years, ended warmly, and resulted in two children: Queen Eldrethila of Theranderol and Prince Zandor of Sundsvall.

Soon after Alphatia sank, self-styled Emperor Zandor found his way to Aquas. Though he'd played no part in the saving of Aquas, he declared himself its hero and demanded that the histories be rewritten with him taking credit for the heroism of King Zyndryl. Zandor further decided that Seashield was to be the capital of the New Alphatian Empire and has taken up residence here. He's earned the hatred of his half sister Zynnna, rightful queen of Aquas.

Important Figures: Zynnna (Queen of Aquas), Zandor (Emperor of New Alphatia).

Flora and Fauna: In addition to humans (95% of Aquas's official population), elves (4%), and dwarves and gnomes (1%), the nation of Aquas is home to many marine creatures and intelligent species, including mermen, tritons, aquatic elves, nixies, sea giants, and even more unusual creatures. Although these creatures are frequent visitors and often do business within the domes, they are not considered citizens of Aquas.

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

Ar (Kingdom of)

See ALPHATIA.

Arogansa (Kingdom of)

See ALPHATIA.

Atlass Ocean

This broad ocean is west of the continent of Iciria in the Hollow World.

Atruaghin Clan (Territories of)

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

Area: 46,380 sq. mi. (19,712 on the plateau itself) **Population:** 230,000 total. On the Plateau: *Bear Clan:* 45,000; *Elk Clan:* 30,000; *Horse Clan:* 70,000. On the Lowlands: *Tiger Clan:* 60,000; *Turtle Clan:* 25,000. **Language:** Atruaghin (by clan). **Coinage:** Uncommon; cloud (5 sp) and land (cp); otherwise barter.

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

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

Description: This region encompasses a high plateau and surrounding lands that stretch as far south as the Sea of Dread. The plateau itself rises on sheer cliffs to a height of 2,700' above the lowlands. There are no convenient or safe trails up to the top. The plateau features plains upon which horses and buffalo graze, though there are some forested areas. Most of the lowlands are forested.

The land is inhabited by the Atruaghin Clans, several related but independent tribes. They are a warrior society, less technologically advanced than cultures of the surrounding lands. The five most prominent tribal divisions are:

Bear Clan: These inhabitants of the plateau's northeastern rim build villages on the cliff faces. They are warlike only when attacked. Their preferred weapons include clubs, maces, and hammers; they make little use of ranged weapons. Their cotton garments are loose and decorated with bear teeth and bear leather accoutrements. In combat, they wear thick,

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quilted cotton tunics that are as tough as leather armor. Until recently, the Bear Clan traded with Darokinian merchants via the World Elevator (a mechanical device built by Darokinian engineers to bring people and goods up and down the cliff face). But in early Spring of AC 1010, some unscrupulous Alphatian mages looking for a new home posed as magical spirits and conquered the Bear Tribe. They shut the elevator down to keep intruders out while they established themselves as the Atruaghin Clans' new rulers.

Elk Clan: These are the warriors of the southeast part of the plateau. The region is noted for cool weather. The members of the Elk Clan wear garments of dyed buckskin decorated with pine needles. Both sexes are fond of face paints and body paints. Their preferred weapons include the hand axe and short bow. Elk Clan scouts are noted for their stealth.

Horse Clan: These fierce and warlike buffalo hunters inhabit the north central region of the plateau. They live in villages surrounded by trenches and palisades; when migrating or following the buffalo, they live in conical tents called *tipis*. The Horse Clan uses a sophisticated system of hand signals to communicate. Their preferred weapon is the lance (a stone-headed spear; use weapon statistics for the ordinary spear). Their leather garments act as leather armor; they also carry wood and buffalo-hide shields.

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

Turtle Clan: These are nautical tribesmen of the rainforest shores south of the plateau, known for their whaling skills and their seamanship with large canoes. Their preferred weapon is the harpoon (use weapon statistics for the javelin). They wear stiff leather jerkins with wooden shafts sewn on; these act as leather armor.

Most of the Atruaghin Clans put their faith in Atruaghin, a noble hero who ruled over the clans before achieving Immortality. The Tiger Clan follows the teachings of Atzanteotl.

Notable Sites: In the hills along the southern base of the Plateau, an ancient temple lies amid ruins of a structure known as the Palace of Atruaghin. The temple is almost impossible to find; subtle spells cast by the Immortal lead most travelers around the ruins. The temple is actually the top end of *Atruaghin's Mystic Conveyor*, an artifact that is actually an elevator between the Known World and the Hollow World. The temple itself is a large column carved in the form of a snarling face. A secret switch on the nearby altar opens a door into the face; curious adventurers stepping in find themselves in a small circular room with ten seats. If they close the door while they're inside, the entire chamber will take them to a corresponding temple in the Hollow World; see AZCAN EMPIRE.

History: The Atruaghin Clans descended from the Oltec and Azcan peoples who once dominated this region. When the Immortals moved most of the Oltecs and Azcans to the Hollow World to save them from the Great Rain of Fire (the destruction of Blackmoor), a few survivors left behind formed independent tribes in the area just east of the Great Waste. In 1675 BC, Tahkti Stormtamer united some of these tribes into the Children of the Horse. Atruaghin united them further in 1400 BC.

But even the united tribes could not stop the Red Orcs who conquered them in 1257 BC. For more than 450 years, the Red Orcs enslaved and oppressed the Atruaghin Clans. In 800 BC, the hero Atruaghin returned to save his people. He led the Children of Atruaghin in a successful revolt against the Red Orcs, and erected the Atruaghin Plateau as their haven.

Since then, the Atruaghin Clans have lived relatively peacefully, protected from invasions by steep cliffs of their plateau. That is, until recently—last year, Alphatian mages posing as magical spirits invaded the Atruaghin Plateau and began subjugating the Clans.

Important Figures: Powakuan Sleeps-With-Open-Eyes (Bear Clan chief, now a mere puppet of the conquering spirits); Tulabal Shadowfall (Elk Clan chieftainess); Hovar Duck Watcher (Elk Clan shaman); Eyela Moonstalker (Horse Clan chieftainess); Naravipa Dagger Tooth (Tiger Clan chief); Eelsha Spider's Kiss (Tiger Clan cleric); Talinguk Rolls-His-Canoe (Turtle Clan chief). The so-called "Spirits" are Thunder Bear (Lazarol of Sundsvall, Magic-User

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25); Growling Bear (Zsiga of Blackheart, Magic-User 22); Fire Serpent (Boldizar of Aasla, Magic-User 20); Lightning Hawk (Piroska of Citadel, Magic-User 20); Black Eagle (Valentin of Starpoint, Magic-User 19).

Flora and Fauna: The Atruaghin Plateau is home to horses, buffalo, birds of prey, and many types of snakes. The lowland jungles feature great cats and other jungle beasts.

See Also: GAZ14, *The Atruaghin Clans*.

Azcan Empire

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

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

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

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

Description: This is a lush jungle area whose human inhabitants, the Azcans, are among the most feared people of the Hollow World. The land is flat, covered with rain forest and farmlands slashed and burned from the forest; the climate is warm and humid. The rainforest is also home to many dinosaur species.

The Azcans are short, dark, burly humans. They wear light but brightly colored clothes, sandals, and wear their wealth in their jewelry. Their rulers are clerics who follow the evil Immortal Atzanteotl. Under their patron Immortal's influence, the Azcans seek to conquer, enslave, or destroy their enemies, who seem to include just about everyone. The Azcans are constantly at war with the Schattenalfen and Traldar to the south, and with the Neathar tribes and Malpheggi lizard men farther inland.

Notable Sites: Chitlacan, capital of the Azcan Empire, is the empire's greatest city. Its noble sections are built on an island on Lake Chitlalo, while the market districts and common residences sprawl across the nearby shore. Here, the traveler will find enormous stepped pyramids erected to the glory of Atzanteotl, ball



The Azcans

Geographic Overview

courts (where a rough, brutal game is played by armored teams heaving a rubber ball at stone hoops on the walls), and large, single-story stone palace complexes.

History: The Azcans are descendants of a splinter group of the Oltecs whose culture first developed on the outer world more than 5,000 years ago. The Azcans grew into a powerful empire, often at war with the Oltecs. The Immortals transported both the Oltecs and the Azcans to the Hollow World when Blackmoor's destruction threatened their survival.

During the 17th century BC, the lone survivor of a group of elves fleeing a disastrous explosion on the surface world made it to the Hollow World. The brutal Azcan culture struck a chord with the elf, who was embittered by the loss of his clan and by decades of wandering through the tunnels and caves of Mystara's mantle. This elf, Atzian, eventually achieved Immortality in the Sphere of Entropy and took the name Atzanteotl. In his continuing efforts to spread evil and pain throughout the world, he has corrupted the noble class of the Azca and turned them to his wishes. Now they make war and cause ruin at Atzanteotl's order.

Important Figures: Azcotica (King/Emperor).

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

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

Bay of Gam

This enormous bay lies to the north of the continent of Icaria in the Hollow World.

Beastmen Wastes

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

Area: 1,413,353 sq. mi. **Population:** 100,000, in small igloo communities of 10–50 individuals. **Languages:** Beastmen (Gruuk), Neathar. **Coinage:** None (barter only).

Government Type: Independent village communities led by family head.

Industries: Fishing, leather and fur production.

Description: This is a region of arctic tundra—cold, flat lands where harsh winds can freeze bare skin in a matter of minutes. The Beastmen, descended from the same Beastmen ancestors most modern humanoid races sprang from, rule this wasteland. Unlike orcs, goblins, and other humanoids, Beastmen do not breed true. Two ogreish Beastmen might have a cub no taller than a kobold, while that child might sire twins, one a red troll and the other a man-like monster with horns protruding from its skull.

The Beastmen build igloos; hunt seals, walrus, and polar bears on the ice pack; and fish in the nearly frozen sea. In spite of their resemblance to outer-world humanoids, they are a heroic race, fond of tales of individual prowess under impossible circumstances. They war with the Antaliens and Icevale elves, but tend to treat polite travelers hospitably.

Notable Sites: A great river divides the Beastmen Wastes, running north from the Icevale Mountains to the Bay of Gam just south of the polar ice. The Great Bridge crosses this river. The bridge is a nightmare of ponderous, menacing black stone. The Beastmen's more "civilized" neighbors say that monsters breed underneath the bridge and in secret chambers within its foundations.

History: Hel, an Entropic Immortal, originally created the Beastmen of the outer world to house the reincarnated souls of evil beings. (Their horrible appearances were designed to reflect the failures of earlier lives.) The men of Blackmoor fought the Beastmen for several centuries, gradually driving them into the polar regions. After Blackmoor destroyed itself, the Beastmen migrated quite by accident into the Hollow World through the polar openings.

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

Flora and Fauna: Very little grows in this land, except for hardy tundra plants that bloom in the short summertime. There are, however, a few animals and monsters here: animal herds (seals, walrus), snow apes, polar bears, white dragons, colddrakes, giant fish, frost giants, hydraxes, frost salamanders, sasquatches, and whales. Most live off the sea's meager offerings.

See Also: HOLLOW WORLD® Boxed Set.

Geographic Overview

Bellissaria (Continent of)

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

Area: 1,295,215 sq. mi. (Dawnrim 255,900 sq. mi.; Horken 103,258 sq. mi.; Lagrius 244,677 sq. mi.; Meriander 92,034 sq. mi.; Notrion 338,956 sq. mi.; Surshield 260,390 sq. mi.) **Population:** 455,000. (Dawnrim 25,000; Horken 30,000; Lagrius 150,000; Meriander 100,000; Notrion 50,000; Surshield 100,000.) **Language:** Alphatian. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Autonomous monarchies formerly belonging to the Alphatian Empire. (In Surshield, the land outside the city of Spearpoint is an ungoverned anarchy.)

Industries: Agriculture (mostly poor); trade.

Description: Bellissaria is a small continent with broad plains, a few forests, low mountains, large areas of semiarid scrub lands, and few native monster species. Copper-skinned Alphatians with little magical talent first settled here. The spellcasting proportion of the population is only slightly higher than that of other nations. Bellissarians are noted for being close-mouthed and, often, closed minded as well. They don't much care for strangers; they simply want to be left alone. Current events are making that unlikely, however.

Dawnrim: This western nation supports fishermen on the coast and cattle and sheep herders inland. The nation is so poor in magic that not even one spellcaster is interested in ruling; Dawnrim's king is a fighter. Capital: Alinquin (population 5,000). Ruler: King Teskilon.

Horken: This nation's northern region contains lightly wooded grasslands; the southern hills border on Surshield. Located on the Inner Sea of Horken, the town of Horken is a ship-building center. The men and women of Horken build the best ships in Bellissaria, using timber brought down from Blueside in Lagrius. Business is brisk; Horken's large business families have greater control of the nation than does its king. Capital: Horken (population 5,000). Ruler: King Villiun.

Lagrius: Centered in Bellissaria around a great freshwater lake, Lagrius is a nation rich in timber and fish and not much else. The capital, Blueside, is protected by steep hills on one side and the lake on the other. It's now being fortified against anticipated Thyatian invasions.

Capital: Blueside (population 15,000). Ruler: Queen Siaron Lagrius.

Meriander: This is a nation of rolling plains to the north, lightly forested hills farther south, and rich forests in the far south. Alchemos, the capital city, is a center of alchemical research and one of the few places where Bellissarians can get something like a university education. Capital: Alchemos (population 15,000). Ruler: Queen Drulivia.

Notrion: Although Notrion's borders enclose much fertile land, most of the nation's population has clustered along the northern shore to profit from trade. But since Alphatia's sinking, trade has dropped off dramatically. In AC 1010, Notrion's king imposed new taxes to help fill the rapidly draining national treasury and to build up the Notrion military in the face of Thyatian aggression. He brutally quelled the resulting uprising, but was murdered in the streets on Kaldmont 4, AC 1010. Notrion is currently without a king (Lodrig left no heirs) and is in a welter of confusion. Capital: Aaslin (population 10,000). Ruler: None.

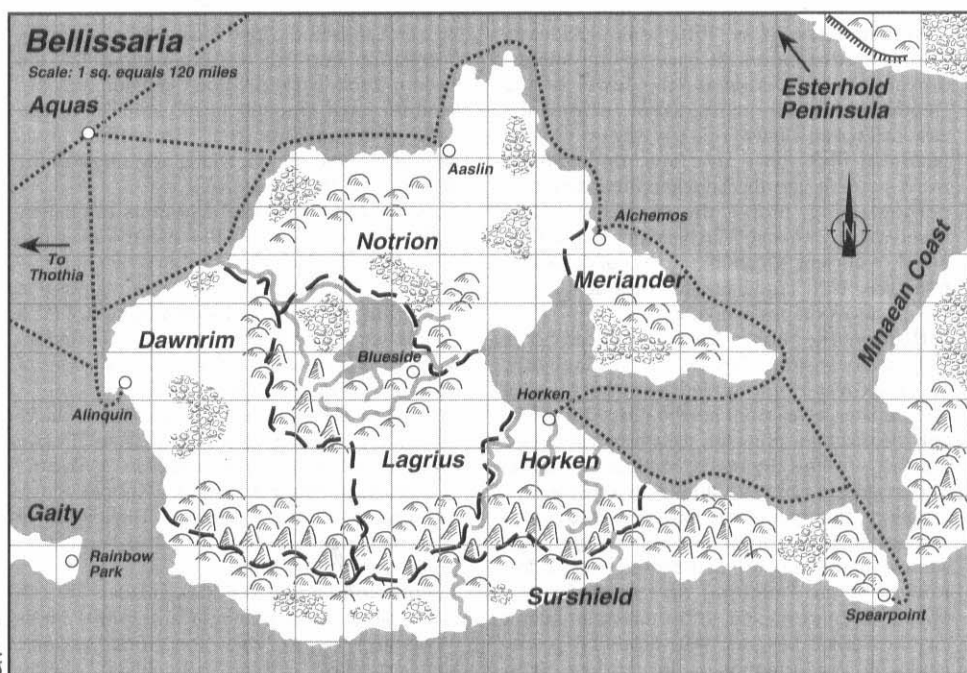
Surshield: Spearpoint, the capital city, is a fortified military community built to protect Bellissaria from the Minaeans of Skothar, who live across the straits of Zamara. Outside the city, the land is—by royal decree—a formal anarchy. After Alphatia sank, Queen Gratia of Spearpoint reversed her opinion and tried to unify her nation. Civil war broke out and, by the end of AC 1010, Queen Gratia was forced to take a different approach. Rather than drafting all able-bodied citizens, she recalled her military to Spearpoint and sent military advisors and instructors to the towns and villages of Surshield to prepare a volunteer army. Capital: Spearpoint (population 30,000). Ruler: Queen Gratia.

History: Alphatians settled Bellissaria soon after they came to Mystara (some 2,000 years ago). It has had an undistinguished history until now.

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

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

Geographic Overview



Bettellyn (Kingdom of)

See Alpathia.

Bellissarian Sea

These are the waters south of Bellissaria.

Broken Lands

Location: Known World, continent of Brun, south of Glantri, north of Darokin.

Area: 38,537 sq. mi.: Eastern Broken Lands: 11,600 sq. mi.; Western Broken Lands (aka South Monsterland, or the Great Crater): 26,937 sq. mi. **Population:** Eastern Broken Lands: 14,000, Western Broken Lands: 25,000, Oenkmarr: 18,000. **Languages:** Most humanoid tongues; orcish is the common tongue. **Coinage:** Any (mostly stolen).

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

Industries: Surface: Warfare, subsistence herding; **Oenkmarr:** fungus production; mining (gold, copper, tin, and jade).

Description: The Broken Lands comprise some of the most desolate and inhospitable terrain on Mystara. They encompass both the eastern Broken Lands (the Broken Lands proper, as they were before the events of the *Wrath of the Immortals* boxed set) and the western Broken Lands, including the Great Crater formed by a meteor smashing into northern Darokin.

Most of the eastern Broken Lands contain especially high, rocky, and treacherous hills, while the western region is dominated by the miles-deep crater formed by the meteor. There are also volcanoes, a small desert, and a swamp within the Broken Lands. The Streel and Vesubian Rivers and their tributaries bring fresh water to the inhabitants.

Monsters and humanoids of every known species inhabit the Broken Lands. Many are refugees driven from better territory elsewhere. Some humanoids eke out a living herding goats and sheep in the arid hills, or hunting indigenous wildlife. Others live in the caves and tunnels within the hills and mountains themselves, hunting monsters and raiding one another to survive. Humanoids often raid the richer nations surrounding the Broken Lands.

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Notable Sites: In AC 1010, some Rockhome dwarven adventurers discovered the subterranean city of Oenkmarr—the Jewel of the Depths—in an enormous cavern beneath the eastern Broken Lands. This city sits on a rocky plate that floats on a lava flow. Underground rivers pouring into the lava keep the cavern in perpetual fog, hiding the city from casual observation. Oenkmarr's architecture is a strange blend of ancient Azcan-like stone buildings and pyramids, with crude newer construction and repairs. Moss drapes everything.

History: The Broken Lands have been home to humanoids since 1709 BC, when King Loark and his Great Horde settled here. Less than a decade later, elves from nearby Glantri accidentally detonated a powerful technological device left there by the destroyed Blackmoor culture. The explosion caused earthquakes and volcanic eruptions throughout the Broken Lands, decimating the Great Horde and driving the elven survivors underground. Some elves became followers of the Immortal Atzanteotl (of the Sphere of Entropy) and, at his direction, built a city they called Aengmor—the legendary predecessor to the Aengmor of the shadow elves. When the deadly effects of the explosion dissipated on the surface, other humanoids discovered and settled in the Broken Lands.

In 1290 BC, Atzanteotl caused a volcanic eruption that killed most of the remaining elves and drove the rest away; the lava flow lifted the city and made it the floating wonder it is today. A century later, the Immortal allowed orcs to find the city and settle there. In 500 BC, he sealed them off from contact with the world above. Since that time, Aengmor—later corrupted to Oenkmarr—has been a secret enclave in the depths of the Broken Lands.

Meanwhile, humanoids of all descriptions made their homes above ground in the Broken Lands. Sometimes their growing populations led them to raid and conquer other nations; sometimes they were slaughtered and driven back to the Broken Lands.

Most recently, an orc king called Thar united the tribes into a single, powerful military machine. He raided Darokin and other lands, and after the meteor formed the Great Crater, moved many of his followers there so they could raid Glantri, as well.

With Thar and his legion gone, Heldannic Knights and Vestlanders rode into the eastern

Broken Lands and drove much of its remaining population into the western region. But the eastern Broken Lands didn't remain depopulated for long. Throughout AC 1010, tribes and clans of humanoids from surrounding areas poured into the region, taking advantage of the departure of Thar's legions.

As the result of some disastrous campaigns against Glantri in AC 1010—and the machinations of Lady Dolores Hillsbury of Glantri—King Thar has stepped down from his position as head of the humanoid legion. King Kol IV, a kobold wotan who was once Thar's second-in-command, is now the acknowledged leader of the humanoids in the Great Crater.

Alebane, the ogre king, is currently the highest ranking humanoid in the eastern Broken Lands. Xilochtli, High Priest, rules in Oenkmarr.

Important Figures: Kol IV (Kobold King); Alebane (Ogre King); Xilochtli (High Priest of Oenkmarr); Thar (General of the Humanoid Armies and ex-Orc King).

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

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

Brun, Continent of

Brun is a continent of the Known World's northern hemisphere; it is the site of the nations covered in the *Gazetteer* series.

Brute-Men Territory

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

Area: 49,883 sq. mi. **Population:** 200,000 (in clans of 10–60 Brute-Men). **Languages:** Brutish (ka-na-to), Neathar. **Coinage:** None (barter only).

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

Industries: Hunting and gathering.

Description: These arid, hilly lands north of the Kingdom of Nithia are thick with cave and cavern systems. Brute-Men live here. Though

Geographic Overview

related to modern human beings, they are an older offshoot race that did not survive on the Known World. Brute-Men look much like ordinary humans, but their noses and jaws are more prominent, and massive bone ridges over their eyes make their foreheads seem to slope back at a sharper angle than normal humans' foreheads. Their vocal chords are not very developed; consequently, their language consists of monosyllables and gestures.

Brute-Men wear crude leather garments, carry stone-headed weapons, and are among the least technologically advanced of all the people in the Hollow World. They hunt goats, sheep, deer, elephants, fowl—whatever they can manage to catch. Though lacking in technology, they do have powerful shamans and wokani. They are peaceable with one another and with humans who respect their territorial borders.

Notable Sites: The Brute-Men do not construct buildings or cities. The primary site for their shamanistic rituals is a large cavern they call Fang Cave, south of the Krugel ruins of Uzurun. The mouth of the cavern is imbedded with jaws of cave bears, sabre-tooth tigers, and carnivorous dinosaurs. Within the cavern, shamans make offerings to their patron, the Immortal Kagyar.

History: The Brute-Men are a primitive form of human that nearly became extinct on the Known World about 11,000 years ago. The Immortals, seeing these primitive humans in decline—especially in the face of competition from the more modern races that became Oltec Man, Tanagoro Man, Antalian Man, and others—moved the last of the Brute-Men to the Hollow World. Today, they are a curiosity for more modern races, but have no specific human enemies.

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

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

See Also: HOLLOW WORLD® Boxed Set.

Caerdwicca (Province of; Barony)

See the ISLE OF DAWN.

City of Stars

Location: 600 miles straight down from Aengmor (Known World), and up from the Azcan Empire (Hollow World), in an enormous cavern at the midpoint of the world's crust. The City of Stars and surrounding communities of shadow elves occupy caverns and tunnels riddling the Worldshield in one of the few regions where the Worldshield's *anti-magic* effect is naturally very weak or altogether absent.

Area: The Cavern of the City of Stars is 2,000 sq. mi.; additional underground area is incalculable. **Population:** 125,000. **Language:** Elvish (Shadow Elf dialect). **Coinage:** Bright (gp), shine (sp), glint (cp), kalafi (specially crafted, varnished strips of hard barklike fungus, variously rated at 10 gp, 50 gp, and 100 gp).

Government Type: Monarchy, with one dependent colony (see AENG MOR).

Industries: Fungus growing, mining.

Description: This city occupies a vast cavern at the center of an enormous network of caves and tunnels. The cavern straddles the boundary between gravitational fields produced by the Worldshield. Within this cavern, gravity behaves very oddly. A wafer-thin plane of null gravity cuts horizontally through the approximate center of the cavern. On either side of this plane, localized flaws in the surrounding Worldshield have produced some antigravity effects within the cavern—objects fall *away* from this central plane of zero gravity, rather than toward it.

Migrating from the Broken Lands, the shadow elves established their City of Stars on the "ceiling" of this cavern. An elf can climb to the opposite side of the cavern (toward the distant Land of the Red Sun), stand on the cavern's "floor," and look up at the city appearing to hang from the ceiling far above. To someone approaching from the Hollow World side, it appears that they themselves are standing on the "ceiling," while the City of Stars seems to be nestled on the "floor" far below. This is in fact how the City of Stars got its name—to shadow elves looking upon their city from the cavern's far side, the city's lights glimmered like the stars almost forgotten from the days when the shadow elves were surface dwellers.

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History: Some 2,700 years ago, elves living in what was later to be Glantri found and accidentally detonated a powerful explosive device. Fallout irradiated the elven survivors and drove them underground to seek shelter. These surviving elves lived in the caverns beneath the earth for centuries. They built Aengmor, an underground city, but were driven from it by their treacherous patron Immortal, Atzanteotl. Eventually, the shadow elves found the enormous cavern at the exact center of the earth's crust—a bubble in the surrounding lava of the Worldshield. They founded a great city and prospered as much as the harsh environment allowed. By AC 1000 there were a quarter of a million shadow elves, yet their civilization was barely a rumor among the surface civilizations.

The shadow elves' first few exploratory expeditions to the surface ended in disaster, and they soon stopped all upward exploration. In AC 330, however, a group of daring humans exploring deep underground found the shadow elves and reawakened their interest in the surface world. The shadow elves sent many agents to the surface, and over the centuries built up a sophisticated spy network, including infiltrators in the nation of Alfheim. In AC 1007, shadow elves invaded, conquered, and settled in Alfheim, turning it into Aengmor. In AC 1010, shadow elves exploring in the other direction discovered the Schattenalfen of the Hollow World and opened diplomatic ties with their long lost relatives.

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

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

See Also: GAZ13, *The Shadow Elves*.

Darokin (Republic of)

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

Area: 81,900 sq. mi. **Population:** 1,250,000 humans, plus a scattering of elves, dwarves, and halflings (not including the population of Aengmor). **Language:** Darokinian. **Coinage:** Daro (gp), half-daro (ep), tendrid (sp), passim (cp).

Government Type: Plutocracy disguising itself as a republic.

Industries: Agriculture; fishing; trade.

Description: Darokin used to be one of the wealthiest nations in the Known World. The Steel Plain, Darokin's heartland, produces enough grain to feed the nation twice over. Fish are bountiful in the mighty Lake Amsorak. And Darokin's merchants have traded profitably with other nations, both near and far, since the humans of Darokin drove orcs from their lands around AC 300. But years of war with the Master of Hule and recent struggles with the humanoids of the Broken Lands—topped by disastrous flooding in AC 1010—have nearly beggared the nation.

Darokin's government is a plutocracy—rule by the rich—but a very long-sighted one. The plutocrats believe that keeping the standard of living high and keeping laws fair is the best way to motivate Darokin's citizens.

Notable Sites: Darokin has several cities founded on trade. Akesoli (pop. 17,000) is westernmost, on the western shore of Lake Amsorak, and is strongly garrisoned against further conflict with the Master of Hule. Akorros (pop. 23,000), on the lake's eastern shore, is a safe, insulated community. Ansimont (pop. 12,000), in the southern part of the Steel Plain, is a farming city with many grain silos. Athenos (pop. 15,000), down on the coast, is the greatest port city of Darokin (and the most dangerous). It is home to the Republic Navy and the center of naval export and import for the nation. Corunglain (pop. 31,000) borders on the Broken Lands—some alarmists claim that caverns reach from the Broken Lands to beneath the city, permitting humanoids occasional access into the city. Corunglain is a warlike city, home of caravans heading toward the Ethengar Khanates and Glantri, and a haven for adventurers of all sorts. Darokin (pop. 34,000), the capital, is a little southeast of the nation's center, and is the center of the web of Darokin trade and communication. Selenica (pop. 39,000) is Darokin's door to the east; it is the center of caravan activities to Karamaikos, Rockhome, and other points.

On the northern border lies a vast, blackened crater; see the entry for the **BROKEN LANDS**. To the south is the broad Malpheggi Swamp, a rich but dangerous wetlands where pirates and monsters thrive.

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Enclosed within Darokin's eastern borders is the nation of Aengmor. The men of Darokin are unhappy that the comparatively friendly elves of Alfheim have been driven out by the paranoid, spiteful shadow elves, but have yet to act on their feelings.

History: The early history of this land involves incessant struggles among elves, humanoids, and humans for control of the area. By 200 BC, orcs controlled the land to the west of the Streel River, as far south as Akorros. They also controlled the Broken Lands, southern Glantri, and most of Ethengar. Humans controlled the areas south of Akorros; elves controlled Alfheim to the east.

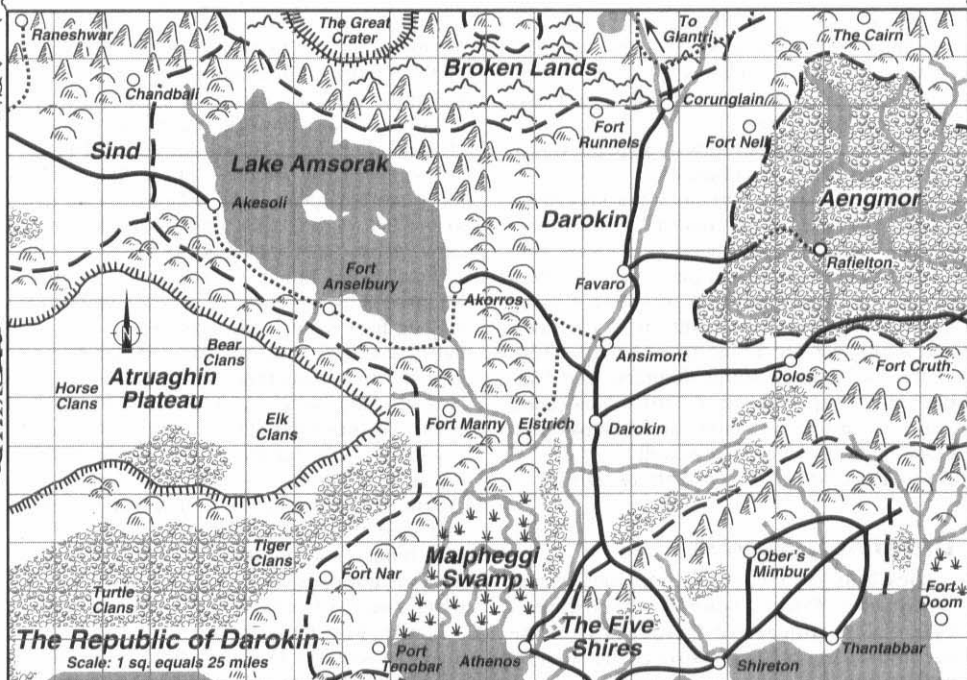
The humans, aided by gifts of weapons and magic from Alfheim, gradually expanded their holdings. In AC 21, Ansel Darokin, a member of the powerful Eastwind clan, became king and began to organize his clan and its allied tribes into a competent military organization. With some setbacks and a change of leadership to the Attleson family in AC 88, the united humans drove the orcs and other humanoids from the land. By AC 293, no orcs lived within

Darokin's new borders—borders that included portions of what is today Karameikos, Ylaruam, and Glantri.

With the orcish threat removed, relations between Darokin and Alfheim deteriorated. In AC 501, the men of Darokin blamed the elves for an attack on a farm near the Alfheim border. War broke out, and lasted for four years. Darokin broke it off when orcs from the Broken Lands took advantage of the situation and ransacked Corunglain.

Darokin's borders shrank a bit in the following centuries, but the nation retained power through trade and diplomacy. The reign of Darokin kings ended in AC 723, leaving the nation to break down into independent dominions ruled by whoever could afford to pay troops to keep the roads passable. In AC 927, Darokin was formally united under a central government run by the Merchants' Council.

However, recent events have jeopardized Darokin's wealth and power. In AC 1005, the Master of Hule sent his army of desert nomads and humanoids through the Great Waste to conquer Sind. He invaded Darokin soon after-



Geographic Overview

ward. His armies got as far as the city of Darokin itself before the forces of Darokin—reinforced by military units from Karameikos, the Five Shires, and Alfheim—drove them back into Sind. Furious, the Master called a curse down upon Darokin. In AC 1006 a meteor smashed into the mountains north of Darokin, creating an immense crater and sending clouds of dust into the skies. Ash and dust fell for miles around, ruining harvests and fouling drinking water. Since then, recurring skirmishes with the Master's forces and with humanoids from the Broken Lands—and disastrous flooding in AC 1010—have further devastated Darokin's economy.

But Darokin will almost certainly recover. The Five Shires sent surplus grain and workers to Darokin to help with the immediate problems of famine and rebuilding devastated towns. Karameikos has offered trade concessions, and Darokin has proposed an annual athletic competition—to be held in Darokin in AC 1012—which could bring needed income to the nation. Darokin has also joined the Western Defense League (with Karameikos, Ylaruam, and the Five Shires) in the hopes of discouraging invasion by Thyatian troops or by the Master's forces in Sind. Darokin has also extended an invitation to the shadow elves to conduct trade through Darokin or Selenica, and may profit from that as well.

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

Flora and Fauna: Darokin is not known for monsters. Visitors to the country may encounter herds of cattle, horses, sheep, goats, even buffalo in some southwestern plains. The southern forests are largely oak; the northern forests, mostly evergreen. The mountains to the north and southeast are home to mountain lions, bears, and other natural dangers. The Malpheggi Swamp is home to crocodiles, giant lizards, lizard men, bandits and outlaws, and possibly stranger creatures as well.

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

Davania (Continent of)

Location: Davania is the sole continent of the Known World's southern hemisphere. Davania's northeastern tip (shown on the accompanying folded map), is the area of greatest interest.

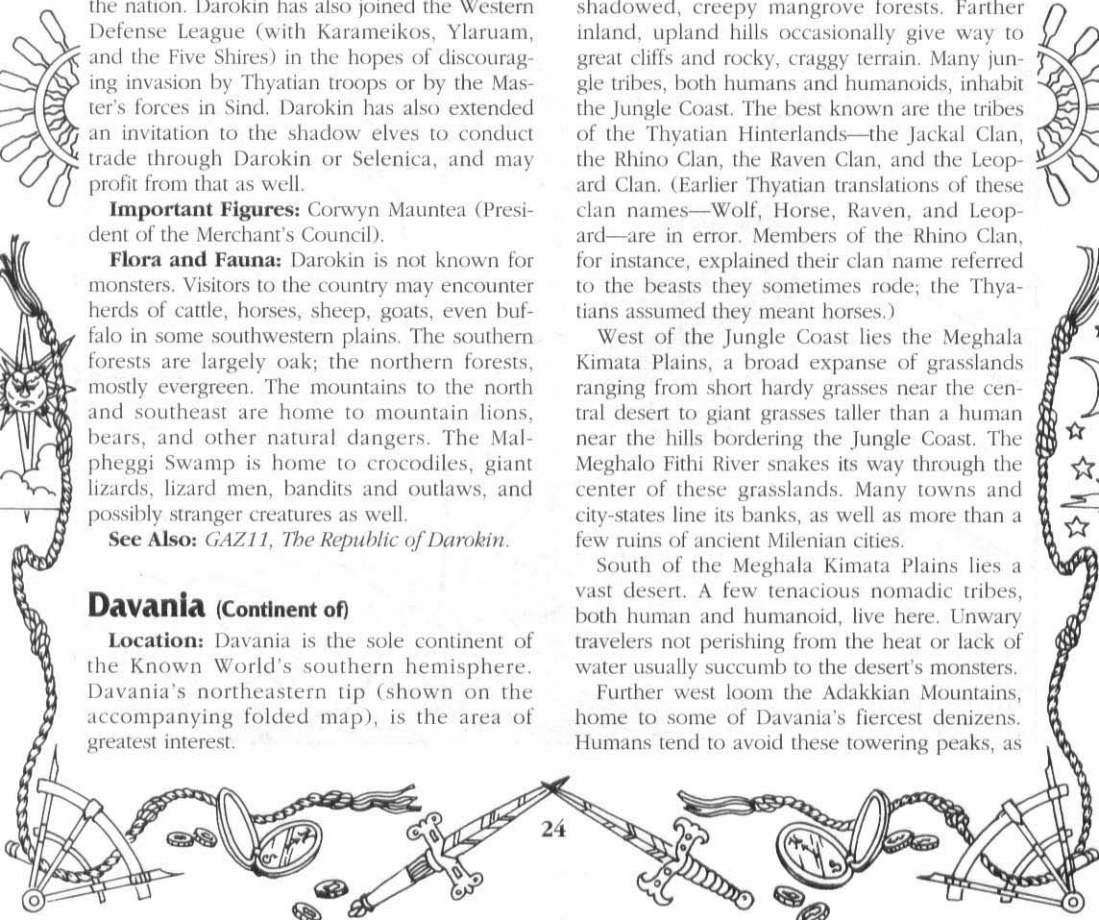
Area: The map shows 2,000,000 sq. mi. (including 900,000 sq. mi. of the Jungle Coast; 500,000 sq. mi. of the Meghala Kimata Plains; 125,000 sq. mi. of the Meghales Amosses Desert; and 130,000 sq. mi. of the Adakkian Mountains and their foothills.) **Population:** 2,000,000 humans and demihumans; unknown number of humanoids. **Languages:** Milenian (many dialects); Thyatian (in the Hinterlands); Thratian (Hinterlander native language); Manacapuram; various other languages. **Coinage:** Thyatian standard (in the Hinterlands). Many city-states in the Meghala Kimata Plains mint their own coins. Most tribes in the Jungle Coast use barter rather than coins.

Description: The eastern part of this portion of Davania comprises the Jungle Coast, which continues southeast for another 1700 miles beyond the map. This area is an endless jumble of tropical growth; dark rain forests blanket much of the land, while swamps and bogs fester in the lowlands. The coastline varies from white, sunwashed, pristine sandy beaches to shadowed, creepy mangrove forests. Farther inland, upland hills occasionally give way to great cliffs and rocky, craggy terrain. Many jungle tribes, both humans and humanoids, inhabit the Jungle Coast. The best known are the tribes of the Thyatian Hinterlands—the Jackal Clan, the Rhino Clan, the Raven Clan, and the Leopard Clan. (Earlier Thyatian translations of these clan names—Wolf, Horse, Raven, and Leopard—are in error. Members of the Rhino Clan, for instance, explained their clan name referred to the beasts they sometimes rode; the Thyatians assumed they meant horses.)

West of the Jungle Coast lies the Meghala Kimata Plains, a broad expanse of grasslands ranging from short hardy grasses near the central desert to giant grasses taller than a human near the hills bordering the Jungle Coast. The Meghala Fithi River snakes its way through the center of these grasslands. Many towns and city-states line its banks, as well as more than a few ruins of ancient Milenian cities.

South of the Meghala Kimata Plains lies a vast desert. A few tenacious nomadic tribes, both human and humanoid, live here. Unwary travelers not perishing from the heat or lack of water usually succumb to the desert's monsters.

Further west loom the Adakkian Mountains, home to some of Davania's fiercest denizens. Humans tend to avoid these towering peaks, as



Geographic Overview

the mountain range is riddled with cave systems inhabited by humanoids of all types.

The western coast of Davania's northeastern tip receives ample rains. Jungle growth similar to that found along the Jungle Coast blanket the coastal hills, while swamps, marshes, and bogs fill the lowlands. A broad fertile plain known as the Green Coast opens to the Meghala Kimata Plains further inland.

Few people in the Known World know much of this southern continent. The Thyatians began colonizing Davania's northernmost tip about 25 years ago; this area is now known as the Thyatian Hinterlands. The natives—tall, pale skinned, blonde warriors—have successfully resisted many Thyatian advances, but are gradually losing ground. Raven Scarp, once the meeting place of the Raven clan, is now a thriving Thyatian city serving as headquarters for the Thyatian military efforts here. Some Hinterlanders, primarily of the Rhino and Raven clans, have adapted to life under Thyatian rule. Other Hinterlanders, especially the Jackal and Leopard clans, live as they always have in their jungle home. Tribes attacked by Thyatian forces simply melt into the jungle growth and reestablish themselves elsewhere.

Notable Sites: Kastelios, a small coastal city relatively close to Thanegia Island, is one of the few Davanian communities that maintains contact with the nations of Brun. To date, the Kastelians have traded mainly with Yavdloom and occasionally with Sind. Kastelian merchant-sailors are becoming bolder, and may soon venture farther afield.

History: The nations of Brun know even less about Davania's history than they do about its current inhabitants, despite the fact that both Thyatis and the Five Shires were founded by colonists from the southern continent. Persistent sages have managed to piece together some facts, however.

Long ago, Davania was home to a great elven culture. The Great Rain of Fire resulting from Blackmoor's destruction wrought as many changes to this continent as it did to Brun. Shifts in Mystara's axis plunged the elven lands into the southern polar region and froze their once great civilization. Many elves migrated. Ilsundal led his people on the most famous of these migrations—a journey spanning centuries and thousands of miles. These elven clans traveled to Brun via the Immortal's Arm far to the

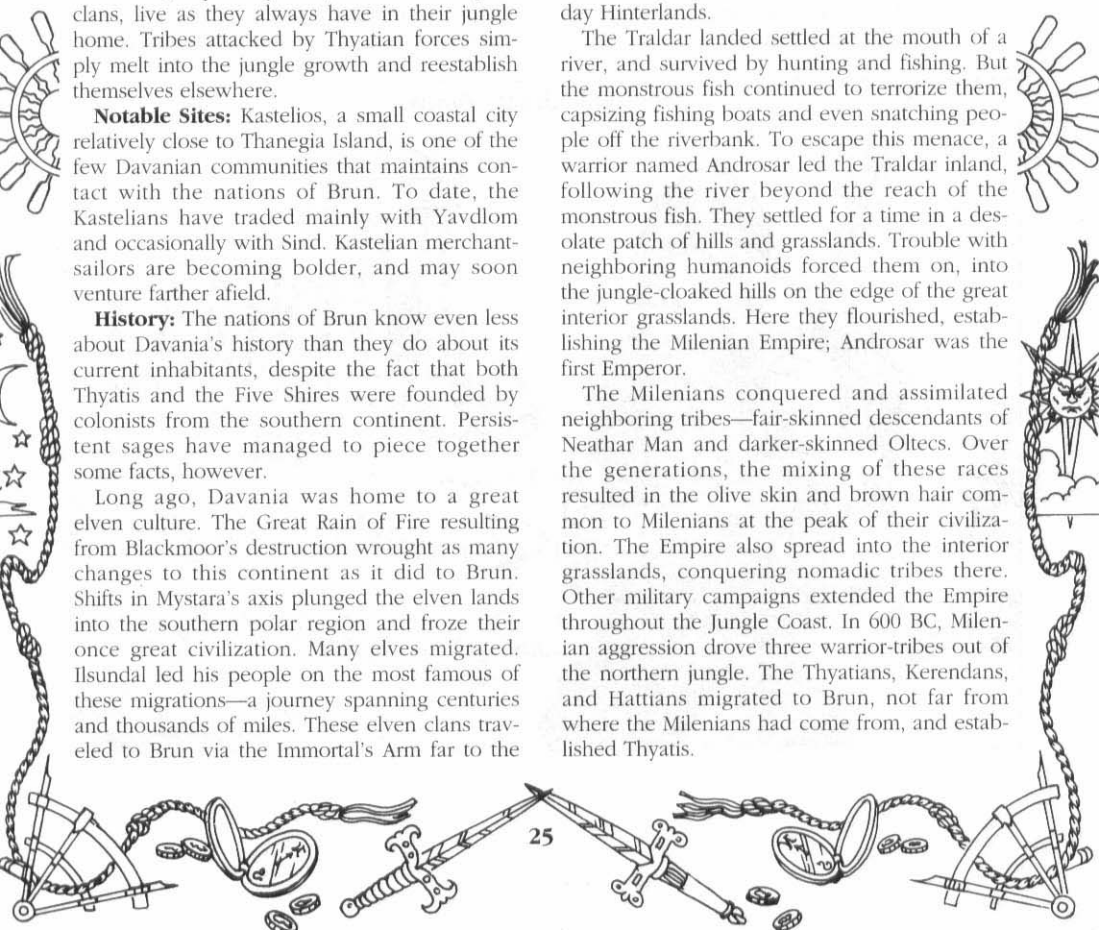
west and via Davania's northeastern tip to the Serpent Peninsula.

The cataclysm uprooted other cultures as well. A number of hallfings began a migration nearly as great as that of Ilsundal and his elven followers. They passed through Davania's northeastern tip on a centuries-long migration that included many respites along the way. When the hallfings finally reached the Sea of Dread, they launched a flotilla and, making landfall in the Five Shires around 1300 BC.

Around 1000 BC, when gnolls overran the Traldar lands of modern-day Karameikos, a Traldar king named Milen fled south with his people across the Sea of Dread. The sea voyage was dreadful; an enormous voracious fish unlike anything the Traldar people had seen hounded the immigrants' progress across the Sea. About a third of the refugees, including the king, perished during the voyage, many ending up in the fish's gullet. After many terrifying months battling the sea and the fish, the Traldar landed on the coast to the east of the modern-day Hinterlands.

The Traldar landed settled at the mouth of a river, and survived by hunting and fishing. But the monstrous fish continued to terrorize them, capsizing fishing boats and even snatching people off the riverbank. To escape this menace, a warrior named Androsar led the Traldar inland, following the river beyond the reach of the monstrous fish. They settled for a time in a desolate patch of hills and grasslands. Trouble with neighboring humanoids forced them on, into the jungle-cloaked hills on the edge of the great interior grasslands. Here they flourished, establishing the Milenian Empire; Androsar was the first Emperor.

The Milenians conquered and assimilated neighboring tribes—fair-skinned descendants of Neathar Man and darker-skinned Oltecs. Over the generations, the mixing of these races resulted in the olive skin and brown hair common to Milenians at the peak of their civilization. The Empire also spread into the interior grasslands, conquering nomadic tribes there. Other military campaigns extended the Empire throughout the Jungle Coast. In 600 BC, Milenian aggression drove three warrior-tribes out of the northern jungle. The Thyatians, Kerendans, and Hattians migrated to Brun, not far from where the Milenians had come from, and established Thyatis.



Geographic Overview

The Empire spread through this region of Davania. But in every seaside community, fishermen reported sighting an enormous fish—large enough to swallow entire boats and their crew. Superstitious Milenians, remembering the tales of the fish that pursued their ancestors on their journey across the Sea of Dread, refused to live near the coastline. The Empire retreated to the continent's interior and enormous man-eating fish were once again merely subjects of tales with which to frighten children.

The Milenian Empire began to weaken around 200 BC. Corruption from within and incursions by barbarian tribes resulted in the total collapse of the Milenian Empire by 50 BC. All that remained of the once-great empire were the sacked and burned ruins of its many cities, interspersed with a few communities struggling to maintain the Milenian civilization in the face of hordes of barbarians interested only in plunder.

Today, Davania is inhabited by descendants of the Milenians (now with very little left of the Milenian culture except the language and some legends and tales of the

Empire's greatness), and by barbarian tribes of the grasslands and the Jungle Coast. Most of the settlements marked on the map are now independent city-states; remnants of the long lost Milenian Empire, forgotten colonies from other nations (including Hule, which founded Garganin on the northern coast centuries ago and then lost contact), or settlements founded by native peoples or migrating populations. Although many of the communities in the Meghala Kimata Plains share the Milenian language and trade with one another, petty squabbles and skirmishes between city-states—and the enormous distances separating them—have prevented anything like the Milenian Empire rising once more.

In AC 1000, Prince Haldemar of Haaken, an Alphatian explorer, discovered the Kingdom of Emerond adjacent to the Thyatian Hinterlands. (See EMEROND.)

Important Figures: No inhabitants of Davania have yet made themselves important in Known World affairs.

Flora and Fauna: The Davanian continent is home to a vast array of creatures and plants,

Meghala Kimata Plains



Geographic Overview

ranging from the mundane (grass and mice and palm trees) to the monstrous (chimeras and manticores and medusas). There are also many humanoid tribes inhabiting the area; especially in the Desolate Hills, the Meghales Amosses Desert, and the Adakkian Mountains. A powerful tribe of lizard-men live in the Amalur Lowlands by the western sea; they have enslaved the more primitive troglodytes who also live in the area. Centaur tribes inhabit the grasslands, which are home to enormous patches of grab grass and other unfriendly life forms. The Bogdashkan tribal lands are inhabited primarily by jungle orcs. Copper-skinned natives who honor snakelike Immortals and wield poisonous weapons hold the Manacapuru tribal lands, savagely repelling any intruders. The Yasuko tribesmen are perhaps related to the Ochaleans—they share similar appearances—but little else is known of them.

See Also: HOLLOW WORLD® Boxed Set and *The Milenian Empire* Hollow World accessory.

Dawnrim (Kingdom of)

See BELLISSARIA.

Denagoth (Kingdom of)

Location: Known World, continent of Brun, north of Wendar and west of Norwold.

Area: 125,000 sq. mi. **Population:** 75,000 humans plus an estimated 200,000 humanoids; demihuman population unknown. **Languages:** Denagoth (a human language not closely related to any other spoken in the Known World); Orcish; various other humanoid languages. **Coinage:** Crudely minted coins valued for weight and condition rather than denomination; barter common.

Government Type: Little or none; local leaders rise to prominence now and then but rarely cooperate with one another.

Industries: Agriculture, hunting, raiding.

Description: Denagoth is a bleak realm separated from Wendar and Norwold by the Mengul Mountains. Most of the land sits atop a high plateau. The mountains around the plateau are mainly unclaimed and uncivilized areas infested with ruthless humanoids and monsters. The Naga River, flowing southeast, is unnavigable until it reaches the Heldann plains. The frozen lands to the north lie within the Arctic circle.

On the Denagothian plateau itself are wide expanses of grasslands as well as swamps, forests, and marginally arable land. The population of humans, orcs, gnolls, goblins, and various other dark folk are unevenly distributed throughout a few settlements, sundry farms, and other habitats. Bands of orcs from Denagoth sometimes raid into Wendar.

Notable Sites: Few people not native to the area have explored Denagoth. Wendarians have heard of such places as Geron (a village near the border with Wendar), a distant tower named Gereth Minar, and the Great Forest of Geffron.

History: Little is known of Denagoth's history except that various tribes have risen and fallen in importance. One community or another occasionally manages to become prominent for a few generations, only to slip into obscurity once more. The prevalence of humanoids in the area—and the fact that humanoids and humans mingle so freely—may have something to do with this.

Important Figures: The Shadow Lord, a necromancer who rose to power in the past. Some suspect he may still rule parts of Denagoth.

Flora and Fauna: Humanoids of all sorts live in Denagoth, especially those who can adapt to the cold northern climate. Native creatures include elk, deer, moose, wolves, grizzly bears, wild boars, dragons (especially black dragons), mountain lions, and wyverns. Some isolated elven communities may also survive, cut off from contact with the rest of the world.

See Also: *X11, Saga of the Shadow Lord* Adventure Module.

Denwarf-Hurgon

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

Dunadale (Confederacy of)

See ISLE OF DAWN.

Eadrin (Kingdom of)

See ALPHATIA.

Geographic Overview

East Portage (Kingdom of; aka Kingdom of Hillvale)

See ISLE OF DAWN.

Ekto (City-State of)

See ISLE OF DAWN.

Emerond (Kingdom of)

Location: Known World, continent of Davania, west of Thyatian Hinterlands.

Area: 67,500 sq. mi. **Population:** 125,000.

Language: Emerondian. **Coinage:** None. The Emerondians have rather vague notions of private property, and share freely with one another.

Government Type: Loosely organized city-states under one monarch.

Industries: Farming, gathering.

Description: Nestled in the northern uplands of Davania's Jungle Coast, Emerond is a group of autonomous city-states inhabited by farmers, gatherers, artists, and craftsmen. In times of crisis (such as war), the city-states accept the leadership of the ancestral ruling dynasty. The Emerondians live in harmony with the jungle around them. Their cities are built almost entirely of wood—much of it still living, magically formed into walls and pillars—and are well fortified against attack.

The Emerondians have never practiced large-scale clearing of the jungle vegetation. They have learned to encourage the growth of helpful plants without unduly straining the area's natural ecosystem. The Emerondians themselves are a tall, green-skinned people with silver hair. They are masters at the tricks of jungle concealment; even their cities are camouflaged to blend into the jungle.

Notable Sites: Izmira (pop. 12,000), the capital city, is home to the royal family of Emerond. The city seems to grow out of the side of the jungle-cloaked hill on which it resides.

History: The Emerondians are not native to Mystara. Many centuries ago, a far-ranging war band from the Pyrrithian Archipelago—a group of asteroids far beyond the Skyshield—were stranded on Davania. They brought with them a unique steel-like vegetable fiber from which they produce thorny armor and weapons. Now a peaceful race, most Emerondians have forgotten their warlike Pyrrithian ancestors. A handful

of Emerond's high priests and greater druids are taught this archaic lore. They have a secret knowledge of special magic with which they create Pyrrithian war mounts—flying insects grown to huge proportions and transformed into armored mounts.

Since arriving on Mystara, the Emerondians have established a peaceful kingdom that is nevertheless capable of defending itself from invaders such as Thyatis.

Important Figures: Jerem Rhody (King).

Flora and Fauna: Wilderness areas within Emerond are home to many jungle creatures, including giant ants, displacer beasts, jaguars, spitting cobras, and trolls. Closer to the Emerondian communities, insectlike creatures descended from pets brought to Mystara by the Pyrrithians may be encountered. (Use the statistics of giant insects such as ants, bees, beetles, centipedes, robber flies, scorpions, or spiders—but alter the creatures' appearances. Pyrrithian creatures have shiny carapaces with thorny hooks and spikes. In melee combat, these spikes do an additional 1d4 damage on an attack roll of 20.) The Emerondians themselves are much like humans, and may be of any human character class. Druids are prominent. Some wooddrakes also inhabit Emerondian cities. They are tolerated in Emerondian society regardless of the form they take—elf, halfling, or their natural dragonlike form.

See Also: *The Voyage of the Princess Ark*, Part 13, DRAGON® Magazine #166.

Ethengar (Khanates of)

Location: Known World, continent of Brun, north of Rockhome, west of the Northern Reaches.

Area: 57,970 sq. mi. **Population:** 330,000.

Language: Ethengarian. **Coinage:** Platinum, gold, electrum, silver, and copper tangs in 1-cn, 5-cn, and 10-cn denominations.

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

Industries: Cattle raising, horse breeding.

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

Geographic Overview

The Ethengarians are stout, yellow-skinned humans with slight epicanthic folds. They live in yurts (domed felt tents) and migrate across the plains with their herds of yaks, sheep, goats, pigs, and horses. The Ethengarians are proud of their abilities as horsemen and archers. The tribes often war with one another. Sometimes a great leader unites them to threaten neighboring nations.

Notable Sites: The closest thing to permanent cities in Ethengar are two enclosures built for the court of the Golden Khan (Ethengar's current Great Khan). These walled sites, Xantha and Bargha, enclose a few permanent buildings. When occupied by the Great Khan and his court, the enclosures temporarily become large cities with distinct neighborhoods and a pavilioned palace district.

Another notable site, the World Mountain stands within the Land of Black Sand, a nasty region of black sand with boulders. The World Mountain is sacred to Ethengarian shamans (clerics). Most Ethengarians shun the Land of Black Sand because of its evil reputation and the monsters known to haunt it.

History: Before the Great Rain of Fire in 3000 BC, this region was the north pole of the Known World. When the polar icecap melted, the ancestors of the Ethengarians moved in with their herds to take advantage of the newly-grown grazing lands. These early Ethengarians were then enslaved by a humanoid horde ruled by the legendary King Loark. A humanoid ruler named Akkila-Khan allied himself with the Ethengarians to defeat Loark, then enslaved them himself. An Ethengarian raider named Baka learned the military tactics of the humanoids, improved them, and made war upon the humanoids.

The cataclysmic explosion of an ancient Blackmoor device in 1700 BC devastated great stretches of the steppes. Ethengarians and humanoids struggled for survival, their war forgotten. By the time the Ethengarians and humanoids could turn again to war, Baka had united many Ethengarian tribes and was able to drive the humanoids out of the steppes.

In recent times, the charismatic Moglai Khan has united the far-flung tribes of Ethengarians into a single nation and has been recognized as a Great Khan. Within the last decade, the Ethengarians have been at war with the Heldannic Knights, but a devastating plague

brought most hostilities to an end in AC 1008. Last year, the Great Khan attacked the Heldannic Territories, hoping for a quick victory while the Heldannic forces were occupied with conquering Landfall and other matters. Months of besieging Grauenberg, skirmishing with Heldannic troops, and raiding Heldannic settlements resulted in very little gain for Moglai Khan. Changing tactics, he proposed peace with the Heldanners; Ethengar and the Heldannic Territories are now uneasy allies.

Important Figures: Moglai Khan (Great Khan).

Flora and Fauna: The Ethengar Plains are blanketed by several varieties of hardy, waist-high grasses. There are also stands of tobai trees, the rather short and wiry trees that give the Ethengarians their only native wood. (Ethengarians travel into surrounding hills and mountains for evergreen woods.) Common animals include goats, yaks, deer, ibex, dogs, bears, boars, horses, lions, lynxes, panthers, lizards, and spiders (giant and normal size). Monsters in the steppes include dragons, griffons, and wyverns.

Undead monsters haunt the Land of Black Sand.

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

Five Shires

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

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

Government Type: Each shire is governed by a council of clan leaders and their elected representative, the sheriff.

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

Description: This land is rich and green, with pleasant hills, fields, valleys, and large stands of woods. The weather is moist (even in winter) and not particularly harsh; the worst seasons here may be described as scenic. The population of the Five Shires is mostly made up of halflings—or *bin*, as they call themselves.

Geographic Overview

In human lands, the hin have a reputation of being happy, inoffensive people with quick reflexes and self-indulgent habits. However, the hin are much like humans, with a similar range of professions and temperaments. Some halflings do match the stereotype—but some are savage pirates committing atrocities on the high seas. Hin warriors crush invasions from the Black Eagle Barony or the Malpheggi Swamp, while hin farmers share meals with strangers or shove pitchforks into raiding orcs.

Highshire is the northernmost shire. It is largely wilderness with mountains, rolling hills, and deep woods.

Eastshire is easternmost. It has gently rolling farmlands and a few small forests. It is heavily patrolled and often visited by nonhalflings.

Seashire is southeast. This hilly, verdant land is wealthy and heavily populated. It is characterized by ports and river mouths.

Heartshire, the central shire, is rural hill country with numerous deep forests. It was formerly the center of mining in the shires, but the mines are now mostly played out.

Southshire, in the southwest, longest settled region of the Shires, is old and well-worked farmland with a few small woods.

History: The hin arrived from their original homes on the southern continent of Davania in 1300 BC. They named the land Faerdinel and befriended a declining elvish culture that lived nearby. These "Gentle Folk" taught the hin many secrets of growing crops and living in these lands, but eventually disappeared from the face of the world. Soon after, an orc horde invaded the land and enslaved the halflings. Within a generation, the halflings rose against their orc masters and defeated them.

The history of the halflings over the next several centuries is a tale of invasion and conquest by various orc hordes, and revolts by the hin. Eventually the land became completely lawless, with humans, gnolls, and dwarves claiming parts of hin territory as their own. But in the eighth and seventh centuries BC (known as the Time of Heroes) halfling heroes roamed the land like knights-errant, defeating invaders and evil wherever they went. In 572 BC, the halflings formally organized their land into five semiautonomous Shires, each ruled by an elected Sheriff.

By the time the first emperor of Thyatis was crowned, halfling shipmasters had established

naval trade with many other coastal nations around the Sea of Dread. In AC 575, the hin began using the Ierendi islands as year-round naval bases; their seaborne trade flourished.

In AC 586, Thyatian naval forces, desperate for ships and shipbuilding facilities to aid in a war against Alphatia, seized the Ierendi islands and many halfling ships. Hin of the Five Shires began retaliatory pirate raids, which have continued to this day.

The Five Shires were little affected by the latest great war between Thyatis and Alphatia, although they did support Darokin against the Master of Hule and his Desert Nomads. Last year, the five Shires joined the Western Defense League, pledging to aid any of the League's members in time of war or disaster.

Since AC 989, the Five Shires have had several clashes with the Black Eagle Barony, an autonomous part of the nation of Karameikos. These clashes came to a head in AC 1010, when halfling adventurers managed to convince King Stefan of Karameikos that his cousin, Baron Ludwig von Hendriks, was a despotic ruler unfit to hold a barony in Karameikos. On the 17th day of Kaldmont, AC 1010, the Five Shires declared war on the Black Eagle Barony and marched in to free its oppressed people.

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

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

See Also: GAZ8, *The Five Shires*.

Geographic Overview

Floating Ar (Kingdom of)

Location: Known World, New Alpathian Sea.

Area: 100 sq. mi. **Population:** 50,000 (25,000 in the city of Skyreach); 95% human, 5% elvish.

Languages: Alpathian, Elvish (Shiye-Lawr dialect). **Coinage:** Alpathian Standard: Crown (gp), mirror (sp), judge (cp).

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

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

Description: This nation consists of several landforms hovering at altitudes of 10' up to miles above the Sea of Dawn. Some of these land masses are miles across; others are individual mansions and castles floating on stone plates barely large enough to hold them. Most of the larger hovering land masses have temperate climates as well as towns and small forests inhabited by humans, elves, and animals.

The inhabitants travel among the floating islands and to other nations by Alpathian skyships, magic spells, or flying monsters (pegasi and the like). Most human inhabitants are Alpathians; a high proportion of the population can cast spells and were nobles in the now vanished Alpathian Empire. Floating Ar's elves are of the Alpathian Shiye-Lawr culture.

Before Ar sank beneath the waves, only nobles and their servants lived on the floating islands; commoners lived on the land below. Now that the farms that once supported Floating Ar are home to fish and crabs, the inhabitants of Floating Ar must find alternate sources of food and other necessities.

Some of the floating islands' great parks have been turned into farms, while Floating Ar's skyship navy has been pressed into service as a mere fishing fleet. Most of Floating Ar's servants have also had to learn either how to farm or to fish, leaving few available to serve the nobles in the lifestyle they were accustomed to. The rulers of the great and noble houses work hard to keep up appearances, making do with conjured servants and doing a little work themselves when no one is watching. More and more Qeodhar and Yannivey natives are being hired as servants.

(One of the smaller floating islands of Floating Ar is Haaken, ancestral domain of Halde-mar, hero of the *Princess Ark* series.)

Pushing and shoving are serious crimes in

Floating Ar, as they can be deadly if done near the edges of the floating islands.

Notable Sites: The city of Skyreach rests atop a floating island two miles in diameter. A modern, walled city, Skyreach supports several shipyards that build flying vessels and a university that specializes in the study of air magic.

History: A wizard named Ar, fascinated with air-related magic, spent decades enchanting dwellings and land masses so that they floated in the air. Eventually, the nation he founded was named Floating Ar. The nobles of Floating Ar lived in unabashed luxury—at least until Alpathia sank.

In addition to farming the little suitable land of the floating islands or fishing, the inhabitants of Floating Ar have turned to their Air Navy as a means of income. Ar's Air Navy is now a mercenary force hired out to other nations or to raid areas that are not well prepared to defend against aerial attacks. Along with supplementing the nation's devastated economy, the Air Navy provides young Floating Arians with opportunities for adventure and advancement.

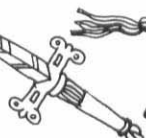
Despite the problems they face, the rulers of Floating Ar are determined to maintain their independence. Both King Quissling and his son are ignoring all Zandor's attempts to claim Floating Ar as part of his New Alpathian Empire.

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

Flora and Fauna: The land masses of Floating Ar feature evergreen forests, high altitude plains, and rolling or mountainous terrain. Animals and monsters encountered here include animal herds (horses), bears, boars, mountain lions, djinn, dragons, efreet, air elementals, elves, faerie, gargoyles, hill giants, cloud giants, storm giants, mountain giants, golems, grem-lins, griffons, hippogriffs, pegasi, skeletons (often as servants), sprites, living statues (often as servants), zombies (often as servants). Floating Ar is also home to pegataurs—cousins to normal centaurs, but graced with wings like a pegasus. Many provide transportation between the land masses of Floating Ar.

Aquatic creatures and monsters such as giant fish, manta rays, mermen, sharks, and whales inhabit the waters beneath Floating Ar.

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



Geographic Overview

Foresthorne (Kingdom of)

See ALPHATIA.

Frisland (Kingdom of)

See ALPHATIA.

Furmenglaive (Province of)

See ISLE OF DAWN.

Gaity (Kingdom of)

See ALATIAN ISLANDS.

Glantri (Principalities of)

Location: Known World, continent of Brun, north of Darokin and the Broken Lands, south of Wendar, west of the Ethengar Khanates.

Area: 89,713 sq. mi. (116,650 sq. mi. including the Great Darokin Crater and other western additions to the Broken Lands). **Population:** 600,000 (down from a pre-plague total of about 780,000.) **Languages:** Thyatian (the Common Tongue here), Alphatian (Flaemish dialect), Elvish (Belcadiz and Erewan dialects), Traladaran (in Boldavia), Ethengarian. **Coinage:** Crown (pp), ducat (gp), sovereign (sp), penny (cp).

Government Type: Magocracy ruled by wizards' council; only mages can be nobles; noble councillors' voting strength determined by their rank and appointments; individual princes and princesses owe fealty to the council.

Industries: Agriculture, alchemy, magic, metallurgy, mining.

Description: Glantri is a secluded land ringed by pine-forested mountains and grassy hills separated by narrow river valleys thick with farms and pastures. An escarpment called the Great Northern Wildlands lies to the west.

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

Several different ethnic stocks make up Glantri's population, including elves, Flaemish Alphatians (who came straight to the Glantri

region from the old homeworld of Alphatia), Traladaran Karamaikans, Thyatians, Ethengarians, and others.

The nation is divided into semiautonomous principalities ruled by a Prince or Princess.

Aalban is in northern Glantri, west of Bergdhoven. The region is mostly plains and pastures. Aalban's smiths are famed for making intricate machines and siege weapons.

Belcadiz is in southeastern Glantri, not far from Glantri City. The region includes many different types of terrain, including mountains, hills, and lightly forested lowlands. Most of Belcadiz' citizens are elves. They're well known for their metalwork (especially swordsmithing) and winemaking; gold mines and fruit orchards add to their wealth.

Bergdhoven is in northern Glantri, between Aalban and Klantyre. The region consists of plains and pastures and is much like Aalban. Local flowers are used in perfumes, rare oils, and alchemical ingredients.

Blackhill. In southern Glantri, bordering the Great Crater, Blackhill was destroyed during the formation of the Great Crater. It is now called South Monsterland and is occupied by humanoids.

Boldavia is in northeastern Glantri, bordering the Ethengar Khanates. The region consists mostly of craggy bluffs and forested hills. It is rumored to be rife with vampires. Boldavian fishermen export salmon and caviar.

Bramyra lies in eastern Glantri, bordering the Ethengar Khanates. This small principality is mostly hills. Designed to be a buffer against raids from Ethengar, it was created in AC 1003 by an act of enfeoffment. Its chief economic wealth comes from its vast herds of sheep and horses.

Erewan is in southern Glantri, bordering the Broken Lands. This principality is under humanoid occupation. Die-hard Erewan elves still hold some forested areas near the town of Erendyl. The town itself has barely managed to repulse incessant humanoid raids, and is being slowly fortified. Princess Carlolina of Erewan hopes the Council of Princes will allow her to found another principality elsewhere.

Fenswick is just north of Belcadiz. Fenswick is Glantri's newest principality, created by an act of enfeoffment on the 26th of Ambyrmont, AC 1010. Most of its territory is mountainous, but mines and timber provide good income.

Geographic Overview

Klantlyre is in northern Glantri, east of Berghoven. Klantlyre is made up of hills to the west and lowland plains to the east. Sheep provide wool and mutton for export; the forested hills provide lumber.

Krondabar is in east-central Glantri, south of Klantlyre. Krondabar consists mostly of hills to the southeast, plains to the west and north. It's Glantri's foremost silk maker, and is famed for the goods its leather craftsmen produce.

Morlay-Malinbois is mostly forested hills in west-central Glantri, and lies just north of Nouvelle Averoigne. Created in AC 1005 as a means of controlling rampant lycanthropy, it is more commonly referred to as the Free Wolves' Principality. Prince Malachie du Marais, himself a werewolf, has pledged to keep his werepeople within the confines of this new principality in exchange for Glantrian endorsement of werefolk as a legitimate people. (See also *PC4*, *Night Howlers*.)

Nouvelle Averoigne. In west-central Glantri, Nouvelle Averoigne is one of the largest principalities and covers ranges of hill and plains territory. Its vineyards and wines are famed

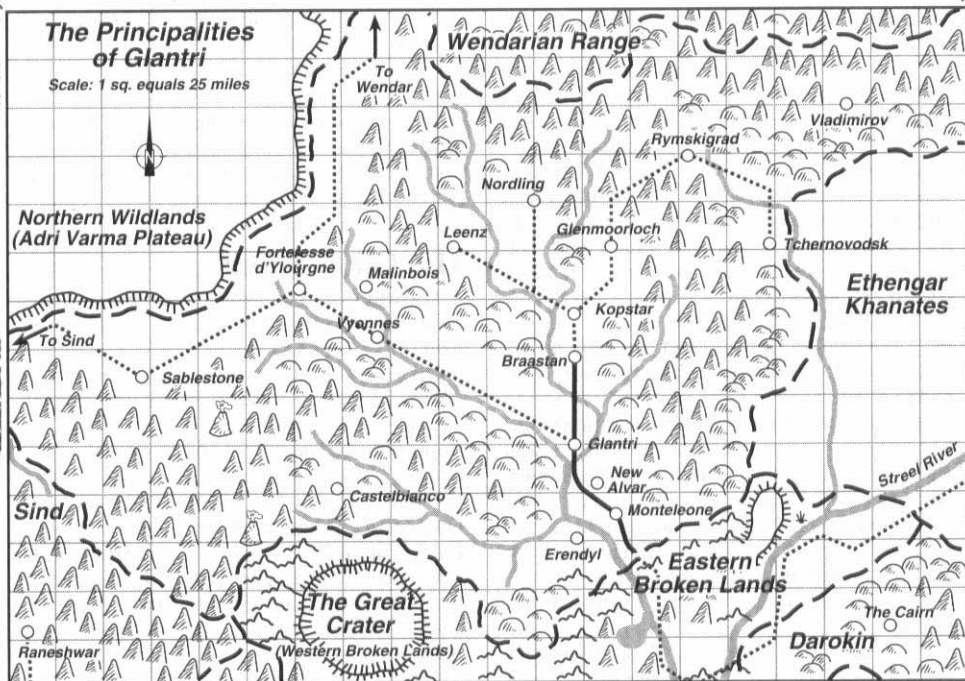
throughout Glantri and much of the Known World.

Sablestone is in western Glantri, past Nouvelle Averoigne. It was created in AC 1004 by an act of enfeoffment, and was designed to ensure better control over the population of the western lands in times of war.

In addition, there are many smaller domains whose rulers aspire to become princes. The Council of Princes governs all unclaimed lands and borderlands.

Notable Sites: The nation's capital, Glantri City, is a large community of about 40,000 inhabitants; another 20,000 live in its suburbs. The central (wealthy) sections of Glantri City are built among canals, and travel is mostly by gondola. The city houses the Great School of Magic, a great center of magical learning.

To the south of Glantri is the Great Crater and the western Broken Lands—called South Monsterland by Glantrians. The area is occupied by hordes of orcs, goblins, kobolds, ogres, trolls, gnolls, and other humanoids who consider it a good staging area from which to launch strikes into Darokin and Glantri. King



Geographic Overview

Kol IV, the kobold leader of all the hordes, hopes to have South Monsterland recognized as a new principality, subject to the laws and privileges of other Glantrian principalities, with himself as Prince.

History: In ancient times, Glantri was a frozen wasteland. After the civilization of Blackmoor destroyed itself and shifted the planet's axis, the region thawed a little and was settled by elves (around 2200 BC). Five hundred years later, some elves found and accidentally exploded an old Blackmoor device, filling the air with dust that caused horrible sicknesses and blocked the light of the sun. Glantri froze again. Some elves went south and others went underground to get away from the disease. These latter became the shadow elves (see AENGOMOR).

Eventually, the ice began to recede, and descendants of the elves who had gone south returned to colonize again. Around AC 400, Flaems fleeing the destruction of the original Alphonatian planet settled in the region. (They were fire-magic wizards who were bitterly opposed to the air-magic wizards who founded Alphonatia.) The Flaems were eventually conquered by Halzunthram, an Alphonatian war leader. This led to forty years of war; the Flaemish banded together with elves and other humans against the Alphonatians. As if to make matters worse, dwarves then began to raid from the east, and plague ravaged the land.

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

Years later, in AC 858, the nation's increasingly powerful mages declared that only mages could rule. They suppressed the resulting revolt within a year.

Most recently, Glantri withstood a protracted war with the Empire of Alphonatia. Glantri was aided by Thyatis and the Heldannic Territories, among other nations, as described in *Wrath of the Immortals*. During the war, a meteor created the Great Darokin Crater. Humanoids from the Broken Lands poured into the newly ravaged lands and began to attack Darokin and Glantri.

Even with Alphonatia gone, Glantri's troubles are not over. The war and an associated plague

led to a population loss—and to new laws that allowed much-hated clerics to enter Glantri. Increasingly, humanoids and other monsters from the Great Darokin Crater settled in Glantri; these humanoids are agitating for recognition as a true principality. Vampirism has spread from northeastern Boldavia into the rest of the nation, and lycanthropy threatens from the Nouvelle Averoine and Morlay-Malinbois regions. Though the spirit of Glantri remains bright and gallant, the land itself is becoming increasingly dark and eerie.

Important Figures: Jaggar von Drachenfels (Prince of Aalban), Carnelia de Belcadiz y Fedorias (Princess of Belcadiz), Juliana Vlaardoen (Princess of Bergdhoven), Morphail Gorevitch-Woszlany (Prince of Boldavia), Urmahid Krinagar (Prince of Bramyra), Carlolina Erewan (Princess of Erewan), Dolores Hillsbury (Princess of Fenswick), Brannart McGregor (Prince of Klantyre), Jherek Virayana (Prince of Kronधार), Henri d'Ambreville (Prince of Nouvelle Averoine), Malachie du Marais (Prince of Morlay-Malinbois), Harald of Haaskinz (Prince of Sablestone and Grand Master of the School).

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

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

The Great Waste

Location: Known World, continent of Brun; west of Glantri, Darokin, and the Atruaghin Plateau.

Area: 1,000,000 sq. mi. (The Barren Plain, 60,000 sq. mi.; the Black Mountains, 200,000 sq. mi.; the Burning Waste, 40,000 sq. mi.; The Konumtali Savannah, 100,000 sq. mi.; the Plain of Fire, 100,000 sq. mi.; the Sind Desert, 500,000 sq. mi.) The Great Waste includes much of the Kingdom of Sind; see that nation's entry for more information. **Population:** Unknown. (The Barren Plain, 50,000 nomads; the Black Mountains, countless humanoids and a few beleaguered dwarven strongholds; the Burning Waste, monsters only; the Konumtali Savannah, 20,000 nomads; the Plain of Fire,

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30,000 humanoids and 14,000 gnolls and elves, all underground; the Sind Desert, 100,000 nomads.) **Languages:** Urduk, Sindhi (the Sind Desert, the Barren Plains); Graakhalian (the Plain of Fire); numerous tribal languages. **Coinage:** Some Sindhi coins; some foreign coins.

Government Type: Independent tribes and bands with governments ranging from none to totalitarian dictatorships.

Industries: Herding, sparse farming, raiding, exacting tribute from passing caravans.

Description: The Great Waste is a huge desert bounded on the north and west by the Black Mountains, to the south by the Sea of Dread, to the east by the Kingdom of Sind, and by savannah and the Gulf of Hule to the west. It encompasses a million square miles of rocky canyons, salt flats, sand dunes, gravel plains, and scrub lands.

Although the Great Waste is mostly arid, it has two sizeable lakes. Lake Hast, to the northeast, receives runoff waters from the northern side of the Amsorak Mountains (Kurish Massif). In monsoon season, the river Devaki hurtles down from the Adri Varma plateau, adding its dark, foul waters to the lake. A shallow, salty lake called Lake Halli lies to the northwest. It receives sparse runoff from the Black Mountains' southern slopes.

The Great Waste rises from sea level to an altitude of roughly 5,000' at Lake Halli and the Black Mountains' central foothills. This gradual rise is barely perceptible on the Great Waste's flat plains, and cannot be detected at all in rough or broken terrain.

The Burning Waste: Minor quakes frequently shake this region of rocks, geysers, and tar pits. Natural gases, which sometimes burst into flames and burn for weeks, give this area its name. Temperatures average 90–100° F, day or night, winter or summer. In some places, underground lava pools and steam vents heat the surface rocks to the point where rain sizzles and turns to steam. Little grows here.

The Barren Plain: This is a level plain of semiarid grasslands, inhabited chiefly by nomads and their livestock. To the west, the Barren Plain gradually gives way to the Konumtali Savannah's longer grasses and scattered trees. Temperatures range from 50° F on winter days to 100° F at the height of summer. Nights average 20° F colder than days.

The Black Mountains: Many of this mountain range's peaks are permanently ice covered, and large glaciers fill the higher valleys. Travel through the Black Mountains is nearly impossible. Travelers confront food scarcity, snow-covered crevasses, avalanches, cunning monsters, freezing cold, and air so thin it makes breathing difficult. Hardy scrub bushes and twisted pines clothe the mountains' southern foothills; grasses and lichens cling to the higher slopes. Peaks higher than 15,000' altitude (of which there are many) are bare, windswept rock—too high even for snow. Temperatures drop rapidly with altitude.

Konumtali Savannah: These parklike grasslands receive rain only in the summer months. Temperatures range from 50° F in winter to 100° F in summer. Nights average 20° F colder than days. Along the coasts are some of the loveliest sandy beaches to be found anywhere.

The Plain of Fire: Numerous sinkholes, canyons, and arroyos carved by long-forgotten rivers break the level surface of this rugged, inhospitable plain. Gaping holes in the desert floor attest to underground labyrinths of caves and tunnels. A thin, unproductive layer of soil covers parts of the Plain of Fire; other regions present bare expanses of flat rock broken into jagged lumps that can tear the boots off passing travelers. Strange black crystalline rocks—*fire-stones*—litter the plain's surface. They absorb the heat and light of the sun and radiate it back out at night. Temperatures reach 120° F or higher in the summertime and rarely drop below 90° F at night. Even in winter, the Plain of Fire maintains temperatures of 70–90° F.

The labyrinths beneath the Plain of Fire are now home to humanoid invaders from the Black Mountains. These humanoids have driven the original inhabitants—Graakhalian gnolls and elves—deep underground.

The Sind Desert: This vast expanse of rocky desert stretches between Sind and the Gulf of Hule. Craggy bluffs and rock outcroppings rise abruptly from the otherwise level plain. Tenacious shrubs and thorn bushes dot the landscape, occasionally forming dense, thorny forests. Temperatures reach 110° Fahrenheit during summer months, dropping rapidly to 40° or 50° F at night. Winters are devastatingly cold, with temperatures rarely exceeding 40° F in the daytime and dropping as low as thirty degrees below zero at night.

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Notable Sites: The Nawmidi sand flats in the Sind Desert encompass hundreds of square miles of sandy plains, sand dunes, and dry quicksand so powdery a camel can sink up to its neck in less than a minute. The Twin Oases offer welcome respite to caravans making the dangerous trip across the Great Waste as they ply their lucrative trade between the eastern lands and the Savage Coast to the west.

History: Before the destruction of Blackmoor four thousand years ago, the Great Waste was blanketed by a vast, temperate forest that straddled both sides of the Black Mountains. After the Great Rain of Fire, Mystara's new weather patterns turned most of the region into desert.

Light-skinned Urdok tribesmen, descendants of the Neathar culture, were the first to venture into the Great Waste. In 1750 BC, copper-skinned people fleeing earthquakes that destroyed the original Atruaghin Plateau joined them. Further climatic changes brought moisture and new prosperity to the Great Waste; for a while, the desert bloomed. The Asanda River Valley attracted even more copper-skinned farmers from the ruined Atruaghin Plateau. This latest wave of immigrants called themselves "Sindhi" and traded freely with the nomadic Urduks.

In 1257 BC, tribes of Red Orcs led by Wogar overran Sindh and the Atruaghin Clans. Sindh was now just able to stave off the Red Orc invasion, while the Atruaghin Clans area, Darokin, and the Five Shires suffered under centuries of Red Orc rule.

In 1000 BC, a tribe of gnolls fleeing their Nithian masters discovered the labyrinthine tunnels beneath the Plain of Fire and established themselves there. Back above ground, bloody border disputes continued between the Red Orcs and Sindh before combined efforts of Sindh and the Children of Atruaghin finally defeated the Red Orcs in 800 BC.

In the course of the final war with the Red Orcs, the Immortal Atruaghin returned to save his people. He re-created the Atruaghin Plateau to give them safe haven and discourage future invaders. The new plateau changed the prevailing weather patterns; drought settled upon the Great Waste once more, and the fertile Asanda River Valley slowly gave way to the expanding Sind Desert.

Into this wasteland came the Sheyallia elves,

fleeing the wrath of Tanogoro people of the Serpent Peninsula, who blamed them for the death of Yav, their prophet (see the entry for YAVDLOM). The Sheyallia elves discovered the land of Graakh beneath the Plain of Fire. They settled in this strange realm, and gradually developed a cooperative society with the Gruugrakh gnolls already living there.

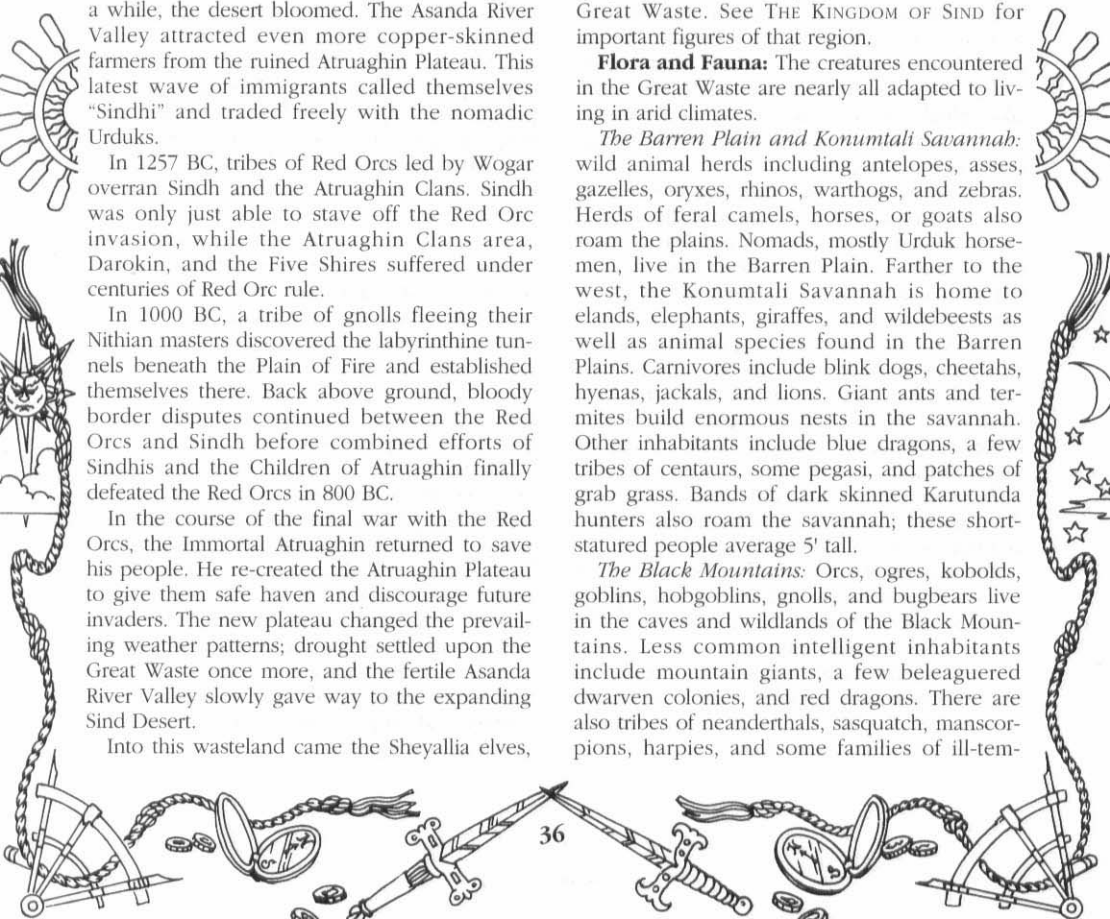
Recently, humanoids nominally controlled by the Master of Hule have overrun the Great Waste. They invaded the land of Graakhalia beneath the Plain of Fire, decimating the elves and gnolls and driving survivors deep underground. More humanoids invaded Sind to the east, their numbers bolstered by nomads and brigands of the Sind Desert. As of AC 1011, the Great Waste is primarily home to creatures loyal to the Master of Hule (or at least to the wealth and glory he offers his legions) and to people trying desperately to survive in spite of the invaders.

Important Figures: No individual has risen to prominence during recent events in the Great Waste. See THE KINGDOM OF SIND for important figures of that region.

Flora and Fauna: The creatures encountered in the Great Waste are nearly all adapted to living in arid climates.

The Barren Plain and Konumtali Savannah: wild animal herds including antelopes, asses, gazelles, oryxes, rhinos, warthogs, and zebras. Herds of feral camels, horses, or goats also roam the plains. Nomads, mostly Urdok horsemen, live in the Barren Plain. Farther to the west, the Konumtali Savannah is home to elands, elephants, giraffes, and wildebeests as well as animal species found in the Barren Plains. Carnivores include blink dogs, cheetahs, hyenas, jackals, and lions. Giant ants and termites build enormous nests in the savannah. Other inhabitants include blue dragons, a few tribes of centaurs, some pegasi, and patches of grab grass. Bands of dark skinned Karutunda hunters also roam the savannah; these short-statured people average 5' tall.

The Black Mountains: Orcs, ogres, kobolds, goblins, hobgoblins, gnolls, and bugbears live in the caves and wildlands of the Black Mountains. Less common intelligent inhabitants include mountain giants, a few beleaguered dwarven colonies, and red dragons. There are also tribes of neanderthals, sasquatch, manscorpions, harpies, and some families of ill-tem-



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pered athachs. Other monsters include wyverns, rocs, manticores, flying hydras, hippogriffs, griffons, and chimeras. Normal animals include wolves, bears, rock baboons, and herds of deer and mountain goats.

The Burning Waste: Those creatures found in the Burning Waste include efreeti, earth and fire elementals, lava ooze, a phoenix, and flame salamanders.

The Plain of Fire: Only rarely does one meet living creatures larger than an insect or a mouse living or traveling on the inhospitable, unforgiving surface of the Plain of Fire. Most of the area's denizens, including many humanoids, live underground.

The Sind Desert: In addition to human nomads, travelers may meet giant ants, rock baboons, bats, giant beetles, blink dogs, caecilia, a blue dragon or two, insect swarms (primarily locusts), lions (on the edge of the western savannah), giant lizards, manscorpions, ogres, nomadic bands of orcs and other humanoids, giant scorpions, giant rattlesnakes and spitting cobras, sphinxes, revenants, thouls, trolls, and wights. Animal herds include the camels, horses, goats, and sheep of the Urduk nomads as well as wild asses and antelope.

See Also: *X4, Master of the Desert Nomads*; *X5, The Temple of Death*; *Champions of Mystara™: Heroes of the Princess Ark* Boxed Set.

Greenspur (Kingdom of)

See ALPHATIA.

Haven (Kingdom of)

See ALPHATIA.

Heldannic Territories

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

Area: 20,000 sq. mi. **Population:** 250,000, including capital of Freiburg (25,000). **Languages:** Heldannic, Thyatian (Hattian). **Coinage:** Groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), fenneg (cp).

Government Type: Theocracy.

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

Description: This is a harsh, hard land north of Vestland and the Ethengar Khanates. The nation faces the chill waters where the Sea of Dawn meets the Alphatian Sea. In winter, piercingly cold winds blow down from Norwold. Crops struggle to take hold in thin, rocky soil. Inland, tall, hard-edged mountains dominate the land. Toward the sea, the arable lowlands look more welcoming than they actually are. Everywhere, pine forests grow deep and dark.

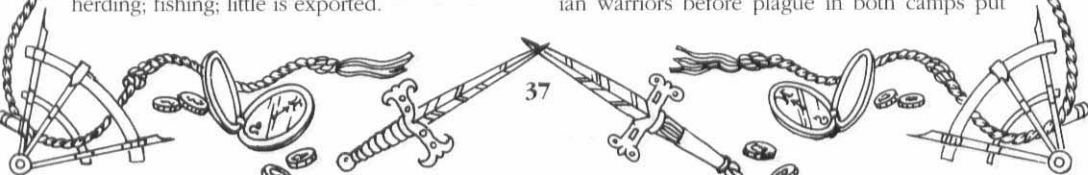
The Heldanners, a tall, light-complected people related to the people of the Northern Reaches, inhabit this land. The ruling class of Heldannic Knights, however, consists largely of Hattians—aggressive Thyatian transplants who believe the Hattian/Heldanner people are destined to rule all others.

Notable Sites: Freiburg is the nation's capital. Once a large town of narrow, winding streets and rather gloomy stone buildings, Freiburg has since been expanded and walled and is now one of the most defensible citadel cities on the continent of Brun.

History: In the 18th century BC, a fair-skinned people called the Antalians occupied this region and the land now called Norwold. A savage war with a humanoid horde led by the legendary King Loark shattered their civilization, leaving the Antalians in a dark age. In succeeding centuries, the Antalians gradually recovered, occasionally banding together under powerful war leaders—one of whom, Heldann the Great, gave the region its modern name. For the most part, individual Heldanner communities remained fiercely independent of one another, banding together only to repel invasions from other lands.

Around AC 950, a small but extraordinarily powerful army of experienced clerics conquered the Territories. These were Hattian clerics of the Immortal Vanya, dedicated to her warlike ways. The Hattians used their magic to slay or imprison community leaders, or forcibly convert them to the ways of Vanya. They built new temples to their patron Immortal and preached a dream of conquest, power, and glory that many Heldanners now believe.

During the recent war between the Empire of Alphatia and the Principalities of Glantri, the Heldannic Territories agreed to a temporary union with Glantri and the Empire of Thyatis. The Territories withstood a siege by Ethengar warriors before plague in both camps put



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an end to the engagement. Later, with the help of warriors of Vestland, the Heldanners marched west and attacked the humanoids of the Broken Lands, slaughtering many but doing little to relieve Glantri—most of the Broken Lands' humanoids had already relocated to the Great Darokin Crater.

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

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

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

Helskir (Kingdom of)

See ISLE OF DAWN.

Horken (Kingdom of)

See BELLISSARIA.

Hule (Hagiarchy of)

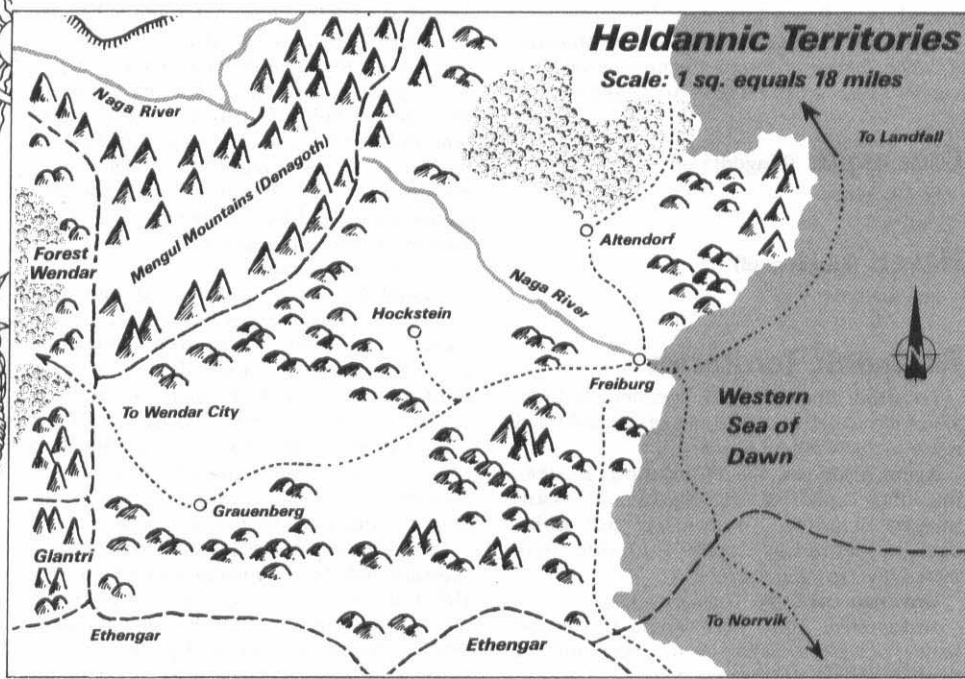
Location: Known World, continent of Brun, northwest of the Great Waste.

Area: 256,000 sq. mi. **Population:** 1,000,000. Hule's population is a mosaic of cultures that have been assimilated into the Hulean way of life. Roughly 65% are human; 30% are humanoid (primarily bugbears, gnolls, kobolds, ogres, and orcs); and 5% are demihumans (dwarves, elves, gnomes, and halflings). **Languages:** Hulean (official), plus dialects of many cultures. **Coinage:** Lira (gp), kuru (sp), piastre (cp).

Government Type: Hagiarchy (ruled by holy men).

Industries: Agriculture, textiles (fine cloth, wools, etc.), glassworks, trade, conquest.

Description: Hule is a large, well-populated nation northwest of the Black Mountains; its southern border includes a tiny slice of coast-line, just north of Slogovich, giving the nation access to sea trade. Much of Hule consists of



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low, rolling hills blanketed by farms and pastures. Most of the inhabitants are chaotic—followers of the philosophies taught by the ruling holy men. Although the humanoid tribes living within Hule's borders are nominally independent, they find it profitable and convenient to ally themselves with the Master of Hule, the highest of the holy men.

Hule's holy men preach an unusual philosophy of lies and deceit. They honor many Immortals, though the Immortal Bozdogan (Loki, Prince of Deceit) is foremost among them. In Hule, lies are holy things, especially if they convert new followers to the ways of Bozdogan, further the expansion of the Great Hule, or bring the downfall of foreigners, infidels, or "wrong thinkers."

Notable Sites: Western Hule encompasses roughly half of the Dark Wood—a great oak forest still mostly primeval. The wood contains Lake Tros, a large (4,500 sq. mi.) and seemingly bottomless freshwater lake. Greatrealm, the Master of Hule's capital city (a huge temple complex), lies on the shore of Lake Tros.

History: Much of Hule's history is shrouded in mystery. According to the teachings of the holy men, the founders of Hule were humans created by the Immortal Bozdogan. He taught his creations to till the soil and produce abundant crops, and instructed the people's leaders to ensure that each new generation learned these skills also. He also told them to embrace their neighbors and to teach them the new ways of certain prosperity. Bozdogan then left, promising to return should his people ever need him.

The Huleans took neighboring nomadic tribes under their wing, and "helped" cultures that were already well civilized. Gradually, the territory claimed by Hule spread. The populations mixed, and the distinctions between the descendants of Bozdogan's creations and the people they assimilated blurred.

Then the people of Hule ran into a culture that vehemently resisted the ways of Bozdogan. Hordes of barbarians to the north refused to give up their nomadic ways. Hulean teachers and philosophers who tried to bring Bozdogan's teachings to them were brutally murdered. Worse, the barbarians began to raid Hule's northernmost settlements.

The holy men teach that Bozdogan, hearing his people's cries, returned as he had promised.

He now taught them the crafts of war: weapon-smithing, armor making, and fighting. He organized his most loyal teachers as holy men, and taught them how to coordinate the defense of Hule: with administration, leadership, and writing. Bozdogan instructed the holy men to maintain Hule's northern border and prevent the northern barbarians from over-running Hule. He warned them that the time would come for Hule to bring Bozdogan's ways to the barbarians, but that his people must be patient for now. Then Bozdogan left again.

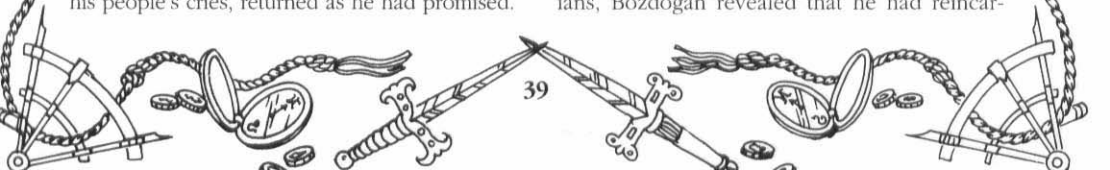
For centuries, the people of Hule prospered. They continued to extend their borders—in every direction but north. Then, around 1270 BC, a great goblin horde lead by Wogar drove through Hule. They ravaged the land, slaughtering many people and enslaving others. One of those captured was Hosadus, a promising young holy man who prayed fervently to Bozdogan to save his people. His prayers were answered in a dream in which Bozdogan told him deceit was the only means by which the goblins could be defeated.

Late one night, Hosadus overheard an old goblin shaman telling the story of the Blue Knife, an ancient relic the goblins were searching for. Hosadus seized the opportunity. He walked up to Wogar himself, and declared the Immortals had sent the horde to Hule to find him, Hosadus. He said he knew of the Blue Knife—and its whereabouts. Hosadus *animated* a simple sword, set it glowing with *continual light*, and made it hover in the dark over his own hand as an "omen" of the Immortals. Wogar and his goblins were so in awe that they never suspected Hosadus's deceit.

Hosadus told the goblins the Blue Knife lay beyond the Black Mountains to the east, and beyond even the Great Waste. Wogar and most of his horde moved on, spurred by the unexpected revelation. The remainder stayed in Hule as followers of Hosadus.

Other humanoids settled in Hule over the centuries. At times, friction between Hule's human and nonhuman populations led to aggression, but for the most part there was peace—except to the north, where the barbarian hordes remained a continual threat.

Around AC 600, the barbarian hordes united into a tremendous army that nearly overran Hule. With city after city falling to the barbarians, Bozdogan revealed that he had reincar-



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nated Hosadus. Combining warfare with trickery and deceit, Hosadus drove the barbarian hordes from Hule. He founded a fortified temple as huge as a city to serve as his capital. Hosadus and his successors have ruled Hule from there. Since Hosadus's return, Hule has managed to regain all the territory it lost in the barbarian assault, and has slowly continued to expand its borders in all directions but north.

Most recently, the Master of Hule sent his minions across the Great Waste to conquer the eastern lands. He gained control of Sind in AC 1005. From there, his forces of humanoids, janissaries (Hulean cavalry), and desert nomads drove into Darokin. Armies from Darokin, Karameikos, and the Five Shires managed to drive the Desert Nomads out in AC 1006, but the Master's forces continue to occupy Sind.

Flora and Fauna: Hule's civilized lands are home to an odd mix of humans, demihumans, and humanoids, with humans prevailing by only a small margin. The nation's borders encompass many wilderness areas as well, including some foothills of the Black Mountains. Nearly every creature native to the continent of Brun can be found in Hule.

See Also: *X5, The Temple of Death; Heroes of the Princess Ark*, Part 20, DRAGON® Magazine #173.

Icevale (Elf-Lands of)

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

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

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

Industries: Fur and leather goods, which the elves trade for wines, precious metals, and preserved food.

Description: This is an icy, mountainous realm occupied by strong, hardy elves. The Icevale elves live in log cabin communities and make their living as loggers, trappers, and miners. They are taller and have fairer complexions than outer-world elves and dress mostly in warm fur garments. They enjoy competition and host many events such as wolfsled races, longbow matches, brewing contests, and so on.

Notable Sites: Argandir, a wood-walled city

deep in the mountains, is the closest thing to a capital Icevale has. Argandir is built along one of the more gentle slopes of Mount Argan (11,000' high); trees grow almost as thick within the city walls as without. Another interesting site is Mt. Svelthys, a 23,000' tall, active volcano. A strange form of life called fire dwarves is rumored to live within.

History: The Icevale elves are distant cousins of the elves of Aengmor. Around 1700 BC, these elves' common ancestors fled into the extensive caverns under the Broken Lands to escape the effects of a devastating explosion. While some elven clans remained below ground—becoming the shadow elves and the Schattenalfen—the ancestors of the Icevale elves traveled through the world's crust until "down" became "up" and they emerged in the Hollow World.

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

Flora and Fauna: This area is home to most of the monsters and animals appropriate to arctic mountains: bears, moose, reindeer, wolves, white dragons, etc.

See Also: HOLLOW WORLD® Boxed Set.

Iciria

The largest continent of the Hollow World.

Ierendi (Kingdom of)

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

Area: 17,240 sq. mi. **Population:** 57,850+ (Ierendi Island, 40,000; Safari Island, 5,000; Alcove Island, 1,200; Uter Island, 3,000; White Island, 100; Roister Island, 850; Aloysius Island, 2,100; Elegy Island, 2,800; Fletcher Island, 1,800; Honor Island, 1,000+). An additional 20,000 people visit Ierendi during the summer tourist season. **Languages:** Thyatian (for trade and commerce), Makai, Darokinian (halflings especially). **Coinage:** Pali (10 gp), geleva (1 gp), sana (1 sp), cokip (1 cp). The Ierendians also love foreign currencies.

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

Industries: Tourism, fishing.

Description: This is an island archipelago

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immediately south of the continent of Brun. The islands are volcanic and largely covered with tropical rain forests. They have a well-deserved reputation for beautiful beaches and hospitable people.

The native inhabitants are the Makai, a brown-skinned people known for their friendly dispositions and generous natures. Later settlers, including Thyatians and halflings from the Five Shires, are a minority population. The Ierendians have a history of formidable fighting prowess and have beaten back invasions from the mighty Thyatian Empire.

Though the islands are actually governed by a tribunal of officials elected from the nation's noble families, Ierendi retains a figurehead king and queen. The crown is not hereditary; Ierendi hosts an annual tournament where the new king and queen are chosen from among participating adventurers.

Notable Sites: The marketplace on Ierendi Island is justly famous for its array of exotic merchandise. The Castle of Ierendi, residence of the king and queen, is a beautiful castle fashioned from coral; it was built less for defensibility than for looks. Safari Island is a thinly inhabited wilderness stocked with monsters for the entertainment of adventure-seeking tourists. Fletcher Island is an interesting resort where, for 100 gp per day, the island's population of actors and planners will create a fantasy for the visitor to live out. Under their skillful direction, a skinny merchant from Minrothad can live for a few days as a brawny barbarian loved by beautiful women and feared by his enemies. Many reclusive wizards occupy Honor Island.

History: The Ierendi islands were once part of the mainland, inhabited by humans of Oltec stock (the Makai) and by lizard men. In 1750 BC, earthquakes tore a great plateau (predecessor of today's Atruaghin Plateau) from the mainland, forming the Ierendi islands. Some inhabitants survived and even thrived. But in 1000 BC, Nithian seafarers conquered the Makai and the lizard men. Five centuries later, the lizard men succumbed to a disease unwittingly introduced by the Nithians. Lizard men tribes, fearing that the disease would destroy them entirely, rose up in vengeance and razed the Nithian settlements. The Makai were the sole remaining inhabitants of the islands.

In AC 570, halfling settlers from the Five Shires moved onto Ierendi Island and estab-

lished harbors and shipbuilding facilities. Just one year later, the Empire of Thyatis moved in and established penal colonies throughout the island chain. The prisoners eventually rebelled and drove the Thyatians away. Since then the islanders have kept the archipelago free.

Ierendi did not participate in the war between Glantri and Alphatia. With Alphatia gone, the Ierendis fear Thyatis may once again attempt to claim the islands as Imperial territories.

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

Flora and Fauna: This tropical archipelago features bandits and pirates, giant crabs, giant leeches (in the rare swampy areas), and sharks. Other animals include dogs, pigs, horses, giant rats, and wild boar. A few primitive tribes of lizard men remain. Safari Island is stocked with monsters and animals from all over the Known World; its adventure parks employ humanoids and other intelligent monsters as actors and extras in their fantasy games. White Island is home to white apes and birch doves.

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

Isle of Dawn

Location: Known World, east of the continent of Brun; southwest of the New Alaphatian Sea.

Area: 1,059,307 sq. mi. (Caerdwicca, 17,459 sq. mi.; Dunadale, 168,605 sq. mi.; East Portage, 71,832 sq. mi.; Ekto, 18,996 sq. mi.; Furmenglaive, 38,410 sq. mi.; Helskir, 28,932 sq. mi.; Kendach, 12,970 sq. mi.; Redstone, 57,864 sq. mi.; Septentriona, 95,775 sq. mi.; Thothia, 95,277 sq. mi.; Trikelios, 10,974 sq. mi.; West Portage, 9,977 sq. mi.; Westourke, 97,272 sq. mi.) **Population:** Caerdwicca, 2,000; Dunadale, 78,000; East Portage, 10,000; Ekto, 48,000; Furmenglaive, 3,000; Helskir, 40,000; Kendach, 35,000; Redstone, 50,000; Septentriona, 10,000; Thothia, 60,000; Trikelios, 70,000; West Portage, 5,000; Westourke, 55,000. **Languages:** Thyatian, Alaphatian, Nithian. **Coinage:** Thyatian Standard: Emperor (5 gp), lucin (gp), asterius (sp), denarius (cp); Alaphatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Semi-independent provinces, city-states, and kingdoms; most now under the jurisdiction of the Empire of Thyatis.

Industries: Agriculture, fishing, trade.

Geographic Overview

Description: The Isle of Dawn is a very large island in the Sea of Dawn, immediately east of the continent of Brun. Until recently, it was a border area between the empires of Thyatis and Alphatia. In general, the nations along the eastern shore have been kingdoms of the Alphatian Empire, while the regions of the western shore have been provinces of Thyatis.

Traveling clockwise around the island from the northern tip, the main nations and provinces of the Isle of Dawn include: Helskir, Dunadale, East Portage (aka Hillvale), Ekto, Trikelios, Thothia, Caerdwicca, Furmenglaive, Septentriona (aka Northern Province), Kendach, West Portage, Redstone, and Westrourke.

Caerdwicca (Barony): A small dominion on the south shore of the Isle of Dawn, Caerdwicca is a pirate haven traditionally allied with Thyatis. Capital: Caerdwicca (pop. 500). Ruler: Baron Uthgaard McRhomaag.

Dunadale (Province of): This kingdom has a large stretch of unexplored virgin forest, and is well known for its peat bogs. Its population is a mix of Thyatians and Alphatians; the latter predominate. Dunadale submitted to Thyatis last year and now has a Thyatian military governor. When Dunadale surrendered, King Tastagarth Lunn fled to build a secluded tower in a far-away place where he could pursue his magical studies without the interference of politics. Capital: Dunadale (pop. 20,000). Ruler: Edmondo Tiberia, military governor.

East Portage (Province of): This hill-ringed area has one small but thriving port town located at the east end of a 100-mile trail that reaches to West Portage. When East Portage surrendered (after declining to put up much of a fight), Thyatis promised its king the status of Duke within the Thyatian hierarchy. Capital: East Portage (pop. 3,000). Ruler: Duke Lorne M'Jozee.

Ekto (City-State of): A year ago, the city of Ekto was noted for its College of the Metals where metallurgy and metalworking were taught, and good farmlands surrounded the city. But when Thyatis prepared to conquer the city-state, the citizens of Ekto chose to evacuate to Trikelios to the south—burning the city and their farms behind them. Capital: Ekto (once with a population of 15,000; now in ruins). Ruler: None. (Thyatis may send a provincial governor who will attempt to resettle the region.)

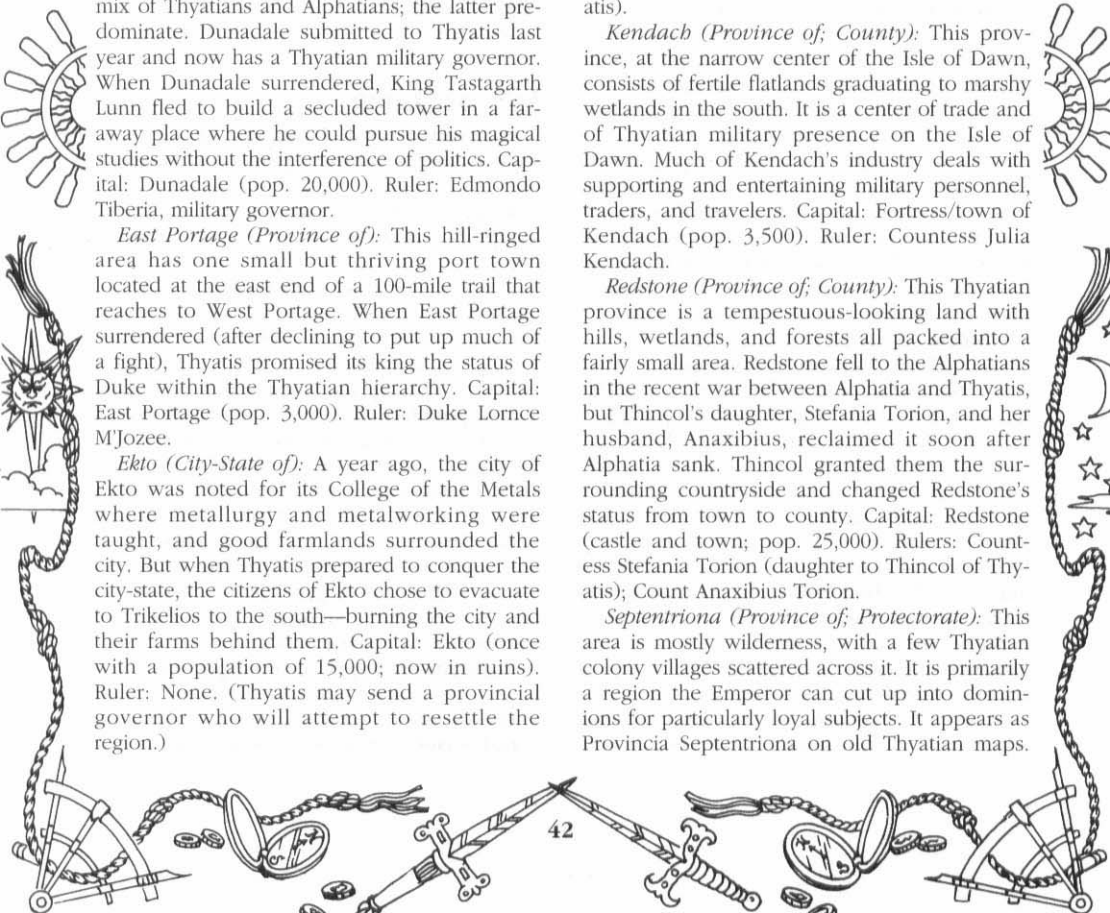
Furmenglaive (Province of): This dark land is rumored to be a breeding ground for evil wizards, undead monsters, and lycanthropes. Surrounding dominions fortify against it and fear it. Furmenglaive is a subject territory of the Thyatian Empire. Capital: Furmenglaive (pop. 600). Rulers: Phileus Furmenglaive (Count), Lyra Furmenglaive (Countess).

Helskir (Kingdom of): Protected by an agreement between Thincol of Thyatis and Eriadna of Alphatia, Helskir has remained independent in the face of Thyatis' conquest of the rest of the Isle of Dawn. The kingdom encompasses foggy, dangerous moors; some arable land; and some areas suitable for goats and sheep. The people of Helskir are mostly of common (copper-skinned) Alphatian descent, but they do not adhere strongly to Alphatian culture. In Helskir, fighters and others who wield no magic can still achieve the same levels of power and social ranks as can spellcasters. Capital: Helskir (pop. 15,000). Rulers: King Erual Zaar; Queen Asteriela Torion (daughter of Thincol of Thyatis).

Kendach (Province of; County): This province, at the narrow center of the Isle of Dawn, consists of fertile flatlands graduating to marshy wetlands in the south. It is a center of trade and of Thyatian military presence on the Isle of Dawn. Much of Kendach's industry deals with supporting and entertaining military personnel, traders, and travelers. Capital: Fortress/town of Kendach (pop. 3,500). Ruler: Countess Julia Kendach.

Redstone (Province of; County): This Thyatian province is a tempestuous-looking land with hills, wetlands, and forests all packed into a fairly small area. Redstone fell to the Alphatians in the recent war between Alphatia and Thyatis, but Thincol's daughter, Stefania Torion, and her husband, Anaxibius, reclaimed it soon after Alphatia sank. Thincol granted them the surrounding countryside and changed Redstone's status from town to county. Capital: Redstone (castle and town; pop. 25,000). Rulers: Countess Stefania Torion (daughter to Thincol of Thyatis); Count Anaxibius Torion.

Septentriona (Province of; Protectorate): This area is mostly wilderness, with a few Thyatian colony villages scattered across it. It is primarily a region the Emperor can cut up into dominions for particularly loyal subjects. It appears as Provincia Septentriona on old Thyatian maps.



Geographic Overview

Capital: Laticea (pop. 1,000). Ruler: Governor-General Deitica Baralius.

Thotbia (Kingdom of): So far, this is the only nation on the Isle of Dawn that Thyatis has unsuccessfully tried to conquer. (Ancient Thothian magics and armies of mummies routed the Thyatian armies.) The Thothians are small, dark people believed to be descendants of the ancient Nithian race that once ruled much of the Known World. They are fond of monumental architecture, pyramid-shaped tombs, large statues, and columned temples. Capital: Edairo (pop. 27,000). Ruler: Ramen-hotep XXIV (Pharaoh).

Trikelios (City-State of): This city is a ship-building center on the banks of one of the Isle's large rivers. Trikelios controls good farmlands to the east. Thyatian forces captured the city after a brutal siege in AC 1010. Capital: Trikelios (pop. 25,000). Rulers: Alessandra Sebastianiana (military governor); Stillian (exiled queen).

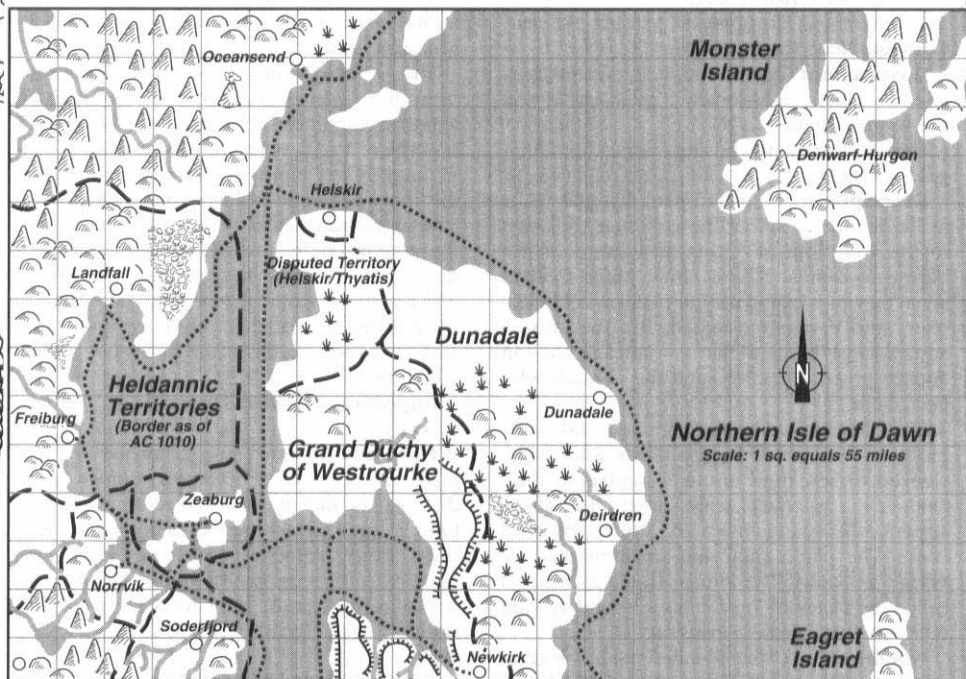
West Portage (Province of; Barony): This small dominion would be destitute were it not for its advantageous position. Merchants prefer-

ring not to sail all the way around the Isle of Dawn can put in at West Portage and cart their cargoes across to East Portage, or vice versa. The overland transportation costs more, but saves valuable time. Capital: West Portage (pop. 1,000). Rulers: Baroness Periandra Docerius; her nephew, Captain Jules Docerius (garrison commander).

Westourke (Grand Duchy of): This marshy dominion has traditionally been part of the Thyatian Empire. Capital: Newkirk (pop. 15,000). Rulers: Duke Thrainkell Firestorm; Duchess Holva Firestorm.

Notable Sites: The Great Escarpment is an elevated stretch of rough, unexplored land comprising about a third of the Isle of Dawn. Both Alphas and Thyatians have claimed it in the past, but neither side extensively explored or settled it. Now that he controls most of the island, Thincol I will open the escarpment for settlement, and will grant dominions to anyone capable of dealing with the monsters and other dangers there.

History: The Alphas conquered the Isle of Dawn and its native Thothian inhabitants



Geographic Overview

more than a millennium ago. Centuries later, the Thyatians began conquering western regions of the island. Since that time, the Isle of Dawn has been a battleground for the two empires.

During the recent war between Alphatia and Glantri, Alphatia managed to conquer the entire island (except Helskir and the Great Escarpment). When Alphatia sank into the ocean, the once Thyatian dominions rejoiced—the once Alphatian dominions looked to the future with dread. In AC 1010, Thyatis drove hard into the Alphatian regions, retaking all of the Isle of Dawn except Helskir and Thothia.

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

Jennite Holdings

Location: Hollow World, continent of Icaria, central part of the southern hemisphere.

Area: 180,000 sq. mi. **Population:** About 400,000 (previous estimates have ranged from 250,000 to 500,000), living in clans averaging about 1,000 members. The Wind-Like-Wolf Clan and Red Horns Clan each have about 3,000 members. **Languages:** Jennite; Neathar. **Coinage:** None (barter only).

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

Industries: Cattle raising, horse breeding, goldsmithing.

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

The Jennites are copper-skinned and dark-haired. They wear baggy pants and long-sleeved tunics; their armor is similar to their clothes, but has metal scales sewn on it. These superior horsemen use very short, powerful bows. The plains they rule are unmarked by village or citadel. The Jennite Holdings are also called the Plains of Teuz, after a legendary king who repelled a Nithian invasion.

Notable Sites: The Jennites have a legend about the Mound of Teuz, which is the burial

mound of their ancient, legendary king. A vast hoard of gold is said to have been buried along with Teuz. The legend also claims that powerful enchantments laid on the mound will destroy anyone who enters the burial chambers. The site of the mound is now lost to Jennite memory. (The mound does exist—in a ridge of hills in the central plains area—but time has made it indistinguishable from the hills surrounding it.)

History: The Jennites descend from a colony of Oltec Men who settled the central and western regions of the continent of Skothar. Some colonists stayed near the coastline to farm. Others went inland, where they discovered giant herds of aurochs and wild horses. Gradually, these Jennites developed the nomadic herding culture preserved in the Hollow World. Their patron Immortal Tarastia moved her followers into the Hollow World after a generations-long war with other Jennite clans who followed the Immortal Rathanos.

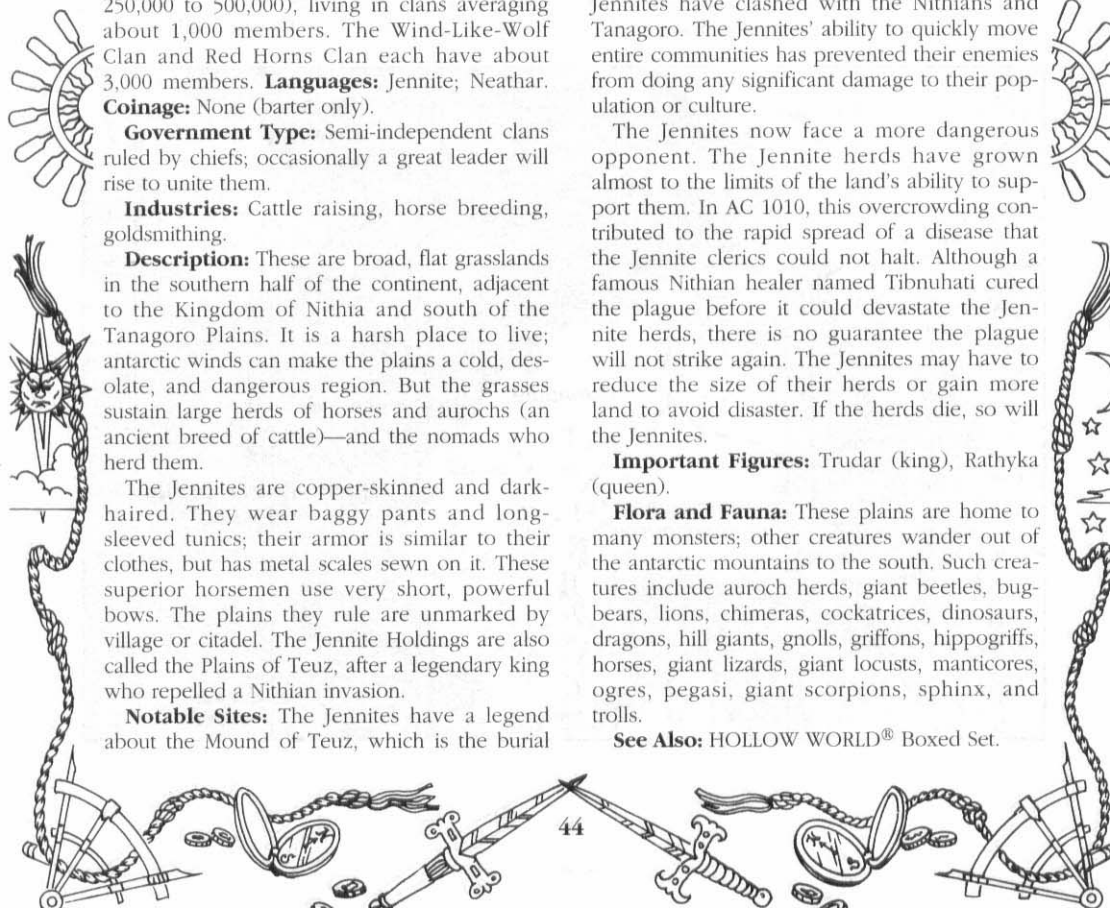
Since their arrival in the Hollow World, the Jennites have clashed with the Nithians and Tanagoro. The Jennites' ability to quickly move entire communities has prevented their enemies from doing any significant damage to their population or culture.

The Jennites now face a more dangerous opponent. The Jennite herds have grown almost to the limits of the land's ability to support them. In AC 1010, this overcrowding contributed to the rapid spread of a disease that the Jennite clerics could not halt. Although a famous Nithian healer named Tibnuhati cured the plague before it could devastate the Jennite herds, there is no guarantee the plague will not strike again. The Jennites may have to reduce the size of their herds or gain more land to avoid disaster. If the herds die, so will the Jennites.

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

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

See Also: *HOLLOW WORLD®* Boxed Set.



Geographic Overview

Jomphur

A continent of the Hollow World.

Karameikos (Kingdom of)

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

Area: 46,750 sq. mi. **Population:** Total: 331,000, plus humanoids. Humans 250,000: 15% Thyatian, 60% Traladaran, 25% mixed or other. Elves: 71,000—30,000 Callarii, 10,000 Vyalia, 30,000 Alfheim, 1,000 Erewan. Previous reports of 60,000 Alfheim refugees pouring into the nation were exaggerations resulting from the native elves' fears that the newcomers would crowd out the established clans. Dwarves: 3,000. Gnomes: 5,000. Halflings: 2,000. Humanoids: Unknown.) The population of Specularum is about 50,000. **Languages:** Thyatian (official), Traladaran, Elvish (Callarii, Vyalia, Alfheim, Erewan dialects). **Coinage:** Royal (gp), crona (sp), kopec (sp).

Government Type: Monarchy.

Industries: Logging, mining (gold and silver in the hills), agriculture.

Description: Karameikos is a deep, dark land blanketed with thick forests of hardwoods and softwoods. There are broad patches of rich soil, so farming is good.

There are several distinct cultures in Karameikos. The Traladarans, a pale, dark-haired people, have lived here for thousands of years. Energetic, romantic, artistic, and superstitious, they are descendants of the heroic Bronze Age people called the Traldar. They are ruled by Thyatians, who began settling the land when it became the Grand Duchy of Karameikos—a Thyatian province ruled by Duke Stefan Karameikos.

There are also three elven clans here: the vigorous Callarii in the central parts, the secretive and reclusive Vyalia in the northern parts of the eastern forests, and whole clans of Alfheim elves in the southern parts of the eastern forests. Refugees from Erewan, an elven principality in Glantri, are arriving in growing numbers. In the north is a community of both dwarfs and gnomes, which is called Highforge.

There are many frictions between the Thyatians and Traladarans, but increasingly they are coming to think of themselves as a single nation. This is largely because of Stefan's policies and the enforcement of laws that ensure

Traladaran equality.

Notable Sites: Specularum, the capital city, is a thriving seaport. The town of Threshold, surrounded by wilderness in the northern hill country, is a haven for adventurers.

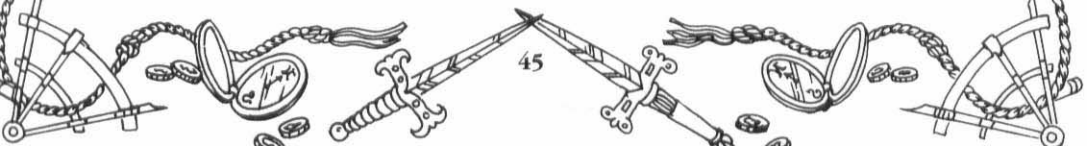
History: In ancient times, the land of Traldar was home to a heroic Bronze Age civilization. About two thousand years ago, the Traldar people were attacked by a massive army of gnolls. The war raged for years and spawned countless legends; eventually the gnolls were driven back, leaving the glory of the Traldar heroes in ruins. Eventually the Traladara, as they began to call themselves, built a loose alliance of small communities in the deep woods. About a century ago, the Thyatians conquered the coastal regions and declared the nation to be a protectorate of Thyatis.

Forty years ago, a Thyatian duke named Stefan Karameikos traded his family fortune to Emperor Thincol I for clear, autonomous title to Traladara. He moved in with his own army and followers and began an aggressive program of road building, town building, and fortification.

Stefan Karameikos found himself in a difficult position during the recent war between Alphatia and Glantri. As Thyatis tried to stave off Alphatia's overwhelming forces, Karameikos looked nervously to the west, where the Master of Hule and his Desert Nomads were overrunning Sind and Darokin. In AC 1006, Stefan Karameikos declared himself no longer a vassal to the Thyatian Empire, but a king in his own right. In return for Alphatia's recognition of Karameikos's independence, King Stefan agreed not to aid Thyatis. He turned his attention and forces to the defense of Darokin instead.

Last year, King Stefan found himself facing an enemy closer to home—his own cousin, the Baron Ludwig von Hendriks, ruler of the Black Eagle Barony. Ludwig ruled his barony with an iron fist, encouraged humanoids to immigrate into his dominion, and even instigated raids into surrounding lands. For decades, Stefan's inability to believe such stories of his own relative protected the Baron from reprisals. But in AC 1010, a group of halflings kidnapped King Stefan and took him on a surprising tour of the Black Eagle Barony.

King Stefan swiftly renounced his cousin's title and did nothing to discourage halfling forces from marching into the Barony to exact retribution for the Baron's raids in the Five



Geographic Overview

Shires. By the end of the year, the Baron's humanoid minions were sorely pressed by halfling forces that had driven to the gates of Fort Doom itself.

Important Figures: Stefan Karameikos (king), Olivia Karameikos (queen), Adriana Hyraksos (princess), Devon Hyraksos (prince), Justin Karameikos (prince), Valen Karameikos (prince), Master Terari (headmaster of the new Karameikan School of Magecraft).

Flora and Fauna: Karameikos is well known for its animal and monster life; its forests are home to all sorts of forest creatures. Vampires and other forms of undead plague the land, as do lycanthropes.

See Also: *GAZI, The Grand Duchy of Karameikos*; *B1-9, In Search of Adventure*.

Kendach (Province of; County)

See ISLE OF DAWN.

Kogolor Dwarf-Lands

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

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

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

Industries: Timber, woodworking, brewing, furs, leatherwork.

Description: This is high mountain country in the middle of the equatorial mountain range known as the World Spine. The mountains are tall, treacherous, and thickly wooded.

Although the Kogolor dwarves are physically similar to those of the Known World, they are very different. The Kogolor dwarves are boisterous and outgoing, fond of bright colors and good company. They build in stone and fashion jewelry, but are not as obsessed with caverns and gold as the Known World dwarves. They are widely known as mountaineers, brewers, yodelers, and woodworkers.

The Kogolor dwarves live in walled towns throughout the mountains. Hereditary dwarf

kings and dwarf queens govern the nation. Unlike the Known World dwarves, the Kogolor dwarves have no special resistance to magic.

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

History: The Kogolor dwarves are the direct descendants of the original dwarf race of the Known World. They thrived in mountains near the human Blackmoor culture—until the men of Blackmoor blew themselves up. Entire generations of these dwarves became sick from the poisonous effects of the Great Rain of Fire. An Immortal named Kagyar modified the healthiest of the dwarves, giving them a resistance to magic and to the specific kind of poisoning brought on by the Blackmoor explosion; he also made them fond of caves and tunnels, of metals and stone; and he gave them a new language and new leaders. These became the dwarves of Rockhome.

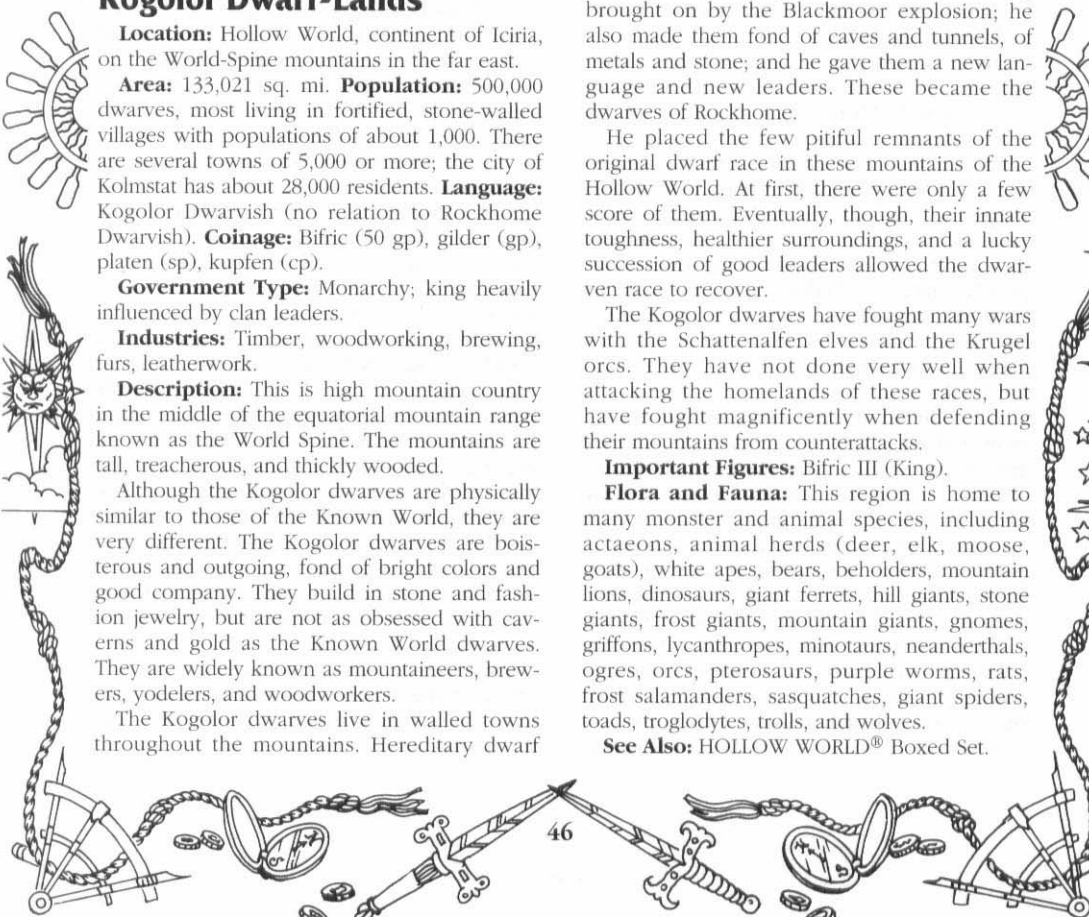
He placed the few pitiful remnants of the original dwarf race in these mountains of the Hollow World. At first, there were only a few score of them. Eventually, though, their innate toughness, healthier surroundings, and a lucky succession of good leaders allowed the dwarven race to recover.

The Kogolor dwarves have fought many wars with the Schattenalfen elves and the Krugel orcs. They have not done very well when attacking the homelands of these races, but have fought magnificently when defending their mountains from counterattacks.

Important Figures: Bifric III (King).

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

See Also: *HOLLOW WORLD® Boxed Set*.



Geographic Overview

Krugel Horde Territory

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

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

Government Type: Military dictatorship.

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

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

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

The Krugels are a harsh but well organized military society. The so-called Krugel nation is a loose confederation of city-states that act together whenever it is in their best interest or when a charismatic leader commands them.

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

Notable Sites: The town of Ubul, built on one of the region's few fertile stretches, is protected by a wooden palisade and surrounded by decent farmlands. Here, gambling and mercenary guilds are big business. Ubul is not far from the Ayskudag Wastelands, a harsh, unnatural desert that is home to numerous monsters.

History: In 493 BC, a humanoid leader

named Queen Udbala led an expedition from the Broken Lands against the dwarves of Rockhome. The expedition failed miserably. One unit, an elite orc cavalry band led by a chieftain named Krugel, fought with enormous valor and skill. Surrounded by dwarves and facing death themselves, they were rescued by the Immortal Karaash, a patron of orcs, and placed here. Fortunately, the fighting force was made up of females and males, and they were able to prosper even in this harsh territory.

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

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

See Also: HOLLOW WORLD® Boxed Set.

Lagrius (Kingdom of)

See BELLISSARIA.

Landfall (City-State of)

See NORWOLD.

Leeha (Shire of)

See NORWOLD.

Malpheggi Swamp (Hollow World)

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

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

Government Type: Clans led by chiefs.

Industries: Mercenary warfare, scouting, some hunting.

Description: The Malpheggi Swamp is a broad patch of wetlands in the middle of tropical rain forest. The area is crisscrossed with rivers, stagnant ponds, lakes, quicksand patches, and soggy, treacherous ground. The swamp, home to many lizard men, lies between the Azcan Empire and the Neathar lands.

Geographic Overview

The Malpheggi lizard men are tall, strong, clever creatures, masters of their environment. They carry weapons, build domelike homes on river banks, and are expert hunters and trackers. They permit no one but paying customers within their swampy borders.

Most Malpheggi make their living as hunters. Some act as mercenaries and scouts for the nearby Azca and Schattenalfen. For a fee, they will attack anyone within a day's travel of their swamps, or will guide armies wishing to fall upon the enemy from an unexpected direction—through the swamp.

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

Industries: The Malpheggi's chief resource is their ability to survive in land no one else wants. They sell their hard-earned talents as trackers and scouts.

History: Nearly three thousand years ago, the ancestors of these lizard men lived in swamps on the continent of Brun's southern coast. In 1750 BC, an earthquake broke whole

regions off the mainland, stranding the lizard men on islands now known as Ierendi. Neathar descendants, the Makai, also settled the Ierendi islands.

Later Nithian intruders brought a disease fatal to the Malpheggi Lizard Men. When the Malpheggi learned the source of the disease that was destroying them, they massacred the Nithian intruders. The Immortal Ka the Preserver placed a few surviving lizard men and lizard women in a swampy area similar to their original homeland.

Important Figures: Kiuss (respected shaman and clan leader).

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

See Also: HOLLOW WORLD® Boxed Set; MALPHEGGI SWAMP (KNOWN WORLD) entry.



Malpheggi Swamp (Hollow World)

Geographic Overview

Malpheggi Swamp

(Known World)

This is a large swampy region claimed by the Republic of Darokin. In 1750 BC, geological upheavals broke the Ierendi islands away from these swamps. The intelligent reptilian inhabitants of the marshes, the Malpheggi lizard men, either perished in the upheavals or were trapped on the Ierendi islands (see MALPHEGGI SWAMP, HOLLOW WORLD). The swamps and Malpheggi Bay are now staging grounds for sea-borne raids by the Sea Reavers of Sind.

Meriander (Kingdom of)

See BELLISSARIA.

Merry Pirate Seas

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

Area: 56,811 sq. mi. (includes main island of Baraga, 24,942 sq. mi.) **Population:** 100,000, mostly concentrated in seaside communities; some 30,000 live in the city of Baraga. **Languages:** Traldar, Thyatian (archaic dialect), Hel-dannic, Milenian. **Coinage:** Eight (a round coin worth 8 gp, perforated to break easily into eight equal pieces), triangle (1 gp, one-eighth of the Eight), tenth (sp), and hundredth (cp). Coins stolen from other nations are spent proudly here.

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

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

Description: The Merry Pirate Seas stretch west of the continent of Icaria and contain a belt of large islands well supplied with good soil, fair weather, and the bounty of the sea. The Merry Pirates who live here are a motley assortment of different types of peoples. Their ancestors—fair-skinned Traldars, olive-skinned Thyatians, blond and red-headed Ostlanders, and Ierendian halflings—did not come from any one place or time period: pirating was the one thing they had in common.

The vigorous, noisy people of this land revere piracy; their only measure of status comes from successful raids against other peoples (notably the Traldar, Schattenalfen, Azca, and Milenians). The Merry Pirates are rugged

individualists. Each tries to avoid dressing the same way, wearing his or her hair the same way, or using the same mannerisms as anyone else he or she knows. Their Merry Pirate seaport cities are riots of color, noise, and energy.

Notable Sites: The walled city of Baraga—a huge nest of piers, warehouses, taverns, inns, thieves' hideouts, and other dens of iniquity—is the greatest city in the Merry Pirate Seas. There is only one safe channel access to the harbor: sharp stakes planted in the harbor bottom guard all other approaches.

History: The history of the Merry Pirates begins when the Traldar settled in the Hollow World: many of them turned to piracy. By 250 BC, piracy was a noble tradition in the islands west of the Traldar lands. The Immortal Korotiku found the pirates rather charming and began bringing representatives of other pirate cultures to these islands, carefully integrating them with the Traldar pirates. A unique culture whose piratical heroes sailed ships from a variety of historical eras resulted.

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

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

See Also: HOLLOW WORLD® Boxed Set.

Milenian Empire

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

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

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

Industries: Agriculture, mining, cattle, sheep, horse breeding, textile production (wool and linen garments), fishing, ship building.

Description: This large region encompasses mountains, deep forests, plains, hills, great



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lakes, and yet other types of terrain. The Milenians are a hardy, olive-skinned race of warriors, merchants, and philosophers. Their schools boast philosophers as well as teachers of more commonplace studies. Their cities are finely engineered works of art, thick with columns, aqueducts, and statuary.

The citizens (male landowners only) of the empire can vote on laws and decrees; they elect senators to represent them, and the senators in turn elect the emperor. The Milenian military has well-trained, highly disciplined soldiers. The forces hinge on mobile phalanxes and units of spearmen, with some light cavalry and light chariots.

Monuments dot the Milenian Empire—mostly temples, shrines, and huge colossi to honor the Immortals Halav, Matera (Vanya), Petra, and Protius. These monuments serve as useful architectural landmarks for travelers, and as objects of art and regional pride.

Notable Sites: Corisa is the Empire's capital. It's a seaside city full of marble plazas, theatres, temples, and government buildings, and the Emperor's enormous palace is built on a walled hilltop. Even Corisa's harbor is walled out to the extent of the headlands. The greatest teachers, architects, speakers, and philosophers come to Corisa, and its citizens believe their city is the center of civilization on Iciria.

History: Sometime around 1000 BC, armies of gnolls invaded the Traldar lands on the outer world (the current nation of Karamaikos). Although most Traldar put up heroic resistance, one Traldaran ruler—King Milen of Marilenev—fled with his people across the Sea of Dread to find a new life on Davania, the southern continent. There, they founded the Milenian Empire.

For a few centuries, the Milenians enjoyed a civilization rich with new ideas about democratic processes and the relationship of man with the universe. They created a new language to express these new thoughts. The Milenians dominated surrounding tribes with their superior weapons and organization; their Empire eventually spanned much of the continent.

Eventually the Milenian noble class became more interested in pursuing pleasure than keeping their empire strong. Attacks by surrounding tribes threatened to topple the civilization. The Immortals Halav and Petra, seeing this culture dying, removed thousands of Milenians who stubbornly held to the old-fashioned

virtues to the Hollow World. These Milenians quickly forged a new empire based on their old principles, while the Milenian Empire of the outer world collapsed. The Hollow World Milenians have kept their empire strong despite Nithian and other nations' hostilities, and despite recent Heldannic incursions.

Important Figures: Adronius (Emperor).

Flora and Fauna: Centuries of purges by Milenian troops have exterminated most dinosaur species within the empire's borders. Monsters common to this land include actaeons, adaptors, aerial servants, animal herds, archons, bandits, basilisks, bears, giant bees, boars, lions, centaurs, chimeras, cockatrices, cyclopes, dragons, dryads, ghouls, cloud giants, storm giants, mountain giants, sea giants, griffons, hags, harpies, hellhounds, hippogriffs, hobgoblins, hydras, manticores, medusae, minotaurs, ogres, owl bears, pegasi, skeletons, snakes, sphinxes, giant spiders, stirges, treants, trolls, undines, unicorns, wolves, wyverns, and zombies.

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

Minrothad Guilds

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

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

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

Industries: Crafts, trade, services.

Description: Minrothad is an island chain whose inhabitants form a tightly knit nation of traders, craftsmen, and service guilds. Most citizens of the Minrothad Guilds admire money and trade above everything else.

The people of Minrothad belong to all races,



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but elves are the most common, and humans only slightly less numerous. No race is overtly discriminated against on these islands, although members of races who have no history of mercantile ability—such as orcs—must prove themselves able merchants before a guildsman will accept them.

Notable Sites: Trader's Isle, with its strong, walled communities of Harbortown and Minrothad, is the center of Guild government. Open Isle is the home of the halflings; Malfion is its capital. Alfeisle is the home of the elves, with Seahome the city of seagoing elves and Verdun the largest town of woodland elves. Fortress Island is the center of the dwarf population, with Stronghold its largest community.

History: Like Ierendi, the islands of the Minrothad Guilds were once part of the mainland; they broke away in the geological upheavals around 1750 BC. Some of the elven inhabitants survived the catastrophe and became adept mariners, adopting piratical ways to survive.

The first humans to arrive on the islands were led by Minroth, a famous trader. But the men of Trader's Isle did not encounter the elves of Alfeisle for centuries. Around AC 250, Alphatian settlers colonized the side of Trader's Isle left uninhabited by the Minroth traders. At first, the two groups fought for control of the island, but trade soon won out over war. The Alphatian settlers gave up their ties with the Empire and were readily absorbed into the island's trading communities. Within another few years, the humans encountered the Alfeisle elves and again agreed to trade rather than fight. A happy blend evolved from the woodworking skill of the Meditor (woodland) elves, the trading skill of the Minroth people, the sailing skill of the Verdier (seagoing) elves, and the magical skill of the Alphatian settlers. Wartime clashes between the empires of Thyatis and Alphatia didn't hurt matters, as the Minroth peoples profited by trading with both sides.

In the 4th century AC, traders of Minroth entered the profitable slave trade, dealing in captives conquered by the Alphatian or Thyatian Empires. Despite objections from the islands' elves, many halfling slaves were brought to Trader's Isle.

In the 5th century AC, plagues of vampirism and lycanthropy ravaged the guilds. The elves rose up in the Silver Purge, killing all humans they thought were infected with either condi-

tion, trying to make the islands safe for themselves. The much reduced human population managed to maintain their hold over their halfling slaves, but not for long. In AC 450, a halfling named Malf Quickhand led a slave revolt. The newly freed halflings migrated to the island they named Open Isle, and eventually became accepted members of the islands' trading community.

The year AC 828 saw a flood of dwarven immigrants fleeing the brutal expulsion of dwarves from the Principalities of Glantri. The dwarves settled on Fortress Island, and established their port of Stronghold.

The Minrothad Guilds date the formation of their nation from AC 850, when the Council of Minrothad formally adopted the laws and government structure still in place today. Some of the first measures taken were to restrict immigration and foreign visitors in a vain attempt to keep Minrothad craft secrets to themselves. The islands remained closed to outside contact until Oran Meditor, the current Guild Master, rescinded the Isolation Act in AC 995.

Minrothad saw a second, smaller plague of lycanthropy thirty years ago, in AC 980. Although the danger was quickly dealt with, many fear that there may still be lycanthropes on the isles.

In the recent war between Thyatis and Alphatia, the Guilds remained neutral, trading with both sides.

Important Figures: Oran Meditor (Ruling Guild Master).

Flora and Fauna: The Minrothad islands are blessed with fruit-bearing trees and forests of mahogany and teak, valuable woods much in demand. Monsters are not common; neither are snakes of any sort. The islands' animal inhabitants include birds, donkeys, goats, giant lizards, monkeys, and small pigs running wild on the islands' inland reaches.

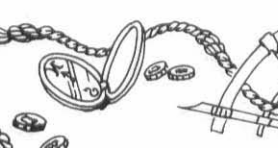
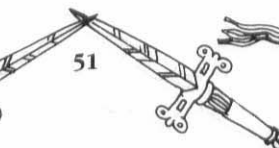
See Also: GAZ9, *The Minrothad Guilds*.

Monster Island

Location: Known World; Sea of Dawn, where the western portion of Alphatia used to be.

Area: 128,199 sq. mi. **Population:** 1,000 (the Sixth Army of Seashield, plus mercenaries) and many monsters.

Description: This island is actually what



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remains of Alphatia's westernmost mountain range; when the continent sank, these mountaintops remained above water.

Notable Sites: Denwarf-Hurdon, the capital of the old dwarven nation of Stoutfellow, survived Alphatia's sinking with minimal damage. However, it lost all its inhabitants, as did every other mountain community. Denwarf-Hurdon is now an eerie, dark, underground city occupied by monsters—and by the Sixth Army of Seashield, stationed here by Emperor Zandor to secure the island for his New Alphatian Empire.

History: Before Alphatia sank, these mountains bordered on three seaside Alphatian nations: Limn, Stonewall, and Stoutfellow. After the continent sank, the Immortals constructed a new (though cleverly aged) Denwarf-Hurdon on the Floating Continent of Alphatia in the Hollow World and transported the city's inhabitants there. This left the old Denwarf-Hurdon abandoned. Monsters from Limn, fleeing to the mountains when Alphatia began to sink, eventually spread across this mountain range. In late Spring of AC 1010, Zandor stationed the Sixth Army of Seashield in abandoned Denwarf-Hurdon (without first eradicating the monsters). Zandor declared the entire island conquered and announced that it was now a part of the New Alphatian Empire.

Myoshima (Empire of)

Location: On Patera (Mystara's invisible moon).

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

Government Type: Empire.

Industries: Unknown.

Description: Patera's core consists of a very dense, magical material that produces a gravity similar to that on Mystara. The material also bends light rays around the moon, rendering it effectively invisible at any distance beyond its Skyshield. Heavy jungles and volcanically active mountains cover this moon.

Very little is known of Myoshima. Prince Haldemar of Haaken is known to have visited Myoshima, and the Heldannic Knights have apparently had unfriendly contact with the Myoshimans, but Patera has not been visited by Mystaran diplomats or scholars since Prince Haldemar. A few scholars who know of Halde-

mar's travels know that the moon is inhabited by rakastas—feline humanoids—who breed sabre-tooth tigers as riding animals.

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

Neathar Lands

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

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

Government Type: Tribal monarchy.

Industries: Hunting and gathering.

Description: Although Neathar tribes can be found almost anywhere in the Hollow World, *Neathar Lands* refers to a broad belt of rain forest in north-central Icaria. These deep jungles are home to dangerous animal species (especially dinosaurs) and Neathar tribesmen.

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

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

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

History: Neathar Man was one of three original human races on Mystara (Oltec Man and Tanagoro Man were the others); the men of Blackmoor and many modern cultures are their descendants. On the Known World, the development of agriculture doomed the Neathar culture to extinction; the Immortals rescued and placed hundreds of bands of hunter-gatherers in the Hollow World rather than watch them die out.

Since then, the Neathar have managed to repel invaders more advanced than themselves. The Azcans, especially, have made many

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The Neathar



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attempts to conquer the Neathar. More recently, Alphatians from the Known World seized and still control a central Neathar area known as Neatharum. In AC 1010, however, Empress Eriadna—impressed by the spirit and determination of a young Neathar captive, who killed herself rather than submit to captivity—formed an alliance with the Neathar tribes. In return for Alphatia's promise not to extend Neatharum's borders, the Neathar tribesmen have pledged to support Alphatia in driving the Heldannic Knights from the Hollow World.

The simple Neathar tongue—easy to learn, though limited when discussing technology—has become the universal language of the Hollow World.

Important Figures: Zorok (Toralai chief).

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

See Also: HOLLOW WORLD® Boxed Set.

Neatharum (Kingdom of; aka Alplatian Neatharum)

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

Area: 95,609 sq. mi. **Population:** 32,000—10,000 Alplatians (including 500 gnomes and 500 dwarves), 22,000 Neathar (Nogai tribes, mostly living in the jungle). The city of Haldemar is home to 9,000 Alplatians and 4,000 Nogai. **Languages:** Alplatian (official), Neathar. **Coinage:** Alplatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Monarchy beholden to the Empire of Alphatia.

Industries: Military, raiding, agriculture.

Description: This is a region of jungle controlled by Alphatia in the northern half of the continent of Icaria. It was once the domain of Neathar tribesmen of the Nogai tribe as well as many varieties of Hollow World dinosaur. But Alplatians "tamed" the area, driving out many of the dinosaurs and enslaving the Neathar population. An edict from Empress Eriadna (issued in Eirmont of AC 1010) turned the Alplatian conquest into an alliance with the

Neathar tribes and freed the Neathar slaves who had been forced to do the Alplatians' manual labor.

Notable Sites: The nation's capital—a small but vigorous city called Haldemar—is protected by a stout wooden palisade gradually being replaced by stone walls. Fifteen Alplatian skyships and their crews are stationed here. Also here, near the city's center, is the Pit, a shaft thirty yards in diameter. This shaft once went all the way through the world's crust to the island of Aegos on the Known World. At either end is elaborate crane and winch machinery; a strong cable made as a continuous loop, bearing cylindrical cars, is cranked through the shaft like a clothesline strung between buildings.

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

In the year AC 965, an Alplatian skyship captain named Haldemar of Haaken discovered the polar opening into the Hollow World. He also discovered that the Heldannic Knights had already found the Hollow World and were determinedly conquering parts of it. After many adventures here, Haldemar returned to the Known World, though the treachery of an enemy, the dragon Synn, sent him 35 years ahead to the year AC 1000.

Haldemar took his report of the Hollow World to Empress Eriadna. Since the Worldshield prevented Alplatian sorcerers from *teleporting* into the Hollow World, and since passage through the polar openings by skyship was dangerous (due to *anti-magic* effects), the Empress sent soldiers and engineers to the island of Aegos to dig a shaft all the way through the world's crust.

After years of work, they succeeded and the Alplatians set about conquering the area surrounding the shaft opening. Over the next few years, they constructed the town of Haldemar, built skyships and landing stations, conquered local tribes, and fought the Heldannic Knights. At the height of the war between Alphatia and Glantri, Immortal interference caused the shaft to collapse. It has not yet been reopened.

After a brief period of enslaving Neathar tribesmen, the Alplatians of Neatharum have had to give up their source of forced labor and accept the Neathar as allies instead. Empress Eriadna has decided to rule the Hollow World

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through trade and alliance rather than military might. Although she elevated Dogrel, Neatharum's commanding general, to king in AC 1010, she severely restricted his power in a treaty with the Neathar tribes. The treaty states that Neatharum's borders will not be extended into surrounding territories, and that no more than one quarter of the jungle within Neatharum would be cleared to make room for farms and Alphatian settlements.

Important Figures: Dogrel (King).

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

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

Ne'er-do-well (Kingdom of)

See ALATIAN ISLANDS.

Nithia (Kingdom of)

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

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

Languages: Nithian, Neathar. **Coinage:** Eye (gp), hawk (sp), beetle (cp).

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

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

Description: Nithia is a land dominated by the river Nithia, which flows from mountains in the south all the way up to the great lake of Menkor. The Nithians are dark-skinned, busy people. Their rulers are clerics, usually of the Immortals Pflarr or Rathanos. The Nithians are remarkable monument builders; their gigantic pyramids, palaces, and necropoli (burial cities) are among the wonders of the Hollow World. The Nithians are very bureaucratic—the Tanagoro, Jennites, and Milenians liken them to ants. They maintain a huge standing army and send many expeditions of conquest into surrounding territories.

Notable Sites: Nithia is full of exciting places to visit. Chief among them is the capital city of Tarthis, home of the Library of Mysteries, per-

haps the biggest library in the Hollow World; the Grand Marketplace, demonstrably the most enormous open-air market underneath the eternal sun; and the enormous Necropolis of Tarthis, where generations of Nithian pharaohs, queens, and important people have been buried and where many of Nithia's greatest pyramids stand.

History: Named for the original River Nithia on the outer world, the Nithian culture built impressive cities and monuments, conquered other cultures, and settled distant lands. However, a strong class of magic-users began wresting power away from the ruler, Pharaoh Taphose, who responded by seeking even greater power from the Entropic Immortals Thanatos and Ranivorus. Pharaoh Taphose's action ultimately corrupted the nation and led to a destructive war with the magic-users. Other Immortals, disgusted by what had happened to Nithia, purged the city of Ranak of its evil elements and transported it to the Hollow World, where the survivors could build a strong new Nithia on the banks of a new River Nithia.

Important Figures: Ramose IV (pharaoh).

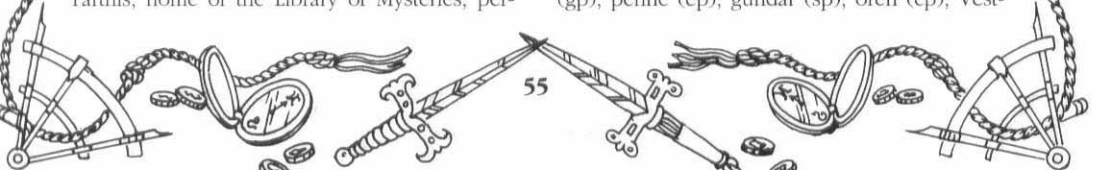
Flora and Fauna: Some Brute-Men can be found here. Among the many monsters and animals found in Nithia are animal herds (oxen, horses, sheep, goats), giant ants, rock baboons, bandits, giant (scarab) beetles, camels, carrion crawlers, lions, chimeras, cockatrices, crocodiles, djinn, dragons, efreet,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

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

Northern Reaches

Location: Known World, continent of Brun, on the coast of the Sea of Dawn; includes the nations of Ostland, Vestland, and the Soderfjord Jarldoms.

Area: 61,040 sq. mi. (Ostland: 8,920 sq. mi.; Soderfjord 31,060 sq. mi.; Vestland 21,060 sq. mi.) **Population:** 450,000 (Ostland: 130,000; Soderfjord 160,000; Vestland 160,000.) **Language:** Heldannic. **Coinage:** Ostland: Krona (gp), eyrir (sp), oren (cp); Soderfjord: Markka (gp), penne (ep), gundar (sp), oren (cp); Vest-



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land: Schilder (5 gp), guldán (gp), hellar (ep), floren (sp), oren (cp).

Government Type: Ostland is a monarchy heavily influenced by the clerics of Odin. Soderfjord is a coalition of petty kingdoms (jarldoms), each led by a king (jarl). Vestland is a monarchy.

Industries: Agriculture (grains, potatoes, sugar beets in Ostland, barley in Vestland), fishing, logging (especially Vestland), fur trading, piracy (especially Ostland), trade. The Northern Reaches (especially Vestland) are experiencing an influx of dwarves and dwarven crafts.

Description: The climate of the Northern Reaches ranges from cool and moist along the coast to cold and glacial in the higher elevations of the southern and western mountains. Much of the terrain is covered with evergreen forests or with hardy grasslands suitable as pasturage. Good farmland is mostly found in deep river valleys and narrow coastal strips.

The humans of the Northern Reaches are tall and fair, closely related to the men of Heldann and Norwold. The Modrigswerg dwarves live here as well, in small independent communities. The Modrigswerg dwarves are related to the dwarves of Rockhome, but are more secretive and, it's said, more prone to madness.

Ostland: This nation stretches over a series of islands off the coast of Brun, due east of the nation of Vestland, southeast of the Heldannic Territories. The climate is chilly but the farmlands are good. Ostland is a belligerent nation that supports piracy, which proves more profitable than agriculture. Its people are boisterous, aggressive fighters and seafarers. Capital: Zeaburg (population 8,000). Rulers: Queen Ysra; Asgrim the Bowed (cleric of Odin and royal advisor).

Soderfjord Jarldoms: Soderfjord is a deeply forested coastal land, but there is not enough arable land to support the population solely with agriculture. Fishing is good, so times of starvation are rare—but so are times of wealth. Soderfjord's inland Great Marsh is warmer in summer than the coastal areas are, but valueless as farmland. Soderfjord's neighbors often raid the jarldoms. Ostlanders strike from the north, giants from the west, and kobolds from the south. To make matters worse, Soderfjord's jarls constantly plot against and fight with one another. Only the Modrigswerg dwarves keep to themselves in Soderfjord. Capital: Soderfjord

(pop. 7,000). Ruler: Ragnar the Stout (Warleader of Soderfjord, Ragnar hopes to unite the independent jarldoms under one strong leader—himself).

Vestland: Vestland's coastal lands are good farmland with many rivers and natural harbors. Further inland, the terrain becomes more hilly; these richly forested hills are a natural border between Vestland and the Ethengar Khanates. The hills are also home to trolls and other humanoids who occasionally menace the Vestlanders. Vestland is a strong nation of warriors and traders. It is an occasional ally of the Heldannic Territories, though only because such alliances tend to be profitable. Capital: Norrvik (pop. 16,000). Ruler: King Harald Gudmundson.

History: A fair-haired people related to the people of the Heldannic Territories and Norwold first settled these northern reaches. They formed small communities, each led by a single chieftain, and made their livelihood by farming, fishing, and occasionally raiding one another. Successive waves of trolls and giants moved into the inland regions. Although they clashed with the human settlements, neither side ever drove the other out. Modrigswerg dwarves migrated to the area around 1800 BC, as did gnomes from the Altan Tepes mountains. The gnomes were later exterminated by a fresh wave of kobold immigrants, although the dwarves survived.

About 1000 BC, the Nithians conquered the northern reaches. The Nithians wanted little but tribute and trade; they made no long-term changes to the area's cultures. When the Nithian Empire fell (around 500 BC) the men of the Northern Reaches reverted to their old ways, and today do not even remember the Nithian Empire.

Early in the fifth century AC, war leaders of Noslo and Kalslo (islands of present day Ostland) began uniting neighboring communities into extended war clans and taking them out onto the seas to raid nearby lands. Eventually their raids carried them to the coasts of Norwold and Ylaruam. In AC 478, Cnute and Gudrid of Zealand achieved complete control over an extended region and were crowned King and Queen of Ostland.

Early in the sixth century AC, three of Cnute's younger sons colonized the region that was to become Vestland. Initially, the jarls of Vestland

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remained allied with Ostland. But Ostland gradually increased the tribute it demanded of its colony until the Vestlanders revolted in AC 604. War raged between the two nations until the battle of Bridenfjord in AC 614, in which Vestland won its independence.

Soderfjord remained an uncivilized land with independent human settlements far longer than either Ostland or Vestland. Not coincidentally, it also remained a victim of Ostland piracy and attacks from Ylaruam. In AC 950, the jarls of Soderfjord formed the Nordhartar Defense League, a chartered alliance intended to defend Soderfjord better. The League has negotiated peace treaties with Vestland and Ylaruam. Today, the main danger to Soderfjord comes from inland humanoids, from Ostland (which has never ceased its piratical activities), and from internal politics. While Soderfjord is theoretically united, the truth is that the jarls continue to bicker and plot against one another.

Important Figures: Ostland: Yrsa (Queen), Finn (Prince), Geir (Prince), Igrid (Princess), Sighvat (Prince), Asgrim the Bowed (cleric of Odin and royal advisor). Soderfjord: Ragnar the Stout (Warleader of Soderfjord). Vestland: Harald Gudmundson (King).

Flora and Fauna: Ash, yew, and coniferous forests cover much of Ostland's islands; heather pastures blanket the rest. There are few monsters on the islands. More ordinary animals include sheep, horses, cattle, goats, dogs, cats, rats, deer, boars, elk, and brown bears.

Soderfjord's coniferous forests are home to deer, boars, elk, brown bears, and wolves. The few plains and pastures are home to sheep, horses, goats, cattle, and small herds of bison. In the mountains, adventurers can find kobolds, giants, mountain lions, and cold drakes, while the marshes are home to very rare red and black dragons.

Vestland's deep forests are home to many animals such as deer, boars, elk, bears, and wolves. The western hills are thinly inhabited by trolls and a few other humanoids. There are many herds of sheep, horses, cattle, and goats in the lowlands. Fortunately for the Vestlanders, there are not many monsters other than warlike humanoids in this nation.

See Also: GAZ7, *The Northern Reaches*.

Norwold (Region of)

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

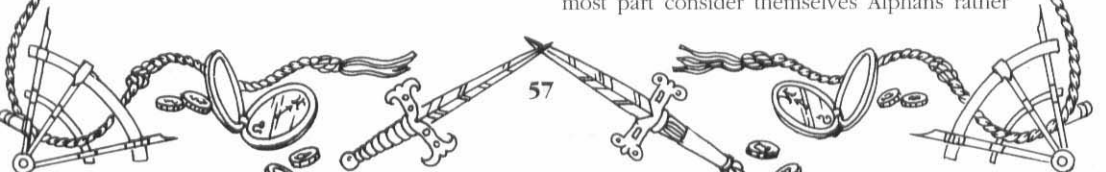
Area: 1,109,398 sq. mi. (Alpha: 9,478 sq. mi.; Landfall: 998 sq. mi.; Leeha: 998 sq. mi.; Oceansend: 9,977 sq. mi.) **Population:** 183,000, including 146,500 humans, 23,000 halflings, 7,500 elves, and 6,000 dwarves. (Alpha: 90,000, including 2,000 halflings; Landfall: 10,000, including 500 halflings; Leeha: 6,500, all halflings; Oceansend: 45,000, including 4,000 halflings, 6,000 dwarves, and 1,200 elves.) **Languages:** Alphatian (official), Elvish (the Shiye-Lawr dialect), Halfling (the Lalor dialect), Heldannic, Thyatian. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp). Coins of many other nations are in common circulation here. Oceansend uses its own coins: Heart (gp), blade (sp), wall (cp). The inhabitants of Leeha and the scattered settlements outside the main towns rely mostly on barter.

Government Type: Independent monarchy, formerly part of the Alphatian Empire. Since Alphatia sank, King Ericall has learned that he controls much less of Norwold than he once supposed; only Alpha and its environs regard him as ruler. Landfall is currently occupied by the Heldannic Knights. Leeha is a democracy, with elected clan representatives advising an elected sheriff. Oceansend considers itself independent, with King Olaf Yarrvikson (the grandson of the city's first Thyatian governor) ruling.

Industries: Agriculture (grows barely enough grain for its own use), fishing, logging, mining, and trapping. The people of Landfall supplement their trade with thieving and fencing stolen goods. Oceansend enjoys a brisk trade with goods produced by its dwarven craftsmen.

Description: Norwold consists mostly of wilderness, with evergreen-covered hills and mountains, arctic bays and tundra, and a few chilly areas of arable land. The population is a mixture of the descendants of ancient Alatian humans plus Thyatian and Alphatian settlers. The settlers bear little loyalty toward their mother empires.

Alpha: The city of Alpha is surrounded by prosperous farms and boasts a splendid deep-water port in Norwold's Great Bay. The descendants of the native Antalians and the Alphatian settlers get along well together, and for the most part consider themselves Alphans rather



Geographic Overview



Geographic Overview

than natives or Alphatians. Capital: Alpha (pop. 30,000). Ruler: King Ericall.

Landfall: This dirty, corrupt town controls some surrounding territory. The Thieves' Guild held power here through a puppet ruler (King Lernal the Swill, half brother to King Ericall of Alpha) until the Heldannic Knights took over. Capital: Landfall (pop. 10,000). Ruler: Siegfried Meinhard (Heldannic military governor).

Leeba: At the west of the Great Bay of Norwold lies the stronghold of Leeha, capital of the newly organized shire of the same name. Halflings first settled this area 1,500 years ago when kobold invasions drove them out of the Northern Reaches. Leeha's halflings profit from slight trade with their human neighbors. Capital: The Stronghold of Leeha (pop. 1,200). Ruler: Sheriff Shaedrik Divotfoot.

Oceansend: This is a small, prosperous nation in the middle of Norwold's coast. Its population is largely of Thyatian descent; more people here speak Thyatian than the official Alphan language. The citizens are hardworking and stubbornly independent. They want to be left in peace and don't care whose teeth they have to knock in to achieve it. Capital: Oceansend (pop. 25,000). Ruler: King Olaf Yarrvikson.

Notable Sites: West of Leeha, in the Icereach Mountains, is the famous Arch of Fire. This magical phenomenon involves two volcanoes nearly 75 miles apart. Fire continually erupts from the northern volcano, arches through the sky, and flows into the crater of the southern volcano. Scholars have determined that the north volcano is a portal *from* the elemental plane of fire, and the south volcano is a portal *to* the plane.

The Norwold Whirlpool lies in the Great Bay of northern Norwold. The whirlpool makes the bay water choppy within twelve miles of the center, but only the central mile is truly dangerous. Ships approaching too close are drawn inexorably into the center of the whirlpool and dragged underwater. The whirlpool is a portal to the elemental plane of water.

There are also several Foresthomes, or elvish communities, in this land. Each has a population of 200 to 1,200 elves. These are Shiye-Lawr elves from the continent of Alphatia; hardy and independent, they decided to settle in this wilderness rather than submit to the rule of Shiye-Lawr's king. Some newly arrived Shiye-

Lawr elves left homeless when Alphatia sank have recently settled in this area as well.

History: The first human settlers in the Norwold region were descendants of the ancient Antalian people who were related to the people of the Heldannic territories and the Northern Reaches. A century ago, the Empire of Thyatis built the city of Oceansend as a strategically located buffer against Alphatia. Alphatia promptly conquered the city and held it for forty years, until Oceansend's population revolted and achieved independence. At about the same time, pirates and thieves established Landfall as a haven for outcasts, criminals, and persons of ill repute.

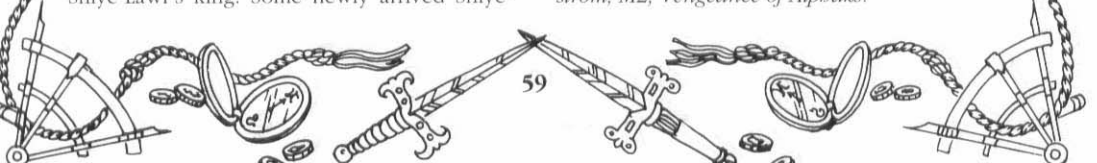
Alphatia claimed Norwold as her own only about 25 years ago. Only Alpha's citizens believed in the arrangement; people of the rest of Norwold merely ignored it. Empress Eriadna granted Norwold to her second son, Ericall, nineteen years ago. Despite the grant, Oceansend and Leeha remained independent of Ericall's rule, while Landfall offered only token loyalty. King Ericall dispatched his brother Lernal to be Landfall's governor. This vastly amused the Thieves' Guild, who set Lernal up as their puppet.

When Alphatia sank, Landfall, Leeha, and Oceansend asserted their independence. Ericall was left with just the dominion of Alpha, which is now struggling to become self-sufficient. In AC 1010, the Heldannic Knights decided to fill the vacuum left by Alphatia's disappearance. They marched into Norwold, determined to take it for themselves. They succeeded in conquering Landfall (complete with rats, fleas, and lice), but were forced to delay marching on Oceansend due to troublesome Ethengarian raids back home.

Important Figures: Ericall (King of Alpha), Shaedrik Divotfoot (Sheriff of Leeha), Siegfried Meinhard (Heldannic military governor in Landfall), Olaf Yarrvikson (King of Oceansend).

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

See Also: *Dawn of the Emperors* Boxed Set; *CM1, Test of the Warlords*; *M1, Into the Maelstrom*; *M2, Vengeance of Alphaks*.



Geographic Overview

Notrion (Kingdom of)

See BELLISSARIA.

Oceansend (Kingdom of)

See NORWOLD.

Ochalea (Kingdom of)

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

Area: 190,054 sq. mi. **Population:** 125,000, including the capital city of Beitung (pop. 50,000). **Languages:** Alphatian, Thyatian. **Coinage:** King (aka Teng, 5 gp), one (gp), tenth (sp), hundredth (cp). (Ochalean coins are octagonal with square holes in the middle.)

Government Type: Monarchy.

Industries: Agriculture (wheat and rice), textiles (silk production).

Description: This is a very rocky and hilly island with patches of fertile soil only in valleys and other protected spots. Exotic, tiered, slope-roofed architecture characterizes Ochalea's towns. The population is of common copper-skinned Alphatian stock. Clerics are dominant here—especially clerics of Koryis, the peace-loving Immortal. The Ochaleans are a sedate and polite people who believe in equality and conformity.

Notable Sites: Beitung is the island's capital. Although the city is beautiful, many foreigners find it dull. The Ochaleans do not approve of drinking, gambling, or most other recreations.

History: Alphatians settled Ochalea soon after settling the Alphatian continent, but the Ochaleans demanded a government where citizens with no magical ability could have equal opportunities and rights.

A thousand years ago, the Ochaleans grew tired of sending tribute to the Alphatian emperors. During the great Thyatian war of independence, the Ochaleans helped the Thyatians. The Thyatians then murdered the Ochalean king and conquered Ochalea, declaring it a new duchy of the Empire.

In AC 1007, the archduke capitalized on the war raging between Alphatia and Thyatis to declare Ochalea's independence. Thyatis has been too busy since then to reconquer the island. Adherents of the Immortal Koryis' codes of peace, the Ochaleans will rely on negotiation to maintain their independence.

Important Figures: Teng Lin-Dieu (King).

Flora and Fauna: Ochalea is mercifully free of monsters. The most dangerous creatures encountered here are ghouls, weretigers, tigers, panthers, and the rare purple worm; also common are sheep, goats, and snakes.

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

Oltec Kingdom

Location: Hollow World, continent of Iciria, in the northern parts of the World-Spine (equatorial mountains).

Area: 110,851 sq. mi. **Population:** 500,000, including the capital Manac (pop. 25,000). **Languages:** Oltec, Neathar. **Coinage:** None (barter only).

Government Type: Monarchy with a heavy clerical influence.

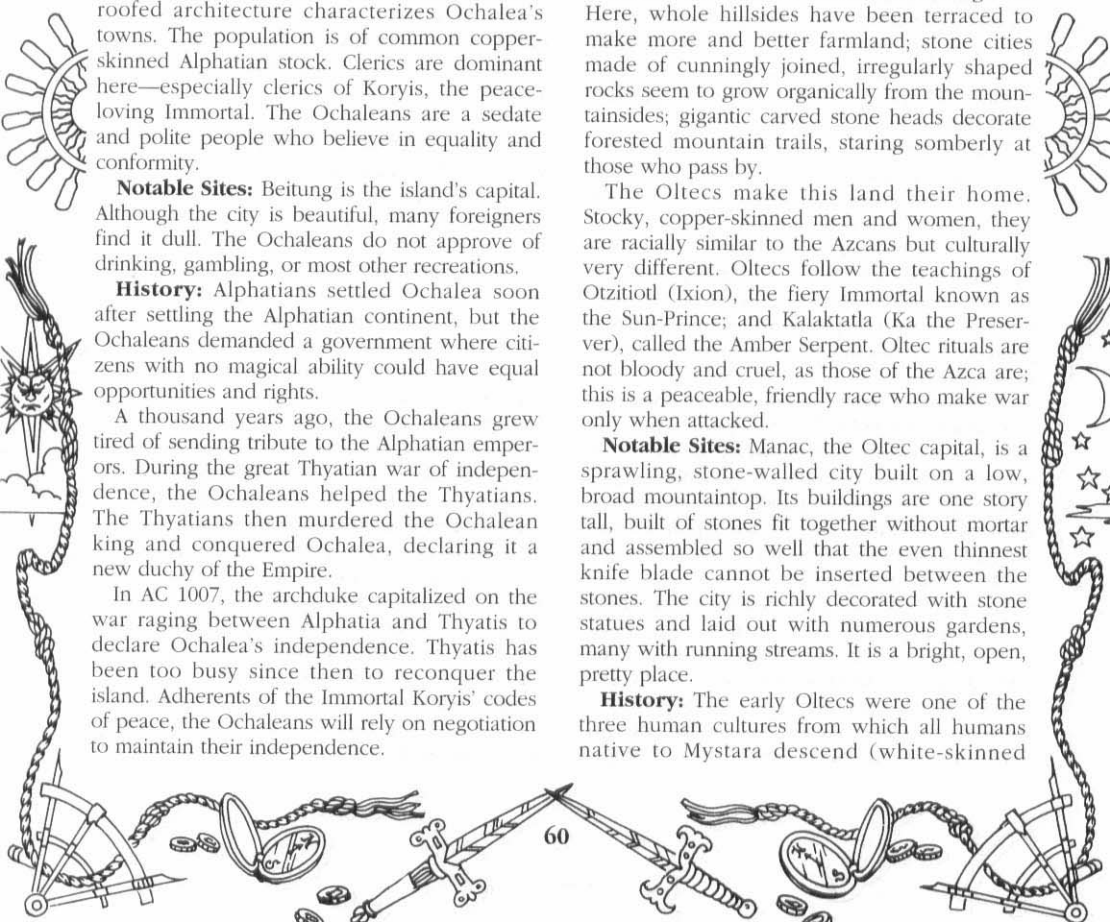
Industries: Agriculture (especially corn), sheep, goats.

Description: This is mountain territory, yet it is unlike most other mountainous regions. Here, whole hillsides have been terraced to make more and better farmland; stone cities made of cunningly joined, irregularly shaped rocks seem to grow organically from the mountainsides; gigantic carved stone heads decorate forested mountain trails, staring somberly at those who pass by.

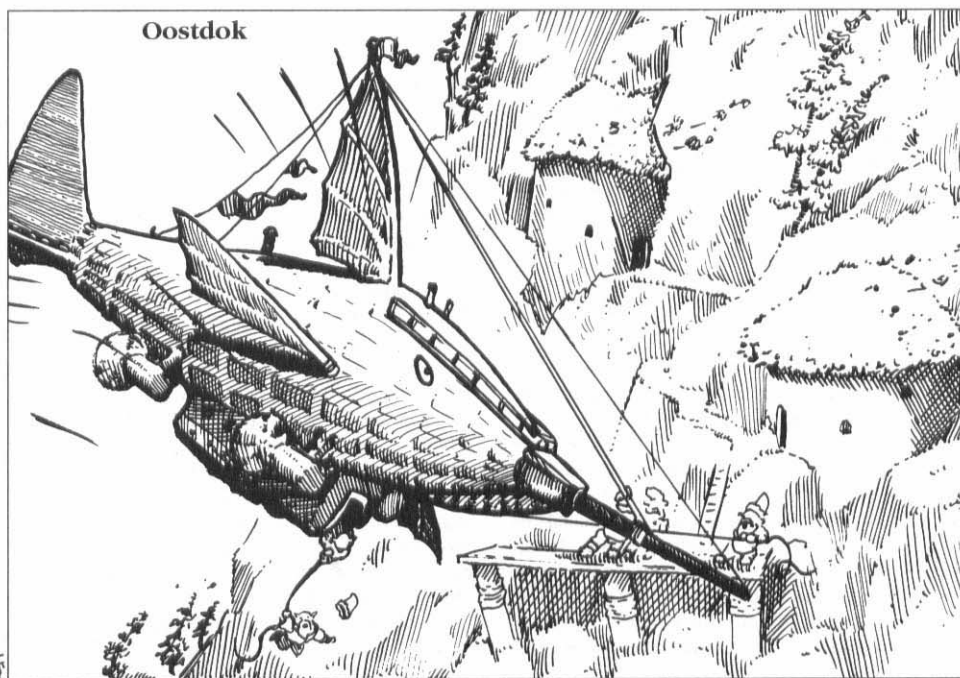
The Oltecs make this land their home. Stocky, copper-skinned men and women, they are racially similar to the Azcans but culturally very different. Oltecs follow the teachings of Otzitiotl (Ixion), the fiery Immortal known as the Sun-Prince; and Kalaktatla (Ka the Preserver), called the Amber Serpent. Oltec rituals are not bloody and cruel, as those of the Azca are; this is a peaceable, friendly race who make war only when attacked.

Notable Sites: Manac, the Oltec capital, is a sprawling, stone-walled city built on a low, broad mountaintop. Its buildings are one story tall, built of stones fit together without mortar and assembled so well that the even thinnest knife blade cannot be inserted between the stones. The city is richly decorated with stone statues and laid out with numerous gardens, many with running streams. It is a bright, open, pretty place.

History: The early Oltecs were one of the three human cultures from which all humans native to Mystara descend (white-skinned



Geographic Overview



Neathar Man and black-skinned Tangor Man were the other two). The copper-skinned Oltecs drifted across Mystara's surface, eventually splintering into different groups. Around 3500 BC, two major groups—the Oltecs and the Azca—began a series of wars that threatened to destroy both races. After five centuries, an outside event finally ended the stalemate—the destruction of the Blackmoor civilization changed the climate of the Oltec/Azca region. The Immortals Ka and Ixion transported survivors of both cultures to the Hollow World.

Here, the Oltecs resumed a more peaceful lifestyle, though they still had to defend themselves against occasional Azca attacks. Over the last several centuries, the Azca have driven the Oltecs farther into the mountains, but have never managed to enslave or destroy them.

Important Figures: Monpac the Sunwatcher (King).

Flora and Fauna: These mountains are home to bears, panthers (jaguars), sabre-tooth tigers, dinosaurs, drakes, hill giants, giant lizards, ogres, pterosaurs, sasquatches, snakes, and stirges.

See Also: HOLLOW WORLD® Boxed Set.

Oostdok (Gnomish Community of; aka Valoin-Flamaeker)

Location: Hollow World, Floating Continent of Valoin-Flamaeker.

Area: 1,500 sq. mi. surface area, plus 1,000 sq. mi. of caves and burrows. **Population:** 20,000 gnomes. **Languages:** Gnomish (Oostdok dialect), Alphatian, Heldannic, Neathar. **Coinage:** Gear (gp), nut (sp), pin (cp).

Government Type: Gnomish plutocracy.

Industries: Gnomish inventions, a bit of agriculture. Oostdok's economy relies on doing business with people on the mainland below.

Description: Although this floating island's proper name is Valoin-Flamaeker (see "History," below), the island's inhabitants refer to it as Oostdok, and themselves as Oostdokians. The island is roughly 50 miles long by 30 miles wide and about a mile and a half from top to bottom. A series of small mountains and plateaus form its upper surface. The very bottom of the island floats at an altitude of roughly 6,000'; its lowlands are at about 9,000', and its highest mountain peak sails along at 15,000' above the Hollow World's surface.

Geographic Overview

Oostdok is a cultured and civilized place, famous for its banking and legal services. Seven powerful trade houses (politely called family trusts, or corporations) control the nation's economy and politics. Scores of minor trade houses struggle to become major powers. All members of a trade house are fanatically devoted to their kin. No trade house will ever employ an individual who wasn't born into the family.

Each trade house has its own specialty. Broqueville, Sa. (Inc.) specializes in the manufacture of military hardware and camouflaged dirigibles (flying airships). Demeulemeister, Ltd. specializes in nonmilitary flying vehicles and runs a Rent-a-Blimp service. Hembeek, Hembeek & Huysevant, Ltd. provide legal services of all types. Johanneke Gnomes Worldwide, Ltd. are established bankers and gold miners. The Le Nerviens Family Trust, Inc. specializes in odd inventions and intricate doodads. Montjoie Rouge, Sa. (Inc.) offers entertainment services from theaters to book publishing. The VandenKoop Brothers, Ltd. produces poultry and eggs and runs restaurants known for their fast service.

A secret society calling itself the fifth column is a terrorist group made up of social outcasts. They plot the downfall of the trade houses and the grounding of Oostdok itself.

Notable Sites: The town of Schaerbeek, Oostdok's capital, is a large, populous town nestled along the base of a high, narrow mesa. Towers, mansions, and other buildings rise up in haphazard fashion, with narrow, twisting streets winding around and between them. The buildings are, of course, gnome-height, averaging 5' per story, although some towers are 15 stories high. Schaerbeek holds an annual airship regatta, in which the most powerful family trusts race their favorite flying contraptions.

History: Oostdok was created from the merging—a literal collision—between two societies of airborne gnomes.

The Valoin gnomes occupied parts of the Northern Reaches from 2500 BC to the early 6th century AC. Highly inventive, their scientists were experimenting with flying gas bags by the time a kobold invasion overran their nation starting in AC 490. The Immortals decided to save a community of these gnomes, setting them on their own floating island in the Hollow World.

The Flamaecker gnomes belonged to the fabulous Flying City of Serraine. In the 5th century AC, the Flamaecker clan developed new technologies to power and maneuver their city. The testing of their device tore away the section of Serraine that included the Flamaecker households and sent it on a fatal flight up through the Skyshield and into the Void of space. The Immortal Garal Glitterlode set them on a floating island in the Hollow World to save them, but removed their memories of Serraine.

The two gnomish cultures were unaware of one another for centuries. They adapted their respective technologies to let them steer their flying islands wherever they wanted to go. In AC 778, the steering mechanism on the flying island of the Flamaeckers jammed. Before anything could be done, the Flamaecker island crashed into the Valoin island and the two flying rocks were inextricably merged. The collision ruined both steering mechanisms, so the new flying continent of Valoin-Flamaecker was stuck forever in its new orbit.

In AC 978, the Heldannic explorers of the Hollow World became aware of the Oostdok dirigibles and decided to acquire them. They invaded the peaceable island and conquered the gnomes. For decades, the gnomes attempted subtle and ineffective resistance. In AC 1010, when Alpathia arrived on the scene and supported the gnomes against the Heldanners, Oostdok regained its independence.

Important Figures: Jan Hembeek (Gnome-Architect of Oostdok).

Flora and Fauna: Monsters found in Oostdok include bats, giant bees, drakes, air elementals, faerie, gremlins, rats, and sprites.

See Also: *Voyage of the Princess Ark*, Parts 9 and 10 (DRAGON® Magazine, October and November 1990).

Ostland (Kingdom of)

See NORTHERN REACHES.

Pearl Islands (Kingdom of the)

Location: Known World, seas south of where Alpathia once lay.

Area: 119,719 sq. mi. (Includes Dwair, 12,970 sq. mi.; Kuir, 9,478 sq. mi.; Nuar, 89,789 sq. mi.; Puir, 2,993 sq. mi.; Tuar, 3,991 sq. mi.; and miscellaneous small islands totalling 498 sq. mi.).

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Population: 100,000, including 5,000 in the town of Seagirt. **Languages:** Nuar (related to Tanagoro), Thyatian. **Coinage:** None native (barter preferred); Thyatian coins used in transactions with foreigners: Emperor (5 gp), lucin (gp), asterius (sp), denarius (cp).

Government Type: Monarchy.

Industries: Pearl diving, jewelry making (coral, pearls, mother-of-pearl, and shells), export of tropical fruits.

Description: The Pearl Islands are tropical volcanic islands occupied by a proud race of black-skinned humans, the native Nuari. Though the Nuari live materially simple lives in grass huts, they are a cultured and philosophical people who turn their efforts to bettering themselves physically and ethically rather than financially. The Nuari are formidable warriors and hard workers. They believe in tolerance of other cultures and in equal opportunities and rights for all regardless of gender or birth.

Notable Sites: The Pearl Island capital is Seagirt, a coastal town built in the Thyatian fashion (with walls, wooden buildings, and large piers).

History: These islands were settled over 2,000 years ago by the Nuari of Tangor. Eventually the Alphasians discovered and conquered the islands. In the Thyatian war of independence 1,000 years ago, the Nuari threw their lot in with the Thyatians. The Thyatians treacherously murdered the Nuari king and added the Pearl Islands to their own empire—but, 20 years later, a new Empress gave the Nuari the option of leaving the empire or staying of their own free will. After due deliberation, the Nuari archduke decided to keep the Islands within the Empire.

The Pearl Islands took advantage of the recent war between Alphasia and Thyatis to announce their independence from Thyatis. Now, with Alphasia gone and Thyatis recovering, the Nuari are prepared to either negotiate or fight with the Thyatians to retain that independence.

Important Figures: Nurokidu Nuar (King), Tanarobi Nuar (envoy to Thyatis).

Flora and Fauna: Fruit-bearing tropical trees and hardy grasses dominate the islands. Swine and imported cattle thrive here. Monsters occasionally found here include dracos (giant lizards), sprites, mermen, giant crabs, devilfish, dolphins, manta rays, and water termites.

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

Qeodhar (Kingdom of)

Location: Known World, northwest of where Alphasia once lay.

Area: 88,791 sq. mi. (includes Icehop Island, 5,487 sq. mi.; Qeodhar Island, 82,307 sq. mi.; Whaler's Island, 997 sq. mi.). **Population:** 18,000. **Languages:** Alphasian, Heldannic. **Coinage:** Alphasian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Monarchy, formerly part of the Alphasian Empire.

Industries: Fishing, whaling, seal hunting; light agriculture.

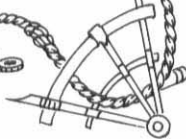
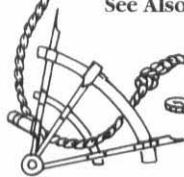
Description: This is a cold, rocky, bare island inhabited by descendants of the Yanifey people (see YANNIVEY). Tall, pale-skinned, and blond, they are related to the people of Norwold, the Northern Reaches, and the Heldannic Territories. Because of their hard lives, Qeodharans are lean, taciturn, suspicious people.

History: Qeodhar (originally called Northrock) was first settled by people displaced by the Alphasians when they came to Mystara. In AC 510, a Northrock chief named Qeodhar organized his people and persuaded the Alphasian emperor to accept his nation as a subject territory of Alphasia. The island kingdom seldom received aid, scholars, or other imperial benefits, however.

More recently, Norlan, King of Qeodhar, successfully courted Mariella, one of Empress Eriadna's daughters, though the empress forbade any marriage between the two. Mariella ran away to Qeodhar on several occasions. She was, in fact, on Qeodhar when Alphasia sank. Norlan quickly married her, in spite of the fact that she no longer represented an empire.

Norlan hasn't decided whether to accept self-styled Emperor Zandor's assertion that Qeodhar is now part of the New Alphasian Empire—with the provision that Qeodhar be treated with more generosity than in previous generations—or whether he should just pretend to accept, lure Zandor to Qeodhar for a ceremony, and assassinate him.

He has a more personal problem to deal with at the moment—Mariella has been missing since the fall of AC 1010. A mysterious skyship of Alphasian design was spotted near Qeodhar at the time of her disappearance. Norlan has spread the word that he will pay well for any reliable information as to his wife's whereabouts—and a substantial sum for her return.



Geographic Overview

Important Figures: Baron (King) Norlan; Baroness (Queen) Mariella.

Flora and Fauna: Creatures found in Qeodhar include animal herds (seals), snow apes, boars, giant crabs (good eating!), dolphins, white dragons, dragon turtles, coldrakes, giant fish, frost giants, mermen, frost salamanders, sharks, whales, and wolves.

See Also: *Dawn of the Emperors* Boxed Set, *M1, Into the Maelstrom*.

Redstone (Province of; County)

See ISLE OF DAWN.

Rockhome (Dwarf-Kingdom of)

Location: Known World, continent of Brun, northwest of Ylaruam, southeast of the Ethen-gar Khanates, west of the Northern Reaches.

Area: 41,140 sq. mi. **Population:** 1,000,000 (99% dwarf, 1% human); the city of Dengar has a population of 15,000 living aboveground and 40,000 living below. **Languages:** Dwarfish (Rockhome dialect), Thyatian. **Coinage:** Sun (10 gp), trader (gp), moon (10 sp), star (sp), stone (cp).

Government Type: Monarchy, heavily influenced by clan leaders. The dwarf-king or dwarf-queen has considerable power but must have the support of the dwarven clan leaders and dwarven senators to implement laws.

Industries: Mining (precious metals, iron), crafts (metalworking, stoneworking).

Description: Rockhome, the dwarven homeland, lies in two broad, fertile valley lowlands surrounded by deep, menacing mountain belts. Tunnels, caverns, and dwarven homes riddle the bedrock. As many live below ground as aboveground. Rockhome dwarves value craftsmanship, family ties, personal honor, and maturity. They hold any who are not craftsmen, especially farmers, in low esteem.

Notable Sites: Dengar, built into Rockhome's tallest mountain, is the capital city. The city is split into two districts: Upper Dengar, built at the base of Point Everast; and Lower Dengar, built in a series of enormous caverns within the mountain itself. Upper Dengar is a heavily walled community, home to most of the humans in Rockhome, and the nation's center of trade. Lower Dengar is the larger district, home to the royal family and the dwarven senate. Dengar,

both Upper and Lower, is a dramatic demonstration of the dwarves' architectural and engineering skills.

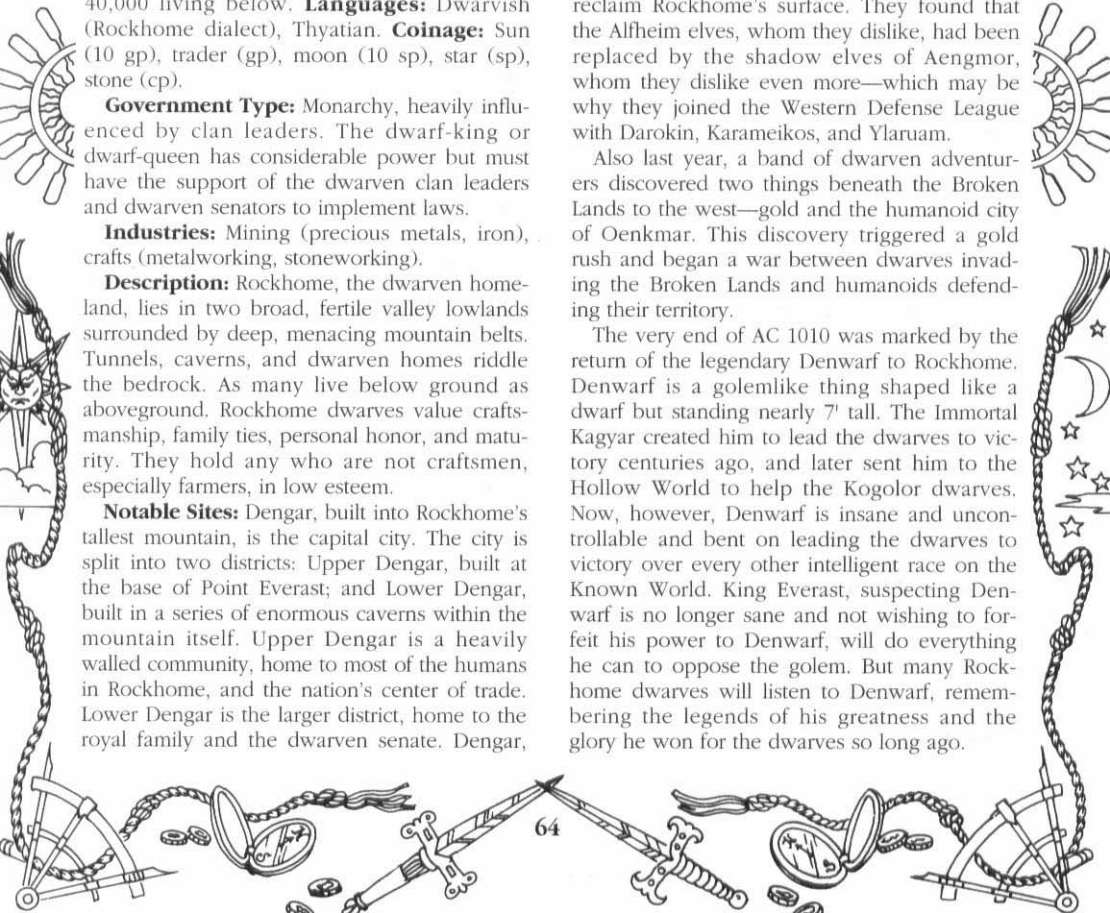
History: According to dwarvish tradition, the Immortal artisan named Kagyar Flasheyes created Rockhome and the dwarves. Over the centuries, the dwarves have had to defend their homeland on many occasions, especially from humanoids such as orcs and goblins, but Rockhome has never been conquered.

In the recent war between Alphatia and Glantri, Rockhome stayed completely neutral. The dwarves went so far as to abandon Rockhome's surface, sealing themselves in their caverns in the fall of AC 1006. They remained below ground for more than three lean years, living on the immense food stores they keep. During this time, Heldanners and Vestlanders traipsed across Rockhome to get at the humanoids of the Broken Lands, and humanoids of the mountains eagerly sacked abandoned Rockhome villages.

Early in AC 1010, the dwarves emerged to reclaim Rockhome's surface. They found that the Alfheim elves, whom they dislike, had been replaced by the shadow elves of Aengmor, whom they dislike even more—which may be why they joined the Western Defense League with Darokin, Karameikos, and Ylaruam.

Also last year, a band of dwarven adventurers discovered two things beneath the Broken Lands to the west—gold and the humanoid city of Oenkmarr. This discovery triggered a gold rush and began a war between dwarves invading the Broken Lands and humanoids defending their territory.

The very end of AC 1010 was marked by the return of the legendary Denwarf to Rockhome. Denwarf is a golemlike thing shaped like a dwarf but standing nearly 7' tall. The Immortal Kagyar created him to lead the dwarves to victory centuries ago, and later sent him to the Hollow World to help the Kogolor dwarves. Now, however, Denwarf is insane and uncontrollable and bent on leading the dwarves to victory over every other intelligent race on the Known World. King Everast, suspecting Denwarf is no longer sane and not wishing to forfeit his power to Denwarf, will do everything he can to oppose the golem. But many Rockhome dwarves will listen to Denwarf, remembering the legends of his greatness and the glory he won for the dwarves so long ago.



Geographic Overview

Important Figures: Everast XV (King).

Flora and Fauna: Sparse pine forests cover the Rockhome mountains. The lowlands are largely given over to farmlands and pasture. Many monsters are found in and about Rockhome, especially in the mountains. These include animal herds (wild horses and deer), giant ants, snow apes, white apes, beholders, undead beholders, black bears, black puddings, boars, mountain lions, white and red dragons, hill giants, stone giants, frost giants, goblins, gray oozes, hobgoblins, kobolds, ogres, orcs, rats, sasquatches, rock toads, cave toads, trolls, wolves, and the very occasional vampire.

See Also: *GAZ6, The Dwarves of Rockhome.*

Schattenalfheim (Schattenalfen Caverns)

Location: Hollow World, continent of Icaria, northern parts of the World-Spine mountain range in the far west of the continent.

Area: 175,976 sq. mi. **Population:** 600,000, including that 60,000 live in the city of Issarhyl.

Languages: Elvish (Schattenalf dialect, very similar to the Shadow Elf dialect). **Coinage:** Mountain (gp), pyramid (sp), stone (cp).

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

Industries: Mining (precious metals and stones).

Description: These cavern-riddled mountains are occupied by the Schattenalfen elves. The Schattenalfen elves are physically identical to the shadow elves of Aengmor, but culturally they are very different. They build monuments like the Azca (their architectural tastes have been shaped by the Immortal Atzanteotl, who also admires the Azcan culture). As followers of Atzanteotl, they adhere to a philosophy of hatred and ruin. They are sensitive to the rays of the sun (exposure to sunlight for a full day will kill most Schattenalfen elves), and they prefer to live underground, but hate and envy those who live on the surface. They continually war against the Azca, as well as against the Traldar, Oltecs, Neathar, and anyone else they meet.

Notable Sites: Issarhyl, a city built within a huge cavern beneath a mountain, is the Schattenalfen capital. It is much like an Azca city, full of stone dwellings, plazas, and pyramids, except that it is underground.

History: The Schattenalfen are descendants of explorers who left the City of Stars far underground to reach the earth's surface, and succeeded—but they found the inside rather than the outside surface. Inspired by the Immortal Atzanteotl, they founded a nation based on war and hatred.

Just last year, the Schattenalfen were reunited with the shadow elves when explorers from the City of Stars discovered the Hollow World.

Important Figures: Catriata (Queen and Shaman).

Flora and Fauna: Monsters in this mountain region include basilisks, bats, bears, giant bees, giant beetles, beholders, undead beholders, black puddings, blast spores, caecilians, carrion crawlers, mountain lions, sabre-tooth tigers, giant centipedes, chimeras, dinosaurs, dragons, giant ferrets, gelatinous cubes, stone giants, gray oozes, green slimes, giant lizards, ochre jellies, pterosaurs, purple worms, rats, trolls, and yellow molds.

See Also: *HOLLOW WORLD® Boxed Set.*

Sea of Dawn

The Sea of Dawn is the sea east of the continent of Brun on the Known World; now it also occupies the former site of Alphatia.

Sea of Eadh

The Sea of Eadh reaches east from the continent of Icaria in the northern hemisphere of the Hollow World.

Sea of Dread

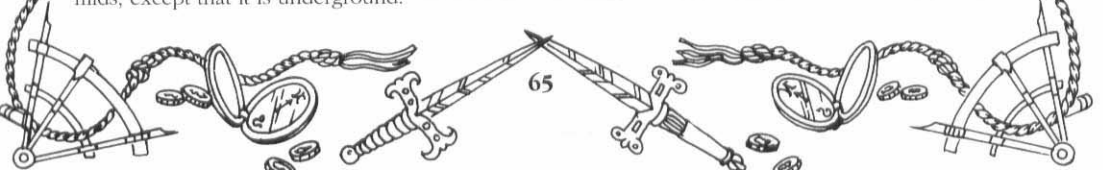
The Sea of Dread lies south of the continent of Brun on the Known World.

Sea of Esterhold

The Sea of Esterhold lies between the Sea of Dawn and the continent of Skothar on the Known World.

Sea of Rax

The Sea of Rax reaches east from the continent of Icaria in the southern hemisphere of the Hollow World.



Geographic Overview

Sea of Yr

The enormous Sea of Yr nestles against southern Iciria in the Hollow World.

Serraine (Flying City of)

Location: Known World—anywhere.

Area: About .6 sq. mi. **Population:** About 2,400 (about 1,500 gnomes, 125 nagpa, 250 tabi, 10 sphinxes, 80 faenare, 120 pegataurs, 30 harpies, 40 gremlins, 50 kobolds, 20 orcs, 6 ogres, 100 humans, 70 elves, and one cloud giant). **Languages:** Gnomish (Serraine dialect), Faenare, Gremlin, Harpy, Nagpa, Pegataur, Sphinx, Tabi, others. **Coinage:** None; gems and semiprecious stones only.

Government Type: Democracy, heavily influenced by special interest groups.

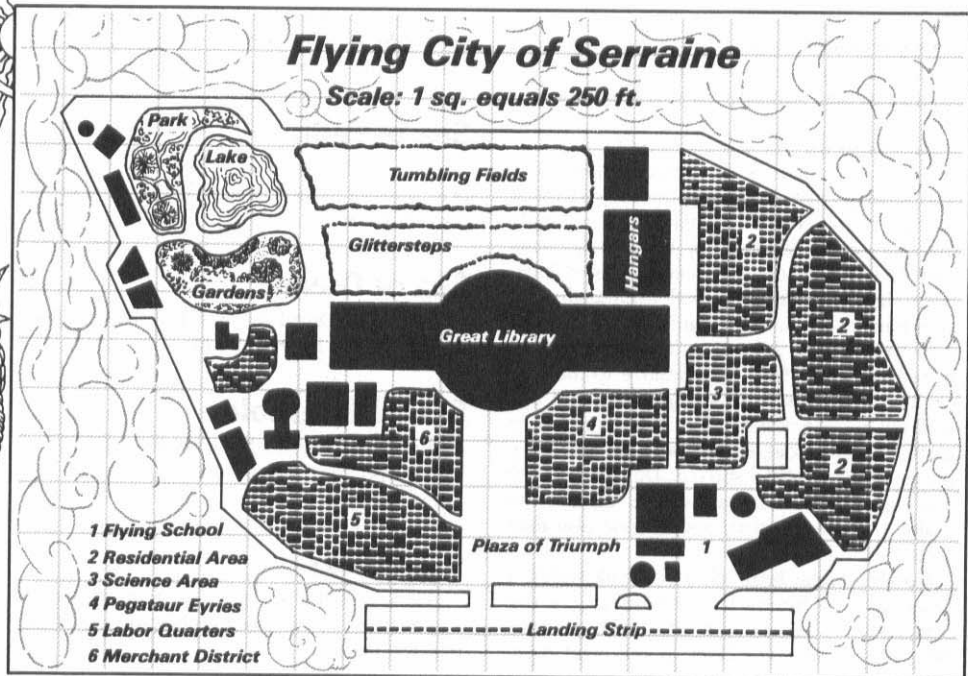
Industries: Development of interesting machinery, especially aircraft.

Description: The city is actually a remarkable flying machine, kept aloft by permanent *levitation* enchantments and adaptations of ancient Blackmoor jet-thrust devices. Serraine is roughly oval, nearly a mile long, and 3,000'

wide. It's not a perfect oval; one "corner" of the oval points outward instead of being rounded, and a long landing strip has been added to the opposite long edge of the city. Serraine is built in two levels, the city above and the under-city. Serraine, founded and dominated by gnomes, is home to many races, several of whom are interested in the exploration and exploitation of the air.

Notable Sites: Interesting sites here include the Top Ballista Flying School, a university where piloting skills are taught, and Science Park, a museum of gnomish inventions.

History: In 251 BC, a legendary gnome craftsman named Glimreen Gemeye discovered a jet engine artifact of the destroyed Blackmoor civilization. He and his descendants learned how to use the device, often with the help of other intelligent races. Over the centuries they constructed an enormous frame, attached flight engines to it, and built a community on it. Eventually, in AC 39, the flying town made its maiden flight. Although originally Serraine could stay aloft only for short periods of time, its creators ultimately learned how to keep it



Geographic Overview

aloft indefinitely. Today, Serraine cruises over the Known World, crossing over settled lands only when those lands are proven to be friendly to the gnomish technicians and their works.

Important Figures: Santarian Keltander (Mayor).

Flora and Fauna: See "Population" above.

See Also: PC2, *Top Ballista*.

Shahjapur (Kingdom of)

Location: Hollow World, the largest island of the Anathy Archipelago, between the Merry Pirates' island and the continent of Jomphur.

Area: 80,000 sq. mi. **Population:** 2,500,000 (Capital: Amtha 200,000; Main City: Dharsatra 450,000 people). **Language:** Sindhi. **Coinage:** Guru (pp worth 25 gp), rupee (gp worth 5 gp), bhani (ep worth 2 ep), khundar (sp), and piaster (cp).

Industries: Silk and other textiles, tea, spices, teak, incense, and mining.

Description: Shahjapur's terrain includes a variety of environments: plateaus, grassy fields, tropical rain forests, swamps, salt bogs, and rocky deserts. For eight months a year, Shahjapur is sunny, with little rain; drought parches the land by the end of the dry season. Just when it seems all life will cease, the monsoons come, drenching everything and starting the cycle anew.

Native Shahjapuri have nut-brown skin and black eyes and hair. Many seem weak and thin, but this due to the overall poverty of the common people. Most live among filth and disease in overcrowded urban areas. The people belong to rigid social castes that regulate many of their customs and laws.

Shahjapur is a land of fakirs, gurus, and intensely spiritual followers of the Immortals. Clerics lead the people and provide spiritual support. The Moguls are secular leaders, regional nobility of great wealth and political power. The Moguls rule the nation with law, wealth, and military might.

Notable Sites: The city Dharsatra's crowded slums and filth-strewn streets contrast with the splendor of wealthy Shahjapuri palaces and estates. The Deccania Desert is a parched, inhospitable land of mysteries; the miasmatic Chirrapalli and Hooghily Swamps hide death in the form of swamp-loving monsters and infec-

tious diseases; and strange native monsters infest the Grand Mogul's hunting grounds.

History: The ancestors of the Shahjapuri originated in Sind on the outer world. In AC 425, Minrothad traders unwittingly introduced lycanthropy to Sind. The disease threatened to overrun the nation. Other shapeshifters already well ensconced in the Sindhi population saw this as an opportunity to unite their kind—doppelgangers and mujinas allying with lycanthropes—and seize complete control of the area. The Immortal Ka feared this would irrevocably alter Sind's culture, and transplanted nearly half the Sindhi population to the Hollow World. He gave false memories to those he transplanted; memories of an outer-world Sind once ruled by shapeshifters called *chambahara*, or "deformed animals."

The Shahjapuri flourished in the Hollow World, and are now a greater nation than Sind, their surface world ancestor. They've remained fairly well isolated from other cultures, only occasionally purchasing Merry Pirates' booty or trading teak and spices with Traldar merchantmen. Thanatos began influencing the land around AC 900, supporting such sects as the Kirtanta, a society of assassins.

Important Figures: Grand Mogul Korik-todeva Raya

Flora and Fauna: Animal herds (cattle, elephants, yak), bandits in the rocky hills, basilisks, bhuts, cockatrices, king cobras, djinn, red dragons, efreet, ghouls, gnolls, headsmen, giant lizards, manscorpions, rakshasa, mummies, giant scorpions, shadows, sphinxes, tigers, and trolls.

See Also: HWR3, *Night Storm Adventure Module*.

Shiye-Lawr (Elf-Kingdom of)

See ALPHATIA.

Sind (Kingdom of)

Location: Known World, continent of Brun, west of Atruaghin Plateau, Darokin, and Glantri.

Area: 200,000 sq. mi. (Azadgal: 10,000 sq. mi.; Baratkand: 32,500 sq. mi.; Gunjab: 17,000 sq. mi.; Jalawar: 13,500 sq. mi.; Jhengal: 32,000 sq. mi.; Kadesh: 20,500 sq. mi.; Nagpuri: 13,000 sq. mi.; Peshmir: 12,000 sq. mi.; Putnabad: 11,000

Geographic Overview

sq. mi.; Shajarkand: 25,000 sq. mi.; Sindrastan: 13,500 sq. mi.) **Population:** 550,000 plus hordes of occupying humanoids and other minions of Hule. (Azadgal: 45,000; Baratkand: 40,000; Gunjab: 15,000; Jalawar: 65,000; Jhenggal: 40,000; Kadesh: 30,000; Nagpuri: 60,000; Peshmir: 35,000; Putnabad: 75,000; Shajarkand: 65,000; Sindrastan: 80,000.) **Languages:** Sindhi; some Darokinian. **Coinage:** Guru (25 gp), rupee (5 gp), bhani (2 ep), khundar (sp), piaster (cp).

Government Type: Feudal monarchy (king and lesser nobles called rajahs and maharajahs). The Master of Hule actually rules Sind now.

Industries: Agriculture, trade (salt, silk, cotton, rice, tea especially).

Description: Sind is a rugged, poverty-stricken nation, currently occupied by the Master of Hule's Desert Nomad armies. The nation straddles the Asanda River Valley on the eastern edge of the Great Waste. Terrain includes fertile riverside lowlands, grasslands, a broad salty marsh, and inhospitable desert. The Sindhi people are extremely poor, though their rulers live in luxury and wealth. The nation is divided into small kingdoms called *mumlykets*.

Azadgal (East Jhengal): Once part of Jhengal proper, Azadgal has been a separate state for two centuries. With rich farmlands along the Asanda River and a number of mines in the badlands (producing gold, platinum, and gems), Azadgal is extremely affluent. **Capital:** Sandapur (pop. 9,000). **Ruler:** Rajah Ultman Srinivasan (Fighter 18).

Baratkand: This state, on the edge of the Plain of Fire, encompasses some of the most imposing desert terrain in Sind. Its rocky plain rises up in the northwest to meet the tortuously twisted limestone formations of the Plain of Fire. The town of Baratpur is located in a desert basin, where many fresh springs create small islands of greenery. Baratkand is also the site of Gunga Keep, which protects Sind from humanoid attacks from the Plain of Fire and from the Amsorak Mountains. **Capital:** Baratpur (pop. 6,500). **Ruler:** Rajah Dalal Radhas (Thief 12).

Gunjab: This is a province of goatherders, hunters, and mountaineers located in the western arm of the Amsorak Mountains. A few narrow valleys wind their way through the range, providing what little arable land Gunjab has. **Capital:** Raneshwar (pop. 5,000). **Ruler:** Maharajah Sarojun Sur (Fighter 22).

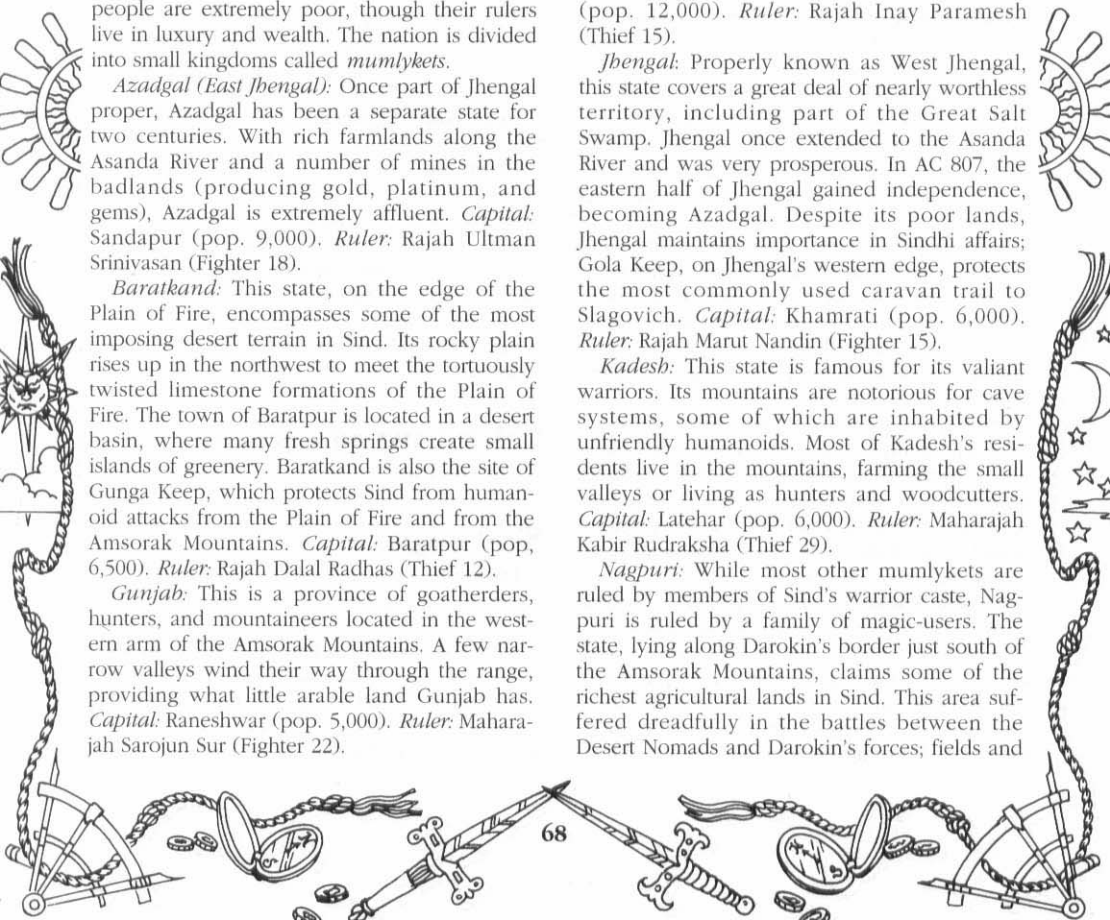
Jaibul: This is actually a sovereign nation, independent of Sind's government. (Neither Jaibul's area of 8,000 sq. mi. nor its population of 50,000 are figured into Sind's statistics.) A single, powerful wizard rules this chaotic magocracy. Whenever Jaibul's Rajah dies, the most powerful wizards of the nation compete for the throne. Jaibul trades slaves, gold, and rare oils for anything its wealthy citizens need. Jaibul's sailing vessels have a reputation as pirate ships and slave traders, although some do ply more legitimate trades. **Capital:** Jaibul (pop. 6,000). **Ruler:** The Black Rajah of Jaibul (Magic-user 36).

Jalawar: This state along Sind's coast is a haven for foreign sea captains interested in trading with Sind. Sambay is a busy port of call for traders from Jaibul, Yavdlom, Ierendi, Min-rothad, Slagovich, and the Davanian coast. Bordering the Atruaghin Clans territory, Jalawar also has the largest remaining swath of Sind's ancient forest, Sind's Royal Elephant breeding grounds, within its borders. **Capital:** Sambay (pop. 12,000). **Ruler:** Rajah Inay Paramesh (Thief 15).

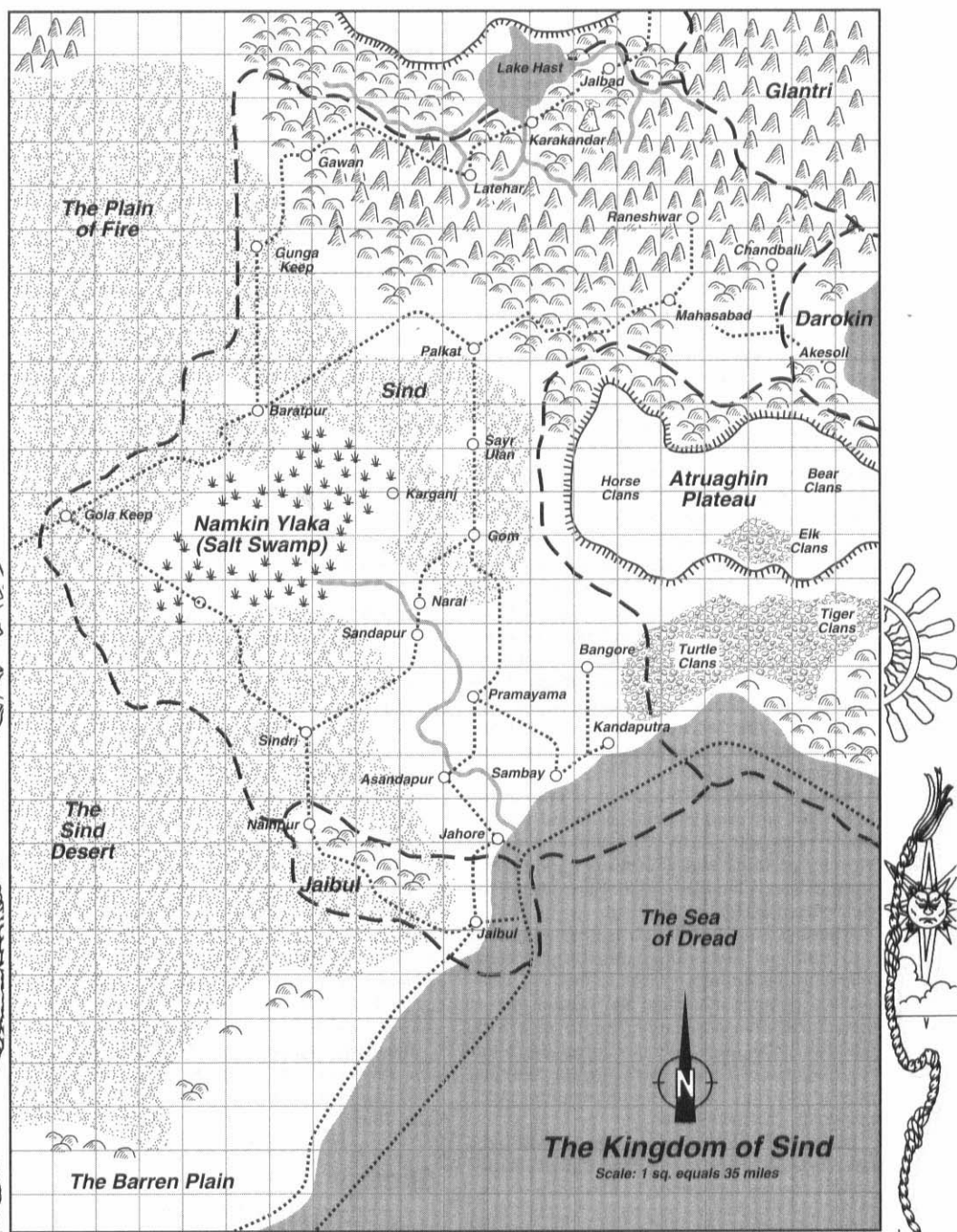
Jhengal: Properly known as West Jhengal, this state covers a great deal of nearly worthless territory, including part of the Great Salt Swamp. Jhengal once extended to the Asanda River and was very prosperous. In AC 807, the eastern half of Jhengal gained independence, becoming Azadgal. Despite its poor lands, Jhengal maintains importance in Sindhi affairs; Gola Keep, on Jhengal's western edge, protects the most commonly used caravan trail to Slagovich. **Capital:** Khamrati (pop. 6,000). **Ruler:** Rajah Marut Nandin (Fighter 15).

Kadesh: This state is famous for its valiant warriors. Its mountains are notorious for cave systems, some of which are inhabited by unfriendly humanoids. Most of Kadesh's residents live in the mountains, farming the small valleys or living as hunters and woodcutters. **Capital:** Latehar (pop. 6,000). **Ruler:** Maharajah Kabir Rudraksha (Thief 29).

Nagpuri: While most other *mumlykets* are ruled by members of Sind's warrior caste, Nagpuri is ruled by a family of magic-users. The state, lying along Darokin's border just south of the Amsorak Mountains, claims some of the richest agricultural lands in Sind. This area suffered dreadfully in the battles between the Desert Nomads and Darokin's forces; fields and



Geographic Overview



Geographic Overview

orchards are beginning to recover from the devastation. *Capital:* Mahasabad (pop. 12,000). *Ruler:* Rajah Salmahlin Kalkiiri (Magic-user 26).

Peshmir: This state, bordering on Lake Hast, thrives on trade with Glantri and Wendar. Peshmir's volcano occasionally spews forth clouds of ash and steam. Peshmir is one of the few places in Sind where the lower castes are actually well off. *Capital:* Karakandar (pop. 10,000). *Ruler:* Maharajah Hara Rudraksha (Fighter 14).

Putnabad: Located at the mouth of the Asanda River, Putnabad's ports are not as well-kept or spacious as those of Jalawar—in fact, they're rather shabby. *Capital:* Jahore, the Pearl of Putnabad (pop. 18,000). *Ruler:* Maharajah Jalil Ashupta, Khan (Fighter 11).

Shajarkand: This state encompasses nearly every type of terrain Sind offers. Its products range from salt to goat's milk to hides. Shajarkand's eastern border includes a forest tiger preserve. *Capital:* Naral (pop. 10,000). *Ruler:* Rajah Ramanan Venkat (Fighter 7).

Sindrastan: This is the ancient seat of the ul Nervi dynasty—Sind's Rajadhirajas (Kings of Kings). Sindrastan is mostly desert and grassy hills. The city of Sayr Ulan and its surrounding oases are an exception. Due to fervent petitions to the Immortals centuries ago, a thousand springs flowing with sweet water irrigate 1,000 square miles of fertile crop lands around the capital city. *Capital:* Sayr Ulan (pop. 30,000). *Ruler:* Rajadhiraja Chandra ul Nervi (answering to the Master of Hule).

Notable Sites: Sind's capital is the city of Sayr Ulan, an oasis community noted for the beauty of its onion-shaped tower tops. A veritable city of tents and campfires spreads out around Sayr Ulan and houses the Master of Hule's main occupying force.

History: Sind has a rich history spanning millennia; its first human inhabitants were related to the Atruaghin Clans to the east. Pale-skinned nomads inhabiting the western desert mixed with this population, and a race with nut-brown skin eventually developed. Since the first emperor of Thyatis was crowned, Sind has mostly consisted of many independent, petty kingdoms (the mumlykets).

In AC 425, Minrothad traders unwittingly introduced lycanthropy to Sind. Other shapeshifters already ensconced in the Sindhi population saw this as an opportunity to unite their kind—dopplegangers and mujinas allying with

lycanthropes—and seize complete control of the area. The Immortal Ka feared this would irrevocably alter Sind's culture, and transplanted nearly half the Sindhi population to the Hollow World (see SHAHJAPUR). He gave false memories of a devastating plague to those he left behind. For a while, the shapeshifters ruled Sind. Sindhi magic-users managed to exterminate most of the shape-shifters in AC 451.

Sind's independent mumlykets were finally united in AC 714, after years of fighting, by a rajah named Narendra ul Nervi. Since then, Sind has been ruled by a *Rajadhiraja* ("King of Kings") holding power over the rajahs.

In AC 1005, the Master of Hule overran Sind with his army of Desert Nomads. The Master's attack coincided with a successful coup by Kiritan ul Nervi against his brother, King Chandra ul Nervi. The deposed king was forced to flee, leaving Sind in the hands of Kiritan and the Master of Hule. The following years were marked with unrest and revolts, and with Chandra ul Nervi attempting to regain his throne. In AC 1009, the Master of Hule reinstated Chandra ul Nervi as Rajadhiraja of Sind, providing he was able to quell the unrest Kiritan's rule had only made worse. Chandra ul Nervi agreed in the hopes he could curb the worst of Hule's depredations on his people.

Deprived of most of their armies and wealth, most of Sind's rajahs are now mere puppet rulers; Rajadhiraja Chandra ul Nervi is a virtual prisoner in his palace. Sind's clerics, however, are quietly organizing a resistance among the common people.

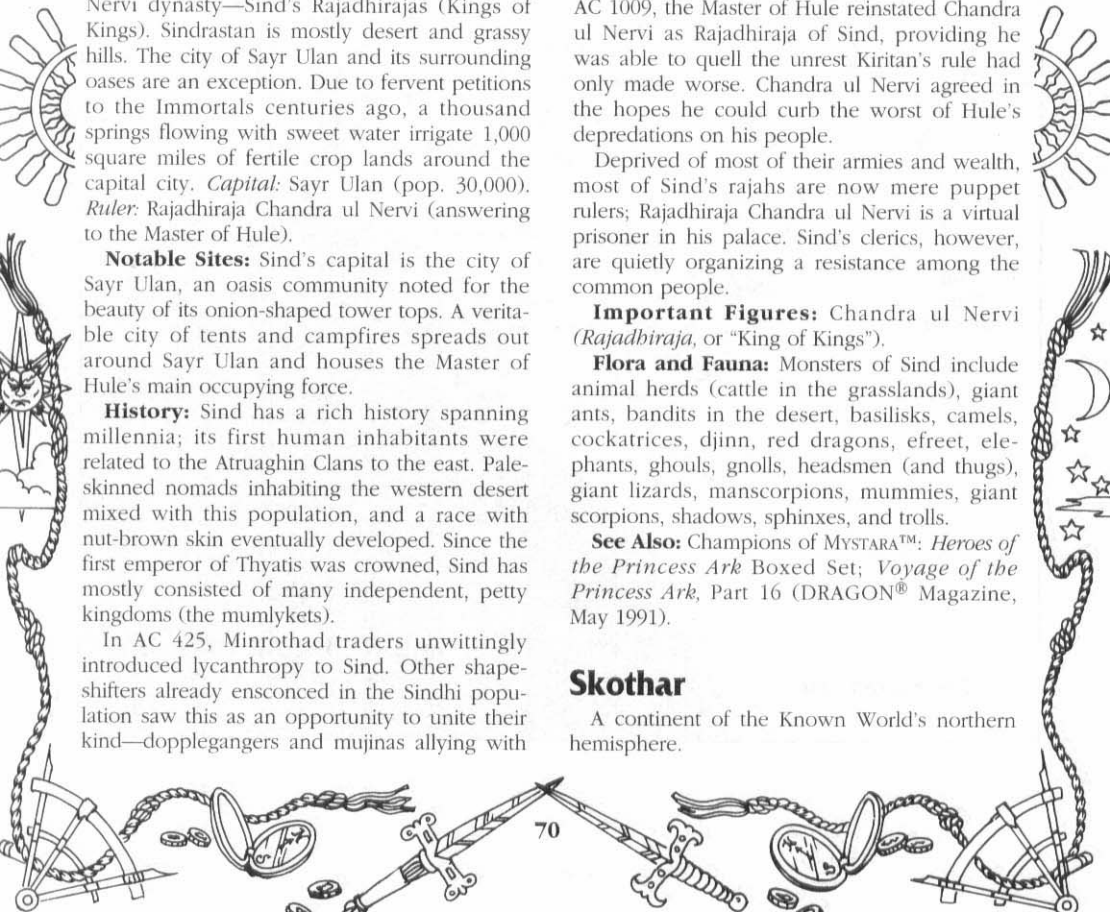
Important Figures: Chandra ul Nervi (*Rajadhiraja*, or "King of Kings").

Flora and Fauna: Monsters of Sind include animal herds (cattle in the grasslands), giant ants, bandits in the desert, basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, headsmen (and thugs), giant lizards, manscorpions, mummies, giant scorpions, shadows, sphinxes, and trolls.

See Also: Champions of MYSTARA™: *Heroes of the Princess Ark* Boxed Set; *Voyage of the Princess Ark*, Part 16 (DRAGON® Magazine, May 1991).

Skothar

A continent of the Known World's northern hemisphere.



Geographic Overview

Soderfjord Jarldoms

See NORTHERN REACHES.

Stonehaven (Heldannic Outpost of)

Location: Hollow World, Anathy Archipelago, northwest of Makai.

Area: 55 sq. mi. (note that Stonehaven does not control the entire island). **Population:** 5,000. **Language:** Heldann. **Coinage:** Groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), fenneg (cp).

Government Type: Military dictatorship.

Industries: War.

Description: This is a mountainous island with several large, comparatively comfortable cave systems. The major Heldannic outpost in the Hollow World is located here.

History: Around 960 AD, a Heldannic Warbird discovered the north polar opening to the Hollow World. The Knights aboard found an uninhabited island in the Anathy Archipelago, and they named it Stonehaven. After building an outpost here, most of the soldiers were sent home. In the years since, the outpost has been reinforced by successive waves of Heldannic Knights, and Stonehaven has become the main beachhead of Heldannic activity in the Hollow World.

In AC 1010, Alpathia (newly arrived in the Hollow World) discovered Stonehaven. By the end of the year, the Heldannic base was under nearly constant bombardment from Alpathian, Oostdokian, and Neathar aerial troops; the Heldannic commander is growing desperate.

Important Figures: General Anna von Hendriks.

Flora and Fauna: Stonehaven is a rock; other than a few indigenous goats and birds, there are no creatures of note to be found here.

Stonewall (Kingdom of)

See Alpathia.

Stoutfellow (Kingdom of)

See ALPATHIA.

Suridal

A continent of the Hollow World's southern hemisphere.

Surshield (Kingdom of)

See BELLISSARIA.

Tanagoro (Kingdom of the)

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

Area: 243,873 sq. mi. **Population:** 500,000, living in a thousand or more villages. **Language:** Tanagoro. **Coinage:** None (barter only).

Government Type: Monarchy.

Industries: Cattle, some agriculture, much leatherworking.

Description: These are broad, rolling plains occupied by the Tanagoro, a black-skinned human culture. The Tanagoro, like the Jennites, herd aurochs. They are not nomads, however; they build permanent villages and grow crops to supplement their diet. The Tanagoro are infamous warriors, often warring with the Jennites or the Nithians.

The jungles north of the Tanagoro kingdom are populated by Tanagoros as well—but these northerners belong to their own jungle kingdom, about which nothing is yet known.

Notable Sites: The Morabuto tribe control the Yudh River Valley, near where the Yudh empties into the Sea of Yr. The land is greener here, the grasses better, the aurochs fatter. The Yudh River marks the traditional border between Jennite and Tanagoro territory, and it is here that warriors of both tribes come to challenge one another to combat.

History: The Tanagoro are descendants of Tangor Man, a race that occupied the Tangor Peninsula of the continent of Skothar in the ancient past. The climate of the Tangor Peninsula changed when Blackmoor destroyed itself. Tangor Man migrated and altered his lifestyle to survive, but the Immortals Ka and Korotiku transferred many of them to the Hollow World to preserve their original culture.

Important Figures: Korolo Togoro (King).

Flora and Fauna: These plains are home to animal herds (aurochs), rock baboons, giant beetles, boars, bugbears, lions, sabre-tooth tigers, cyclops, dinosaurs, elephants, grab grasses, griffons, giant lizards, manscorpions, manticores, medusas, minotaurs, mummies, pterosaurs, giant scorpions, snakes, sphinxes, giant spiders, and trolls.

See Also: HOLLOW WORLD® Boxed Set.

Geographic Overview

Theranderol (Kingdom of)

See ALPHATIA.

Thothia (Kingdom of)

See ISLE OF DAWN.

Thyatis (Empire of)

Location: Known World, continent of Brun, east of Karameikos and south of Ylaruam.

Area: 42,300 sq. mi. (mainland nation only). **Population:** 3,000,000 (mainland only). **Languages:** Thyatian (official), Elvish (Vyalia dialect). **Coinage:** Emperor (5 gp), lucin (gp), asterius (sp), denarius (cp).

Government Type: Monarchy: inheritable kingship that is heavily influenced by elected senators.

Industries: Agriculture, mining, warfare.

Description: The nation of Thyatis, center of the Thyatian Empire, is small in size but large in influence. Its position gives it easy access by water to the southern coast of Brun, to the islands and continents of the Sea of Dawn, and to Davania, the southern continent.

Rich flatlands dominate western Thyatis, where horse breeding has become a noble pastime. Central Thyatis is hillier, although its farmlands rival those to the west. The Island of Hattias, separated from the mainland by a narrow strait known as Vanya's Girdle, contains hills and forested lowlands; it is good land, but notorious for its population's racial intolerance. Eastern Thyatis has good grazing lands for sheep and access to good fishing waters. And the northland hills, while not agriculturally productive, are rich in minerals and ores.

The Thyatian people have olive complexions and dark hair. They are noted for their sophistication—often called decadence by people from other lands—and their pragmatism, which sometimes leads to treachery in negotiations.

The nation of Thyatis is made up of the following eighteen dominions.

Actius, County of: This small, infertile island is the shipbuilding center of the Thyatian Navy. Capital: Actius (pop. 8,000). Ruler: Count Geraldan Actavius (Fighter 22).

Biazzan, Barony of: This rich valley enjoys much trade; most of the people are Alasiyan (see YLARUAM). Capital: Biazzan (pop. 12,500). Ruler: Baron Babrak Biazzan (Fighter 18).

Borydos, Protectorate of: Many sea monsters surround the waters of this military garrison and prison colony. Capital: Fort Borydos (pop. 5,000—500 soldiers, 4,500 prisoners). Ruler: Fort Borydos changes commanders often—few like to stay for long.

Bubrobur, Barony of: This mountainous territory was settled by Rockhome dwarves. Capital: Makrast (pop. 3,000). Ruler: Baroness Gilla Blyskarats (Dwarf 12, dwarf cleric).

Carytion, Protectorate of: This dominion caters to the wealthy; it boasts many family villas and one naval base. Capital: None (no one village stands out). Ruler: None (the wealthy families living here compete against one another for power and prestige, but none actually rules here.)

Halathius, County of: This hilly region has many rich gold mines. Capital: Goldleaf (pop. 4,000). Ruler: Countess Sabrina Andreana (F9).

Hattias, County of: This island province is the largest mainland Thyatian dominion. The Hattian population is the original source of the Heldannic Knights, and many Hattian youths leave each year to find their destiny in the Heldannic Territories. Capital: Hattias (pop. 30,000). Ruler: Count Heinrich Oesterhaus (Fighter 36, actually an avatar of the Entropic Immortal Thanatos).

Kantrium, Duchy of: This small, old duchy has fertile farmland along the Gulf of Kantrium. Capital: Kantridae (pop. 10,000). Ruler: Duke Leonidas Ruggiero (Fighter 19).

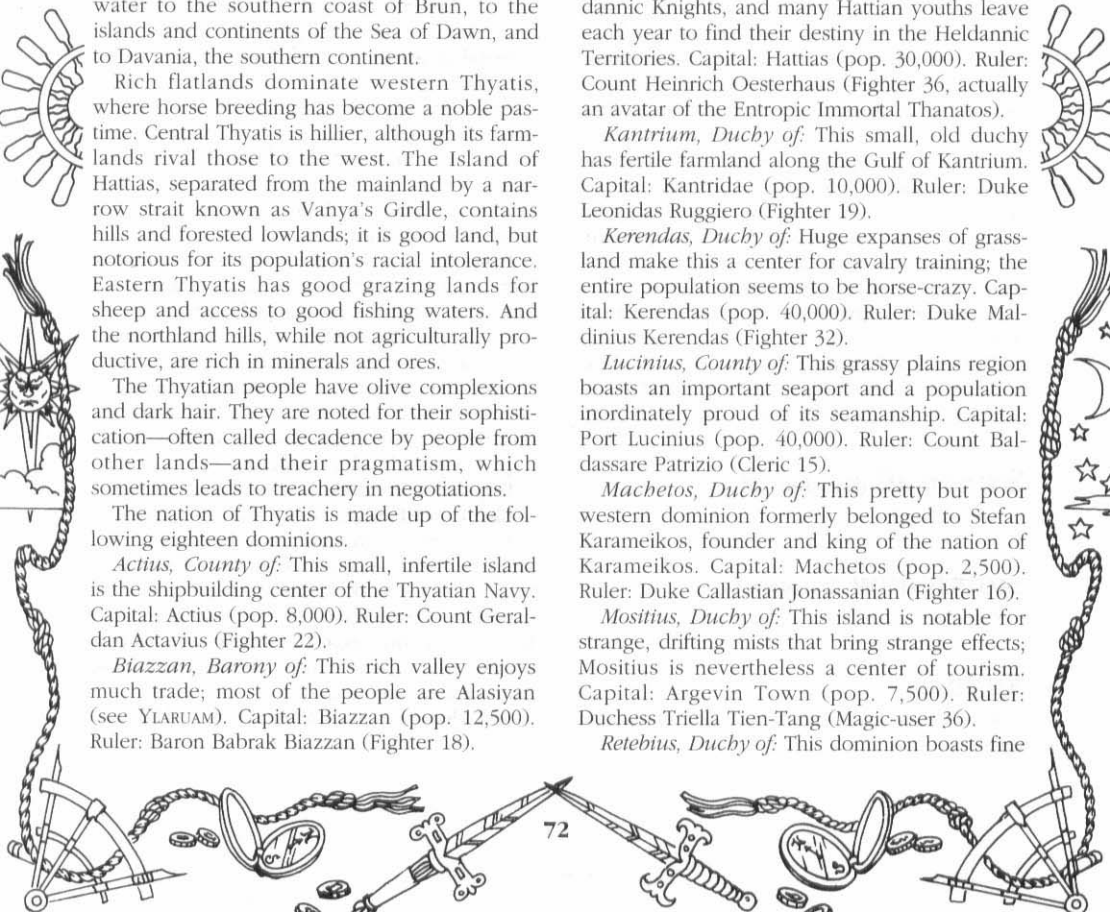
Kerendas, Duchy of: Huge expanses of grassland make this a center for cavalry training; the entire population seems to be horse-crazy. Capital: Kerendas (pop. 40,000). Ruler: Duke Mal-dinius Kerendas (Fighter 32).

Lucinius, County of: This grassy plains region boasts an important seaport and a population inordinately proud of its seamanship. Capital: Port Lucinius (pop. 40,000). Ruler: Count Baldassare Patrizio (Cleric 15).

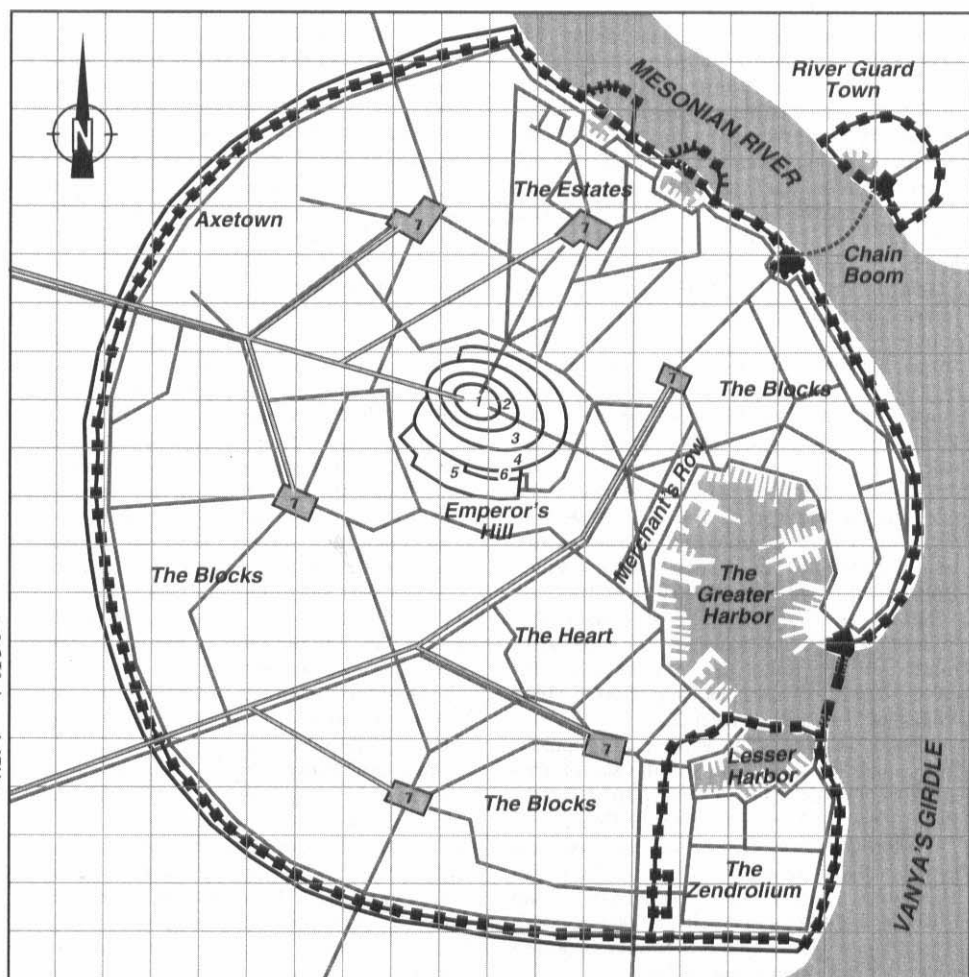
Machetos, Duchy of: This pretty but poor western dominion formerly belonged to Stefan Karameikos, founder and king of the nation of Karameikos. Capital: Machetos (pop. 2,500). Ruler: Duke Callastan Jonassanian (Fighter 16).

Mositius, Duchy of: This island is notable for strange, drifting mists that bring strange effects; Mositius is nevertheless a center of tourism. Capital: Argevin Town (pop. 7,500). Ruler: Duchess Triella Tien-Tang (Magic-user 36).

Retebius, Duchy of: This dominion boasts fine



Geographic Overview



THE CITY OF THYATIS

Population: 600,000
(1 square equals 200 yards)

	City Wall		District Wall
	Aqueduct		Major Street

1. Imperial Palace
2. Hightop District
3. Streets of Gold District
4. Silverlight District
5. Government District
6. Government Market
7. Cistern

Emperor's Hill: Thyatis's elite live here.
The Heart: Public buildings, theatres, etc.
Merchant's Row: Great mercantile district.
The Estates: Temples, wealthy estates.
The Blocks: Tenement areas.
Axetown: The worst slum region in Thyatis.
Zendrolium: Military headquarters.

Geographic Overview

pasturage. Retebius, capital of the duchy, has long been the center of the Retebius Air Fleet, an aerial branch of the armed forces made up of Thyatian knights riding flying monsters. The air-cavalry tactics used by the Air Fleet are renowned among adventurers, but Retebius suffered greatly in the war with Alphatia and it may be some time before it recovers. Capital: Retebius (pop. 15,000). Ruler: Duke Callastian Retebius (Thief 24, Rake).

Sclaras, Protectorate of: This small, heavily forested island is surrounded by high cliffs. It is a haven for experienced magic-users, who shape their individual estates there as they see fit. Capital: None (approximately 250 estates of equal size, each owned by a 36th-level wizard). Ruler: None (36th-level wizards don't often like rulers).

Tel Akbir, Duchy of: Arid in the north and grassy in the south Tel Akbir borders on Ylaruam. A high proportion of Alasiyans live here. Capital: Tel Akbir (pop. 20,000). Ruler: Duke (Sheik) Tarik ben Nadir (Fighter 15).

Terentias, Grand Duchy of: This island between Thyatis and Minrothad is a center of piracy and sea trade; the population is 40% elvish. Capital: Crossbones (pop. 5,000). Ruler: Archduke Derentarius (Thief 22).

Thyatis, Duchy of: This is the most populous of the mainland dominion and the site of Thyatis City. Capital: Thyatis City (pop. 600,000). Ruler: Thincol I Torion, Emperor of Thyatis.

Vyalia, County of: This heavily wooded territory bordering Karameikos has a 25% elvish population. There is one predominantly human town, called Foreston (pop. 5,000). Capital: Greenheight (pop. 1,000, 80% elves). Ruler: Count Yldysyl Greenheight (Elf 10).

Notable Sites: Thyatis City is a huge, sprawling, walled city with great plazas and enormous marble buildings in one section; closely packed, firetrap tenements crowd others.

History: Modern Thyatians descend from three allied tribes: The Thyatians, the Keren-dans, and the Hattians (all three originated on the continent of Davania). Around 600 BC, these tribes migrated north, fleeing armies of the Milenian Empire (though modern Thyatians scoff at this idea). They settled Thyatis and began a four-century binge of piracy, preying on ships and coastal settlements of all nations.

Around 200 BC, the Alphatians conquered the three tribes, united them in service to and

hatred of the Alphatians, and ruled them for about two centuries. The Thyatians began a new revolt around 2 BC and won their independence. In the revolt, they also turned on and conquered their allies the Pearl Islands and Ochalea, beginning Thyatis's imperial history.

Over the next millennium, the Thyatians conquered roughly half the Isle of Dawn, parts of Ylaruam, the nation of Traladara, the Ierendi islands, parts of Norwold, and northern coastal regions of the continent of Davania (the Hinterlands). They eventually lost ground in Ylaruam, Ierendi, and Norwold, and they recently traded Traladara away to Duke Stefan Karameikos. Thyatis also clashed with Alphatia many times.

When Alphatia declared war on Glantri in the recent conflicts, Thyatis allied with Glantri. The two empires fought a protracted war, mostly in and around the Isle of Dawn, and eventually Thyatis took the worst of it. Alphatian forces had penetrated into the Thyatian mainland when disaster struck the Alphatian continent.

In the year since Alphatia sank, Thyatis has reclaimed the territory it lost in the war and gone on to conquer most of the Isle of Dawn and the Alatian Islands.

Important Figures: Thincol (Emperor), Gabriela (Empress), Eusebius (Prince), Coltius (Prince), Gabronius (Prince).

Flora and Fauna: Thyatis's monster populations include bears, boars, pixies, centaurs, and dryads in the western forests; mountain lions, red, gold, and white dragons, hill giants, and ogres in the northern hills and mountains; dryads, gargoyles, living statues, golems, and skeletons on and near Sclaras; pegasi and griffons in and near Retebius; ghouls and lycanthropes; and vampires in Thyatis City and far western Thyatis.

See Also: *Dawn of the Emperors* Boxed Set; *DDA1, Arena of Thyatis*; *DDA2, Legions of Thyatis*.

Traldar Kingdoms

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

Area: 84,524 sq. mi. **Population:** 500,000 in communities averaging 5,000 residents. **Languages:** Traldar; Milenian; Neathar. **Coinage:** None (barter only).

Government Type: Each city is an individual kingdom.

Geographic Overview

Industries: Agriculture (barley, wheat, vegetables, fruits), cattle, sheep, piracy, fishing, wine making.

Description: This equatorial, mountainous region facing the Atlass Ocean is home to the Traldar, who craft their armor and weapons from bronze rather than iron or steel. The Traldar revere heroes and believe that glory can only be gained in combat. Every Traldar warrior tries to gain as much glory as possible before dying. The Traldar war with the Azcans to the north, Milenians to the south, Schattenalfen inland, and Merry Pirates out to sea. Each Traldar city is its own petty kingdom. When the Traldar don't have a foreign enemy to attack, they turn their attention to one another.

Notable Sites: Corescos, a strong, walled city on the shores of the Merry Pirate Sea, is the biggest Traldar city. It lies within sight of Mt. Orynassos, a smoking volcano. Though no formal state of war exists between the Corescos and Baraga, the nearest pirate city, ships of the two cities look upon one another as prey.

History: Two thousand years ago, in the nation now called Karameikos, a heroic race called the Traldar flourished. The Traldar lived in villages and small towns; they farmed, fought one another, and reveled in epic stories of heroes and monsters.

About 1000 BC, a massive wave of gnolls invaded the Traldar lands. The gnolls wanted good land and human slaves to exploit, but instead they found Traldar heroes eager to earn glory in battle. Some Traldar fled to faraway places (see **MILENIAN EMPIRE**), but most remained, and they eventually turned back the gnoll invasion. The enormous damage done by the gnolls effectively destroyed Traldar culture, but not before the Immortals had transported several Traldar villages to the Hollow World.

Although the transported Traldar grew strong here, and were not as numerous or organized as the Azcans or Milenians, they were greater warriors and have been a thorn in the side of those two empires for centuries. Some Traldar cities became the kernel of the nation later to be called the Merry Pirates (see their listing above).

Important Figures: Tiradon (King of Corescos).

Flora and Fauna: The Traldar kingdoms have more than their fair share of odd creatures and horrid beasts: actaeons, archons, athaches,

bandits, bears, giant bees, beholders, undead beholders, berserkers, boars, bugbears, lions, sabre-tooth tigers, centaurs, chimeras, cockatrices, giant crabs, cyclops, dinosaurs, dolphins, dragons, dragon turtles, drakes, dryads, gargantuas, gargoyles, hill giants, stone giants, cloud giants, storm giants, mountain giants, gnolls, gorgons, griffons, hags, harpies, hippogriffs, hydras, liches, giant lizards, manticores, medusas, mermen, minotaurs, pegasi, phoenix, pterosaurs, rocs, skeletons, snakes, sphinxes, giant spiders, living statues, unicorns, wolves, and zombies.

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

Trikellos (City-State of)

See ISLE OF DAWN.

Ulimwengu (Nation of)

Location: Known World, continent of Brun, central neck of the Serpent Peninsula.

Area: 8,800 sq. mi. **Population:** 100,000.

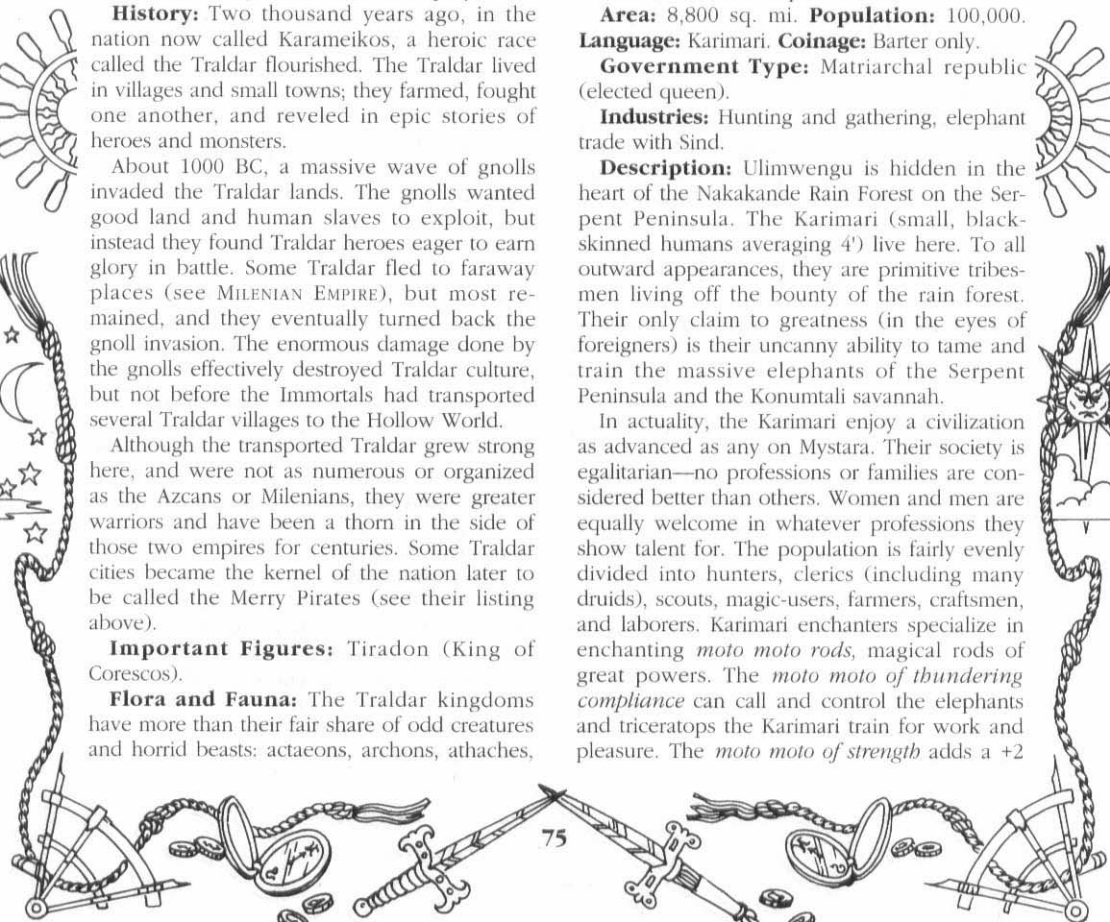
Language: Karimari. **Coinage:** Barter only.

Government Type: Matriarchal republic (elected queen).

Industries: Hunting and gathering, elephant trade with Sind.

Description: Ulimwengu is hidden in the heart of the Nakakande Rain Forest on the Serpent Peninsula. The Karimari (small, black-skinned humans averaging 4') live here. To all outward appearances, they are primitive tribesmen living off the bounty of the rain forest. Their only claim to greatness (in the eyes of foreigners) is their uncanny ability to tame and train the massive elephants of the Serpent Peninsula and the Konumtali savannah.

In actuality, the Karimari enjoy a civilization as advanced as any on Mystara. Their society is egalitarian—no professions or families are considered better than others. Women and men are equally welcome in whatever professions they show talent for. The population is fairly evenly divided into hunters, clerics (including many druids), scouts, magic-users, farmers, craftsmen, and laborers. Karimari enchanters specialize in enchanting *moto moto rods*, magical rods of great powers. The *moto moto of thundering compliance* can call and control the elephants and triceratops the Karimari train for work and pleasure. The *moto moto of strength* adds a +2



Geographic Overview

to the wielder's Strength bonus. The *moto moto of concealment* lets a Karimari wielder vanish into the jungle.

The Karimari strive to keep their nation secret, for they want little to do with the outside world. Over the centuries, they have learned that presenting themselves to foreigners as primitive tribesmen is an effective means of discouraging unwanted attention. Powerful magics controlled by Ulimwengu's spellcasters aid in this deception, hiding all signs of Karimari civilization behind illusions of endless jungle. Small bands of Karimari posing as primitive nomads patrol the nation's borders.

Ulimwengu is completely surrounded by a ring of *karwana mulumbas* ("guardian trees"). These enormous, magical trees can attack unwanted intruders with their roots, branches, and vines. They mark the boundaries of Karimari territory, beyond which few Karimari but the scouts and elephant traders ever go.

Notable Sites: The Karimari's pride and joy is Shani Kijiji, their "marvelous village." This city houses 40,000 Karimari; another 20,000 Karimari live within ten miles of it. Shani Kijiji is an old city, predating Blackmoor's destruction. It's laid out like a wheel with five spokes: five streets paved with large stones and flanked by fruit and nut trees lead to each of the five villages on Ulimwengu's perimeter. Most of the houses are small, built of wood and stone, and each has its own garden. The city lies on the shores of a great lake; farmers grow crops on enormous floating mats woven from local plants.

History: Over the millennia, the Karimari have forgotten their true history. They now tell of four great eras in their history. First there was the Dawn-Time, when the Karimari lived like animals in the jungle. A Karimari woman named Mosi discovered the secrets of fire, tools, and language, ending the Dawn-Time. Then there was the Time of the Elephants, when a Karimari warrior named Nyatui ("Tiger-Fighter") learned to train the jungle's elephants and triceratops. Then there was the Time of Going Forth, when Karimari warriors and their elephants aided the people of Sind in their war against the Red Orcs. Today, there is the Now-Time. Many Karimari fear that the Now-Time is slipping away into the past, to become the Time of Peace, while the Karimari enter a new Time of Troubles.

While the Karimari have forgotten their true history, the Immortals have not. They know that the original, primitive Karimari tribesmen developed into a society isolated from external events. (Although the Karimari descended from normal human stock, they gradually became smaller and slightly more intelligent than the average.)

Miraculously, the destruction of Blackmoor left the Karimari unscathed. Located on the Serpent Peninsula's highest ground, the Karimari remained blissfully unaware of the enormous destructive forces that turned Mystara on its axis and rearranged lands and climates. Their land remained relatively stable, rocked by the occasional earthquake and shadowed by the great cloud from the Blackmoor explosion, but otherwise unaffected.

The migrations of elves, humans, and humanoids through the Serpent Peninsula and the Great Waste inevitably brought other cultures into contact with the Karimari. With the exception of the Karimari aid in Sind's war against the Red Orcs (and the resulting elephant trade that continues to this day), the Karimari have maintained their isolation as best they could—until recently.

In AC 1006, one hundred Karimari warriors and their elephants marched with Chandra ul Nervi in an attempt to regain Sind from the invading armies of the Desert Nomads—and were defeated. Later that year, the Master of Hule sent 10,000 humanoid troops into Ulimwengu to punish the Karimari for harboring Sind's deposed king. To the Master's surprise, his troops were massacred. The Master of Hule now knows the Karimari are not the primitive tribesmen they pretend to be, and plots their destruction. The Karimari, meanwhile, have expelled all refugees from their land and closed their borders in the hope that the outside world will leave them in peace once more.

Important Figures: Yetunde, Tayme (queen) of the Karimari; Akin, Karimari elephant trainer and noted war leader.

Flora and Fauna: Ulimwengu teems with life. The rain forest harbors animal herds (wild pigs and deer), great cats (jaguars), displacer beasts, green dragons, elephants, insect swarms, orcs, giant snakes, triceratops, trolls, and the dreaded Tyrannosaurus Rex.

See Also: Champions of MYSTARA™: *Heroes of the Princess Ark* Boxed Set.

Geographic Overview

Vertiloch (Kingdom of)

See ALPHATIA.

Vestland (Kingdom of)

See NORTHERN REACHES.

Wendar (Elf-Kingdom of)

Location: Known World, Continent of Brun, north of Glantri and Ethengar, west of Heldannic Territories, south of Denagoth.

Area: 78,170 sq. mi. **Population:** 441,000, roughly 50% human and 50% elven (including 25,000 refugees from Alfheim). **Languages:** Elvish (Wendarian dialect, Alfheim dialect), Heldann. **Coinage:** Di (gp), on (sp), teci (cp).

Government Type: Monarchy.

Industries: Agriculture, logging.

Description: Thick evergreen forests blanket this cold inland nation. Mountains border Wendar on the south and east; to the west is a vast wasteland; to the north is the nation of Denagoth. The rugged terrain, mostly rocky hills, discourages heavy settlement. Wendar's humans are of the Heldannic culture common throughout Norwold and the Heldannic Territories. Wendar's elves are of an ancient race that has had little contact with the elves of surrounding nations. Rumors that Wendar is a staunch ally of Thyatis are false.

History: In the ancient past, elves from Evergrun on Davania discovered Blackmoor on the far northern continent. Many waves of Evergrun elves emigrated to the lands near Blackmoor and settled there, and many elven communities perished when Blackmoor was destroyed. The elves of Wendar survived, though they faced daily struggles to survive the resulting Ice Age. The elves of Wendar have all but forgotten this early part of their history.

Gradually, the Antalians—ancestors of the people of the Heldann Freeholds, the Northern Reaches, and Norwold—moved into Wendar, settling peacefully alongside the elves. Other humans from a remote northern land—perhaps even wanderers from the Hollow World—settled north of Wendar, in a land now called Denagoth, and launched many attacks into Wendar. The humans recently settled in Wendar helped repel these invasions. Over time, the elves and humans became friendly.

Wendar wasn't truly a nation until about 200

years ago, when a sage named Bensarian gave an Immortal artifact, named the Elvenstar, to an elf-mage named Gylharen. The Elvenstar brought luck to its owner, could detect evil anywhere in Wendar, and could amplify the duration and area of effect of some spells by up to 50 times. With this artifact, Gylharen was better able to protect the land from invasions from Denagoth. He made his home town of Wendar the national capital and invited other town leaders to pledge loyalty to him in return for his protection. Decades of Gylharen's good rule and vigorous defense of the land convinced all communities in Wendar to pledge loyalty to him. Denagoth continued to be a source of trouble, but could not seriously threaten Wendar as long as Wendar's king controlled the Elvenstar.

When war broke out between Glantri and Alphatia, King Gylharen's nation rode out the war with ease. However, refugees from the elven nation of Alfheim flooded Wendar when the Shadow Elves invaded. They brought with them the plague that was then ravaging Glantri. Gylharen quickly confined the elf refugees to southwest Wendar, sought clerical help from Norwold, and contained the plague before it could do serious harm.

Important Figures: Gylharen (Wizard-King).

Flora and Fauna: Monsters found in Wendar include actaeons, animal herds (moose, elk, horses), snow apes, white apes, bears, boars, bugbears, mountain lions, centaurs, giant centipedes, dragons, dryads, elves, faerie, giant ferrets, gremlins, humans, lycanthropes, ogres, sasquatches, giant slugs, snakes, stirges, treants, trolls, unicorns, giant weasels, and wolves.

See Also: *X11, Saga of the Shadow Lord.*

West Portage (Province of; Barony)

See ISLE OF DAWN.

Westrouрке (Grand Duchy of)

See ISLE OF DAWN.

Wintlian Islands

These are a continuation of the World's Spine mountains of the Hollow World, ranging east from Iciria.

Geographic Overview

World's Spine

This chain of tall mountains circles the Hollow World's equator like a belt.

Yannivey Islands

Location: Known World, northeast of where Alphatia once lay.

Area: 33,920 sq. mi. **Population:** 5,000 **Language:** Alpathian. **Coinage:** None.

Government Type: None; rule by force.

Industries: Fishing.

Description: These are barely habitable rocks poking out of the ocean, occupied by a mixture of original Yanifey stock (see "History," below) and fugitives fleeing Alpathian justice. Today the Yannivey Islands are inhabited by scrawny, paranoid men and women with olive skin (a blending of pale Yanifey and coppery Alpathian) and dark hair.

History: Long ago, tribes called the Yanifey, descendants of the Antalians, thinly occupied the continent of Alphatia. When they came to Mystara, the Alpathians drove them away. Some of the Yanifeys ended up on the islands north of Alphatia. In the last two thousand years, the Yanniveys have come to be known as a haven for fugitives; however, they're a haven where most fugitives die of exposure or starvation before they learn how to survive.

Important Figures: None to speak of.

Flora and Fauna: Very little plant life grows on these bleak islands. Fish are abundant in the surrounding seas, however; they attract sea birds, seals and sea lions, whales, and other sea creatures. The most dangerous encounters on the islands involve the brigands, bandits, pirates, and thieves who live there.

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

Yavdlom (Divinarchy of)

Location: Known World, Serpent Peninsula and Thanegia Island, western Sea of Dread.

Area: 240,000 sq. mi., including much of the Serpent Peninsula (100,000 sq. mi.), Thanegia Island (124,000 sq. mi.), and numerous swampy islands in the Western Thanegioth Archipelago. **Population:** 1,000,000 **Language:** Yavdlom. **Coinage:** Foreign coins accepted at face value.

Government Type: Divinarchy; rule by sages and soothsayers.

Industries: Trade, agriculture (mostly fruits, nuts, and vegetables), and fishing.

Description: The Most Serene Divinarchy of Yavdlom is a large federation of states governed by prophets, soothsayers, and seers. Yavdlom citizens have built a thriving civilization in the swamps and jungle-cloaked hills of Thanegia Island. Yavdlom also claims much of the Serpent Peninsula, and has established a number of colonies along the peninsula's coasts and by the lowland lakes. The people of Yav are tall and ebony-skinned; their slightly pointed ears betray their elven heritage. Traces of elven design appear in their art and ornamentation; their writing inherited the graceful curves of elven calligraphy.

Centuries-old traditions separate the *ramla* (seers and prophets) from those who have no talent for prediction. A hierarchy ranks seers from the nearly all-seeing Great Prophet down to those who have only latent or sporadic abilities. People without any precognitive abilities are relegated to the laymen class. Tradition also divides laymen into the *tukufu* ("those who matter") and the *oguambe* ("those who don't"). Tukufus are people whom the seers determine will affect their environment in some noticeable fashion during their lifetime. Yavdlom citizens recognized as those who matter a lot automatically become nobility.

Notable Sites: Tanakumba, Yavdlom's capital, spreads over more than 50 small islands surrounded by the meandering waterways of an enormous river delta. Ancient stone buildings dominate each island's center. Wooden buildings stretch out toward the canals and riverways, some perched on stilts to protect them from mild floods. Many citizens live on the waters themselves, either in snug shell towers shaped like conch shells or on houseboats.

History: In 2300 BC, the Sheyallia elves—part of the group led by Ilsundal—settled in the forests of the Serpent Peninsula. A century later, black-skinned Tanagoro explorers also settled here. Clearing land for their fields and pastures, the newcomers inevitably clashed with the forest-loving elves. Eventually, the two cultures compromised; the Tanagoro people remained on the forest's coastal fringes, while the elves withdrew into the jungle's depths. The Sheyallia discovered the Karimari of Ulimwengu, and became middlemen in trade among the three cultures.

Geographic Overview

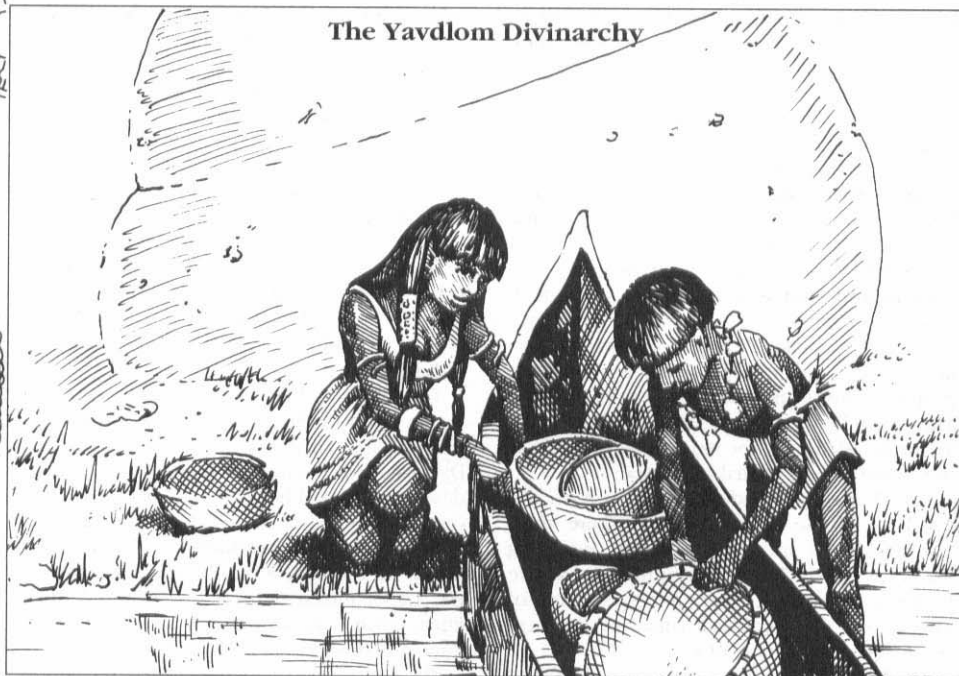
In 1750 BC, the sea inundated much of the peninsula's lowlands when cataclysmic changes occurred to Mystara's climate. The Tanagoro culture collapsed into a number of tribes fighting among themselves. Some tribes claimed territories on the newly formed Thanegia Island; others moved north into the rain forest. The Sheyallia elves lost more and more ground to the Tanagoro. Exhausted by constant warring, many Tanagoros came to terms with the Sheyallia elves. In some communities, elves and humans intermarried.

Centuries later, children of mixed elven and Tanagoro blood began to exhibit the ability to see the future. Some with minor talents could foresee only catastrophic events, and then only in their dreams. But others could see more clearly and used their foreknowledge to gain power and wealth. In 556 BC, a boy named Yav was born. He was the strongest seer yet known, and made himself a hero with many timely warnings of hurricanes and other disasters. As an adult, he preached that seers should never use their powers for personal gain. Most of his words fell on deaf ears.

In 529 BC, a series of abuses by the ruling seers prompted a revolt. With a viciousness that surprised their own elven brothers, elven purists slaughtered every seer they could get their hands on. A few purists took even more extreme measures, killing people of mixed elven and human blood regardless of their precognitive abilities. Soon Tanagoros were calling for the complete expulsion of elves, as more than ten thousand people died in one bloody year. The revolution ended with the power of the seers broken and the Sheyallia elves fleeing from the Serpent Peninsula. Yav vanished; it was thought the elves had killed him.

Corrupt seers soon seized power once more. But after decades of abuse, a prophet named Mulogo rose to power. He claimed to be the herald of Yav, newly received among the ranks of the Immortals. He said Yav was angry because his people had not taken his teachings to heart. The only way to avoid Yav's wrath, Mulogo preached, was to migrate en masse to a distant land. The Tanagoros built an enormous fleet of boats and sailed across the western sea to the Immortal's Arm. There they remained for

The Yavdlom Divinarchy



Geographic Overview

a century, gradually losing their precognitive abilities. In 400 BC, the prophet Mulogo reappeared and led the People of Yav back to Thanegia Island.

Back in their homeland, the people regained their precognitive powers. Mulogo taught them the Precepts of Yav—laws encouraging seers to check their powers. But the Precepts were not enough. Within a century, all-powerful seers once again ruled the Tanogoro cities, using their abilities to exploit the common populace.

Suddenly, the Tanogoro culture began to decline. All ambition and desire for any power whatsoever drained from the Tanogoros. (This lack of all ambition was the result of Yav's attempt to fix the Immortal artifact that gave his people precognitive abilities.) The unified nation once again crumbled into a number of tribal territories. For centuries, the artifact's effects on the People of Yav kept them a tribal society. They had no desire to regain their previous level of civilization. They defended themselves from slavers and other exploitive visitors as best they could, but never took the fight beyond their own boundaries.

But Yav eventually managed to fix the artifact. Centuries of apathy had split the Tanogoro people into many Tribes of Yav, each speaking different dialects and following different customs. In AC 750, led by Yav's great-grandson (many times removed), the People of Yav began their rise to the current prosperous Yavdlom civilization.

Important Figures: Msiba Jahi, Bwana Ramla (Great Prophet); Kondu Paka, Bwana Gwaride (Great Guardian), the "Arm of Yav;" Jibada Yavswano, Mokuba (Overlord).

Flora and Fauna: Anything that loves mud, muck, and mire can be found in Yavdlom's swamps—crocodiles, human colonists, regenerating hydras, giant leeches, lizard men, orcs, purple worms, giant snakes, and water termites. The straits between the Serpent Peninsula and Thanegia Island harbor sea snakes, water termites, and the occasional sea hydra.

On Thanegia Island, encounters with the Yavdlom people are most likely. There are a few wilderness areas left, however, including many swamps. Wilderness jungle areas are home to wild pigs, deer, hares, swarms of insects, and the occasional jaguar or displacer beast. And snakes, of course.

See Also: Champions of MYSTARA™; Heroes of

the Princess Ark Boxed Set; *Voyage of the Princess Ark*, Part 17 (DRAGON® Magazine, June 1991).

Ylaruam (Emirates of)

Location: Known World, continent of Brun, southeastern reaches (north of Thyatis).

Area: 54,180 sq. mi. (Abbashan: 4,536 sq. mi.; Alasiya: 27,720 sq. mi.; Dythestenia: 4,032 sq. mi.; Makistan: 6,552 sq. mi.; Nicostenia: 3,780 sq. mi.; Nithia: 7,560 sq. mi.) **Population:** 230,000 (including the emirates of Abbashan: 30,000; Alasiya: 80,000; Dythestenia: 8,000; Makistan: 30,000; Nicostenia: 65,000; and Nithia: 15,000.) **Language:** Ylari. **Coinage:** Dinar (gp), dirham (sp), fal (cp).

Government Type: Bureaucracy with administrative departments called Voucheries (such as the Vouchery of Water Resources, the Vouchery of Merchant Affairs, etc.) and supervised by the Sultan and his Grand Vizier.

Industries: Textiles (cotton, linen, carpet manufacture), horse breeding, salt mining, glassmaking, tar, naphtha, dates, marble, and mining (gold, silver, iron, nickel, and copper).

Description: The Emirates are thought of as a desert country, but the land is not made up entirely of sandy wasteland.

The Emirate of Abbashan is a triangular region with one long, fertile coastal area east, one large oasis west, and plenty of desert in between. The Abbashani dislike anyone not of the Emirates. Capital: Abbashan (pop. 4,300). Ruler: Emir Sa'id Naji (Fighter 16).

The Emirate of Alasiya, the largest (and central) emirate in the nation, is mostly desert, but features many large oasis regions. Capital: Ylaruam (pop. 13,000, with an additional 7,000 in the city's suburbs). Ruler: Sultan Mohammed Al-Kalim.

The Emirate of Dythestenia is an arid, hilly region north of the mountains bordering mainland Thyatis. This is not a rich region, but the Dythestensians (some of whom are of Thyatian descent) are good herdsmen. Capital: Ctesiphon (pop. 1,000). Ruler: Dawud Hadi (Thief 28).

The Emirate of Makistan, the westernmost region of Ylaruam, is mostly grassland. Its people are of mixed descent, part Alasiyan, part Ethengarian. Capital: Parsa (pop. 2,000). Ruler: Emir (Great Khan) Kamal Mazin (Fighter 16).

The Emirate of Nicostenia borders on Thyatis

Geographic Overview

and the Sea of Dawn, and controls a lot of Ylaruam's fertile coastlands. The land was once under Thyatian control and still has border clashes with Thyatis. Capital: Tameronikas (pop. 4,000). Ruler: Abbas Humam (Fighter 22).

The *Emirate of Nithia* is a hilly strip of land on the border between Ylaruam and Soderfjord. Its population is made up of Alasiyans and the descendants of Alphatians, who once controlled these coastal areas. Capital: Surra-Man-Raa (pop. 2,000). Ruler: Shawki Khalid (Cleric 16).

The Ylari peoples fall into two categories: nomads who raid or herd horses, cattle, camels, goats, and sheep in the arid wastelands; and *bazan*, the city dwellers and farmers. Ylari tend to be immensely polite, respectful of scholars, and admirers of both storytellers and warriors. The Ylari are devout followers of the philosophies of Al-Kalim. Some are fanatics who oppose clerics of any other philosophy. Even those who are tolerant of other philosophies do not tolerate the presence of magic-users within the Emirates.

Notable Sites: The city of Ylaruam, capital of the united Emirates, is a walled community in the center of a large desert oasis. The Al-Kalim family, which still rules the Emirates, live here.

History: The Nithians originally settled the land now called the Emirates of Ylaruam. Monument builders and mighty sorcerers, the Nithians were destroyed by the Immortals in 500 BC (see NITHIA). The once-great River Nithia dried up, turning lush land to harsh desert. A few Nithians survived along the eastern coast.

The Alasiyans—descendants of a Nithian subject race, originally from the Isle of Dawn—migrated to the desert and made it their home. A few centuries later, the Makistani emigrated into the Ust-Urt valley to the west from the Ethengarian plains.

Around AC 250, both Alphatia and Thyatis established colonies around the Alasiyan desert—driving the native inhabitants into less productive lands. Thyatis concentrated on the southeastern coast and the nearby uplands, while the Alphatian colonists conquered the northern and central coastal plain. Gradually, the Empires' spheres of influence expanded. By AC 500 the Thyatians and Alphatians were fighting one another for Alasiyan soil, while the Alasiyans fought mostly among themselves.

In AC 825, Suleiman Al-Kalim began uniting the Alasiyan and Makistani tribes under one

banner. By AC 830, the united tribes drove both Thyatis and Alphatia out of the region. In AC 831, Al-Kalim officially established the Confederated Tribes of the Emirates of Ylaruam. Al-Kalim is now revered as a philosopher as well as a hero. His vision of the Desert Garden—Ylaruam transformed into a green and fertile paradise—remains his followers' exalted goal.

In the recent war between Alphatia and Glantri, the people of Ylaruam briefly seized one of Thyatis's northern cities and launched raids into southern Soderfjord. In AC 1010, Thyatis drove Ylaruam's small forces from its territory; in retaliation, Ylari warriors stage occasional raids across their southern border into Thyatis. Ylaruam joined Darokin, the Five Shires, Karameikos, and Rockhome in the Western Defense League.

Important Figures: Mohammed Al-Kalim (Sultan of the Emirates).

Flora and Fauna: Most animals seen in the Emirates are herd beasts: horses, camels, cattle, sheep, and goats. There are humanoid in the southern and northern mountains: kobolds, giants, trolls, ogres, orcs, and goblins. And on the sands of the desert many monster races thrive: chimeras, djinn, dragons, efreet, giant lizards, manscorpions, medusas, mummies, giant scorpions, skeletons, snakes, sphinxes, and giant spiders.

See Also: GAZ2, *The Emirates of Ylaruam*.

Zandoria (Kingdom of)

See ALPHATIA.



Armies of the World

This chapter gives the War Machine statistics for both the armies and navies of the nations described in the "Geographic Overview."

Arrangement of Forces

In D&D® game terms, national armed forces are grouped into *divisions* commanded by generals. Divisions break down into *regiments* commanded by captains. Regiments break down into *companies* commanded by lieutenants. Companies break down into *squadrons* commanded by sergeants. For simplicity, both army and navy divisions follow this arrangement.

Individual nations often have different names for the subdivisions of their own armies. In the Ethengar Khanates, for example, use the term *borde* instead of *division*, but an Ethengar horde has basically the same duties and functions in the Ethengarian army as a division would in another army. Likewise, you may call naval divisions *fleets*, *armadas*, *flotillas*, or whatever strikes your fancy.

Size of Armed Forces

Few nations of Mystara can afford to maintain enormous standing armies. A nation's standing army consists only of a small proportion of the nation's population, and that proportion varies dramatically with the nation's level of civilization, whether the armed forces include female soldiers, and whether or not the nation is currently at war. Here are some guidelines:

Size of Armed Forces
(By National Population)

Level of Civilization	Top Percentages of Population in Army			
	M Only Standing	M & F Standing	M Only Wartime	M & F Wartime
Stone Age	2.25%	4.0%	22.5%	40%
Bronze Age	2.00%	3.5%	20.0%	35%
Classical	1.75%	3.0%	17.5%	30%
Medieval	1.50%	2.5%	15.0%	25%
Renaissance	1.25%	2.0%	12.5%	20%

Important Note: These figures are approximations, and indicate the *maximum* possible percentage of a nation's total population that can serve in the armed forces. Any nation may keep armed forces much smaller than the chart

would indicate, and most do. These figures are for nations of less than one million inhabitants. For populations between one and ten million, reduce percentages by one third. If the population exceeds ten million, reduce the percentage by two thirds.

Also, these values are for human cultures. Demihuman and humanoid cultures often have higher proportions of armed forces for their population sizes (up to 50% higher than humans). For instance, a Stone Age humanoid culture may have values like this: Male Only/ Standing 4%, Male & Female/ Standing 7.5%, Male Only/ Wartime 40%, and Male & Female Wartime 75%.

M Only means the armed forces accept only men. **M & F** means the army accepts men and women. Note that many nations that have male-only armed forces still have many female adventurers; this isn't necessarily an indication that the culture is hostile to heroines.

At Peace indicates a peacetime, standing army. **At War** indicates the size of the armed forces when the nation is fully engaged in war. A nation cannot maintain its wartime army for very long; a nation trying to do so quickly goes broke. The Wartime columns also indicate the maximum proportion of the population that is considered fit for military duty. Even in peacetime, one can consider that 20% of the population of a Renaissance nation with men and women in the armed forces is considered fit for military duty—although the standing army would be only a fraction of that size.

The **Level of Civilization** column roughly indicates the culture's degree of sophistication and specialization.

In a *Stone Age* civilization, the people are hunter-gatherers, herders, or farmers who have recently begun agriculture. There is very little specialization in the culture—everyone knows how to do many different tasks for the tribe or village, but their degree of sophistication with those tasks tends to be low. The society supports very few nonproductive citizens.

In a *Bronze Age* civilization, the people tend to be farmers, fishers (or often farmers in the planting and harvesting seasons and fishers at other times), or nomadic herders. There are more specialists as people begin to have full-time occupations as smiths, potters, soldiers, etc. Trade becomes more important. As medi-

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cine and cultural changes allow people to survive longer (the injured and infirm living off charity, etc.), the society supports more nonproductive citizens.

In a *Classical* civilization, there is an increasing tendency toward centralized government. Much of the population belongs to specialized occupations, and there is a large, distinct occupation devoted to trade. The nonproductive part of the population is often supported by the central government.

In a *Medieval* civilization, government tends to be in the hands of many dominion rulers, often strongly advised or influenced by clerical orders. These rulers may be completely autonomous or they may take mutual oaths of fealty and responsibility that enable them to band together into powerful nations or empires. Job specialization is about the same as Classical civilizations. Clerical orders often support the nonproductive portions of the population.

A *Renaissance* civilization tends to be an advanced form of either the Classical or Medieval civilization. Trade and job specialization are greatly increased and a larger proportion of the culture's wealth is spent on art, science, and philosophy.

In general, as a culture becomes increasingly sophisticated, it supports a larger nonproductive population and can support proportionately smaller armed forces.

The order in which these levels of civilization are listed do not indicate a path that individual cultures must follow. A nation could easily grow from Stone Age to Bronze Age, then skip straight to Medieval.

Military Units

Both general and War Machine information are provided for military units. (War Machine rules appear in the D&D® *Rules Cyclopedica*.) Each unit is described in the following terms:

Basis: This indicates the nation's approximate Level of Civilization; which genders are allowed in the armed forces; what proportion of the population is in the armed forces; what the national population is; and whether the nation currently has a standing or wartime army.

Division Name: This gives the name of the military unit or units.

Type of Division: This describes the unit as an Elite, Regular, or Reserve unit. Elite units are made up of especially well-trained troops: royal bodyguard units and crack assault divisions are examples. Regular units are standard military divisions, trained and equipped in an average manner; they comprise the majority of troops in a standing army. Reserve units are ill-trained, ill-equipped units—home guards or a unit of new conscripts who will support, not replace, regular units.

Number of Such Units: This is the number of units of this type the nation is currently maintaining.

BR: This is the War Machine "Battle Rating" statistic for this unit. **Personnel:** This tells how many troops there are in each unit of this type; this number, too, is a War Machine statistic. Support personnel and camp followers are not figured into this number unless they also fight. **Troop Class:** This describes the division as Elite, Excellent, Good, Average, Fair, Below Average, Poor, or Untrained.

Division Breakdown: This describes how each division is arranged. Simple information is provided about the division commanders and "heroes" (exceptional characters) accompanying the division. This information includes class and experience level. Also provided is information on the breakdown of individual regiments within the division.

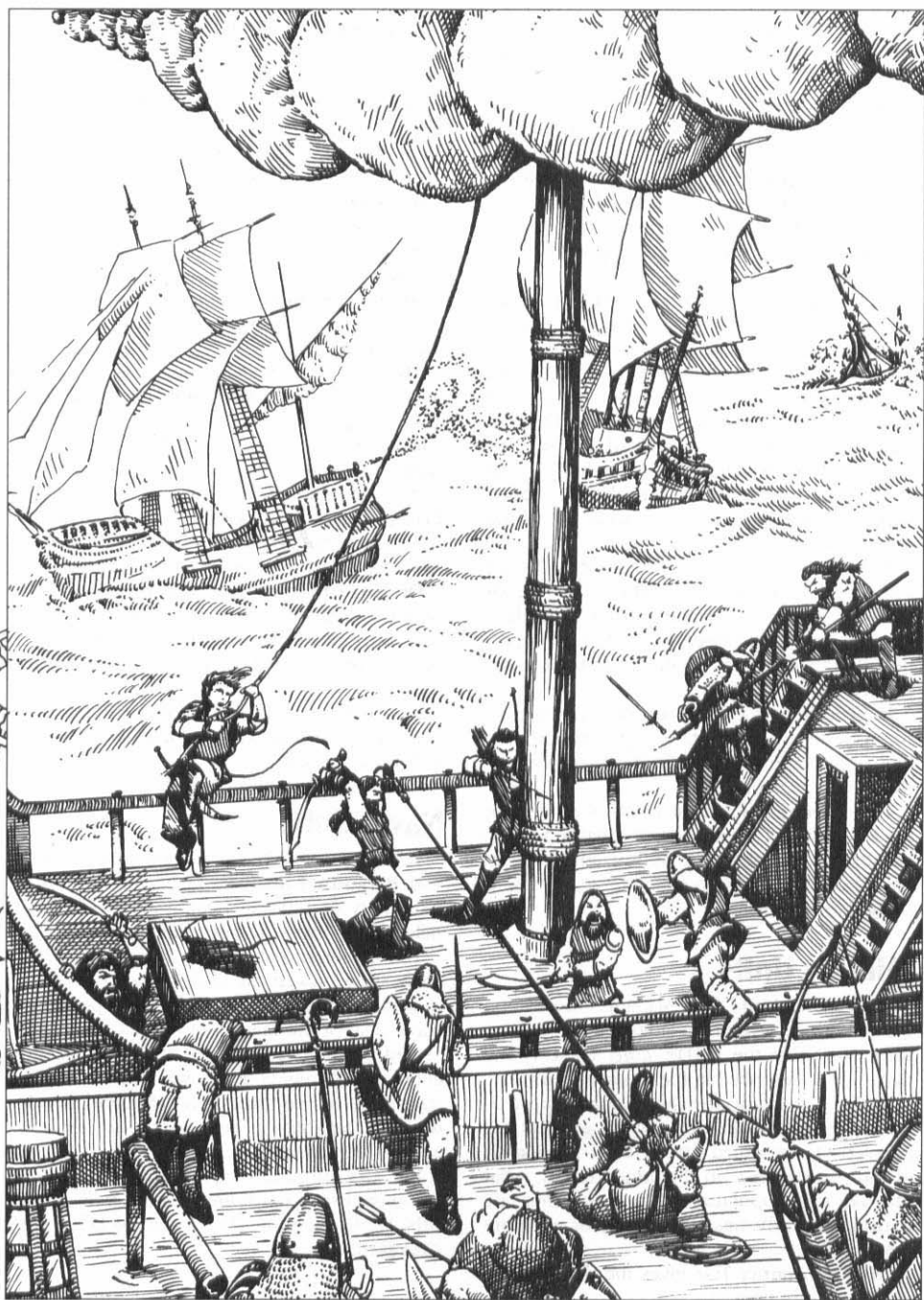
Naval Units

Several naval units are also described below. The **Personnel** numbers given for such units refer only to fighting personnel; nonfighting sailors and rowers are not enumerated.

This is somewhat complicated because, on some ships, rowers are also fighting personnel. In standing armies, only the fighting personnel count against the maximum normal size of the armed forces, while in wartime armies, the entire ship's crew counts toward the maximum size of the armed forces. The **Division Breakdown** paragraph will help keep clear just how a ship's crew is arranged.

For the numbers of sailors and rowers accompanying a naval unit, see the Sailing Vessels Table on page 71 of the D&D® *Rules Cyclopedica*.

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Naval Warfare

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Aegos

Basis: Medieval; male and female (2% standing, 10% wartime); population 5,000. Aegos has been occupied by joint Thyatian and Minrothad forces since Vatermont of last year; its Home Guard (500 troops) was ordered to disband.

Aengmor

Basis: Medieval; male (1% standing, 2.5% wartime); population 125,000; wartime.

Division Name: Aengmor Legion I-VI.

Type of Division: Regular Division.

Number of Such Units: 6 (three at Rafielton, one at the Sump, one near Darokin's Fort Nell, one at eastern tip of Canolbarth)

BR: 149. **Personnel:** 510. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (E10, Int +2). Deputy Commander: Captain (E7). Heroes: Shaman (Elf-Shaman 6).

Regiments 1-3: Each has 150 heavy infantry (E2), chain mail, normal sword and crossbow; three sergeants (E3), one captain (E7).

Regiment 4: 40 cavalry (E2), chain mail, crossbow and lance; two sergeants (E4), one captain (C8); mounted on skinwings (similar to pterodactyls, with Load scores of 1,200 cn at full speed or 2,400 cn at half speed).

Aeria

Basis: Renaissance; male and female (2% standing, 10% wartime); population 15,000; standing. Since Aeria became a Thyatian Grand Duchy in Felmont of last year, it has downsized its Home Guard to its current peacetime level.

Company Name: Home Guard.

Type of Company: Regular Company.

Number of Such Units: 2.

BR: 27. **Personnel:** 150. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Captain (F5). Deputy Commander: Lieutenant (F4).

Squadrons 1-3: Each has 35 heavy infantry

(F1), scale mail and shield, normal sword; one sergeant (F3).

Squadron 4: 35 heavy infantry (F2), chain mail, normal swords and light crossbows; one sergeant (F3).

Alatian Islands

See Aegos, Aeria, Gaity, Ne'er-do-well.

Alpha (Norwold)

Basis: Medieval; male (1.5% standing, up to 15% wartime); population 90,000; wartime. King Ericall of Norwold has called up as many men as possible to supplement his forces in the face of Heldannic aggression.

Division Name: Army of Alpha.

Type of Division: Regular Division.

Number of Such Units: 5 (1st to 5th Armies of Alpha).

BR: 83. **Personnel:** 1,060. **Troop Class:** Fair.

Division Breakdown:

Division Commander: General (F9). Deputy Commander: Lieutenant (F4).

Regiment 1: 400 heavy infantry (F1), chain mail, pike and short sword; sixteen sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 2: 200 light infantry (F1), leather armor and shield, spear and normal sword; eight sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 3: 400 light infantry (F1), leather armor, heavy crossbow and short sword; eight sergeants (F3), four lieutenants (F4), one captain (F6).

Division Name: Navy of Alpha.

Type of Division: Regular Division.

Number of Such Units: 1 (1st Fleet).

BR: 78. **Personnel:** 236 (excluding non-fighting personnel). **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (F6).

1st Fleet: 225 marines (F1), leather armor, crossbow and normal sword; seven petty officers (F3), three captains (F5); sailing a large sailing ship (two light catapults and 20 non-fighting sailors), a large sailing ship converted to a troop transport (two heavy catapults and 20 nonfighting sailors), and an old war galley

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(three light catapults, 30 nonfighting sailors, 300 nonfighting rowers, has only 100 hull points due to age).

Division Name: Reserves of Alpha

Type of Division: Reserve Division.

Number of Such Units: 5 (1st to 5th Reserves of Alpha).

BR: 75. **Personnel:** 1,049. **Troop Class:** Fair.

Division Breakdown:

Division Commander: General (F6). Deputy Commander: Lieutenant (F4).

Regiment 1: 200 heavy infantry (F1), chain mail, pike and short sword; sixteen sergeants (F2), four lieutenants (F3), one captain (F4).

Regiment 2: 400 light infantry (F1), leather armor and shield, spear and normal sword; eight sergeants (F2), four lieutenants (F3), one captain (F4).

Regiment 3: 400 light infantry (F1), leather armor, heavy crossbow and short sword; eight sergeants (F2), four lieutenants (F3), one captain (F4).

Division Name: Mercenary Companies.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 92. **Personnel:** 1,058. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Overlord (F6).

Company 1 (Erydyl's Greenbows): 200 elven archers (E1), leather armor, short bow, normal sword; ten master archers (E2), one captain (E4).

Company 2 (The Stoutfellows): 200 dwarven crossbowmen (D1), chain mail, heavy crossbow, hand axe; ten sergeants (D2), one captain (D4).

Company 3 (Brog's Crushers): 20 orc archers (1 HD), leather armor, short bow and short sword; 20 orc crossbowmen (1 HD), chain mail, heavy crossbow and short sword; 120 orc light footmen (1 HD), leather armor and shield, normal sword; 40 orc heavy footmen, chain and shield, normal sword; twelve sergeants (2 HD orcs); one captain (4 HD orc).

Company 4 (Gilmore's Gallant Blades): 120 light footmen (F1), leather armor and shield, normal sword; 80 heavy footmen (F1), chain mail and shield, normal sword; ten sergeants (F2), one captain (F5).

Company 5 (Madrigen's Lancers): 100 light

cavalry (F1), leather armor and shield, lance and normal sword, riding war horses; 100 mounted infantry (F1), leather armor and shield, short bows and normal swords, riding normal riding horses (can shoot from horseback but must dismount for melee combat); ten sergeants (F2); one captain (F7).

Alphatia

In AC 1010, Empress Eriadna reconstructed and reorganized Alphatia's military forces (the bulk of which were left in Thyatis or on the Isle of Dawn on the outer world when Alphatia sank). The following includes a new Grand Imperial Army and a new Imperial Guard as well as the armed forces for all the kingdoms on the Floating Continent of Alphatia: Ambur, Ar, Arogansa, Betteltyl, Blackheart, Eadrin, Foresthome, Frisland, Greenspur, Haven, Limn, Randel, Shiye-Lawr, Stonewall, Stoutfellow, Theranderol, Vertiloch, and Zandoria.

Basis: Renaissance; male and female (up to 2% standing, up to 20% wartime; population 5,071,000; wartime. Many regular Alphatian troops were stranded on the outer world when Alphatia sank. Remnants of these stranded divisions have now sided with or against Thyatis.

Division Name: Imperial Alphatian Guard.

Type of Division: Elite Division.

Number of Such Units: 1.

BR: 256. **Personnel:** 5,283. **Troop Class:** Elite.

Division Breakdown:

Division Commander: Lord General (M36; Int, Wis, or Cha bonuses +5). Deputy Commander: General (F36).

Regiment 1 (Ground Assault Force): 200 heavy infantry (F5), chain mail and shield, normal sword and spear; 200 heavy infantry (F5), chain mail and shield, normal sword and pike; 200 heavy infantry (F5), chain mail, short bow and normal sword; 200 heavy infantry (E5), chain mail, long bow and normal sword; 200 combat mages (M5), *ring of protection* +4, staff and dagger; thirty sergeants (F6), ten sergeants (E6), ten sergeants (M6), six lieutenants (F8), two lieutenants (E8), two lieutenants (M8), one captain (M15).

Regiment 2 (Aerial Strike Force): 500 light flying cavalry (F6), *leather armor* +1, lance and

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normal sword; 500 combat mages (M6), *ring of protection* +3, staff and dagger; twenty-five sergeants (F8), twenty-five sergeants (M8), five lieutenants (F12), five lieutenants (M12), one captain (C20); all mounted on combat-trained pegasi.

Regiment 3 (Aerial Assault Force): 200 light infantry (F5), leather armor, normal sword and hand axe; 200 light infantry (F5), leather armor and shield, normal sword and dagger; 200 light infantry (F5), leather armor, long bow and normal sword; 200 light infantry (C5), leather armor, mace and sling; 200 combat mages (M5), *ring of protection* +2, staff and dagger; thirty sergeants (F6); ten sergeants (C6); ten sergeants (M6); six lieutenants (F8); two lieutenants (C8); two lieutenants (M8); one captain (M20); split among 20 Alpathian windriders (skyships) of various sizes and crews.

Regiment 4 (Ground Cavalry): 250 light cavalry (F5), leather armor, short bow and normal sword; 250 mage cavalry (M5), *ring of protection* +2, *wand of magic missiles*, dagger; 250 medium cavalry (F5), chain mail, lance and normal sword; 250 heavy cavalry (F5), plate mail and shield, normal sword and mace; thirty sergeants (F6), ten sergeants (M6), six lieutenants (F8), two lieutenants (M8), one captain (F23); all mounted on war horses (light cavalry with leather barding; medium and heavy cavalry with chain barding).

Regiment 5 (Imperial Guard, remains at capital): 250 elite heavy infantry (F7), chain mail and shield, pike and normal sword; 250 elite heavy infantry (E6), chain mail, normal sword and long bow; 250 elite heavy infantry (C6), chain mail and shield, staff and mace; 250 elite light infantry (M6), *ring of protection* +4, staff and dagger; ten sergeants (F8); ten sergeants (E7); ten sergeants (C7); ten sergeants (M7); two lieutenants (F14); two lieutenants (E8); two lieutenants (C10); two lieutenants (M13); one captain (M29). All have at least one magical item.

Division Name: Grand Imperial Alpathian Forces.

Type of Division: Regular Division.

Number of Such Units: 15.

BR: 145. **Personnel:** 3,727. **Troop Class:** Good.

Division Breakdown:

Commander of the entire Grand Imperial Alpathian Force: Grand Marshal (M36). Division

Commander: Field Marshal (M30 or F30; Int, Wis, or Cha bonus +3). Deputy Commanders: Four Field Commanders (M15 or F15).

Regiments 1-5: Each has 100 light infantry (F2), leather armor and shield, normal sword and spear; 100 light infantry (F2), leather armor, long bow and short sword; 100 combat mages (M2), no armor, staff and dagger; eight sergeants (F3); four sergeants (M3); two lieutenants (F4); one lieutenant (M4); one captain (F5 or M5).

Regiments 6-10: Each has 100 heavy infantry (F2), chain mail and shield, normal sword and pike; four sergeants (F3), one captain (F5).

Regiments 11-15: Each has 75 light cavalry (F2), leather armor and shield, lance and sword; 25 light cavalry (F2), leather armor, short bow and sword; 25 cavalry mages (M2), no armor, staff and dagger; 50 medium cavalry (F2), chain mail and shield, lance and mace; six sergeants (F3), one sergeant (M3), two lieutenants (F4), one lieutenant (M4), one captain (F5 or M5); all mounted on war horses (light cavalry with leather barding; medium cavalry with chain barding).

Regiment 16: 150 elite combat mages (M4), no armor, staff and dagger; six sergeants (M5), one captain (M7).

Regiment 17: 100 elite light infantry (E4), leather armor, normal sword and long bow; four sergeants (E5), one captain (E7).

Regiment 18: 50 elite heavy infantry (F4), chain mail and shield, normal sword and hand axe; 50 elite heavy infantry (F4), plate mail, battle axe and normal sword; 100 elite heavy infantry (E4), chain mail, normal sword and long bow; four sergeants (F5), four sergeants (E5), two lieutenants (F6), two lieutenants (E6), one captain (E7 or F7).

Regiment 19: 100 elite medium cavalry (F4), chain mail and shield, lance and normal sword; 50 elite medium cavalry (C4), chain mail and shield, mace and sling; 50 elite heavy cavalry (F4), plate mail and shield, lance and normal sword; six sergeants (F5), two sergeants (C5), two lieutenants (F6), one lieutenant (C6), one captain (F7 or C7).

Division Name: Legion of Denwarf-Hurgon (equipped by the Kingdom of Stoutfellow rather than by the Imperial treasury).

Type of Division: Regular Division.

Number of Such Units: 10.

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BR: 111. **Personnel:** 750. **Troop Class:** Good.

Division Breakdown:

Division Commander: Dwarf-General (D12). Deputy Commander: Halfling-Captain (H8).

Regiments 1–2: Each has 200 heavy infantry (D2), chain and shield, war hammer and short sword; five sergeants (D3), one captain (D5).

Regiment 3: 200 light infantry (H1), leather armor, short bow and short sword; five sergeants (H3), one captain (H5).

Regiment 4: 100 regular light 1-HD gnome infantry, leather armor and shield, short sword and sling; five sergeants (2 HD), one captain (4 HD).

Division Name: Imperial Alpathian Force of Shiye-Lawr (equipped by the Kingdom of Shiye-Lawr rather than the Imperial Treasury).

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 147. **Personnel:** 5,300. **Troop Class:** Good.

Division Breakdown:

Division Commander: Elf-General (E10, +1 Int). Deputy Commander: Elf-Captain (E5).

Regiment 1: 1,000 light cavalry (E1), chain mail, long bow and normal sword; forty sergeants (E3), five lieutenants (E4), one captain (E5); mounted on war horses.

Regiments 2–5: Each has 1,000 mounted infantry (E1), chain mail, long bow and normal sword; forty sergeants (E3), five lieutenants (E4), one captain (E5); mounted on normal riding horses (must dismount to fight or cast spells).

Division Name: Hordes of Limn (equipped by the Kingdom of Limn rather than by the Imperial Treasury).

Type of Division: Regular Division.

Number of Such Units: 6 (1st through 6th Hordes of Limn).

BR: 127. **Personnel:** 1,548. **Troop Class:** Average.

Division Breakdown:

Division Commander: Vampire (9 HD, Int +3). Deputy Commander: Actaeon (11 HD).

Regiments 1–2: Each has 200 light infantry (1-HD humanoids such as orcs, goblins, or kobolds); leather armor or equivalent, pike and short sword; five sergeants (3 HD), one captain (6 HD).

Regiment 3: 120 light infantry (1-HD goblins), leather armor or equivalent, long bow; 40 light infantry (2-HD dryads), leather armor or equivalent, long bow; 40 light cavalry (4-HD centaurs), leather armor or equivalent, long bow and normal sword; three sergeants (2-HD goblins), one sergeant (2-HD dryad), one sergeant (4-HD centaur), one captain (11-HD actaeon).

Regiment 4: 200 heavy cavalry (mixed 4-HD humanoids) mounted on centaurs (4-HD), both mount and rider with chain mail or equivalent, lance and short bow; five sergeants (5-HD), one captain (6-HD).

Regiment 5: 60 light airborne skirmishers (3-HD harpies); 40 light airborne skirmishers (4-HD gargoyles); three sergeants (5-HD harpy), one captain (5-HD harpy).

Regiments 6–7: Each has 200 zombies (2 HD), club or mace; eight sergeants (M9) with *rings of zombie control*, one captain (M12).

Division Name: Imperial Alpathian Reserves (of Ambur, Ar, Arogansa, Bettelyn, Eadrin, Foresthome, Frisland, Greenspur, Haven, Randel, Stonewall, Theranderol, Vertiloch, or Zandoria)

Type of Division: Reserve Division.

Number of Such Units: 34 (Ambur: 2; Ar: 1; Arogansa: 1; Bettelyn: 3; Eadrin: 1; Foresthome: 1; Frisland: 1; Greenspur: 5; Haven: 5; Randel: 1; Stonewall: 6; Theranderol: 2; Vertiloch: 4; Zandoria: 1).

BR: 71. **Personnel:** 5,300. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 1,000 light infantry (F1), leather armor and shield, normal sword and spear; thirty sergeants (F2), three lieutenants (F3), one captain (F4). In some divisions, officers of this regiment are magic-users rather than fighters, but levels remain the same.

Regiment 2: 1,000 combat mages (M1), no armor, staff and dagger; thirty sergeants (M2), three lieutenants (M3), one captain (M4).

Regiment 3: 1,000 light infantry (F1), leather armor, long bow and short sword; thirty sergeants (M2), three lieutenants (M3), one captain (M4). In some divisions, officers of this regiment are fighters rather than magic-users, but levels remain the same.



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Regiment 4: 1,000 reserve light infantry (Normal Man), no armor, sling and short sword; thirty sergeants (M2), three lieutenants (M3), one captain (M4). In some divisions, officers of this regiment are fighters rather than magic-users, but levels remain the same.

Regiment 5: 500 elite heavy infantry (E1), chain mail, normal sword and long bow; twenty sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 500 elite heavy cavalry (F2), chain mail and shield, normal sword and lance; twenty sergeants (F3), two lieutenants (F4), one captain (F5); mounted on war horses.

Division Name: Imperial Alpathian Reserves of Blackheart (The Kingdom of Blackheart's population is too small to support a full division.)

Type of Division: Reserve Division.

Number of Such Units: 1.

BR: 71. **Personnel:** 2,650. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: High General (M24 or C16, Int or Wis +2). Deputy Commander: General (M16 or C16).

Regiment 1: 500 light infantry (F1), leather armor and shield, normal sword and spear; fifteen sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 2: 500 reserve light infantry (Normal Man), shield but no armor, spear; fifteen sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 3: 500 light infantry (F1), leather armor, long bow and short sword; fifteen sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 4: 500 reserve light infantry (Normal Man), no armor, sling and short sword; fifteen sergeants (F2), two lieutenants (F3), one captain (F4).

Regiment 5: 250 elite heavy infantry (E1), chain mail, normal sword and long bow; ten sergeants (E3), two lieutenants (E4), one captain (E5).

Regiment 6: 250 elite heavy cavalry (F2), chain mail and shield, normal sword and lance; ten sergeants (F3), two lieutenants (F4), one captain (F5); mounted on war horses.

Antalian Wastes

Basis: Bronze Age; male and female (3.5% standing, up to 35% wartime); population 100,000; standing.

Division Name: War-Pack.

Type of Division: Regular Division.

Number of Such Units: 5.

BR: 67. **Personnel:** 630. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Warlord (F9). Deputy Commander: War-chief (F7).

Regiments 1-5: Each has 120 light infantry (F1), leather armor, spear and long bow; four sergeants (F3), one captain (F5); manning two longships.

Aquas

Basis: Renaissance; male and female (1% standing, 5% wartime); population 135,000; wartime.

Division Name: Seashield Defenders.

Type of Division: Elite Division (Seashield Defenders I and II).

Number of Such Units: 2.

BR: 148. **Personnel:** 840. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M30, Int +3). Deputy Commander: Adjutant (M22, Int +2). Heroes: Patriarch (C30, Wis +2).

Regiment 1: 200 elite mage marines (M3), no armor, staff and dagger; five sergeants (M5), one captain (M9); with access to two Aquas submersible galleys (equivalent of small galley, but with 60 rowers, 20 sailors, 20 marines; can travel underwater as well; ram usable anytime, two light catapults usable on the surface; marines double as sailors and rowers, so 100 marines per submersible).

Regiment 2: 200 combat mage marines (M1), no armor, staff and dagger; five sergeants (M2), one captain (M9); with access to one Aquas submersible galley (as Regiment 1, above; only 100 members of the regiment have galley transport, as others are for city defense only).

Regiment 3: 200 elite heavy infantry (F3), chain mail and shield, normal sword and spear; five sergeants (F5), one captain (F13); with access to one Aquas submersible galley (as

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Regiment 1, above; only 100 members of the regiment have galley transport, as the other members are for city defense only).

Regiment 4: 200 light infantry (F1), leather armor, normal sword and spear; five sergeants (F3), one captain (F11); with access to one Aquas submersible galley (as Regiment 1, above; only 100 members of the regiment have galley transport, as the other members are for city defense only).

Division Name: Army of Seashield.

Type of Division: Regular Division (First Army of Seashield through Fifth Army of Seashield).

Number of Such Units: 5.

BR: 115. **Personnel:** 840. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M30, Int +3). Deputy Commander: Adjutant (M22, Int +2). Heroes: Patriarch (C30, Wis +2).

Regiment 1: 200 elite mage marines (M2), staff and dagger; five sergeants (M3), one captain (M9).

Regiments 2-4: Each has 200 light infantry (F1), leather armor, normal sword and spear; five sergeants (F3), a captain (F11); with access to two Aquas submersible galleys.

Division Name: Sixth Army of Seashield.

Type of Division: Regular Division (occupying abandoned Denwarf-Hurgon on Monster Island). The Sixth Army has suffered many losses in clearing monsters from the abandoned city, and has resorted to hiring adventurers and mercenaries to bolster their ranks. The Sixth Army no longer has access to any Aquas submersible galleys.

Number of Such Units: 1.

BR: 112. **Personnel:** 769. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M30, Int +3). Deputy Commander: Adjutant (M22, Int +2). Heroes: Patriarch (C30, Wis +2).

Regiment 1: 160 elite mage marines (M2), staff and dagger; four sergeants (M3), one captain (M9).

Regiments 2-4: Each has 160 light infantry (F1), leather armor, normal sword and spear; four sergeants (F3), and a captain (F11).

Regiment 5: 50 light infantry (F1), leather

armor and shield, normal sword; 20 heavy infantry (F1), chain mail and shield, normal sword; 10 heavy infantry (D1), chain mail and shield, normal sword; 10 crossbowmen (D1), chain mail, heavy crossbow; 10 archers (E1), leather armor, short bow and normal sword; three sergeants (F2), one sergeant (D2), one sergeant (E2), one captain (F5).

Atruaghin Clans

Basis: Stone Age; male and female (2.5% standing, 25% wartime); population 230,000; standing.

Division Name: Horse Clan War-Party. (The Children of the Horse have turned warfare into a game with elaborate rules—such as never killing from a distance.)

Type of Division: Regular Division.

Number of Such Units: 2

BR: 120. **Personnel:** 662. **Troop Class:** Good.

Division Breakdown:

Division Commander: Clan War leader (F10, Cha +1). Deputy Commander: F8.

Regiments 1-4: Each has 160 elite light cavalry (F2), no armor, spear and tomahawk (hand axe); four sergeants (F3), one captain (F4); mounted on war horses.

Division Name: Bear Clan Defenders. (The Children of the Bear are usually peaceful, although they willingly fight to defend their land.)

Type of Division: Reserve Division.

Number of Such Units: 1

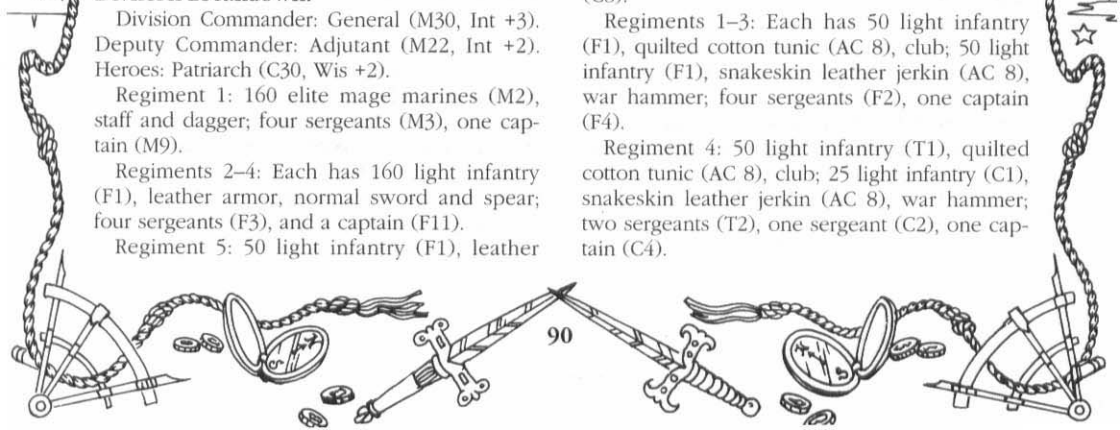
BR: 52. **Personnel:** 502. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Clan leader (F8, Cha +1). Deputy Commander: (F6). Hero: Shaman (C8).

Regiments 1-3: Each has 50 light infantry (F1), quilted cotton tunic (AC 8), club; 50 light infantry (F1), snakeskin leather jerkin (AC 8), war hammer; four sergeants (F2), one captain (F4).

Regiment 4: 50 light infantry (T1), quilted cotton tunic (AC 8), club; 25 light infantry (C1), snakeskin leather jerkin (AC 8), war hammer; two sergeants (T2), one sergeant (C2), one captain (C4).



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Regiment 5: 50 elite light infantry (F2), quilted cotton tunic (AC 8), club; 50 elite light infantry (F3), snakeskin leather jerkin (AC 8), war hammer; four sergeants (F5), one captain (F7).

Division Name: Elk Clan Warriors. (The Children of the Elk are masters of hit-and-run tactics in warfare.)

Type of Division: Regular Division.

Number of Such Units: 1

BR: 66. **Personnel:** 607. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Clan War leader (F10, Cha +1). Deputy Commander: (F8). Hero: Shaman (C8).

Regiments 1-4: 100 light infantry (F1), deerskin clothing (AC 8), short bow and hand axe (tomahawk); four sergeants (F2), one captain (F4).

Regiment 5: 50 light infantry (T1), deerskin clothing (AC 8), short bow and hand axe (tomahawk); 25 light infantry (C1), deerskin clothing (AC 8), sling and club; two sergeants (T2), one sergeant (C2), one captain (C4).

Regiment 6: 50 elite light infantry (F3), deerskin clothing (AC 8), short bow and hand axe (tomahawk); 25 elite light infantry (T3), deerskin clothing (AC 8), short bow and hand axe (tomahawk); 25 elite light infantry (C2), deerskin clothing (AC 8), sling and club; two sergeants (F5), one sergeant (T5), one sergeant (C5), one captain (F7).

Division Name: Tiger Clan Warriors. (The Children of the Tiger are harsh and violent, and are the only members of the Atruaghin Clans who regularly make use of metal weapons and armor.)

Type of Division: Regular Division.

Number of Such Units: 10 (one from each Tiger Clan village).

BR: 87. **Personnel:** 133. **Troop Class:** Average.

Division Breakdown:

Division Commander: Clan War leader (F8, Cha +1). Deputy Commander: F6. Hero: Priest of Atzanteotl (C8).

Regiments 1-2: 25 light infantry (F1), metal breastplate (AC 7) and knife shield, bola and short sword (with serrated blade, +1 to damage); one captain (F3).

Regiment 3: 25 light infantry (F1), metal breastplate (AC 7) and knife shield, blow gun (save vs. poison or be paralyzed), barbed spear (+1 to damage); one captain (F3).

Regiment 4: 25 elite light infantry (F3), metal breastplate (AC 7) and knife shield, javelin (used with spear thrower, increases range by 25% and adds +2 to damage) and short sword (with serrated blade, +1 to damage); one captain (F5).

Regiment 5: 25 elite light infantry (T3), knife shield, tiger bola (each ball is covered with poisoned needles; a tiger bola does 1d4 damage and victim must save vs. poison or be paralyzed); one captain (T5).

Division Name: Turtle Clan Warriors. (The Children of the Turtle are rarely at war with anyone, but they are great whale hunters and hence adept with their harpoons.)

Type of Division: Reserve Division.

Number of Such Units: 5 (one per tribe)

BR: 67. **Personnel:** 105. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Tribal Hunt Leader (F8, Cha +1).

Regiment 1: 50 light infantry (F1), leather armor (tough leather vest with wooden rods bound to it, AC 7), harpoon (treat as spear) and shark tooth dagger; 25 light infantry (F1), leather armor, short bow and shark tooth dagger; 25 elite light infantry (F3), leather armor, harpoon and shark tooth dagger; three sergeants (F4), one sergeant (F5).

Azcan Empire

Basis: Stone Age; male (2.25% standing, up to 22.5% wartime); population 3,000,000; standing.

Regiment Name: Knights.

Type of Regiment: Elite Regiment.

Number of Such Units: 3 (Jaguar Knights, Eagle Knights, Knights of the Winged Viper).

BR: 138. **Personnel:** 130. **Troop Class:** Excellent.

Division Breakdown:

Regimental Commander: Knight-Captain (C9). Deputy Commander: Knight-Lieutenant (C7).

Companies 1-2: Each has 60 elite light infantry (F5), shields but no armor, spears, axes

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and short bows, two Knight-Sergeants (F6 or C6), one Knight-Lieutenant (F7 or C7).

Division Name: Army of Azca.

Type of Division: Regular Division.

Number of Such Units: 60.

BR: 100. **Personnel:** 1,000. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (C12). Deputy Commander: Captain (C9).

Regiments 1-5: Each has 200 light infantry (F1), shield but no armor, spear and short bow; five sergeants (F3), one captain (C9).

Beastmen Wastes

Basis: Stone Age; male and female, humanoids (up to 7.5% standing, up to 75% wartime); population 100,000; standing.

Division Name: War Party.

Type of Division: Irregular Division (combined force of several villages).

Number of Such Units: 15 (peacetime), up to 150 (wartime).

BR: 56. **Personnel:** 500. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Beastmen General (12 HD). Deputy Commander: Beastmen War-Chief (8 HD).

Clan Parties 1-10: Each has 47 Beastmen warriors (2-HD), leather and shield, spear and sling; two Beastmen sergeants (4-HD), one Beastmen War-Chief (8-HD). Each Clan Party represents about 5 villages.

Bellissaria

See Dawnrim, Horken, Lagrius, Meriander, Notrion, and Surshield.

Broken Lands

Basis: Stone age (humanoid); male and female (7.5% standing, up to 75% wartime); population 54,000 (western Broken Lands 28,000, eastern Broken Lands 8,000, Oenkmarr 18,000); wartime.

Company Name: Killer Claws of Kol (West Broken Lands). These troops are personally

loyal to King Kol, High Doge of the Great Crater. They have been drilling extensively since ex-King Thar recognized King Kol as his overlord.

Type of Company: Elite Company.

Number of Such Units: 1.

BR: 131. **Personnel:** 184. **Troop Class:** Excellent.

Company Breakdown:

Company Commander: King Kol (29th-level kobold, 9d4 HD; Int +1, Cha +1). Deputy Commander: Subchief kobold (9d4 HD). Hero: Kobold shaman (9d4 HD/6th-level shaman).

Regiment 1: 100 kobolds (1/2 HD) with slings and steel claw weapons (treat as daggers); 50 orcs (1 HD) with crossbows and short swords; 20 gnolls (2 HD) with clubs; eight sergeants (6 HD); three lieutenants (10 HD).

Company Name: Legion of Thar (Western Broken Lands). These troops are personally loyal to General Thar.

Type of Company: Elite Company.

Number of Such Units: 1.

BR: 147. **Personnel:** 407. **Troop Class:** Good.

Company Breakdown:

Supreme Commander: General Thar, Orc chief (30th-level orc, 9 HD; Int +1, Cha +3). Deputy Commander: Orc lieutenant (7 HD).

Regiment 1: 75 orcs (1 HD), crossbow and hand axe; 25 light flying orc cavalry (1 HD), bola and spear, riding skinwings (similar to pterodactyls, with Load scores of 1,200 cn at full speed or 2,400 cn at half speed); 50 kobolds (1/2 HD), sling and dagger; 35 goblin wolf-riders (1 HD goblins), spear; 30 hobgoblins (1+1 HD), long bow; 25 gnolls (2 HD), spear and normal sword; 20 bugbears (3+1 HD), spiked mace; 15 ogres (4+1 HD), pole arm; 15 trolls (6+3 HD), club; 20 lizardmen (2+1 HD); 10 hill giants (8 HD); 40 bandits and human mercenaries (F1), leather and shield, normal sword; 25 war dogs (AC 7, HD 2+2, #AT 1 bite, Dmg 2d4), leather armor; five war dog handlers (1 HD orcs). These disparate troops are coordinated by 14 sergeants of various species (6 HD) and a lieutenant (7+2 HD).

Company Name: Guards of Ogremoor (Eastern Broken Lands). These troops are loyal to King Alebane of the Eastern Broken Lands.

Type of Company: Regular Company.

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Number of Such Units: 1.

BR: 53. **Personnel:** 400. **Troop Class:** Below Average.

Company Breakdown:

Company Cmdr.: Hobgoblin (6-HD, Int +1).

Squadrons 1-4: Each has 90 humanoid infantry (mixed races, averaging 2 HD), leather and shield, mace or equivalent; four sergeants (averaging 3 HD), one captain (4 HD).

Regiment Name: Citizen-Soldiers of Kol (Western Broken Lands).

Type of Regiment: Regular Company.

Number of Such Units: 12.

BR: 55. **Personnel:** 238. **Troop Class:** Below Average.

Regiment Breakdown:

Regiment Commander: Kobold chief (20th-level kobold). Deputy Regiment Commander: Kobold subchief (10th-level kobold, attacks as 9 HD monster).

Companies 1-2: 85 kobolds (1/2 HD), dagger; three sergeants (6-HD kobold), one lieutenant (9-HD kobold).

Company 3: 35 orcs (1 HD), normal sword; one sergeant (6-HD orc), one lieutenant (7-HD orc).

Company 4: 20 gnolls (2 HD), club; one lieutenant (8 HD gnoll).

Division Name: War Hordes of the Great Crater

Type of Division: Regular Division (combined forces of several humanoid tribes).

Number of Such Units: 1.

BR: 121. **Personnel:** 2,253. **Troop Class:** Good.

Division Breakdown:

Division Commander: General Thar (30th level orc, 9 HD; Int +1, Cha +3). Deputy Commanders: five 7 HD humanoids (two orcs, a gnoll, a hobgoblin, and a bugbear).

Horde 1 (Yellow Eyes): 60 bugbears (3+1 HD), spiked mace; 45 goblins (1 HD), short bow and short sword; three bugbear sergeants (8+3 HD); two goblin sergeants (6 HD); one chief (9+3 HD).

Horde 2 (Bugburbians): 300 bugbears (3+1 HD), pole arm; 210 goblins (1 HD), sling and spear; 180 hobgoblins (1 HD), battle axe; twelve bugbear sergeants (8+3 HD); twelve goblin sergeants (6-5 HD); twelve hobgoblin sergeants (6+5 HD); one chief (9+3 HD).

Horde 3 (Wolf Riders of High Gobliny): 80 goblin wolf-riders (1 HD), short bow and spear; 20 bugbears (3+1 HD), mace; 25 hobgoblins (1 HD), normal sword; 10 ogres (4+1 HD), pole arm; four goblin sergeants (7-5 HD); one bugbear sergeant (9+3 HD); one hobgoblin sergeant (7+5 HD); one ogre sergeant (10+3 HD); one chief (7 HD).

Horde 4 (Guards of High Gobliny): 200 goblin wolf-riders (1 HD), short bow and spear; 140 hobgoblins (1+1 HD), normal sword; 40 ogres (4+1 HD), club; sixteen goblin sergeants (7-5 HD); eight hobgoblin sergeants (7+5 HD); four ogre sergeants (10+3 HD); four goblin chiefs (7-5 HD).

Horde 5 (Night Bringers): 75 hobgoblins (1+1 HD), long bow and scimitar; 20 orcs (1 HD), spear; 25 goblins (1-1 HD), hand axe; 10 ogres (4+1 HD), pole arm; three hobgoblin sergeants (6+5 HD); one orc sergeant (6 HD); one goblin sergeant (6-5 HD); one ogre sergeant (10+3 HD); one hobgoblin lieutenant (7+5).

Horde 6 (Hobgoblin Raiders): 240 hobgoblins (1+1 HD), battle axe; 120 orcs (1 HD), spear; 160 goblin wolf-riders (1-1 HD), sling and dagger; eight hobgoblin sergeants (6+5 HD); four orc sergeants (6 HD); eight goblin sergeants mounted on wolves (6-5 HD); one hobgoblin chief (7+5 HD).

Horde 7 (Skull Smashers): 105 orcs (1 HD), crossbow and normal sword; 40 kobolds (1/2 HD), sling and dagger; 25 gnolls (2 HD), pole arm; three orc sergeants (6 HD); one kobold sergeant (7+4 HD); one gnoll sergeant (7 HD); one orc chief (7 HD).

Division Name: Defenders of Oenkmarr (Beneath Broken Lands). (Previous estimates of Oenkmarr's military forces have fallen short of the truth.)

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 95. **Personnel:** 2,037 **Troop Class:** Average.

Division Breakdown:

Division Commander: Lord Zotl (20th-level gnoll, 8 HD; Int +1, Cha +1). Deputy Commander: 7 HD orc. Hero: Fire giant (11+2 HD).

Regiments 1-4: Each has 200 gnoll infantry (2 HD), leather armor and shield, normal sword; ten gnoll sergeants (4 HD), one gnoll captain (6 HD).

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Regiments 5-8: Each has 200 orc infantry (1 HD), leather armor and shield, bola and spear; ten orc sergeants (4 HD); one orc captain (6 HD).

Regiment 9: 25 hobgoblins (1+1 HD), leather armor, spear; 25 bugbears (3+1 HD), leather armor, normal sword; 25 ogres (4+1 HD), leather and shield, spear; 25 trolls (6+3 HD), club; 5 hill giants (8 HD), scale mail, club; one hobgoblin sergeant (4+4 HD); one bugbear sergeant (6+2 HD); one ogre sergeant (6+2 HD); one troll sergeant (7+4 HD); one hill giant captain (8 HD).

Regiment 10 (Strider Shock Troops): 75 elite orcs (2 HD), chain mail, lance and normal sword; three orc sergeants (6 HD); one orc captain (7 HD); all mounted on striders (bipedal lizards equivalent to war horses).

Regiment 11 (Chariots of Doom): 50 elite goblins (2-2 HD), scale mail, short bow and short sword, mounted on chariots pulled by dire wolves; 25 elite goblins (2-2 HD), scale mail, spear, mounted on chariots pulled by boars; three goblin sergeants (6-5 HD); one goblin captain (7-5 HD).

Regiment 12 (Flying Terror): 50 orcs (1 HD), no armor, slings and spears; mounted on skinwings (similar to pterodactyls, with Load scores of 1,200 cn at full speed or 2,400 cn at half speed); 25 goblins (1-1 HD), no armor, short bows and short swords mounted on skinwings; two orc sergeants (4 HD), one goblin sergeant (4-4 HD), one captain (6 HD).

Brute-Men Territory

Basis: Stone Age; male, humanoid (up to 4% standing, up to 40% wartime); population 200,000; standing.

Squadron Name: Clan Warriors.

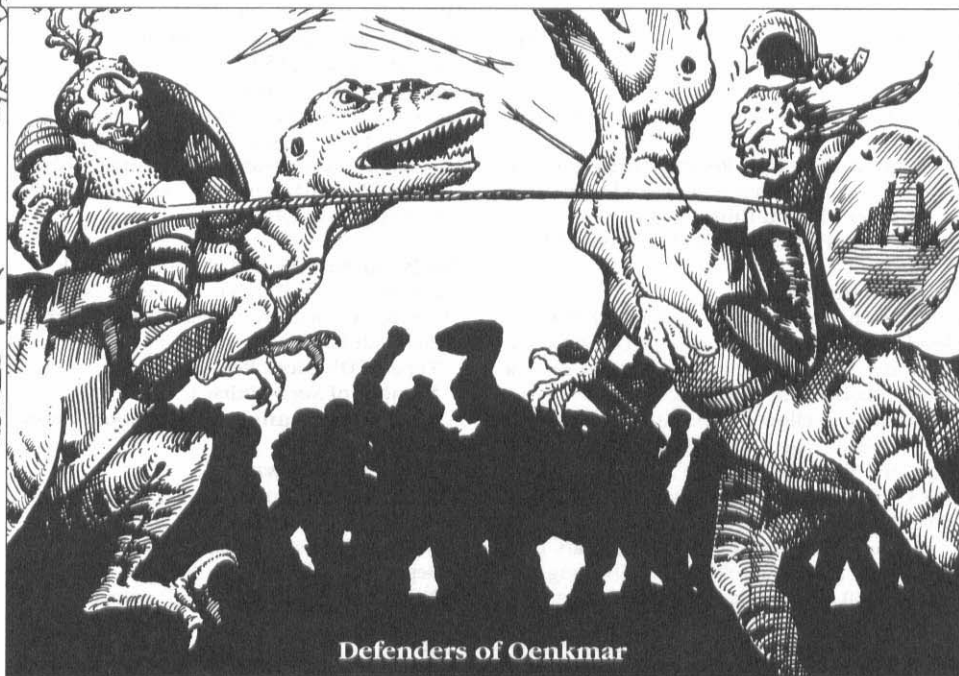
Type of Squadron: Regular Squadron.

Number of Such Units: 200.

BR: 39. **Personnel:** 40. **Troop Class:** Poor.

Squadron Breakdown:

Squadron Commander: Chief Hunter (4 HD). Deputy Squadron Commander: Second Best Hunter (3 HD). Also, 38 regular neanderthal (2 HD) light infantry, no armor, spears and short bows.



Defenders of Oenkar

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Caerdwicca

Basis: Renaissance; male and female (up to 2% standing, up to 20% wartime); population 2,000; wartime.

Company Name: Guards of Caerdwicca.

Type of Company: Town/City Guard.

Number of Such Units: 2.

BR: 123. **Personnel:** 125. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (F12).
Deputy Commander: Lieutenant (F9).

Squadron 1: 30 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; one sergeant (F3); mounted on normal riding horses (must dismount to fight).

Squadrons 2-3: Each has 40 light infantry (F1), leather armor, normal sword and heavy crossbow; one sergeant (F3).

City of the Stars

Basis: Medieval; male (1% standing, 2.5% wartime); population 125,000; wartime.

Division Name: Starlight Legion I-VI.

Type of Division: Regular Division.

Number of Such Units: 6.

BR: 149. **Personnel:** 510. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (E10, Int +2).
Deputy Commander: Captain (E7). Heroes: Shaman (Elf-Shaman 6).

Regiments 1-3: Each has 150 heavy infantry (E2), chain mail, normal sword and light crossbow; three sergeants (E3), one captain (E7).

Regiment 4: 40 medium flying cavalry (E2), chain mail, light crossbow and lance; two sergeants (E4), one captain (C8); all mounted on flying "skinwings" (similar to pterodactyls, with Load scores of 1,200 cn at full speed or 2,400 cn at half speed).

Darokin

Basis: Renaissance; male & female (2% standing, up to 15% wartime); 1,250,000; wartime (now almost completely reduced to standing army size). Darokin is now part of the Western Defense League (with the Five Shires, Karameikos, and Ylaruam).

Division Name: I and II Legions.

Type of Division: Elite Division.

Number of Such Units: 2 (I: First Army, City of Darokin; II: Third Army, Corunglain).

BR: 182. **Personnel:** 1,091. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: F9 (Cha +1, Int +1).
Deputy Commander: F7. Hero: C6.

Regiments 1-4: Each has 120 mounted infantry (F2), long bow and normal sword; four sergeants (F3), one captain (F4); all mounted on regular riding horses (must dismount for melee combat).

Regiments 5-10: Each has 80 light cavalry (F2), short bow and normal sword; two sergeants (F3), one captain (F4); mounted on war horses.

Regiment 11: 80 elite light cavalry (E2), short bow and normal sword; two sergeants (E3), one captain (E4); mounted on war horses.

Division Name: III-XX Legions.

Type of Division: Regular Divisions.

Number of Such Units: 18. (III-V: First Army, City of Darokin. VI: Fourth Army, Fort Fletcher. VII-X: Second Army, Selenica. XI: Fourth Army, Fort Fletcher. XII: Fifth Army, Fort Anselbury. XIII-XVI: Third Army, Corunglain. XVII-XVIII: Fifth Army, Fort Anselbury. XIX-XX: Fourth Army, Fort Fletcher.)

BR: 73. **Personnel:** 1,160. **Troop Class:** Fair.

Division Breakdown:

Division Commander: F6. Deputy Commander: F5. Hero: C5.

Regiments 1-3: Each has 120 light infantry (F1), leather armor and shield, normal sword; three sergeants (F2), one captain (F3).

Regiments 4-6: Each has 120 archers (F1), leather armor, long bow; three sergeants (F2), one captain (F3).

Regiments 7-8: Each has 120 light cavalry (F1), leather armor, short bow and normal sword; three sergeants (F2), one captain (F3); mounted on war horses.

Regiment 9: 80 light cavalry (F1), leather armor, long bow and normal sword; two sergeants (F2), one captain (F3); mounted on war horses.

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Division Name: XXI–XXX Legions.

Type of Division: Reserve Division.

Number of Such Units: 10. (XXI–XXII: First Army, City of Darokin. XXIII–XXIV: Fourth Army, Fort Fletcher. XXV–XXVI: Second Army, Selenica. XXVII: Third Army, Corunglain. XXVIII–XXX: Fifth Army, Fort Anselbury.)

BR: 44. **Personnel:** 667. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: General (F5). Deputy Commander: Colonel (F5). Hero: C4.

Regiments 1–2: Each has 120 light infantry (F1), no armor, normal sword; three sergeants (F2), one captain (F3).

Regiments 3–4: Each has 120 archers (F1), no armor, short bow; three sergeants (F2), one captain (F3).

Regiments 5–6: Each has 80 light cavalry (F1), leather armor, short bow and normal sword; two sergeants (F2), one captain (F3); mounted on war horses.

Division Name: Darokin Naval Group.

Type of Division: Regular Naval Division.

Number of Such Units: 6 (I through VI Darokin Naval Group).

BR: 78. **Personnel:** 1,000. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (F6). Deputy Commander: Captain (F5). Hero: Cleric (C4).

Regiments 1–12: Each has 50 marines (F1), leather armor, normal sword and heavy crossbow; two sergeants (F3), one captain (F5); sailing two small sailing ships (two light catapults, 10 nonfighting sailors each).

Regiments 13–14: Each has 100 marines (F1), leather armor, normal sword and heavy crossbow; three sergeants (F3), one captain (F5); sailing a large sailing ship converted to troop transport (four light catapults, 20 nonfighting sailors each).

Regiment 15 (Flagship): 100 elite marines (F2), leather armor, pike and heavy crossbow; three sergeants (F4), one captain (F5); sailing a large sailing ship converted to troop transport (four light catapults, 20 nonfighting sailors).

Dawnrim

Basis: Medieval; male (standing 1%, wartime 10%); population 25,000; wartime. Many of Dawnrim's forces were conscripted into units sent into action at the Isle of Dawn and have not returned. The remaining armed forces constitute about 4% of the national population.

Division Name: Dawnrim Army.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12). Heroes: Champion (F15).

Regiments 1–2: Each has 150 light infantry (F1), leather armor and shield, normal sword; four sergeants (F3), one captain (M9).

Regiment 3: 150 medium cavalry (F1), chain mail and shield, normal sword and lance; four sergeants (F3), one captain (M9); mounted on war horses.

Regiment 4: 150 mounted combat mages (M1), staff and dagger; four sergeants (M3), one captain (M9); mounted on normal riding horses (must dismount to cast spells or fight).

Division Name: Dawnrim Navy.

Type of Division: Regular Naval Division.

Number of Such Units: 1.

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15).

Regiments 1–2: Each has 75 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing a war galley (ram, three light catapults; 330 nonfighting rowers and sailors).

Regiments 3–5: Each has 50 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing a small sailing ship converted to troop transport (three light catapults; 10 nonfighting sailors).

Regiment 6 (Flagship): 100 elite marines (F3), leather armor, long bow and normal sword; three sergeants (F4), one captain (F5); sailing a large sailing ship converted to troop transport (three heavy catapults; 20 nonfighting sailors).

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Dunadale

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 78,000; wartime. Thyatian troops have occupied Dunadale since Thaumont of AC 1010; its armed forces were disbanded. Many Dunadale soldiers and refugees from Alphetia fled to Edairo to join the Thothian forces against Thyatis. Resistance forces based in Dunadale's wilderness still harass Thyatian troops whenever possible.

Division Name: Resistance Forces of Dunadale.

Type of Division: Regular.

Number of Such Units: 2.

BR: 93. **Personnel:** 646. **Troop Class:** Fair.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 100 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; four sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiment 2: 200 light infantry (F1), leather armor, normal sword and heavy crossbow; five sergeants (F3).

Regiment 3: 80 elite heavy infantry (F2), chain mail, normal sword and pike; two sergeants (F4), one captain (M6).

Regiment 4: 80 light infantry (F1), leather armor, pike and short sword; two sergeants (F3), one captain (M5).

Regiment 5: 80 archers (F1), leather armor, long bow and short sword; two sergeants (F2), one captain (M5).

Regiment 6: 80 combat mages (M1), staff and dagger; two sergeants (M2), one captain (M5).

East Portage

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 10,000; standing. In Flaurmont of AC 1010, King Lormce surrendered to Thyatian Forces in return for Ducal status in the Thyatian Empire. The armed forces of East Portage have since been scaled back to a peacetime level, leaving only a core force (now named the Home Guard).

Division Name: Home Guard of East Portage.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 107. **Personnel:** 213. **Troop Class:** Average.

Division Breakdown:

Division Commander: Captain (F12).

Regiment 1: 50 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; two sergeants (F3), one captain (F7); mounted on normal riding horses (must dismount to fight).

Regiment 2: 50 light infantry (F1), leather armor, normal sword and heavy crossbow; two sergeants (F3), one captain (F7).

Regiment 3: 100 marines (F1), leather armor, normal sword and long bow; four sergeants (F3), two captains (F9); manning two small sailing ships converted to troop transports (two light catapults and ten nonfighting sailors on each).

Ekto

Basis: Renaissance; male and female (up to 2% standing, up to 20% wartime); population 48,000; wartime. In Klarmont of AC 1010 the citizens of Ekto set fire to their city and fled south to Trikelios. Ekto's armed forces engaged in a valiant fighting withdrawal, trying to prevent the Thyatian forces from slaughtering the fleeing refugees. Survivors then joined the forces of Trikelios in defense of that city—when Trikelios fell, remnants of Ekto's armed forces fled to Thothia.

Ethengar Khanates

Basis: Bronze age; male and female (up to 3.5% standing, up to 35% wartime); population 330,000; standing.

Horde Name: The Keshak (Golden Khan's Imperial Bodyguard).

Type of Troop: Elite Division.

Number of Such Units: 1.

BR: 175. **Personnel:** 1,052. **Troop Class:** Excellent.

Horde Breakdown:

Horde Commander: F18 (Cha +2). Deputy Horde Commander: F12.

Regiments 1–10: Each has 100 elite light cavalry (F4), leather armor, short bow and spear; four sergeants (F4), one captain (F7); mounted

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on light war horses (similar to normal war horses, but with lighter builds: HD 2+2; MV 180' (60'); #AT 2 hooves; Dmg 1d4+1/1d4+1).

Horde Name: Clan Horde.

Type of Troop: Regular Division.

Number of Such Units: 8 (Bortak Clan Runic Eye Horde, Kaeruts Clan Death's Rider Horde, Kiyats Clan Giant Killer Horde, Murkits Clan Bloody Horde, Taijits Clan Skull Crusher Horde, Uighurs Clan Bone Cruncher Horde, Yakkas Clan Spear Catcher Horde, Yugatais Clan Plains Rider Horde).

BR: 120. **Personnel:** 1,052. **Troop Class:** Good.

Horde Breakdown:

Horde Commander: F10 (Cha +1). Deputy Commander: F8.

Regiments 1–10: Each has 100 elite light cavalry (F2), leather armor, short bow and spear; four sergeants (F3), one captain (F4); mounted on light war horses (see above for game statistics).

Five Shires

Basis: Renaissance; male and female (demi-human, 4% standing, up to 40% wartime); population 220,000; wartime. On Kaldmont 17 of AC 1010, the Five Shires declared war on the Black Eagle Barony. The halflings quickly called up the Grand Army of the Shires (with the standing troops, Fangs of the Shires, at its core) to attack the hated Baron Ludwig von Hendriks and his forces. Within a week, the Shire armies devastated the Baron's main army. As of Nuwmont 1 of AC 1011, however, there are still many pockets of resistance in the Barony, and Fort Doom is yet to fall.

Division Name: Fangs of the Shires.

Type of Division: Regular Division (battle groups kept armed and trained even in peacetime).

Number of Such Units: 37 (one for each village; two each for the towns of Tothmeer, Ober's Mimbur, and Thantabbar; five stationed at Rollstone Keep on the Karameikan border; five in Shireton).

BR: 112. **Personnel:** 57. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Knight-Hero (H8, Cha +1). Deputy Commander: Yondar (H6).

Regiment 1: 30 mounted infantry (H2), leather armor, dagger, short sword, and sling; 20 elite mounted infantry (H3), leather armor, dagger, short sword, and short bow; five sergeants (H4); all mounted on ponies (must dismount to fight).

Division Name: Grand Army of the Shires (Volunteer Regiments).

Type of Division: Regular Division.

Number of Such Units: 7 (1st through 7th Shire Volunteers, each associated with four "Fangs").

BR: 80. **Personnel:** 994. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Knight-Hero (H8, Cha +1). Deputy Commander: Yondar (H6).

Regiments 1–8: Each has 120 archers (H1), leather armor, short bow and dagger; three sergeants (H3), one captain (H5).

Division Name: Navy of the Five Shires.

Type of Division: Regular Naval Division.

Number of Such Units: 1.

BR: 88. **Personnel:** 800. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (H8, Int +1). Deputy Commander: Captain (H5).

Regiments 1–2: Each has 75 marines (H1), leather armor, light crossbow and short sword; two sergeants (H2), one captain (H5); sailing a war galley (ram, three light catapults, 330 non-fighting rowers and sailors per galley).

Regiments 3–6: Each has 50 marines (H1), leather armor, light crossbow and short sword; two sergeants (H2), one captain (H5); sailing a large galley (two light catapults, one ballista, 200 nonfighting rowers and sailors per galley).

Regiments 7–8: Each has 20 marines (H1), leather armor, light crossbow and short sword; one sergeant (H2), one captain (H5); sailing a small galley (two light catapults, 70 nonfighting rowers and sailors per galley).

Regiments 9–20: Each has 50 marines (H1), leather armor, light crossbow and short sword; two sergeants (H2), one captain (H5); sailing a small sailing ship (10 nonfighting sailors per ship).

Division Name: Shire Strikers.

Type of Division: Elite Division (Halfling heroes and adventurers joining the war against the Black Eagle Barony).

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Number of Such Units: 1.

BR: 135. **Personnel:** 239. **Troop Class:** Average.

Division Breakdown:

Division Commander: Joam Astlar, Knight-Hero (H8, Int +2, Wis +1, Cha +1). Deputy Commander: Ammagil Dundershields (H7). Heroes: Five Knight-Heroes (H8); two Halfling Masters (H8/Master 8, can cast spells as 9th-level clerics. The Master is a spellcasting subclass of halflings, similar to the human Druid subclass; see *GAZ 8, The Five Shires*). Roughly 25% of the force is equipped with magical abilities (magical armor or weapons, potions, etc.).

Regiment 1: 40 slingers (H2), leather armor, sling and short sword; four sergeants (H3), one captain (H4).

Regiment 2: 40 archers (H3), leather armor, short bow and short sword; four sergeants (H4), one captain (H5).

Regiment 3: 40 light infantry (H2), leather armor, short sword and dagger; four sergeants (H3), one captain (H4).

Regiment 4: 20 heavy infantry (H3), chain and shield, short sword and dagger; four sergeants (H4), one captain (H6).

Regiment 5: 40 mounted infantry (H3), leather and shield, short bow and short sword; four sergeants (H4), one captain (H5); mounted on ponies (must dismount to fight).

Regiment 6: 20 medium cavalry (H3), chain mail and shield, light lance (same as normal lance, but does 1d6 damage) and short sword; four sergeants (H4), one captain (H6); mounted on combat-trained ponies (can charge with lance and fight while mounted).

Floating Ar

Basis: Renaissance; male and female (2% standing, 10% wartime); population 50,000; standing.

Division Name: Airfleet of Ar.

Type of Division: Flying Navy Squadron.

Number of Such Units: 1.

BR: 137. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Admiral: Nobleman M24 (Int +2) riding pegasus. Commander: M16 riding pegasus. Heroes: C18 riding pegasus.

Regiments 1–2: Each has 75 marines (F2),

leather armor, normal sword and heavy crossbow; two sergeants (F4), one captain (M4); manning a flying longship (one light catapult).

Regiments 3–4: Each has 375 marines (F2), leather armor, normal sword and heavy crossbow; two sergeants (F4), one captain (M4); manning a flying War Galley (ram, four light catapults, 30 nonfighting sailors per galley).

Furmenglaive

Basis: Renaissance; male and female (up to 2% standing, up to 20% wartime); population 3,000; wartime.

Company Name: Guards of Furmenglaive.

Type of Company: Town/City Guard.

Number of Such Units: 3.

BR: 123. **Personnel:** 125. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (F12). Deputy Commander: Lieutenant (F9).

Squadron 1: 30 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; one sergeant (F3); mounted on normal riding horses (must dismount to fight).

Squadrons 2–3: Each has 40 light infantry (F1), leather armor, normal sword and heavy crossbow; one sergeant (F3).

Gaity

Since Thyatis conquered Gaity in Flaurmont of AC 1010, Gaity's population has been uprooted and its citizens disarmed. The only armed forces currently on Gaity are Thyatian.

Glantri

Basis: Renaissance; male and female (2% standing, up to 20% wartime); population 597,500; wartime (now shrunken to nearly peacetime levels).

Division Name: Principality Army.

Type of Division: Regular Division.

Number of Such Units: 16 (6 under Jaggar of Aalban, Commander of the Armies; 2 under Morphail of Boldavia; 2 under Bran-nart of Klantyre; 2 under Jherek of Kron-dahar; 2 under Urmahid of Bramyra, 2 under Malachie of Morlay-Malinbois).

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BR: 159. **Personnel:** 866. **Troop Class:** Excellent.

Division Breakdown:

Army Commander: Prince (M18) riding pegasus (Cha +1, Int +3, Wis +1). Deputy Army Commander: Count (M12) riding pegasus.

Banner 1: 120 elite mage cavalry (M3), dagger and sling; four sergeants (M4), one captain (M5); mounted on war horses.

Banner 2: 240 elite medium cavalry (F2), chain mail, short bow and normal sword; six sergeants (F3), a captain (F4); mounted on war horses.

Banners 3-4: Each has 240 mounted infantry (F2), leather armor, short bow and normal sword; six sergeants (F3), one captain (F4); mounted on normal riding horses (must dismount to fight).

Heldannic Territories

Basis: Medieval; male and female (2.5% standing, up to 25% wartime); population 250,000; wartime.

Division Name: Glory of Vanya.

Type of Division: Regular Division.

Number of Such Units: 20 (Glory of Vanya First through Twentieth Divisions).

BR: 122. **Personnel:** 933. **Troop Class:** Excellent.

Division Breakdown:

Army Commander: Warlord (C12, Wis +2). Deputy Army Commander: Captain (C9). Heroes: Champion (F14).

Regiment 1: 100 elite heavy cavalry (C3), plate mail, two-handed sword and lance; three sergeants (C5), one captain (C7); mounted on war horses.

Regiment 2: 300 light infantry (F1), leather armor, normal sword and heavy crossbow; eight sergeants (F3), one captain (F6).

Regiment 3: 300 light infantry (F1), leather armor, pike and short sword; eight sergeants (F3), one captain (F6).

Regiment 4: 200 medium cavalry (F2), chain mail and shield, normal sword and lance; five sergeants (F3), one captain (F6); mounted on war horses.

Division Name: The Fighting Sea Lions.

Type of Division: Regular Naval Division.

Number of Such Units: 4 (Fighting Sea

Lions, First to Fourth Armadas).

BR: 114. **Personnel:** 830. **Troop Class:** Good.

Division Breakdown:

Navy Commander: Warlord (C12, Wis +2). Deputy Navy Commander: Captain (C9). Heroes: Champion (F14).

Regiments 1-2: Each has 100 elite marines (F3), chain mail, pike and two-handed sword; three sergeants (F5), one captain (C7); manning two large galleys (three light catapults, ram, 200 nonfighting sailors and rowers in each galley).

Regiments 3-4: Each has 300 marines (F1), leather armor, normal sword and heavy crossbow; eight sergeants (F3), one captain (F6); manning fifteen small galleys (three light catapults, ram, 70 nonfighting rowers and sailors per galley).

Division Name: Eye of Vanya.

Type of Division: Elite Naval Division.

Number of Such Units: 3 (one stationed in the Heldannic Territories; one based in the Green Bay area on Davania; one split among ongoing aggressions against Helskir and Norwold and other Heldannic interests).

BR: 139. **Personnel:** 284. **Troop Class:** Good.

Division Breakdown:

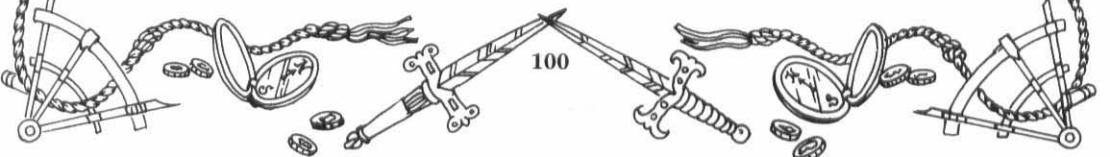
Navy Commander: Warlord (C12, Wis +2). Deputy Navy Commander: Captain (C9). Hero: Champion (F14).

Regiments 1-5: Each has 24 elite marines (C2), plate mail, normal sword; six Knight Overseers (C5), one captain (C10); manning a flying Light Heldannic Warbird (with 9 nonfighting sailors, six ballistae, one light catapult, one heavy catapult, and a *blight belcher* that can cast a *disintegrate* spell with a 300' range once per day).

Regiment 6: 100 elite marines (C3), plate mail, normal sword; twenty-five Knight Overseers (C6), one captain (C12); manning a flying Great Heldannic Warbird (with 20 nonfighting sailors, six ballistae, two light catapults, one heavy catapult, and a *blight belcher* usable three times per day).

Helskir

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 40,000; wartime.



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Division Name: Armed Forces of Helskir.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 4.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; eight sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiment 2: 400 light infantry (F1), leather armor, normal sword and heavy crossbow; ten sergeants (F3).

Regiment 3: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four small sailing ships converted to troop transports (two light catapults and ten nonfighting sailors on each ship).

Regiment 4: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); sailing in four large sailing ships (20 nonfighting sailors on each ship).

Division Name: Helskir Irregulars.

Type of Division: Reserve Division (adventurers, mercenaries, remnants of Alphatia's armed forces, and others who have volunteered or have been hired to fight for Helskir against the Heldannic Knights and Ostland raiders).

Number of Such Units: 2.

BR: 101. **Personnel:** 1,028. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (F14, Int +1, Cha +1). Deputy Commander: Commander (F11). Heroes: Champion (F12).

Regiment 1: 90 elite heavy infantry (F2), chain mail, normal sword and spear; three sergeants (F4), one captain (M6); transported by four small sailing ships (each with ten nonfighting sailors).

Regiment 2: 90 archers (F1), leather armor, long bow and short sword; three sergeants (F2), one captain (M5); transported by two small sailing ships converted to troop transports

(each with three light catapults and ten nonfighting sailors).

Regiment 3: 50 combat mages (M1), staff and dagger; two sergeants (M2), one captain (M5); transported by one large sailing ship (each with 20 nonfighting sailors).

Regiment 4: 200 light infantry (F1), no armor, normal sword and sling; eight sergeants (F2), one captain (F3).

Regiment 5: 100 light infantry (F1), leather armor and shield, normal sword and dagger; four sergeants (F2), one captain (F3).

Regiment 6: 20 heavy infantry (C1), chain mail and shield, mace; one captain (C3).

Regiment 7: 200 elite heavy infantry (F3), chain mail and shield, bastard sword; eight sergeants (F5), one captain (F7).

Regiment 8: 100 medium cavalry (F2), chain mail, lance and sword; four sergeants (F4), one captain (F6); mounted on war horses.

Regiment 9: 80 longbowmen (F1), chain mail, long bow and normal sword; two sergeants (F3), one captain (F4).

Regiment 10: 50 elite longbowmen (E5), chain mail, long bow and sword; two sergeants (E6), one captain (E8).

Horken

Basis: Medieval; male (standing 1%, wartime 10%); population 30,000; wartime. Note: Many of Horken's armed forces were conscripted into imperial Alphatian units that were subsequently sent into action in other locations. The Horken armed forces have not returned. The remaining armed forces constitute about 7% of the national population.

Division Name: Horken Defenders.

Type of Division: Regular Division.

Number of Such Units: 2 (1st and 2nd Horken Defenders).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12). Heroes: Champion (F15).

Regiments 1-2: Each has 150 light infantry (F1), leather armor and shield, normal sword; four sergeants (F3), one captain (M9).

Regiment 3: 150 medium cavalry (F1), chain mail and shield, normal sword and lance; four

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sergeants (F3), one captain (M9); mounted on war horses.

Regiment 4: 150 mounted combat mages (M1), staff and dagger; four sergeants (M3), one captain (M9); mounted on normal riding horses (must dismount to fight or cast spells).

Division Name: Navy of Horken.

Type of Division: Regular Naval Division.

Number of Such Units: 2 (1st and 2nd Navies of Horken).

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1).
Deputy Commander: Commander (C15).

Regiments 1–2: Each has 75 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing a war galley (ram, three light catapults; additional 330 nonfighting rowers and sailors).

Regiments 3–5: Each has 50 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing two small sailing ships (two light catapults; additional 10 nonfighting sailors).

Regiment 6 (Flagship): 100 elite marines (F3), leather armor, long bow and normal sword; three sergeants (F4), one captain (F5); sailing a large sailing ship converted to troop transport (three heavy catapults; additional 20 nonfighting sailors).

Hule

Basis: The following information is for the forces the Master of Hule keeps in Sind. Native Hulean soldiers make up the core of the occupation forces; the remainder of the army is made up of humanoids, brigands, and desert nomads the Master has swayed to his cause. The total forces of Hule itself remain unknown.

Division Name: The Legion of Doom.

Division Type: Elite.

Number of Such Units: 1.

BR: 141. **Personnel:** 2,302. **Troop Class:** Average.

Division Breakdown:

Division Commander: Legion Commander (M19, Int +2).

Regiments 1–2 (Janizaries): 240 elite light cavalry (F2), short bow and normal sword; six

sergeants (F3), one captain (F4); mounted on war horses.

Regiments 3–4 (Zafiries): 80 elite combat mages (M3), dagger; four sergeants (M5), one captain (M7).

Regiment 5 (Bone Smashers): 40 Stone Giant skirmishers (9 HD), stone club; one captain (10 HD stone giant).

Regiments 6–7 (Marids): 480 light infantry (F2), long bow and normal sword; twelve sergeants (F3), one captain (F4).

Regiment 8 (Doomflyers): 400 archers (F2), leather armor, long bow and short sword; ten captains (M6); transported by ten flying airboats, each crewed by 20 skeletons.

Division Name: The Master's Minions.

Division Type: Elite (Headquarters).

Number of Such Units: 6.

BR: 115. **Personnel:** 394. **Troop Class:** Average.

Division Breakdown:

Division Commander: Colonel (F12, Cha +2);
Deputy Division Commander: Lieutenant Colonel (F10).

Regiment 1 (Marids): 240 archers (F2), long bow and sword; six sergeants (F3), one captain (F5).

Regiment 2 (Reavers): 20 Hill Giants (8 HD), club and spear; one Hill Giant captain (10 HD).

Regiment 3 (Janizaries): 120 elite light cavalry (F3), leather armor, short bow and sword; three sergeants (F4), one captain (F6); mounted on war horses.

Division Name: The Master's Armies.

Division Type: Regular.

Number of Such Units: 25.

BR: 110. **Personnel:** 992. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Colonel (F10). Deputy Division Commander: Lt. Colonel (F8).

Regiments 1–2 (Fangriders): 120 goblin cavalry (1 HD), short bow and sword; three sergeants (2 HD goblins), one captain (3 HD goblin); riding dire wolves.

Regiments 3–4 (Faris): 120 regular light cavalry (F1), short bow and normal sword; three sergeants (F2), one captain (F3); mounted on war horses.

Regiments 5–6 (Foe Shredders): 160 bugbears (3+1 HD), spear; four bugbear sergeants (4+1 HD), one bugbear captain (5+1 HD).

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Regiments 7–8 (Reavers): 40 hill giant skirmishers (8 HD), club and spear; one hill giant captain (10 HD).

Regiments 9–10 (Devourers): 40 troll skirmishers (6+3 HD), one troll captain (7+3 HD).

Division Name: Guards Division.

Division Type: Reserve.

Number of Such Units: 8.

BR: 109. **Personnel:** 912. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Colonel (F10); Deputy Division Commander: Lt. Colonel (F8); Heroes: M5, C6.

Regiments 1–2: 120 goblin cavalry (1–1 HD), short bow and normal sword; three goblin sergeants (2–2 HD), one goblin captain (3–3 HD); mounted on dire wolves.

Regiments 3–4: 120 light cavalry (F1), short bow and normal sword; three sergeants (F2), one captain (F3); mounted on war horses.

Regiments 5–6: 160 bugbears (3+1 HD), spears; four bugbear sergeants (4+1 HD), one bugbear captain (5+1 HD).

Regiment 7: 40 hill giant skirmishers (8 HD), club and spear; one hill giant captain (10 HD).

Regiment 8: 40 troll skirmishers (6+3 HD), one troll captain (7+3 HD).

Icevale

Basis: Bronze Age; male and female (3.5% standing, up to 35% wartime); population 100,000; standing.

Company Name: Region Defenders.

Type of Company: Regular Company.

Number of Such Units: 10.

BR: 152. **Personnel:** 350. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (E5). Deputy Commander: Lieutenant (E3).

Squadrons 1–10: 32 light infantry (E1), chain mail, long bow, spear, and normal sword; one sergeant (E2), one lieutenant (E3).

Ierendi

Basis: Renaissance; male and female (2% standing, up to 20% wartime); population 57,850; standing. Realizing that Thyatis had more pressing matters to attend to than an

invasion of the Ierendi Islands, Ierendi disbanded its Royal Brigades (both armies and navies) in AC 1010.

Division Name: Ierendi's Regular Forces.

Type of Division: Regular Division.

Number of Such Units: 4.

BR: 100. **Personnel:** 1,000. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (F28, Cha +2). Deputy Commander: (C20).

Regiments 1–4: Each has 240 heavy infantry (F1), chain mail and shield, short sword; six sergeants (F3), one captain (F8).

The various regimental outposts have access to small galleys and small sailing ships to carry them throughout the waters of the Ierendi area.

Isle of Dawn

See individual listings for Caerdwicca, Dunadale, East Portage, Ekto, Fumenglaive, Helskir, Kendach, Redstone, Septentriona, Thothia, Trikelios, West Portage, Westrouke.

Jennite Holdings

Basis: Bronze Age; male and female (3.5% standing, up to 35% wartime); population 500,000; standing.

Horde Name: Clan Horde.

Type of Troop: Regular Division.

Number of Such Units: 35.

BR: 90. **Personnel:** 500. **Troop Class:** Fair.

Horde Breakdown:

Horde Commander: Prince or War-Chief (F7). Deputy Commander: Captain (F7).

Regiment 1: 50 elite light cavalry (F3), scale mail, long bow and normal sword; two sergeants (F4), one lieutenant (F5); mounted on war horses.

Regiments 2–8: 50 light cavalry (F1), leather armor, long bow and normal sword; two sergeants (F4), one lieutenant (F5); mounted on war horses.

Karmelkos

Basis: Medieval; male and female (2.5% standing, up to 25% wartime); population 350,000; standing.

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Division Name: Militia Elite.

Type of Division: Elite Division.

Number of Such Units: 2 (1st and 2nd Militias).

BR: 123. **Personnel:** 996. **Troop Class:** Good.

Division Breakdown:

Division Commander: F18. Deputy Commander: F12. Heroes: 1 M18, 1 C15.

Regiments 1-4: 120 medium cavalry (F2), chain mail, short bow and normal sword; three sergeants (F4), one captain (F6); mounted on war horses.

Regiments 5-6: 120 archers (F2), chain mail, long bow; three sergeants (F2), one captain (F3).

Regiments 7-8: 120 heavy infantry (F2), chain mail and shield, normal sword; three sergeants (F2), one captain (F3).

Division Name: Militia Division.

Type of Division: Regular Division.

Number of Such Units: 4 (3rd and 5th-7th Militias).

BR: 108. **Personnel:** 996. **Troop Class:** Average.

Division Breakdown:

Division Commander: F8. Deputy Commander: F6. Heroes: 1 M6, 1 C6.

Regiments 1-4: 120 light cavalry (F1), leather armor, short bow and normal sword; three sergeants (F2), one captain (F3); mounted on war horses.

Regiments 5-6: 120 archers (F1), leather armor, long bow; three sergeants (F2), one captain (F3).

Regiments 7-8: 120 light infantry (F1), leather armor, normal sword; three sergeants (F2), one captain (F3).

Division Name: Naval Division.

Type of Division: Regular Division.

Number of Such Units: 2 (14th-15th Militias).

BR: 108. **Personnel:** 996. **Troop Class:** Average.

Division Breakdown:

Division Commander: F8. Deputy Commander: F6. Heroes: 1 M6, 1 C6.

Regiments 1-8: 120 marines (F1), leather armor, long bow and normal sword; three sergeants (F2), one captain (F3); carried by two small sailing ships converted to troop transports

(each with two light catapults, ten nonfighting sailors) and one small galley (two light catapults and one ram, 70 nonfighting rowers and sailors).

Kendach

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 35,000; wartime.

Division Name: Armed Forces of Kendach.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 3.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; eight sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiment 2: 400 light infantry (F1), leather armor, normal sword and heavy crossbow; ten sergeants (F3).

Regiment 3: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four small sailing ships converted to troop transports (two light catapults and ten nonfighting sailors in each ship).

Regiment 4: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four large sailing ships (20 nonfighting sailors in each ship).

Kogolor Dwarf-Lands

Basis: Classical; males and females (up to 3% standing, up to 30% wartime); population 500,000; standing.

Division Name: Kogolor Hammer.

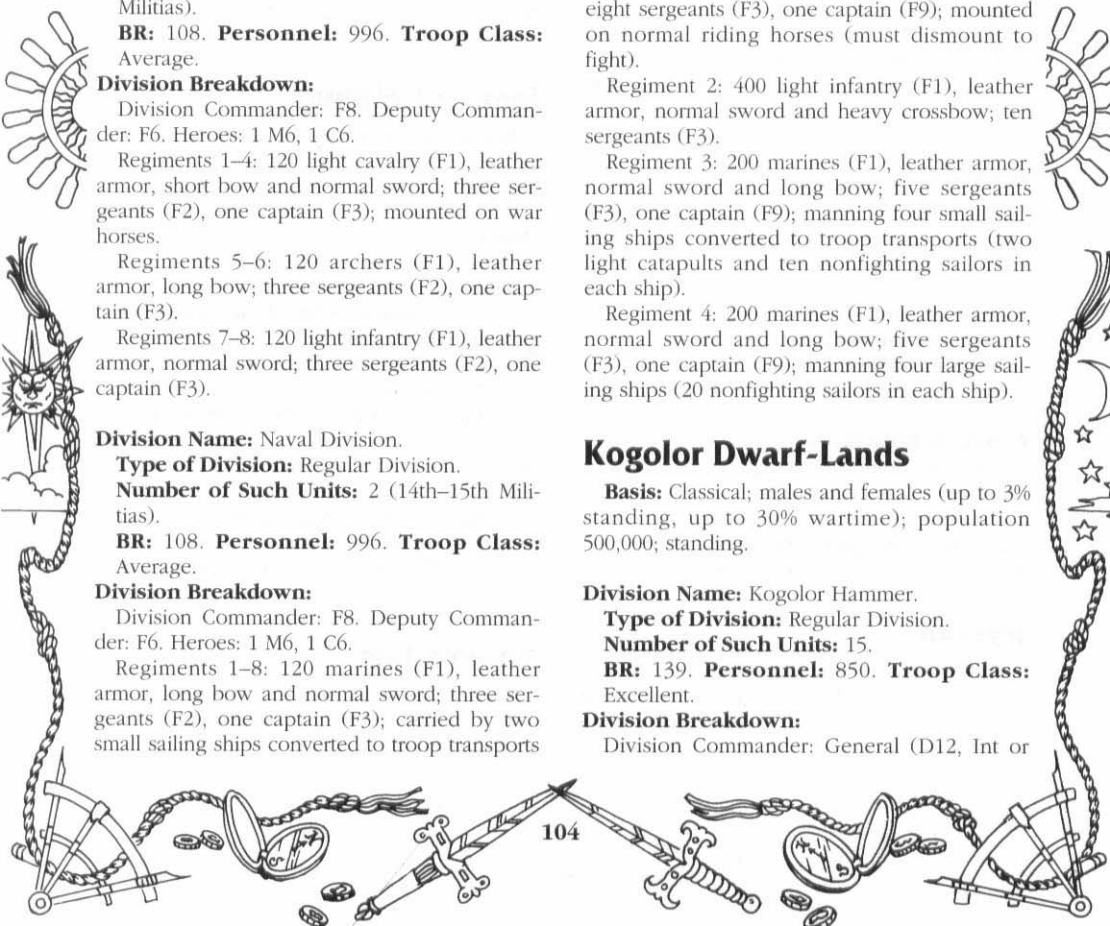
Type of Division: Regular Division.

Number of Such Units: 15.

BR: 139. **Personnel:** 850. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: General (D12, Int or



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Wis +1). Deputy Commander: Captain (D8).

Regiment 1: 200 elite heavy infantry (D2), banded mail, javelin and short sword; six sergeants (D4), a captain (D6).

Regiments 2-3: 200 heavy infantry (D1), scale mail and shield, javelin and hand axe; six sergeants (D4), one captain (D6).

Regiment 4: 200 archers (D1), leather armor, short bow and hand axe; six sergeants (D4), a captain (D6).

Krugel Horde Territory

Basis: Classical; male and female (3% standing, up to 30% wartime); population 300,000; standing.

Division Name: Krugel Cavalry.

Type of Division: Regular Division.

Number of Such Units: 15.

BR: 75. **Personnel:** 500. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Colonel (7 HD). Deputy Commander: Major (6 HD).

Regiments 1-4: 120 mounted infantry (1 HD orcs), leather armor, normal sword and light crossbow; four sergeants (3 HD orcs), one captain (5 HD orc); mounted on normal riding horses (must dismount to fight).

Lagrius

Basis: Medieval; male (1% standing, 8% wartime); population 150,000; wartime. Many of Lagrius' forces were conscripted into imperial Alaphatian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 2.5% of the national population.

Division Name: Lagrius Banner.

Type of Division: Regular Division.

Number of Such Units: 6 (Lagrius Banners I-VI).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12, Int +1). Heroes: Champion (F15).

Regiments 1-2: Each has 150 light infantry (F1), leather armor and shield, normal sword;

four sergeants (F3), one captain (M9).

Regiment 3: 150 medium cavalry (F1), chain mail and shield, normal sword and lances; four sergeants (F3), one captain (M9); mounted on war horses.

Regiment 4: 150 mounted combat mages (M1), staff and dagger; four sergeants (M3), one captain (M9); mounted on normal riding horses (must dismount to cast spells or fight).

Landfall

The Heldannic Knights have occupied Landfall since Klaromont of AC 1010. The few Landfall troops who survived the siege of their city either fled or simply discarded their armor and weapons to blend in with the rest of Landfall's citizens.

Leeha

Basis: Medieval; male and female (up to 2.5% standing, up to 25% wartime); population 6,500; standing. The Sheriff of Leeha has yet to be convinced that the Heldannic Knights pose any real threat to his community.

Company Name: Leeha Defense Force.

Type of Company: Regular Company.

Number of Such Units: 1.

BR: 83. **Personnel:** 166. **Troop Class:** Fair.

Company Breakdown:

Company Commander: Sheriff (H8). Deputy Commander: Sergeant (H3).

Squadrons 1-4: Each has 40 light infantry (H1), leather armor, short bow and short sword, one sergeant (H3).

Malpheggi Swamps

Basis: Stone Age; male and female, humanoids (up to 7.5% standing, up to 75% wartime); population 10,000; standing.

Company Name: Mercenary Company.

Type of Company: Regular Company.

Number of Such Units: 14.

BR: 31. **Personnel:** 52. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Master Scout lizard man (4+1 HD). Deputy Commander: Journeyman Scout lizard man (3+1 HD).

Squadrons 1-2: Each has 24 lizard men (2+1

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HD), shield but no armor, javelin and dagger; one sergeant (3+1 HD).

Meriander

Basis: Medieval; male (1% standing, 10% wartime); population 100,000; wartime. Many of Meriander's forces were conscripted into imperial Alphantian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 4% of the national population.

Division Name: Meriander Banner.

Type of Division: Regular Division.

Number of Such Units: 6 (Banners I–VI).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12). Heroes: Champion (F15).

Regiments 1–2: Each has 150 light infantry (F1), leather armor and shield, normal sword; four sergeants (F3), one captain (M9).

Regiment 3: 150 medium cavalry (F1), chain mail and shield, normal sword and lance; four sergeants (F3), one captain (M9); mounted on war horses.

Regiment 4: 150 mounted combat mages (M1), staff and dagger; four sergeants (M3), one captain (M9); mounted on normal riding horses (must dismount to cast spells or fight).

Division Name: Meriander Banner.

Type of Division: Regular Naval Division.

Number of Such Units: Meriander Banner VII.

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15).

Regiments 1–2: Each has 75 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing a war galley (ram, three light catapults, 330 nonfighting rowers and sailors).

Regiments 3–5: Each has 50 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing two small sailing ships (two light catapults, 10 nonfighting sailors each).

Regiment 6 (Flagship): 100 elite marines (F3), leather armor, long bow and normal sword; three sergeants (F4), one captain (F5); sailing a large sailing ship converted to troop transport (three heavy catapults, 20 nonfighting sailors).

Merry Pirate Seas

Basis: Classical; male and female (up to 3% standing, up to 30% wartime); population 100,000; standing.

Division Name: Merry Pirate Fleet.

Type of Division: Regular Division.

Number of Such Units: 6.

BR: 89. **Personnel:** 500. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Pirate King (F15, Int +1, Cha +2).

Regiment 1: 100 elite pirates (F2), leather armor, normal sword and heavy crossbow; four lieutenants (F5), one captain (F8); sailing a large sailing ship converted to troop transport (three heavy catapults, 20 nonfighting sailors).

Regiments 2–3: Each has 100 pirates (F1), leather armor, normal sword and heavy crossbow; four lieutenants (F3), one captain (F5); sailing a large sailing ship converted to troop transport (two heavy catapults, one light catapult, 20 nonfighting sailors).

Regiments 4–9: Each has 50 pirates (F1), leather armor, normal sword and heavy crossbow; two lieutenants (F3), one captain (F5); sailing a small sailing ship converted to troop transport (two light catapults, 10 nonfighting sailors).

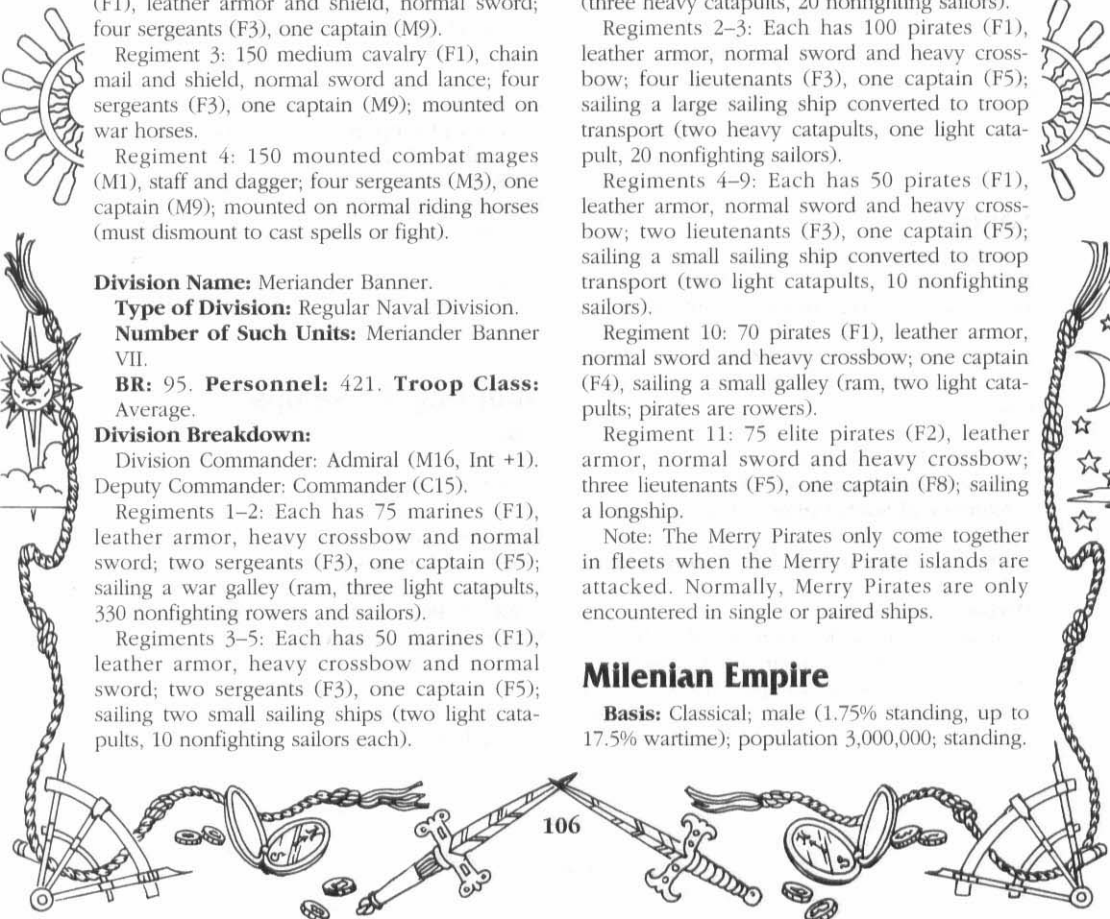
Regiment 10: 70 pirates (F1), leather armor, normal sword and heavy crossbow; one captain (F4), sailing a small galley (ram, two light catapults; pirates are rowers).

Regiment 11: 75 elite pirates (F2), leather armor, normal sword and heavy crossbow; three lieutenants (F5), one captain (F8); sailing a longship.

Note: The Merry Pirates only come together in fleets when the Merry Pirate islands are attacked. Normally, Merry Pirates are only encountered in single or paired ships.

Millenian Empire

Basis: Classical; male (1.75% standing, up to 17.5% wartime); population 3,000,000; standing.



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Division Name: Milenian Army.

Type of Division: Regular Division.

Number of Such Units: 25.

BR: 126. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F12). Deputy Commander: Captain (F6).

Regiments 1-3 (Phalanx): Each has 100 light infantry (F1), leather armor, pike and short sword; four sergeants (F4), one captain (F6).

Regiments 4-5 (Hoplites): Each has 100 elite heavy infantry (F3), scale mail and shield, spear and short sword; four sergeants (F4), one captain (F6).

Regiments 6-7 (Archers): Each has 100 archers (F1), leather armor, long bow and short sword; four sergeants (F4), one captain (F6).

Regiments 8-9 (Cavalry): Each has 100 elite medium cavalry (F2), scale mail and shield, spear and short sword; four sergeants (F4), one captain (F6); mounted on war horses.

Regiment 10 (General's Bodyguard): 40 elite mounted infantry (F4), scale mail and shield, spear and short sword; one sergeant (F4), one captain (F6); mounted on normal riding horses (must dismount to fight).

Division Name: Milenian Flotilla.

Type of Division: Regular Naval Division.

Number of Such Units: 25.

BR: 117. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Division Commander: Admiral (F12). Deputy Commander: Commander (F9).

Regiment 1: 330 marines (F1), leather armor, spear and short bow; three sergeants (F4), one captain (F6); sailing a war galley (ram, two light catapults, two ballistae; marines act as rowers; 30 nonfighting sailors).

Regiments 2-3: Each has 320 marines (F1), leather armor, spear and short bow; three sergeants (F4), one captain (F6); sailing four small galleys (ram, two light catapults; marines act as rowers; 10 nonfighting sailors).

Minrothad Guilds

Basis: Renaissance; male and female; population 135,000; standing. Minrothad has determined that Thyatis is too busy with the Isle of Dawn to pose much threat to the Guilds.

Division Name: Home Guards.

Type of Division: Regular Division.

Number of Such Units: 2 (1st Home Guards, 2nd Home Guards).

BR: 107. **Personnel:** 846. **Troop Class:** Fair.

Division Breakdown:

Division Commander: F9. Deputy Commander: F8. Heroes: M9, C9.

Regiment 1: 90 light cavalry (F1), leather armor, short bow and normal sword; three sergeants (F3), one captain (F4); mounted on war horses.

Regiments 2-3: Each has 180 medium cavalry (F2), chain mail, short bow and normal sword; six sergeants (F3), one captain (F4); mounted on war horses.

Regiments 4-5: Each has 180 mounted infantry (F2), leather armor, long bow and normal sword; six sergeants (F3), one captain (F4); mounted on normal riding horses (must dismount to fight).

When the Minrothad Guilds make war on foreign shores, the Home Guards are ferried to the war site on large troop transports.

Division Name: Minrothad Fleet.

Type of Division: Regular Naval Division.

Number of Such Units: 3.

BR: 125. **Personnel:** 1,000. **Troop Class:** Good.

Division Breakdown:

Division Commander: Admiral (F20). Deputy Commander: Commander (F14).

Squadrons 1-4: Each has 100 marines (F1), leather armor, heavy crossbow and normal sword; four sergeants (F3 or E3), one captain (F5); transported by six small sailing ships (10 nonfighting sailors each).

Squadrons 5-6: Each has 100 marines (E1), leather armor, heavy crossbow and normal sword; four sergeants (E3), one captain (E5); transported by six small sailing ships (10 nonfighting sailors each).

Neathar Lands

Basis: Stone Age; male (2.25% standing, up to 22.5% wartime); population 3,000,000; wartime (far from fully mobilized).

Company Name: Tribal War Band.

Type of Company: Regular Company.

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Number of Such Units: 3,000 (each war band represents a single tribe; few tribes cooperate with one another).

BR: 73. **Personnel:** 102. **Troop Class:** Fair.

Company Breakdown:

Division Commander: War chief (F10, Int +1).
Deputy Commander: Hero/Heroine (F8).

Squadrons 1-4: Each has 24 light infantry warriors (F1), shields but no armor, spear and short bow; one subchief (F3).

Note: Neathar war parties prefer ambush and sabotage to frontal assaults; they continually retreat before organized offensives.

Neatharum

(aka *Alphatian Neatharum*)

Basis: Classical; male (1.75% standing, up to 17.5% wartime); population 32,000; wartime. Alphatian Neatharum is no longer at war with the Neathar tribes in the surrounding jungle but King Dogrel continues to maintain a wartime force.

Division Name: Armed Forces of Alphatian Neatharum.

Type of Division: Combined Division.

Number of Such Units: 2.

BR: 143. **Personnel:** 900. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M12, Int +1).
Deputy Commander: Captain (M5).

Regiment 1: 200 light infantry (F1), leather armor and shield, normal sword and spear; five sergeants (F2), one captain (M4).

Regiment 2: 160 flying marines (F1), leather armor, short sword and heavy crossbow; eight lieutenants (M4), one captain (M5); manning eight small flying galleys (two light catapults, one ram).

Regiment 3: 100 heavy infantry (F1), chain mail, normal sword and light crossbow; four sergeants (F3), one captain (M4).

Regiment 4: 200 light infantry (F2), shield but no armor, spear and short bow; five sergeants (F5), one captain (F8).

Regiment 5: 200 heavy infantry (D1), scale mail and shield, battle axe and heavy crossbow; five sergeants (D3), one captain (D5).

Ne'er-do-well

Basis: Classical; male (1.5% standing, 5% wartime); population 20,000; wartime.

Company Name: Home Guard.

Type of Company: Regular Company.

Number of Such Units: 8.

BR: 27. **Personnel:** 125. **Troop Class:** Poor.

Company Breakdown:

Company Commander: Captain (F5). Deputy Commander: Lieutenant (F4).

Squadrons 1-3: Each has 30 heavy infantry (F1), scale mail and shield, normal sword; one sergeant (F3).

Squadron 4: 25 heavy infantry (F2), chain mail, normal sword and light crossbow; one sergeant (F3).

Nithia

Basis: Bronze Age; male (2% standing, up to 20% wartime); population 4,000,000; standing.

Division Name: Army of the Pharaoh.

Type of Division: Regular Division.

Number of Such Units: 70.

BR: 94. **Personnel:** 1,000. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (C9). Deputy Commander: Deputy General (F7).

Regiments 1-4: Each has 150 light infantry (F1), textile armor (hardened linen, AC 8) and shield, spear and short sword; four sergeants (F3), one captain (F5).

Regiment 5: 100 elite heavy infantry (F3), scale mail and shield, spear, short sword, and short bow; four sergeants (F4), one captain (F5).

Regiments 6-7: Each has 100 elite F2 chariot soldiers (F2, two per chariot; one fights while the other drives), scale mail and shield, spear, short bow, and short sword; four sergeants (F3), one captain (F5); 50 chariots, four horses per chariot.

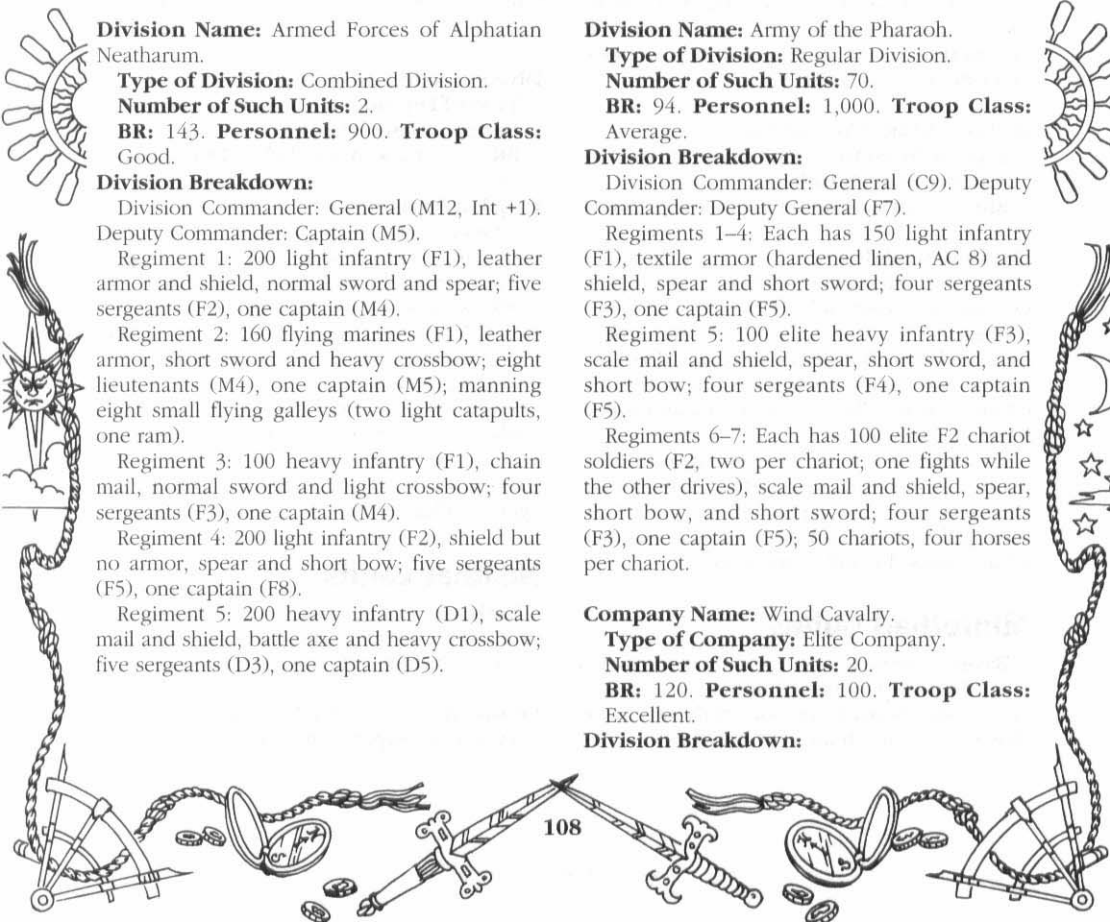
Company Name: Wind Cavalry.

Type of Company: Elite Company.

Number of Such Units: 20.

BR: 120. **Personnel:** 100. **Troop Class:** Excellent.

Division Breakdown:



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Division Commander: Captain (C6). Deputy Commander: Lieutenant (F4).

Squadrons 1-5: Each has 20 elite flying marines (F3), scale mail and shield, spear, short sword, and short bow; one sergeant (F3), one captain (F5); manning a Nithian hover-ship (two light catapults, ram, 500' flight ceiling).

Northern Reaches

See individual listings for Ostland, Soderfjord Jarldoms, and Vestland.

Norwold

See individual listings for Alpha, Landfall, Leea, and Oceansend.

Notrion

Basis: Medieval; male (1% standing, 10% wartime); population 50,000; wartime. Many of Notrion's forces were conscripted into imperial Alphonian units sent into action elsewhere and have not returned. The remaining armed forces constitute about 5% of the national population. Since King Lodrig was killed in Kaldmont of AC 1010, each division of Notrion's Army and Navy has backed a different claimant to Notrion's throne.

Division Name: Notrion Army.

Type of Division: Regular Division.

Number of Such Units: 3 (First through Third Notrion Armies).

BR: 136. **Personnel:** 625. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12). Heroes: Champion (F15).

Regiments 1-2: Each has 150 light infantry (F1), leather armor and shield, normal sword; four sergeants (F3), one captain (M9).

Regiment 3: 150 medium cavalry (F1), chain mail and shield, normal sword and lance; four sergeants (F3), one captain (M9); mounted on war horses.

Regiment 4: 150 mounted combat mages (M1), staff and dagger; four sergeants (M3), one captain (M9); mounted on normal riding horses (must dismount to cast spells or fight).

Division Name: Navy of Notrion.

Type of Division: Regular Naval Division.

Number of Such Units: 1.

BR: 95. **Personnel:** 421. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15).

Regiments 1-2: Each has 75 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing a war galley (ram, three light catapults, 330 nonfighting rowers and sailors).

Regiments 3-5: Each has 50 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing two small sailing ships converted to troop transport (two light catapults, 10 nonfighting sailors each).

Regiment 6 (Flagship): 100 elite marines (F3), leather armor, long bow and normal sword; three sergeants (F4), one captain (F5); sailing a large sailing ship converted to troop transport (three heavy catapults, 20 nonfighting sailors).

Oceansend

Basis: Medieval; male and female (2.5% standing, up to 25% wartime); population 40,000; wartime.

Division Name: Army of Oceansend.

Type of Division: Regular Division.

Number of Such Units: 4.

BR: 83. **Personnel:** 1,060. **Troop Class:** Fair.

Division Breakdown:

Division Commander: General (F9). Deputy Commander: Lieutenant (F4).

Regiment 1: 400 heavy infantry (F1), chain mail, pike and short sword; sixteen sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 2: 200 light infantry (F1), leather armor and shield, spear and normal sword; eight sergeants (F3), four lieutenants (F4), one captain (F6).

Regiment 3: 400 light infantry (F1), leather armor, heavy crossbow and short sword; eight sergeants (F3), four lieutenants (F4), one captain (F6).

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Ochalea

Basis: Classical; male (1.5% standing, up to 15% wartime); population 125,000; wartime. Ochalea and the Pearl Islands cemented an agreement of mutual aid in Fyrmont of AC 1010; each will keep its armed forces at wartime strength until Thyatis's intent is known.

Division Name: Division of the Peoples' Army of Ochalea.

Type of Division: Regular Division.

Number of Such Units: 12 (1st through 12th Divisions).

BR: 104. **Personnel:** 842. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (C10, Wis +2). Deputy Commander: Captain (F8).

Regiment 1: 100 elite heavy infantry (F3), banded mail and shield, spear and short sword; four sergeants (F4), one captain (F6 or C6).

Regiments 2–3: Each has 200 light infantry (F1), leather armor and shield, spear and short sword; eight sergeants (F3), one captain (F5 or C5).

Regiments 4–5: Each has 100 light infantry (F1), leather armor, long bow and short sword; four sergeants (F3), one captain (F5 or C5).

Regiment 6: 100 elite heavy cavalry (F2), banded mail and shield, lance and normal sword; four sergeants (F4), one captain (F6 or C6); mounted on war horses.

Oltec Kingdoms

Basis: Stone Age; male and female (4% standing, up to 40% wartime); population 500,000; standing.

Division Name: Arms of the Oltec.

Type of Division: Regular Division.

Number of Such Units: 15 (1st–15th Arms of the Oltec).

BR: 66. **Personnel:** 850. **Troop Class:** Below Average.

Division Breakdown:

Division Commander: Leader (F9). Deputy Commander: Aide (F6).

Regiments 1–8: Each has 100 light infantry (F1), leather armor and shield, javelin and short bow; four sergeants (F3), a captain (F5).

Oostdok

Basis: Renaissance; male (1.25% standing, up to 12.5% wartime); population 20,000; wartime. With Alphatia's help, in Klarmont of AC 1010 the Oostdok gnomes managed to form an army and drive their Heldannic Knight overlords from their flying island.

Division Name: Air Corps.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 116. **Personnel:** 496. **Troop Class:** Average.

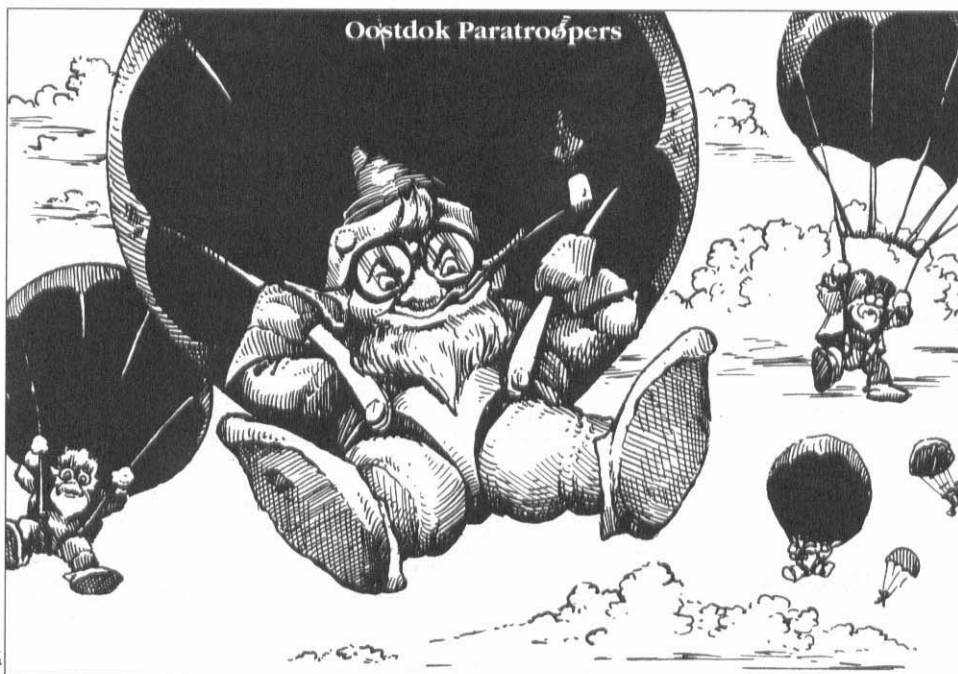
Division Breakdown:

Corps Commander: Director-Admiral (9th-level gnome, 8 HD). Deputy Corps Commander: Overseer-Admiral (8th-level gnome, 8 HD). Heroes: Gnome Engineer (9th-level gnome, 8 HD), Gnome Shaman (8th-level gnome/6th-level shaman, 8 HD), Gnome Wokan (8th-level gnome/6th-level wokan, 8 HD).

Squadrons 1–4: Each has 40 gnome crossbowmen (1 HD), leather armor, dagger, manning heavy crossbows on swivel-mounts (see below); 20 gnome catapultists (1 HD), leather armor, dagger, manning catapults; 5 gnome spearmen (1 HD), leather armor, dagger, manning spear-thrower; 5 gnome bombardiers (1 HD), leather armor, dagger, manning bombing bays; sixteen gnome sergeants (2 HD), four gnome captains (4 HD); flying four steam-powered war zeppelins (each with a steam-powered spear-thrower mounted on the nose, treat as ballista; two light catapults mounted on the promenade deck on top of the hot-air balloon's frame; ten crossbow bays along the sides of the zeppelin's cabin, each with a heavy crossbow mounted on a swivel base; one bombing bay with stores of stones; and 15 nonfighting gnome crewmen).

Squadron 5: 30 gnome crossbowmen (1 HD), leather armor, dagger, manning heavy crossbows on swivel-mounts; 10 gnome catapultists (1 HD), leather armor, dagger, manning catapults; 5 gnome spearmen (1 HD), leather armor, dagger, manning spear-thrower; 25 gnome bombardiers (1 HD), leather armor, dagger, manning bombing bays; 50 gnome paratroopers (1 HD), leather armor, short sword and dagger, *bumber-chute* (magical umbrella-like device to lower paratrooper safely to the ground); eight gnome sergeants (2 HD), two gnome paratrooper sergeants (3 HD), one

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gnome captain (5 HD); flying grand war zeppelin (as normal war zeppelins, but with four light catapults, thirty crossbow bays, five bombing bays, and 25 nonfighting gnome crewmen).

Division Name: Ground Corps.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 111. **Personnel:** 1,059. **Troop Class:** Average.

Division Breakdown:

Corps Commander: Director-General (9th-level gnome, 8 HD). Deputy Corps Commander: Overseer-General (8th-level gnome, 8 HD). Heroes: Gnome Adventurer (9th-level gnome, 8 HD), Gnome Shaman (8th-level gnome/6th-level shaman, 8 HD), Gnome Wokan (8th-level gnome/6th-level wokan, 8 HD).

Regiments 1-4: Each has 200 gnome heavy infantry (1 HD), banded mail, light crossbow and war hammer; ten gnome sergeants (2 HD), one gnome captain (4 HD).

Regiment 5: 50 elite gnome scouts (2 HD), no armor (natural AC 5), sling and short sword; 50 elite gnome shock troops (2 HD), plate mail and shield, war hammer; 50 elite gnome cav-

alry (2 HD), no armor (AC 5), spear and short sword, mounted on war dogs (AC 7, HD 2+2, #AT 1 bite, Dmg 2d4, Load: 500 cn at full speed, 1,000 cn at half speed, MV 90' (30') due to encumbrance); 50 elite gnome combat spellcasters (3 HD/2nd level shaman or wokan), no armor (natural AC 5), sling and dagger; six gnome sergeants (4 HD), two gnome spellcasting sergeants (5 HD/3rd level shaman or wokan), two gnome captains (5 HD).

Ostland

Basis: Medieval; male (1.5% standing, up to 15% wartime); population 130,000; standing.

Division Name: Hammer of Thor (Army of Ostland).

Type of Division: Elite Division.

Number of Such Units: 1.

BR: 102. **Personnel:** 882. **Troop Class:** Good.

Division Breakdown:

Division Commander: War Captain (F9, Cha +1). Deputy Commander: Captain (F8). Heroes: Six F15, six C8.

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Regiments 1-7: Each has 120 elite light infantry (F3), leather armor and shield, normal sword and spear; three sergeants (F4), one captain (F5); manning two longships (one light catapult each).

Division Name: Army of Ostland.

Type of Division: Regular Division.

Number of Such Units: 1.

BR: 79. **Personnel:** 882. **Troop Class:** Average.

Division Breakdown:

Division Commander: War Captain (F8, Cha +1). Deputy Commander: Captain (F6). Heroes: Six F8, six C4.

Regiments 1-7: Each has 120 light infantry (F1), leather armor and shield, normal sword and spear; three sergeants (F3), one captain (F5); manning two longships (one light catapult each).

Pearl Islands

Basis: Classical; male and female (up to 3% standing, up to 30% wartime); population 100,000; wartime. The Pearl Islands and Ocha-lea cemented an agreement of mutual aid in Fyrmont of AC 1010; each will keep its armed forces at wartime strength until Thyatis's intent is known.

Division Name: Army of the Nuari.

Type of Division: Regular Division.

Number of Such Units: 10.

BR: 92. **Personnel:** 1,035. **Troop Class:** Average.

Division Breakdown:

Division Commander: War leader (F12, Int +2). Deputy Regiment Commander: Captain (F9). Heroes: M10, C10.

Regiment 1: 200 elite warriors (F3), no armor, spear and long bow; four sergeants (F5), one lieutenant (F7), one captain (F9); manning three longships.

Regiments 2-5: Each has 200 warriors (F1), no armor, spear and long bow; four sergeants (F5), one lieutenant (F7), one captain (F9); each regiment has one longship and enough canoes for every warrior.

Qeodhar

Basis: Medieval; male (up to 1.5% standing, up to 15% wartime); population 18,000; standing.

Company Name: Qeodhar Brigade.

Type of Company: Regular Naval Company.

Number of Such Units: 1.

BR: 65. **Personnel:** 235. **Troop Class:** Fair.

Company Breakdown:

Company Commander: Captain (F6, Cha +1). Deputy Commander: Lieutenant (F6).

Regiments 1-6: Each has 75 light infantry (F1), leather armor and shield, normal sword and spear; three sergeants (F3), one captain (F5); manning three longships (one light catapult each).

Redstone

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 25,000; wartime.

Division Name: Armed Forces of Redstone.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 2.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; eight sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiment 2: 400 light infantry (F1), leather armor, normal sword and heavy crossbow; ten sergeants (F3).

Regiment 3: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four small sailing ships converted to troop transports (two light catapults and ten nonfighting sailors in each ship).

Regiment 4: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9), manning four large sailing ships (20 nonfighting sailors in each ship).

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Rockhome

Basis: Renaissance; male and female, demi-human (up to 4% standing, up to 40% wartime); population 1,000,000; standing. Although a fairly large force of dwarves has been camped beneath the Broken Lands since Swiftmont of AC 1010 (soon after dwarven adventurers made the twin discoveries of gold and the city of Oenkmarr), these are private citizens and dwarven adventurers not affiliated with Rockhome's standing army.

Division Name: Dwarf Foot.

Type of Division: Regular Division.

Number of Such Units: 20 (1st Dwarf Foot–20th Dwarf Foot).

BR: 98. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: Dwarf-General D8 (Cha +1). Deputy Commander: Captain (D6).

Regiments 1–10: Each has 120 light infantry (D2), leather armor and shield, war hammer; three sergeants (D3), one captain (D4).

Schattenalfheim

Basis: Classical; male and female (3% standing, up to 30% wartime); population 600,000; standing.

Division Name: Fists of the Immortal.

Type of Division: Regular Division.

Number of Such Units: 30 (I–XXX Fist of the Immortal).

BR: 140. **Personnel:** 500. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (E10). Deputy Commander: Captain (E5). Heroes: Elf-Shaman (E6, can cast spells as 6th-level shaman).

Regiments 1–3: Each has 100 heavy infantry (E1), scale mail and shield, spear and normal sword; four sergeants (E2), one captain (E5).

Regiment 4: 100 light infantry (E1), leather armor, long bow and normal sword; four sergeants (E2), one captain (E5).

Regiment 5: 50 elite flying cavalry (E3), chain mail and shield, long bow and lance; four sergeants (E4), one captain (E5); riding flapsails (flying reptiles, resembling unintelligent red dragons, AC: 2; HD: 8; Move flying: 240' (80'); #AT: 2 claws/1 bite or breath; Dmg: 1–8/1–8/

3–18 or 30 points from fiery breath weapon; Load: 4,000 cn at full speed or 6,000 cn at half speed).

Septentriona

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 10,000; wartime.

Division Name: Armed Forces of Septentriona.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 1.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; horseback), eight sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiment 2: 400 light infantry (F1), leather armor, normal sword and heavy crossbow; ten sergeants (F3).

Regiment 3: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four small sailing ships converted to troop transports (two light catapults, 10 nonfighting sailors on each).

Regiment 4: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four large sailing ships (20 nonfighting sailors on each ship).

Sind

Basis: Medieval; male and female (up to 5% standing; up to 10% wartime); population 550,000; standing. Sind's population includes a warrior caste; hence the standing army has a higher percentage of the population than is usual for a medieval culture. However, the underprivileged castes (farmers, craftsmen, servants, etc.) are not allowed to join the army even in wartime, although in desperate times peasants will form ill-equipped, ill-trained militias. Sind's standing army is nominally allied to the Master of Hule's forces in the area.

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Division Name: Beland Hafiz.

Division Type: Elite (the Rajadhiraja's own guard).

Number of Such Units: 1.

BR: 149. **Personnel:** 206. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: Mahaser (commander) (F20, Int +1, Cha +1).

Regiments 1–5: 40 elite balis (warriors) (F5), chain mail, spear and sword; one zareb (lieutenant, F10).

Division Name: Mumlyket Division. Each mumlyket has its own standing army. The following statistics are for Baratkand; other mumlyket divisions have fewer or more personnel, determined by the mumlyket's location and population.

Division Type: Regular.

Number of Such Units: 11 (1 per mumlyket).

BR: 123. **Personnel:** 2,641. **Troop Class:** Good.

Division Breakdown:

Division Commander: Raji (F15, Int +2). Deputy Commander: Jaya (F14).

Regiments 1–5: Each has 300 light infantry (F2), leather armor and shield, scimitar and spear; twelve sahins (F6), three sharans (F12).

Regiment 6: 500 archers (F2), leather armor, long bow and spear; twenty sahins (F6), five sharans (F12), one zareb (F13); mounted on chariots (each with two horses and one non-fighting driver).

Regiment 7: 300 light cavalry (F2), leather armor, scimitar and spear; twelve sahins, F6; three sharans, F12; mounted on war camels.

Regiment 8: 150 mounted infantry (F2), leather armor, scimitar and spear; six sahins (F6), one sharan (F12); mounted on normal riding horses (must dismount to fight).

Regiment 9: 50 bowmen (F3), leather armor, long bow and spear; five sahins (F7), one sharan (F12); mounted on ten armored elephants (AC 4, bowmen can attack with missiles while mounted), each with one nonfighting handler.

Division Name: Sind's Reserves

The following statistics are the reserves a mumlyket could raise. These troops are from the Himaya (warrior) caste; they normally serve in government positions or as private guards.

Division Type: Reserve.

Number of Such Units: 22 (2 per mumlyket).

BR: 86. **Personnel:** 1,577. **Troop Class:** Fair

Division Breakdown:

Division Commander: Raji (F12, Cha +1). Deputy Commander: Jaya (F10).

Regiments 1–4: Each has 500 light infantry (F2), leather armor and shield, scimitar and spear; twenty sahins (F5), five sharans (F8).

Regiment 5: 500 heavy footmen (F2), chain mail and shield, scimitar and spear; twenty sahins (F5), five sharans (F8).

Regiment 6: 500 archers (F2), leather armor, short bow and scimitar; twenty sahins (F5), five sharans (F8).

Soderfjord Jarldoms

Basis: Medieval; male (up to 1.5% standing, up to 15% wartime); population 160,000; wartime (preparations against Heldannic activity).

Division Name: Olaf's Brigade.

Type of Division: Elite Division.

Number of Such Units: 1.

BR: 102. **Personnel:** 882. **Troop Class:** Good.

Division Breakdown:

Division Commander: Jarl (F9, Cha +1). Deputy Commander: Captain (F8). Heroes: Six F15, six C8.

Regiments 1–6: Each has 120 elite light infantry (F3), leather armor and shield, normal sword and spear; three sergeants (F4), one captain (F5); manning two longships (one light catapult).

Division Name: Soderfjord Brigade.

Type of Division: Regular Division.

Number of Such Units: 4.

BR: 65. **Personnel:** 882. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Jarl (F9, Cha +1). Deputy Commander: Captain (F6). Heroes: Six F9, six C4.

Regiments 1–6: Each has 120 light infantry (F1), leather armor and shield, normal sword and spear; three sergeants (F3), one captain (F5); manning two longships (one light catapult).

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Stonehaven

Basis: Medieval; male and female, military outpost (90% of outpost population is military); wartime. As of Nuwmont 1, AC 1011, Stonehaven is under siege.

Division Name: Sword of Vanya.

Type of Division: Regular Division.

Number of Such Units: 4 (Sword of Vanya First through Fourth Divisions). These divisions now include troops from the Whip Division stationed on Oostdok before that floating island gained its independence.

BR: 116. **Personnel:** 1,059. **Troop Class:** Average.

Division Breakdown:

Army Commander: Heldannic Warlord C12 (Wis +2). Deputy Army Commander: Captain C9 (Wis +1). Heroes: Champion F14.

Regiment 1: 100 elite mounted infantry (C3), plate mail, two-handed swords; three sergeants (C5), one captain (C7); mounted on normal riding horses (must dismount to fight).

Regiment 2: 350 light infantry (F1), leather armor, normal sword and heavy crossbow; ten sergeants (F3), one captain (F6).

Regiment 3: 350 light infantry (F1), leather armor, pike and short sword; ten sergeants (F3), one captain (F6).

Regiment 4: 200 medium cavalry (F2), chain mail and shield, normal sword and lance; five sergeants (F3), one captain (F6); mounted on war horses.

Regiment 5: 20 heavy infantry (F2), chain mail and shield, normal sword; 20 elite heavy infantry (C3), plate mail, two-handed swords; one sergeant (F3), one sergeant (C5), one captain (F6).

Division Name: Winged Lion.

Type of Division: Elite Naval Division. Now includes troops from the Lion Rampant division, stationed on Oostdok before that floating island gained its independence.

Number of Such Units: 1.

BR: 123. **Personnel:** 315. **Troop Class:** Excellent.

Division Breakdown:

Navy Commander: Warlord (C12, Wis +2). Deputy Navy Commander: Captain (C12), Captain (C9). Heroes: Champions F14, F9.

Regiments 1-4: Each has 80 elite C2 human marines, plate mail, two-handed swords; two

sergeants (C5), one captain (C7); manning a flying longship (one light catapult per galley).

Regiment 5: 24 elite marines (C2), plate mail, two-handed sword; six Knight Overseers (C5), one captain (C7); manning a flying Light Heldannic Warbird (with 9 nonfighting sailors, six ballistae, one light catapult, one heavy catapult, and a *blight belcher* that can cast a *disintegrate* spell with a 300' range once per day).

Surshield

Basis: Medieval; male (1% standing, 10% wartime); population 100,000; wartime. In AC 1010, Surshield's troops had to contend with a civil war brought about by imposition of martial law. Although the armed forces did suffer some casualties, their ranks have recovered—thanks to free military training offered to any who want it rather than enforced conscription.

Division Name: Legion of Surshield.

Type of Division: Regular Division.

Number of Such Units: 4 (1st through 4th Legions of Surshield).

BR: 136. **Personnel:** 1,090. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (M16, Int +2, Cha +1). Deputy Commander: Commander (M12). Heroes: Champion (F15).

Regiments 1-4: Each has 150 light infantry (F1), leather armor and shield, normal sword; four sergeants (F3), one captain (M9).

Regiments 5-6: Each has 150 medium cavalry (F1), chain mail and shield, normal sword and lance; four sergeants (F3), one captain (M9); mounted on war horses.

Regiment 7: 150 mounted mages (M1), staff and dagger; four sergeants (M3), one captain (M9); mounted on normal riding horses (must dismount to fight or cast spells).

Division Name: Fleet of Surshield.

Type of Division: Regular Naval Division.

Number of Such Units: 4 (1st through 4th Fleets of Surshield).

BR: 95. **Personnel:** 1,037. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (M16, Int +1). Deputy Commander: Commander (C15).

Regiments 1-2: Each has 375 marines (F1),

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leather armor, heavy crossbow and normal sword; ten sergeants (F3), one captain (F5); sailing a war galley (ram, three light catapults; 30 nonfighting sailors; 300 marines man the oars).

Regiments 3-5: Each has 50 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F3), one captain (F5); sailing a small sailing ship converted to troop transport (three light catapults; 10 nonfighting sailors).

Regiment 6 (Flagship): 100 elite marines (F3), leather armor, long bow and normal sword; three sergeants (F4), one captain (F5); sailing a large sailing ship converted to troop transport (three heavy catapults; 20 nonfighting sailors).

Tanagoro

Basis: Bronze Age; male and female (3.5% standing, up to 35% wartime); population 500,000; standing.

Division Name: Spear of the Togoro.

Type of Division: Regular Squadron.

Number of Such Units: 17 (each squadron fights for a single village; only in times of invasion do they unite to repel an enemy).

BR: 84. **Personnel:** 1,035. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Chieftain (F9). Deputy Commander: War Chief (F7).

Regiment 1: 200 elite light infantry (F3), shield but no armor, spear and sling; five subchiefs (F4), one chief (F6).

Regiments 2-5: 200 light infantry (F1), shield but no armor, spear and sling; five subchiefs (F4), one chief (F6).

Thothia

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 60,000; wartime. Refugee troops from Alpathia and the northern towns of the Isle of Dawn have swelled the size of Thothia's armed forces above the maximum number for its population. Some of these foreign troops have joined Thothia's divisions; others fight in their own independent divisions.

Division Name: Armed Forces of Thothia.

Type of Division: Regular.

Number of Such Units: 5.

BR: 115. **Personnel:** 1,460. **Troop Class:** Average.

Division Breakdown:

Division Commander: General (F15 or M15; Int, Wis, or Cha bonuses +3). Deputy Commander: Captain (F15). Heroes: M15, M14, F12, C10.

Regiments 1-2: Each has 300 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; ten sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiments 3-4: 400 light infantry (F1), leather armor, normal sword and heavy crossbow; sixteen sergeants (F3).

Division Name: Naval Forces of Thothia.

Type of Division: Regular.

Number of Such Units: 5.

BR: 108. **Personnel:** 840. **Troop Class:** Average.

Division Breakdown:

Division Commander: Admiral (F15 or M15; Int, Wis, or Cha bonuses +3). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiments 1-2: 200 marines (F1), leather armor, normal sword and long bow; eight sergeants (F3), one captain (F9); manning eight small sailing ships converted to troop transports (two light catapults and ten nonfighting sailors in each ship).

Regiments 3-4: 200 marines (F1), leather armor, normal sword and long bow; eight sergeants (F3), one captain (F9); manning four large sailing ships (20 nonfighting sailors in each ship).

Division Name: Alpathian Irregulars (refugees in Thothia).

Type of Division: Remnants of Regular Divisions.

Number of Such Units: 5.

BR: 100. **Personnel:** 1,307. **Troop Class:** Fair.

Division Breakdown:

Commander: Fleet Commander (M10, Int +1). Deputy Commander: Captain (M8).

Regiment 1: 250 elite heavy infantry (F2), chain mail, normal sword and pike; ten sergeants (F4), one captain (M6); transported by ten small sailing ships (each with ten nonfighting sailors).

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Regiment 2: 250 light infantry (F1), leather armor, pike and short sword; ten sergeants (F3), one captain (M5); transported by ten small sailing ships (each with ten nonfighting sailors).

Regiment 3: 250 archers (F1), leather armor, long bow and short sword; ten sergeants (F2), one captain (M5); transported by five small sailing ships converted to troop transport (each with three light catapults and ten nonfighting sailors).

Regiment 4: 250 combat mages (M1), staff and dagger; ten sergeants (M2), one captain (M5); transported by five large sailing ships (each with 20 nonfighting sailors).

Regiment 5: 250 elite heavy infantry (F2), chain mail and shield, normal sword; ten sergeants (F4), one captain (M6); transported by five large sailing ships converted to troop transports (each with two heavy catapults and 20 nonfighting sailors).

Division Name: Undead Forces of Thothia.

Type of Division: Elite Division.

Number of Such Units: 1.

BR: 140. **Personnel:** 1,275. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (M15; Int +2, Wi +1, Cha +2). Deputy Commander: Captain (C15). Heroes: M14, F12, C10.

Regiments 1–5: Each has 200 skeletons (1 HD), no armor, normal sword; five cleric animators (10th level), five mage animators (10th level); each officer has a *ring of undead control*.

Regiments 6–7: Each has 100 zombies (2 HD), no armor, normal sword; five cleric animators (10th level), five mage animators (10th level); each officer has a *ring of undead control*.

In the event an animator's undead charges are "killed," that animator can create 2 HD zombies from available corpses (not difficult to find on a battlefield). Each animator can control twenty skeletons or ten zombies at a time. After a number of battles, the *Personnel* number may decrease as animators are forced to replace skeletons with fresh zombies, but the BR and troop class will remain fairly constant.

Division Name: Special Forces of Thothia.

Type of Division: Elite Division. The magic necessary to control these diverse troops is a

well-kept Thothian secret. It has something to do with Thothian pyramids, however, so the Special Forces are rarely found farther than 25 miles away from Edairo. (These forces may also be able to function near ancient Thothian pyramids still standing amid ruins on the Great Escarpment, although this has not yet been tested).

Number of Such Units: 1.

BR: 343. **Personnel:** 491. **Troop Class:** Elite.

Division Breakdown:

Division Commander: General (C15; Int +1, Wi +2, Cha +2). Deputy Commander: Captain (C15). Heroes: M14, F12, C10.

Regiments 1–2: Each has 200 mummies (5+1** HD), no armor or weapon; ten animators (C12) with *rings of undead control*; each animator can control up to twenty mummies at once. These regiments sometimes venture farther than 25 miles from Edairo, but beyond the range of pyramid-based Thothian magic each animator can control only five mummies.

Regiment 3: 16 male sphinxes (12***** HD, casts magic as 12th-level magic-user), no armor; 16 female sphinxes (12***** HD, casts magic as a 12th-level cleric), no armor; one elite sphinx (15***** HD, casts magic as a 15th-level magic-user); five mage sphinx riders (M12), five cleric sphinx riders (C12), one captain (C15); each mage or cleric is mounted on one of the sphinxes and directs two others.

Regiment 4: 12 stone golems (20 HD; AC 4; MV 120' (40'); #AT 1 fist; Dmg 3d10); one captain (M15).

Regiment 5: 6 dragon skeleton drolems (20***** HD); three captains (C15).

Thyatis

Basis: Renaissance; male and female (up to 2% standing, up to 20% wartime); population 3,001,000; wartime. Thyatis's armed forces were reduced by the recent war with Alphatia, but the acceptance of stranded Alaphatian units into the Imperial Fleets in AC 1010 has partially restored those losses. Also in AC 1010, Thyatis disbanded the reserve units formed to protect the mainland from the Alaphatian invasion forces.

Division Name: Emperor's Cohort.

Type of Division: Elite Division.

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Number of Such Units: 2 (1st Imperial Cohort, 2nd Imperial Cohort, stationed in Thyatis City).

BR: 126. **Personnel:** 3,310. **Troop Class:** Elite.

Division Breakdown:

Division Commander: General (F20, Int +2). Deputy Commander: Deputy General (F12). Heroes: Magist (M20), Patriarch (C14).

1st through 4th Banners: Each has 800 elite heavy infantry (F3), plate mail and shield, spear and short sword; 20 sergeants (F5), four lieutenants (F7), one captain (F9).

Division Name: Imperial Cohort.

Type of Division: Regular Division.

Number of Such Units: 11 (3rd, 4th, 5th, 7th, 9th, and 11th Cohorts, Thyatis; 14th Cohort Banner 1, Carytion; 14th Cohort Banner 2, Terentias; 14th Cohort Banner 3 (formerly 13th Cohort Banner 3), Mositius; 18th and 19th Cohorts, Hattias; 20th Cohort, Lucinius; 21st Cohort, Kerendas).

BR: 97. **Personnel:** 3,310. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F12, Cha +1, Int +1). Deputy Commander: Deputy General (F10). Heroes: two Magists (M9), four Patriarchs (C9), two Lords (F14).

1st through 3rd Banners: Each has 800 heavy infantry (F1), scale mail and shield, spear and short sword; twenty sergeants (F3), four lieutenants (F4), one captain (F6).

4th Banner: 800 heavy infantry (F1), scale mail, spear, heavy crossbow, and short sword; twenty sergeants (F3), four lieutenants (F4), one captain (F6).

At full strength, there are 23 Imperial Cohorts (3rd through 25th), for a total of 76,130 legionnaires. It will be some time before the Imperial Cohorts are restored to full strength.

Division Name: Imperial Fleet.

Type of Division: Regular Naval Division.

Number of Such Units: 12 (1st Fleet, Lucinius; 2nd and 4th Fleets, Thyatis; 7th Fleet, Hattias; 9th Fleet, Thyatis; 12th Fleet, Raven Scarp (Hinterlands); 15th Fleet, Terentias; 18th Fleet, Tel Akbir; 20th to 22nd Fleets, Thyatis; 23rd Fleet, Carytion).

BR: 89. **Personnel:** 1,600. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (F16, Int +2). Deputy Commander: Commander (F9). Heroes: Magist (M9), Patriarch (C9).

Regiments 1–2: Each has 50 elite marines (F3), leather armor, heavy crossbow and normal sword; two sergeants (F4), one captain (F6); sailing a large sailing ship (20 nonfighting sailors).

Regiments 3–8: Each has 50 marines (F1), leather armor, heavy crossbow and normal sword; two sergeants (F2), one captain (F4); sailing a large sailing ship (20 nonfighting sailors).

Regiments 9–10: Each has 300 marines (F1), leather armor, heavy crossbow and normal sword; ten sergeants (F2), one captain (F4); manning a war galley (marines act as rowers; 30 nonfighting sailors also aboard).

Regiments 11–16: Each has 80 marines (F1), leather armor, heavy crossbow and normal sword; four sergeants (F2), one captain (F4); manning a small galley (60 marines act as rowers at a time; 10 nonfighting sailors also aboard).

At full strength, the regular navy numbers 23 fleets (1st through 25th), for a total of 40,000 marines and officers.

Division Name: Imperial Fleet.

Type of Division: Alphatian Naval Divisions. These units were left stranded in Thyatis or in Thyatian-held territory on the Isle of Dawn when Alpathia sank, and in Nuwmont of AC 1010 joined the Thyatian Imperial Forces in return for full pardon for their part in the war against Thyatis. Although the Alphatian commanders have been relegated to deputy commander positions under Thyatian officers, these Alphatian units have not yet been fully integrated into the Thyatian military structure.

Number of Such Units: 8 (3rd, 5th, 6th, 8th, 13th, 14th, 17th, and 19th Fleets).

BR: 98. **Personnel:** 1,035. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Admiral (F16, Int +2). Deputy Commanders: Deputy Admiral (M10), Commander (F9), Captain (M8).

Regiment 1: 200 elite heavy infantry (F2), chain mail, normal sword and pike; five sergeants (F4), one captain (M6); transported by

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eight small sailing ships (10 nonfighting sailors on each ship).

Regiment 2: 200 light infantry (F1), leather armor, pike and short sword; five sergeants (F3), one captain (M5); transported by eight small sailing ships (10 nonfighting sailors on each ship).

Regiment 3: 200 archers (F1), leather armor, long bow and short sword; five sergeants (F2), one captain (M5); transported by four small sailing ships converted to troop transports (each with three light catapults and 10 nonfighting sailors).

Regiment 4: 200 combat mages (M1), staff and dagger; five sergeants (M2), one captain (M5); transported by four large sailing ships (20 nonfighting sailors on each ship).

Regiment 5: 200 elite heavy infantry (F2), chain mail and shield, normal sword; five sergeants (F4), one captain (M6); transported by four large sailing ships converted to troop transports (each with two heavy catapults and 20 nonfighting sailors).

Traldar Kingdoms

Basis: Bronze Age; male (2% standing, up to 20% wartime); population 500,000; wartime (continually).

Regiment Name: City Raiding Force.

Type of Regiment: Regular Regiment.

Number of Such Units: 320 (averaging three per village).

BR: 100. **Personnel:** 155. **Troop Class:** Good.

Regiment Breakdown:

Regiment Commander: Captain (F9, Int +1). Deputy Commander: Lieutenant (F6). Heroes: One M9, one C9, one F9.

Companies 1–2: Each has 72 elite heavy infantry (F2), banded mail and shield, spear, long bow and short sword; two sergeants (F4), one lieutenant (F6); with access to a small galley (ram, two light catapults; also, ten nonfighting crewmen aboard).

Note: Companies like this defend cities under attack and are treated as land forces; they also launch raids on enemy cities, at which time they can be treated as naval forces.

Trikelios

Basis: Renaissance; male and female (up to 2% standing, up to 20% wartime); population 70,000; wartime. Trikelios was conquered and sacked by Thyatis in Swiftmont of AC 1010; the few troops who did not die in battle or in the executions that followed the fall of Trikelios fled to Thothia.

Ulimwengu

Basis: Renaissance; male and female (no standing army; up to 20% wartime); population 100,000. The following forces reflect the full military strength the Karimari can assemble in a matter of days in time of war. In truly desperate situations, every able-bodied Karimari will fight to protect Ulimwengu. Note: every Karimari has a *moto moto rod* (magical rods of varying powers) as a second weapon or magical item.

Division Name: Thunder Brigade.

Division Type: Elite.

Number of Such Units: 1.

BR: 200. **Personnel:** 3,925 Karimari, 542 elephants, 251 triceratops. **Troop Class:** Excellent.

Division Breakdown:

Division Commander: Thunder Leader (Akin, F34, Int and Wis and Cha bonuses +7; see page 123), riding triceratops. Division Aides mounted on the same triceratops include two advisors (C25, M25), one spotter (D15), one warrior (F10). Associate Commanders: two warriors (F20) riding elephants. Aides mounted on same elephants: two advisors (C20, M20), one spotter (D10), one warrior (F10).

Regiments 1–10 (shock troops): Each has 30 *maluks* (elephant handlers, F5), scale mail and spear; 1 captain-maluk (F15), scale mail and spear; mounted on 21 elephants with joust barding and 10 triceratops with plate barding.

Regiments 11–25 (transport troops): Each has 30 *maluks* (F5), leather armor, sword; 110 warriors (F4), leather armor, spear; 60 archers (F4), leather armor, short bow; 20 spellbinders (M4), dagger; 10 healers (C4), leather armor, staff; two cocaptains (F12), one *maluk* (F8), one spellbinder (M10), and one healer (C10); mounted on 22 elephants and 10 triceratops (no barding).

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Division Name: Karimari Army.

Division Type: Regular.

Number of Such Units: 9.

BR: 123. **Personnel:** 4,431 Karimari, 40 elephants, 21 triceratops. **Troop Class:** Average.

Division Breakdown:

Division Commander: Warrior Leader (F26 or C26, Int and Wis and Cha bonuses +4), riding triceratops. Aides mounted on the same triceratops include one *maluk* (F11), three warriors (F11), three spellbinders (M11), and two healers (C11).

Regiments 1–10: Each has 260 warriors (F3), leather armor, sword; 100 archers (F3), leather armor, short bow and dagger; 20 spellbinders (M3), no armor, staff; 20 healers (C3), chain mail, war hammer; 20 sergeants (F6 or C6), four *maluks* (F5 or C5), twenty lieutenants (F9 or C9), one *maluk* (F7 or C7), one captain (D12, F12, C12, or M12), one *maluk* (F9 or C9), one regiment leader (D15, F15, C15, or M15); *maluks* and other officers are mounted on four elephants and two triceratops.

Vestland

Basis: Medieval; male (1.5% standing, up to 15% wartime); population 160,000; wartime.

Division Name: Royal Division.

Type of Division: Regular Division.

Number of Such Units: 16.

BR: 102. **Personnel:** 1,214. **Troop Class:** Good.

Division Breakdown:

Division Commander: War Captain (F9, Cha +1). Deputy Commander: Captain (F8). Heroes: six F15, six C8.

Regiments 1–8: Each has 150 elite light infantry (F3), leather armor and shield, normal sword and spear; three sergeants (F4), one captain (F5); sailing two longships (each with one light catapult).

West Portage

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 5,000; wartime.

Company Name: Guards of West Portage.

Type of Company: Town/City Guard.

Number of Such Units: 5.

BR: 123. **Personnel:** 125. **Troop Class:** Good.

Company Breakdown:

Company Commander: Captain (F12). Deputy Commander: Lieutenant (F9).

Squadron 1: 30 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; one sergeant (F3); mounted on normal riding horses (must dismount to fight).

Squadrons 2–3: Each has 40 light infantry (F1), leather armor, normal sword and heavy crossbow; one sergeant (F3).

Westrouрке

Basis: Renaissance; male and female (up to 2% standing; up to 20% wartime); population 55,000; wartime.

Division Name: Armed Forces of Westrouрке.

Type of Division: Regular Combined Army and Navy.

Number of Such Units: 4.

BR: 123. **Personnel:** 1,250. **Troop Class:** Good.

Division Breakdown:

Division Commander: General (F15 or M15). Deputy Commander: Captain (F12). Heroes: M14, C10.

Regiment 1: 300 elite mounted infantry (F3), chain mail, normal sword and heavy crossbow; eight sergeants (F3), one captain (F9); mounted on normal riding horses (must dismount to fight).

Regiment 2: 400 light infantry (F1), leather armor, normal sword and heavy crossbow; ten sergeants (F3).

Regiment 3: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four small sailing ships converted to troop transports (two light catapults and 10 nonfighting sailors on each ship).

Regiment 4: 200 marines (F1), leather armor, normal sword and long bow; five sergeants (F3), one captain (F9); manning four large sailing ships (20 nonfighting sailors on each ship).

Yannivey Islands

These islands do not have any armed forces.

Armies of the World

Yavdlom

Basis: Medieval; male only (up to 1% standing, up to 20% wartime); population 1,000,000; standing. Yavdlom has no mounted forces; the native terrain discourages mounts. The standing military force is fairly small, but of Yavdlom's few neighbors, only the slavers of Jaibul cause recurring problems. Roughly 20% of Yavdlom's troops have magical items.

Division Name: Ramla Gwaride.

The ramla gwaride are the personal guard of the Great Prophet. Every guard member has at least one magical item.

Division Type: Elite.

Number of Such Units: 1.

BR: 239. **Personnel:** 426. **Troop Class:** Elite.

Division Breakdown:

Division Commander: Commander (F28, Int, Wis, and Cha bonuses +5).

Guardianships (regiments) 1-5: Each has 20 crossbowmen (F7), chain mail, crossbow and bastard sword; 20 heavy footmen (F7), chain mail, two-handed sword and hand axe; 20 heavy footmen (F7), banded mail and shield, sword and dagger; 20 light footmen (F7), leather armor and shield, sword and spear; four guardian leaders (captains, F14), (F14), one guardian lord (commander, F18).

Division Name: Warriors of Yav.

Division Type: Regular.

Number of Such Units: 1.

BR: 135. **Personnel:** 10,000. **Troop Class:** Good.

Division Breakdown:

Commander: Bwana Gwaride ("Great Guardian" Kondu Paka, the Arm of Yav, F28, Int, Wis, and Cha bonuses +4; see page 141). Aides include the Voice of the Prophet (C28), the High Sage (M27), and the Agent of Yav (F24).

Regiments 1-2: Each has 960 footmen (F2), chain mail, sword and spear; 320 heavy footmen (F2), plate armor, sword and pike; 320 archers (F2), leather armor, short bow and short sword; 50 force leaders (sergeants, F6) scale mail, sword and dagger; five force masters (captains, F9), five ramla advisors (C9), five sages (M9), one force lord (F16).

Regiment 3: 640 heavy footmen (F2), chain mail and shield, sword and dagger; 320 spell-

casters (M4), no armor, staff and dagger; 320 archers (F2), leather armor, short bow and short sword; fifty force leaders (F6), five force masters (F9), five ramla advisors (C9), five sages (M9), no armor, staff; one force lord (F16).

Regiments 4-6 (naval units): Each has 320 archers (F2), leather armor, long bow and sword; 640 light infantry (F2), leather armor, sword and spear; thirty sea leaders (F6); sailing ten troop transports (each with twenty nonfighting sailors). Also, 480 light infantry (F2), leather armor, sword and spear; fifteen sea leaders (F6); sailing five troop transports (each with twenty nonfighting sailors). Also, 160 light infantry (F2), leather armor, sword and spear; five sea leaders (F6), five sea masters (F9), five ramla advisors (C9), five sages (M9), one sea lord (F17); sailing five large sailing ships (each with twenty nonfighting sailors).

Ylaruam

Basis: Classical; male (1.5% standing, up to 15% wartime); population 230,000; wartime.

Division Name: Cavalry.

Type of Division: Regular Division.

Number of Such Units: 14.

BR: 86. **Personnel:** 754. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Sheik (F10). Deputy Commander: Captain (F8). Heroes: Ten C8.

Regiments 1-6: Each has 120 light cavalry (F2), no armor, normal sword and short bow; three sergeants (F3), one captain (F4); mounted on war horses.

Division Name: Navy.

Type of Division: Regular Naval Division.

Number of Such Units: 10.

BR: 86. **Personnel:** 391. **Troop Class:** Fair.

Division Breakdown:

Division Commander: Captain (F10). Deputy Commander: Lieutenant. (F8). Heroes: Five C8.

Regiments 1-6: Each has 60 marines (F6), no armor, normal sword and short bow; three sergeants (F3), one captain (F4); manning three small sailing ships (each with ten nonfighting sailors).

Who's Who in the World

This chapter provides the game statistics for NPCs mentioned throughout the *Almanac*.

The characters in this chapter appear in alphabetical order. However, not all cultures in the Known and Hollow Worlds alphabetize the same part of their names. For example, Alphasians and people of the Northern Reaches list people by their given, personal names; Thyatians alphabetize people by their family names. So the Empress of Alphatia is listed under *E* for Eriadna; Yrsa Svalasdottir is listed under *Y* for Yrsa; and King Stefan Karamaikos is listed under *K*. If you have trouble finding references to an NPC under one name, try looking under another. Be aware, however, that epithets and descriptive nicknames such as Darkeyes are not used to alphabetize the list. Name particles such as *d'*, *di*, *du*, and *von* are also ignored for the purposes of alphabetization. When in doubt, try the index.

Weapon Mastery and Other Optional Rules

Weapon mastery guidelines are provided only for those characters who are name level or above and would have attained Master or Grand Master status in at least one weapon. If you do not use the weapon mastery rules in your campaign, simply ignore this information wherever it appears.

Many of the characters described in this chapter were created under variant rules presented in the various *Gazetteers*. For instance, Galeifel Garafaele is a 20th-level shadow elf created with rules presented in *GAZ13, Shadow Elves*; Thar is a 30th-level orc created with rules appearing in *GAZ10, Orcs of Thar*.

Similar situations arise with cultural armor and weapons choices. The culturally preferred weapons of the Atruaghin clans, for example, include spears and tomahawks. These cultural preferences may alter the weapons a particular class may use—for example, Atruaghin magic-users carry tomahawks, a type of hand axe, rather than daggers.

Whenever an NPC appears to have been built with rules other than those in the *D&D® Rules Cyclopedia*, look up the NPC's nation in the "Geographic Overview" and consult the game supplement indicated at the entry's end. That supplement should have the rules used in building the character.

Titles

Most titles of nobility are familiar to players of the D&D game. However, be aware that the titles of *Baron* and *Baroness*, when used by Alphasians, are affectations used by kings and queens. The Alphasians think of Thyatian and Karamaikan barons as rough, tough, rebellious rulers (which they often are); when Alphasian rulers want to project that image, they use the title of baron or baroness, though they remain true kings and queens.

Magical Items

In some cases, characters may possess unique magical items (i.e., items not included in the *D&D® Rules Cyclopedia*). This is especially true of Alphasian magic-users and other characters with access to unusual or powerful magical items. In most cases, the effects of such items can be guessed from their name alone. *Bracers of defense AC 0*, for instance, grant the wearer an Armor Class of 0. They can be worn with other magical protection (*rings of protection*, etc.), but not with normal armor.

The Characters

Adronius. Elected Emperor of the Milenian Empire. Adronius is a good administrator; he is much more interested in building roads and dams than in leading armies. He is an energetic and devoted singer and lute player, but (unfortunately for his court) not a very good one. He is a dreamer and thinker, vain but not mean-spirited, and a good speaker. *Born:* AC 950. *Hair:* White, clean-shaven. *Eyes:* Brown. *Height:* 5'7". Olive-skinned, overweight, dresses in brightly striped tunics and lots of jewelry. *Combat Notes:* F4; AC 3 (*scale mail* +2 and shield); hp 20; MV 120' (40'); #AT 1 short sword; Dmg 1d6+3; Save F4; ML 5; AL N. S13 I12 W15 D10 Co11 Ch14. *Magical Items:* *short sword* +2, *scale mail* +2.

Aiklin. Headmaster of the University of Air Magics, Grand Duke of Aeria. Aeria's previous ruler died during the earthquakes that followed Alphatia's sinking; Aiklin, master of the university, quietly assumed control and has competently held it since. Aiklin is very intelligent, but his propensity for stream of consciousness babbling during conversations gained him the nick-

Who's Who in the World

name Aiklin the Addled. He is a competent and organized orator, however. *Born:* AC 939 (apparent age 50). *Hair:* Black, clean-shaven. *Eyes:* Blue, intelligent. *Height:* 5'7". Wears white robes, no jewels; overweight. *Combat Notes:* M36; AC 6 (*ring of protection* +3); hp 50; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4 or special; Save M36; ML 8; AL L. S10 I18 W15 D12 Co9 Ch14. *Magical items:* *ring of protection* +3.

Akin. Karimari *maluk* (elephant trainer), leader of the Thunder Brigade of Ulimwengu. Akin captures and trains both elephants and triceratops. He and his favorite elephant, Boudi, have won many championships in the games in Thunder Arena. Akin is a passionate rock collector, and he has a large collection of gems, minerals, and other pretty stones in his home in Shani Kijiji. Akin is well thought of by most of the Karimari people, and he makes a good general whenever the Karimari must mobilize for war. *Born:* AC 960. *Hair:* Curly, dark brown. *Eyes:* Steel gray. *Height:* 3' 11" (slightly shorter than average for a Karimari). *Combat Notes:* F34; AC 1 (*leather armor* +3); hp 98; MV 120' (40'); #AT 1 bola or spear; Dmg 1d3+5 (plus entangle or strangle) or 2d4+10; Save F34; ML 11; AL N. S13 I16 W16 D13 Co17 Ch18. *Weapon Mastery:* Grand Master of the bola; Grand Master of the spear. *Magical items:* *bola* +2, *leather armor* +3, *moto moto rod of thunderous compliance* (summons and controls elephants and triceratops), *spear* +3 of *returning*, *ring of regeneration*.

Al-Kalim, Mohammed. Sultan of the Emirates of Ylaruam, Scion of Al-Kalim. Mohammed Al-Kalim is a direct descendant of Suleiman Al-Kalim, an honored prophet from Ylaruam's past. He is a strong-willed man who is rather paranoid about foreigners; this makes negotiations between the Emirates and other nations rather difficult. Though xenophobic, he is very cultured and courteous among his own people. *Born:* AC 957. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". A touch overweight but muscular; wears elaborate Ylari robes but no jewelry. *Combat Notes:* C20 of Protius; AC 9; hp 45; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+6 or by spell; Save C20; ML 5; AL L. S13 I14 W17 D10 Co9 Ch12. *Weapon Mastery:* Master of the staff.

Alebanc. Ogre-Lord of the Broken Lands; King of Lower OGREMOOR. Trained in Glantri as a gladiator, Alebanc has an unusual spirit of fair

play; he admires and respects similar traits in his enemies. He likes to put all prisoners in arena combat with monsters, freeing them if they defeat their opponents. He dislikes humans but loathes Glantrians. *Born:* AC 976. *Hair:* Black and spiky. *Eyes:* Red. *Height:* 9'6". Copper-skinned; unusually clean and healthy-looking for an ogre; wears armor like a human gladiator; cruel smile. *Combat Notes:* level 10 ogre; AC 4 (banded mail); hp 68 (10d8+7 HD); MV 90' (30'); #AT 1 war hammer; Dmg 1d8+11; Save F10; ML 8; AL C. S18 I12 W11 D10 Co17 Ch16. *Weapon Mastery:* Master of the war hammer. *Magical items:* *war hammer* +3.

d'Ambreville, Henri. Prince of Nouvelle-Averoigne in Glantri. Prince Henri is a manipulative man with few scruples, and makes a poor ruler. In AC 1010, he wrested control of Nouvelle-Averoigne from his sister-in-law, Isidore, by besting her in a magical duel. Henri currently holds both his brother Richard and Isidore (Richard's wife) in a secret prison within Château Sylaire, the d'Ambreville family mansion. *Born:* Birthdate unknown (apparent age 40). *Hair:* Gray. *Eyes:* Brown. *Height:* 6'1". Prince Henri is a handsome, lean man. He trims his mustache and beard to give himself a roguish look, and wears expensive Glantrian outfits in dark and stylish colors. *Combat Notes:* M15; AC 8; hp 39; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or spell; Save M15; ML 9; AL C. S14 I16 W10 D14 Co13 Ch17. *Magical items:* *dagger* +3.

d'Ambreville, Isidore. Dame of Nouvelle-Averoigne in Glantri, sister-in-law to Prince Henri. Until recently, Nouvelle-Averoigne was ruled by the famous Etienne d'Ambreville, but that wizard vanished utterly in the closing days of the war with Alphatia. Dame Isidore, wife of Etienne's brother Richard (who is not a magic-user and so cannot rule), seized control of Nouvelle-Averoigne. She managed to hold it against Sire Henri until the early summer of AC 1010—when she and her husband disappeared (imprisoned by Henri d'Ambreville). Isidore is impatient and erratic, an intelligent, loud conversationalist with a powerful personality. She is also a werewolf. *Born:* Birthdate unknown (apparent age 45). *Hair:* Brown streaked with gray. *Eyes:* Brown. *Height:* 5'2". A small, lean woman with a predatory smile; prefers elaborate garments in silver, blue, white and gray. *Combat Notes:* M12; AC 7; hp 27; MV 120' (40');

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#AT 1 spell; Dmg by spell; Save M12; ML 9; AL C. S8 I18 W10 D16 Co12 Ch17. *Magical Items:* wand of paralyzation, wand of polymorphing, medallion of ESP 90' range.

d'Ambreville, Richard. Sire (nobleman) of Nouvelle Averoine in Glantri, husband to Dame Isidore and brother to Prince Henri. Richard enjoys all sorts of hunting, especially fox hunts. (He also enjoys hunting in wolf form, for he is a werewolf.) Sire Richard and his wife have been missing since early summer of AC 1010 (imprisoned by Henri d'Ambreville). *Born:* Birthdate unknown (apparent age 45). *Hair:* Black, mustached. *Eyes:* Blue. *Height:* 5'9". Richard is ramrod-straight, lean, and dangerous-looking (a carefully cultivated appearance). He wears furs, leathers, and occasionally wool. His body is pocked with hunting scars, which he will gladly show to anyone interested. *Combat Notes:* F11; AC -1; hp 57; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+4; Save F11; ML 9; AL C. S16 I13 W10 D12 Co15 Ch14. *Weapon Mastery:* Master of the lance. *Magical Items:* normal sword +2, shield +3.

Asgrim the Bowed. High Cleric of Odin, advisor to Queen Yrsa of Ostland. Asgrim is a cleric of the Immortal Odin. He is an ambitious man who intends to rule Ostland, and to rule it in the traditional ways. However, though his supporters are many, they are not numerous enough to guarantee him kingship. Queen Yrsa doesn't have enough supporters to make her the undisputed ruler either, so Asgrim has made a temporary alliance with the queen. His goal is to win the support of Yrsa's followers; however, the reverse is slowly taking place. Asgrim prefers political maneuvering to outright treachery, but is willing to take the latter course. He is very narrow-minded and dogmatic. *Born:* AC 959. *Hair:* Light brown. *Eyes:* Brown. *Height:* 5'6" (would be about 6' except for his twisted back); heavy eyebrows make him look as though he's scowling even when he's not; wears plain clothing. *Combat Notes:* C25 of Odin; AC 9; hp 50; MV 120' (40'); #AT 1 mace or spell; Dmg 2d4+4 or by spell; Save C25; ML 6; AL L. S11 I15 W17 D9 Co12 Ch15. *Weapon Mastery:* Master of the mace.

Azcotica. King of the Azca, Patriarch of Atzanteotl. Azcotica, a high-powered cleric and famous hunter, became king after the assassinations of his father Moctaplan and older brother Tenpocatl. He embraces a philosophy that

regards other nations as game and his own empire as the greatest of hunters. He loves hunting more than anything—except perhaps seeing captured prey squirm. *Born:* AC 982. *Hair:* Black. *Eyes:* Black. *Height:* 5'10". Copper-skinned, strongly muscled; hard, sharp features usually in a predatory expression. *Combat Notes:* C14 of Atzanteotl; AC 9; hp 48; MV 120' (40'); #AT 1 war hammer or spell; Dmg 1d8+9; Save C14; ML 11; AL C. S13 I9 W18 D10 Co14 Ch11. *Weapon Mastery:* Master of the war hammer. *Magical Items:* war hammer +3 (originally his father's).

Baralius, Deitica. Governor-General of Septentriona Protectorate. Deitica is the daughter of a rebellious Thyatian family. Her own record as a military officer is impeccable; while her family was being politically destroyed by Thincol, she was rising through the ranks of the military. After her appointment to governor-generalship in Septentriona, she moved many members of her family to the province in order to protect them. She is perhaps overly responsible; she takes the worries of the world on her shoulders and is under constant tension. *Born:* AC 969. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'5". Deitica would be mousy-looking were it not for her intense eyes and formidable expression. She prefers to wear tunics and trousers. *Combat Notes:* F18; AC 2; hp 60; MV 90' (30'); #AT 2 (normal sword); Dmg 2d8+6; Save F18; ML 9; AL L. S13 I15 W11 D12 Co9 Ch10. *Weapon Mastery:* Master of the normal sword. *Magical Items:* normal sword +1.

Bargle the Infamous. Ex-Magist of the Black Eagle Barony in Karamaikos (his current whereabouts are unknown). Bargle loves the good life, and he loves making life bad for others. In AC 1010 he deserted his master, Baron Ludwig von Hendriks—first looting the baronial treasury and then teleporting far, far away. *Born:* AC 962 (apparent age 30). *Hair:* Light brown; long mustache and beard. *Eyes:* Black. *Height:* 6'1". Lean; handsome and charming when it suits him; dresses in colorful robes chosen deliberately to clash with or upstage other peoples' outfits. *Combat Notes:* M28; AC 0 (bracers of defense AC 2 and Dexterity bonus); hp 43; MV 120' (40'); #AT 1 dagger or spell; Dmg 4d4+2 or by spell; Save M28; ML 8; AL C. S9 I18 W9 D17 Co10 Ch15. *Weapon Mastery:* Grand Master of the dagger (especially backstabbing). *Magical Items:* bracers of defense AC

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2, dagger +2 (+3 vs. spellcasters), staff of wizardry, horn of blasting.

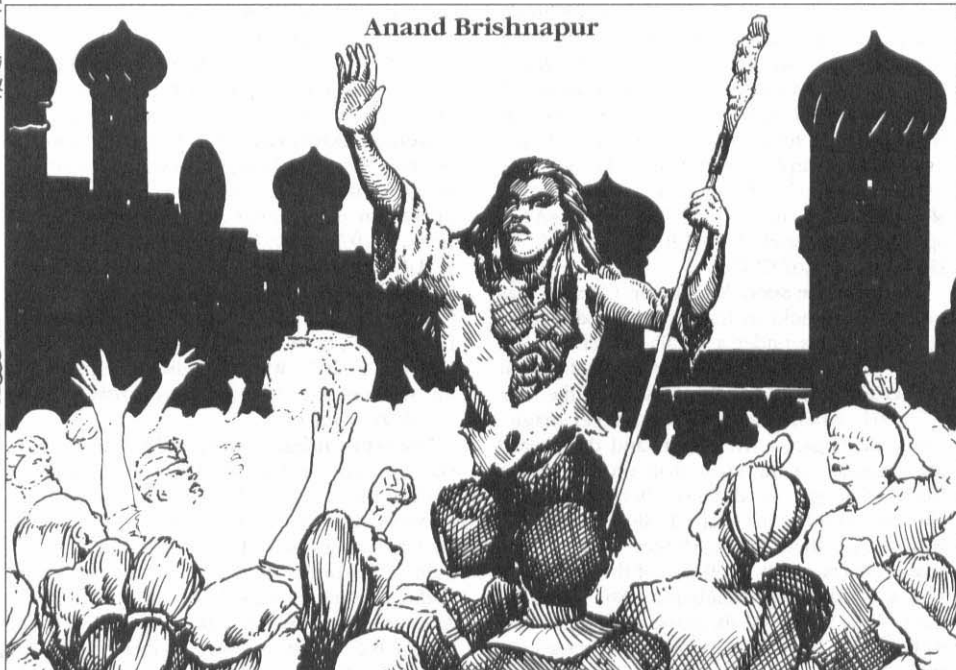
de Belcadiz y Fedorias, Carnelia. Princess of Belcadiz in Glantri, Marquesa del Alhambra, Vice-Queen of Monteleone. Carnelia is an experienced elven spellcaster and a master of the rapier. Though she is very short-tempered, she prefers to strike her enemies by framing them for crimes or maneuvering them into disastrous mistakes at court. *Born:* AC 820. *Hair:* Black, worn long and curly. *Eyes:* Black. *Height:* 5'. Carnelia is petite, dark, brooding, and very beautiful; she dresses in elaborate gowns and fantastically complicated black lace veils and shawls. *Combat Notes:* E10; AC 3; hp 40; MV 120' (40'); #AT 1 rapier; Dmg 2d6+9; Save E10; ML 8; AL N. S8 I17 W15 D16 Co11 Ch13. *Weapon Mastery:* Grand Master of the rapier. *Magical Items:* rapier (normal sword) +2, leather armor +2.

Bergeya. Queen of Icevale, Queen in Argandir. Bergeya is an engineer whose quest is to design the perfect sled. She is outspoken and energetic, and behaves like a much younger elf woman. *Born:* AC 672. *Hair:* White.

Eyes: Pale gray. *Height:* 5'9". Willowy; wears garments in various shades of blue. *Combat Notes:* E10; AC 9; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+2; Save E10; ML 7; AL C. S9 I17 W14 D10 Co8 Ch11. *Magical Items:* dagger +2.

Bifric III. King of the Kogolors, King of Kolmstat, Bifric the Slider. Bifric is a middle-aged dwarf. Though hunchbacked, he earned an enviable reputation in the Kogolor army as an engineer. He distinguished himself in several campaigns against the Krugel Orcs by arranging deadly rockslide traps. Bifric is anxious to demonstrate that he's in charge, and freely uses the prerogatives of kingship. Otherwise, he is good natured. *Born:* AC 902. *Hair:* Red, curly; thick beard and mustache. *Eyes:* Brown. *Height:* 4' (would be 4'6" but for hunchback); sharp little features and quick eyes; wears garments which accentuate, rather than disguise, his disfigurement. *Combat Notes:* D12; AC 2 (plate mail); hp 55; MV 90' (30'); #AT 1 battle axe; Dmg 1d8+12; Save D12; ML 5; AL L. S16 I13 W9 D13 Co12 Ch15. *Weapon Mastery:* Master of the battle axe. *Magical Items:* battle axe +2.

Anand Brishnapur



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Brishnapur, Anand. Mystic of the Shehid Order in Sind. Born to noble parents, Anand became a Shehid mystic after witnessing a Shehid protect an elderly crippled man from an angry soldier. He has traveled throughout Sind, righting wrongs and searching for good and true men and women. *Born:* AC 980. *Hair:* Brown. *Eyes:* Clear, pale brown. *Height:* 6'; thin, with muscles like steel cords; bears a scar on his chest from a past conflict with a member of Sind's ruling class; always wears a serious expression. Anand dresses in beggar's rags to show that he is not ashamed to be mistaken for a Kuliya (one of the lowliest castes in Sind). *Combat Notes:* 9th-level mystic; AC 1; hp 36; MV 200' (60'); #AT 3 hand or staff; Dmg 2d8+2 or 1d8+7; Save Mystic 9; ML 11; AL L. S17 I12 W16 D14 Co11 Ch12. *Weapon Mastery:* Master of the staff. *Magical Items:* ring of quickness, rod of weaponry.

Catriata. Queen of Schattenalfheim, Matriarch of Atzanteotl, Flower of Issarthyl. Catriata is a shaman of Atzanteotl. She is a pale, sickly thing, not at all a fighter, but commands her people through cunning, manipulation, and the will of the Immortal she serves. She is a schemer: she loves to destroy courtiers who do not please her and throws tantrums whenever upset. She is easily influenced by flattery. *Born:* AC 772. *Hair:* White, worn long and unbound. *Eyes:* Ice gray. *Height:* 5'2". Reed-thin, looks as though she is terminally ill, she wears bright orange and purple gowns that make her look even worse. *Combat Notes:* E10/8th level shaman; AC 9; hp 30; MV 120' (40'); #AT 1 spell; Dmg by spell; Save E10; ML 4; AL C. S8 I13 W18 D11 Co7 Ch15.

Claransa the Seer. Adventurer. Claransa was born in Threshold in Karameikos, and studied for many years under a magic-user there. She briefly held a dominion in Norwold but gave it up because it restricted her travels. In the year AC 1004, when she was a 28th-level magic-user, she began a world tour and discovered the existence of the great shaft on the Alatian island of Aegos. She disguised herself and travelled down the shaft to the Hollow World, but was trapped there by the Hollow World's *anti-magic* effects and the collapse of the shaft from Aegos to Alpathian Neatharum. She explored the Hollow World for six years; upon her return to the outer world, she published a book entitled *Claransa's Travels to the Center of the*

World. Claransa is bright and energetic. She and Geoffrey of Gruntum are good friends. *Born:* AC 966 (apparent age 25). *Hair:* Blond. *Eyes:* Green. *Height:* 5'4". Claransa is willowy and prefers bright gowns in simple colors and of simple design. *Combat Notes:* M36; AC 5; hp 58; MV 120' (40'); #AT 1 dagger or spell; Dmg 4d4+5 or by spell; Save M36; ML 7; AL L. S13 I17 W11 D11 Co14 Ch11. *Weapon Mastery:* Grand Master of the dagger. *Magical Items:* two daggers +4, staff of wizardry, ring of protection +2, displacer cloak, ring of spell storing.

Daphnotarthius, Helena. Admiral of Thyatis; Governor of Aegos. Helena is a navy brat, daughter of an officer stationed at the Pearl Islands. Though very disciplined, she inherited her Nuari mother's optimism and good cheer. Ten years ago she entered the Thyatian navy. Owing to the decimation of Thyatian officers during the war against Alpathia, she was rapidly promoted, achieving the rank of admiral by the war's end. *Born:* AC 981. *Hair:* Red. *Eyes:* Blue. *Height:* 5'6". Helena is a strongly built woman, very handsome; she usually wears military uniforms with the rose-and-thorns symbol of the Immortal Valerias. *Combat Notes:* C20 of Valerias; AC 0; hp 55; MV 90' (30'); #AT 1 war hammer; Dmg 1d8+9; Save C20; ML 9; AL N. S17 I11 W15 D12 Co15 Ch17. *Weapon Mastery:* Master of the war hammer. *Magical Items:* war hammer +2, shield +2.

Delune Darkeyes. Sheriff of Heartshire in the Five Shires. Although iron-willed, Delune is always cheerful and demure. She has great interest in maintaining Heartshire's roadways. *Born:* AC 975. *Hair:* Brown. *Eyes:* Blue. *Height:* 3'. Light-skinned; very slim and good-looking; beautiful singing voice. *Combat Notes:* H8; AC 5; hp 38; MV 120' (40'); #AT 1 short sword; Dmg 1d6+7; Save H8; ML 7; AL L. S13 I16 W15 D17 Co14 Ch17. *Weapon Mastery:* Expert with the short sword. *Magical Items:* leather armor +2, short sword +2.

Docerius, Jules. Captain of the West Portage Garrison on the Isle of Dawn. Docerius is a middle-aged fighter known for his fighting prowess, his tactical ability, and his devotion to his family, but not for his personal integrity. His aunt is Baroness of West Portage; he takes undue advantage of his family influence. *Born:* AC 963. *Hair:* Brown (graying). *Eyes:* Blue. *Height:* 6'2". A big, overweight, merry man with a red nose from too much hard drinking; wears

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expensive clothes rather out of his supposed salary range. *Combat Notes:* F14; AC 2 (plate mail and shield); hp 50; MV 90' (30'); #AT 2 normal sword; Dmg 2d8+6; Save F14; ML 5; AL N. S17 I10 W8 D10 Co12 Ch15. *Weapon Mastery:* Master of the normal sword.

Docerius, Periandra. Baroness of West Portage on the Isle of Dawn. Periandra founded the Barony of West Portage by petitioning Emperor Thincol for baronial status while she was garrison commander here. She is a merry, self-indulgent woman with a wicked sense of humor; she loves riding horses, and is rather too indulgent toward her family. *Born:* AC 962. *Hair:* Brownish-gray. *Eyes:* Blue. *Height:* 5'7". Periandra is stocky; she wears garish, multicolored, flowing garments in social situations, but otherwise dresses much more sensibly. *Combat Notes:* F14; AC 2; hp 55; MV 90' (30'); #AT 2 sword; Dmg 2d8+8; Save F14; ML 9; AL C. S16 I13 W9 D10 Co12 Ch14. *Weapon Mastery:* Master of the normal sword. *Magical Items:* normal sword +2; plate mail +1.

Dogrel. King of Alphathian Neatharum. Dogrel is obsessed with tactical board games and with researching and recreating historical military conquests. He holds non-Alphathians in contempt, and is a firm believer in Alphathia's right to conquer and enslave other races. Empress Eriadna's concessions to the Neathar tribes in AC 1010—including promises not to expand Alphathian Neatharum's borders or to hold Neathar tribesmen in bondage—infuriated Dogrel. *Born:* AC 963. *Hair:* Black, graying. *Eyes:* Brown. *Height:* 6'. Heavily muscled, in much better shape than most magic-users; wears military uniforms that never seem to get dirty or lose their sharp creases. *Combat Notes:* M20; AC 9; hp 55; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+5 (2d6+3 if expending a charge of the *staff of striking*) or by spell; Save M20; ML 11; AL C. S18 I18 W10 D9 Co16 Ch12. *Weapon Mastery:* Master of the dagger; expert with the staff. *Magical Items:* *staff of striking*, dagger +2.

von Drachenfels, Jaggar. Prince of Aalban in Glantri, Count of Ritterburg, Commander of the Army of Glantri, Chamberlain of Glantri. Jaggar is a stern, upright military wizard. At the height of the war with Alphathia, he was awarded the rank of Chamberlain of Glantri, which gave him considerable political power in addition to his military power, and which

enabled him to coordinate the defense of Glantri better. With the war over, he has vigorously kept his grip on this power. He is now increasingly falling under the charms of Dolores Hillsbury (the persona taken by Synn, a chaotic dragon), and has become one of her valued pawns. *Born:* AC 945 (apparent age 40). *Hair:* Brown, kept short, natty mustache. *Eyes:* Brown. *Height:* 5'11". Very upright, wears a white uniform, cavalry boots, monocle, carries riding crop. *Combat Notes:* M30; AC 3; hp 65; MV 120' (40'); #AT 1 staff or special rod or spell; Dmg 20d6 1d8+9 or 20d6 *lightning bolt* (from rod) or by spell; Save M30; ML 11; AL L. S16 I16 W15 D13 Co16 Ch15. *Weapon Mastery:* Grand Master of the staff. *Magical Items:* *Blackmoor lightning rod* (45 charges, fires 20d6 *lightning bolts*), *ring of protection* +4. Jaggar rides a pegasus.

Dromedon. Ex-king of Aegos in the Alatian Islands (now in exile). In his youth, Dromedon was a thrill seeker, but is now somewhat matured. He inherited the throne from his father, King Heldeberan, when Heldeberan disappeared while attempting to save family members trapped on sinking Alphathia. Dromedon's reign was short-lived; Aegos fell to combined Thyatian and Minrothad forces on the 6th of Vatermont, AC 1010. Dromedon was imprisoned in Thyatis City, but loyalist Alphathians managed to rescue him. He is now in hiding. *Born:* AC 965. *Hair:* Red. *Eyes:* Brown. *Height:* 6'2". copper-skinned, strongly built, thick beard and thicker eyebrows; wears commoners' clothes. *Combat Notes:* F16; AC 2; hp 50; MV 120' (40'); #AT 2 sword; Dmg 2d8+8; Save F15; ML 9; AL 10. S17 I12 W13 D18 Co13 Ch10. *Weapon Mastery:* Master of the normal sword. *Magical Items:* *leather armor* +2, *normal sword* +2, *boots of levitation*.

Drulivia. Queen of Meriander on Bellissaria. An elderly magic-user, Drulivia enjoys studying alchemy. She believes that all problems can be solved through negotiation and does not believe her kingdom to be in danger from Thyatian or Heldannic imperialism. She is calm, confident, and polite to everyone. *Born:* AC 902 (apparent age 70). *Hair:* Silver. *Eyes:* Brown. *Height:* 4'11". Very lean; slow and stately mannerisms; copper-skinned, looks very tanned and weathered. *Combat Notes:* M20; AC 9; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save M20; ML 9; AL L.

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S9 I18 W10 D11 Co8 Ch14. *Magical Items:* dagger +4, *helm of teleportation*.

Eelsha Spider's Kiss. Shaman of the Tiger Clan (Atruaghin Clans). Eelsha is careful, meticulous, cunning, and an accomplished poisoner. *Born:* AC 978. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'6". She is extraordinarily good-looking, and misleadingly innocent-looking. She wears elaborate garments and a full feather headdress whenever possible; copper-skinned. *Combat Notes:* C10 of Atzanteotl; AC 9; hp 43; MV 120' (40'); #AT 1 war hammer; Dmg 1d8+3; Save C10; ML 8; AL C. S14 I13 W18 D12 Co15 Ch13. *Weapon Mastery:* Expert with the war hammer. *Note:* Always has poisons on hand.

Erewan, Carlolina. Princess of Erewan in Glantri, Marchioness of Ellerovyn. Carlolina is an accomplished ruler, and was until recently the Chamberlain of Glantri. However, during the war with Alphatia, accusations that she was more loyal to kinsmen in Alfheim than to Glantri—and the fact that she was a better peacetime than wartime administrator—resulted in a hasty dismissal. Since then, Carlolina and Erewan have been frustrated at every turn in their dealings with Glantri's Council. Carlolina's petition for new taxes to help pay for Erewan's defense against humanoids from the Broken Lands was defeated. Carlolina is devoted to good rule of the Erewan elves; she is brave, self-sacrificing, highly ethical, and very frightened by her dominion's future prospects. *Born:* AC 911. *Hair:* Pale blond. *Eyes:* Blue. *Height:* 5'5". A slender and attractive elf lady; wears flowing pastel gowns and veils which drift on the winds. *Combat Notes:* E10; AC 8; hp 35; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save E10; ML 6; AL L. S13 I17 W16 D14 Co11 Ch17. *Magical Items:* dagger +2, *ring of remedies*.

Eriadna. Empress of the Alphatian Empire, Queen of Vertiloch, Queen of Zandoria. Eriadna, a very polished politician and a powerful magic-user, is the direct descendant of generations of Alphatian emperors. She is passionate, romantic, interested in new magical developments, and highly efficient (she hates to waste time); she loves theater and music, sports competitions, and handsome athletes. *Born:* AC 920 (apparent age 30). *Hair:* Mahogany brown. *Eyes:* Green. *Height:* 5'. Copper-skinned; delicate and expressive features, very beautiful; wears gold, ruffled gowns of spider silk. *Com-*

bat Notes: M36; AC 5; hp 50; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+8 or by spell; Save M36; ML 6; AL N. S9 I18 W15 D12 Co9 Ch16. *Weapon Mastery:* Grand Master of the staff. *Magical Items:* ring of protection +4, staff of wizardry, ring of spell turning.

Ericall. King of Norwold. Ericall is a fair man who is only marginally competent as a ruler. He has good intentions, but the complexity of ruling overwhelms him. *Born:* AC 972. *Hair:* Brown. *Eyes:* Brown. *Height:* 6'1". Copper-skinned, handsome, dresses richly—a better hero than he is a king. *Combat Notes:* F36; AC -6; hp 79; MV 90' (30'); #AT 4 normal sword; Dmg 2d6+12; Save F36; ML 10; AL L. S13 I14 W13 D10 Co11 Ch17. *Weapon Mastery:* Grand Master of the normal sword, Master of the lance. *Magical Items:* normal sword +3, dagger +3, plate mail +5, shield +3.

Everast XV. King of Rockhome, The Dwarf-King, Head of the Everast Clan. Everast is glib, outspoken, and friendly, but he never lets others know what he's really thinking. Everast was alarmed at Denwarf's appearance on the 28th of Kaldmont of AC 1010, and will do everything possible to oppose the legendary dwarf-golem's attempts to lead Rockhome in an insane war against all other intelligent races. *Born:* AC 931. *Hair:* Gray, balding; thick beard and mustache. *Eyes:* Brown. *Height:* 4'. Thick-set and plump. Wears colorful robes of human make; carries gem-studded royal scepter (acts as war hammer). *Combat Notes:* D8; AC 9; hp 40; MV 120' (40'); #AT 1 war hammer scepter; Dmg 1d6+3; Save D7; ML 6; AL N. S13 I17 W11 D12 Co12 Ch15. *Magical Items:* war hammer +2 (scepter).

Eyela Moonstalker. Chieftainess of the Horse Clan (Atruaghin Clans). Eyela hates laziness and weakness, is uncompromising, and holds nothing but contempt for the sloth she sees in so-called "civilized" cultures. *Born:* AC 970. *Hair:* Brown. *Eyes:* Dark brown. *Height:* Copper-skinned; stocky; severe expression; good-looking in a fierce sort of way. *Combat Notes:* F10; AC 4 (leather armor and Dexterity bonus); hp 67; MV 120' (40'); #AT 1 spear or tomahawk (hand axe); Dmg 2d4+5 or 1d6+4; Save F10; ML 11; AL L. S15 I13 W14 D18 Co15 Ch17. *Weapon Mastery:* Master of the spear, Expert with the hand axe.

Finn Hordson. Prince of Ostland in the Northern Reaches. Yrsa's oldest child by Hord,

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Finn Hordson is 16 years old. He could be confirmed as King of Ostland in a couple of years—if Yrsa gains a majority following, and if nothing goes wrong. Finn is devoted to the heroic tradition of Ostland and believes sea raids bring wealth and glory, but otherwise supports his mother's plan of modernization. *Born:* AC 995. *Hair:* Blond. *Eyes:* Green. *Height:* 5'10" (still growing). Handsome, bright-looking, will become a strong warrior. *Combat Notes:* F4; AC 4 (chain mail and shield); hp 26; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+1; Save F4; ML 9; AL N. S13 I15 W10 D9 Co13 Ch15.

Firestorm, Holva. Duchess of Westrouke on the Isle of Dawn. Holva is a retired adventurer/thief. She loves her husband, Duke Thrainkell, but prefers her native Norwold to the land he rules. Holva has no love for the Thyatian Empire. Only adventuring or warring can stir her spirit; when she is not doing either, Holva is solemn and rather quiet. *Born:* AC 981. *Hair:* Blond, worn in long braids. *Eyes:* Blue. *Height:* 5'9". A large and attractive woman, Holva prefers simple dress and unadorned weaponry. *Combat Notes:* T16; AC 2; hp 56; MV 120' (40'); #AT 1 normal sword; Dmg 2d8+5; Save T16; ML 6; AL N. S12 I10 W9 D18 Co17 Ch13. *Weapon Mastery:* Master of the normal sword. *Magical Items:* leather armor +2, normal sword +1.

Firestorm, Thrainkell. Duke of Westrouke on the Isle of Dawn. Thrainkell's father, Donegal, died defending Westrouke against the Alphasians in the recent war. Thrainkell is an experienced cleric of the Immortal Vanya. Gruff and short-tempered, he is a fair but harsh ruler. He intends Westrouke to become an independent kingdom, but will not turn on the Thyatian emperor while the empire is still suffering from the aftermath of the war. *Born:* AC 979. *Hair:* Reddish gold. *Eyes:* Blue. *Height:* 5'10". Burly, walks with a seaman's rolling gait, only wears black and white garments. *Combat Notes:* C13 of Vanya; AC 0 (suit armor); hp 47; MV 90' (30'); #AT 1 war hammer; Dmg 1d8+9; Save C13; ML 10; AL L. S17 I13 W16 D10 Co14 Ch15. *Weapon Mastery:* Master of the war hammer. *Magical Items:* war hammer +2.

Furmenglaive, Lyra. Countess of Furmen-
glaive on the Isle of Dawn. Lyra seems beaten down with weariness, but is always willing to work hard to improve her dominion. Like her husband, Count Philius of Furmen-

glaive, Lyra is a werewolf who does not wish to pass her curse on to others. *Born:* AC 940 (apparent age 30). *Hair:* Brown. *Eyes:* Brown. *Height:* 5'9". Handsome, but looks weary and listless. Wears dark robes bearing a white trident, the symbol of the Immortal Protius. *Combat Notes:* C36 of Protius; AC -4; hp 65; MV 90' (30'); #AT 1 mace; Dmg 2d4+9; Save C36; ML 10; AL L. S12 I15 W18 D16 Co9 Ch14. *Weapon Mastery:* Grand Master of the mace. *Magical Items:* mace +3, plate mail +1, shield +3.

Furmenglaive, Philius. Count of Furmen-
glaive. Philius and his wife Lyra have a reputation as unwholesome as that of the land they rule, though they have been courteous and honorable when dealing with rulers of other lands. They simply disappeared with the staff of their sparsely populated castle when the Alphasians came, then conducted a guerrilla war against the conquerors until they left. Philius is a decent but rather sad and weary man, weighed down with his responsibilities. He is also a werewolf, and has instructed his staff to chain him on nights of the full moon. *Born:* AC 940 (apparent age 30). *Hair:* Black; elaborate mustache. *Eyes:* Blue. *Height:* 6'2". Lean, wears military style garments in black and gray; his armor is enameled black. *Combat Notes:* F36; AC 0; hp 110; MV 90' (30'); #AT 4 normal sword; Dmg 2d6+13; Save F36; ML 10; AL L. S16 I13 W10 D11 Co14 Ch13. *Weapon Mastery:* Grand Master of the normal sword. *Magical Items:* plate armor +1, shield +1, normal sword +3 (see *invisible*).

Garafaele Galeifel. Radiant General of the City of Stars, Warlord of Aengmor. The greatest general of the Shadow Elves, Garafaele planned the successful invasion of Alfheim and controls the military forces in Aengmor. He is thoroughly loyal to King Telemon and so keeps Tanadaleyo's ambitions in check for the time being. *Born:* AC 446. *Hair:* White. *Eyes:* Gray. *Height:* 5'7". Pale-skinned. Always wears white. He has scars that go entirely around both arms at the elbows—both arms were severed at the elbow but magically reattached many years ago. *Combat Notes:* E20; AC -8 (magical chain mail, shield, and ring of protection); hp 91; MV 90' (30'); #AT 3 normal sword; Dmg 2d6+15; Save E10 (automatic half damage from breath weapon); ML 12; AL L. S18 I13 W10 D15 Co18 Ch13. *Weapon Mastery:* Master of the normal sword. *Magical Items:* chain mail +5, shield +4,

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normal sword +4, ring of protection +2, rod of victory.

Geir Hordson. Prince of Ostland in the Northern Reaches. Geir, Yrsa's second son. Geir has lived in the shadow of Finn (his more popular, more personable brother) for years now. Under Asgrim's tutelage, Geir is coming to hate Finn and to want the throne for himself. Geir is a follower of Asgrim's traditionalist opinions, but does not realize how much he would be Asgrim's puppet if he assumed the throne. *Born:* AC 996. *Hair:* Blond. *Eyes:* Blue. *Height:* 5'7" (still growing). Always looks solemn. *Combat Notes:* Normal Man (boy).

Geoffrey of Grunturm. Hero of Norwold. Geoffrey was born in the Heldannic town of Grunturm. He adventured there through much of his youth, but found most of his good efforts being thwarted by the Heldannic Knights. Disgusted by the native Heldanners' unwillingness to rise up against the Heldannic Knights, he took his good deeds to Norwold. Geoffrey is a serious, intense man, ferocious in combat but capable of great kindness. *Born:* AC 962. *Hair:* Gray; beard and mustache. *Eyes:* Blue. *Height:* 6'1". Geoffrey is a tall, well-built, imposing man. Although he keeps fairly fit and looks about a decade younger than he is, he's developed a slight paunch. *Combat Notes:* C36 of Frey; AC -4 (plate mail +3, shield +3); hp 93; MV 90' (30'); #AT 1 mace; Dmg 2d4+9; Save C36; ML 11; AL L. S10 I10 W15 D11 Co17 Ch9. *Weapon Mastery:* Grand Master of the mace. *Magical Items:* mace +3 (+5 vs. undead), plate mail +3, shield +3, scarab of protection.

Geredek. General of Ubul (Krugel Horde Territory), Geredek the Loud. Geredek's enemies think of him as something of a clown because of his boasting, his frequent duels to the death with challengers, and his excessive devotion to his handlebar mustachios, but his record of military successes against the Neathar is remarkable. He is tempestuous and short-tempered; vain but fair with his troops hard-working, and a born cavalry tactician. *Born:* AC 978. *Hair:* Black; handlebar mustache. *Eyes:* Brown. *Height:* 5'9". Yellow-skinned orc, bow-legged from years in the saddle, wears colorful Krugel tabarko and clothes. *Combat Notes:* 20th level Krugel orc; AC 5 (leather armor and Dexterity bonus); hp 45; MV 120' (40'); #AT 1 bastard sword; Dmg 1d8+3; Save F20; ML 7; AL N. S16 I11 W14 D17 Co13 Ch15.

Giacomo, Ottavio. Military governor of Gaity. Ottavio Giacomo was put in charge of preparing Gaity for Thyatian settlement in Yarthmont of AC 1010. He has set about his task with cold deliberation and efficiency. *Born:* AC 967. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'8". Ottavio has a light olive complexion and brilliantly white teeth. Although his face often smiles, his eyes seldom reflect merriment. *Combat Notes:* F14; AC 2 (chain mail +2 and Dexterity bonus); hp 57; MV 120' (40'); #AT 2 sword; Dmg 2d8+4; Save F14; ML 9; AL N. S16 I12 W8 D15 Co12 Ch12. *Weapon Mastery:* Master of the normal sword. *Magical Items:* chain mail +2, sword +2 of draining.

Gorevitch-Woszlany, Morphail. Prince of Boldavia in Glantri, Baron of Igorov, Viceroy of Tchernovodsk. Prince Morphail is a nosferatu, a type of vampire found in Karameikos, Glantri, and a few other spots. He controls a veritable army of undead noblemen and pawns, but is careful to conceal his true nature from his fellow princes for fear of reprisals. *Born:* AC 693, became undead circa AC 720 (apparent age 30). *Hair:* Black, short, widow's peak. *Eyes:* Black, with strange red highlights. *Height:* 6'2". Tall, handsome, rather menacing, pale skin, interesting teeth, always dressed in expensive Glantrian formal wear; he is a rather sinister, romantic figure in Glantri. *Combat Notes:* M28 and 9 HD nosferatu; AC 2; hp 55; MV 120' (40') (as bat, 180' (60')); #AT 1 bite or spell; Dmg 1d4 or by spell; Save M28; ML 7; AL C. S17 I18 W15 D11 Co14 Ch16.

Gratia. Queen of Surshield, General of the Armies of Surshield. Gratia is a tireless taskmaster who dislikes idle chatter and idle hands. She's short-tempered and makes snap judgments that she often regrets, but later corrects the worst of them. In AC 1010 her worst blunder resulted in civil war throughout Surshield when, in response to the threat of a Thyatian invasion, she attempted to conscript her nation's people into government and military service. The civil war ended as soon as she rescinded these measures. *Born:* AC 967. *Hair:* Black. *Eyes:* Black. *Height:* 5'11". Slender and tough like a braid of rawhide; stiffly upright; light-skinned but tanned; good-looking but she does nothing to accentuate her looks. *Combat Notes:* M16; AC 2 (Dexterity bonus and ring of protection); hp 36; MV 120' (40'); #AT 1 staff; Dmg 1d8+8 or by spell; Save M16; ML 9; AL L.

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S13 I17 W14 D16 Co15 Ch9. *Weapon Mastery:* Grand Master of the staff. *Magical Items:* flying carpet, gauntlets of ogre power, staff of dispelling.

Gylharen. King of Wendar. Gylharen was a village leader, an experienced adventurer who taught the men and elves of Wendar to better defend themselves from invasions from the dangerous land of Denagoth to the north. Around the Year 900, the mysterious mage named Bensarian bestowed upon him the Elvenstar, and he became king of Wendar. Gylharen behaves in a kindly and constructive fashion toward his subjects, but can be ruthless in his defense of Wendar. He is a lonely and troubled elf who feels himself to be Wendar's main defender. *Born:* AC 679. *Hair:* Golden blond. *Eyes:* Black. *Height:* 5'9". Gylharen usually looks troubled and distracted. He tends to wear flowing tunics in forest colors. *Combat Notes:* E10; AC 0; hp 40; MV 90' (30"); #AT 1 sword or spell; Dmg 2d8+7; Save E10; ML 8; AL L. S13 I17 W13 D10 Co9 Ch14. *Weapon Mastery:* Master of the normal sword. *Magical Items:* chain mail +3, shield +1, normal sword +2.

Haldemar of Haaken. Prince of Floating Ar, Admiral of Alphatia, Captain of the skyship *Princess Ark*. Haldemar is an unpredictable aristocrat who does things with style. A learned man and an adventurer, he seeks to discover the marvels of the world. Before the war with Glantri, Haldemar captained the *Princess Ark* on voyages of discovery for Empress Eriadna. During the war, he built new skyships for the Alphatian Sky Navy and captained the *Princess Ark* as a warship. *Born:* AC 911 (apparent age 60). *Hair:* Black tinged with gray, worn long and tied back. *Eyes:* Deep blue. *Height:* 5'2". Pale-skinned, prefers knee-high boots, dark blue pants and cloak, and a white, laced shirt. *Combat Notes:* M25; AC 4 (ring of protection and Dexterity bonus); hp 39; MV 120' (40"); #AT 1 dagger or spell; Dmg 2d4+2; Save M25; ML 10; AL C. S10 I16 W12 D17 Co11 Ch15. *Weapon Mastery:* Expert with the dagger. *Magical Items:* dagger +2 of warning (vibrates in the presence of danger), pouch of security, wand of disintegration, wand of fireballs, wand of lightning bolts, ring of protection +3.

Harald Gudmundson. King of Vestland in the Northern Reaches. A mighty fighter in his youth, King Harald is now a middle-aged wid-



Haldemar of Haaken

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ower with more affection for trade and politics than for fighting. He is open to ideas and settlers from distant countries, and has sent his sons and daughters to be educated in foreign lands (especially Minrothad). *Born:* AC 954. *Hair:* White; heavy beard and mustache. *Eyes:* Light blue. *Height:* 5'11". A lean, stately man who makes much of combing through his beard while thinking over the issues. *Combat Notes:* F15; AC 5 (scale mail and shield); hp 56; MV 90' (30'); #AT 2 normal sword; Dmg 2d6+10; Save F15; ML 8; AL L. S13 I17 W15 D10 Co11 Ch13. *Weapon Mastery:* Grand Master of the normal sword. *Magical Items:* normal sword +1.

Harald of Haaskinz. Prince of Sablestone in Glantri, Baron of Kern, Grand Master of the Great School of Magic. Harald is a gentle and kind person, but generally avoids society because of a painful debilitating disease that withers his left arm. He became Prince of Sablestone in AC 1004, when Glantri's Council of Princes approved the creation of the new principality. Harald won the position of Grand Master of the Great School of Magic in AC 1009, when Prince Etienne d'Ambreville disappeared. *Born:* AC 934. *Hair:* White. *Eyes:* Green. *Height:* 5'10". Except for his withered left arm (which occasionally glows an eerie blue), Harald is fit and healthy. He has a warm, grandfatherly manner, and puts most people at ease almost immediately. *Combat Notes:* M27; AC 3; hp 43; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M27; ML 9; AL L. S14 I17 W14 D10 Co12 Ch11. *Magical Items:* buckle of protection, AC 3, ring of element adaptation (water), staff of water elements.

Hembeek, Jan. Advocate-General of Oostdok. Hembeek was outwardly the puppet of the Heldannic rulers of Oostdok, representing gnomish interests before Governor-General Hundkopf. Behind the scenes, he coordinated rebel activities against the Heldanners and took immediate advantage of the Alphatian offer to help drive the Heldanners from Oostdok. Few of his own people realize how active he was in the resistance; they think he sold out to the Heldanners, and switched sides only when the tide turned. They couldn't fault his bureaucratic skills, however, and elected him Advocate-General with broad administrative powers to guide Oostdok through the transition from Heldannic rule to gnomish self-rule. *Born:* AC 966. *Hair:*

Red. *Eyes:* Brown. *Height:* 3'3". Hembeek is an average-sized gnome in good shape. Under the Heldannic regime he dressed in gaudy, clownish garments to reinforce his image as an idiot. After the Heldanners were driven out, he burned his wardrobe in a solemn ceremony with some close friends. He now wears traditional gnomish trousers and linen shirt with voluminous sleeves. *Combat Notes:* AC 5; HD 1; hp 4; MV 60' (20'); #AT 1 dagger; Dmg 1d4+3; Save D1; ML 10; AL L. S13 I18 W12 D10 Co12 Ch13. *Magical Items:* dagger +2.

von Hendriks, Anna. Heldannic Knight, General of Stonehaven. Anna's mother was sister to Ludwig von Hendriks, the Black Eagle Baron, but remained in Hattias when her brother moved to the newly-formed Duchy of Karameikos. Anna was scorned by her militaristic family, and left home when she was 18. She later joined the Heldannic Knights. She is a stern, strong-willed woman, and a rather indifferent cleric of Vanya. She tries to keep it to herself, but she is far more interested in showing up the von Hendriks of Thyatis than in advancing the goals of the Heldannic Knights. Unfortunately, she has her hands full protecting Stonehaven from Alphatian attacks. *Born:* AC 972 (apparent age 20). *Hair:* Black. *Eyes:* Brown. *Height:* 5'9". Anna is a tall, robust woman who can easily wield a two-handed sword. She affects close-fitting black garments. *Combat Notes:* C18 of Vanya; AC 2; hp 45; MV 90' (30'); #AT 1 two-handed sword; Dmg 3d6+10; Save C18; ML 9; AL L. S17 I11 W16 D10 Co9 Ch15. *Weapon Mastery:* Grand Master of the two-handed sword (the Immortal Vanya allows her clerics to wield swords). *Magical Items:* plate mail +1, two-handed sword +2.

von Hendriks, Ludwig. Ex-Baron of the Black Eagle Barony. Ludwig von Hendriks is arrogant and hateful. He bears a special hatred for two men: King Stefan, his cousin, who betrayed him to the forces of the Five Shires, and Barge the Infamous, his own mage, who abandoned him in the face of the halfling army. Ludwig von Hendriks is currently a prisoner in the Five Shires, awaiting trial for a number of crimes. *Born:* AC 951. *Hair:* Black; neat beard and mustache. *Eyes:* Brown, shifty, cruel. *Height:* 5'10". Handsome but mean-looking. In excellent shape. Dresses entirely in black (even his armor is black). *Combat Notes:* F16; AC 1; hp 80; MV 90' (30'); #AT 2 normal sword; Dmg

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2d6+12; Save F16; ML 10; AL C. S17 I15 W9 D14 Co16 Ch14. *Weapon Mastery:* Grand Master of the normal sword. *Magical Items:* plate mail +2, normal sword +2.

Hillsbury, Dolores. Princess of Fenswick in Glantri. Though she pretends to be the daughter of Lady Margaret Hillsbury of Fenswick, Dolores is actually an alternate identity for Synn, a chaotic dragon. In her persona as Dolores, Synn is charming, has a cutting sense of humor, and enjoys the backbiting politics of Glantri. Her current goal is to become the ruler of Glantri and to make that nation into a haven of chaos and monsterdom. She took a major step toward her goal in Ambyrmont of AC 1010, when the Glantrian Council of Princes made the dominion of Fenswick a Principality, giving Dolores a seat on the Council. *Born:* Birth date unknown (apparent age 20). *Hair:* Black, worn long and straight. *Eyes:* Black. *Height:* 5'7". Dolores is a tall, slender woman, very comely, pale and beautiful. In social situations, she tends to wear long evening gowns in black or other dark hues; in the field, she wears stylish hunting garments. *Combat Notes:* In human form, has abilities equivalent to M36 (pretends to be lower level); AC 9; hp 78; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M36; ML 5; AL C. S10 I17 W9 D12 Co18 Ch17.

von Holmstein, Frederick. True name Fredek Halvardson, heir in hiding to Freiburg, in the Heldannic Territories. Frederick is the last survivor of the Haldis clan, which ruled in Freiburg (then called Haldisvall) before the Heldannic Knights conquered the Freeholds. Frederick's grandmother fled the city when it fell to the Knights in AC 950. She bore Frederick's father, Halvard, shortly thereafter. When Frederick was born many years later, Halvard thought it best to put the infant in the care of a herdsman loyal to the old regime. Halvard himself was killed in a failed attempt to reclaim Freiburg in AC 993. Frederick, living as a peasant under his assumed name, is dedicated to removing the Heldannic Knights from his land. He's very bitter and rather cold-blooded. *Born:* AC 991. *Hair:* Blond. *Eyes:* Green. *Height:* 6'. He is a strong-looking, handsome man. *Combat Notes:* F4; AC 4 (leather, shield, Dexterity bonus); hp 25; MV 120' (40'); #AT 1 normal sword; Dmg 1d8+2; Save F4; ML 6; AL L. S17 I10 W12 D15 Co12 Ch15.

Hovar Duck Watcher. Shaman of the Elk Clan (Atruaghin Clans). Hovar is a cheerful, portly cleric who prefers philosophy and meditation to combat. He is quiet, contemplative, and gentle by nature. *Born:* AC 948. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". Copper-skinned; portly and nonthreatening. *Combat Notes:* C18 of Atruaghin; AC 9 (quilt armor and Dexterity penalty); hp 43; MV 90' (30'); #AT 1 mace; Dmg 2d4+3; Save C18; ML 6; AL L. S8 I17 W17 D8 Co5 Ch15. *Weapon Mastery:* Master of the mace.

Hundkopf, Karl. Heldannic Knight; was Governor-General of Oostdok until driven out in AC 1010. General Hundkopf is a native-born Heldannic Knight of Hattian descent. His most important trait is his overpowering loyalty to his order; he is actually a rather brutal and stupid man. Although his superiors are displeased at Hundkopf's inability to hold Oostdok against the combined forces of Alphetians and rebel gnomes, they cannot afford to take any punitive actions against him. *Born:* AC 979. *Hair:* Brown. *Eyes:* Blue. *Height:* 6'6". Karl is a huge man—a block of muscle in a tunic. He wears simple trousers and his Heldannic Knights surcoat with a rampant lion embroidered on the front. *Combat Notes:* C14 of Vanya; AC 0; hp 50; MV 90' (30'); #AT 2 two-handed sword; Dmg 2d8+7; Save C14; ML 7; AL N. S18 I8 W9 D12 Co16 Ch12. *Weapon Mastery:* Expert with the two-handed sword. *Magical Items:* plate mail +3, two-handed sword +2.

Hyraksos, Adriana. Princess of Karamaikos. Lady Adriana is King Stefan's oldest child. She spent years under an assumed name struggling as a common soldier in Thyatis before returning to her true name and duties. Five years ago she wed Devon Hyraksos, son of Duke Stefan's former minister of war; the couple has two children. She is known as a practical, though not particularly ambitious, noblewoman. She is independent and likes the outdoor life. *Born:* AC 980. *Hair:* Coppery-red. *Eyes:* Brown. *Height:* 5'5". Very freckled; like her father, at ease in any sort of clothes. *Combat Notes:* F10; AC 0 (plate mail, shield, Dexterity bonus); hp 48; MV 90' (30'); #AT 1 normal sword; Dmg 2d8+6; Save F10; ML 9; AL L. S13 I11 W14 D16 Co11 Ch13. *Weapon Mastery:* Master of the normal sword. *Magical Items:* normal sword +1.

Hyraksos, Devon. Prince of Karamaikos. Lord Devon, husband of Adriana Hyraksos, is a

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keen sailor and expert at anti-pirate tactics. He would very much like to be the next ruler of Karameikos, though if push came to shove he wouldn't be too unhappy as the next minister of war or commander of the navy. He loves sailing and hunting down pirates. *Born:* AC 977. *Hair:* Black, mustache and beard. *Eyes:* Blue. *Height:* 6'2". Hair perpetually mussed no matter how well-tended; prefers naval uniforms with a piratical flair to them. *Combat Notes:* F12; AC 2 (plate mail and shield); hp 68; MV 90' (30'); #AT 2 normal sword; Dmg 2d8+8; Save F12; ML 10; AL L. S16 I13 W10 D12 Co18 Ch15. *Weapon Mastery:* Master of the normal sword. *Magical Items:* normal sword +2 (off flying).

Igrid Yrsasdottir. Princess of Ostland in the Northern Reaches. The ten-year-old daughter of Queen Yrsa, Igrid knows that many dangerous men are unhappy with her mother, and is desperately afraid for her. *Born:* AC 1001. *Hair:* Blond. *Eyes:* Blue. *Height:* 4' 6". *Combat Notes:* Igrid is a Normal Human.

Jaervosz Dustyboots. Sheriff of Seashire, War Leader of the Five Shires. Jaervosz is a hard, military personality under harsh self control. He personally led the main assault against Fort Doom in Kaldmont of AC 1010. *Born:* AC 951. *Hair:* White. *Eyes:* Golden brown. *Height:* 3'3". Light-skinned; ramrod straight, alert, soldier's bearing, wears simple clothes. *Combat Notes:* H8; AC 3; hp 43; MV 90' (30'); #AT 1 hand axe; Dmg 2d4+8; Save H8; ML 9; AL L. S15 I17 W18 D14 Co16 Ch15. *Weapon Mastery:* Master of the hand axe (melee, not thrown). *Magical Items:* hand axe +3, hand axe +1, chain mail +2.

Jahi, Bwana Ramla Msiba. Bwana Ramla (Great Prophet) of Yavdlom. Msiba's precognitive powers are astounding, though they seem always to focus on death and other calamities. Her most disturbing visions are those of future events that will change the very nature of the Divinarchy. A devout believer in the Immortal Yav and his Precepts, Msiba will help others, but never in a way that might affect the future she has foreseen. She became Yavdlom's Great Prophet on the 27th of Ambrymont, AC 1000, after the Great Prophet Yarani was assassinated. *Born:* AC 926. *Hair:* Gray. *Eyes:* Black. *Height:* 5'1". Msiba is an elderly lady who has many wrinkles despite having aged gracefully. *Combat Notes:* C31; AC 8; hp 54; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+4 or by spell; Save

C31; ML 10; AL L. S11 I16 W18 D13 Co11 Ch14. *Weapon Mastery:* Expert with the staff. *Magical Items:* amulet of protection from crystal balls and ESP, ring of boliness, rod of health, staff +2 of translating.

Kanafasti. Royal Wizard to King Telemon (City of the Stars). Kanafasti is a sly old elf who has been a major player in Shadow Elf politics for a very long time. He is careful and cunning and seldom reveals what he is thinking. Among friends (including Tanadaleyo, Aengmor's governor) he is cultured but enjoys a morbid sense of humor. *Born:* AC 214. *Hair:* White, receding at temples. *Eyes:* Gray, slightly watery. *Height:* 4'8". Kanafasti remains spry despite his advanced years. He wears simple white robes. *Combat Notes:* E18; AC 0; hp 39; MV 90' (30'); #AT 1 spell; Dmg by spell; Save E10; ML 10; AL N. S9 I18 W16 D13 Co9 Ch9.

Karameikos, Justin. Prince of Karameikos. Justin is King Stefan's second child and first-born son. Although he is an accomplished merchant and bargainer, Justin has never displayed much interest in ruling. Justin is stubborn and reserved; he loves quiet, intense negotiating in order to achieve his goals. *Born:* AC 982. *Hair:* Dark brown, clean-shaven. *Eyes:* Brown. *Height:* 5'7". Prefers common seaman's dress. Handsome, but looks withdrawn and aloof. *Combat Notes:* F7; AC 0; hp 35; MV 90' (30'); #AT 1 normal sword; Dmg 1d8+1; Save F7; ML 7; AL L. S9 I17 W13 D12 Co9 Ch14. *Magical Items:* chain mail +2, shield +2, normal sword +1, dagger +3.

Karameikos, Olivia. Queen of Karameikos. Olivia is personally reserved and has perfect composure. She is not always in agreement with her husband, and she desires the throne to fall to her youngest son, Valen. *Born:* AC 959. *Hair:* Dark brown, long but worn up. *Eyes:* Icy blue. *Height:* 5'4". Ethereally slender. Royal bearing; good-looking in a very cool, patrician way. *Combat Notes:* T12; AC 7; hp 46; MV 120' (40'); #AT 1 dagger; Dmg 2d4; Save T12; ML 9; AL N. S7 I16 W13 D16 Co9 Ch14. *Weapon Mastery:* Expert with the dagger. *Magical Items:* dagger +1.

Karameikos, Stefan. King of Karameikos. King Stefan is still an imposing figure and a fit, vigorous fighter. He is gruff and very candid (often rude) when speaking, but fair and even-handed. Stefan's greatest failing is his inability to acknowledge evil or wrongdoing in mem-

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bers of his own family. He recognizes his own mortality and is taking steps to ensure that his throne is steady when he passes it on. King Stefan has chosen his daughter Adriana and her husband as his heirs for Karameikos's throne, although he has not yet announced this. *Born:* AC 948. *Hair:* Gray, streaks of red; beard and mustache. *Eyes:* Blue. *Height:* 5'9". Burly; dresses in whatever gear is appropriate to the situation, and comfortable in all of it. *Combat Notes:* F20; AC -1 (plate mail and magical bonuses); hp 90; MV 90' (30'); #AT 2 normal sword; Dmg 2d6+12; Save F20; ML 10; AL L. S16 I13 W15 D16 Co14 Ch17. *Weapon Mastery:* Grand Master of the normal sword. *Magical Items:* shield +2, ring of protection +1, normal sword +2.

Karameikos, Valen. Prince of Karameikos. Valen is clever and energetic, and is now reaching the end of his years of wanderlust. He may be ready for the throne his mother wishes to give him. *Born:* AC 986. *Hair:* Black. *Eyes:* Blue. *Height:* 5'9". Very lean, handsome; alert eyes; prefers costly clothing in very simple styles. *Combat Notes:* T10; AC 2; hp 25; MV 120' (40'); #AT 1 normal sword; Dmg 2d8; Save T10; ML 7; AL N. S9 I14 W10 D18 Co12 Ch14. *Weapon Mastery:* Expert with the normal sword. *Magical Items:* ring of protection +2.

Kendach, Marie. Countess of Kendach on the Isle of Dawn. Marie, a fighter, inherited the rule of this dominion when her mother, Countess Julia, died fighting the Alphatians in AC 1005. Marie is still a young woman, and relies heavily on her mother's advisors while she learns to handle the reins of power. However, she is driven to seek revenge against Alphatians for the death of her mother. *Born:* AC 990. *Hair:* Black. *Eyes:* Brown. *Height:* 5'7". Though brave in combat, Marie often looks like an uncertain teenager—good-looking but no great beauty. Like her mother, she wears white outfits with blue surcoats. *Combat Notes:* F9; AC 1 (chain mail, shield, ring of protection); hp 45; MV 90' (30'); #AT 1 normal sword; Dmg 2d8+4; Save F9; ML 10; AL N. S16 I13 W12 D10 Co11 Ch14. *Weapon Mastery:* Expert with the normal sword. *Magical Items:* ring of protection +3, normal sword +2.

Kiuss. Malpoggi Shaman and Clan-Leader. Kiuss is cold-hearted and vicious. She cares only for her own clan, and is willing to sacrifice anyone—including other lizard men—for a little

personal gain or clan improvement. *Born:* AC 944. *Hair:* None. *Eyes:* Green. *Height:* 6'8". Blue hide aging to silver. *Combat Notes:* level 6 lizard man fighter/shaman; AC 5; hp 25; MV 60' (20') on land, 120' (40') swimming; #AT 1 club; Dmg 1d4+2; Save C6; ML 3; AL C. S17 I10 W12 D11 Co9 Ch10.

Kjodar Triudar's Son. Chief of Kiefstat (Antalian Wastes), Captain of Donar's Fury. Kjodar is the chief of the town of Kiefstat, and, more importantly, the most successful of the Antalian pirate captains. He has led expeditions as far as the Nithian Empire. Kjodar is middle-aged and cunning; a fine warrior, he still prefers to defeat his enemies through cleverness rather than to risk sacrificing himself prematurely. He is more cultured than many Antalians and likes verbal fencing with visitors to his court. In AC 1010 he brought an unusual proposal of alliance to the Nithians, pledging Antalian shipbuilding and sailing skills in return for gold. *Born:* AC 956. *Hair:* Blond, graying, worn long, with heavy beard and mustache. *Eyes:* Brown. *Height:* 6'4". Massive, well-built, unusually hairy; wears heavily studded armor enameled in black. *Combat Notes:* F25; AC 0 (banded mail and magical shield); hp 75; MV 90' (30'); #AT 3 sword; Dmg 2d8+10; Save F25; ML 6; AL N. S17 I16 W12 D10 Co11 Ch13. *Weapon Mastery:* Master of the normal sword and of the battle axe. *Magical Items:* shield +3, sword +4.

von Klagedorf, Wulf. High Cleric of Vanya in Freiburg, Heldannic Territories. In his youth, Wulf adventured extensively under the name Rolf Schwartzen. Born in Hattias, he was only 19 when he and other clerics of Vanya invaded the Territories. By his mid-30s, he was an itinerant problem solver for the Territories, traveling the world and promoting the Heldannic Knights' ideals. In AC 980, when he was 49, the first High Cleric of the Territories died, and Herr Wulf was promoted to the High Cleric position. He is crafty, energetic, and devoted to the Immortal he serves; he hates Alphatians and dislikes most other cultures, but is capable of behaving very well in their presence when it is in his best interest. *Born:* AC 931 (apparent age 60). *Hair:* Gray; often wears a thick mustache. *Eyes:* Blue. *Height:* 6'. Very upright and looks severe, almost never smiles; has black Heldannic lion tattooed on chest. *Combat Notes:* C30 of Vanya; AC -4; hp 65; MV 90' (30'); #AT 1

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normal sword or spell; Dmg 2d6+13; Save C30; ML 11; AL N. S16 I13 W17 D16 Co13 Ch15. *Weapon Mastery:* Grand Master of the normal sword (Vanya, his patron Immortal, allows her clerics to use swords). *Magical Items:* plate mail +2, shield +2, normal sword +3.

Kol XIV. High Doge of Kol; King of South Monsterland. Kol is an intelligent, ambitious kobold, leader of the kobold nation in the Broken Lands and now (thanks in part to the dragon Synn's manipulations) ruler of the humanoid tribes in the Great Crater. He petitioned the Council of Glantri for South Monsterland to be recognized as a true principality, but was told to prove he could keep his humanoids under strict control for three months before they would consider such a proposal. Kol, being a wokan, meets the Glantrian requirement that princes must be magic-users; and Synn, in her guise as Dolores Hillsbury, is politicking hard for a monster principality. *Born:* AC 961. *Hair:* White; narrow mustache. *Eyes:* Black. *Height:* 3'. Small horns inlaid with gold and semiprecious stones; wears red toga and crown of fungus. *Combat Notes:* level 26

kobold, level 5 wokani (9 HD, 9d4+40 hp); AC 5; hp 62; MV 90' (30'); #AT 1 dagger or spell; Dmg 1d4 or by spell; Save F9; ML 5; AL C. S12 I14 W12 D16 Co13 Ch13.

Korolo Togoro. Togoro (King) of the Tanagoro. Son and grandson of Tanagoro kings, Korolo is a competent planner and manager whose ideas run mostly to finding water and storing food more efficiently. He is also advised by his father's war leaders, and, so long as he listens to them, he is able to lead his people effectively in war. *Born:* AC 975. *Hair:* Black. *Eyes:* Brown. *Height:* 6'2". Black-skinned; lean; wears almost no jewelry. *Combat Notes:* F10; AC 6; hp 38; MV 120' (40'); #AT 1 spear; Dmg 2d4+4; Save F10; ML 8; AL L. S17 I13 W15 D17 Co9 Ch11. *Weapon Mastery:* Expert with the spear.

Koryn the Harpist. King of Ne'er-do-well, aka The Big Dipper. Koryn is a retired dipper (a pickpocket) who now plays the harp and rules the island of Ne'er-do-well. He adores the artistry inherent in thievery and confidence games, though he has little interest in personal profit. Koryn hopes his little kingdom can con-

Kol XIV



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tinue to remain independent of Thyatian rule, though it wouldn't be a total disaster if Thyatis conquered the island. *Born:* AC 948. *Hair:* Black. *Eyes:* Black. *Height:* 6'. Lean, elegant, copper-skinned; wears black clothes with gold piping; has long fingers. *Combat Notes:* T36; AC -2; hp 80; MV 120' (40'); #AT 1 normal sword; Dmg 2d8+8; Save T36; ML 7; AL N. S16 I16 W12 D18 Co9 Ch10. *Weapon Mastery:* Master of the normal sword. *Magical Items:* leather armor +3, ring of protection +3, normal sword +2.

Krinagar, Urmahid. Prince of Bramyra in Glantri, Viscount of Skullhorn Pass, Viceroy of Monteleone. Urmahid is of ancient Ethengarian descent. His title as Prince of Bramyra is highly controversial, as it makes him responsible for securing eastern Glantri against Ethengarians. But because he is loyal and because the Khan would have him executed if he was captured, several princes support his title. Urmahid is a masterful spy for the Council when missions deep in Ethengar are needed. He is also Prince Jherek Virayana's brother-in-law. *Born:* AC 968. *Hair:* Black, mustache. *Eyes:* Black. *Height:* 6'. Handsome, lean and fit; dresses in formal mages' robes to play down his Ethengarian origins. *Combat Notes:* M19; AC 4; hp 38; MV 120' (40'); #AT 1 dagger or spell; Dmg 3d4+3 or by spell; Save M19; ML 10; AL L. S12 I16 W13 D17 Co12 Ch16. *Weapon Mastery:* Master of the dagger. *Magical Items:* amulet of protection from crystal balls and ESP; dagger +3 of returning; elven boots; elven cloak; medallion of ESP, 90' range; ring of protection +3.

Krogada the Itchy. Tribal War Chieftain (Beastmen Wastes). Krogada is a young, ambitious war chief. Her aim is to unite dozens, perhaps hundreds of Beastmen tribes into an army and seize more fertile Icevale and Antalian lands; if she has her way, all the northern parts of Iciria could be at war within a few months. *Born:* AC 990. *Hair:* Black hair, worn long in a braid. *Eyes:* Red. *Height:* 4'4". Reddish brown skin, pointed ears, human-like teeth; wears black leather garments. *Combat Notes:* level 16 beast-woman; AC 4 with leather armor and shield; hp 57; MV 120' (40'); #AT 1 hand axe; Dmg 1d6+1; Save F16; ML 10; AL N. S15 I13 W10 D11 Co14 Ch18. *Magical Items:* shield +2.

Lornce M'Jozee. Duke of East Portage on the Isle of Dawn (was king until he surrendered his country to Thyatis in AC 1010). Lornce M'Jozee is a rogue, far more interested

in being a ladies' man than a good ruler. He is a sometimes arbitrary and unfair ruler, but very popular for his wit and looks. *Born:* AC 965. *Hair:* Black, mustache and beard, all close-trimmed. *Eyes:* Black. *Height:* 6'. Trim build; copper-skinned; handsome and rakish; wears simple blue pants and tunics but very elaborate jewelry and belt sheathes. *Combat Notes:* M25; AC 0; hp 40; MV 120' (40'); #AT 1 dagger or spell; Dmg 3d4+4 or by spell; Save M25; ML 7; AL C. S13 I18 W15 D9 Co11 Ch15. *Weapon Mastery:* Master of the staff, Master of the dagger. *Magical Items:* bracers of defense AC 0, ring of spell turning, dagger +3.

Maeragh Littlelaughs. Sheriff of Eastshire in the Five Shires. Maeragh is rigid; her judgments tend to be fair but severe. She's actually quite good-humored in private, but does not hesitate to do whatever is necessary to ensure peace and prosperity in her Shire. *Born:* AC 959. *Hair:* Brown. *Eyes:* Brown. *Height:* 3'1". Unlike most halflings, Maeragh looks stern and stone-faced. *Combat Notes:* H8; AC 9; hp 37; MV 120' (40'); #AT 1 short bow; Dmg 1d6+6; Save H8; ML 9; AL L. S12 I17 W16 D17 Co13 Ch15. *Weapon Mastery:* Expert with the short bow. *Magical Items:* short bow +2.

di Malapietra, Innocenti. Ex-Prince of Caurenze in Glantri, Viscount of Sirecchia, Viceroy of Ylourgne (titles stripped since Caurenze was destroyed in the meteor strike that created the Great Crater). Innocenti loves Machiavellian intrigue. He is a dangerous and paranoid man, allegedly fond of poison and treachery—he is not at all an honorable enemy. He is desperate to regain his power by becoming prince of a new region. To this end, he has allied himself with an unseen presence calling herself Synn. *Born:* AC 962. *Hair:* Black, medium length, pomaded; narrow mustache and pointed beard. *Eyes:* Brown. *Height:* 5'8". Overweight, looks oily, dresses richly, wears a lot of gold. *Combat Notes:* M17; AC 9; hp 44; MV 120' (40'); #AT 1 spell or poison; Dmg by spell or poison; Save M17; ML 4; AL C. S11 I17 W16 D12 Co16 Ch12. *Magical Items:* multiple potions of poison in interestingly disguised dispensers, ring of regeneration, ring of spell turning, wand of enemy detection.

du Marais, Malachie. Prince of Morlay-Malinbois (la Principauté des Loups Libré—the Principality of Free Wolves) in Glantri. Malachie's principality, Morlay-Malinbois, is one

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of the newer lands of Glantri; previous to its founding, he was Baron of Morlay. Malachie hides the fact that he is actually a werewolf, leader of the Canine Protection Society. A fair, strict ruler, Malachie will do anything to protect the people of his principality—both lycanthropes and normal humans. *Born:* Birth date unknown (apparent age 30). *Hair:* White. *Eyes:* Pink. *Height:* 5'10". Malachie is an albino; he wears black and purple clothing to set off his dramatic coloration, and wears glasses specially crafted with obsidian lenses to protect his eyes. In werewolf form he has white fur and blue eyes. *Combat Notes:* M10; AC 7; hp 42; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M18; ML 18; AL C. S16(18) I16 W9(7) D17 Co15(16) Ch13(12).

Mariella. Baroness (Queen) of Qeodhar; alias Hyldeborg. Mariella is the daughter of Empress Eriadna and full sister to King Ericall. Norlan, the Baron (i.e., King) of Qeodhar courted her incessantly for years, though Eriadna opposed the match; Mariella ran away from home several times, traveling under the name Hyldeborg, to be with her lover. When Eriadna died in the Sundsvall tragedy, Norlan and Mariella wed. Their love was quickly over. Mariella discovered Norlan was an arrogant, ambitious creep, while Norlan discovered that Mariella meant less to him without the Alphetian Empire attached. In AC 1010, when the flying ship *Mastwalker* came to Qeodhar bearing news of Eriadna's survival in the Hollow World, Mariella left her husband to return to Alphatia. She is immature and spoiled, not at all easy to be around. *Born:* AC 983. *Hair:* Black. *Eyes:* Violet. *Height:* 5'4". A very beautiful young woman, Mariella has the pale skin of a pure Alphetian. *Combat Notes:* Normal Human. *Magical Items:* Mariella's father, Torenal, gave her a special amulet enchanted with the same powers as a *ring of spell turning*, a *ring of protection* +4, a *ring of life protection*, and a *scarab of protection*.

Mauntea, Corwyn. President of the Merchant's Council, Chancellor of Darokin, The Merchant King. Corwyn, great-grandson of famous Darokin leaders, has been President of the Merchant's Council and Chancellor of Darokin since AC 988. Corwyn is an alert, diplomatic man with great skill as a merchant and negotiator. *Born:* AC 954. *Hair:* Black; beard and mustache. *Eyes:* Brown. *Height:* 5'10".

Light-skinned; portly, comfortable-looking; wears rich clothing in subtle colors. *Combat Notes:* T6; AC 0 (Dexterity bonus, leather armor, and ring of protection); hp 20; MV 120' (40'); #AT 1 sword; Dmg 1d8+3; Save T6; ML 7; AL N. S13 I15 W10 D18 Co12 Ch11. *Magical Items:* *ring of protection* +4, *normal sword* +2.

McGregor, Brannart. Prince of Klantyre in Glantri, Viscount of Crownsguard, Viceroy of Sablestone. Prince Brannart McGregor is a lich striving to attain Immortality in the Sphere of Entropy. Of course, he's careful to hide this from the people of Glantri. He is less careful to hide the fact that he is hateful and loathes life and cheer of any sort. Prince McGregor is frantic to learn everything he can of magic on his path to Immortality. *Born:* AC 927 (apparent age 75). *Hair:* White, wispy. *Eyes:* Whiteclouded, creepy. *Height:* 6'. Gaunt, thin, looks like a well-embalmed corpse, wears full great kilts and other tartan garments. *Combat Notes:* M33 (9d6+24 HD lich); AC 0; hp 65; MV 90' (30'); #AT 1 touch or spell; Dmg 1d10 + paralysis 1d100 days (touch) or by spell; Save M33; ML 10; AL C. S16 I17 W13 D11 Co16 Ch7. *Magical Items:* *staff of wizardry*, *boots of levitation*, *crystal ball with ESP*.

McRhomaag, Uthgaard. Baron (Thane) of Caerdwicca on the Isle of Dawn. Uthgaard is a pirate of some repute. When the Alphetians conquered Caerdwicca, he and his family and retainers escaped and took to the seas; when the Alphetians pulled out, he returned to his throne. He is a sneaky buccaneer who promotes piracy, but is a strong supporter of Thincol I and is very loyal to his friends. *Born:* AC 960. *Hair:* Red but going gray (shaggy beard and mustache). *Eyes:* Blue. *Height:* 5'8". Stocky build; many freckles; wears tartan kilts; looks like a red-furred bear who should be playing bagpipes. *Combat Notes:* F25; AC 2 (plate mail, shield); hp 75; MV 90' (30'); #AT 3 claymore (bastard sword); Dmg 1d8+12 (claymore one-handed), 1d10+12 (claymore two-handed); Save F25; ML 7; AL C. S17 I13 W10 D9 Co12 Ch14. *Weapon Mastery:* Master of the claymore (bastard sword), both one-handed and two-handed. *Magical Items:* *claymore (bastard sword)* +2, *rod of dominion*.

Meditor, Oran. Ruling Guild Master of the Minrothad Guilds. Oran Meditor is a canny and far-sighted elf. He was appointed as figurehead Ruling Guild Master by the Minrothad Council

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of Guild Leaders, who expected him to remain quiet and obey orders. Instead, he seized as much power as he could and reopened the islands to outside contact, then spent years frantically holding on to the power he'd taken and dodging assassination attempts. To half the population of the Guilds, he is a hero steering them confidently into the future; to the other half, he is a madman upsetting the proper order of things. *Born:* AC 839. *Hair:* Very light blond. *Eyes:* Blue gray. *Height:* 5'7". Lean, pale, harassed-looking. *Combat Notes:* E10; AC 1; hp 50; MV 120' (40'); #AT 1 dagger or spell; Dmg 2d4+2; Save E10; ML 11; AL N. S11 I15 W17 D13 Co10 Ch14. *Weapon Mastery:* Expert with the dagger. *Magical Items:* leather armor +1, ring of protection +4, silver dagger +2, elven boots.

Moglai Khan. The Golden Khan, Great Khan of the Ethengars, Khan of the Murkits. Moglai Khan has been in power for 25 years and has helped keep his people together as a formidable fighting force, but he has not been successful at smashing and conquering Ethengar's enemies (primarily Glantri and the Hel-dannic Territories). This has resulted in increasing dissent among the Ethengarians, who believe they should be destroying enemies in all directions and collecting treasures unseen in decades. Moglai is friendly and charming, interested in everything he sees and hears, but he reveals nothing of what he really thinks or feels. *Born:* AC 958. *Hair:* None; long, thin, black mustache. *Eyes:* Black. *Height:* 5'7". Muscular and handsome; dark-skinned; wears golden silk robes or gilded armor. *Combat Notes:* F33; AC 1; hp 100; MV 90' (30'); #AT 3 sword or bow; Dmg 2d6+12 or 1d8+6; Save F33; ML 8; AL N. S16 I14 W13 D14 Co13 Ch16. *Weapon Mastery:* Grand Master of the normal sword, Master of the short bow. *Magical Items:* medallion of ESP, scale mail +4, normal sword +2.

Monpac the Sunwatcher. The Oltec, King of the Oltecs. Monpac is peaceful and thoughtful, a scholar and astronomer. He hopes to find a successor to keep the Oltecs free from Azcan tyranny. Although he is still healthy, he is in his seventies and knows his years are numbered. *Born:* AC 935. *Hair:* Gray. *Eyes:* Black. *Height:* 5'5". Copper-skinned; thin and graceful; wears black kilts and cloaks. *Combat Notes:* C30 of Orzitiotl (Ixion); AC 9; hp 50; MV 120' (40');

Moglai Khan



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#AT 1 staff; Dmg 1d6; Save C30; ML 9; AL L. S12 I15 W18 D9 Co11 Ch14. *Magical Items:* quill of copying, chime of time.

Na-Do. King of the People (Brute-Men Territory). Na-Do is a title rather than a name; Na-Do gave up his personal name when he became king. He is a strong warrior. His sire, the old chief, abdicated rule of the Brute-Men and now acts as advisor to his son. Na-Do is eager to pit himself and his warriors against sabre-tooth tigers, wooly mammoths, and other menaces of their area, but not to face the human and dwarf civilizations all around. His clan of Brute-Men live near Fang Cave. *Born:* AC 982. *Hair:* Brown, short, spiky; short beard and mustache. *Eyes:* Black. *Height:* 5'10". Gnarled but powerful-looking body; intelligent eyes. *Combat Notes:* 10 HD brute-man; AC 7 (leather armor); hp 75; MV 120' (40'); #AT 1 spear; Dmg 1d6+3; Save C10; ML 9; AL N. S18 I13 W10 D11 Co18 Ch12.

Naravipa Dagger Tooth. Chief of the Tiger Clan (Atruaghin Clans). A large, savage warrior, Naravipa enjoys stalking and torturing outsiders. *Born:* AC 968. *Hair:* Black. *Eyes:* Black. *Height:* 5'8". Stocky, sturdy-looking; brooding expression; copper-skinned; tiger stripes tattooed on shoulders and back. *Combat Notes:* F28; AC 8; hp 90; MV 120' (40'); #AT 3 spear; Dmg 2d4+12; Save F28; ML 10; AL C. S18 I8 W13 D14 Co13 Ch15. *Weapon Mastery:* Grand Master of the spear. *Magical Items:* spear +3.

Necco the Black. Governor of Baraga (Merry Pirate Seas), Pirate King. Necco is now devoted to comfort and sensual pleasures, but 20 years ago he was the most feared pirate leader in all the seas. He sacked Huilaktima in the Azcan Empire and Moreus in the Milenian Empire; he became richer than any other pirate and retired with a staggering fortune. Though he is not now much of a fighter, he wields great influence through the careful application of money. Necco lives to enjoy himself and delegates all duties to subordinates. He is lazy but charming, and fond of telling stories of his misspent youth as a pirate. *Born:* AC 952. *Hair:* Black; natty mustache. *Eyes:* Black. *Height:* 6'. Overweight but still well-muscled; wears unadorned garments of black silk. *Combat Notes:* F9; AC 9; hp 45; MV 120' (40'); #AT 1 normal sword; Dmg 1d8+4; Save F9; ML 6; AL N. S16 I18 W14 D9 Co11 Ch14. *Magical Items:* normal sword +2, ring of regeneration.

ul Nervi, Chandra. Rajadhiraja (King of Kings) of Sind. Chandra first became Rajadhiraja in AC 992. He is an honest man and a just ruler who bows to the Master of Hule for the sake of the people of Sind. Chandra is quick to forgive and forget, although the past decade has taxed that ability. He delights in his family and spends as much time with his wives and children as his duties and responsibilities allow. *Born:* AC 965. *Hair:* Black. *Eyes:* Black. *Height:* 5'10". Chandra ul Nervi has the nut-brown skin of the Sindhi people. *Combat Notes:* C16; AC 3; hp 57; MV 90' (30'); #AT 1 war hammer or spell; Dmg 2d4+7 or spell; Save C16; ML 10; AL L. S13 I14 W18 D11 Co13 Ch13. *Weapon Mastery:* Master of the mace. *Magical Items:* chain mail +2, war hammer +2 of returning.

Norlan. Baron (King) of Qeodhar, Kjavik (Scourge) of Norzee (the sea west of Qeodhar). Norlan was the third-born son of Qeodhar's previous king. He convinced his other brothers to emigrate to Norwold rather than fight him for the throne, which he achieved in AC 996. He conceived a great passion for Mariella, daughter of the Alphatian empress, and only recently was able to marry her. Norlan pretends to be swashbuckling and roguish, but he's actually ambitious, humorless, quick to avenge an insult, and quick to betray someone whose help he no longer needs. He is furious that Mariella ran away, and will pay almost anything to get her back—although he finds her immature and unattractive now that they're married. *Born:* AC 972. *Hair:* Brown. *Eyes:* Blue. *Height:* 5'11". Norland is pale-skinned, with sharp, darting eyes and an energetic manner. He dresses in rich, embroidered versions of common seaman's dress. *Combat Notes:* F24; AC 2; hp 75; MV 90' (30'); #AT 3 normal sword; Dmg 2d8+10; Save F24; ML 9; AL C. S16 I13 W10 D12 Co13 Ch12. *Weapon Mastery:* Master of the normal sword. *Magical Items:* normal sword +4, chain mail +3, ring of human control.

Nurokidu Nuar. King of the Pearl Islands. Devoted to self-improvement, Nurokidu Nuar prefers to put good administrators in charge of specific government functions and let them do their jobs. Though technically a thief, he is actually a rake—a thief who uses stealth for many purposes but does not steal. *Born:* AC 950. *Hair:* Black, very short. *Eyes:* Black. *Height:* 6'. Medium build; wears white kilt and strings of colorful shells. *Combat Notes:* T36

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(rake); AC 7; hp 78; MV 120' (40'); #AT 1 dagger; Dmg 4d4+5; Save T36; ML 8; AL L. S13 I11 W18 D17 Co9 Ch12. *Weapon Mastery:* Grand Master of the dagger. *Magical Items:* dagger +4.

Olaf Yarrvikson. King of Oceansend. Olaf is the grandson of the original Thyatian governor of the city. His father, King Yarrvik, is still alive, but abdicated to avoid growing weak on his throne. At heart, Olaf is a miner and engineer, but reluctantly performs the duties of king because he's better suited to it than any other contender in Oceansend. *Born:* AC 961. *Hair:* Blond, graying; beard and mustache. *Eyes:* Blue. *Height:* 6'. Burly torso and muscular arms but rather ordinary legs give him a top-heavy look; wears brown and black garments suited to the mines; looks serious and a little sad. *Combat Notes:* F10; AC -2; hp 66; MV 90' (30'); #AT 1 sword; Dmg 1d8+5; Save F10; ML 10; AL L. S18 I10 W15 D12 Co17 Ch9. *Magical Items:* plate mail +2, shield +2, normal sword +2, dagger +4.

Paka, Bwana Gwaride Kondu. The Arm of Yav; Bwana Gwaride (Great Guardian) of Yavdlom. Kondu Paka is the commander of Yavdlom's army. He is a superb tactician, both loved and respected by Yavdlom's soldiers. Kondu has a tendency to want to take on the most dangerous tasks and missions himself—a tendency his officers oppose at every turn. Although Kondu can be maddeningly stubborn, he actually undertakes only a tenth of the missions he'd like. *Born:* AC 966. *Hair:* Black. *Eyes:* Golden brown. Kondu has the coffee skin coloring of a Yavdlom citizen with a high degree of elven blood in his ancestry. *Combat Notes:* F28; AC 2 (banded mail +2); hp 88; MV 90' (30'); #AT 3 spear or two-handed sword; Dmg 2d4+8 or 3d6+6; Save F28; ML 11; AL L. S16 I12 W16 D9 Co13 Ch 16. *Weapon Mastery:* Master of the spear; Master of the two-handed sword. *Magical Items:* banded armor +2, ring of life protection; spear +2 of returning; two-handed sword +1, +3 vs. undead.

Porphyriel. Shaman of the City of the Stars. Porphyriel has been a shaman of the Immortal Rafael for centuries. Though she is old, she has the manner and vigor of a young shadow elf. She is calm, but eager for new knowledge. She quests for Immortality. *Born:* AC 273. *Hair:* White, worn long. *Eyes:* Blue, slightly slanted. *Height:* 5'3" (tall for a shadow elf woman). Porphyriel is ageless; the years do not seem to

affect her. She almost always wears the white garments of a shaman of Rafael, but she likes them decorated with some fine embroidery. *Combat Notes:* 21st level elf wizard (and elf shaman); AC 5; hp 57; MV 120' (40'); #AT 1 mace; Dmg 1d6+3; Save E10; ML 11; AL L. S9 I13 W18 D13 Co13 Ch17. *Magical Items:* mace +3, ring of protection +3, shield bracelet (one turn to activate, then acts as shield +3 for one turn, cures 50% of all damage inflicted on Porphyriel), ring of regeneration, staff of dispelling, staff of healing.

Powakuan Sleeps-With-Open-Eyes. Chief of the Bear Clan (Atruaghin Clans). Powakuan is an alert man but very slow of speech; he considers every sentence from several angles before he utters it. The so-called spirits who came to him promising to bring good luck and prosperity to the Bear Clan are actually unscrupulous Alpathian magic-users who have charmed him and intend to rule the Bear Clan—and perhaps the other clans as well. *Born:* AC 968. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". Lean but muscular. *Combat Notes:* F10; AC 7 (quilt armor and Dexterity bonus); hp 45; MV 120' (40'); #AT 1 mace; Dmg 2d4+5; Save F10; ML 9; AL L. S17 I13 W10 D13 Co9 Ch12. *Weapon Mastery:* Expert with the mace. *Magical Items:* mace +1.

Qirklin. Prince of Floating Ar, Patriarch of Valerias. As Qissling has no children, Floating Ar's throne will most likely fall to Qirklin. He is amused by the frailties of mankind and very tolerant; he is fond of games, and promotes romance and duelling. *Born:* AC 981. *Hair:* Red. *Eyes:* Black. *Height:* 6'1". Copper-skinned, very strong of appearance, lean; wears bright colors. *Combat Notes:* C20 of Valerias; AC 0; hp 54; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d8+10 or by spell; Save C20; ML 9; AL L. S16 I10 W18 D12 Co13 Ch15. *Weapon Mastery:* Master of the war hammer. *Magical Items:* plate armor +1, shield +1, war hammer +3.

Qissling. King of Floating Ar. Qissling is interested only in his magical studies. He possesses no leadership skills, no ability to deal normally with other people, and no interest in socializing or governing. *Born:* AC 932 (apparent age 50). *Hair:* Gray. *Eyes:* Brown. *Height:* 5'11". He is a creepy figure, pale despite being copper-skinned, wide eyed, and spectral. *Combat Notes:* M28; AC 9; hp 40; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save

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M28; ML 4; AL N. S13 I18 W6 D10 Co12 Ch11. *Magical Items:* dagger +3.

Ragnar the Stout. War Leader of the Nordharta Defense League; Commander of Ragnar's Fort in Soderfjord. Ragnar is a charismatic man who believes that only a strong central leader can make the Jarldoms into a powerful nation—and he wants that power for himself. He is pleasant, ruthless, ambitious, and patriotic. *Born:* AC 958. *Hair:* Blond, graying; thick mustache. *Eyes:* Amber. *Height:* 6'2". A burly man; pins medals and braid from soldiers he's killed on his own tunic and armor. *Combat Notes:* F28; AC 2; hp 100; MV 90' (30'); #AT 3 hand axe; Dmg 2d4+10; Save F28; ML 11; AL N. S17 I10 W12 D9 Co16 Ch17. *Weapon Mastery:* Master of the hand axe. *Magical Items:* shield +3, hand axe +4.

Ramenhotep XXIV. Pharaoh of Thothia, King of Edairo. Ramenhotep XXIV, son of the previous Pharaoh, Ramenhotep has been on the throne of Edairo since AC 1002. A youthful cleric, he has soothed the population of Edairo with his calm assurance that their greatness and the will of the Immortals will protect them from the barbarian Thyatians. He is determined to bring Thothia into the modern era and to vanquish ancient superstitions, but he fears assassination at the hands of traditionalists. *Born:* AC 985. *Hair:* Black. *Eyes:* Black. *Height:* 5'9". He possesses catlike grace and is finely muscled; dark-skinned like most Thothians; piercing gaze; often dresses in very simple white linen kilts or elaborate Thothian headdresses and garments for state events. *Combat Notes:* C10 of Rathanos; AC -3; hp 45; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d8+5; Save C10; ML 9; AL L. S13 I10 W17 D18 Co13 Ch15. *Weapon Mastery:* Expert with the war hammer. *Magical Items:* scale mail +3, shield +2, war hammer +2.

Ramose IV. Pharaoh of Nithia, Patriarch of Rathanos. Ramose is an intelligent, educated man made grim by the duties of the Pharaoh. He is morose and stubborn, and he loves building monuments to himself. Since he ordered his wife put to death in AC 1010 (she flaunted one too many affairs in his face), Ramose has been a troubled man. His children abandoned him to wander the Hollow World. Even Rathanos, his patron Immortal, abandoned him; he can no longer cast spells. *Born:* AC 970. *Hair:* Brown; clean-shaven. *Eyes:* Yellowish brown. *Height:*

5'11". Broad-shouldered, narrow-waisted, brown-skinned, heavy eyebrows; wears colorful kilts and cloaks; handsome but dangerous-looking. *Combat Notes:* C22 of Rathanos; AC 2; hp 49; MV 90' (30'); #AT 1 mace; Dmg 2d4+6; Save C22; ML 7; AL N. S13 I15 W17 D14 Co12 Ch16. *Weapon Mastery:* Master of the mace. *Magical Items:* two maces +1, shield +2, scarab of protection.

Rathyka. Queen of the Wind-Like-Wolf Clan (Jennite Holdings). Rathyka was princess of the Red Horns Clan before marrying Trudar and joining the Wind-Like-Wolf Clan. She is not especially warlike; she is most interested in preserving the great ranges where the aurochs feed. *Born:* AC 989. *Hair:* Light brown. *Eyes:* Black. *Height:* 5'9". Coppery skin; broad shoulders, very strong. *Combat Notes:* level 11 druid; AC 7; hp 36; MV 120' (40'); #AT 1 club; Dmg 1d6+7; Save C11; ML 9; AL L. S16 I13 W18 D10 Co9 Ch15. *Weapon Mastery:* Master of the club.

Raya, Korikotodeva. Grand Mogul of Shahjapur. Raya is an excellent fighter and a vigorous young ruler, firmly in control of the government. Only the priests of Shahjapur hold more power than the Grand Mogul, but they seldom exercise their influence. Raya has no desire to improve the lot of Shahjapur's citizens, and spends much of his time hunting tigers. *Born:* AC 977. *Hair:* Black. *Eyes:* Black. *Height:* 5'11". Nut-brown skin; ruggedly handsome; athletic; in almost perfect physical condition. A tiger's claws have left white scars on his left cheek. *Combat Notes:* F23; AC 3 (chain mail and Dexterity bonus); hp 110; MV 120' (40'); #AT 2 spear or scimitar (normal sword); Dmg 2d4+9 or 2d8+11; Save F23; ML 11; AL N. S18 I10 W6 D17 Co18 Ch13. *Weapon Mastery:* Grand Master of the spear; Master of the scimitar. *Magical Items:* ring of quickness; scimitar +2; spear +2, +3 vs. tigers.

Reston of Akesoli. King of Ierendi. Reston is a military man of Darokin, a former garrison commander who got tired of paperwork and returned to the adventuring life. He entered Ierendi's Crown Tourney in AC 1007—and won. He has managed to retain the title of King through every tournament since. Coincidentally, so has his partner-in-ruling; Tristilia, Queen of Ierendi. Reston is very punctual in everything, and he treats Ierendi's soldiers like good pals. *Born:* AC 972. *Hair:* Blond; mustache and beard. *Eyes:* Green. *Height:* 6'. Deeply tanned,

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weathered-looking features, muscular build, handsome enough to be very popular with the ladies, wears sea blue garments. *Combat Notes:* F26; AC -1; hp 80; MV 90' (30'); #AT 3 spear; Dmg 2d4+12; Save F26; ML 8; AL N. S18 I12 W14 D13 Co11 Ch15. *Weapon Mastery:* Grand Master of the spear. *Magical Items:* chain mail +4, spear +3.

Rhody, Jerem. King of Emerond. Jerem Rhody became king of Emerond in AC 989. The position of "king" in Emerond bears few responsibilities (except in time of crisis); Jerem spends most of his time tending to his beloved jungle. *Born:* AC 957. *Hair:* Silver. *Eyes:* Green. *Height:* 5'9". Like all Emerondians, King Jerem has pale green skin, silver hair, and a slightly elfin appearance. *Combat Notes:* 25th-level Druid; AC 9; hp 36; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+6; Save C25; ML 6; AL N. S13 I15 W17 D10 Co10 Ch13. *Weapon Mastery:* Master of the staff. *Magical Items:* staff of commanding.

Rohini, Sitara. A young woman of Sind's Rishiya (clerical) caste. Sitara, like many young Sindhis, chafes under the harsh rule of the Master of Hule and dreams of a day when Sind will be free of the humanoid, brigands, and riff-raff occupying her lands. *Born:* AC 993. *Hair:* Black, worn in a long braid. *Eyes:* Black. *Height:* 5'5". Although slight of build, Sitara is very graceful. Her kind and generous nature helps her make friends easily. *Combat Notes:* C1; AC 6; hp 6; MV 120' (40'); #AT 1 staff; Dmg 1d6; Save C1; ML 8; AL L. S10 I13 W18 D18 Co9 Ch15. *Magical Items:* scroll of illumination.

Rolodir. King of Icevale, King in Argandir. Rolodir is a quiet and tolerant elf, fond of good times. He is a past champion at axe throwing and is always anxious to prove his skill against challengers. He does not know how to cast magic. *Born:* AC 687. *Hair:* White, very fine; wears long beard and mustache. *Eyes:* Blue. *Height:* 6'3". So lean he looks ghostly; wears white furred garments and a silver crown. *Combat Notes:* E10; AC 2; hp 39; MV 90' (30'); #AT 2 two-handed sword; Dmg 1d10+3; Save E10; ML 7; AL N. S13 I14 W18 D10 Co11 Ch15. *Weapon Mastery:* Expert with the hand axe (especially thrown). *Magical Items:* chain mail +3, two-handed sword +2.

Santarian Keltander. Mayor of Serraine. Santarian is a pegataur and lifelong inhabitant of the flying city of Serraine. He has served as

the captain of the pegataur defense force and as the city organizer of jousts, and has been mayor previously. He is a rather intense creature who lives by his word and hates the compromises that go hand-in-hoof with politics. *Born:* AC 970. *Hair:* Brown. *Eyes:* Blue. *Height:* 16 hands (5'4") at the withers where equine and elven torsos join; 7'4" from his forehooves to the top of his head). Santarian is an enormous, very sturdy, healthy-looking pegataur with a glossy coat and a long mane. He wears a heavy blue headband encribed with elvish symbols. *Combat Notes:* level 11 pegataur/level 4 shaman of Ilsundal; AC -3; HD 10+6; hp 78; MV 180' (60'); flying 360' (120'); #AT 2 hooves or 1 weapon; Dmg 1d6+3/1d6+3 or 1d10+7; Save D11; ML 10; AL L. S18 I15 W10 D13 Co16 Ch15. *Magical Items:* plate barding +3, two-handed sword +4 (does not automatically lose initiative, casts slow spells five times per day, can haste wielder and six pegataurs or elves for three turns once per day; name "Timesweep").

Shaedrik Divotfoot. Sheriff of Leeha in Norwold. Shaedrik is a native-born halfling of Norwold. After a misspent youth adventuring in the giant-infested hills to the north, he returned to Leeha and was immediately elected sheriff by the increasingly defense-minded halflings there. *Born:* AC 977. *Hair:* Blond. *Eyes:* Brown. *Height:* 3'2". Shaedrik is robust-looking, with mountain lion scars on his right shoulder and collarbone. *Combat Notes:* H8; AC 2; hp 50; MV 90' (30'); #AT 1 short sword; Dmg 1d6+8; Save H8; ML 8; AL L. S16 I12 W13 D10 Co17 Ch14. *Weapon Mastery:* Expert with the short sword. *Magical Items:* balfing chain mail +1, shield +1, short sword +2.

Siaron Lagrius. Queen of Lagrius on Bellisaria. A direct descendant of the nation's founder, Siaron is grimly determined to keep herself on the throne and keep her nation safe in spite of what comes. A magician of average power, she is very good at finding loyal, competent underlings to act as her subordinates. Personally, she is somber, and enjoys reading and art. *Born:* AC 959. *Hair:* Red. *Eyes:* Brown. *Height:* 5'4". Copper-skinned; pudgy; dresses in dark, simple, moody gowns at court, and light, elaborate gowns with her family. *Combat Notes:* M13; AC 9; hp 30; MV 120' (40'); #AT 1 staff or spell; Dmg 1d6 or by spell; Save M13; ML 8; AL N. S9 I16 W13 D10 Co11 Ch9. *Magical Items:* ring of fire resistance, ring of x-ray vision.

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Sighvat Hordson. Prince of Ostland. Sighvat is the last child of Yrsa and Hord; he is four years old.

Sildil Seaeys. Sheriff of Southshire, Leader of the Navy of the Five Shires. Sildil is fiery tempered, tireless, spirited, and fearless. She rarely sets foot on a ship, but is constantly inspecting the Shires' navy and harbors and has directed the navy in several operations against raiders sent by the Desert Nomads from Sind, and in providing troop transport in the war with the Black Eagle Barony. *Born:* AC 978. *Hair:* Red, curly. *Eyes:* Brown. *Height:* 3'1". Light-skinned but florid complexion; wears naval uniforms. *Combat Notes:* H8; AC 2 (chain mail and shield, Dexterity bonus); hp 31; MV 90' (30'); #AT 1 short sword; Dmg 1d6+6; Save H8; ML 7; AL L. S15 I17 W16 D16 Co16 Ch15. *Weapon Mastery:* Expert with the short sword. *Magical Items:* short sword +1 of flying.

Stillian. Ex-Queen of Trikelios on the Isle of Dawn. Stillian spent years weeding out the corruption once rampant in her city. In AC 1010, she unhappily faced the prospect of conquest by Thyatians and the imposition of *Thyatian*

corruption. Trikelios fell to the Thyatian invaders in Swiftmont of AC 1010, after a brutal siege. Fearing for her life, Stillian fled as the Thyatians sacked Trikelios. Her current whereabouts are unknown. *Born:* AC 949 (apparent age 30). *Hair:* Black; worn long but up in elaborate hairstyles. *Eyes:* Black. *Height:* 5'5". "Pure" Alphatian (very pale skin); prefers very dark gowns and lots of pearls. *Combat Notes:* M30; AC 9; hp 47; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M30; ML 9; AL L. S8 I17 W18 D9 Co11 Ch15. *Magical Items:* ring of spell storing, helm of telepathy, amulet of protection from crystal balls and ESP.

Talinguk Rolls-His-Canoe. Chief of the Turtle Clan (Atruaghin Clans). Leader of the entire Turtle clan, Talinguk is a kindly, robust middle-aged man. He is better known for his leadership and organizational skills than for his ability as a canoer or fisherman. He prefers avoidance and cleverness to outright combat. *Born:* AC 957. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'9". Copper-skinned; friendly features; strong but somewhat overweight. *Combat Notes:* T16; AC 5; hp 40; MV 120' (40'); #AT 1 spear; Dmg



Stillian, Queen of Trikelios

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1d6+1; Save T16; ML 6; AL N. S13 I17 W14 D16 Co9 Ch10.

Tanadaleyo. Radiant Princess of the Shadow Elves, Governor of Aengmor. First-born daughter of King Telemor of the City of the Stars, Tanadaleyo rules Aengmor in his name. She is tough-minded and ambitious, and may decide to rule Aengmor in her own name. She is boisterous, temperamental, and strong willed. *Born:* AC 679. *Hair:* White. *Eyes:* Gray. *Height:* 5'2". Wiry and strong; pale-skinned like all Shadow Elves. *Combat Notes:* E13; AC -4; hp 54; MV 90' (30'); #AT 2 two-handed sword; Dmg 2d8+5; Save E10; ML 11; AL N. S15 I17 W12 D18 Co15 Ch14. *Weapon Mastery:* Expert with the two-handed sword. *Magical Items:* chain mail +3, ring of protection +1, displacer cloak, gauntlets of ogre power, two-handed sword +2 of slicing, crossbow +3.

Tanarobi Nuar. Pearl Islands Ambassador to Thyatis. To prevent innocent Nuari from being taken advantage of by clever Thyatian rogues, Tanarobi became the Pearl Islands' Consul in Thyatis City and served in that role for over 20 years. When the Pearl Islands declared their independence, Tanarobi was appointed Ambassador to Thyatis by the Pearl Islands' king. (The Thyatians still contend the Pearl Islands are not a sovereign nation and cannot appoint ambassadors.) Tanarobi is a dutiful, responsible man full of advice for anyone who'll listen. *Born:* AC 951. *Hair:* Black (heavily grayed). *Eyes:* Brown. *Height:* 5'11". *Combat Notes:* T6 (rake); AC 5 (leather armor and Dexterity bonus); hp 17; MV 120' (40'); #AT 1 short sword; Dmg 1d6+1; Save T6; ML 8; AL L. S13 I13 W15 D17 Co12 Ch14.

Tarisco Highnose. Sheriff of Highshire in the Five Shires. The halflings of Highshire elected Tarisco as sheriff when Multhim Graybeard, the previous sheriff, died of natural causes. He is rather pretentious and self-important. *Born:* AC 972. *Hair:* Black. *Eyes:* Brown. *Height:* 2'11". Light-skinned; wears rich clothes and high heels making him look five inches taller. *Combat Notes:* H8; AC 9; hp 30; MV 120' (40'); #AT 1 short bow; Dmg 1d6; Save H8; ML 5; AL N. S10 I15 W13 D10 Co12 Ch17.

Tastagarth Lunn. Ex-King of Dunadale on the Isle of Dawn. Tastagarth Lunn had been a governor before the recent war; Empress Eriadna made him a king to help ensure his loyalty. He has always been more interested in his magic than in the day-to-day operations of his

government. When Thyatis conquered Dunadale in Thaumont of AC 1010, Tastagarth Lunn fled far away to build a nice, quiet tower where he can dabble in his magic in peace. *Born:* AC 940 (apparent age 40). *Hair:* Brown, worn long in a ponytail. *Eyes:* Brown. *Height:* 5'11". Tastagarth Lunn is nervous, with birdlike head movements. He is very lean and copper-skinned; he wears blue robes in tasteful designs and is rather vain. *Combat Notes:* M22; AC 8; hp 35; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+1 or by spell; Save M22; ML 5; AL N. S10 I17 W10 D13 Co9 Ch11. *Magical Items:* dagger +1, broom of flying, elven boots.

Telemor. King of the Shadow Elves of the City of the Stars. Originally a general of distinction, Telemor took the throne after the previous king died childless. He has ruled his people wisely for four centuries. However, he bears deep grudges, and he had no qualms against driving the elves of Alfheim out to create an above ground nation for his shadow elves. *Born:* AC 568. *Hair:* White. *Eyes:* Blue. *Height:* 5'8". Telemor is tall and powerful-looking for a shadow elf, but his mannerisms are slow and languid. He wears white clothes trimmed in blue and gray; he is very fastidious. *Combat Notes:* E15; AC -5; hp 67; MV 90' (30'); #AT 2 (Attack Rank H) normal sword; Dmg 2d8+9; Save E10; ML 11; AL N. S17 I18 W12 D13 Co16 Ch16. *Weapon Mastery:* Master of the normal sword. *Magical Items:* chain mail +3, shield +3, ring of protection +1, ring of spell turning, "Blackbolt" (normal sword +3, casts 12d6 lightning bolt twice per day; bolt is black rather than light).

Teng Lin-Dieu. King of Ochalea, Patriarch of Koryis. Teng Lin-Dieu ("Teng" is his family name) is friendly but reserved. He advocates peace and the pacifistic philosophies of the Immortal Koryis. He isn't naive when it comes to the harsh realities of life on Mystara, however, and in AC 1010 he signed a treaty of mutual defense with the Pearl Islands. *Born:* AC 959. *Hair:* Brown, narrow mustache and beard. *Eyes:* Brown. *Height:* 5'10". Copper-skinned; lean; very creased features; near-sighted; wears Ochalean garments in jade-green silk. *Combat Notes:* C36 of Koryis; AC 9; hp 70; MV 120' (40'); #AT 1 spell; Dmg by spell; Save C36; ML 7; AL L. S13 I14 W17 D9 Co13 Ch11.

Terari. Wandering mage and teacher of magic (and Alphatia's previous Emperor). Terari

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is actually Tylion, Eriadna's father. He was forced from the imperial throne after a disastrous military campaign against Thyatis. Tylion contented himself with palace activities for many years, and gradually developed the alternate identity of Terari, a wandering mage. When Alpathia sank—apparently killing all of Tylion's descendants except for Zandor, whom he loathed—he took to wandering the world. In AC 1010, he accepted a post as Master of the Karameikan School of Magecraft. Terari/Tylion enjoys teaching and experimenting with the creation of new monster races. He can be very sarcastic but has a good heart. *Born:* AC 871 (apparent age 60 as Terari; 40 as Tylion). *Hair:* Gray, beard and mustache (as Terari); brown, with lavish beard and mustache (as Tylion). *Eyes:* Brown (as Terari); golden brown (as Tylion). *Height:* 6'2" (as Terari); 5'8" (as Tylion). Copper-skinned in both identities. As Terari, he wears plain brown robes; as Tylion, he wears royal purple and gold robes fashioned from spiders' silk. *Combat Notes:* M36; AC 6; hp 60; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+13 or by spell; Save M36; ML 7; AL N. S13 I18 W11 D10 Co14 Ch15. *Weapon Mastery:* Grand Master of the staff. *Magical Items:* staff +5, ring of spell storing, ring of protection +3, flying carpet.

Teskillion. King of Dawnrim on Bellissaria. An experienced Alpathian military man, Teskillion has a keen grasp on the desperate straits Dawnrim will be in if attacked. He is a middle-aged man, still fit after many active years. He is a good leader; he hates laziness and incompetence, but is friendly to those who demonstrate exceptional ability in any skill. He despises Alpathians who scorn him because he cannot cast spells. *Born:* AC 967. *Hair:* Blond; beard and mustache. *Eyes:* Brown. *Height:* 6'. Lean and in good shape; common Alpathian coloring (copper-skinned). *Combat Notes:* F14; AC 0; hp 58; MV 90' (30'); #AT 2 two-handed sword; Dmg 3d6+7; Save F14; ML 10; AL N. S17 I11 W10 D17 Co13 Ch14. *Weapon Mastery:* Master of the two-handed sword. *Magical Items:* two-handed sword +2, plate armor +2.

Thar. Ex-King of the Broken Lands, Ex-Supreme Commander of the Legions, Chief of Orcus Rex. Thar was a powerful, charismatic orc who kept hordes of dissimilar humanoid together for thirty-five years. Thar is now a cowed, frightened ex-general who no longer dreams of conquering the world—only of find-

ing a way to defy the dragon Synn who forced him to accept King Kol as his superior. *Born:* AC 954. *Hair:* Black. *Eyes:* Brown. *Height:* 6'3". A large, powerful-looking orc; very sharp-looking tusks; copper-skinned; mesmerizing eyes and speech. *Combat Notes:* level 30 orc, 9 HD nosferatu; AC 0; hp 85 (7d8+42); MV 120' (40'); #AT 1 bite or bastard sword; Dmg 1d4+2 (bite) or 1d6+4 (sword one-handed) or 1d10+11 (sword two-handed); Save F7; ML 11; AL C. S17 I13 W11 D14 Co16 Ch18. *Weapon Mastery:* Master of the bastard sword (two-handed). *Magical Items:* bastard sword +1 (flames on command), ring of regeneration, bracers of defense AC 0, drums of panic, horn of blasting.

Timalta. Ex-Queen of Gaity in the Alatian Islands. Timalta became queen of Gaity simply because she was the most powerful spellcaster left on the island after the war. When Gaity fell to the Thyatian invaders in Flaurmont of AC 1010, Timalta was taken captive and hauled off to Thyatis City. Loyalists rescued her four months later; she is now in hiding. Timalta is generally optimistic, though disorganized and nervous. *Born:* AC 982. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'4". Copper-skinned; wears bright costumes in floral prints. *Combat Notes:* M5; AC 9; hp 14; MV 120' (40'); #AT 1 dagger; Dmg 1d4; Save M5; ML 5; AL C. S9 I15 W10 D12 Co11 Ch12.

Tiradon. King of Corescos (Toldal Kingdoms). Tiradon is a traveler who has been to the Milenian Empire and back. He is recently married, but sometimes acts as eager and foolish as a boy. He is fascinated by foreign cultures, and is just as happy to visit them as to raid them. *Born:* AC 982. *Hair:* Brown. *Eyes:* Brown. *Height:* 6'. Average build; dresses in sweeping tunics and cloaks that make him look bigger. *Combat Notes:* F15; AC 0; hp 58; MV 90' (30'); #AT 1 spear; Dmg 2d4+7; Save F15; ML 7; AL N. S16 I13 W11 D10 Co12 Ch15. *Weapon Mastery:* Expert with the spear. *Magical Items:* banded mail +2, shield +1, spear +3.

Torion, Anaxibius. Count of Redstone on the Isle of Dawn, General in the Thyatian Army. Anaxibius is an ex-slave who became a popular gladiator and won his freedom. He took his wife's family name. Anaxibius is ambitious but honorable, and resents any insinuation that he married Stefania for power or wealth. He finds it easy to kill, but must do so theatrically; he is extremely charismatic and

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popular. *Born:* AC 970. *Hair:* Black; trim beard and mustache. *Eyes:* Black. *Height:* 6'4". Built like a musclemán; very handsome; when not in uniform, dresses in bright red kilts and cloaks. *Combat Notes:* F36; AC -2; hp 102; MV 90' (30'); #AT 4 short sword; Dmg 1d6+15; Save F36; ML 10; AL L. S18 I11 W13 D18 Co12 Ch18. *Weapon Mastery:* Grand Master of the short sword, Grand Master of the trident. *Magical Items:* plate mail +2, short sword +3.

Torion, Asteriela. Queen of Helskir on the Isle of Dawn, daughter to Emperor Thincol of Thyatis. Asteriela is a magic-user and expert diplomat, trained in the art of diplomacy by Empress Eriadna herself during Asteriela's stay in Alpathia. She is an independent thinker, and refuses to subject herself to the rule of others; she is bright, energetic, and charming. *Born:* AC 979. *Hair:* Gold blond. *Eyes:* Dark brown. *Height:* 5'5". Fair complexion, piercing eyes. *Combat Notes:* M14; AC 9; hp 30; MV 120' (40'); #AT 1 dagger or spell; Dmg 2d4 or by spell; Save M14; ML 7; AL L. S8 I17 W15 D12 Co10 Ch15. *Weapon Mastery:* Expert with the dagger. *Magical Items:* dagger +1, wand of fire balls, ring of invisibility.

Torion, Coltius. Prince of Thyatis. Coltius Torion is the firstborn son of Eusebius Torion. He secretly loathes his entire family (except for his aunts Asteriela and Stefania) and hopes he will not turn into a manipulator like his father or grandfather. *Born:* AC 994. *Hair:* Brown. *Eyes:* Brown. *Height:* 5' 11". *Combat Notes:* Although Coltius has been trained in the use of weapons, he has not yet decided what career he wishes to pursue; he is still a Normal Man.

Torion, Eusebius. Prince-Regent of Thyatis. Eusebius is physically fit and as slippery and manipulative as his father, Thincol. He looks on rule of the Thyatian Empire as a business. *Born:* AC 961. *Hair:* Brown; mustache and beard. *Eyes:* Brown; lusterless and dead like a shark's. *Height:* 6'1". Craggy features schooled into emotionlessness. Wears white dress uniforms with no unit insignias. *Combat Notes:* F21; AC 0 (shield and magical plate mail); hp 61; MV 90' (30'); #AT 2 sword; Dmg 2d8+7; Save F21; ML 10; AL N. S17 I16 W10 D12 Co13 Ch12. *Weapon Mastery:* Master of the normal sword. *Magical Items:* plate mail +2, normal sword +2, ring of human control, amulet vs. crystal balls and ESP.

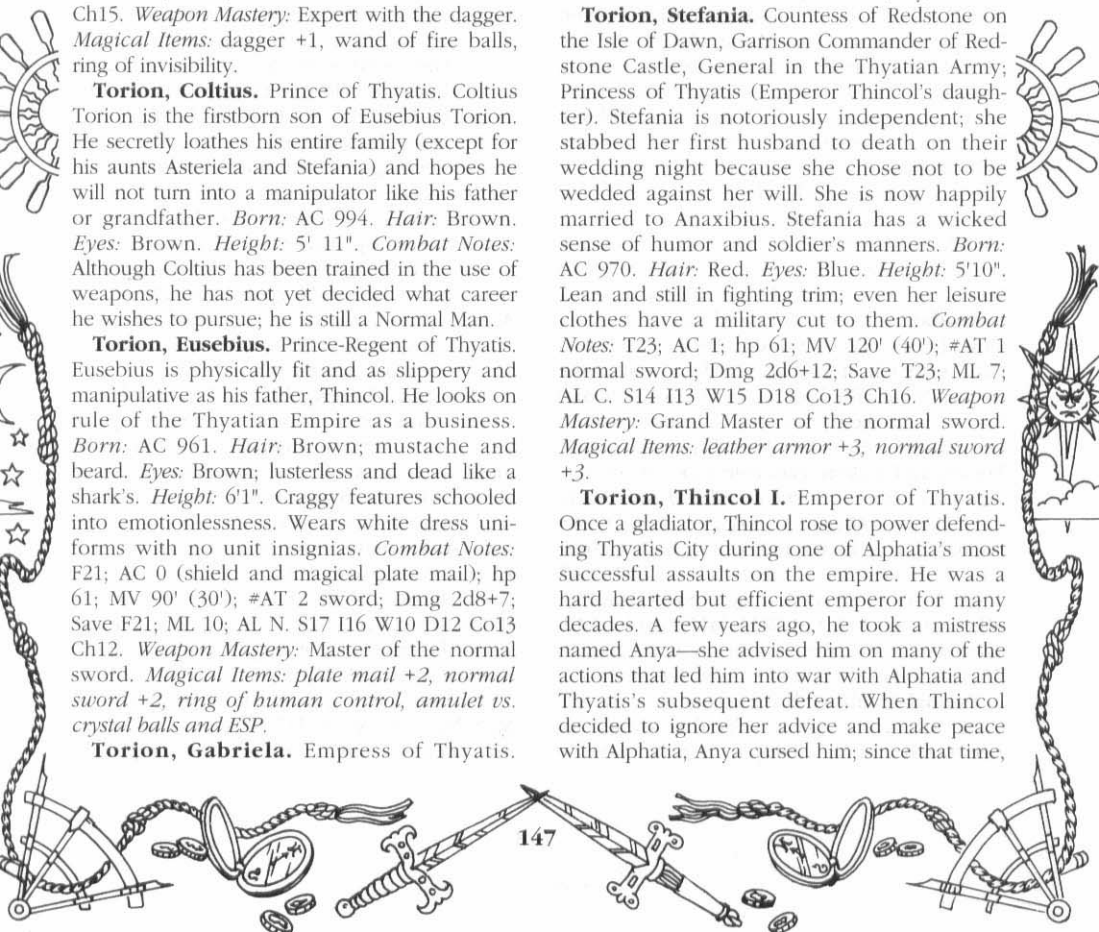
Torion, Gabriela. Empress of Thyatis.

Gabriela was the pampered daughter of Emperor Gabrionus V of Thyatis, who was killed when Alpathia overran the city in AC 960. Gabriela herself was rescued when Thincol led a counter attack and offered to marry her so she would not have to rebuild the empire alone. Lovestruck, Gabriela agreed; only to realize that Thincol desired only the throne and legitimate children to rule after him. Thincol's recent conduct with his mistress Anya has depressed her further. Today, she wanders the palace and waits to die. *Born:* AC 947. *Hair:* Graying black. *Eyes:* Faded brown. *Height:* 5'2". Gabriela's features are careworn and she usually seems distracted. *Combat Notes:* Gabriela is a Normal Man (woman).

Torion, Gabronius. Prince of Thyatis. Gabronius is the second son of Eusebius. He is a shy, withdrawn boy who is overwhelmed by the Machiavellian personalities of most of his family. *Born:* AC 999. *Hair:* Brown. *Eyes:* Brown. *Height:* 4' 9" (still growing). *Combat Notes:* Gabronius is a Normal Man (boy).

Torion, Stefania. Countess of Redstone on the Isle of Dawn, Garrison Commander of Redstone Castle, General in the Thyatian Army; Princess of Thyatis (Emperor Thincol's daughter). Stefania is notoriously independent; she stabbed her first husband to death on their wedding night because she chose not to be wedded against her will. She is now happily married to Anaxibius. Stefania has a wicked sense of humor and soldier's manners. *Born:* AC 970. *Hair:* Red. *Eyes:* Blue. *Height:* 5'10". Lean and still in fighting trim; even her leisure clothes have a military cut to them. *Combat Notes:* T23; AC 1; hp 61; MV 120' (40'); #AT 1 normal sword; Dmg 2d6+12; Save T23; ML 7; AL C. S14 I13 W15 D18 Co13 Ch16. *Weapon Mastery:* Grand Master of the normal sword. *Magical Items:* leather armor +3, normal sword +3.

Torion, Thincol I. Emperor of Thyatis. Once a gladiator, Thincol rose to power defending Thyatis City during one of Alpathia's most successful assaults on the empire. He was a hard hearted but efficient emperor for many decades. A few years ago, he took a mistress named Anya—she advised him on many of the actions that led him into war with Alpathia and Thyatis's subsequent defeat. When Thincol decided to ignore her advice and make peace with Alpathia, Anya cursed him; since that time,



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his health has steadily been fading. As he faces the end of his life, the emperor has become more reflective and less harsh in his judgments. *Born:* AC 938. *Hair:* Brown, mostly bald, clean shaven. *Eyes:* Black. *Height:* 6'3". In the last few years Thincol has gone from an apparent age of 40 to his true age; his once powerful body is now shrunken with illness. He wears robes in imperial purple lined with gold. *Combat Notes:* F36; AC 7; hp 65 (down from a pre-disease 130); MV 90' (30'); #AT 4 two-handed sword; Dmg 3d6+8; Save F36; ML 5; AL N. S12 (down from 18) I15 W13 D17 Co18 Ch16. *Weapon Mastery:* Grand Master of the two-handed sword, Grand Master of the short sword. *Magical Items:* two-handed sword +2.

Tristilia of Gaity. Queen of Ierendi. Tristilia is an Alphatian magic-user from Gaity in the Alatian Islands. She was visiting Ierendi in Klar-mont of AC 1007 and, on a whim, decided to enter the Crown Tourney. To her surprise, she won, and has continued to do so every year since. With the sinking of Alphatia and the subsequent collapse of Gaity's economy (even before Thyatis conquered the island), she has brought her family to Ierendi. She is openly enthusiastic about everything she likes. *Born:* AC 972 (apparent age 18). *Hair:* Golden blond, hip length. *Eyes:* Brown. *Height:* 5'6". Striking elfin features, sometimes mistaken for an elf; wears red robes with white decorations and golden earrings. *Combat Notes:* M20; AC 8; hp 45; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6 or by spell; Save M20; ML 6; AL C. S10 I17 W13 D14 Co13 Ch17. *Magical Items:* staff of striking.

Trudar. King of the Wind-Like-Wolf Clan (Jennite Holdings), Prince of the Red Horns Clan, Patriarch of Tarastia. Trudar is son of the former Wind-Like-Wolf leaders, Tiolathar and Truisa, who died years ago in combat with a red dragon. He likes breeding and racing horses, and making elaborate plots of revenge against enemies. *Born:* AC 985. *Hair:* Black. *Eyes:* Brown. *Height:* 6'. Coppery skin; wears padded Jennite tunics and pants. *Combat Notes:* C15 of Tarastia; AC 1; hp 40; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d8+6; Save C15; ML 9; AL L. S17 I10 W15 D17 Co11 Ch12. *Weapon Mastery:* Expert with the war hammer. *Magical Items:* scale mail +3, war hammer +2.

Tulabal Shadowfall. Chieftainess of the Elk Clan (Atruaghin Clans). Tylabal is known for her stealth and her ability to lead her tribe in

ambushes and cunning combats. She is sly and enjoys outwitting larger and better armed enemy forces. *Born:* AC 975. *Hair:* Black. *Eyes:* Brown. *Height:* 5'8". Copper-skinned, lean, severe features, intelligent eyes. *Combat Notes:* T16; AC 4; hp 45; MV 120' (40'); #AT 1 spear; Dmg 2d4+5; Save T16; ML 9; AL N. S13 I14 W10 D18 Co14 Ch12. *Weapon Mastery:* Expert with the spear. *Magical Items:* spear +2.

Ug-rum. The Memory of the People (Brute-Men Territory); Shaman of Kagyar. Na-Do's chief translator, Ug-rum is known as "The Memory," a shaman with a twisted spine and a gift for languages. He is very protective of his tribe, and tries to keep outsiders from corrupting the youth of his clan. *Born:* AC 971. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'2" (owing to twisted back; would be 5'8"). *Combat Notes:* level 4 brute-man shaman; AC 8; hp 18; MV 120' (40'); #AT 1 club; Dmg 1d6+1; Save C4; ML 4; AL L. S13 I13 W17 D10 Co13 Ch10.

Villium. King of Horken on Bellissaria. Villium is a Patriarch of the Immortal Alphatia. He is given over more to clerical concerns than to the concerns of his rule. Consequently, he is not as familiar with circumstances in his nation as he should be. He is scathing to people who follow no Immortals at all. *Born:* AC 971. *Hair:* White. *Eyes:* Light brown. *Height:* 6'3". Lean, elegant-looking; severe features, seldom smiles; copper-skinned; wears simple garments except when acting as a Patriarch of Alphatia. *Combat Notes:* C30 of Alphatia; AC 0 (plate and shield); hp 64; MV 90' (30'); #AT 1 war hammer or spell; Dmg 1d8+5 or by spell; Save C30; ML 10; AL L. S10 I13 W17 D9 Co13 Ch15. *Weapon Mastery:* Expert with the war hammer. *Magical Items:* shield +2, war hammer +3.

Virayana, Jherek. Prince of Krondahar in Glantri, Khan of Singhabad, Supreme Judge of the Council. Prince Jherek Virayana is very cultured, and famous for the lavish entertainment he provides for visiting nobles. He delights in wild monster hunts. Mountain tigers are likely prey; so are unwelcome visitors. *Born:* AC 958. *Hair:* Brown; wears thin, drooping mustache. *Eyes:* Black. *Height:* 5'10". Copper-skinned (Ethengarian coloration); rather lean; features would be handsome if they weren't so sallow. *Combat Notes:* M30; AC 8; hp 46; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6 or by spell; Save M30; ML 9; AL N. S12 I17 W16 D15 Co10 Ch16. *Magical Items:* staff of striking, flying carpet.

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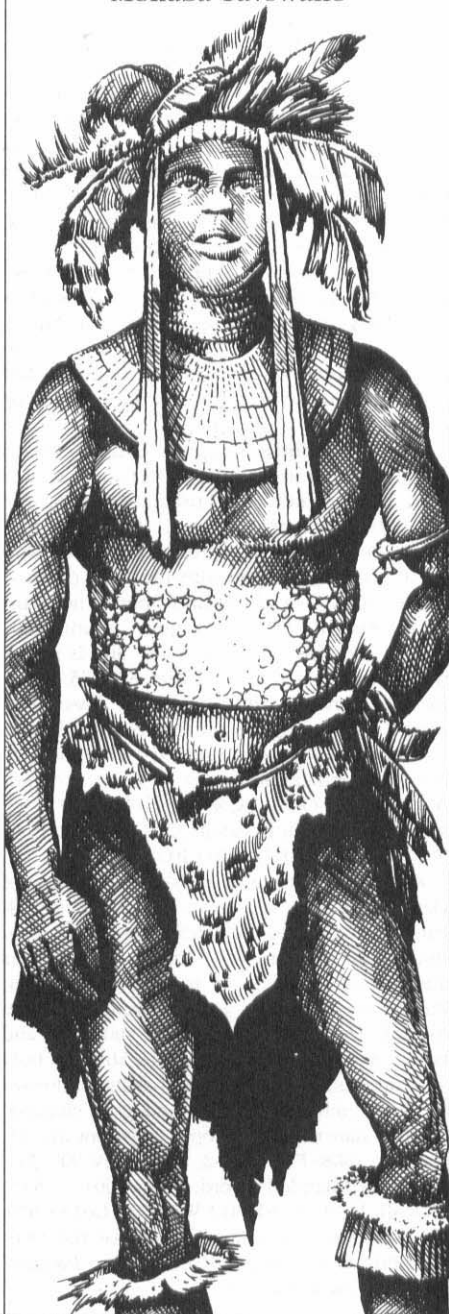
Vlaardoen, Juliana. Princess of Bergdhoven in Glantri, Viscountess of Linden. Juliana is the daughter of Prince Vanserie and Lady Wilhelmine, who died during the war with Alphatia. She is open natured and anxious to prove her skill at ruling to the more established princes. *Born:* AC 982. *Hair:* Silver, worn long and curly. *Eyes:* Green. *Height:* 5'7". Copper-skinned like most Flaemish; beautiful; dresses in simple green or white gowns. *Combat Notes:* M15; AC 8; hp 30; MV 120' (40'); #AT 1 spell; Dmg by spell; Save M15; ML 8; AL L. S8 I17 W13 D14 Co12 Ch13. *Magical Items:* wand of cold, boots of travelling and leaping.

Xilochtli. High Priest of Atzanteotl in Oenkmarr, Ruler of Oenkmarr. Xilochtli serves his evil Immortal with fervor; he spends so much time accomplishing the Immortal's vile deeds, torturing heretics, and assassinating political enemies that he has no time for other concerns. *Born:* AC 947. *Hair:* Black and wispy. *Eyes:* Red and mad. *Height:* 5'8". Red-skinned orc; shrivelled and horrid-looking; wears elaborate clerical robes in black and blood red. There is a gaping wound in his chest where his heart used to be (it is now preserved elsewhere by the magic of the Immortal he serves). *Combat Notes:* level 26 orc (level 17 shaman of Atzanteotl); AC 9; hp 60 (7d8+36); MV 120' (40'); #AT 1 mace or spell; Dmg 1d6+3 or by spell; Save F7; ML 12; AL C. S14 I12 W14 D11 Co7 Ch5. *Magical Items:* mace +2.

Yavswano, Mokuba Jibada. Mokuba (ruler) of Yavdlom. Jibada Yavswano has been ruler of Yavdlom since he was 13 years old. He has matured from a young boy eager to fulfill his destiny as Yavdlom's overlord to a serious young man well versed in the arts of war, diplomacy, administration, and all things political. *Born:* AC 984. *Hair:* Black. *Eyes:* Deep brown. *Height:* 6'1". Ebony skin of the Kasyeni tribe of Yavdlom; looks splendid in the Mokuba's traditional feather cloak. *Combat notes:* F10; AC 1 (chain mail +2 and dexterity bonus); hp 73; MV 120' (40'); #AT 1 spear; Dmg 2d4+9; Save F10; ML 10; AL L. S16 I12 W13 D16 Co16 Ch16. *Weapon Mastery:* Master of the spear. *Magical Items:* chain mail +2 (with the cure wounds special power), spear +3.

Yetunde. Tayma (queen) of the Karimari of Ulimwengu. The Karimari elected Yetunde as Tayma in AC 984. She has governed the Karimari wisely, and is a popular queen. Yetunde

Mokuba Yavswano



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speaks slowly and with carefully chosen words. While abhorring the chaos of the outside world and fervently desiring to shelter Ulimwengu and her people, she longs to visit distant lands. *Born:* AC 935. *Hair:* Jet black streaked with gray. *Eyes:* dark blue. *Height:* 3' 8". Although her complexion is weathered, Yetunde looks more like an athletic woman in her mid-forties than someone three decades older. Her dark blue eyes have lost none of their sparkle, and seem able to see into the truth of any matter. *Combat notes:* level 31 druid; AC 5 (*ring of protection* +3); hp 67; MV 120' (40'); #AT 1 staff or spell; Dmg 1d8+8 or by spell; Save C31; ML 9; AL N. S9 I13 W18 D13 Co12 Ch16. *Weapon Mastery:* Master of the staff. *Magical Items:* *staff* +3 of *wisbing*, *ring of protection* +3, *ring of truth*.

Yrsa Svalasdottir. Queen of Ostland. Yrsa is as capable and just a ruler as Ostland has ever seen. Unfortunately, her husband Hord did not formally name her or her children his heir before he died. She is a progressive leader who wants to drag Ostland into the 11th century; but as many jarls of Ostland oppose her aims as support them. She is good at intrigue, though she does not care for it. She is also a widely travelled scholar. *Born:* AC 975. *Hair:* Blond, worn long, in twin braids. *Eyes:* Blue. *Height:* 5'6". Strong boned features, good-looking; careful to dress in Ostlander clothes so as not to offend traditionalists in court. *Combat Notes:* C10 of Odin; AC 9; hp 35; MV 120' (40'); #AT 1 spell; Dmg by spell; Save C10; ML 7; AL N. S13 I16 W18 D11 Co10 Ch17.

Zaar, Erul. King of Helskir on the Isle of Dawn. Erul Zaar is a powerful fighter and brilliant organizer who built Helskir up from a fishing village to a strong, stable town. He is ambitious, enraged by insults and slights, impetuous, generous, and disorganized. *Born:* AC 955. *Hair:* Dark brown; neat mustache and beard. *Eyes:* Amber. *Height:* 6'4". Strongly built and formidable-looking; copper-skinned; dresses in richly embroidered blue and gold clothing; wears a narrow gold coronet; apparent age 45. *Combat Notes:* F30; AC -2; hp 97; MV 90' (30'); #AT 3 two-handed sword; Dmg 3d6+10; Save F30; ML 11; AL C. S16 I13 W15 D18 Co13 Ch10. *Weapon Mastery:* Grand Master of the two-handed sword. *Magical Items:* *two-handed sword* +2, *plate mail* +1.

Zandor. "Emperor of Alphatia." Zandor is the son of Empress Eriadna of Alphatia and King Zyndryl of Aquas. He impatiently waited all his life to succeed his mother as ruler of the empire. When Eriadna died during the destruction of Sundsvall, Zandor "postponed" magical attempts to bring her back to life so that he would finally gain the throne. Mere days later, he watched in horror as his new empire sank out from under him. He was already a little crazy, and the twin shocks of his neglect/murder of Eriadna and the loss of Alphatia have driven him over the edge. He believes that he is destined to be the emperor of a new Alphatia. *Born:* AC 966 (apparent age 30). *Hair:* Brown. *Eyes:* Brown. *Height:* 6'. Zandor is lean, and always in motion, with jerky, nervous mannerisms, and several facial tics and twitches. He wears sky-blue garments. *Combat Notes:* M30; AC 4; hp 35; MV 120' (40'); #AT 1 staff or spell; Dmg 2d6; Save M30; ML 3; AL C. S10 I17 W6 D17 Co8 Ch12. *Magical Items:* *staff of striking*, *ring of protection* +3, *boots of levitation*, *staff of power*, *stone of air elementals*.

Zorok. Northwestern Toralai Chieftain (Neathar Lands). Zorok is a good thinker, and sees danger in the imperial ambitions of the Alphatians and Heldanners. *Born:* AC 961. *Hair:* Light brown; heavy beard and mustache. *Eyes:* Brown. *Height:* 5'10". Very skinny (looks half starved); wears bison hide loincloth and boots. *Combat Notes:* T14; AC 7; hp 28; MV 120' (40'); #AT 1 spear; Dmg 1d8+1; Save T14; ML 6; AL N. S13 I16 W11 D17 Co8 Ch18.

Zynnina. Queen of Aquas. Daughter of King Zyndryl (by a mermaid named Lynnia), Zynnina succeeded him immediately upon his death. She is a good and strong willed organizer who has succeeded in restoring Aquas's economy and many of its destroyed areas. She likes puzzles, games, and mysteries; she wants to develop deductive reasoning as a science. She despises her "emperor" (and half-brother) Zandor, but is not the sort who'd consider having him assassinated. She spends a lot of time trying to minimize the damage resulting from his impetuous and insane decisions. *Born:* AC 980. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'2". Copper-skinned, prefers swirling blue gowns; pretty but not glamorous features. *Combat Notes:* M4; AC 7; hp 13; MV 120' (40'); #AT 1 dagger; Dmg 1d4-1; Save M4; ML 9; AL L. S8 I17 W14 D16 Co10 Ch13.

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Distinguished Dead

The following distinguished people are reported to have met their demise in AC 1010.

al-Achmed, Yasir, Brigand of the Northern Highlands in Ylaruam. Yasir al-Achmed, a notorious brigand leader, was killed Sviftmont 2 during a failed raid against a Darokinian merchant caravan travelling north out of Cinsa-Men-Noo. Salvatore Alonzo, a Darokinian caravan guard, claimed the 500 dinar bounty on the 42 year old brigand's head.

Belden, Nosmo, Merchant-Prince of Minrothad, Captain of the *Agate*. The *Agate* was reported lost with all hands aboard in a storm off the coast of Ochalea in the second week of Flaurmont. Her captain, Nosmo Belden, was a wealthy prince of the Merchant Sailors Guild. As he left no heirs, his estate has defaulted to his Guild. Nosmo Belden was 49 years old.

Bollathar Fireyes of the Five Shires. This distinguished and elderly halfling, author of *Bollathar's Journeys to the Heart of the Earth*, drowned in a tragic boating accident on Fyrmont 16. He was 168 years old.

von Drachenfels, Lady Gertrude, wife to Prince Jaggar von Drachenfels of Aalban in Glantri. Lady Gertrude succumbed on Flaurmont 15, apparently to poison. Investigations into the poisoning proved inconclusive. Lady Gertrude was 53 years old.

Gasteno Longblade of Ierendi, Co-founder of Gasteno's World of Adventure. Gasteno Longblade was killed in an accident involving the preparation of a new Grandmasters Recreational Arena in his adventure theme park. On Kaldmont 13, while Gasteno was inspecting the magical devices in the new Arena, one apparently malfunctioned and incinerated him. The opening of the new Arena, "The Night of the Necromancer," has been delayed pending an investigation. Gasteno was 75 years old.

Hillsbury, Lady Margaret, Duchess of Fenswick in Glantri. Lady Margaret Hillsbury, of Glantri, was killed by a dragon on Nuwmont 20. She was succeeded by Dorothy Hillsbury, her daughter. Lady Margaret was 51 years old.

Hyrakos, Lucius, Minister of War to the Kingdom of Karamaikos. Admiral Hyrakos died of natural causes on Felmont 8. He was 75 years old. In accordance with his wishes, there were no attempts to resurrect him.

Lernal, Governor of Landfall. Lernal, popularly known as Lernal the Swill, passed away in a prison cell in the town of Landfall, Norwold (now Heldannic Territories). His guards think he may have died on Sviftmont 15, although they did not discover the fact until Sviftmont 21. He was 35 years old.

Lodrig III, King of Notrion on Bellissaria. On Kaldmont 4, King Lodrig was killed by his own subjects while addressing a crowd in his capital city of Aaslin. He left no heirs; the rulership of Notrion is currently in question. Lodrig was 20 years old.

Maeleriss of Alfheim. Maeleriss, an elderly elf, was laid to rest on Flaurmont 7. He was reportedly the oldest elf to survive the migration to Karamaikos, although his true age appears to be unknown.

Schwarzsnase, Anton, Aide to the Heldannic Ambassador in Ylaruam. On Felmont 13, Anton Schwarzsnase was arrested in Ylaruam on charges of espionage. On Felmont 18, the Ylaruam government released him in a show of good faith. In an unfortunate incident that same day, a crazed Bowman shouting something about "entropic fiends" shot Herr Schwarzsnase with a poisoned arrow. Anton was 36 years old.

Tafiri, Queen of Nithia, Matriarch of Pflarr. Queen Tafiri was executed Fyrmont 25, on the orders of her husband, Ramose IV, Pharaoh of Nithia. He had caught her in a compromising situation with a foreign ambassador to his court. The Queen, a great beauty, was 36 years old. (The editors of this *Almanac* make no claim as to the accuracy of this report, coming as it does from the Hollow World.)

Trumbull, Governor Pro-Tem of Ekto on the Isle of Dawn. On Klarmont 15, while exhorting the people of Ekto to throw open their city gates to the expected Thyatians, Governor Trumbull was dragged down and assassinated. The people of Ekto preferred to burn their city rather than let it fall into Thyatian hands. Trumbull was 66 years old.

Yazar, Queen of High Gobliny, Broken Lands. There have been unconfirmed reports that Yazar, queen of a tribe of goblins in the Broken Lands, died sometime in Felmont, possibly as the result of an assassination arranged by her mate Doth. Yazar and her goblins have been a scourge of southern Glantri for decades. It is not yet known what effect her death may have on the humanoid situation.

The Mystaran Year

The Thyatian calendar consists of twelve months of 28 days each. Thyatians date the year from the crowning of their first Emperor, Zendrolion I Tatriokanitas. The current year is

AC 1011. (Many nations have adopted the Thyatian dating system.) By Alaphatian reckoning, the year is AY 2011, counted from the first Alaphatian Landfall (their arrival on Mystara).

Month 1: Nuwmont — Midwinter

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 3: Thaumont — Early Spring

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 5: Yarthmont — Late Spring

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 7: Felmont — Midsummer

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 9: Ambyrmont — Early Fall

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 11: Eirmont — Late Fall

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 2: Vatermont — Late Winter

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 4: Flaurmont — Middle Spring

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 6: Klarmont — Early Summer

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 8: Fyrmont — Late Summer

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 10: Sviftmont — Middle Fall

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Month 12: Kaldmont — Early Winter

Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28 DD

NM = New Moon; FQ = First Quarter; FM = Full Moon; LQ = Last Quarter; DD = Day of Dread

The Mystaran Year

Months of the Year

Thyatis	Alphatia	Ethengar	Five Shires	Rockhome	Sind	Ylaruam
Nuwmont*	Nyxmir	Amai	Clabbas*	Wharlin	Maagh	Muharram
Vatermont	Amphimir	Hiskmai	Vuuldiir	Morlin	Phagun	Safar
Thaumont	Alphamir*	Yalmal	Maehin	Hralin	Chait	Rabi al Awwal
Flaurmont	Sulamir	Haimai	Odelin	Hwyrlin	Baisaakh*	Rabi al Thani*
Yarthmont	Sudmir	Kevamai	Gondulrim	Styrlin	Jeth	Jumada'l Awwal
Klarmont	Vertmir	Seimai	Mithintle	Bahrlin	Asaarih	Jumada'l Thani
Felmont	Islamir	Lingmai	Goldaun	Buhrin	Sawan	Rajab
Fyrmont	Andrumir	Tringmai	Fyrtal	Klintlin	Bhadon	Shaban
Ambyrmont	Cyprimir	Demai	Aumbyr	Birrlin	Asin	Ramadan
Swiftmont	Hastmir	Chagai*	Ssantiir	Biflin	Kartik	Shawwal
Eirmont	Eimir	Rinpoch	Tembiir	Jhyrlin	Aghan	Dhu'l-Qadah
Kaldmont	Burymir	Komai	Dauntil	Kuldlin	Puus	Dhu'l-Hijjah

* First day of year celebrated

Days of the Week

Thyatis	Alphatia	Ethengar	Five Shires	Rockhome	Sind	Ylaruam
Lunadain	Majhur	Xingqiri	Lunadain	Syhardan	Som-bar	Yaum al-ahad
Gromdain	Tijhur	Xingqiyi	Gromdain	Thradan	Mangal-bar	Yaum al-athnen
Tserdain	Wojhur	Xingqier	Tserdain	Evedan	Budh-bar	Yaum at-talit
Moldain	Thajhur	Xingqisan	Moldain	Dorfdan	Brihaspati-bar	Yaum al-arba
Nytdain	Flajhur	Xingqisi	Nytdain	Duldan	Sukra-bar	Yaum al-hamis
Loshdain	Sejhur	Xingqiwu	Loshdain	Sythdan	Sanee-bar	Yaum al-jum'at
Soladain	Lahjur	Xingqiliu	Soladain	Fildan	Rabi-bar	Yam as-sabt

Minrothad Calendar

The Minrothad Guilds use the Thyatian calendar for trade purposes, but have their own calendar for national date reckoning. They divide their year into 11 months of 30 days, each with five six-day weeks. To balance the year, they add a special six-day week to the end. The current year is 311 by Minrothad dating.

- Onmun (Nuwmont 1–Vatermont 2)
- Tomun (Vatermont 3–Thaumont 4)
- Dreimun (Thaumont 5–Flaurmont 6)
- Firmun (Flaurmont 7–Yarthmont 8)
- Birmun (Yarthmont 9–Klarmont 10)
- Sagmun (Klarmont 11–Felmont 12)
- Sebmun (Felmont 13–Fyrmont 14)
- Oxmun (Fyrmont 15–Ambyrmont 16)
- Nomun (Ambyrmont 17–Swiftmont 18)
- Decmun (Swiftmont 19–Eirmont 20)
- Elfmun (Eirmont 21–Kaldmont 22)

Add the extra week of Mitwok (Kaldmont 23–28) at the end.

Shadow Elves' Calendar

The shadow elves and schattenalfen divide their year into 14 months of 24 days each. Each month takes its name from a verse of the Refuge of Stone, an important historical text. There are no weeks, and days are not named. The shadow elves' current year is 2116.

- Gathering (Nuwmont 1–24)
- Name (Nuwmont 25–Vatermont 20)
- Refuge (Vatermont 21–Thaumont 16)
- Shaman (Thaumont 17–Flaurmont 12)
- Crystal (Flaurmont 13–Yarthmont 8)
- Birth (Yarthmont 9–Klarmont 4)
- Wanderers (Klarmont 5–28)
- Temple (Felmont 1–24)
- Food (Felmont 25–Fyrmont 20)
- Days (Fyrmont 21–Ambyrmont 16)
- Army (Ambyrmont 17–Swiftmont 12)
- King (Swiftmont 13–Eirmont 8)
- Others (Eirmont 9–Kaldmont 4)
- Bounty (Kaldmont 5–28).

The Mystaran Year

Mystaran Horoscope

The people of Mystara practice a form of astrology in which every month of the year corresponds to an animal or monster totem (a *star sign*). Children born under one of the totem signs are expected to acquire personality traits appropriate to that sign. These traits are governed by the child's Ascendency and Influence.

Date of Birth

Month	Star Sign
1: Nuwmont	Manticore
2: Vatermont	Hydra
3: Thaumont	Centaur
4: Flaumont	Basilisk
5: Yarthmont	Chimera
6: Klarmont	Gorgon
7: Felmont	Griffon
8: Fyrmont	Dragon
9: Ambyrmont	Salamander
10: Swiftmont	Pegasus
11: Eirmont	Warrior
12: Kaldmont	Giant

Week	Ascendency
1st	Sun
2nd	Land
3rd	Sea
4th	Sky

Time of Day	Influence
Sun is up	Winds of Law
Moon is up	Winds of Chaos
Both are up	Winds of Wisdom
Birth when neither sun or moon is up	bodes either great luck or hardship for the child.

Traits of the Star Signs

Manticore: Cunning, ardent, brave
Hydra: Shrewd, self-centered, resourceful
Centaur: Vigorous, strong, generous
Basilisk: Robust, passionate, domineering
Chimera: Confident, charismatic, possessive
Gorgon: Reserved, private, studious
Griffon: Warm, practical, steadfast
Dragon: Ambitious, cold, independent
Salamander: Calm, practical, miserly
Pegasus: Enterprising, flighty, imaginative
Warrior: Astute, efficient, courageous
Giant: Selfish, strong, stubborn

Traits of the Ascendencies

Sun: Proud, authoritarian, predictable; leans toward Lawful alignment
Land: Earthy, steady, rational; leans toward Neutral alignment
Sea: Creative, mercurial, unpredictable; leans toward Chaotic alignment
Sky: Philosophical, versatile, tempestuous; no particular alignment tendency

Winds of Influence

Winds of Law: Fortify lawful temperaments; sway neutral dispositions toward good; curb chaotic personalities
Winds of Chaos: Undermine lawful tendencies; sway neutral dispositions toward chaos; intensify chaotic behavior
Winds of Wisdom: Temper all dispositions with prudence, caution, and common sense

Horoscopes for AC 1011

Manticore: The Warrior Star in the House of the Manticore augurs many trials and tribulations that only perseverance will overcome.

Hydra: The Hydra Star residing in its own House promises fulfillment of long-range plans.

Centaur: The Gorgon Star in the House of the Centaur urges caution in financial matters; beware one who would take advantage of you.

Basilisk: The Manticore Star in the House of the Basilisk promises victory in a great struggle.

Chimera: The Pegasus Star in the House of the Chimera indicates success in a financial enterprise, but only if caution is exercised.

Gorgon: The Centaur Star on the cusp of the house of the Gorgon indicates conflict between personal desires and the needs of others.

Griffon: The Basilisk Star in the House of the Griffon presages change and instability.

Dragon: The Giant Star in the House of the Dragon portends a formidable opponent in a matter of grave importance.

Salamander: The Chimera Star in the House of the Salamander offers hope of great wealth.

Pegasus: The Griffon Star in the House of the Pegasus signifies a staunch ally emerging from an unlikely source.

Warrior: The Dragon Star in the House of the Warrior augurs the discovery of an unexpected treasure.

Giant: The Salamander Star in the House of the Giant bodes ill for personal relationships.

Festivals and Holidays

Nuwmont 1: New Year's Day (various nations). In Aengmor, Darokin, Glantri, Karameikos, the Northern Reaches, Thyatis, and other nations, this is the start of the new year, celebrated with parades and winter festivals. In the Five Shires, today is the Wintergifting; halflings exchange gifts with one another and strive to make new friends. In Glantri, the elves of Erewn celebrate Good Sprite Day with dances, banquets, and practical jokes. In Aengmor and the City of the Stars, shadow elves fast; births occurring today are considered lucky.

Vatermont 1-7: Winter Festival (Ethengar Khanates). These Ethengarian competitions, games, and feasts last a full week. They end with the Day of the Golden Khanate, when envoys present gifts to the Khan in Bargha.

Vatermont 10 (Tomun 8): Feast of the Silver Purge (Minrothad Guilds). This festival celebrates the purging of lycanthropes and vampires from the Minrothad islands in AC 445. Celebrants stay indoors, tell scary stories, and thank the Immortals for good fortune.

Vatermont 18: Monsters' Fair (Glantri). This day is marked with a parade of monsters through Glantri City, followed by circuses, trained monster acts, and auctions of monsters and strange beasts.

Vatermont 21: The Drowning (Pearl Islands). In a solemn festival, Pearl Islanders build and launch toy canoes bearing lighted candles. They splash the water until the canoes sink, thus offering surrogates for the sea to claim.

Vatermont 23: Chancellor's Day (Darokin). This is a worker's holiday celebrating the birthday of Charles Mauntea, Darokin's first Chancellor. Many businesses do remain open, however.

Vatermont 25: Start of Shipping Season (Thyatis). The port authorities of Thyatis City, in conjunction with the Temple of Protius, formally announce the start of the shipping season. The day is marked with numerous boat launchings, tedious speeches, street fairs, and boating competitions.

Vatermont 28: Festival of Lights (Sind).

This festival, called Rushnikesret, commemorates the loss and return of Lal, the young son of a legendary Sindhi hero. Sindhis line every street with lanterns draped by colorful cloths. Adults spend most of the day playing dice games. When the sun sets, people pretend to search for the lost boy; three hours later, they "discover" a boy chosen to play the part of Lal and all go home to lively feasts.

Thaumont 1: Spring Equinox; New Year's Day (various nations); the Discovery (Shadow Elves). On Mystara, day and night are the same length today. Alpathia, Rockhome, and some other nations count this as the first day of a new year. Many other nations recognize today as the first official day of Spring. In Aengmor and the City of the Stars, shadow elves celebrate the discovery of the Refuge of Stone with feasting and singing. In Karameikos, Thaumont 1 is the official start of the shipping season—regardless of when the winter weather actually breaks and the seas allow safe passage. (This helps prevent festivities from interfering with actual departure dates.) Nearly everywhere, this is a day of feasting and giving thanks and planning for the spring planting.

Thaumont 1-7: The Rebirth (Ierendi). Ierendi farmers celebrate the beginning of Spring with great planting parties; friends and families gather together to labor in the spring planting. At the end of each day of planting, the celebrants feast and drink late into the night, then rise with the sun to plant more crops. The Rebirth lasts however long it takes to plant all the fields, and ends in a day of rest for all.

Thaumont 7: Landfall Day (Alphatian Empire). This is the anniversary of the date the Alphatians arrived on Mystara from their original world. It is a solemn day celebrated with feasts, and it ends a week of New Year's celebrations.

Thaumont 10-16: Spring Break (Glantri). Glantri's students are released from studies for a week and are expected to use their magic to blow up the ice covering Glantri City's canals. Informal, rowdy activities go on round the clock.

Festivals and Holidays

Thaumont 15: Opening Day (Alphatian Empire, Karameikos); the White Horse Ceremony (Ethengar Khanates). Alphatian universities begin their nine-month teaching season. (The Karameikan School of Magecraft follows the Alphatian academic calendar.) In Ethengar, shamans sacrifice a snow-white horse to protect their herds in the coming year.

Thaumont 17: Caravan Day (Rockhome). Today, dwarven trade caravans set out from Rockhome; those left behind celebrate with feasts and toasts to the journeying traders. The actual date varies from year to year, but is usually within a week of Thaumont 15.

Thaumont 25–28: Arcanum (Glantri). This four-day wizards' fair includes seminars, classes, auctions and trading of magical items, and the chance for wizards to try to pry rival wizards' secrets from them.

Thaumont 28: Day of the Dead (Karameikos); Day of Irresponsibility (Sind). On this day, Traladaran citizens of Karameikos dress in black as if to go to a funeral, sweep out their homes, and tell the spirits of the dead to be gone. At night, they wear white garments and feast merrily. This day also marks the last day of the year in Sind. Sindhis celebrate the day by burning bonfires well into the night, dancing in the street, and playing practical jokes on one another.

Flaurmont 1: Day of Adulthood (various nations); First day of Spring (Ethengar); New Year's Day (Sind). In Darokin, Glantri, Karameikos, the Northern Reaches, and the Thyatian Empire, young people of the proper age (18 or 21, depending on the nation) are confirmed in their adulthood today; ceremonies differ from nation to nation. In the Ethengar Khanates, today marks the official start of Spring; shamans preside over solemn festivals and invocations of the spirit world. In Sind, visits to families and friends exchanges of gifts, and ritual bathing in the Asanda River are all part of the celebration.

Flaurmont 3: Parliament Day (Glantri). The House of Ministers and Parliament of Glantri take the day off from work.

Flaurmont 7: Arrangements Day (Rockhome). Dwarves intending to marry in the upcoming year begin making arrangements today. Asking one another for the honor of matrimony, dealing with in-laws to be and clan leaders, and other trials of the day tend to make participants touchy and nervous.

Flaurmont 10: Merchant-Prince Day (Minrothad). Spellcasting merchant princes conjure up rainstorms today and try to conjure lightning into fireworks displays. Adults throw away old clothing with gifts hidden inside for children to find the next day.

Flaurmont 13: First Day of Crystals (Shadow Elves). This marks the beginning of the shadow elf month of Crystals. Shadow elves below ground begin harvesting soul-crystals.

Flaurmont 13: Empress Eriadna's Birthday (Alphatia). Today, nobles of Alphatia send presents to the Empress or give a coin to a beggar in her name. Some Alphatian survivors left in the outer world still celebrate this day with a toast to the memory of their deceased (or so they think) Empress.

Flaurmont 15: The Day of Blessings (Ethengar Khanates). Tribal khans divide the stocks, herds, and other wealth for the upcoming year.

Flaurmont 16: The Day of Partings (Ethengar Khanates); the Firstflowering (Five Shires). The Ethengarian tribes split up and travel their separate ways, each family with its newly allotted wealth for the year. In the Five Shires, halflings ready seeds gathered in the early autumn for planting.

Flaurmont 20: Parade Day (Glantri). Glantrian army garrisons organize parades that are both celebrations and a demonstrations of military might. Jousts, wizards' duels, and drinking binges are common.

Flaurmont 21: Darokin Masked Ball (Darokin). The Merchants' Guild Hall in Darokin City hosts an annual masked ball this day; proceeds go to charity. Many other cities in the Republic also host balls this night.

Festivals and Holidays

Flaurmont 22: Birthday of Thincol I (Thyatian Empire). Thyatians celebrate this day with parades and games sponsored by the Empire at the Coliseum. The 1st and 2nd Imperial Cohorts—the Emperor's elite troops—dress in their finest uniforms and drill in public military displays. Members of the imperial family throw gold coins to the poor.

Yarthmont 1: Day of Magic (Alphatia). This new holiday (started by Empress Eriadna in AC 1010) features festivals in Alphatia's cities. Alphatian wizards demonstrate their magical skills for the amusement of the crowds. Most business—except taverns, inns, and the like—are closed for the day.

Yarthmont 9: First Day of Births (Shadow Elves). This marks the beginning of the shadow elf month of Births. All births in this month are considered especially lucky.

Yarthmont 14: Gondola Games (Glantri). In Glantri City, events such as gondola jousts (with poles and pan lids instead of lances and shields) mock Parade Day pretentiousness (see Flaurmont 20). All business of consequence on the river is halted today.

Yarthmont 15: Howling Day (Alphatian Empire); Day of Birth Blessings (Ethengar Khanates). On this night of the full moon, Alphatians celebrate with no restraint—they abandon work, run amok, have fun, howl at the moon, and generally give in to mad passions. (This festival has been forgotten on the Alphatian Floating Continent in the Hollow World.) In Ethengar, shamans call on the spirit of the sacrificial white horse to watch over the impending births of foals.

Yarthmont 21–27: Clerics' Forum (Rockhome). Dwarf clerics of Rockhome convene in Lower Dengar for seven days to iron out clerical problems and discuss changes to their order.

Yarthmont 27: Minrothad Day (Minrothad). This is a national holiday in the Minrothad Guilds, celebrated with huge state-sponsored picnics and ship parades. It's also election day.

Klarmont 1: Summer Solstice; Freedom Day and Crown Tourney (Ierendi); Day of the Straw Men (Karamaikos). This is the longest day of the year. Some nations recognize this as the first official day of Summer. In Ierendi, the day commemorates the Ierendi Islands' achievement of freedom from Thyatis in AC 600. Ierendians conduct the Crown Tourney, in which adventurers from all over the world compete to become Ierendi's King and Queen for a year. In Karamaikos, the Traladaran people carry little straw dolls around and whisper the sins they've committed over the last year to them. At dusk, huge bonfires burn the straw dolls—and the year's sins.

Klarmont 1–7: The Thing (Soderfjord Jarldoms in the Northern Reaches). The people of the Soderfjord Jarldoms gather in Soderfjord town to air grievances and vote on new laws for the nation. Each night they feast, drink, brawl, and challenge one another to various competitions.

Klarmont 7: Weddings Day (Rockhome). This is the most popular day for dwarves' weddings (and hence anniversaries).

Klarmont 12: The Rejection (Shadow Elves). This day commemorates the time when the shadow elves' petition for help from the Alfheim elves was rejected. Shadow elves abstain from food and water today, and dwell on the rejection.

Klarmont 15: Night of the Red Moon (Glantri); Day of the Hoof (Kerendas, Thyatis). In Glantri, this month's full moon looks red. Common superstition has it that evil spirits cause catastrophes tonight. Some magic-users feel their senses are enhanced; many become giddy and euphoric. In the County of Kerendas in Thyatis, noblemen host a week of horsemen's events including races, jousts, demonstrations, breeders' shows, and auctions.

Klarmont 22: The Unsheathing (Five Shires). Halflings in the Five Shires remember the day in AC 571 when Thyatians seized halfling settlements in the Ierendi Islands. They go about armed and do a lot of drinking, and they don't trade with Thyatians today.

Festivals and Holidays

Klarmont 28: Night of Fire (Glantri, Karamaikos). Traladarans of Karamaikos and Boldavians of Glantri sometimes spend the night outdoors, for legend says they will see flames flickering above long-lost treasures. Legend also says wolves and vampires prowling this night, so the custom isn't for the meek.

Felmont 1: Beasts' Day (Karamaikos). Traladarans dress up as monsters and parade through the streets to commemorate the victory of King Halav over the Beast-Men invaders. Patriarchs of the Church of Traladar conduct observations of thanksgiving after mock battles between Beast-Men and Traladaran heroes.

Felmont 6: Vanya's Dance (Heldannic Territories and Hattias). Warriors of the Hattian people in Thyatis and knights and squires of the Heldannic Knights don full armor to perform an ancient dance around a bonfire in Vanya's honor. After resting from the ordeal, they feast and drink into the night.

Felmont 14: The Cornerstone (Shadow Elves); Feria de Toros (Belcadiz in Glantri). The shadow elves celebrate the laying of the cornerstone of the Temple of Rafael in the City of Stars; any new temple construction begins today. In the Principality of Belcadiz in Glantri, elves release bulls in the streets of New Alvar and prove their bravery by running with them. In Glantri City, people in gondolas hunt down monsters breeding in the city's waterways.

Felmont 15: Doggerel Days (Alphatian Empire); the Gathering (Ethengar Khanates); Day of Valerias (Karamaikos, Thyatian Empire). In Alphatia, schools sponsor competitions of music, drama, recitation, jokes and puns, high poetry and cheap verse. Ethengarians observe a midsummer festival called the Gathering by decorating their encampments with garlands of grasses and flowers. The garlands are left to dry, then collected and fed to the herd animals during the winter. In Karamaikos and Thyatis, the day is dedicated to Valerias, the Immortal patron of love and romance. Celebrations include betrothals, marriages, trysts, and duels between competing suitors. The festival is very popular, and is spreading to other nations.

Felmont 15-28: Highsummer (Five Shires). For two weeks, halflings of the Five Shires celebrate midsummer with feasting, costume dramas, and ballad-singing competitions. They also perform the Dragging, in which they drag a dead orc tied to a log throughout the countryside. (The orc must have been killed by a halfling in single combat.) The halflings believe the orc's corpse will draw all evil in the land into itself. They finally drag the decaying body to a rocky height, where they burn it.

Felmont 16: Battle of Sardal Pass (Rockhome). The dwarves of Rockhome commemorate this famous battle with military games and demonstrations.

Felmont 17: Feast of the Snakes (Sind). In Sind, hundreds of snake charmers gather in market squares with their cobras. Sindhis bring offerings of milk to the snakes; at night, they light up every corner of their houses and parade through the streets making as much noise as possible with gongs, cymbals, drums, and horns.

Felmont 25: Beggars' Hope (Glantri City). On this day of charity, beggars may ply their trade in Glantri City without being harassed by city guards.

Felmont 27: All's Reckless Day (Minrothad). On this day, the people of the Minrothad Guilds celebrate having survived tax day. Celebrations are often rollicking and lascivious, with many contests involving eating, drinking, or fighting.

Fyrmont 1: The Day of Heroes (Five Shires). Halflings visit battlefields and the tombs of heroes. They clean up burial sites and strew flowers to honor the memory of halfling heroes. No one works today—except veteran storytellers, who tell tales of long-ago heroics.

Fyrmont 13: Darokin Day (Darokin). Darokinians commemorate the birthday of Ansel Darokin, founder of the Republic, with parades, fairs, and special events. All businesses close for the day.

Festivals and Holidays

Fyrmont 15: Vyonnese Carnival (New Averoigne in Glantri). Primarily a festival of New Averoigne (but celebrated in Glantri City as well), the carnival starts at nightfall. From dusk to dawn, celebrants wear colorful costumes and make lots of noise while carrying scarecrows to scare away werewolves.

Fyrmont 22–28: The Great Horse Fair (Ethengar Khanates). Clans from all over the Khanates send warriors and horses to this event for horse trading. Clerics and shamans convene to discuss spiritual matters.

Fyrmont 24–28: The Calming of the Seas (Sind). Along the coast of the Sea of Dread, the people of Sind gather in colorful tent cities and throw offerings of coconut and flower wreaths into the sea, entreating it to calm itself and end the monsoons so vessels can once more sail in safety.

Ambymont 1: Autumn Equinox; Ancestors' Day (Alphatian Empire); First Day of Riding (Ethengar Khanates). Today, day and night are the same length. Many cultures recognize this day as the official first day of Autumn. Alphatians visit the graves of ancestors and invite them home for the day: Every table has an extra place setting for a ghost who might care to visit. Alphatians sing about the dead and tell stories of their ancestors. At midnight, they open their doors to usher the ghosts out. In Ethengar, the First Day of Riding is a children's holiday; three-year-old children receive their first horses.

Ambymont 1–2: Celebration of the Sea (Ierendi). This elaborate and beautiful festival celebrates the Ierendi farmers' fall harvest. Celebrants tie flotillas of boats together into floating islands, then stage parties with feasting, visiting, singing and storytelling, and compete in water sports. (In Ierendi harbor, one can practically walk from one shore to another across the hundreds of boats filled with merry-makers.) They give thanks to water for making crops possible. They also strew flowers and petals on the water to pacify sea monsters that may (according to legends) flood Ierendi's farmlands simply by swimming too close to the shore.

Ambymont 1–12: The Fast and the Feast (Five Shires). In this twelve-day festival, the halflings fast for six days. (Children and the infirm *do* eat.) During these days they cook like madmen. On the seventh day, the feast begins; the halflings gorge themselves for the better part of a week.

Ambymont 3: Showing Day (Rockhome). Dwarven craftsmen gather at large fairs to show off their wares, hold workshops to demonstrate their techniques, and otherwise celebrate their craftsmanship.

Ambymont 17: Mustering Day (Shadow Elves). This is the first day of the shadow elf month of Army. There are military competitions and demonstrations, and officials take a census of all adult shadow elves—the better to prepare the nation in times of war.

Ambymont 27: Bask Day (Minrothad). This is a day of laziness: the people of Minrothad bask in the sun and do no work. (They also fast.) Minrothad trade vessels in faraway ports usually begin returning to their beloved Minrothad Islands on Bask Day.

Sviftmont 3: Birth of Dandin (Sind). On this day Sindhis celebrate the birthday of Dandin, an incarnation of one of the Immortals. Clerics parade statues of Dandin through the streets on the backs of elephants; people feast and dance and entertain the statues with games, dramas, and competitions.

Sviftmont 6: New Year's Day (Ethengar); Best Wishes of Krondahar (Glantri). This is the first day of the calendar year in Ethengar. It is celebrated quietly with a meal of special breads. Glantrians of Ethengarian descent, especially those living in Krondahar also celebrate the new year; they wish one another luck by sticking out their tongues.

Sviftmont 8: Vanya's Day (Heldannic Territories, Thyatis). This holiday commemorates the day when Vanya (still mortal) led a Thyatian action against Milenians on the southern continent of Davania. It is celebrated by good cheer, heavy feasting, and duels.

Festivals and Holidays

Sviftmont 8–15: Wine Festivals (Alphatian Empire). This is a week-long celebration of wine tasting and drinking festivals. Vineyards judged as having produced the finest wines are assured of good sales throughout the year.

Sviftmont 13: Birthday of Tarasfir (Shadow Elves). The shadow elves celebrate the birthday of the first king chosen by the shamans of Rafiel with feasts and revels.

Sviftmont 15: Raising the Walls (Glantri). Glantrians celebrate the annual renewal of the defensive walls that protect the city from attacks over the frozen river. Mages vie with one another to create the most decorative walls with their spells.

Sviftmont 23: The Day of Counting (Ethengar Khanates). The Ethengarian clans, having by now gathered into enormous encampments, count their livestock. Clan success with their herds determines how many animals the khan will allot the clan for the next year.

Sviftmont 24: Day of Naming and Welcoming (Ethengar Khanates). Today the Ethengarians dress up, announce marriage contracts, present new children to the Khan for naming, sing songs, and have a great feast.

Sviftmont 28: King Stefan's Birthday (Karamaikos). This is a holiday from work throughout Karamaikos. In Specularum, the day is celebrated with parades and military demonstrations. Petty criminals are often pardoned and released.

Eirmont 1: Cretia's Day (Ethengar Khanates). The Ethengarians play harmless tricks on one another all day. The festival honors Cretia, one of the Immortals honored in Ethengar.

Eirmont 5: Necromantia (Glantri). This national holiday of Klantyre honors heroes who died on the field of battle. Celebrants visit the graves of their ancestors, clean away weeds, and tidy things up. It is rumored that the ghosts of these ancestors pay a visit to the celebrants the next night.

Eirmont 6: Harvest Day (Darokin). Citizens of all classes and professions dress as farmers and celebrate the harvest. Businesses are not required to close, but many workers get the day off.

Eirmont 15: Night of Spirits (Ethengar Khanates); Caravan Day (Rockhome). On this day in Ethengar, the boundaries between the world and the spirit world fade. Shamans perform high rituals and sometimes travel to the spirit world, and the Ethengarians set up a feast for the spirits while they themselves fast. In Rockhome, dwarves quietly and peacefully celebrate the return of dwarven merchants to Rockhome. The counting of profits is left for the morrow.

Eirmont 16: Resolution Day (Sind). On this day, people of Sind proclaim their resolutions to become better people in the future. Many indulge in their favorite vices all day—gambling and drinking to excess—with the promise that, starting tomorrow, they'll never do it again.

Eirmont 22: The Reaping (Five Shires); Protius' Day (Thyatian Empire). At the end of the autumn harvest, the halflings feast, rest, make love, and generally enjoy themselves in one last festival before the onset of winter. This is officially the end of the Thyatian shipping season, a day for quiet feasts and clerical rituals.

Kaldmont 1: Winter Solstice; Farewell to the Sun (various cultures). This is the shortest day of the year; many nations recognize it as the official start of winter. In many places, clerics of Ixion burn bonfires, lead solemn parades thanking the Sun-Prince for his blessings over the last year, and urge him to return the sun to prominence in the upcoming spring.

Kaldmont 1–4: Days of Right (Ierendi). This three-day festival originally celebrated the impending arrival of an Immortal messenger who would save the world. The messenger never showed up, but the holiday remained. Many Ierendi couples become engaged or married during the Days of Right. Babies conceived now are considered especially lucky.

Festivals and Holidays

Kaldmont 2: Animal Day (Sind). In Sind, this is an official holiday for draft animals. No animal carries a pack or rider, pulls a plow or vehicle, or turns the wheel the entire day. Sindhis mark the day with horse, elephant, camel, and bullock races—all accomplished by Sindhis lining the streets and urging the riderless animals on with much shouting and waving of arms.

Kaldmont 14–15: Ice Games (Glantri). The best skaters in the Principalities come to Glantri City to participate in ice races on the city's frozen canals. After the races, balls take place on the ice under multicolored Ethengarian lanterns. The second day of festivities sees ice jousting and snowball battles.

Kaldmont 15: Closing Day (Alphatian Empire); Blessing of the Golden Khan (Ethengar Khanates); Boldavian Procession (Glantri). Alphatian schools and universities scheduled on the nine-month plan close shop for the season, and the students return home. In Ethengar, the Golden Khan hosts competitions in military strength, hunting, fishing, and tactical skills in his winter encampment at Bargha. Tribes in the area join in the festivities; those farther afield hold their own local games. In the Principality of Boldavia, villagers emerge from their homes at night to walk the streets carrying torches, clerical symbols, and censers. They hang garlic on doors, windows, crossroads and intersections; they burn coffins in the main plazas; they sing, dance, and keep one another awake until dawn—much to the annoyance of the Boldavian Prince.

Kaldmont 15–21: Footman's Games (Karamaikos; the Thyatian Empire). This week-long festival includes large fairs and gatherings. Weapon makers and armorers show off their wares, infantrymen demonstrate their military arts, and many people turn out to watch the tournaments.

Kaldmont 23–28: Midwinter Festival (Minrothad). In this celebration of the year's end, people of Minrothad put pineapples over their doorways, give gifts to children, and hang tiny bells from their clothes.

Kaldmont 27: The Day of Law (Ethengar Khanates); Alexander Day (Glantri). In Ethengar, clerics recite the laws of the Immortal Tubak the Lawgiver and all Ethengarians feast. Any crime committed today is punishable by death. Glantri celebrates an hour of silence, beginning at noon, in honor of Sir Alexander Glantri, founder of the nation. Late in the day, citizens crowd onto the Alexander Platz in Glantri City, hoping their hero will send them a good omen.

Kaldmont 28: Day of Dread; Year's End Feast (Shadow Elves); Bells of Fate (Glantri); Hiding from Year's End (Heldannic Territories; Northern Reaches; Norwold). This day marks the closing of the year in many cultures. In Aengmor and the City of Stars, shadow elves celebrate the promises of the coming year with huge feasts. In Glantri, every household rings bells at midnight to frighten evil spirits away. In the northern realms, descendants of the Antalian people crowd into their homes just before midnight and make a loud racket, hoping the old year will not seize them and carry them away as it passes. After midnight, these northmen emerge, build celebratory bonfires, and do a lot of dancing and drinking.

This day is now a Day of Dread for everyone on Mystara. For the last several years, Kaldmont 28 has been a day of ominous portents and strange occurrences. The sky changes color by day or glows eerily at night. Worse, all mortal magic is ineffective from midnight on the 27th to midnight on the 28th—as the day is measured in Glantri City. (For every 800 miles east of Glantri City, magic fails one hour *after* midnight on the 27th; for every 800 miles west of Glantri City, magic fails one hour *before* midnight.) Monsters and prisoners held by magical wards or bonds can escape, often to wreak havoc. Many powerful spellcasters flee to other planes on Kaldmont 27th to avoid losing their magic this day.

Unlike the dramatic week of no magic in AC 1009, however, not all magical items fail. The effects are also not severe enough to affect magical races such as elves (although they cannot cast spells, they do not fall ill); nor do people with magically extended life spans suddenly age or die. Immortal magic is not affected by this event. (See p. 5 for game effects.)

Known World Economics

Taxes

There are many types of taxes. Various nations levy various taxes. Those found in the Known World include:

Customs Duties: Taxes assessed on the value of imported or exported goods.

Excise Tax: A tax assessed on a specific commodity, such as powerful magic items.

Hearth Tax: A fixed tax levied against each hearth in a household. Like the poll tax, it's easy to assess. Unlike the poll tax, wealthy households are more likely to pay higher hearth taxes than poor households—they can afford more fireplaces.

Income Tax: A tax assessed against the taxpayer's gross income. Many nations excuse some minimum amount from taxation, and assess taxes only on the rest.

Inheritance Tax: A tax assessed on the value of an inheritance.

Net Worth Tax: A tax assessed on the taxpayer's total net worth. Some nations prefer this type of tax over income tax, as it's easier to assess.

Poll Tax (also called Head Tax): A tax of a fixed amount levied against certain people (all citizens, for instance, or any male of a certain age who declines to render military service, etc.). Poll taxes are easy to assess—every taxpayer pays the same amount.

Property Tax (also called Land Tax): A tax assessed on the value of real property, including buildings, livestock, tools and equipment, but especially land.

Sales Tax: A tax assessed on the value of an item at the time of sale.

Salt Tax: A tax assessed on the sale of salt—or on any item considered a necessity by the taxpayers. Salt Tax may also refer to the income tax a dominion ruler owes to his liege.

Tithe: Tax or dues in support of a church or clerical order; often one-tenth of one's income.

In addition, local rulers may impose other taxes within their jurisdiction. Tolls on bridges, roads, ferries, or at city gates are popular ways of raising revenues. Certain services or businesses may be taxed more heavily than others. Trade customs and duties may vary depending on the nation of export, thereby granting favored trade status to certain nations.

Alphatian Territories: The old Alphatian Empire, now in the Hollow World, imposes an income tax of 15% on everyone of Servant status or higher. Emperor Zandor of the New Alphatian Empire demands the same tax payments from his subjects, although it's enforced only in the city of Aquas. Zandor has decreed the death penalty for tax evasion. Alphatian territories that have not fallen to the Thyatian Empire have developed their own tax laws since the Empire sank.

The Republic of Darokin: Taxes are collected annually on Thaumont 1 for Nuwmont through Kaldmont of the previous year. Income taxes are assessed at 5% of yearly income; those with incomes above 100,000 daros (gp) per year pay 8%. In addition, Darokin assesses a Net Worth Tax once every five years. Anyone who increases his net worth from the previous assessment owes 5% of the gain in taxes. (Those whose net worth goes down owe no taxes, though losses in one period cannot be counted against gains in another.) There is also a sales tax of 3% levied on all sales. Exports are duty-free. A temporary customs duty of 5% has been levied on all nonessential imports, to be waived once Darokin's economy recovers. Tax evasion is punishable by fines of 1,000 to 10,000 daros.

The Ethengar Khanates: The khanates have no taxes to speak of. Clan members do not own any property; it all belongs to their khan. Each year in early Autumn, the clans gather for the Day of Counting, when after counting its increases and losses, each family's herd is returned to the main herd. In Spring, on the Day of Blessings (before the summer migrations), the khans announce the division of the herds and wealth among the clan members.

The Five Shires: The halflings of the Five Shires are not heavily taxed. At the yearly Reaping (Eirmont 22), the clans take stock of their wealth and set aside 1–5% for government activities such as road building and the like. Based on the clan's surplus and the perceived need, the leader of the clan decides how much to give each year.

Known World Economics

Taxes (continued)

The Principalities of Glantri: Quarterly income taxes of 10% are collected on Vatermont 10 (for earnings in Sviftmont-Kaldmont of the previous year); Yarthmont 10 (Nuwmont-Thaumont); Fyrmont 10 (Flaurmont-Klarmont); and Eirmont 24 (Felmont-Ambyrmont). There is also a hearth tax of 1 ducat (gp) per household. The Council of Princes imposes many other duties and fees. The Utterance Right is a tax on professional spellcasting (10% of the payment received for the spell, minimum 20 ducats), payable to the Great School of Magic. The Chancellor's Bill is a noble tax equal to 10% of a new dominion's monthly income, payable within a month of earning a new title. Many activities—from speaking in public to conducting business of any sort—require licenses with fees ranging up to 50 ducats per year for each licensed activity. Penalties for tax evasion include the removal of all titles, lands, and wealth, and up to 10 years imprisonment at the Tower of Sighs in Glantri City.

The Great Hule: There are two major taxes in Hule: a Net Worth tax of 5% assessed every two years, and an annual Tithe to the Holy Men of Hule (10% of yearly income). Hule's major roads have toll gates every 24 miles, charging 1 cp per person and 2 cp per large animal. Tax evasion is punishable by compulsory service to the Holy Men in Darkwood.

The Kingdom of Ierendi: Most of Ierendi's revenues come from tariffs and duties on imports and taxes on the tourist industries (resorts, inns, marinas, etc.). Tourists are assessed a room tax of 10% wherever they stay. There is a 5% sales tax on all goods and services sold, including meals. Residents of the islands are subject to a poll tax of 10 gp per family member per year. They must pay sales tax, but are exempt from meal and room taxes. The poll tax is collected annually; all other taxes are collected at the time of sale and paid monthly to the Ierendi tax collectors. Residents too poor to pay the poll tax may render public service instead. Penalties for tax evasion include fines up to twice the amount evaded or imprisonment and hard labor for up to four years.

Karamaikos: Quarterly income taxes of 25% (20% for noblemen) are collected on Vatermont 1 (for Sviftmont-Kaldmont); Yarthmont 1 (Nuwmont-Thaumont); Fyrmont 3 (Flaurmont-Klarmont); and Eirmont 1 (Felmont-Ambyrmont). Sales tax is 5% on all sales. Import taxes are assessed at 1% of the cargo's value. Penalties for tax evasion range from small fines or one day in jail (for minor offenses) to fines up to 30,000 gp and up to six years in jail.

The Minrothad Guilds: Annual taxes are due Felmont 26. Minrothad tax collection involves complex formulas that only professional accountants and tax collectors can keep track of. Guilds are taxed at roughly 20% of their net income; there are many circumstances under which taxes due may be increased or reduced. Individuals owe an income tax assessed at 10% of their net income. Goods and services sold by foreigners are taxed at 18%. There is an 8% sales tax on domestic products. Foreigners are charged a tax of 20% on any magical items or services sold; this includes a 2% fee for the Tutorial Guild's services. Punishments for tax evasion include flogging.

The Northern Reaches: The nations of the Northern Reaches impose no regular taxes on their people. They raise revenues through tolls on roads and bridges (it costs 10 gp per wagon and 1 gp per person to travel the Marsh Road, for instance) and through plunder gained in raids and piratical activities.

Rockhome: In Rockhome, all income goes to the family head, who distributes it to workers and craftsmen according to need and productivity. Roughly 35% of a family's income goes to the government. Annual taxes must be paid by Kaldmont 1. Rockhome dwarves living abroad send one-third of their income back to Rockhome as part of their family taxes; to fail to do so is a great dishonor. Foreigners are taxed 5% on all goods they buy or sell in Rockhome, and are subject to a 25% income tax on any wages earned in Rockhome. Tax evaders are flogged and exiled from Rockhome or sentenced to several years farming in the penal colony of Kurdal.

Known World Economics

Taxes (continued)

The Shadow Elves (Aengmor and the City of the Stars): Shadow elves owe one-fourteenth of their income to the Temple of Rafiel and the King. Employers deduct these taxes from the wages they pay and send them along to the tax collectors each month. The shadow elves have no sales tax or trade duties. Tax evasion is almost unheard-of among shadow elves, although social censure is the only punishment.

The Kingdom of Sind: Each of Sind's semi-autonomous states imposes and collects its own taxes. The national treasury in Sayr Ulan receives 20% of all taxes and tolls collected by the states. Although each state can set its own tax rates and determine which goods (if any) are to bear additional taxes, ancient traditions govern the actual tax rate. Privileged castes (clerics, fighters, and magic-users) owe an annual Denar tax of one-fourth of all profits, taxes, services, and goods received. Individuals may waive this tax if they freely offer their own services to the government or others of the privileged castes. Farmers and craftsmen must send a quarter of all produce to the tax collectors of the state they live in; another quarter goes to the clergy. The caste of servants and laborers are not taxed—they labor for members of the higher castes in return for food and clothing. A subclass of white-skinned Sindhis must pay an annual Sarshumari poll tax of one Khundar (1sp) per person. The occupying forces of Hule demand an annual poll tax of one Khundar per person regardless of caste, age, or gender, but leave all other taxation to the Sindhi government. There are no customs duties or tariffs. Penalties for tax evasion range from public humiliation and compulsory fasting to imprisonment or fines up to 32 times the amount evaded.

The Empire of Thyatis: Thyatian tax laws assess an income tax of 25% throughout the Empire and its territories. Quarterly income taxes are collected on Vatermont 1 (for earnings in Sviftmont through Kaldmont of the previous year); Yarthmont 1 (Nuwmont through Thaumont); Fyrmont 3 (Flaurmont through Klarmont); and Eirmont 1 (Felmont through Ambyrmont). Thyatians employed abroad are

expected to pay income taxes on their foreign earnings (possibly resulting in double taxation) or they risk losing their citizenship. Expensive equipment and magical items received in payment for services or gained while adventuring are considered to be income and taxed at 25% of their appraised value. There is also a 5% sales tax on all items except food and clothing. Punishments for tax evasion range from a small fine (for those who failed to pay the proper taxes from ignorance of the tax laws) to slavery, life sentence on Borydos Island, or even death (for those convicted of chronic self-interest and unsociability).

The Divinarchy of Yavdlom: Although some states of Yavdlom impose minor taxes on their citizens, there are no taxes mandated throughout Yavdlom as a whole. The clerics of Yavdlom fund government projects through the donations and fees they receive for divinations and other services. Twice each year they hold *mafanikio* festivals to give money back to the common people. These festivals have no fixed date; the clergy announces one whenever they determine the time is right. Much of the money is simply given to citizens in need. The rest is given away in contests, lotteries, and other games. These festivals typically last for a week. Each port city of Yavdlom may charge its own tariffs and duties on imported goods; the rates typically vary from 1% to 10%.

The Emirates of Ylaruam: Individual residents of the Emirates pay a monthly tax. The rate varies with social status: peasants and beggars pay 1 cp per month, nomad herdsmen and most townsfolk pay 1 sp, merchants and craftsmen pay 1 gp, sheiks and other nobles pay 10 gp. Foreigners and unbelievers (those who do not follow the Way of Al-Kalim) pay double the monthly tax. Sales tax is 10% on all sales. Penalties for tax evasion include fines, confiscation of property, flogging, and imprisonment. Citizens claiming extreme poverty or misfortune may have their tax reduced. Foreigners who claim poverty are given one year to earn enough money to pay all taxes owed or they must leave the Emirates.

Known World Economics

Currencies

Coinage

Nation	Platinum	Gold	Electrum	Silver	Copper	Other
Alphatia ^{1,2}	Various	Crown	Various	Mirror	Judge	Gems
Atruaghin	—	—	—	Cloud (5sp) ³	Land	Barter
Darokin ⁴	—	Daro	—	Tendrid	Passim	Gems
Erhengar	Tang ⁵	Tang ⁵	Tang ⁵	Tang ⁵	Tang ⁵	Barter
Five Shires	—	Yellow	—	Star	Sunset	Silver Bars (50 gp)
Glantri	Crown (50gp)	Ducat	—	Sovereign	Penny	Crowns are magical
Heldannic T.	Groschen	Gelder	Erzer	Markschen	Fenneg	—
Hule	—	Lira	—	Kuru	Piastre	Gems
Ierendi	Pali (10gp)	Geleva	—	Sana	Cokip	Prefer foreign coins
Karameikos	—	Royal	—	Crona	Kopec	—
Minrothad	—	Crona	Byd	Quert	Plen	—
Ostland	—	Krona	—	Eyrir	Oren	—
Rockhome	—	Sun (10 gp)	—	Moon (10 sp)	Stone	Gems
		Trader (1 gp)	—	Star (1 gp)	—	—
Sind	Guru (25gp)	Rupee (5gp)	Bhani (2ep)	Khundar	Piaster	Gems
Soderfjord	—	Markka	Penne	Gundar	Oren	—
Thyatis ²	Emperor	Lucin	—	Asterius	Denarius	Gems
Vestland	Schilder	Guldan	Hellar	Floren	Oren	—
Ylaruam	—	Dinar	—	Dirham	Fal	—

¹Still used in the independent Alphatian territories in the Known World.

²Colonized territories may use different currency; Imperial currency is legal in those territories.

³Minted in Darokin for trade with Atruaghin Clans.

⁴Large sums are handled with Certified Letters of Credit. Daro also called Piaster.

⁵Tangs come in denominations of 1, 5, and 10.

—This metal is not in common use for local coinage.

Basic Metal Values: 1gp = 2ep = 10sp = 100cp; 5gp = 1pp.

Currency Exchange Fees

Most nations add a 5% surcharge to the regular fees for exchanging gems and treasure.

Currency	Fee
Alphatia ⁶	5%
Atruaghin	No Fee
Darokin	5%
Ethengar	No Fee
Five Shires	5%
Glantri ⁶	10%
Heldann Freeholds	No Fee
Ierendi ⁶	10%
Karameikos ⁶	10%
Minrothad	5%

Currency	Fee
Ostland	15%
Rockhome ⁶	10%
Sind	15%
Soderfjord	No Fee
Thyatis	10%
Vestland ⁶	10%
Yavdlom	5%
Ylaruam	15%

⁶For gems and treasures, drop the usual 5% surcharge but double the exchange fee.

⁷5% change fee maximum on gems and treasure. Gems are duty free (no import/export tax).

Known World Economics

Major Imports and Exports

Nation	Imports	Exports	Notes
Atruaghin	Textiles, beer semiprecious stones	Tobacco, mounts, tea	Mostly barter; sometimes offer or accept foreign coins
Darokin	Salt, silk, spices, cloth, wine, weapons and tools, monsters, gems, horses	Fish, fine porcelain, tea, meat, furs, textiles, grain & vegetables, timber	Very active in overland trade; currently has favored trading status with Karamaikos
Ethengar	Tea & coffee, wood, common metals	Mounts, salt, furs	Mostly barter; little use for foreign coins
Five Shires	Fish, tea & coffee	Grains & vegetables, wine, beer, tobacco	Mostly self-sufficient; trade in luxury goods
Glantri	Precious woods, spices, silk, semiprecious stones, tobacco, glassware, gems	Oil, rare books, monsters, pottery, wine, furs, textiles dye, precious metals	Sale of magic items strictly controlled; spellcasters often looking for rare materials
Heldannic Territories	Weapons & tools, oil, armor	Animals, fine porcelain	Becoming more important in politics and trade
Helskir	Fish, furs, tea, coffee, pottery	Dye & pigments, salt	Struggling to strengthen economy & military forces
Hule	Common metals, fish, salt, spices, silk, dye, tobacco	Grains & vegetables, meat, wood, textiles, glassware, gems	Imports as much Red Steel (unique to the Savage Coast) as possible
Ierendi	Dye & pigments, cloth, animals, silk, ivory, meat, monsters, rare books	Fish, precious metals, furs, salt, oil, fruit	Tourists are major business; passenger transportation also
Karamaikos	Weapons & tools, armor, rare furs	Wood, animals, furs, common metals	Horse breeding is on the rise; may soon export mounts
Minrothad	Rare books, spices, wood, precious metals, gems, meat, wine, pottery, cloth	Textiles, tea & coffee, grain, beer, fish, dye, animals, oil	Serve as middlemen in trade throughout the Known World; strict controls on imports
Ostland	Wood, meat	Fish, cloth, textiles	Raiding brings most imports
Rockhome	Meat, textiles, silk, grain, tobacco, animals	Monsters, ivory, armor, precious metals, weapons, gems	Famed for craftsmanship; often initially suspicious of foreign traders
Sind	Fish, tea & coffee, wood, semiprecious stones,	Rare books, spices, salt, gems, precious metals, pottery, cloth, rice, tea	Imports elephants, monkeys, and parrots from the Serpent Peninsula
Soderfjord	Armor, fish, pottery, wine	Wood, grain & vegetables, dye, common metals, semiprecious stones	Each jarldom sets its own prices and looks after its own needs
Thyatis	Rare books, ivory, wood, rare furs, oil, spices, dye, gems, common metals	Meat, wine, beer, silk, weapons, armor, mounts,	Territories outside the mainland have their own imports & exports
Vestland	Ivory, pottery, cloth	Silk, salt, weapons	Excellent native craftsmen
Yavdlom	Grain & vegetables, meat, silk, precious metals	Cocoa, coffee, fish, gems, precious wood, ivory	Only known supplier of cocoa in Known World
Ylaruam	Tea & coffee, tobacco, mounts	Oil, semiprecious stones, fine porcelain, citrus fruit	Exporting superb desert-bred steeds is punishable by death

Known World Economics

The Magic Trade

Typical Enchantment Costs*

Magical Item	Cost (in gp)	Time Needed ¹
Scroll (3 <i>charm</i> spells)	1,040	9 days
Dagger +1	1,050	9 days
20 Arrows +1	2,000	9 days
Potion of Invisibility ²	2,140	10 days
Leather Armor +1	3,000	11 days
Shield +1	3,000	11 days
Sword +1	3,000	11 days
Long Bow +1	4,500	12 days
Chain Mail +1	5,340	13 days
Wand of Fire Balls ³	9,000	16 days
Plate mail +1	10,000	17 days
Rope of Climbing	12,000	19 days
Crystal Ball	20,000	27 days
War Hammer +5 of Flying	24,250	32 days
Ring of Teleportation	30,000	37 days
Lance +3 of Speed	45,000	52 days
Staff of Wizardry	156,200	164 days

* Materials only: spellcaster's time must also be paid for. Most magic items also require extremely rare materials which must be obtained before enchanting begins.

¹Assuming success on first attempt to enchant

²Three doses, non-rechargeable

³Twenty charges, rechargeable

Regulations on Magic Trade

Travelers should be aware that many communities place restrictions on activities involving enchanting, buying, or selling magical items. A number of cities are known to forbid spellcasting, enchantment attempts, and magical experimentation of any kind within their jurisdiction.

In Glantri, for instance, spellcasters must obtain a license detailing the spells they know in order to cast spells (even privately). Casting spells in exchange for services or money requires a separate license. Unauthorized spellcasting is punishable by a modified *dispel magic* spell that disables the spellcaster.

Check with local authorities before engaging in any activities involving magic!

Typical Costs for Rare Materials in Glantri

Item	Cost (gp)
Black Pudding, a slice (live)	1,250
Cockatrice feather	15
Dragon, one fang or claw (any color)	52
a dozen unidentified eggs	14,750
Ghoul, a dried tongue	12
Haunt's ectoplasmic net (intact)	2,500
Kryst, one spike	800
Lycanthrope saliva, 1 vial (werewolf)	10
(any other weretype)	100
Purple Worm slime (1 gallon)	270
Shrieker, live	35
Sporacle tentacle	150
Unicorn horn	200

Typical Spellcaster's Wages

Alphatian magic-users are accustomed to demanding wages based on the following schedule. Since Alphatia sank, many surviving Alphatian spellcasters are having trouble finding employment at those wages. Few will accept less than half their fees, however.

Spellcasters able to cast 6 spells or fewer each day: 500 gp per week times the number of spells memorized in one day.

Spellcasters able to cast 23 spells or fewer each day: 3,000 gp per week, plus 500 gp per week for every two spells they can memorize beyond 6.

Spellcasters able to cast more than 23 spells per day: 7,500 gp per week, plus 500 gp per week for every three spells they can memorize beyond 23.

Glantrian mages charge more reasonable wages. They follow the same payment schedule as Alphatian mages, but demand these wages monthly rather than weekly. Glantrian mages who have powerful magic items to aid in their work charge double the usual rate.

Mages of other nations set their own wages based on the nation's economy and traditions involving spellcasting. In general, the more powerful the magic-user, the higher the wages demanded—and paid!

Known World Philosophies

The Immortals and Their Followings

Immortal	Epithets and Interests	Major Followings
Ahmanni Al-Kalim Alphaks	Turtlerider, patron of Turtle Clan The Eternal Truth, the Desert Garden Destroying Alpathia	Atruaghin Clans (Children of the Turtle) Ylaruam, Ierendi Thyatis, discontented Alpathians (honoring Alphaks is illegal in Thyatis and Alpathia)
Alpathia	Pacifism, artistry	Alpathia, Bellissaria, Norwold, Isle of Dawn
Asterius Atruaghin Bozdogan Calitha Starbrow Cretia Danel Diulanna Eiryndul Frey and Freyja Halav Hattani Hel Ilsundal Ixion	Trade, merchants, thieves Atruaghin Clans Conquest by deceit Oceans, sea elves Tricks, jokes Tigerstripes, patron of Tiger Clan Willpower, strong-willed heroes Reincarnation, death, chaos Protection of elves Banishing darkness, opposing Entropy	Darokin, Thyatis Atruaghin Clans Hule Minrothad Ethengar Atruaghin Clans (Children of the Tiger) Thyatis, Thyatian Hinterlands Alpathian elves Northern Reaches Karameikos, Thyatis Atruaghin Clans (Children of the Bear) Northern Reaches, Sind (Kala) Elves throughout the Known World Darokin, Sind (as Ayazi, creation; Himayeti, protection; and Aksyri, destruction)
Kagyar Khoronus Koryis Loki Mahmatti Minroth Odin Ordana Petra Protius Rad Rafiel Rathanos Razud Tahkati Tarastia Thanatos Thor Tubak Twelve Watchers Valerias Vanya Yav Yamuga Zirchev	The arts, dwarves Teaching lessons of time to rulers Peace, prosperity Mischievous, betrayal Running Elk, patron of Elk Clan Minrothad Guilds Wise rule, living life to the fullest Protection of forests, forest races Fighting clerics, besieged cities Old Man of the Sea, oceans The Radiance Shadow Elves Energy life forms Alpathians, helping the self-sufficient Stormtamer, patron of Horse Clan Justice, revenge Death Warrior's code of honor The Lawgiver, order, fair judgment Craftsmen Romance, passion War, conquest The future, the People of Yav Renewal, prosperity Forest Folk	Rockhome, Thyatis Darokin Darokin, Alpathia Northern Reaches Atruaghin Clans (Children of the Elk) Minrothad Darokin, Northern Reaches, Thyatis Minrothad Karameikos Thyatis Glantri Aengmor, the City of Stars Thothia Alpathia Atruaghin Clans (Children of the Horse) Thyatis Thyatis (honoring Thanatos is illegal) Northern Reaches, Thyatis Ethengar Minrothad, Darokin Thyatis, Darokin Heldannic Territories, Thyatis Yavdlom Ethengar Karameikos, Darokin, Alpathia

Known World Philosophies

Symbols of the Immortals

Ahmanni	Whale tooth necklace
Al-Kalim	Palm tree against rising moon in desert
Alphaks	Horned skull against phoenix-shaped flame
Alphatia	Glowing shield with paints (like artist's palette)
Asterius	The moon
Atruaghin	Warbonnet & tomahawk
Bozdogan	A mechanical puzzle-cube
Calitha Starbrow	Giant pearl
Cretia	A scowling face
Danel	A cat's eye
Diulanna	A spear through a boulder
Eiryndul	Smiling teeth with no face
Frey and Freyja	Golden boar or pegasus
Halav	Sword laid on an anvil
Hattani	Bear claw pendant
Hel	Stone throne with skulls
Ilkundal	Silhouette of <i>Tree of Life</i>
Ixion	Flaming wheel
Kagyar	Crossed hammer & chisel
Khoronus	Water clock or hourglass
Koryis	Hand held palm forward
Loki	Beautiful goblet with nasty bubbling liquid
Mahmatti	Clay pipe
Minroth	Four-feathered arrow
Odin	Man's face flanked by two ravens
Ordana	Oak leaf
Petra	Circular shield with central boss or potter's wheel
Protius	Trident
Rad	Three connected hemispheres forming a triangle
Rafiel	Book with star on cover
Rathanos	Burning brand
Razud	Stone oak tree
Tahkati	Buffalo-bone knife
Tarastia	Black headsman's axe
Thanatos	Scythe
Thor	War hammer
Tubak	A book
Twelve Watchers	Two faceless, staring eyes
Valerias	Thorny rose
Vanya	Lance crossed with two short swords (black lion in Heldann Freeholds)
Yav	A conch shell
Yamuga	A yurt
Zirchev	Hawk riding a wolf

The Church of Karamaikos

Popular among Karamaikans of Thyatian descent, this church does not require its members to honor any specific Immortal. The Church's philosophy maintains that sins such as assault, lying, theft, and murder stain the soul, and that an individual's role in the afterlife depends on the amount of stain his spirit bears at the time of death. The Church further teaches that purifying acts or ceremonies can cleanse these sins from the spirit. Minor sins, such as telling relatively harmless lies, may require no more than reciting a few prayers. Moderate sins, such as assaulting someone without just cause, might require a day's vigil and fasting. Terrible sins, such as murder, usually require performing some great ceremony of purification—in addition to any punishment the secular laws of the land require. Such a great ceremony may take the form of the sinner risking his life in an adventure that the Church's Patriarchs think would benefit his spirit.

The People's Temple

This rather informal philosophy originated in Ierendi. It stresses love and generosity with friends and neighbors, and does not require its members to honor specific Immortals or perform specific ceremonies. Each community has its own rituals and services, determined by the local clerics, and which change whenever it suits the clergy and lay members. Services are held weekly, and begin with a half hour of socializing and relating local news. The second half hour consists of a sermon, often accompanied by storytelling or sleight-of-hand magic shows to reinforce the day's message.

The People's Temple teaches that unspecified Immortals have hidden a treasure destined to help the People's Temple in a time of need. When the treasure is found, the Temple will become the wealthiest church in all the Known World; every member will share in that wealth.

The Temples of Rad

Although clerics and their teachings are illegal in the Principalities, Glantri does have temples where its citizens can go to meditate and seek inspiration for dealing with personal problems. Wizards called the Shepherds of Rad run these temples.

Known World Climate & Geography

Mountain Ranges

Mountain Range & Type of Bedrock	Average Altitude ¹	Highest Peak & Location	Altitude
Altan Tepes, Granite	8,950'	Mt. Tarsus, Thyatis	11,380'
Black Mountains, Gneiss	15,000'	Kedar, Great Waste	19,400'
Black Peak Mountains, Basalt	4,500'	Mt. Pavel, Karamaikos	5,800'
Broken Lands, Sandstone	10,000'	Unknown	—
Colossus Mountains, Schist	18,500'	Stoneface, Glantri	24,350'
Cruth Mountains, Hornblende	4,000'	Adrian Peak, Karamaikos	5,250'
Glantrian Alps, Schist	20,250'	Mt. de Glace, Glantri	25,100'
Hardanger Range, Limestone	10,000'	Odharjokull, Soderfjord	15,750'
Icereach Range, Gneiss	14,000'	Mt. Einrick, Norwold	21,050'
Ierendi Uplands, Trachyte	9,000'	Mt. Kikapua, Ierendi	12,100'
KuMakkres Range, Granite	13,800'	Steel Fang, Rockhome	15,720'
Kurish Massif, Marlstone	12,500'	Urapurda, Sind	18,250'
Diamond Spurs, Feldspar	4,500'	Gold Needle, Minrothad	5,200'
Silver Sierras, ² Phyllite	17,000'	Adruzzo, Darokin	18,820'
Wendarian Range, Basalt	11,300'	Mt. Lea, Glantri	16,550'

¹Central ridge of chain

²Partially destroyed by Great Crater

Major Navigable Rivers

River & Region	From	To	Distance ³	Length ⁴
Amsorak, Darokin	Akkorros	Malpheggi Bay	224	225
Asanda, Sind ⁵				300
Hrap, Rockhome ⁶	Lake Klintest	Lake Balbak, Ethengar	128	130
Isoile, Glantri	Vyonnes	Glantri City	128	250
Ithypool, Shires	Fishtickle	Shireton	50	100
Landersfjord, Vestland	Ranwood	Sea of Dawn	80	110
Marsfjord, Vestland	Landersfjord	Sea of Dawn	100	110
Mesonian, Thyatis	Altan Tepes Foothills	Vanya's Girdle	160	160
Otofjord, Soderfjord	Whiteheart	Sea of Dawn	144	200
Saltfjord, Soderfjord	Sortfeld	Sea of Dawn	128	240
Streel, Darokin	Corunglain	Sea of Dread	352	880
Streel, Ethengar	(navigable throughout the plains)		300	880
Styrdal, Rockhome ⁶	Lake Stahl	Lake Balbak, Ethengar	136	136
Vestfjord, Vestland	Rhoona	Sea of Dawn	112	200
Vesubia, Glantri	Leenz	Trintan	288	520
Volaga, Karamaikos	Kelven	Specularum	80	200

³In miles, between stated points

⁴In miles, of entire river

⁵Navigable only during the wet summer months.

⁶Strong current discourages travel upriver.

Known World Climate & Geography

Major Cities of the Known World¹

City	Nation	Population	Notes
Akesoli	Darokin	25,000	Large military forces to protect north & west
Akorros	Darokin	28,000	Large military forces to protect agricultural land
Alpha	Norwold	30,000	Splendid deep-water port
Beitung	Ochalea	50,000	Elegant and intricate sloped-roofed architecture
Corunglain	Darokin	30,000	Heavily fortified city; suffered losses with orcs
Darokin	Darokin	53,000	Republic's commercial center
Dengar ²	Rockhome	55,000	Occupies Point Everast's lower slopes & interior
Edairo	Thothia, Isle of Dawn	30,000	Currently resisting Thyatian invasion
Faraway	Esterhold, Skothar	35,000	Native Jennites held in slavery by ex-Alphatians
Glantri City	Glantri	40,000	City of magic and canals
Hattias	Thyatis	30,000	By law, city cannot be fortified (rebellious)
Kelvin	Karameikos	25,000	Sizeable population of refugee elves
Kerendas	Thyatis	100,000	West Reach famous cavalry academy
Minrothad	Minrothad Islands	28,000	Occupies fortified island in old caldera
Ne'er-do-well	Alatian Islands	25,000	Infamous for thieves and disreputable citizens
Newkirk	Isle of Dawn	25,000	Capital city of Grand Duchy of Westrouрке
Oceansend	Norwold	25,000	Heavily fortified; preparing for Heldann attack
Port Lucinius	Thyatis	40,000	Shield of the East; primary Thyatian naval base
Raven Scarp	Thyatian Hinterlands	27,000	Recent increases in Thyatian troops & colonists
Redstone	Isle of Dawn	25,000	Large Thyatian military base; castle & town
Sayr Ulan	Sind	35,000	Includes occupying Desert Nomad troops
Sea Home	Minrothad Islands	25,000	Seafaring elves' city; most luxurious in Guilds
Selenia	Darokin	40,000	Gateway to Ylaruam, Karameikos, & Rockhome
Shireton	Five Shires	27,000	Tall stone & timber buildings; narrow streets
Slagovich	Slagovich, Great Waste	30,000	Well-defended trading city built on coastal cliff
Spearpoint	Bellissaria	30,000	Fortified military community
Specularum	Karameikos	70,000	Large, crowded city; many Alphatian refugees
Stahl	Rockhome	30,000	Built on (and in) large hill near Lake Stahl
Tanakumba	Yavdlom Divinarchy	25,000	Occupies dozens of small islands in delta
Tel Akbir	Thyatis	25,000	Large population of Alphatian refugees
Thyatis City	Thyatis	600,000	Largest city in Known World
Trikelios	Isle of Dawn	25,000	Including occupying Thyatian troops
Ylaruam	Emirates of Ylaruam	25,000	Includes suburban population in oasis

¹Population 25,000 or more

²Both Upper and Lower Dengar

Time Zones³

9 AM	11 AM	Noon	1 PM	2 PM	3 PM
Azurun	Akesoli	Leeha	Dunadale	Aegepoli	Floating Ar
Slagovich	Darokin	Norrvik	Newkirk	Edairo	Rainbow Park
Tanakumba	Glantri City	Thyatis	West Portage	Farend	Yannivey
Tyaret	Ierendi	Ylaruam	Ying Tang	Monster Island	Islands

³Difference in solar times is roughly one hour for every 800 miles one travels east or west—except in the Arctic or Antarctic circles (distance between time zones decreases as one approaches the poles).

Known World Climate & Geography

Average Seasonal Temperatures¹

City	Altitude	Winter	Spring	Summer	Fall	Notes
Aasla Isle	100'	25-35	35-45	50-60	40-50	Fog-bound; no inhabitants
Aegopoli	0-100'	60-70	65-75	70-85	70-80	Semiarid
Aengmor	250'	35-45	35-55	60-75	40-60	Recent severe droughts
Alpha	0-250'	20-35	30-40	45-55	35-45	Very short growing season
Atruaghin	2,700'	30-55	50-65	70-85	55-70	Figures are for plateau
Corunglain	1,800'	15-35	40-55	60-75	45-60	Autumn is rainy
Darokin	1,200'	35-50	45-65	70-85	40-60	Autumn is rainy
Dengar	4,500'	5-25	30-50	50-65	35-45	Cold mountain winds
Dunadale	0-250'	25-30	30-40	40-60	35-50	Subject to sea gales
Ethengar	1,800'	10-25	30-50	55-85	40-55	High winds in treeless plains
Farend	0-150'	15-15	20-30	40-45	25-35	Close to arctic circle
Freiburg	0-200'	10-25	25-35	50-60	30-40	Strong sea breeze
Glantri	4,800'	15-25	30-45	50-70	35-50	Fog common
Helskir	0-100'	10-20	20-35	45-55	30-40	Foggy in summer
Ierendi	0-100'	55-65	60-70	65-75	65-75	Hazardous tropical storms
Landfall	0-150'	5-25	25-35	45-55	30-40	Strong sea breeze
Minrothad	0-100'	55-65	60-70	65-75	60-70	Perpetual fogs
Norrvik	0-250'	20-30	30-40	55-65	35-45	Heavy snowfalls in winter
Oceansend	0-350'	5-30	25-45	40-60	30-45	Ocean current warms coast
Ravenscarp	500'	60-75	70-80	75-90	75-85	Hot and muggy
Sayr Ulan	900'	35-45	60-70	75-95	65-75	Oasis springs cool area
Selenica	1,800'	35-50	45-65	70-85	40-60	Autumn is rainy
Shireton	300'	35-50	45-65	65-80	45-60	Often wet and misty
Soderfjord	100'	5-30	35-55	55-75	40-55	Year-round precipitation
Specularum	150'	35-45	45-60	60-80	50-65	River may flood in spring
Surra-Man-Ra	500'	65-75	70-80	90-105	75-85	Hot, dusty, and dry
Tanakumba	0-50'	50-75	60-80	75-110	65-85	Hot and muggy
Tel Akbir	0-100'	55-65	60-70	75-85	65-75	Semiarid
Thyatis	0-200'	40-50	45-55	60-70	50-60	Cool summer sea breezes
Wendar	2,500'	10-30	40-55	50-70	40-55	Heavy snow in winter
Ylaruam	250'	50-70	55-75	80-110	65-95	Hot and dry
Zeaburg	0-250'	25-35	40-50	55-65	45-55	Chilly sea breezes

¹Degrees Fahrenheit. Low temperature indicates average temperature just prior to dawn; high temperature indicates average temperature in early afternoon. Individual days vary widely.

Sunrise & Sunset

Approx. Location	Latitude	Winter	Spring	Summer	Fall
Farend	60° North	8:35 A.M.-3:05 P.M.	7:00 A.M.-5:30 P.M.	2:50 A.M.-9:05 P.M.	4:55 A.M.-7:05 P.M.
Landfall	40° North	7:05 A.M.-4:35 P.M.	6:35 A.M.-5:50 P.M.	4:35 A.M.-7:25 P.M.	5:30 A.M.-6:30 P.M.
Thyatis	30° North	6:40 A.M.-5:00 P.M.	6:25 A.M.-6:00 P.M.	5:00 A.M.-6:55 P.M.	5:35 A.M.-6:25 P.M.
Tanakumba	20° North	6:25 A.M.-5:20 P.M.	6:20 A.M.-6:05 P.M.	5:20 A.M.-6:35 P.M.	5:45 A.M.-6:15 P.M.

Twilight lasts 30 minutes before and after sunset and sunrise.

Current Events—AC 1011

This section presents suggested events for the year AC 1011. These events can be used as background news—occurrences the PCs hear of as they go about their regular adventures. Or these events can serve as starting points for adventures in your campaign. Feel free to alter or ignore any event that doesn't quite fit into your campaign. For instance, if the failure of magic on the Day of Dread will cause too many problems, either ignore the effects (substituting weird omens and strange occurrences) or tone them down (low-level spells still work or spellcasters can memorize only a few of the spells they normally would). Just keep in mind that future *Almanacs* and other D&D® products will assume that events have happened as stated here. Drastic changes may make using future *Almanacs* more difficult.

Several details are presented for each event.

Date: The date listed for the event is often an approximation; DMs are free to adjust the timing of any event for the individual campaign. If, for instance, you design an adventure that requires the PCs to reach Thyatis City before a particular event occurs, the event can be delayed until they get there.

Location: This paragraph lists the area in which the event occurs.

Description: The event is summarized, giving information player characters may learn. If the PCs are involved in the event, their actions may alter the details. For example, if the event is a political assassination and the PCs cut down the assassin before he completes the task, the details of the event have changed. Some events stem from earlier events, in which case the description refers you to the appropriate date. In these references, months are abbreviated to their first two letters: Nu = Nuwmont, Ka = Kaldmont, and so on. Dates in italics refer to related future events.

What This Means: This paragraph appears with some but not all events. It discusses long-term or political ramifications of the event, or the secret meaning behind the event. Some events result from maneuvering by Immortals, rulers, or other high-powered manipulators; this may not be obvious to the PCs.

What the PCs Can Do: This paragraph appears in some but not all events. It discusses ways the PCs can interact with the event if they are in the right place at the right time—and what may result from their interference.

Nuwmont, AC 1011

This month's annual events include New Year's Day (Nu.1), which is celebrated in Thyatis and various other nations. (Alphatia and a few other nations celebrate New Year's Day on Thaumont 1, the Spring Equinox.)

Nuwmont 1: Reactions to the Day of Dread

Location: Worldwide.

Description: Yesterday, Kaldmont 28th of AC 1010 (the last day of the year by Thyatian reckoning), was a Day of Dread for Mystara—a day when magic failed. Everywhere, spells failed, potions spoiled, magic items ceased to work, and monsters imprisoned or controlled with magic were freed. Many people feared that this was the start of another week without magic, as happened when a terrible storm destroyed the Alphatian capital of Sundsvall in AC 1009. Others feared the complete failure of magic for all time.

This morning, people awoken to a world returned to normal—with the exception of a few dangerous monsters still on the loose here and there. Spellcasters call emergency guild and council sessions; communities take stock of the damage.

In places like Glantri, where use of magic is prevalent, the toll in lives lost and property damaged is tremendous. People roam the streets in various states of shock or panic, surveying the damage done or hunting down the last of the escaped monsters. Gradually, people recover from the shock and carry on with the usual New Year's Day festivities, although many celebrations are subdued.

Where spellcasters are rare, or where the use of magic is strictly controlled, damage was kept to a minimum. Here and there, small isolated communities who have no spellcasters living among them aren't even aware that magic failed yesterday.

What This Means: The Day of Dread is an annual event that occurs every Kaldmont 28th. It results from the energy-draining properties of the Nucleus of the Spheres, a powerful artifact buried beneath Glantri City.

What the PCs Can Do: The Nucleus of the Spheres cannot be destroyed by mortals, but the PCs won't necessarily realize this. The Day of Dread can send them off on an epic quest to find the cause of the failure.

Current Events—AC 1011

Nuwmont 1: Start of Sixth Year of Rule

Location: Specularum, Karamaikos.

Description: In conjunction with the traditional New Year's feasts and parades, King Stefan of Karamaikos celebrates his sixth full year of rule. The King and his family review the parade from a dais in front of the gates to the royal stronghold in Specularum. King Stefan then announces that the new Karamaikan School of Magecraft will open on Thaumont 15.

Before the king concludes his speech, half a dozen agitated citizens attempt to storm the dais. After a brief scuffle, the King's Guards arrest the men for disturbing the peace. As the citizens are dragged off to the garrison, one of the group manages to shout something about the Day of Dread. His words are met with angry murmurs from the gathered crowd. The guards march the group away, and King Stefan finishes his speech.

Later today, the Captain of the King's Guard brings the group's spokesman before Stefan—in accordance with Karamaikan law giving all citizens the right to open court with their king. The spokesman demands to know what the

king is doing to ensure that magic will not fail again. At the very least, he argues, the king should put a program in place that will protect the common folk from rampaging monsters and other, similar consequences of magical wards failing throughout the land.

Stefan can only assure them that the best clerics and magic-users are working on it, and that if there's any mortal way to prevent magic from failing, it shall be done. (See *Tb.15.*)

What This Means: This is an example of reactions to the Day of Dread. King Stefan had hoped to carry on with the New Year's festivities as though nothing had happened. But despite the joyous tones of today's celebrations, many Karamaikans feel only dread and uncertainty in the face of the new year.

Nuwmont 1: Rockhome Divided

Location: Dengar, Rockhome.

Description: The Day of Dread brought more than the failure of magic to Rockhome. Denwarf, the legendary golem-king of the dwarves, climbed out of the depths beneath the dwarven city of Dengar and announced himself



Citizens Storm Dais

Current Events—AC 1011

Dwarf-King once more, with Duric and Bifia of the Hurwarf clan his heirs. Today, King Everast XV and clans remaining loyal to him leave for the Klintest Lowlands, near Lake Klintest, where they intend to make their stand (Everast knows that defying the legendary golem within the city would be risky at best).

The Everast clan remains loyal to Everast XV. Of the Buhrodar clan, many dwarven clerics have received word from the Immortal Kagyar that they should not follow Denwarf. They're joined by the Skarrads and the Wyrwarfs.

The Hurwarfs strongly support Denwarf, as does the Torkrest military clan. The Syrklists are divided between families of traders violently opposed to Denwarf's stated policies (the legendary Dwarf-King intends to make war on every nondwarf culture in the world); the mining and crafting families are too caught up in their hero-worship to do anything but throw their lot in with the dwarf-golem. (See **Nu. 5.**)

What This Means: This is the start of a bloody civil war between Denwarf's forces and King Everast's loyal supporters. Although Denwarf is now insane, he remains persuasive enough to sway those dwarves who dote on the tales of Denwarf's heroism in the early days of the dwarven race. Denwarf believes all nondwarf races must be wiped off the face of the planet and can't understand why any dwarf would disobey his call.

What the PCs Can Do: If they're in Rockhome, the PCs will be caught up in the civil war. If they're dwarves, they'll be expected to take sides. If they're not dwarves, they might be the first casualties of Denwarf's pogrom—which will begin with the death of all foreigners within Rockhome's borders.

Nuwmont 1: Dreams in the Night

Location: Shehid monastery, the hills of Gunjab, and Sayr Ulan, Sind.

Description: Last night, a Sindhi mystic named Anand Brishnapur had a strange dream. In his dream Anand saw Himayeti, the Immortal Lord of Protection, locked in battle with another Immortal. Himayeti straddled the world, one foot in the Sind Desert and the other on the far-away Alphatian continent. Between the Immortal's feet, Anand saw vast armies scurrying across the landscape, clashing with one another in Sind, Darokin, Thyatis, and other lands Anand could not even name. In the

dream, Himayeti's features changed to those of Aksyri, the Destroyer; so, too, did the features of the Immortal he fought. And where they trod, their feet crushed armies and nations...

In Sayr Ulan, Sitara Rohini, a young woman of Sind's holy caste (the Rishiyas) also awakens from a powerful dream. In Sitara's dream, an Immortal appeared before her as a brilliant ball of rainbow-colored light and spoke to her in a voice that seemed neither male nor female—or perhaps both at the same time. "I am Gareth," the Immortal told her, "returned from the Vortex. I am appalled by what has transpired here. No one of my kind must be allowed to wreak such havoc in petty squabbles again. To this end, I have chosen you, Sitara Rohini, to be my mouthpiece. You shall travel the world, bearing my message to all who will listen. That message is this: I am Gareth, returned from the Vortex. I pledge to protect the people of Mystara from the schemes of all Immortals who seek their own pleasure at mortal expense. Follow me into an era where Immortals do not make playthings of mortal kings and armies. I, Gareth, have spoken." (See **Nu. 8.**)

What This Means: Neither Anand nor Sitara knows what to make of their dreams at first. Neither will the Immortals of Mystara, once they learn of them. Among themselves, the Immortals will speculate that these dreams were sent by an Initiate who only recently attained Immortality, or by an ancient faded Immortal newly reawakened, or by an Immortal who really has returned from the Vortex Dimension (perhaps even as an Old One). Most Immortals scoff at this last idea. Many assume the dreams were sent by one of the Immortals who usually influence Mystaran affairs, although all deny they had anything to do with it—all except Loki, who says nothing, but smiles a lot. In general, the Immortals keep their eyes open for further developments.

What the PCs Can Do: In an Immortals campaign, the PCs can keep very busy trying to find out just who sent these dreams and why. If the PCs are mortal, they're not likely to become involved at this point.

Nuwmont 3: Curse of Nennaya-Sherat

Location: Town of Parsa, Emirate of Makistan, Ylaruam.

Description: Lorenzo Benedetta, a merchant of Darokin, is found strangled. His murderer

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took nothing and left no clues except faint traces of dust on the body. Witnesses saw a darkly handsome Alasiyan desert nomad enter Lorenzo's quarters at the caravansary the night before, but no one recognized him. (See **KI. 3.**)

What This Means: Lorenzo is the latest in a string of murders of people who robbed the Nithian tomb of Queen Nennaya-Sherat last year—or who have touched anything from that tomb. The murderer is Shma-Uai, the tomb's guardian—a unique undead mummy avenger. Shma-Uai casts spells, can speak and learn languages, and has the stats and abilities of a 21st-level cleric lich. It also has the ability to *polymorph self* into a normal-looking human any number of times per day, though this spell is broken whenever Shma-Uai attacks someone, either physically or by spell.

Poor Lorenzo accepted a shipment of stolen grave goods to send on to his partner in Selenica. It's only coincidence that his death occurs on the first anniversary of the opening of Queen Nennaya-Sherat's tomb.

What the PCs Can Do: If the PCs were involved with the excavation of the Nithian tomb, or have since touched any items taken from that tomb, Shma-Uai may pursue them next. Otherwise, the mummy-lich will follow the trail of grave goods to Selenica, in Darokin.

Nuwmont 5: The Black Eagle in Chains

Location: Black Eagle Barony, Karamaikos.

Description: A group of well-armed hin (halflings) escort the captive Ludwig von Hendriks to trial in the Five Shires. They must avoid patrols of Hendriks's humanoid minions as they take him to a boat waiting to cross the Gulf of Halag. Once within the Five Shires, they must also avoid angry mobs of hin who might tear the Black Eagle Baron apart in the streets.

Meanwhile, halfling forces continue to besiege Fort Doom itself. Many of the barony's citizens attempt to flee; the rest hide as best they can. (See **Nu. 17.**)

What This Means: After King Stefan of Karamaikos disowned his cousin Ludwig last year, the Five Shires declared war on the Black Eagle Barony. The halfling armies outnumber the remnants of the baron's army and have all but won the war already. The treachery of the Black Eagle's court mage (Bargle the Infamous) in Kaldmont of last year made the baron's capture possible. Despite the loss of their leader,

many of the Barony's humanoids have chosen to fight to the death rather than abandon their home. Some well-meaning humans using guerrilla tactics have also swelled the ranks of combatants, unaware that the Five Shires forces are trying to liberate the downtrodden human citizens of the Black Eagle Barony.

What the PCs Can Do: If the PCs are involved, they could hasten the end of the war by negotiating favorable terms of surrender with the desperate defenders. Or they might convince the populace to rise up against their oppressors. Or they could help escort von Hendriks to Heartshire in the Five Shires.

Nuwmont 5: Rockhome Dwarves Recalled

Location: Underground caves near Oenkmarr Cavern, Broken Lands.

Description: A large force of dwarves occupying the Broken Lands receive word today of impending clan war in Rockhome. They pack up shop and head for home, temporarily abandoning their attempt to invade the humanoid city of Oenkmarr. (See **Nu. 1; Nu. 9, Ya. 14.**)

Nuwmont 7: Thar Proposes Alliance

Location: Lower Ogresmoor, Broken Lands.

Description: Ex-King Thar, once the mighty ruler of all the humanoids of the Broken Lands, suggests that he and King Alebane, the Ogre-Lord, join forces to take advantage of the situation in Rockhome. Thar suggests that the combined forces of Ogresmoor and Thar's loyal followers could waltz into the dwarven homeland, looting, pillaging, and perhaps even conquering the hated dwarves while the mighty dwarven armies battle one another in the lowlands. (See **Nu. 1; Nu. 27.**)

What This Means: Thar is desperate to regain his standing among the humanoid tribes. If he cannot rule in the Broken Lands (the dragon Synn placed King Kol of the kobolds in power last year), perhaps he can rule in a conquered Rockhome.

Nuwmont 8: Anand and Sitara Speak Out

Location: Raneshwar, Gunjab, Sind; Sayr Ulan, Sind.

Description: Working separately and unaware that they bear similar tidings, Anand Brishnapur and Sitara Rohini begin to spread the messages of their dreams. In Raneshwar, Anand's claims that the Immortals have aban-

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doned Sind and should be abandoned in turn are met first with shock, then with angry agreement. The town guards arrest Anand for disturbing the peace while clerics calm the crowd. The guards release Anand the next day on the condition that he leave Raneshwar.

In Sayr Ulan, Sitara spreads her message a bit more quietly. Sindhi belief in the Immortal Ixion (in the guises of Ayazi, the creator; Himayeti, the protector; and Aksyri, the destroyer) runs strong: Sind's clerics and mystics hold great power over the people. Sitara speaks only to friends she trusts, for what she has to say is heresy. Later, she will take her message to strangers as well, but she will be careful to spread the word of a new Immortal without seeming to advocate abandoning traditional Sindhi beliefs. (See **Nu. 1; Va. 9.**)

What This Means: This is the start of a new philosophy in Sind. A new Immortal pledging protection is welcome news, since many people feel that the Desert Nomads' conquest of Sind is proof that the Immortals they honored betrayed or even abandoned them.

As word spreads of a new Immortal, some Immortals are bound to notice that something's happening in Sind.

Nuwmont 9: Denwarf Marches on Everast

Location: Klintest Lowlands, Rockhome.

Description: Everast XV and his supporters have dug into a pass guarding the Klintest Lowlands. The golem Denwarf and his followers march on the Dwarf-King, beginning a battle that lasts for weeks. (See **Nu. 1; Nu. 27, Va. 1.**)

Nuwmont 10: Mastwalker and Flying Fish Rendezvous at Monster Island

Location: Monster Island, Alpathian Sea.

Description: Two Alpathian skyships, the *Flying Fish* and the *Mastwalker*, rendezvous on the northern tip of Monster Island. Empress Eriadna commissioned these ships to journey to the outer world and report on what had happened there. The two ships survived the trip through the *anti-magic* zone at the polar opening and have completed their missions. Their captains intend to winter here before returning to the Hollow World. (See **Va. 18.**)

Nuwmont 13: Thyatis Takes Stock

Location: Trikelios, Isle of Dawn.

Description: Still smarting from its defeat

last Kaldmont by disease-spreading Thothian mummies, the Thyatian military searches for a way to conquer the Thothian city of Edairo. Admiral Alrigo Gioncardi (in charge of the military campaign on the Isle of Dawn) continues to commission adventurers to explore the Great Escarpment, promising preferential treatment when it comes time to award dominions. He offers the best applicants lucrative rewards to scout into Thothia and return with useful information concerning Thothian defenses. A call for spellcasters, especially clerics, also goes out, with promises of good pay. (See **Kl. 15.**)

What the PCs Can Do: PCs may make names for themselves here. Many monsters make their home here, and the many ancient Thothian temples and cities were ruined long centuries ago. Despite the dangers of the Escarpment, exploring these uplands would probably be far less hazardous than facing Thothian forces in combat.

Nuwmont 14: Stonehaven Abandoned

Location: Stonehaven Outpost, Anathy Archipelago, the Hollow World.

Description: After weeks of aerial bombardment by combined Alpathian and Neathar forces, Anna von Hendriks and her Heldannic Knights are forced to abandon Stonehaven. Using two *travel* spells, Anna gets herself and six of her Knights to temporary safety on the island of Makai. The rest of her company take their chances with the remaining zeppelins from Oostdok. But Anna doesn't just abandon them to their fate; she first *communes* with Vanya, her patron Immortal, to determine the safest time for their departure. Consequently, the Knights catch the Alpathian and Neathar forces off guard. Only one zeppelin is destroyed; the others escape, scattering to the far reaches of the Hollow World. (See **Fy. 3.**)

Nuwmont 15: Wrath of the Immortals Day

Location: Thyatis City, Thyatis.

Description: This marks the first anniversary of a worker's holiday created last year by Imperial decree—a holiday designed to celebrate the destruction of Alpathia. Although Emperor Thincol does not actually decree the holiday again this year, citizens of Thyatis decide to celebrate anyhow. Informal parades take place, followed by riots and looting. Once again, citizens engage in much Alpathian-bashing.

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What This Means: The citizens of Thyatis are still angry about the war. The recent Day of Dread served to remind them of its horrors; many take their anger out on the few people of Alphatian descent left in Thyatis City. Others join the mobs just to loot and vandalize.

What the PCs Can Do: If the PCs are in Thyatis City, they can do their best to calm the crowds and prevent the worst violence against Alphatians and their property. At the very least, they may be able to escort a beleaguered Alphatian away from an angry mob.

Nuwmont 17: The Black Eagle Tried—And Convicted

Location: Shireton, Five Shires.

Description: Ludwig von Hendriks, a.k.a. the Black Eagle, is brought to trial on charges too numerous to mention. Within an hour, he's found guilty as charged. (See **Nu. 5**; **Nu. 18**.)

Nuwmont 18: The Black Eagle Escapes

Location: Shireton, Five Shires.

Description: Sentenced to execution by stoning, Ludwig von Hendriks is led to a field outside the walls of Shireton. Executions in the Five Shires are rare; executions not performed mercifully by the Sheriffs are practically unheard of. But the Sheriffs felt the Black Eagle's execution should be a public one. Lazlo Manolescu, the Karamaikan ambassador to the Five Shires, objects to both the shortness of the trial and to the means of execution. The halflings politely tell him to mind his own business. As King Stefan has disowned his cousin and claims no interest in the matter of his fate, Lazlo stands aside, unwilling to interfere.

The guards escort Ludwig von Hendriks to the center of the field. At first, the accompanying crowd throws only insults and jeers at their hated enemy. Then one halfling picks up a stone and throws it; dozens immediately follow. When the first stones hit, however, the Black Eagle vanishes. The crowd shouts in confusion and frustration. The guards immediately begin a search, thinking Ludwig may have turned *invisible*, but can find nothing. (See **Nu. 17**; **Ya. 14**.)

What This means: The Black Eagle has been rescued by a goblin shaman from the western Broken Lands. Broknag the Sly intends to propose an alliance between himself, Ludwig von Hendriks, and King Kol in the Great Crater. The goblin shaman hopes to use Ludwig's

knowledge of humankind and his leadership ability to good advantage (the Black Eagle kept a large number of humanoids under strict control for a number of decades).

Taking with him nearly all the magic items he'd collected over the years, Broknag traveled to the Five Shires to rescue the condemned man. Once near Shireton, he used his *ring of djinni summoning*. The djinni, *invisible*, flew to the execution site, cast an *illusion* over the baron that made the halflings believe he just disappeared, snatched the baron up, and carried him to the waiting goblin. Once Broknag calms the understandably apprehensive Ludwig, the two use the goblin's collection of miscellaneous magical items to help them escape the Five Shires.

Nuwmont 27: Thar Invades Rockhome

Location: Fort Denwarf, Styrdal Valley, Rockhome.

Description: The combined forces of Thar's orc legions, Alebane's ogres, and many other humanoids intent on plunder and loot, pour into Rockhome from the Ethengar Plains and assault Fort Denwarf. The dwarven garrison, depleted by the clan war raging in the east, is hard-pressed. (See **Nu. 7**; **Va. 1**, **Va. 3**.)

What This Means: With most of the Ethengarian warriors off at the winter encampment at Bargha, Thar and Alebane decided to take their legions through the subterranean paths beneath the Broken Lands, then along the edge of the Ethengar Plains to Rockhome. Though they met Ethengarian warriors as they skirted the plains, Thar employed the brilliant strategy of inviting the warriors along for an equal share of glory and loot. The small force of dwarves at Fort Denwarf are totally unprepared for this attack.

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This month's annual events include Winter Festival (Ethengar, Va. 1–7); Feast of the Silver Purge (Minrothad, Va. 8); Monsters' Fair (Glantri, Va. 18); The Drowning (Pearl Islands, Va. 21); Chancellor's Day (Darokin, Va. 23); Start of Shipping Season (Thyatis, Va. 25); Festival of Lights (Sind, Va. 28).

Vatermont 1: Clan War Ceases

Location: Klintest Lowlands, Rockhome.

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Description: Learning that Fort Denwarf has been attacked and fearing that Thar's invading humanoids will soon march on the city of Stahl, the dwarf-golem Denwarf calls for a parley. He informs King Everast of the humanoid invasion and suggests they stop their war—for now—to deal with this new threat. King Everast agrees. The two dwarven armies march down the Stahl Road to relieve Fort Denwarf's embattled garrison. (See **Nu. 9, Nu. 27; Va. 3.**)

Vatermont 3: Fort Denwarf Falls

Location: Fort Denwarf, Rockhome.

Description: Thar's legion breaks through Fort Denwarf's defenses, slaughtering the defenders to the last dwarf. General Balis, daughter of Bali of the Torkrest Clan, is the last to fall. The armies ransack the fort, spend the day celebrating, and begin their march on Stahl that night (leaving a number of humanoids behind, too drunk from the fort's supply of ale to march). The accompanying Ethengar warriors ride ahead to scout for dwarven armies; they find the way to Stahl clear, as the armies of Denwarf and Everast are still three days' march away. (See **Nu. 27, Va. 1; Va. 5.**)

Vatermont 5: Humanoids Overrun Stahl

Location: Stahl, Rockhome.

Description: Thar, Alebane, and their armies reach the plain surrounding the dwarven city of Stahl. After some heated discussion over strategy (Stahl's hill and walls appear formidable) they agree to simply storm the city and see what happens. They begin their attack at dusk. By dawn they've penetrated Stahl's defenses and are looting and burning the aboveground portions of the city. (See **Va. 3; Va. 6.**)

Vatermont 6: Battle on Stahl Plain

Location: Stahl City, Rockhome.

Description: Denwarf's and Everast's dwarven forces descend upon Thar's and Alebane's humanoids. The bloody battle lasts all day. Denwarf's legendary fighting ability proves true; his battle axe lays waste to the enemy on all sides. During the battle, however, the dwarf-golem seems to go mad, killing everyone within reach—dwarf and humanoid alike. But Denwarf recovers, and by nightfall the dwarves are victorious. No humanoids remain in the city; the dwarves run to ground all those they can. (See **Va. 5; Va. 10, Tb. 8.**)

What This Means: This defeat means the end of Thar's influence in the Broken Lands. Last year, his campaigns against Glantri and Darokin failed, and the dragon Synn forced him to swallow his pride and grovel before King Kol. Today, he flees with his most loyal followers into the Denwarf Spur mountains. He plans to make his way to Vestland, where he hopes to find more humanoids willing to follow him.

King Alebane and most of the other surviving humanoids return to the eastern Broken Lands; they're welcomed back with taunts and jeers. The Ethengarian warriors who had joined the force invading Rockhome slink back to the Ethengar Plains. They decide not to tell their khan of their involvement in the affair.

Vatermont 9: Anand Speaks Out Again

Location: Sayr Ulan, Sind.

Description: Newly arrived in Sind's capital city, the Shehid mystic Anand Brishnapur once again attempts to bring his message to the people. As in Raneshwar, the crowd he attracts responds first with shock, then with angry agreement. Once again, Anand's speech ends with his arrest. He's given into the custody of the Rishiyas (clerics) of Sayr Ulan, who are not likely to simply ask him to leave the city.

But Sitara Rohini hears Anand's speech, in which he speaks of his dream. With the help of two close friends and her knowledge of the compound in which Anand is being held, Sitara manages to free the mystic. They flee the city together. (See **Nu. 8; Va. 28.**)

What This Means: Sitara is sure that both she and Anand received dreams from the same Immortal and that their meeting is no coincidence. She's right.

What the PCs Can Do: If the PCs are in Sind, they may help Sitara rescue Anand and get him out of the city, or they may be hired to track them down and bring them back.

Vatermont 10: Challenge of the Kings

Location: Stahl, Rockhome.

Description: After driving the last of the humanoids from Rockhome, the dwarves return their attention to their civil war. Denwarf challenges King Everast to the traditional Combat of Kings: king against king, champions against champions. Each Dwarf-King selects six champions to stand with him.

The battle begins at noon. The two groups

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clash with a vengeance, each side sure its king is the rightful King of Rockhome. At first, the champions exchange blow for blow. But as the battle drags on, dwarves on both sides begin to weary and falter—except Denwarf. Giled, son of Gilar of the Everast Clan, is the first to fall. Soon afterward, Denwarf's ax deals fatal blows to two more of Everast's champions.

Then Denwarf goes mad, laying about him without regard to friend or foe. In a frenzy, he takes the lives of five dwarves—including four of his own champions. As Denwarf's remaining champions fall back in horror, King Everast and his champions fall upon the dwarf-golem and slay him. Everast and his champions, all badly wounded, face their remaining opponents. For a moment, the battlefield is hushed. Then the five clash in a flurry of blows. When it's all over, only one dwarf remains standing—Bofin, King Everast's oldest child. King Everast lies dying on the battlefield; so does Balin, son of Korin of the Torkrest Clan, who opposed him to the last. (See **Va. 6; Va. 12, Va. 13.**)

What This Means: Dwarven traditions governing the Combat of Kings forbid dwarven clerics from aiding heroes until a full day has passed—else the heroes' sacrifices would be meaningless. Likewise, no champion who dies before the day is passed may be *raised*. King Everast and Balin die before morning, attended by their respective families.

Because King Everast's side won this bloody battle, the Everast Clan retains the rights of kingship. Bofin is now Everast XVI, Dwarf-King of Rockhome. But the death of King Everast XV leaves Rockhome in turmoil. Duric and Bifia of the Hurwarf Clan, Denwarf's named successors, claim that King Everast used some sort of foul magic to cause Denwarf's madness. Bofin, they say, should relinquish his claim to kingship for such a dishonorable act; they themselves should be Rockhome's rightful king and queen.

Vatermont 12: The Lines are Drawn Again

Location: Rockhome.

Description: After a day of recovering from recent events and mourning the dead, the dwarves of Rockhome once again takes sides in the issue of kingship. Bofin, now King Everast XVI, has not yet fully recovered from his wounds, but he and his sister Noris do their best to attract more support from the opposing clans. Duric and Bifia, the opposition leaders,

find their support dwindling; they exhort their followers to join them on the battlefield on the morrow. (See **Va. 10; Va. 13.**)

Vatermont 12: Monster Island Patrol Lost

Location: Monster Island, Alpathian Sea

Description: A thirty-man patrol sent out from Denwarf-Hurgon on Monster Island runs into—and then from—a pack of hungry dire wolves. The pack tracks them all day, driving them north, away from their base. By the end of the day, the soldiers have managed to kill four dire wolves, but at the cost of two men. The patrol is also lost. They find a defensible mountain ledge just before nightfall, and wearily prepare for a long siege. (See **Va. 15.**)

What This Means: This is not the first time since Emperor Zandor's Sixth Army of Seashield "conquered" Monster Island that a patrol has run afoul of the island's monsters. Since Yarthmont of last year, the 800-man army has done its best to hold Denwarf-Hurgon, although even with the influx of adventurers and mercenaries they are now down to 750 troops. The army's commander has to deal not only with monsters, but with the growing unrest among his men. The commander realizes that Zandor has forgotten them; there will be no reinforcements.

What the PCs Can Do: If the PCs are on Monster Island, they may be part of the patrol.

Vatermont 13: Blizzard Hits Hard

Location: Northeastern Brun (Denagoth, Ethengar Khanates, Glantri, Heldannic Territories, Northern Reaches, Norwold, Rockhome, Wendar), northern Isle of Dawn (Dunadale, Helskir, Grand Duchy of Westroure).

Description: One of the biggest snowstorms in memory hits northeastern Brun today. By dawn (Thyatian Standard Time), Glantri is under a foot of snow; northern Darokin is experiencing flurries mixed with rain; and it's just beginning to snow in Rockhome, where the dwarven clans are at war.

By noon, Glantri is under two feet of snow, northern Darokin (including parched Aengmor) is experiencing heavy rains, and heavy winds in the Ethengar Plains have swept some areas clear while piling snow up in drifts as high as five feet.

In Rockhome, bitter winds drive snow and sleet into the combatants' faces, a foot of snow hampers movement, and temperatures have

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plummeted. King Everast XVI sends a message to Duric—for the third time since the storm began—suggesting a halt to hostilities until the storm blows over. This time, Duric's generals pressure him to agree. Dwarves gratefully withdraw from the battlefield, seeking shelter in Stahl's underground caverns.

Tomorrow, the blizzard will spread across the entire northeast, including Norwold and northern portions of the Isle of Dawn. By the time the storm wears itself out over the Alpha-tian Sea four days from now, it will have buried Wendar, Denagoth, Norwold, and Helskir under as much as four feet of snow. In some places, drifts measure more than 20'. In northern Darokin and Aengmor, torrential rains falling during the day change to sleet each night. (See **Va. 12**; **Va. 14**, **Va. 15**, **Va. 18**.)

What This Means: This blizzard and all the trouble it brings is a natural occurrence. For a week, travel will be nearly impossible. Bitter cold, high winds, and snow drifts will claim the lives of many people unwary or desperate enough to brave the storm. In Rockhome, the storm forces a temporary halt to the clan wars.

In all mountain areas, the storm's aftermath promises avalanches.

Vaterrmont 14: Fort Doom Falls

Location: Fort Doom, Black Eagle Barony, Karamaikos.

Description: Halfling forces from the Five Shires, together with irregular forces drawn from the Black Eagle Barony's oppressed population, drive the defending humanoids from Fort Doom today. (See **Nu. 5**; **Va. 28**.)

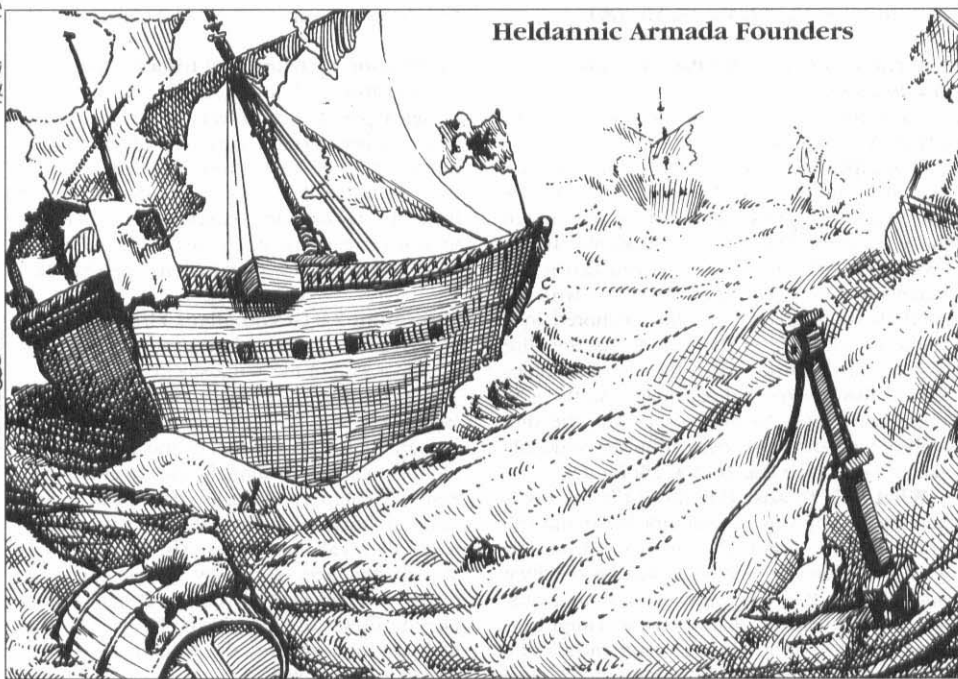
What the PCs Can Do: The player characters may be part of an elite team sent in to Fort Doom to open the gates. Once the fort falls, the halflings will begin mopping up the bands of humanoids left in the area.

Vaterrmont 14: Heldannic Armada Founders

Location: Western Sea of Dawn.

Description: The Heldannic First Armada, returning home from harassing coastal villages in Helskir, gets blown off course by the blizzard. Of the Armada's 34 galleys, 8 sink in the high seas, and all aboard them are lost. The

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other galleys limp toward the closest land: the western shores of the Isle of Dawn, in the Grand Duchy of Westrourke.

Fierce winds and terrifyingly large waves hurl the galleys toward the rocky shores; only twelve war vessels manage to beach themselves without serious damage. In all, the storm has cost the lives of nearly a thousand men—including 237 Heldannic marines, the Fighting Sea Lions. The survivors use supplies from some of the badly damaged galleys to build makeshift shelters on the shores. They then dig in wait out the storm. (See **Va. 13**; **Tb. 14**.)

Vatremont 15: Monster Patrol Flees

Location: Kerothar Mountains, Monster Island.

Description: Driven from a mountain ledge three days ago, the Sixth Army patrol continues to flee from the pursuing pack of dire wolves. They have lost six more men to the wolves and a seventh falls from the mountain. They are exhausted, their supplies are low, their magic-users have been unable to rest well enough to regain their spells, and it's beginning to snow. (This is the leading edge of the now weakened blizzard.) (See **Va. 12**, **Va. 13**; **Va. 18**.)

Vatremont 18: Monster Patrol Meets *Mastwalker*

Location: Kerothar Mountains, Monster Island, Alpathian Sea.

Description: Now down to nineteen men and still pursued by the dire wolves, the exhausted Sixth Army patrol presses on through the snowstorm. One of them suddenly shouts, "We're saved!" and begins to run down the mountain slope. The others soon see what he spotted—an Alpathian skyship anchored in a sheltered clearing in the valley. As the dire wolves drawing ever closer, the patrol stumbles toward this unexpected sanctuary. As the skyship's crew races to the patrol's aid, the dire wolves turn and slink away from the suddenly altered odds. (See **Nu. 10**, **Va. 15**; **Tb. 1**.)

What This Means: The *Mastwalker*'s crew is hunting, resupplying the ship for her return trip to the Hollow World. The crew is surprised to learn that Denwarf-Hurgon is inhabited (albeit only marginally). When the snowstorm clears, *Mastwalker* will travel to Denwarf-Hurgon to speak to the Sixth Army's commander. The ship's captain offer what little assistance he can

spare (supplies and some recharged magical wands). But the *Mastwalker* can't afford to delay her return to the Hollow World by more than a few days.

Vatremont 18: Clan Hurwarf Betrayed

Location: Stahl, Rockhome.

Description: This morning, Duric and Bifia are kidnapped by their own supporters. Members of the Torkrest military clan deliver them to King Everast XVI and announce their clan's full support of Bofin's claim to kingship. Furthermore, they apologize for ever siding against the true kings of Rockhome; they hope this show of faith will in some way redeem them. King Everast XVI accepts their gift and their apology. (See **Va. 13**; **Va. 23**.)

What This Means: Four days of huddling together in close quarters while a storm raged outside has allowed the clans of Rockhome a chance to think things through without additional bloodshed. Although there have been numerous altercations and fisticuffs over the matter, there have been no serious injuries since the dwarves retreated to shelter. The Clan War is officially over, although it will be some time before the unrest completely fades.

Vatremont 23: Duric and Bifia Exiled

Location: Stahl, Rockhome.

Description: King Everast XVI tries his erstwhile opponents for treason today and sentences them to exile from Rockhome. Many dwarves agree this is for the best—only a few think the two deserve execution for their part in Rockhome's recent woes. The exiles are allowed one day for preparations. (See **Va. 18**.)

Vatremont 24: Graakhalians Find Sanctuary

Location: Deep within Mystara's crust, on the inner side of the Worldshield.

Description: Graakhalian elves and gnolls (see **THE GREAT WASTE** p. 34) fleeing from the humanoid invaders beneath the Plain of Fire discover a series of tunnels and caverns inhabited by creatures and plants very similar to their beloved Graakhalia. They also discover strange rocks they call *lavastones*. These black rocks absorb the heat of nearby lava streams and reflect it again as both heat and light—much like the *firestones* of the Plain of Fire. After preliminary explorations, the Graakhalians settle into their new home.

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What This Means: The Immortal Ka saw that the Graakhalian civilization had been destroyed by the humanoid invasion of their underground realm. He created a vast series of natural caverns close to the Worldshield (on the inward side) and populated them with unusual plant and animal species similar to those found in the original Graakhalia. Ka also made three convoluted shafts, each 500 miles deep, with reflecting surfaces to bring light and water from the Hollow World to the caves deep below. Lava pools and streams provide additional light, and the *lavastones* can be moved to wherever their heat and light is needed.

Ka then transported some Graakhalian survivors to this new realm. Unfortunately, he could save only 2,500 Graakhalians—500 elves and 2,000 gnolls—of an original population of 25,000. Many Graakhalians have been killed by the humanoid invaders. Others died of accident or starvation while fleeing the occupying humanoids. A few still wander Graakhalia in the outer world, hoping to find their brethren and somehow retake their beloved Graakhalia.

Vatermont 26: Disease Breaks Out in Malpheggi Swamps

Location: Malpheggi Swamps, Hollow World.

Description: Lizardmen hunters in the Malpheggi Swamps come upon a sick and feverish lizardman. They take him to their camp and attempt to nurse him back to health. Tonight, he regains consciousness long enough to say that his entire village was stricken with a mysterious disease; he had been going for help when the disease struck him as well. He dies before dawn. (See *Tb. 21.*)

What This Means: This is the start of an epidemic in the Malpheggi Swamps. The disease causes high fever, convulsions, and a loss of scales in lizardmen. The victim usually dies within a week unless magically *cured*.

Vatermont 28: Anand and Sitara in Nagpuri

Location: Nagpuri, Sind.

Description: Anand Brishnapur and Sitara Rohini arrive in Nagpuri, a fertile state nestled between the Atruaghin Plateau and the Amsorak Mountains. The two have become fast friends since fleeing Sayr Ulan. They agree that the world must be told of Gareth, the new Immortal who pledges protection from the Immortals who caused such devastation in

recent years. But they also agree that they must proceed carefully, as their message won't be heard very well if they're shouting it from behind prison walls.

Rather than attempting to sway the populations of entire cities, as Anand has twice tried, the two decide to take their message to the villages and farms of Sind. They wander the countryside, speaking quietly to farmers in their fields and families by their firesides. Everywhere they go, they find people willing to listen. (See *Va. 9; Kl. 13.*)

Vatermont 28: Halfling Forces Withdraw

Location: Black Eagle Barony, Karameikos.

Description: The threat of the Black Eagle now effectively dealt with, the halfling forces from the Five Shires go home. The war against the Black Eagle Barony cost many halfling lives, but it has destroyed a hated enemy and greatly reduced the possibility of further trouble from this side of the Five Shires. Halfling soldiers return home to a week of feasts, parades, and festivities—and memorial services for fallen heroes. (See *Va. 14; Ya. 24.*)

What This Means: Although Baron Ludwig von Hendriks and most of his forces are gone, the situation in the Black Eagle Barony is by no means stable. Many peasant families, their farms destroyed in the fighting, find themselves victims of small bands of marauding humanoids and humans alike. Looting runs rampant in the towns; starvation seems likely in the villages

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This month's annual events include New Year's Day and Spring Equinox (Th. 1), celebrated in Alphatia and elsewhere; the Rebirth (Ierendi, Th. 1–7); Landfall Day (Alphatia, Th. 7); Spring Break (Glantri, Th. 10–16); Opening Day (Alphatia, Karameikos, Th. 15); White Horse Ceremony (Ethengar, Th. 15); Caravan Day (Rockhome, Th. 17); Arcanum (Glantri, Th. 25–28); Day of the Dead (Karameikos, Th. 28); Day of Irresponsibility (Sind, Th. 28).

Thaumont 1: Alphatian Skyships Depart

Location: Monster Island, Alphonian Sea.

Description: After a winter of bitter cold, snowstorms, attacks by various monsters, and the discovery of the Sixth Army of Seashield at

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Denwarf-Hurgon, the *Flying Fish* and the *Mastwalker* leave Monster Island for Alphatia in the Hollow World. They take with them Queen Mariella, Eriadna's daughter, who came aboard the *Mastwalker* while she visited Qeodhar last Ambyrmont. (See **Va. 18; Tb. 3.**)

Thaumont 3: Stopover in Floating Ar

Location: Floating Ar, Alphatian Sea.

Description: The two Alphatian skyships, *Flying Fish* and *Mastwalker*, stop among the islands of Floating Ar, where they find Prince Haldemar of Haaken and tell him of Eriadna and Alphatia in the Hollow World. Haldemar promises to join the empress as soon as he completes repairs to the *Princess Ark*—she was badly damaged at the height of the war in AC 1009. (See **Th. 1; Tb. 16, Fl. 5.**)

Thaumont 4: Kantinomeiros Returned

Location: Specularum, Karameikos.

Description: A Karameikan ship puts into port and delivers Theodosius Kantinomeiros to the King's Guard in Specularum. There are joyous reunions as some of the Karameikan citizens he kidnapped return to their families.

What This Means: Last year, Kantinomeiros held a lottery in which the winners were to receive a cruise aboard his ship, the *Salvation*. Kantinomeiros had actually planned to ransom the passengers. When he realized a Karameikan ship was pursuing him, he decided to sell his prisoners in Jaibul and sail around the Serpent Peninsula to the Savage Coast.

Kantinomeiros had no difficulties selling his prisoners as slaves in Jaibul. The man who bought them also offered Kantinomeiros a smaller, faster vessel in return for the *Salvation*, explaining the piratical Sea Reavers would pay a lot for a large sailing ship. So Kantinomeiros transferred the trade goods he had in his ship's hold to the new ship, and set sail.

But the ship's hull was rotten—the seller concealed this with specialized *ballucinatory terrain* spells and water elementals to push her during a test run. One day out of Jaibul she began taking on water; the Karameikan vessel that had pursued Kantinomeiros from Specularum soon caught him. While the ship wintered in Sind, captain and crew searched for those he had sold, and rescued all they could find.

What the PCs Can Do: The player characters may travel to Jaibul to track down the

Karameikans still in slavery. This could form a series of adventures, as the PCs follow leads into Sind and even across the Great Waste to Slagovich—trying to avoid running afoul of the Master of Hule's minions along the way.

Thaumont 8: Thar Reaches Vestland

Location: Makkres Mountains, Vestland.

Description: After traveling through mountains treacherous with snow, Thar and his band, exhausted and half-starved, stumble into an orc lair in the Makkres Mountains. The resident orc chieftain claims there aren't enough winter stores to feed the newcomers, and orders his orcs to drive Thar's band from the caves. Thar flies into a rage and single-handedly slays three orcs. His followers, inspired by Thar's heroism, attack the defenders. When it's all over, half the resident orcs are dead. Thar gives the survivors a simple choice: obey him or die. (See **Va. 6; Fl. 16.**)

Thaumont 10: Sea Reavers Take Heavy Toll on Sea of Dread Shipping

Location: Coastal areas of Darokin, Five Shires, and the Ierendi Islands; Sea of Dread.

Description: The Master of Hule's Desert Nomads first took to the seas last year in a fleet of pirate ships bought from the Black Eagle Barony and from the Savage Coast far to the west. Today, separate parties of Sea Reaver pirates seize three merchant vessels: a Minrothad trader, a large Thyatian sailing vessel, and a small Karameikan ship. (See **Fe. 5.**)

What the PCs Can Do: If the player characters are on any ship in this area, they're likely to run into a band of Sea Reavers. Or they can come to the rescue of one of the three ships taken today. In any event, sea traders and captains will be anxious to see the Sea Reavers driven from the Sea of Dread. Many will hire adventurers to sail with them in the event of a pirate attack. Others may hire adventurers to track down and recover pirated cargoes.

Thaumont 12: Mario's Marauders Run Amuck

Location: Helskir, Isle of Dawn.

Description: For more than a year now, the small independent nation of Helskir has been desperately fending off attacks by forces from the Heldannic Territories. Despite the fact that Queen Asteriela of Helskir is Emperor Thincol's

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daughter, Thyatian support in this conflict has been grudging at best. King Zaar of Helskir has had to rely on adventurers and mercenaries to bolster his meager forces. Since the blizzard of Vatermont, Helskir has been thankfully spared further attacks by the Heldannic navy. But now Helskir is faced with internal trouble.

Bored by the long winter and the recent lack of fighting, a Thyatian mercenary leader named Mario leads his band on a rampage across the Helskir countryside. Mario's Marauders, as they call themselves, are interested in only two things—stealing treasures and having fun. Their definition of “fun” includes such things as burning barns and farmhouses just to watch the farmers run about trying to save their livestock; challenging peasants to dice games with their life savings at stake, then taking the money whether they win or lose; starting deadly brawls in taverns; and much, much worse.

What the PCs Can Do: If the PCs are in Helskir, they may either run across Mario's Marauders on their own or be asked by King Zaar to help stop the rampage. Tailor the Marauders to the experience levels of the PCs. If you're interested in running some War Machine battles, the Marauders may number as many as 200 brigands; King Zaar will be forced to divert some of his army from defense of the coast to deal with them. The PCs may either command these forces or form an elite strike force of their own. If you don't care to use the War Machine rules, simply design the Marauders with sufficient numbers and Hit Dice to offer the PCs a real challenge.

Thaumont 14: The First Armada Limp Home

Location: Freiburg, Heldannic Territories.

Description: A month after the disastrous storm, the First Armada's 17 surviving galleys limp into port. Heldannic clerics must treat many of the men for exposure. Some have lost fingers or toes to frostbite, and others were injured while hunting to supplement the Armada's dwindling supplies. (See **Va. 14.**)

Thaumont 15: Karameikan School of Magecraft Opens

Location: Krakatos, Karameikos.

Description: After a brief opening ceremony (accompanied by a few *phantasmal forces* for the audience's pleasure and edification), the

Karameikan School of Magecraft begins its first semester, with 150 students and 15 faculty. (See **Nu. 1; Fl. 15, Am. 21.**)

Thaumont 15: White Horse Escapes

Location: Xantha, Ethengar Khanates.

Description: The shamans of the Murkits, Ethengar's ruling tribe, prepare to sacrifice a white horse whose spirit will guard and protect the tribe's herds during the year. But something unheard of happens today: the white horse escapes. Just as the chief shaman is about to make the sacrificial blow, the horse struggles violently with its hobbles, lunges to its feet, and gallops away. It leaves hobbles, halter, and stunned shamans behind. After a hurried conference, the shamans announce to the equally stunned crowd that the Immortal Yamuga wishes the white horse to guard the herds in the flesh this year, rather than in the spirit. They then retire to discuss the matter further.

What This Means: This is simply the case of a dumb animal escaping its fate by sheer luck. However, Ethengar shamans will debate the import of this event for months to come. Some will believe it an ill omen, signalling an end to prosperity. Others will claim it promises the best year ever, as the stallion chosen proved more capable than any sacrifice before it, and hence will protect the herds better than a spirit horse could. All agree the stallion must be watched. By the end of the day, they have chosen an honor guard of the finest warriors to find the horse and follow it wherever it goes.

Thaumont 16: Alpathian Skyships Arrive at North Polar Opening

Location: North polar opening to the Hollow World.

Description: The *Mastwalker* and *Flying Fish* arrive at the north polar opening today. They set down and begin the long journey through the *anti-magic* region between Mystara's inner and outer worlds. The ships are equipped with sled runners and mighty golems (powered by an Immortal artifact) to pull them through the *anti-magic* zone, but the journey won't be easy; fierce creatures inhabit the icy wastes between the worlds. (See **Th. 1; Kl. 28.**)

Thaumont 19: Heldannic Knights March on Oceansend

Location: Landfall, Norwold

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White Horse Escapes

Description: As soon as the spring thaw permits, Wulf von Klagendorf orders the Heldannic troops in Landfall to march against Oceansend. He sends five divisions on the overland route. Crack Ethengarian troops accompany them, as per last Fyrmont's treaty with Ethengar. Five more divisions board troop transports that the Heldannic naval yards have been building all winter. The Second and Third Armadas of the Fighting Sea Lions escort the transports, while the Fourth Armada protects Heldann's shores. (See *FL 6*.)

What This Means: Wulf von Klagendorf wants to occupy Oceansend by the year's end. He has his sights set on Helskir as well, though that nation is proving problematic. All winter—whenever the winter seas permitted—Heldannic naval forces harassed Helskir's coastal towns and villages, but their efforts have proven inconclusive to date. Helskir's own navy has been bolstered by scores of adventurers answering King Zaar's call for help, as well as by Thyatian naval vessels patrolling the seas around the beleaguered Isle of Dawn. So von Klagendorf has decided to concentrate his efforts on Norwold for a while—at least until

Oceansend is his, giving him another coastal city in which to base his naval forces. In the meantime, Heldannic agents help incite raiding fervor in Ostland while suggesting Helskir as the best target.

What the PCs Can Do: If the PCs are allied with the Heldannic Knights, they can accompany either the land force (fending off occasional monsters from the mountains to the west) or the sea force. If they're allied with Thyatis or Helskir, they may be involved in some naval skirmishes as those forces harass the Heldannic Armadas. If they're allied with Oceansend, they may be sent out to scout on the progress of the invading forces; or perhaps even to engage in some guerrilla warfare.

Thaumont 21: The Pharaoh Takes a New Wife

Location: Nithian Empire, Hollow World.

Description: After a month of courting, Pharaoh Ramos IV marries his ninth wife—Senkha, a beautiful Nithian who rules the Delta Region (one of Nithia's two semi-autonomous kingdoms). The wedding celebrations are elaborate and well-attended. (See *Ya. 10*.)

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What This Means: Senkha is the first female in more than three centuries to rule Nithia's northern kingdom. She has long felt that marrying the Pharaoh would help her usher in a new Golden Age for Nithia. Queen Tafiri's execution last year has made this marriage possible. Although Senkha is at heart a benevolent and considerate ruler, the Immortals of Entropy have been working to corrupt her for some time now. Senkha's kindness and true affection for Ramos IV may help him recover from his disturbing losses (of his Queen and of the Immortal Rathanos' patronage), but her desire for power may give the Immortals Thanatos and Ranivorus the opening they need to corrupt the entire Nithian nation.

Thaumont 21: Malpheggi Youth Sees a Nithian

Location: Malpheggi Swamp, Hollow World.

Description: For nearly a month now, the epidemic in the Malpheggi Swamp has been getting progressively worse. Nearly one in twenty lizardmen have succumbed to the disease, and many more are ill. Today, a Malpheggi youth runs into his village, claiming he saw a Nithian in the swamp. Immediately, all able-bodied lizardmen grab their weapons and pour into the swamp to seek out and destroy the hated enemy. (See **Va. 26; Am. 25.**)

What This Means: The Malpheggi Lizardmen remember that Nithians brought a fatal disease to their ancestors many centuries ago. Although no lizardman alive today has seen a Nithian, their tales include elaborate details of the way Nithians look, dress, and talk. And with a dreadful, unknown disease rampant among their clans, no lizardman questions that the youth did indeed see a Nithian.

But there is no Nithian in the Swamp—a young lizardman was just looking for attention. This prank will become a swamp-wide frenzy as other lizardman tribes hear the tale and join the hunt for the hated Nithians.

What the PCs Can Do: It's a dangerous time for any humans to be in Malpheggi Swamp. The lizardmen will shoot first and ask questions later. Any humans who survive the first encounter with the lizardmen and bring healing magics (or find the true cause or a natural cure) would earn the trust and friendship of the Malpheggi lizardmen for all time.

Thaumont 24: Werewolves Stage a Rescue

Location: Château Sylaire, Nouvelle Averoine, Glantri.

Description: An elite band of adventurers from Nouvelle Averoine and Morlay-Malinbois to the north (a Principality secretly populated by werewolves) sneak into the dungeons beneath the d'Ambreville mansion and attempt to rescue Sire Richard and Dame Isidore. They fail.

The guards are experienced warriors armed with magical weapons and expecting werewolves; they're not surprised when some of the rescuers transform into wolves to attack them. After a bloody skirmish, the rescuers flee Château Sylaire. Some of their band are either killed or captured. (See **Fl. 1.**)

What This Means: Prince Henri of Nouvelle Averoine has been holding his brother Richard and sister-in-law Isidore prisoner in Château Sylaire since Klarmont of last year. Henri is reluctant to kill them, as he believes they have information that could prove useful to him. So far, both torture and magical means have proven useless—Henri knows little more now about the werewolves of Nouvelle Averoine than he did before capturing the two. The abortive rescue attempt serves to convince Henri that it's time to hand the two prisoners over to Dame Geneviève, Comtesse de Touraine—ruler of the County of Touraine, and an ardent werewolf hater. Dame Geneviève has been begging Prince Henri to let her have the prisoners since her spy network discovered their whereabouts.

What the PCs Can Do: If the PCs are werewolves in Glantri (perhaps using the player character lycanthrope rules in *PC4: Night Howlers*), they may attempt the rescue themselves. Even nonlycanthropes, hearing that Prince Henri was illegally holding two prisoners, might get involved. If the PCs are working for or allied with Prince Henri, they may try to prevent the escaped rescuers from taking any information back to their fellow werewolves.

Thaumont 25: Wedding Bells in Threshold

Location: Threshold, Karamaikos.

Description: Aleena Halaran, niece to Baron Sherlane Halaran of Threshold, marries today. The groom is a handsome Karamaikan adventurer, Dmitri Yurevich. Baron Sherlane declares a holiday and hosts a great wedding feast.

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What the PCs Can Do: If the PCs are well-known in Threshold, they may be invited to the wedding and the feast afterward. This is a good way to introduce them to Baron Sherlane, to Aleena, or to Dmitri—any of whom might prove useful as employers or even be willing to help the PCs if they get into trouble.

If you want to turn the wedding into an adventure, a thief may pick the guests' pockets (the PCs can discover and chase him), or a jealous admirer may kidnap the bride—Aleena doesn't know him; he admired her from afar).

Thaumont 26: Longships Launch from Ostland

Location: Helskir, northern Isle of Dawn.

Description: Incited by agents of the Hel-dannic Territories, by agents of Thyatis, and by the hope of plunder and glory, many Ostland longships set sail for Helskir today. (See *FL 3*.)

What This Means: Helskir is in for more trouble this year. Although Queen Yrsa of Ostland would like to see the raiding end as part of her attempts to modernize her nation, she realizes that for now her power is too weak to bring about such a change. She also realizes that raids such as this one help channel some of her subjects' excess energy and bring a fair bit of wealth into her nation.

What she doesn't realize—and won't until late this evening—is that her 15-year-old son, Geir Hordson, left with the raiders. Geir slipped away unnoticed and convinced an Ostland jarl to let him sail and fight with his men. He hopes to prove himself a man in the raid, but knows his mother would in no way approve.

It will take the raiders' longships five days (assuming good sailing weather) to reach Helskir's southwestern shores. Although there's much talk of attacking Helskir, the raiders will just ransack a few coastal villages before heading home with their booty.

What the PCs Can Do: If the PCs are among the raiders, they should realize they would earn Queen Yrsa's gratitude if they manage to keep Geir alive during the raid. At the same time, they might earn a potentially powerful enemy if they frustrate Geir's attempts to prove himself, so simply keeping the boy from fighting would not be a good solution. If the PCs are in Ostland when the raiders depart, Queen Yrsa may hire them to bring her son back.

Thaumont 27: Emperor Thincol Makes an Appearance

Location: Thyatis City, Thyatis.

Description: For weeks, rumors have abounded that Emperor Thincol was dead and Eusebius was consolidating his power before announcing himself Emperor. Today, Thincol appears in front of the Senate Building to address the citizens of Thyatis. Although he is obviously frail, the Emperor walks up the many shallow steps unassisted by the many aides accompanying him (although he *does* use a cane). In a hoarse whisper, he assures the crowd that he is still alive and that the Empire will thrive. After waving to the cheering masses for a few minutes, the Emperor shuffles his way into the Senate Building. Aides quickly help him out a back door to his waiting palanquin.

Eusebius, the Emperor's son, steps forward to address the crowd. He announces that the Isle of Dawn is now open for colonization, as are the Thyatian Hinterlands. Citizens may apply for emigration permits at the Ministry of Colonization. Those meeting certain criteria will be granted the right to farm plots of arable land, provided they agree to farm for a minimum of three years. The crowd greets this announcement with more cheers. (See *Ya. 1*.)

What This Means: Emperor Thincol is dying of old age. Since the Immortal Vanya *curled* him last year, all magical attempts to slow or halt his aging have proven useless. But the Emperor is too stubborn to die—at least until he sees his Empire back on its feet.

Thincol is desperate to see the Isle of Dawn securely in Thyatis's grasp. He's also impatient



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at the lack of progress his troops have shown in the Hinterlands since they first colonized the area two decades ago. Promising land to colonists is a good way to lure Thyatians to the Great Escarpment on the Isle of Dawn and to the Hinterlands in the Jungle Coast, thereby strengthening the Empire's claims while relieving pressure from the overpopulated mainland.

The Ministry of Colonization needs for carpenters, masons, hunters, foresters, farmers, and others to colonize these areas.

What the PCs Can Do: If the PCs are Thyatians, or willing to pledge loyalty to the Empire, they'll be more than welcome as colonists to either the Isle of Dawn or the Hinterlands. The Ministry of Colonization especially desires hearty and experienced adventurers (actually, just hearty will do!) to help secure the Great Escarpment from monsters or the Hinterlands from restless natives.

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This month's annual events include New Year's Day (Sind, Fl. 1); Day of Adulthood (various nations, Fl. 1); First Day of Spring (Ethen-gar, Fl. 1); Parliament Day (Glantri, Fl. 3); Arrangements Day (Rockhome, Fl. 7); Merchant Prince Day (Minrothad, Fl. 10); First Day of Crystals (Shadow Elves, Fl. 13); Eriadna's Birthday (Alphatia, Fl. 13); Day of Blessings (Ethen-gar, Fl. 15); Day of Partings (Ethen-gar, Fl. 16); Firstflowering (Five Shires, Fl. 16); Parade Day (Glantri, Fl. 20); Darokin Masked Ball (Darokin, Fl. 21); Thincol's Birthday (Thyatis, Fl. 22).

Flaurmont 1: White Wolf's Fury

Location: Free territories between Nouvelle Averoine and the County of Touraine, Glantri.

Description: A cavalcade of Prince Henri's guards, escorting a prison cart containing Dame Isidore and Sire Richard, enters a small stretch of free territory on the way to the County of Touraine. As they travel through low scrubby hills, howls fill the air. The guards surround the cart and prepare to fight.

But even Prince Henri's warnings couldn't prepare them for what they see; the hills seem to crawl with wolves. A giant wolf with brilliant white fur lopes toward the guards, tongue lolling in a wolfish grin. Stopping a few yards away, the white wolf blurs into a wolfman,

stands erect, and speaks. When he suggests the matter can be settled without bloodshed, the guard captain looks at the surrounding wolves—more than a hundred of them—and then at his own score of men. Without a word, he unlocks the prison cart and steps aside. Within minutes, the rescued captives, the White Wolf, and the legion of werewolves and their wolf brethren are gone. (See **Th. 24; Fl. 7.**)

What This Means: Prince Malachie, the White Wolf, intends to bring Isidore and Richard before Glantri's Council of Princes as witnesses against Prince Henri. Malachie will also bring evidence of other illegal doings his spy network has managed to dig up. Malachie hopes to have the Council strip Prince Henri of his titles dealing a serious blow to an enemy and paving the way for Isidore to become Princess of Nouvelle Averoine, thereby adding another pro-werewolf vote to the Council.

What the PCs Can Do: If the PCs are allied with either the White Wolf or with Prince Henri, you may turn this encounter into a battle between Henri's forces and the werewolf army.

Flaurmont 3: Ostland Raiders Strike

Location: Helskir, northern Isle of Dawn.

Description: All along the Helskir coast, Ostland longships run up the gravelly beaches and disgorge their bands of fierce warriors intent on plunder. (See **Th. 26; Fl. 14, Fe. 3.**)

What This Means: Each longship carries 75 raiders. The leader of each chooses the target; there is little coordination among longships. Consequently, many coastal villages are hit by only one or two companies of raiders. Others escape entirely; a few are completely overrun.

What the PCs Can Do: If the PCs are allied with Helskir, they'll have their hands full trying to protect the coast—or even just one village—from these experienced raiders. It's possible they may capture or kill Geir Hordson, Queen Yrsa's 15-year-old son, who came along on this raid. This could either lead to an agreement between Helskir and Ostland (in return for Geir's safety) or in all-out war between the two countries (if Geir is killed).

If the PCs are with the raiders, they'll find the villagers weary but determined to resist. Unfortunately, there is not nearly as much plunder as rumors led them to believe. In fact, some communities have already been cleaned out by Mario's Marauders and by other mercenary

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bands looking for a quick way to make some money; others never recovered from last year's visits by raiders from Ostland.

Flaurmont 5: The *Princess Ark* Sets Sail

Location: Floating Ar, Alpathian Sea.

Description: Prince Haldemar of Haaken, having completed repairs on his skyship, sets the *Princess Ark* on a course for Green Bay on the eastern coast of Davania. The area often experiences ripstorms—enormous wind funnels leading to rips in Mystara's Skyshield. Haldemar intends to fly the *Princess Ark* through a rip-storm into the Void beyond the Skyshield. From there, he'll attempt to fly the *Princess* on a precise trajectory through the center of the south polar opening. With enough momentum, they should be able to fly through the *anti-magic* zone without crashing. (See **Th. 3; Fe. 7.**)

What This Means: Prince Haldemar and the *Princess Ark* traveled into the Hollow World many years ago, and know the dangers they'll face. The *Princess Ark* is well equipped, thanks in part to Leo le Nerviens, a gnome engineer from Oostdok. Many of his inventions work without magic, including an alchemical flame-blast contraption to provide emergency propulsion if the skyship's enchantments fail.

Flaurmont 6: Heldannic Armadas Arrive at Oceansend

Location: Oceansend, Norwold.

Description: After more than two weeks of battling seasickness and the occasional attack by Thyatian naval units, the Second and Third Armadas escort Heldann's troop transports to a beach landing a day's march from Oceansend. While the Armadas travel on to blockade the city's harbor and harass ships in the area, the ground troops disembark with their mounts and equipment. They march halfway to Oceansend, where they camp and rest. (See **Th. 19; Fl. 10.**)

Flaurmont 7: Prince Malachie Brings Charges

Location: Glantri City, Glantri.

Description: In an emergency session called by Prince Malachie, the Princes of Glantri hear charges brought against Prince Henri of Nouvelle Averoine. Dame Isidore and Sire Richard, still weak from their ordeal, testify that Prince Henri assaulted and kidnapped them, then subjected them to torture without due cause.

Prince Henri replies he had reason to suspect his brother and sister-in-law of treason and that he acted to determine their guilt. He also accuses them of spreading lycanthropy—a felony under Nouvelle Averoine's laws. Before the meeting can dissolve into mud-slinging and pointless charges and countercharges, Prince Malachie suggests the Council votes to conduct a hearing into the matter. Charges he wishes to bring against Prince Henri include assault, kidnapping, unlawful torture, defamation of character, and tax evasion. The last charge elicits murmurs from the Council—it is one of the few crimes in Glantri which bears equal punishments for nobles and commoners alike.

The Council votes to hold a formal hearing in one week's time. (See **Fl. 1; Fl. 14.**)

Flaurmont 10: Oceansend Besieged

Location: Oceansend, Norwold

Description: After resting from their sea voyage (and dealing with a few ineffectual sorties by Oceansend's troops), the Heldannic troops march on the city of Oceansend. Along the way, they overrun and ransack many farms and holdings. By nightfall, Heldannic forces ring the city. The defenders ready themselves for the all-out attack they expect in the morning. (See **Fl. 6; Fl. 11.**)

Flaurmont 11: Heldanners Attack Oceansend

Location: Oceansend, Norwold.

Description: At dawn, the Heldannic attack on Oceansend begins. Defenders and besiegers are evenly matched in terms of man power, but Oceansend's fortifications are formidable. After a day of ineffectually testing those defenses, the Heldannic troops settle in for a siege. Out in the bay, the Second and Third Armadas blockade Oceansend's port. (See **Fl. 10; Fl. 18.**)

What This Means: The Heldannic army can afford to be patient. Reinforcements—five more divisions, plus Ethengarian cavalry—will arrive in a week.

What the PCs Can Do: If the player characters are involved in this siege on either side, you may wish to run an adventure using the Siege Machine rules in Chapter 9 of the D&D® *Rules Cyclopedia*.

Flaurmont 14: Council Hearing Begins

Location: Glantri City, Glantri.

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Description: The Council of Princes begins examining evidence and testimony brought by Prince Malachie, Dame Isidore, Sire Richard, and others supporting accusations against Prince Henri of Nouvelle Averoine. At one point, the hearing becomes a shouting match between Prince Henri and his brother Richard. The hearings promise to be long, drawn out, and very dramatic. (See **Fl. 7; Ya. 7.**)

What the PCs Can Do: Prince Malachie has agents in the field attempting to gather even more damaging evidence than he already has. Prince Henri's agents are out to stop any such activities, as well as dig up as much dirt on Prince Malachie, Dame Isidore, and Sire Henri as they possibly can. If the PCs are allied with either Prince, they're sure to be involved.

Flaurmont 14: Oberack Raids Heldannic Territories

Location: Nordenham, Heldannic Territories.

Description: At dusk today, five enormous white dragons land in the middle of Nordenham, a small town in the Heldannic Territories. Just as suddenly, a band of raiders seems to burst from the sides of the largest dragon, which dissolves away to reveal an Ostland longship outfitted with snow skids.

Totally surprised, the terrified townspeople do little to stop the raiders as they ransack the finest buildings in town, including the mayor's house and two taverns (stripping them of all their ale and spirits). People who protest are quickly cut down. The raiders' leader demonstrates his power with a *lightning bolt* that destroys the bell tower on the town hall; other would-be heroes wisely decide that discretion is the better part of valor in this situation.

After an hour, the raiders' leader—obviously dissatisfied with the loot now piled in the town square—says that he and his men will not leave until the pile of gold, jewelry, and valuables is twice as large. He also threatens to slay a dozen townsfolk for every hour he must wait.

The unhappy townspeople ransack their own homes and pile their heirlooms and life savings in the square as quickly as they can. Finally satisfied, the raiders load their plunder into their longship; the four dragons, harnessed to its prow, pull it into the air. (See **Fe. 3.**)

What This Means: A new band of raiders has arrived on the scene—but these are by no means run-of-the-mill brigands. Oberack, the

leader, is a 30th-level magic-user; his second-in-command, Kleng Blôdhand, is an 18th-level fighter; the remaining fifteen members are all 10th-level fighters. The longship they travel in is a flying ship pulled by four huge white dragons. A *phantasmal force* enchanted onto the hull projects the illusion of an even larger white dragon around the ship, hiding it completely from view. The longship has AC 1 and 13 hull points, and cannot be harmed by normal weapons (although siege weapons and spells can damage it). Equipped with sled runners, it can land on ice or snow as well as on solid ground or water. The longship is armed with two ballistae. (See *Champions of MYSTARA™: Heroes of the Princess Ark* for complete information on Oberack's dragonship.)

What the PCs Can Do: If the PCs are in Nordenham, they can try to protect the town from Oberack and his raiders. Otherwise, they may hear of the raid—and subsequent ones—and either answer the call for adventurers to rid the Heldannic Territories of this menace, or decide to stop Oberack on their own.

Flaurmont 15: Karamaikan School of Magecraft Celebrates First Month

Location: Krakatos, Karamaikos.

Description: Terari, Headmaster of the Karamaikan School of Magecraft, announces classes will be let out early for students and faculty to celebrate the school's first month of operation. The impromptu festivities include displays of *light*, *floating disc*, and *ventriloquism* as students show off what they've learned. When one young mage uses a *charm person* on a friend of his and suggests she run around the campus shouting "Terari's a tyrant," the Headmaster takes him to task for abusing his powers.

Faculty members put on a show of their own, replete with *hallucinatory terrain*, *flying* and *levitating* mages, *phantasmal forces*, and—horror of horrors—Terari the Tyrant with four *mirror images*. The Headmaster demonstrates a spell he comes to regret: *mass invisibility*. The students are delighted to find themselves *invisible*. Many return to visibility after stumbling about slapping each other on the back, but some students don't reappear until morning. Others, still *invisible*, aren't noticed until they respond to roll call. (See **Th. 15; Am. 21.**)

What This Means: All day on Flaurmont 16, complaints from local residents will flood in.

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Ghosts in Krakatos?

There will be reports of doors mysteriously opening and closing of their own accord and sounds of ghostly footsteps or giggles. In one instance, a hysterical milkmaid reports watching in disbelief as a milk jug sailed around the barn, apparently of its own accord.

Flaurmont 16: Thar Attacks Village

Location: Hammersted, Vestland, Northern Reaches.

Description: The large village of Hammersted, nestled in a valley on the outskirts of the Makkres Mountains, awakens this morning to find a small army of humanoids camped outside their stockade. The two sides exchange a shower of arrows before the humanoids withdraw to a safe distance beyond missile range. To their dismay, the villagers see humanoids rounding up their herds of goats and sheep and driving them into the mountains. The shepherds were evidently killed during the night. The bulk of the humanoids remain camped outside Hammersted's walls, apparently settling in for a long siege. (See *Th. 8; Ya. 10.*)

What This Means: Thar has united four orcish tribes and a band of goblins under his

rule. He promised them good food and some nice trinkets if they'd follow his lead, and this is Thar's way of getting them.

What the PCs Can Do: If the PCs are in the area, they may be able to prevent the siege by dispersing Thar's humanoids before they settle in around Hammersted. Otherwise, they may be able to bring reinforcements to relieve the townsfolk, or at least harass the humanoids with some guerrilla warfare.

Flaurmont 17: King Kol Petitions Council Again

Location: Glantri City, Glantri.

Description: King Kol and a troop of elite kobold bodyguards appear before the Council of Princes in Glantri today to again propose the enfeoffment of South Monsterland as the Principality of New Kol. The Council's vote narrowly defeats the measure—just as it did last year. The Princes remind King Kol of his promise to control the humanoids of the Great Crater, and they cite some minor raids on Glantrian communities bordering the western Broken Lands.

After the disappointed Kol leaves the council chamber, Prince Malachie suggests the Council

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commission some scouts to investigate the situation in the Broken Lands. He points out that Kol seems to have firm control over his own kobolds. If Kol could also control the other humanoid, he could prove to be a great asset to Glantri. (See *Ya. 14, Fe. 21, Ka. 21.*)

What This Means: Few of Glantri's Princes actively oppose the idea of a humanoid Principality. Most are willing to entertain the idea if it proves beneficial to Glantri—or to themselves. Synn (in the guise of Dolores Hillsbury, Princess of Fenswick) especially likes the idea; she hopes it will plunge Glantri into chaos.

Flaurmont 18: Heldannic Reinforcements Arrive

Location: Oceansend, Norwold.

Description: The five Heldannic divisions marching up Norwold's coast reach Oceansend, reinforcing the Heldanners besieging the city. While the main Heldannic forces bombard the city with siege machines, Ethengarian horsemen raid the countryside. (See *FL 11; Ya. 1.*)

Flaurmont 20: Imperial Palace Completed

Location: New City, Zandoria, Floating Continent of Alphatia, Hollow World.

Description: After months of construction using both magical and mundane means, Eriadna's new Imperial Palace is finished. While smaller than the original palace in Sundsvall, the new palace is even more elegant and luxurious than its predecessor. Eriadna and her court move in at once.

Flaurmont 22: Behemoth Strikes

Location: Western Sea of Dawn.

Description: A convoy of three Minrothad trading vessels on their way from Thyatis to Ochalea runs into an enormous obstacle—the Behemoth now loose in the Sea of Dread. One ship is swallowed outright; another founders in the monster's wake as the Behemoth dives beneath the waves. The surviving ship staggers into port at Chung Tsu, and the captain sends word of the disaster to Minrothad.

What This Means: The Behemoth was loosed on the world when Alphatia sank, opening a hole in the underwater cave in which it had been trapped. The creature is large enough to swallow ships whole—entire *fleets*, if you listen to the tales now rampant in the Alphantian Sea and the Sea of Dawn.

What the PCs Can Do: If the PCs were in the convoy, the behemoth may have swallowed their ship, but this doesn't mean an end to them. They can survive inside the beast, at least for a while. The behemoth has an almost infinite number of hit points. Killing it would entail fighting the many life-forms living within it (as parasites or fulfilling the same role bacteria fills in smaller creatures), and damaging some vulnerable area deep within the beast. PCs attempting a rescue from the outside must find the beast, get inside its gullet, and search through its innards to find survivors.

Flaurmont 23: Karameikan Expedition Leaves Farend

Location: Farend, Qeodhar.

Description: The Karameikan ship, *Farseeker*, leaves Farend to continue her expedition to the north pole. Although conditions are still wintry this far north, the winter ice caps are beginning to break up. (See *Ya. 4.*)

What This Means: Last year, Claransa the Seer's accounts of the Hollow World sent nations and individuals hoping to benefit from the riches and resources of the Hollow World and scrambling to verify her account. The seer's accounts of her journey mentioned three possible routes to the Hollow World: a great tunnel located at Pittston on Aegos (now collapsed), and two polar openings. Thyatis and Minrothad gained control of Aegos, leaving other nations to scramble for the poles.

The *Farseeker* left Specularum in Karameikos on Klarmont 3 of last year. To avoid the naval conflicts raging around the northern portion of the Isle of Dawn, the ship swung south around the Isle before proceeding north to Qeodhar, where ship and crew spent the winter.

What the PCs Can Do: The PCs may already be part of this expedition, or they may have been hired in any of the many ports the ship visited last year. Although the expedition is well equipped with cold weather gear, dog sleds, preserved food, and the like, its task will not be easy. Expedition members will face treacherous footing, bitter cold, ice-dwelling monsters, and other dangers.

Flaurmont 26: Zandor Sets Out to Reclaim His Empire

Location: Aquas, New Sea of Rhuboka.

Description: Emperor Zandor of the New

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Alphatian Empire sets out to bring the recalcitrant kings of Bellissaria under his rule. Leaving a division of the Seashield Defenders and two of Seashield's armies to guard Aquas, he orders twenty submersible galleys loaded with marines to make full speed toward the town of Bridgeport in the Kingdom of Dawnrim. (See *Ya. 16.*)

What This Means: Last year, Eriadna's son Zandor proclaimed himself Emperor of New Alphatian Empire—the remaining territories that were ruled by Alphatia before the continent sank. So far only Aquas, the undersea city founded by Zandor's father, recognizes his rule.

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This month's annual events include First Day of Births (Shadow Elves, *Ya. 9*); Gondola Games (Glantri, *Ya. 14*); Howling Day (Alphatia, *Ya. 15*); Day of Birth Blessings (Ethengar, *Ya. 15*); Clerics' Forum (Rockhome, *Ya. 21–27*); and Minrothad Day (Minrothad, *Ya. 27*).

Yarthmont 1: Troops Sail From Alpha

Location: Alpha, Norwold.

Description: When Oceansend came under attack last month, King Ericall of Norwold called for volunteers to supplement his forces in an attempt to relieve the beleaguered city. Today, those forces set sail from Alpha in a rag-tag fleet comprised of two of Ericall's large sailing vessels, a host of fishing vessels, six longships, and an old war galley. The relief troops include two divisions of Alpha's army (2,000 troops), five mercenary companies (1,000 troops), a number of adventurers, and a small force of diaboli (25 fighters, magic-users, clerics, and scouts). (See *Fl. 11, Fl. 18; Ya. 18.*)

What This Means: Although the people of Oceansend never recognized Ericall as their king, Eriadna's son feels responsible for Norwold. He could do little to protect Landfall—distance and lack of resources were insurmountable obstacles—but he hopes to make the Heldannic Knights think twice about the rest of Norwold. Because he desperately needs troops and other assistance, King Ericall has been seeking allies from unlikely sources.

The diaboli are an example. These humanoid creatures are colonists from the Dimension of Nightmares. They have red skin, small horns, fiendish features, and tails. Diaboli can be fight-

ers, clerics, magic-users, or thieves, just as humans can. Their magic cannot directly affect living things on the Prime Plane, however; nor can mortal magic from the Prime Plane directly affect them. But the diaboli can affect inanimate objects with spells such as *telekinesis*.

What the PCs Can Do: The player characters may be part of Ericall's relief forces (perhaps in charge of the troops if they're of Name level). The defense of Oceansend calls for spy missions, elite strike forces, and fighting skills.

Yarthmont 1: Emigration Wave Begins

Location: Thyatis City, Thyatis.

Description: In response to Prince Eusebius's invitation to colonize the Isle of Dawn and the Thyatian Hinterlands, the first ships bearing hundreds of hopeful colonists to leave port for distant shores. The ships also carry farm animals, tools, and other equipment the Ministry of Colonization thinks the colonists will need. (See *Th. 27; Ya. 15, Kl. 9.*)

Yarthmont 3: Ericall Sends Ambassadors

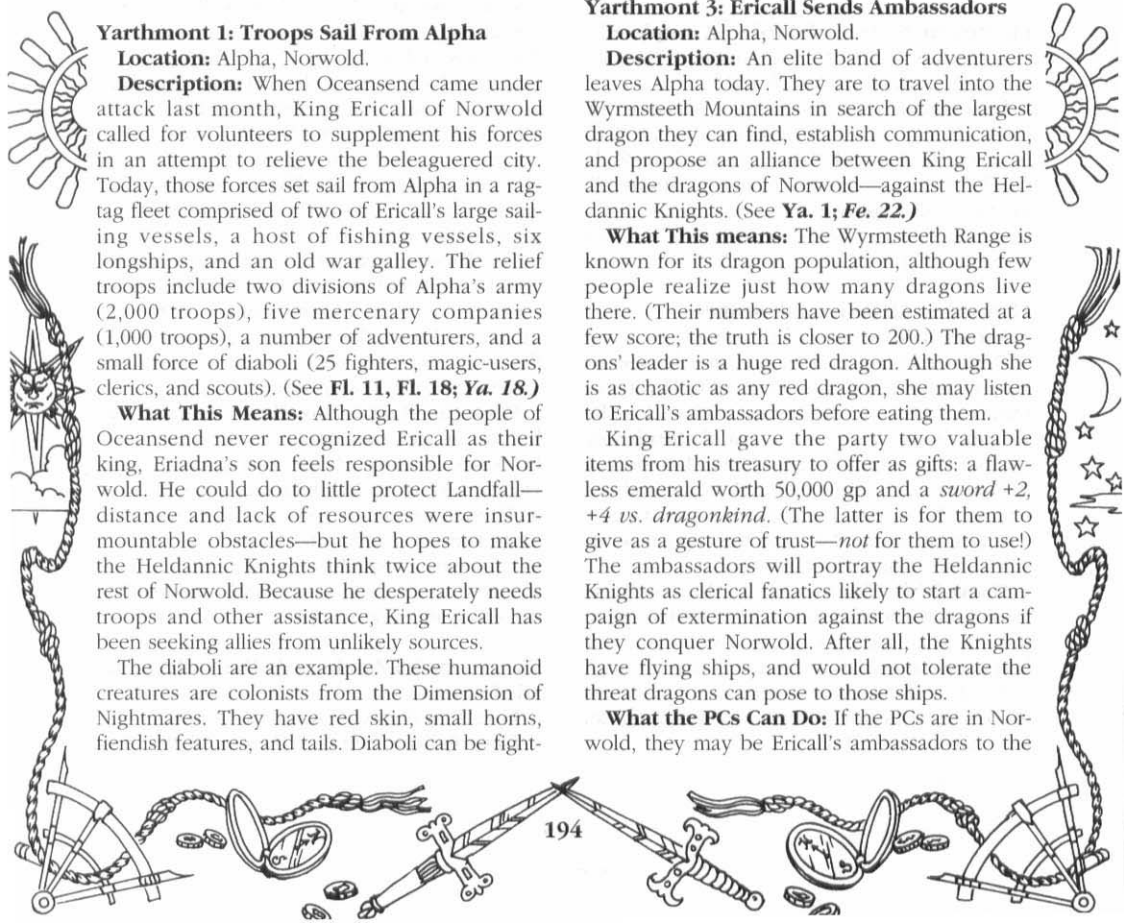
Location: Alpha, Norwold.

Description: An elite band of adventurers leaves Alpha today. They are to travel into the Wymsteeth Mountains in search of the largest dragon they can find, establish communication, and propose an alliance between King Ericall and the dragons of Norwold—against the Heldannic Knights. (See *Ya. 1; Fe. 22.*)

What This means: The Wymsteeth Range is known for its dragon population, although few people realize just how many dragons live there. (Their numbers have been estimated at a few score; the truth is closer to 200.) The dragons' leader is a huge red dragon. Although she is as chaotic as any red dragon, she may listen to Ericall's ambassadors before eating them.

King Ericall gave the party two valuable items from his treasury to offer as gifts: a flawless emerald worth 50,000 gp and a sword +2, +4 *vs. dragonkind*. (The latter is for them to give as a gesture of trust—not for them to use!) The ambassadors will portray the Heldannic Knights as clerical fanatics likely to start a campaign of extermination against the dragons if they conquer Norwold. After all, the Knights have flying ships, and would not tolerate the threat dragons can pose to those ships.

What the PCs Can Do: If the PCs are in Norwold, they may be Ericall's ambassadors to the



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dragons. (The player characters should be Name level, as they may earn the enmity of more than 100 dragons if they fail.)

Yarthmont 4: Expedition Leaves *Farseeker*

Location: North polar ice cap, 600 miles north of Qeodhar.

Description: The Karamaikan expedition to the north polar entrance into the Hollow World, leaves their large sailing ship, the *Farseeker*, on the edge of the frozen ice pack. A team of four fighters, two magic-users, and a cleric stay behind to guard the ship from dangers, both from the ice and from the sea. The rest of the expedition heads north with their dog sleds and all the cold-weather gear and provisions they can carry. (See **Fl. 23**; **Kl. 10**.)

Yarthmont 5: Alphatians Protest Gaity Internment

Location: Thyatis City, Thyatis.

Description: A delegation of Alphatians—including Tristilia, Queen of Ierendi (originally from Gaity), and some Alphatian officers now in the Thyatian military—appear before the

Imperial Senate to protest the treatment of Alphatian nationals on Gaity in the Alatian Islands. They claim that of the 5,000 Alphatian citizens interned in Rainbow Park, more than 500 have died of disease, starvation, or beatings by the guards since their internment began in Yarthmont of last year. The delegation asks the Senate to order the prisoners' release. They themselves will arrange to transport the detainees to Bellissaria, or even to Esterhold; surely they would pose no threat from there.

The Senate debates the issue for three days, then votes to send an investigative team to look into the allegations. (See **Am. 3**.)

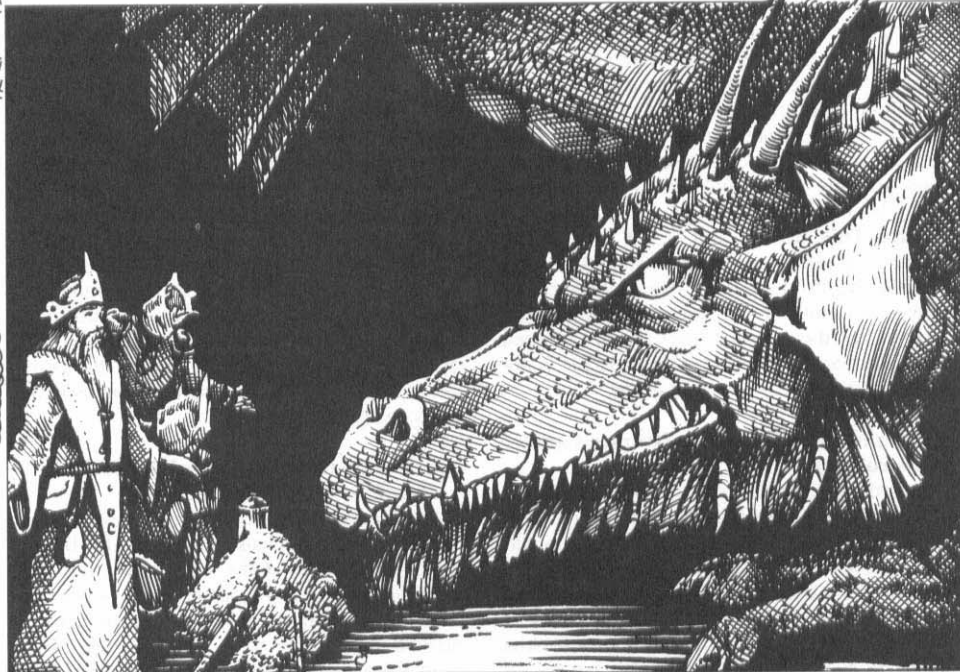
What This Means: When Thyatis conquered Gaity last year, the new governor interned the Alphatians in the ruins of Rainbow Park while he carved the island into thirty small dominions, which were awarded to loyal Thyatians.

What the PCs Can Do: If the PCs are in Thyatis, they may be the investigative team.

Yarthmont 6: Earthquake on Aegos

Location: Aegos, Alatian Islands.

Description: At 2 P.M.



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today, a powerful earthquake rocks the island of Aegos. Its epicenter is Pittston, the site of the collapsed tunnel to the Hollow World. Thyatian magic-users and engineers watch in dismay as the pit collapses even further. Injuries are minor—there were no workmen in the pit at the time.

The earthquake is felt as far away as Caerdwicca on the Isle of Dawn. Large waves race out from Aegos to other Alatian Islands, Ochalea, the Isle of Dawn, and the Pearl Islands. There is some damage to coastal communities, but little loss of life.

What This Means: Magic-users at Pittston were testing magical anti-earthquake measures, hoping to lessen or eradicate the effects of aftershocks that still occur after Alpathia sank. But the magical devices attached to the structures supporting the sides of the pit seem to have malfunctioned, causing an earthquake rather than preventing it.

What the PCs Can Do: If the player characters are near Pittston, they may be called in to investigate. There may be sabotage involved.

Yarthmont 7: Prince Henri Fined

Location: Glantri City, Glantri.

Description: The Council of Princes votes today in the case against Prince Henri d'Ambreville of Nouvelle Averogne. They allow Henri to retain his status of Prince, but require that he pay all he owes in unpaid taxes plus 50,000 gp in fines. Furthermore, he may take no further actions against Dame Isidore or Sire Richard (now residing in Morlay-Malinbois) on pain of losing his Principality. (See **Fl. 14; Fy. 20.**)

What This Means: This is not what Prince Malachie hoped for when he brought charges against the Prince. Henri has quite a bit of power in Glantri and is now Malachie's sworn enemy. But the fact that the Council censored Henri's actions at all proves that Malachie is not without his own influence in Glantri.

Yarthmont 10: Pharaoh to Oversee Canal Construction

Location: Tarthis, Nithia, Hollow World.

Description: The Pharaoh announces that he will personally oversee the construction taking place on the western shores of the Sea of Yr. Against his advisors' counsel, Ramose IV prepares to join his engineers at the project site, 1,000 miles from Tarthis. He names Senkha as his premier wife and Queen, and assures his

advisors she is capable of making all minor decisions—and major ones, for that matter—in his absence. (See **Th. 21; Fe. 10.**)

What This Means: Last year, after an Antalian warrior from the far north suggested a pooling of Antalian nautical skills and Nithian resources, some of the Pharaoh's advisors suggested Nithia undertake two grand engineering projects. The first plan called for Nithian magic and slaves to transport Antalian ships overland from Lake Menkor to the Sea of Yr.

The second plan called for those ships to ferry Antalian warriors and shipbuilders and Nithian soldiers, engineers, and laborers across the Sea of Yr to its far southern shores. They were to establish shipyards and begin a canal from one of the area's rivers to a bay bordering on the Southern Atlass Ocean. The Pharaoh loved the idea of a naval route allowing Nithia to attack Milenia's rich port cities from the sea.

But Uart-neter Semsu—the advisor who proposed and managed this plan—is using the Pharaoh's resources to establish his own dominion far from Nithia. He's been sending false progress reports of the grand canal project back to Tarthis. Meanwhile, the thousand slaves assigned to the project labor instead on clearing land and erecting a fortress in the wooded hills on the opposite side of the Bahl Masiv mountains from the Milenian Empire.

What the PCs Can Do: Some of the Pharaoh's advisors who know Uart-neter's true plans have been bribed to keep the information from the Pharaoh. They will try to have the Pharaoh assassinated before he gets to the supposed site of the canal—especially if it can be made to look like the Jennites or Tanagoros killed him. Other advisors are determined to keep their Pharaoh alive while he journeys so far from Nithia. They may hire the PCs to accompany the Pharaoh as part of his bodyguard, and may even be aware of some specific plots against Ramose's life.

Yarthmont 10: Hammersted Ransacked

Location: Hammersted, Vestland.

Description: Thar's humanoid swarm over Hammersted's stockade fence shortly before dawn today. Many of the villagers are too weak to resist them, as the three-week siege has depleted their meager stores. The humanoids slaughter everyone who opposes them. They strip the village of every scrap of metal they

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can find, then disappear into the mountains. (See **Fl 16; Ka. 1.**)

What the PCs Can Do: If the player characters are involved, they may break the siege and drive Thar's humanoids away before Hammersted is ransacked. They may at least make the humanoids pay a heavy price for their actions.

Yarthmont 14: Dwarves Return

Location: Oenknar, Eastern Broken Lands.

Description: No longer distracted by their civil war, dwarves of Rockhome return to the task of finding Oenknar, the humanoid city floating on a lava lake deep beneath the Broken Lands. (See **Nu. 5.**)

What This Means: The dwarves first discovered Oenknar on Felmont 14 of AC 1010. At the same time, they also discovered rich veins of gold in the caverns around the humanoid city. This sparked a combined gold rush and military invasion, with the goals of getting the gold and destroying the humanoid city—a potential threat to Rockhome and all the civilized lands of the Known World.

What the PCs Can Do: There will be fighting, scouting, and espionage on both sides in this conflict. The dwarves have developed magical *lava rafts* capable of withstanding the heat while dwarves row them around the lava lake. More testing is needed before the *rafts* can be used to transport troops.

Yarthmont 14: King Kol Receives Arms

Location: Great Crater, Broken Lands.

Description: A merchant caravan from Sind arrives in the western Broken Lands today. Among other goods, the merchants carry a large supply of weapons destined for King Kol's armory as well as a troop of highly trained humanoid warriors. (See **Fl. 17; Kl. 16.**)

What This means: This shipment is the first of many Ludwig von Hendriks has arranged on behalf of his new humanoid partners (see **Nu. 18**). Through his contacts in Sind and Jaibul, he purchased the arms and troops to train Kol's kobolds in their use.

Yarthmont 15: Settlers Arrive

Location: West Portage, Isle of Dawn.

Description: Stiff and weary from two weeks of seasickness and cramped quarters, the first shipload of Thyatian settlers arrive in West Portage. They overwhelm the port authorities

with questions about how to get to their assigned destinations. Some settlers were assigned to settle the Grand Duchy of Westrourke; others, the sparsely inhabited lands of Provincia Septentriona. Still more are supposed to settle new dominions up on the Great Escarpment, but those dominions haven't yet been established. (See **Ya. 1; Kl. 9, Fe. 9.**)

What This Means: The Thyatian Empire's vast bureaucracy has bungled this situation. Prospective settlers were supposed to be organized according to destination *before* they embarked on ships, but that didn't happen. And while the Ministry of Colonization has an accurate list of the dominions awarded this past year, those lists don't include accurate information as to the status of those dominions.

What the PCs Can Do: If the PCs are in West Portage, they may help settlers get to their destinations. The settlers come complete with farming equipment, livestock, and many screaming children, all of which must be moved either overland through rough lands or by sea. Some settlers will be reluctant to take to the sea again, and seaworthy vessels are scarce anyhow: the ships the settlers arrived in left almost immediately to pick up more settlers, and the continuing naval hostilities in the seas to the north discourage casual sea traffic.

Yarthmont 16: Zandor Takes Bridgeport

Location: Kingdom of Dawnrim, Bellissaria.

Description: In a surprise attack, the Sea-shield forces from Aquas emerge from their submersible galleys and march into the town of Bridgeport on Bellissaria's northwestern coast. Zandor's 2,300 troops outnumber Bridgeport's inhabitants by two to one. The town surrenders without any lives lost on either side.

Meanwhile, Zandor leads a company of 40 marines against the only "army" in sight—a flock of seagulls on the shore. The Emperor unleashes an array of magical attacks against them, including *fireballs*, *lightning bolts*, and *meteor swarms*. When the army is conquered—Zandor pursues the fleeing gulls to the last bird—he summons some air elementals, ordering them to sweep the corpses into the ocean.

Later, Zandor congratulates his troops on conquering the island of Bellissaria. He orders them to secure the island and put down any insurrections. He then *teleports* back to Aquas to celebrate his victory. (See **Fl. 26; Kl. 3.**)

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What This Means: Zandor is not quite right in the head—a combination of a naturally nervous disposition and the devastating effects of his mother's death and the loss of his empire in AC 1009. But Broderick, commander of the Seashield forces, will attempt to fulfill his Emperor's wishes by conquering all of Bellissaria in truth. (He fears for his life if he fails.)

Bridgeport is actually a good start. The Seashield armies can use it as a base while they attempt to take Dawnrim (an easy task, as the entire kingdom has only 25,000 inhabitants) and Notrion (still struggling with the question of who should be King after the assassination of King Lodrig III last year). But the armies would soon be spread too thin to take all of Bellissaria by force. Broderick will call on mercenary troops, paid for by the treasures of the conquered Bellissarian nations, to supplement the Seashield forces; he will use diplomacy where brute force is unlikely to succeed.

What the PCs Can Do: The player characters may come to Bellissaria in response to the call for mercenaries—from both the Seashield forces and the defenders. As with the territorial disputes in Norwold and on the Isle of Dawn, there are opportunities here for brave heroics, espionage, and War Machine adventures.

Yarthmont 18: Norwold Forces Land

Location: Norwold coast, Norwold.

Description: In order to avoid the Heldannic naval forces patrolling the waters near Oceansend, Ericall's relief forces land on a spit of land 100 miles east of the city and prepare to march west, skirting the southern edge of a vast saltwater marsh lying along the coast. The two large sailing vessels, a few longships, and the war galley continue on toward Oceansend to harass the Heldannic naval forces there and perhaps break the blockade. The remaining vessels of the ragtag fleet turn and head for home. (See *Ya. 1*; *Ya. 22*, *Kl. 2*.)

Yarthmont 20: Atruaghin Clans Revolt

Location: Atruaghin Plateau

Description: For nearly a year now, the clans of the Atruaghin Plateau have lived under the harsh edicts of the "Spirits" that invaded the plateau on Klarmont 6, AC 1010. The Bear Clan was the first to bow to the invaders, but every clan now obeys the "Spirits"—persuaded by the show of magic or simple force of arms.

Tonight, by campfires around the Plateau, Atruaghin shamans staring into the flames see a fiery warrior in a warbonnet. The warrior says the Spirits are false—they are men using magic to fool and control the Children of Atruaghin. He tells them the Atruaghin Clans must destroy the impostors, though he warns them the impostors are nearly as powerful as they claim.

The shamans speak to their chiefs, who in turn speak to their finest warriors. By tomorrow morning, the hand of every Atruaghin warrior will be turned against the "Spirits."

What This Means: The "Spirits" are actually three Alphatian magic-users left stranded on the Isle of Dawn when Alphatia sank in AC 1009. Last year, five mages posing as spirits decided to claim the Atruaghin Plateau and make the "primitive" natives serve them. But they didn't anticipate the close watch the Immortal Atruaghin keeps on his children. Atruaghin visits his people annually to assure himself of their safety, and was dismayed to find them taken in by such tricks. Now that the Children of Atruaghin been warned of their folly, it's up to them to throw off the invaders' yoke.

What the PCs Can Do: If the player characters are on the Atruaghin Plateau, they may take part in the rebellion. The Atruaghin warriors plan to poison the invaders' ringleaders, then lead an armed rebellion against the remaining "Spirits." Player characters may be able to come up with better plans.

Yarthmont 22: Norwold Naval Skirmish

Location: Norwold Coast, near Oceansend.

Description: The ragtag fleet sent by King Ericall of Norwold engages five Heldannic war galleys in battle today. They exchange catapult stones and missile fire with few injuries and little damage on either side. The Norwold vessels scatter and flee before Heldannic reinforcements arrive. (See *Ya. 18*; *Kl. 2*.)

Yarthmont 24: Stefan Awards Dominions

Location: Specularum, Karameikos.

Description: King Stefan of Karameikos awards three new dominions in western Karameikos. A human adventurer newly admitted to the ranks of Karameikan nobles receives the former Black Eagle Barony. An elf clan dispossessed when the Shadow Elves conquered Alfheim receives a stretch of the Radlebb Woods east of Koriszeg Keep. Other Alfheim

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elves receive the Achelos Woods and the Riverfork Woods on either side of the Cruth River.

King Stefan reminds the new nobles that their dominions must obey the King's Law. There may be no forced removal of humans from the areas, and humans moving voluntarily from the new elven dominions must be compensated fairly for the lands they leave behind. (See **Va. 28; Ka. 25.**)

What This Means: The Black Eagle Barony has been a thorn in Stefan's side since he became aware of his cousin's abuses there. Currently, the Barony is a mess. There has been nearly continual violence since the war with the Five Shires. And the people are starving since bandits and armies have taken their stored food. Disease is another problem brought on by the horrid conditions in the war's aftermath. King Stefan chose as Baron a fairly young, energetic adventurer whom he hopes can solve all these problems in short order.

The king awarded the new elven dominions in response to another problem Karamaikos has been experiencing—overcrowding due to the vast influx of refugees from Alphatia and Alfheim. Both the Callarii and Vyallia elves of Karamaikos were unhappy at Stefan's decree that the elves of Alfheim could settle anywhere Karamaikos elves already lived. Although the new Radlebb dominion is close to the traditional lands held by the Callarii elves of Rifflian, the Callarii elves no longer need to fear a drain on their own resources.

What the PCs Can Do: If the PCs are Name-level natives of Karamaikos, one of them may become the new Baron of the old Black Eagle Barony. In any case, the new owners of all three dominions will need help making their lands safe for habitation.

In the Black Eagle Barony (now called Halag Barony, after the original name of the town where Fort Doom was built), there are still a few bands of marauding humanoids and human bandits to deal with.

Dangers in the new Estate of Radlebb include ghouls, werewolves, wereboars, and an as yet undiscovered community of devil swine. Koriszegy Keep to the west is thought haunted.

In the new Estate of Achelos, dangers come mostly from Blight Swamp to the south or from the foothills of the Cruth Mountains. Many humanoids fleeing from the Black Eagle Barony took sanctuary here as well

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This month's annual events include Summer Solstice (Kl. 1); Freedom Day and Crown Tourney (Ierendi, Kl. 1); Day of Straw Men (Karamaikos, Kl. 1); *Thing* (Soderfjord, Kl. 1-7); Wedding Days (Rockhome, Kl. 7.); The Rejection (Shadow Elves, Kl. 12); Night of the Red Moon (Glantri, Kl. 15); Day of the Hoof (Duchy of Kerendas in Thyatis, Kl. 15); The Unsheathing (Five Shires, Kl. 22); Night of Fire (Glantri, Kl. 28).

Klarmont 1: Ierendi Crown Tourney

Location: Ierendi.

Description: The two contestants with the highest scores in today's Royal Tournament of Adventurers become King and Queen of Ierendi for a year. Reston of Akesoli wins the Crown Tourney for the fourth time. But Ierendi gets a new Queen—Lillian, an Alphantian magic-user. (See **Sv. 20.**)

What This Means: Queen Tristilia declined to complete this year, citing personal business (see **Ya. 5**). Lillian, the new queen, is actually Stillian, former queen of Trikelios on the Isle of Dawn. She fled west when her dominion fell to the Thyatians, eventually coming here, and sees the queenship of Ierendi as a good way to make the contacts she needs to organize a force to win back Trikelios.

What the PCs Can Do: The player characters are quite welcome to enter the tourney. Competition is fierce this year, although you may wish to have one or two of the PCs win instead of Reston and Lillian.

Klarmont 2: Norwold Forces Arrive

Location: Oceansend, Norwold.

Description: Ericall's weary troops arrive at Oceansend today, stirring new hope in the city's defenders. As they clash with Heldannic forces on the city's north side, Oceansend's troops storm out of the city to attack in force. The Heldanns withdraw from the battlefield by the end of the day. The heartened defenders return to their fortifications, supplemented now by some of Ericall's troops. Other troops scatter into the hills to engage in guerrilla warfare against the Heldanners. (See **Ya. 18; Fe. 17.**)

What This Means: For a while, the siege of Oceansend will be fairly typical—long, drawn out and very tiring to both sides.

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What the PCs Can Do: This situation calls for espionage, scouting missions, diplomacy, and all-out combat. PCs will be fairly safe behind Oceansend's walls, but they may also be bored; there's little to do but repair weapons, repel attacks, and wait. There's more action outside the walls, where Ethengarian horsemen raid the countryside and Heldannic troops occasionally clash with King Ericall's forces. If player characters want a real challenge, they can be spies trying to get into or out of the city without the other side knowing.

Klarmont 2: Naval Skirmishes Continue

Location: Norwold Coast, near Oceansend.

Description: The outnumbered and outmanned naval forces King Ericall sent to relieve Oceansend continue to harass Heldannic galleys in the area. Despite the Heldanners' superior manpower, they seem unable to take any of Norwold's ships. Whenever the Heldanners are about to close for a ram, the target ship makes a fast break and gets away. (See **Ya. 22.**)

What This Means: King Ericall equipped each vessel with at least one spellcaster capable of controlling elementals, either with spells or with the few *staves of elemental control* Norwold's king managed to beg, borrow, or steal from his noblemen. But the Heldanners have their own magic, and will start using it soon.

Klarmont 3: Strangler in Selenica

Location: Selenica, Darokin.

Description: For more than a month now, Selenica in eastern Darokin has been terrorized by a strangler. His victims can all be traced to a cache of ancient Nithian grave goods shipped from Ylarum earlier this year. Today, private detectives hired to track the killer discover his identity. (See **Nu. 3.**)

What This Means: The strangler is Shma-Uai, the undead guardian of Queen Nennaya-Sherat's tomb. Darokin authorities will call for clerics experienced enough to deal with this undead monster. Meanwhile, anyone who even saw the grave goods will either leave town or hire a great many bodyguards. This would be a good time for high-level PCs to bring Shma-Uai's murderous revenge to an end.

Klarmont 3: Seashield Army Takes Alinquin

Location: Alinquin, Kingdom of Dawnrim.

Description: Since Bridgeport surrendered to Zandor's armies two weeks ago, King Teskilion of Dawnrim has been indecisive about what he should do. He knows Zandor has become even more unpredictable than he was before Alpathia sank, and doesn't relish the thought of answering to an unstable Emperor. But Teskilion still fears an invasion from power-hungry Thyatis. And, after all, Zandor is the rightful heir to the Alpathian Empire—what little is left of it.

So when ten submersible galleys appear offshore today, Teskilion invites the Commander into Alinquin and pledges Dawnrim's support to Emperor Zandor. The Seashield commander gladly accepts—and requests the use of Dawnrim's navy. (See **Ya. 16; Kl. 12, Kl. 18.**)

What This Means: With Dawnrim on their side, the Seashield Armies have a chance to take Notrium without spreading themselves too thin. Commander Broderick isn't as confident about the rest of Bellissaria, however. Lagrius, the central kingdom, will pose a formidable obstacle, as it has a strong army and no access from the sea. The commander also fears the Bellissarian kings and queens may unite against Zandor. He sends ambassadors to each of them suggesting peaceful resolutions.

What the PCs Can Do: Player characters can keep busy as ambassadors working for the Seashield armies or for any of the Bellissarian monarchs. There's plenty to do as kings parley with the Seashield commander and with each other. Each side also needs intelligence data—including the size, strength, abilities, and movements of the opposing side's forces.

Klarmont 3: Strange Sightings at Sea

Location: Eastern Alpathian Sea, near the Sundsvall Maelstrom.

Description: The *Seahorse*, a large sailing vessel outfitted for deep sea diving and salvage operations, is currently exploring the area where Alpathia used to be in the hopes of finding the empire's lost treasures on the ocean floor below. Today, the *Seahorse* crew is amazed to see a large, multi-faceted, mirrored object hovering above the water.

The *Seahorse* isn't far from the Sundsvall Maelstrom—a perpetual storm over the area the Alpathian capital used to occupy—when they spot the strange object. The captain orders the ship closer, but the unusual con-

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struction suddenly accelerates up and away and disappears into the clouds. (See **Kl 9**.)

What This Means: The *Seahorse* has encountered the flying vessel of Azlum Swith (M31), an amiable explorer determined to map the entire surface of Mystara. He's here to update his charts and maps, which were rendered inaccurate when Alpathia sank.

The ship, which Azlum calls his Geodome Airship, is a flying ship made of stone, in the shape of an icosahedron (like a 20-sided die). The airship has 63 Hull Points and AC 1. Her twenty sides are mirrored on the outside but transparent from the inside. The airship can cast *meteor swarm* or *flesh to stone* (each up to five times per day). She's protected with a *prismatic wall* that surrounds the entire ship (usable 5 times per day, duration 6 turns) and an *anti-magic shell* that can be turned on or off at will. (For complete information, see *Champions of MYSTARA™: Heroes of the Princess Ark* Boxed Set.)

Klarmont 9: Rescue at Sundsvall Maelstrom

Location: Sundsvall Maelstrom, Alpathian Sea.

Description: The *Seahorse* rescues a stranded swimmer from the waters near the Sundsvall Maelstrom today. The half-drowned woman, weak with exhaustion and barely coherent, says something about coming from the ruins of Sundsvall. The crew of the *Seahorse* make her comfortable while they prepare for a salvage operation in the area. (See **Kl 3**.)

What This Means: The *Seahorse* wouldn't normally have ventured so close to the Sundsvall Maelstrom, but another sighting of the strange flying geodome prompted the captain to try to follow the airship. When the strange craft flew into the perpetual thunderstorm, the captain ordered his ship on a course parallel to the storm's edge. Soon after that, a crew member spotted a body in the water.

The exhausted swimmer is Adriana, an Alpathian adventurer (M6). She was exploring the ruins of Sundsvall (the Sundsvall on the floating continent of Alpathia in the Hollow World) when she fell into a well and was sucked into an odd whirlpool—an Immortal-created gateway between the two Sundsvalls via the Elemental Plane of Water. (There are other such gates in the Hollow World that also lead to the Sundsvall Maelstrom.)

Fortunately, Adriana had memorized a spell of *water breathing*. A strong swimmer, she had managed to swim away from the whirlpool's pull. But she had been in the water for more than a day when the *Seahorse* found and rescued her. Adriana will be confused when she regains her senses. Not of high enough level to remember Alpathia's origins (only Name-level Alpathians in the Hollow World can remember the outer world), she'll marvel at the bright, moving sun.

What the PCs Can Do: The player characters may be passengers or crew members aboard the *Seahorse*, in which case they may want to investigate the Sundsvall Maelstrom for themselves. In a few months, tales of an Alpathian woman plucked from the sea near the maelstrom will be spreading throughout the sea lanes of the Known World, sparking another rush of expeditions to this newly discovered entrance to the Hollow World—and much speculation about the possibility of Alpathia having survived AC 1009.

Klarmont 9: Settlers Arrive in Hinterlands

Location: Raven Scarp, Thyatian Hinterlands.

Description: The first sailing vessels packed with colonists from Thyatis arrive in Raven Scarp today. They discover the same problems the settlers on the Isle of Dawn had: the officials of Raven Scarp aren't equipped to deal with the sudden flood of colonists expecting land, food, and housing. Most of the colonists and their animals are temporarily housed with private families living in Raven Scarp—at the Empire's expense. (See **Ya 15**; **Fy 18**.)

Klarmont 10: Polar Expedition Makes Good Progress

Location: North Pole, Outer World.

Description: The Karameikan polar expedition has been making good progress. They haven't lost a single expedition member or even a dog. They've found signs that other expeditions haven't been so lucky, however, including the remains of one expedition that apparently ran into a white dragon.

Today, the Karameikan expedition meets three adventurers heading the other way. The three suffer from frostbite, starvation, and exposure. They claim to have set out as well equipped as the Karameikan expedition, but things quickly went wrong. A crevasse in the

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ice claimed one of their sleds, complete with dog team and driver. Pressing on, they ran into increasingly stormy weather. They turned back when a frost salamander killed their cleric, but two more died on the return journey. They had no idea where they were. The snow and ice and storms seemed to go on forever. And there was no sign of a hole. (See **Ya. 4; Fe. 26.**)

What This Means: There are a lot of people trying to find the north polar opening to the Hollow World, and not all will succeed.

Klarmont 12: Power Struggle in Notrion

Location: Aaslin, Notrion, Bellissaria.

Description: Now that the Seashield armies now control Dawnrim and certain that Notrion will be next, the two strongest contenders to Notrion's throne (both magic-users) meet to discuss options. Notrion's people, weary after six months of civil strife, pray for a resolution.

But the mages can't agree on the most basic question—whether to throw in their lot with Zandor or fight for independence. The peace talks dissolve into a shouting match—then a full-blown magical duel between the two mages. When they've exhausted their spells, an entire town block lies in smoldering ruins—but neither mage is a clear victor. Each gathers his supporters and urges them to get ready for a final push to power. (See **Kl. 3; Kl. 17.**)

What This Means: Since Kaldmont of last year, the Kingdom of Notrion has been without a monarch. Its economy, based on trade with the now-vanished Alpathian continent, is in ruins. Various factions have struggled for control, but no one person who might be able to lead Notrion out of chaos has yet emerged.

Klarmont 13: Minor Miracle in Nagpuri

Location: Village of Ranpur, Nagpuri, Sind.

Description: The tiny, isolated village of Ranpur in the foothills of the Amsorak Mountains has no cleric or healer. So, three days ago, when a small child lapsed into a coma after an illness, her parents were certain they'd lose her.

Today, Sitara Rohini and Anand Brishnapur enter Ranpur. Sitara immediately asks to see the hurt little girl. Directed to the family's farm, she explains she has come to heal the injured child. Sitara lays her hands on the girl and murmurs a few words. A soft blue glow begins around Sitara's hands, then moves to the girl's head. When it fades, the girl awakens.

After much rejoicing, the parents ask which Immortal they should honor for such a favor, for there are many Immortals in Sind. Sitara tells them the Immortal Gareth directed her here to heal the girl. She and Anand spend the rest of the evening telling Ranpur's villagers of the new Immortal. (See **Va. 28; Fe. 1.**)

What This Means: Sitara received a dream two nights ago directing her to Ranpur to heal an injured child. (Sitara has just become a 2nd-level cleric, and can now cast spells.) Whoever the Immortal Gareth is, he or she is obviously able to grant clerical spells. Tales of what happened in Ranpur are bound to spread, adding momentum to the new philosophy.

Klarmont 15: Thyatis Invades Thothia

Location: Kingdom of Thothia, Isle of Dawn.

Description: After months of preparation, Thyatis strikes against the kingdom of Thothia. While naval vessels sail up the river to Edairo, ground troops march from the desert between Trikelios and Edairo, and over the northeastern arm of the Great Escarpment. Accompanied by all the spell-casters Admiral Alrigo Gioncardi could muster, they get within sight of the city of Edairo before meeting any resistance.

But then Thothia demonstrates her might. An army of undead—mummies, skeletons, and zombies—pour forth from the city's gates to attack the troops disembarking from Thyatian ships. Drolems made of huge dragon skeletons fly overhead, swooping down at the troops now halted in the desert across the river from the city. And down from the Great Escarpment lumber a dozen enormous stone golems, ancient guardians of long-forgotten Thothian ruins—cutting off retreat in that direction. More than a few of the Thyatians soldiers simply drop their weapons and run. The others grimly face their enemies. (See **Nu. 13; Fe. 2.**)

What This Means: Ramenhotep XXIV, Pharaoh of Thothia, will resist Thyatis's every effort to conquer his kingdom. In addition to the undead armies now loosed upon the battlefield, Ramenhotep can call upon ancient and powerful Thothian clerical magic and monsters such as sphinxes and living statues. Thyatis cannot win against Thothia—at least not without throwing a lot more resources at Edairo than Admiral Gioncardi currently has on hand. It will take two weeks for him to realize this: in the meantime, many Thyatian troops will die.

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Thothia Demonstrates Her Might



What the PCs Can Do: If the player characters are fighting on the side of Thyatis, they'll have all they can do to survive—unless they're high-level characters with powerful magics of their own, in which case they may give the spellcasters of Thothia a run for their money.

Klarmont 16: Skirmishes in the Broken Lands

Location: Great Crater, Broken Lands.

Description: Skirmishes break out today between King Kol's kobold forces and other bands of humanoids living in the Great Crater. King Kol's kobolds fight with Thyatian-like military tactics, and are armed with new weapons superior to those of their foes. Kol's Legionaries sweep through the Great Crater, quickly suppressing all opposition. (See **Ya. 14; Fe. 21.**)

What This Means: Ludwig von Hendriks advised King Kol to use his new arms and his superior military skills to consolidate his power over the humanoids in the western Broken Lands. For the next few weeks, minor skirmishes will continue as upstart humanoid leaders try to test King Kol's power. Many human-

oids chafe under Kol's latest restrictions—the kobold king has decreed there are to be no more raids into Glantri or Darokin (at least until further notice).

Klarmont 17: Rioting in Aaslin

Location: Aaslin, Notrion, Bellissaria.

Description: The power struggle in Aaslin has deteriorated into aimless rioting as half a dozen mages and their supporters fight for control of the town and the kingdom. (See **Kl. 12; Kl. 18.**)

Klarmont 18: Seashield Armies at Aaslin

Location: Aaslin, Notrion, Bellissaria.

Description: Seashield forces, in a dozen submersible galleys and one of Dawnrim's large sailing vessels, arrive in Aaslin's harbor today. They find Notrion's naval vessels sitting idle along the quays, their sailors and marines gone to join the fighting and rioting in the town. The Seashield armies disembark and march into Aaslin. Relying heavily on their magic-user marines' *sleep* spells and aided by some of Aaslin's own citizens, the Seashield forces take the city by nightfall. (See **Kl. 3; Kl. 26.**)

What This Means: Many citizens of Aaslin

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are relieved now that the fighting is over—the ruler of Notrion will be selected for them. Commander Broderick chooses an Alphatian fighter named Corydon as Governor—he had struggled to keep order while the mages squabbled.

Klarmont 26: Horken Sides with Seashield

Location: Kingdom of Horken, Bellissaria.

Description: In response to a visit by an ambassador from Aquas, King Villiun of Horken wholeheartedly agrees to support Emperor Zandor and the New Alphatian Empire. He orders the 2nd Navy of Horken to report to the commander of the Seashield forces in Aaslin. (See **Kl. 18; Fy. 5.**)

What This Means: The Seashield ambassador to Horken pointed out that Zandor would need a new navy—and that Horken, with Bellissaria's best shipyards, could profit tremendously from their support of the Emperor.

Klarmont 28: Alphatian Skyships Return

Location: New City, Zandoria, Floating Continent of Alphatia in the Hollow World.

Description: The skyships *Mastwalker* and the *Flying Fish* arrive at the new Imperial capital on Alphatia today. They bring with them Mariella, Eriadna's daughter, and news concerning affairs in the outer world. The Empress immediately admits the two captains (and a tearful Mariella who's overjoyed at seeing her mother again) into a private audience chamber. (See **Th. 16, Fe. 1.**)

What This Means: Eriadna will listen first with astonishment, as the captains relate that many think Alphatia was destroyed by the Immortals; then with outrage, as they inform her of her son Zandor's rash and unpredictable behavior; then with concern as they describe the efforts to verify the existence of the Hollow World and discover ways to get there.

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This month's annual events include Beast's Day (Karameikos, Fe. 1); Vanya's Dance (Heldannic Territories, Hattias, Fe. 6); The Cornerstone (Shadow Elves, Fe. 14); Feria de Toros (Belcadiz in Glantri, Fe. 14); Doggerel Days (Alphatia, Fe. 15); The Gathering (Ethengar, Fe. 15); Day of Valerias (Karameikos, Thyatis, Fe. 15); Highsummer (Five Shires, Fe. 15-28); Battle

of Sardal Pass (Rockhome, Fe. 16); Feast of the Snakes (Sind, Fe. 17); Beggar's Hope (Glantri, Fe. 25); All's Reckless Day (Minrothad, Fe. 27).

Felmont 1: Eriadna Renames Zandoria

Location: New City, Zandoria, Floating Continent of Alphatia in the Hollow World.

Description: In public ceremonies, Empress Eriadna announces that the Kingdom of Zandoria will henceforth be known as the Kingdom of Jafilia, in honor of a brave Neathar woman.

What This Means: Eriadna is changing the name of her seat of power to spite Zandor. The captains of the *Mastwalker* and the *Flying Fish* (see **Kl. 28**) told her some of the things Zandor had done last year, including imprisoning the *Mastwalker's* crew and slaying the diplomat who told Zandor his mother was still alive.

In considering what new name Zandoria should have, Eriadna thought of Jafili—a young warrior of the Toralai tribe captured during an attack on Alphatian Neatharum last year. Fiercely proclaiming that her tribe would never be enslaved, the young woman had grabbed a knife from one of her guards and killed herself with it right in front of Eriadna. Eriadna still feels responsible for Jafili's suicide.

Felmont 1: New Philosophy in Darokin

Location: Akesoli, Darokin.

Description: Darokinian merchants returning from business in Sind mention the stories of a new Immortal named Gareth. This Immortal stands for peace, they say, and an end to the strife caused by the Immortals. Many Darokinians listen with interest, but have no desire to alter their current beliefs. A few begin addressing Gareth in their petitions to the Immortals, as well as those they normally honor. One Darokinian youth travels west, to Sind, in search of the two prophets Gareth is said to have spoken to. (See **Kl. 13.**)

Felmont 2: Thyatis Withdraws from Edairo

Location: Kingdom of Thothia, Isle of Dawn.

Description: Weary and dispirited after two weeks of fending off wave after wave of sleepless, tireless undead monsters, the Thyatian forces besieging the city of Edairo in Thothia are on the verge of collapse. Today, Admiral Alrigo Gioncardi orders a withdrawal. But this becomes a hurried retreat—and then a full-scale rout—as the undead army, joined by

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Thothian spellcasters flying on the backs of sphinxes, drives the Thyatian forces from Edairo. (See **Kl. 15**; **Fy. 1**.)

What This Means: This is a serious defeat for the Thyatian military machine, which hasn't faced such determined opponents since Alphatia sank beneath the waves. It will also show the conquered populations of the Isle of Dawn that Thyatis *can* be beaten—especially now, with its forces stretched so thinly throughout the newly conquered provinces.

What the PCs Can Do: Player characters fighting for Thyatis (perhaps as spies or scouts) may be able to keep the withdrawal from turning into a rout. Acts such as defeating the Thothian spellcasters and their mounts or destroying an entire regiment of undead—may give the exhausted Thyatian forces the courage they need to make an orderly withdrawal.

Felmont 3: Ostlanders Raid Heldann

Location: Various coastal villages, Heldannic Territories.

Description: Frustrated by the lack of booty in Helskir three months ago—and bolstered by tales of rich pickings in the Heldannic Territories—a horde of Ostland raiders descends upon the Heldannic coast at dusk. As is typical of Ostland raiding tactics, each longship captain chooses his own target; nearly a dozen villages receive surprise visits from the Ostlanders tonight. By dawn, the raiders and their longships are gone—along with far more plunder than they managed to get raiding Helskir in Flaurmont. (See **Fl. 3**.)

What This Means: The Heldannic Knights and Thyatis are not the only players in world politics who can run a whispering campaign. At the suggestion of advisors, King Ericall has arranged for agents in the Northern Reaches to spread rumors of plunder in the Heldannic Territories. Tales of a successful raid on Nordenham in Flaurmont helped (see **Fl. 14**).

What the PCs Can Do: If the player characters are anywhere near the Heldannic coast tonight, they're bound to run into at least one Ostland raider.

Felmont 5: Crackdown on Sea Raiders

Location: Malpoggi Bay, Sea of Dread.

Description: A naval force from Darokin, the Five Shires, Jerendi, Karamaikos, and the Minrothad Guilds begins to patrol the Sea of

Dread in search of Sea Raiders working out of Sind and Jaibul. Their goal is to halt pirating activities here. (See **Th. 10**.)

What the PCs Can Do: If the PCs own a sailing vessel in the area, they may be asked to join the force. Many ship captains are also hiring mercenaries and marines to supplement their own crew; they expect confrontations with the Sea Raiders to be dangerous.

Felmont 5: Thralls Freed in Zeaburg

Location: Ostland, Northern Reaches.

Description: By decree of Queen Yrsa of Ostland one year ago, thralls in Zeaburg are freed today. Following her example, the jarls of Sumarland and Kalsloviki also declare thralls within their borders free. In Zeaburg, freed thralls hold an impromptu parade that ends at the Temple of Odin in the royal compound, where they thank Queen Yrsa and the Immortal Odin for their freedom. (See **Fe. 6**.)

What This Means: Last year, Queen Yrsa tried to convince all the jarls of Ostland that the practice of slavery is one of the reasons Ostland has never attained a position of importance in world affairs. Other nations consider the practice barbaric, and hence think of the Ostlanders as barbarians. (Their traditional pastimes of raiding and piracy don't help, either.) She suggested that abolishing slavery in Ostland would engender goodwill in many of Ostland's trading partners. Asgrim the Bowed, High Priest of Odin, opposed the entire idea.

Felmont 6: Reactions to Freedom

Location: Ostland, Northern Reaches.

Description: All Ostland's jarls wait to see the effects in Zeaburg, Sumarland, and Kalsloviki—including the jarls of those dominions. Asgrim the Bowed predicted the freed thralls would seek violent retributions for past wrongs, and that the dominions would suffer.

But the first full day of freedom for Zeaburg's thralls gives little evidence of Asgrim's predictions coming true. Some thralls continue to serve the same masters, although now they receive wages (and must buy everything they need). Others receive land from their former masters in return for promised repayment in agricultural produce. A few, especially those who feel mistreated, leave to work for others.

Among the newly freed thralls are a number of foreigners enslaved by Ostland raiders. Many

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of these former thralls are less forgiving of their masters, but few seek retribution. Most simply wish to go home. (See **Fe. 5.**)

What This Means: There aren't enough thralls in Ostland for emancipation to make a tremendous impact on Ostland's economy (although raiders from the three dominions that have outlawed slavery will have to find other markets for any captives they take).

What the PCs Can Do: If the PCs have any means of transport off Ostland's islands, they are bound to be approached by a freed thrall wishing passage back to his homeland. The trouble is, he has no way of paying for that passage. Kindhearted PCs may offer him passage in return for labor, or for the promise of repayment in the future. The former thrall could turn out to be someone important who may become a friend, employer, or patron of the PCs once restored to his position of wealth and power.

Felmont 7: Warbird Finds *Princess Ark*

Location: Green Bay, southeastern Davania.

Description: Several of the *Princess Ark*'s sailors, sent out to do some fishing in one of the skyship's flying lifeboats, spot a Heldannic Warbird skyship diving toward them from the clouds. They hurriedly get the lifeboat into the air as the Warbird's crew peppers the sea around them with ballista missiles. As the sailors face their doom, the *Princess Ark* releases her cloak of *invisibility* and dives at the Warbird with all weapons blazing. After a brief but heated aerial battle, the Warbird turns tail and flees for its base in the mountains near Green Bay. (See **Fl. 5; Fy. 13.**)

What This Means: After many delays and side trips (Prince Haldemar still has many questions about the current state of affairs in the world), the *Princess Ark* arrived in the Green Bay area three weeks ago. She has been circling on the winds ever since. So far, there's been no sign of a ripstorm the skyship could ride up through Mystara's Skyshield. Prince Haldemar is aware of the Heldannic Knights' stronghold in the mountains near Green Bay, and had ordered the *Princess Ark* to remain invisible. But he couldn't allow the Heldannic Warbird to attack his men. Now that the Heldannic Knights know Haldemar is here, trouble is inevitable.

Felmont 9: Albarocca Barony Established

Location: Great Escarpment, Isle of Dawn.

Description: After a month of clearing forest and driving monsters away, Baron Augustus Ignazio of Albarocca declares his dominion ready for settlement. Located in a forested area of the escarpment south of Trikelios, the new barony is well situated by a river and has abundant materials for fuel and building. Construction begins immediately on a temporary wooden keep for the Baron until a more permanent stone one can be built. Farm houses and barns for tenants expected to arrive shortly are also begun. (See **Ya. 15; Fy. 26.**)

What This Means: The Baron of Albarocca moved into his dominion before the other barons and counts granted dominions on the Great Escarpment. Promptness will be a great advantage to the Baron, as many Thyatian settlers assigned to colonize other dominions would much rather settle in a dominion already partially freed of monsters and other dangers.

What the PCs Can Do: If the player characters have been granted dominions on the Great Escarpment, you can substitute one of their dominions for the Barony of Albarocca.

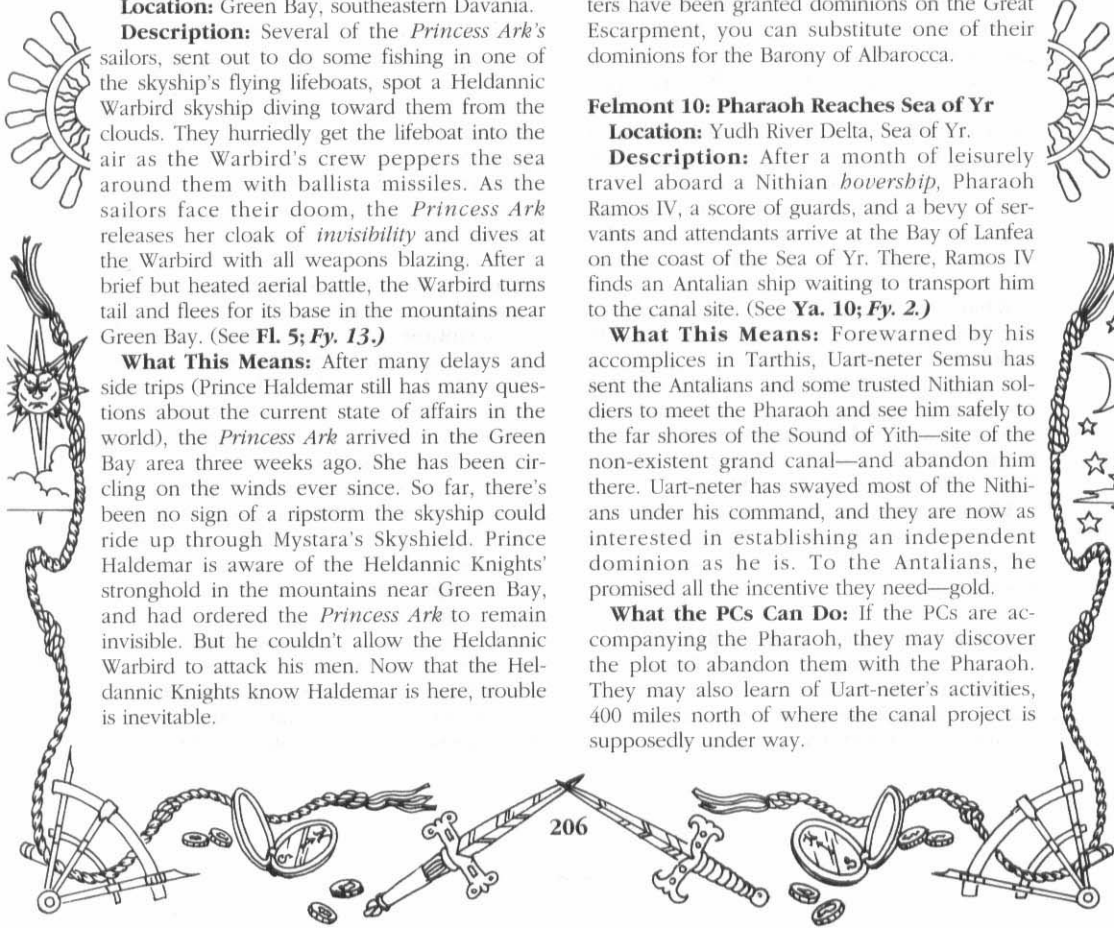
Felmont 10: Pharaoh Reaches Sea of Yr

Location: Yudh River Delta, Sea of Yr.

Description: After a month of leisurely travel aboard a Nithian *bovership*, Pharaoh Ramos IV, a score of guards, and a bevy of servants and attendants arrive at the Bay of Lanfea on the coast of the Sea of Yr. There, Ramos IV finds an Antalian ship waiting to transport him to the canal site. (See **Ya. 10; Fy. 2.**)

What This Means: Forewarned by his accomplices in Tarthis, Uart-neter Semsu has sent the Antalians and some trusted Nithian soldiers to meet the Pharaoh and see him safely to the far shores of the Sound of Yith—site of the non-existent grand canal—and abandon him there. Uart-neter has swayed most of the Nithians under his command, and they are now as interested in establishing an independent dominion as he is. To the Antalians, he promised all the incentive they need—gold.

What the PCs Can Do: If the PCs are accompanying the Pharaoh, they may discover the plot to abandon them with the Pharaoh. They may also learn of Uart-neter's activities, 400 miles north of where the canal project is supposedly under way.



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Felmont 13: Crop Blight in Thyatis

Location: Farms in mainland Thyatis.

Description: Wheat farmers throughout the Thyatian mainland begin noticing a strange blight on their crops. Some wheat kernels are rotting on their stalks, while others simply stop growing. For a few weeks, the farmers will try all the normal cures for crop blights—natural fungicides and the like—before calling for clerical help in the matter. (See *Am. 10, Am. 17.*)

What This Means: The disease blighting Thyatis's wheat crops is not natural. It's an alchemically created form of mummy rot, spread on wheat fields throughout Thyatis by Thothian spies and saboteurs. The disease kills some plants and stunts the growth of others; crop yields will be cut in half this year. Worse, anyone eating the infected wheat will contract mummy rot (see p. 195 of the *D&D® Rules Cyclopedia*.)

What the PCs Can Do: If the player characters are in Thyatis, they may catch wind of the Thothian activity before much damage is done. Or they may investigate the source of the blight once the farmers notice it. In either case, they can earn the Emperor's gratitude if they uncover the Thothian spy ring behind this.

Felmont 15: Great Wall Half Finished

Location: Northern border, Darokin.

Description: Workers laboring on the construction of the Great Wall of Darokin take the day off to celebrate reaching the halfway mark.

What This Means: Construction on the Great Wall began in Sviftmont of last year. The Wall was begun in response to numerous incursions by humanoids from the western Broken Lands (especially the Great Crater). The 20' high wall now runs for 75 miles, from Fort Fletcher to Fort Runnels, following the southern edge of the Broken Lands. When finished, the wall will run to Corunglain, another 50 miles away. There's talk in Darokin's government of extending the wall further, to Fort Nell on the southeastern edge of the Broken Lands, for an overall length of more than 175 miles.

What the PCs Can Do: The officials in charge of constructing the Great Wall always need more laborers, engineers, masons, and others who can help build the Wall. Guards and fighters are especially needed to fend off humanoid attacks as work progresses.

Felmont 17: Warbirds over Oceansend

Location: Oceansend, Norwold.

Description: Two light Heldannic Warbirds appear over Oceansend today and begin an aerial bombardment of the besieged city. (See *Kl. 2; Fe. 22.*)

What This Means: Wulf von Klagendorf has realized that, with Ericall's troops now defending the city, the siege will not be easy. He sent two Warbirds to tip the balance in his favor.

A light Heldannic Warbird has 90 Hull Points, AC 8, can fly at 360' (120'), and carries 31 Heldannic Knights and 9 sailors. It's armed with six ballistae, one light catapult, and one heavy catapult. Once per day, each Warbird can fire a *disintegrate* spell to a distance of 300 yards. The Warbirds are also armed with rocks and oil bombs (these are large flasks of oil that break on impact; they are ignited by burning wicks sealed in glass containers within the flasks). Both rocks and bombs do damage within a range of 10' of where they land; the rocks inflict 2d6 points of damage, while the burning oil inflicts 1d8 points of damage with a 10% chance of igniting any flammable materials within the 10' area. However, the Knights tossing these missiles overboard cannot choose specific targets, since they are flying at an altitude greater than 300'.

What the PCs Can Do: Player characters defending Oceansend should do everything possible to take the Warbirds out of the sky. That will be difficult unless the PCs have some way to fly. The Warbirds generally stay out of spell range, content to drop rocks and flaming oil onto the city from a great height.

Felmont 18: Fortress Construction Begins

Location: Highlake Hills, Darokin.

Description: Sixty miles north of Akesoli, construction begins today on a fortress in the Highlake Hills. The fortress will mark the western end of a line of fortresses planned along Darokin's northern border. When finished, the new Fort Highlake will have about 5,000 troops and protect northwestern Darokin both from the mountain humanoids and any further incursions by the Desert Nomads in Sind to the west. Construction is expected to take a year.

What the PCs Can Do: Darokin will need engineers, laborers, and guards to protect the work crews from humanoids during the fortress's construction.

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Felmont 21: Humanoids Raid Gunjab

Location: Amsorak Mountains, Gunjab, Sind.

Description: A horde of kobolds and other humanoids invade these mountains and fall upon humanoids already living there. After three days of ransacking and pillaging the humanoid lairs, the invaders triumphantly return to the Great Crater. (See **Kl. 16; Ka. 21.**)

What This Means: This was a carefully calculated offensive directed by King Kol and Ludwig von Hendriks. The humanoids under Kol's command are frustrated and restive at the restrictions against raiding Darokin and Glantri. With von Hendriks's advice, he chose to raid humanoids rather than humans. Even that proved difficult, as most of the humanoids in Sind are allied with the Master of Hule—Kol's new arms supplier. But his scouts managed to find some humanoid lairs rich in booty with no apparent ties to Sind's conquerors.

Felmont 22: Dragons Attack Warbirds

Location: Oceansend, Norwold.

Description: Just as the citizens of Oceans-

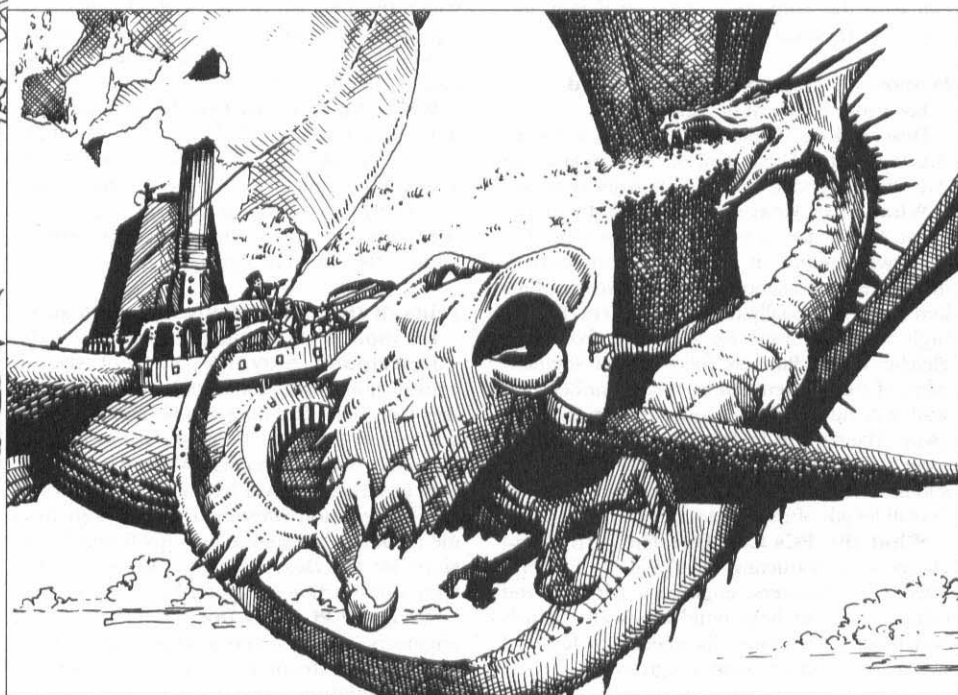
end are despairing that the Heldannic Warbirds' aerial bombardment will never end, help arrives—in the surprising form of five large red dragons that attacked the Heldannic skyships from the north. After a fierce battle in which one dragon is seriously wounded (and terrifies Oceansend's citizens by crash-landing in the city square), the two Heldannic Warbirds retreat from their position above the city. (See **Ya. 3, Fe. 17; Fy. 19.**)

What This Means: King Ericall's ambassadors were successful in their attempt to form an alliance with the dragons of the Wymsteeth range. The alliance will not be an easy one, however. These dragons are here for only two reasons—to teach the upstart Heldannic Knights a lesson about operating so close to their territory, and to gather treasure for their hoards. (King Ericall's ambassadors promised the latter on behalf of Oceansend's citizens.)

Felmont 23: First Monsoon of the Season

Location: Western Sea of Dread; Sind.

Description: Monsoon season starts late this



Dragons Attack Warbirds

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year, which is bad for Sind's farmers. The first storm forms just north of the western Thane-gioth Archipelago. Gathering momentum, it swings north along the eastern coast of the Serpent Peninsula, then east along the Barren Plains before heading north again up the Asanda River Valley. With fierce winds and torrential downpours, the monsoon endangers ships in the western Sea of Dread and floods the Asanda River. Its trip from the Sea of Dread to the Adri Varma Plateau lasts a week.

Felmont 26: Karameikan Expedition Halts

Location: North polar opening, between the outer and inner worlds of Mystara.

Description: For weeks, the Karameikan polar expedition has pushed its way through increasingly stormy territories in search of a north polar opening into the Hollow World. Today, as they press further north, the sky begins to darken. By the time they've covered twenty more miles, it's as dark as a moonless night. The expedition leader calls a halt while they discuss this phenomenon—the sun isn't supposed to set at all in the arctic circle this time of year. They decide to camp, rest, and discuss their options. (See **Kl. 10; Fy. 4.**)

What This Means: The Karameikan expedition has reached the Darklands between the inner and outer worlds—an area where the curvature of the world's crust blocks the light from both of Mystara's suns.

Fyrmont, AC 1011

This month's annual events include The Day of Heroes (Five Shires, Fy. 1); Darokin Day (Darokin, Fy. 13); Vyonnese Carnival (Nouvelle Averoine in Glantri, Fy. 15); The Great Horse Fair (Ethengar, Fy. 22–28); The Calming of the Seas (Sind, Fy. 24–28).

Fyrmont 1: Thothia Marches on Trikelios

Location: Trikelios, Isle of Dawn.

Description: Thothian forces, including its undead army, set out for Trikelios today. The Thothian generals take the same routes Thyatis had used to attack Edairo—one force goes by sea, another marches through the desert, while a third follows the river inland to cross over the northeastern arm of the Great Escarpment. (See **Fe. 2; Fy. 13, Fy. 26.**)

What This Means: The Pharaoh has decided to protect his kingdom by driving Thyatis from this side of the Isle of Dawn. (In his dreams for the future, he sees Thothia ruling the entire Isle, but he'll pursue those dreams one step at a time.) He knows the natives of Trikelios are unhappy under the Thyatian yoke. He expects them to side with Thothia to drive the conquerors out. Many of his forces are Alpathian refugees or remnants of Alpathia's once-mighty navy.

What the PCs Can Do: If the PCs are fighting for Thyatis, they may be sent to gather information on the Thothian forces or delay them to give the Thyatians time to strengthen their position in Trikelios. If the PCs are establishing dominions on the Great Escarpment, they may be in the path of some of the Thothian forces. In this case, the PCs must choose whether to fight for Thyatis (to which they owe fealty), remain neutral, or side with Thothia and hope the Pharaoh will allow them to keep their dominions if Thothia wins.

Fyrmont 1: Phenomenal Harvests

Location: Republic of Darokin.

Description: The silt from last year's floods and spring rains have brought a phenomenal harvest of spring wheat. Wheat farmers scramble to hire enough workers to harvest it all before the grain overripens.

What This Means: Darokin's economy is still recovering from the invasion of the Desert Nomads in AC 1005 and poor harvests and other problems since then. This harvest will boost the economy. The yield is great enough to replenish Darokin's emergency stores and still leave tons of grain available for export.

Fyrmont 2: Pharaoh Warned

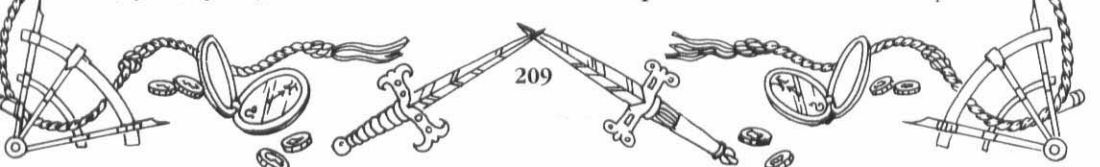
Location: Sound of Yith, Hollow World.

Description: Aboard the Antalian vessel bearing Pharaoh Ramose IV, a Nithian soldier working for Uart-neter Semsu secretly tells the Pharaoh's guards of the plot to abandon the Pharaoh and his retinue on the southwestern shore. But the Pharaoh finds it difficult to believe Uart-neter would plot against him. (See **Fe. 10; Fy. 9.**)

Fyrmont 3: von Klagendorf Receives Word

Location: Freiburg, Heldannic Territories.

Description: A battered Warbird limps into



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Freiburg's skypoint today, and its commander reports to Wulf von Klagendorf. When the Warbird left Stonehaven last year, the Heldannic stronghold was being bombarded by combined Alphatian and Neathar forces. Anna von Hendriks's message states that her position is untenable; the Knights might have to withdraw from Stonehaven. The commander doesn't know what may have happened since they left. (See **Nu. 14; Fy. 13.**)

What This Means: On Kaldmont 19 of last year, Anna von Hendriks—commander of the Heldannic Knights at Stonehaven in the Hollow World—ordered her last remaining Warbird to return to the Heldannic Territories. She hoped that Wulf von Klagendorf, High Cleric of Vanya, would be able to send help to the embattled Knights in the Hollow World.

But an Alphatian skyship intercepted the Warbird as it flew into the northern polar opening. In the ensuing fight, the Warbird suffered damage—not enough to make her crash, but enough to require her to set down once she had evaded the Alphatian skyship. It's taken the crew this long to make repairs and get their Warbird airborne again.

Wulf von Klagendorf now knows that Alphatia—and Empress Eriadna—is alive and well and in control of the skies over the Hollow World. He realizes that the Heldannic Knights simply aren't strong enough to defend their claim to the Hollow World and its resources.

Fyrmont 4: Expedition Presses On

Location: North polar opening.

Description: In the six days since the Karameikan expedition made camp, there's been no sign of the sun. After some wild speculations, heated discussions, and the use of a *commune* spell, the expedition members have concluded that they are already within the polar opening. The "hole" they've been seeking is much larger than any of them imagined. A scouting party sent back the way they came verifies that the sun itself has not set—the darkness is due to the sun's light being blocked from the polar opening by the curvature of Mystara's crust.

The expedition leader decides to press on through the Darklands and attempt to enter the Hollow World itself. He sends word of their discovery and plans back to the *Farseeker* via his *scroll of communication*. (See **Fe. 26; Fy. 6.**)

Fyrmont 5: Bellissarian Summit Meeting

Location: Alinquin, Dawnrim, Bellissaria.

Description: After consolidating his position on Bellissaria and restoring order in Aaslin, Commander Broderick invited the kings and queens of Bellissaria to Alinquin to discuss their futures. The monarchs arrive in Alinquin today.

By the end of the day, all agree it's best to recognize Zandor as Emperor of the New Alphatian Empire. In return, the Seashield commander promises they can keep the positions they held under Empress Eriadna—except Teskilion of Notrion, who would retain the title of King, subject to Zandor's approval. (Under old Alphatian laws, Teskilion, a fighter, could only be Governor.) (See **Kl. 26; Am. 9.**)

Fyrmont 6: Expedition's Magic Fails

Location: North polar opening.

Description: Fifty miles north of the Darklands' outer edge, the Karameikan expedition discovers their magic has failed. The clerics and magic-users can no longer cast spells; magic items have ceased to work (including the *scroll of communication*). The expedition's lodestones still work, however, continuing to point north. (See **Fy. 4; Sv. 11.**)

What This Means: The expedition has entered an area blanketed by the *anti-magic* effects of the Worldshield. The clerics can no longer cast *create water* or *create food* spells to supplement the expedition's supplies; magic items the explorers have relied upon (rings of *resist cold* and other items especially enchanted for the expedition) no longer function.

The explorers don't realize they have nearly 1,000 miles to traverse—in darkness, without magic, through icy storms—before seeing the reddish light of the interior sun, and another 500 miles before leaving the *anti-magic* zone. Another 1800 miles separates the *anti-magic* zone from the far limits of the frigid storm-swept arctic region. Along the way, they may encounter arctic inhabitants—species adapted to endless cold, storms, and darkness.

Fyrmont 9: Mutiny in the Sound of Yith

Location: Sound of Yith, near the southwestern shore of the Sea of Yr, Hollow World.

Description: Since warned of a plot on his life a week ago, the Pharaoh has been reluctant to believe that Uart-netter Semsu—trusted advisor and friend—would betray him. But as the

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Antalian ship plows through rough seas toward its destination, the crew appears increasingly nervous. Ramose's guards prepare for trouble.

This afternoon, the far shores of the Sound of Yith come into view. There is no sign of the Antalian ships, busy shipyards, or Nithian buildings that should be here—only frozen tundra. When questioned, Uart-netter's lieutenant explains that the shipyards and construction projects are further inland, around the peninsula toward which they now sail.

The Pharaoh confronts the lieutenant with his suspicion that Uart-netter has been trying to establish a nation of his own at the Pharaoh's expense, and demands to know the truth. But rather than breaking down and grovelling before his Pharaoh (as Ramose expected), the lieutenant attempts to attack him. The ship's deck becomes a battleground as the Pharaoh's men attack the traitorous crew; soon the fight includes nearly everyone on board.

Within minutes, many are dead—including the helmsman. The ship lurches toward the rocky shore while the oblivious combatants fight fiercely for possession of the ship. It isn't until the waves push the ship against a reef with a crunching groan of wooden timbers that the men aboard realize the danger.

Fearing a watery grave, all call a truce while the Antalians assess the damage. The ship's hull has ruptured in two places, and the vessel is now stranded. The boat needs extensive repairs to be made seaworthy again—repairs requiring more lumber than they have aboard.

The Pharaoh assures the crew that they can remedy the situation if they all work together—but he himself will take command. He offers pardons to those who remain loyal—and death to those who don't. (See **Fy. 2; Fy. 10.**)

Fyrmont 10: Pharaoh Takes Command

Location: Sound of Yith (Southwestern Shore), Hollow World.

Description: Pharaoh Ramose IV uses a combination of persuasion and brute force to compel the traitors to submit to his will. After taking stock of their situation, he orders parties to scout the surrounding terrain. One party returns with some fat seals they killed; another reports two large rivers penetrating inland to the west. The Pharaoh orders two scouting parties to take the ship's longboats to explore inland along the two rivers. They are to report

back when they find timber or can no longer navigate upriver. (See **Fy. 9; Sv. 4.**)

Fyrmont 13: Battle in the Strait of Dawn

Location: Strait of Dawn, near Trikelios.

Description: Thothian naval forces sailing toward Trikelios run into the Thyatian 4th and 19th Fleets today. The opposing forces have an equal number of vessels, although Thyatian personnel outnumber Thothians by nearly two to one. As the navies close to engage one another, however, the Alphatian-manned 19th fleet unexpectedly turns on the Thyatian 4th fleet. The Thyatians, taken off guard, fight valiantly against both the traitorous 19th fleet and the Thothian forces. By the end of the afternoon, the Thyatians have lost 30% of their forces. The 4th Fleet breaks away from the battle; Admiral Alrigo Gioncardi orders a withdrawal toward Trikelios. Casualties among the Thothian forces and the Alphatian-manned 19th Fleet are only 10%. (See **Fy. 1; Fy. 20.**)

What This Means: The 19th Imperial Fleet is one of eight recruited from Alphatian units left in Thyatian territory when Alphatia sank. They've been involved in the Thyatian takeover of the Isle of Dawn since Nuwmont of AC 1010.

The Alphatians of the 19th Fleet were appalled at the brutal sack of Trikelios when that city fell in Swiftmont of last year (and even more appalled that Alphatian members of the 3rd Fleet participated). They have felt animosity from both the Thyatians they've been fighting for and the Alphatian Isle of Dawners they've been fighting against for more than a year now, and have had enough. The spectacular display of Thothian might at the battle of Edairo in Klarfont of this year has given the Alphatians renewed hope that the Isle of Dawn may be able to regain its independence. In secret meetings last week, members of the 19th Fleet voted to die as Alphatians rather than live as Thyatians. The Thothian naval commander is more than happy to welcome them into his forces.

What the PCs Can Do: You may play this battle out using the War Machine rules if you wish, combined with rules for naval combat for any actions taken by participating player characters. The 4th Fleet will probably withdraw to Trikelios no matter what happens, but they may suffer fewer (or more) casualties, depending on PC actions. The player characters may be able to prevent the 19th Fleet's defection!

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Fyrmont 13: *Princess Ark* Finds Ripstorm

Location: Green Bay, southeastern Davania.

Description: After another month of waiting and watching—and dodging the occasional Heldannic Warbird—the *Princess Ark* locates a ripstorm large enough to serve as passage through the Skyshield.

Before the skyship can perform the dangerous maneuvers required to enter the ripstorm, a lookout spots four Heldannic Warbirds bearing down on them. At first, Haldemar fears the Warbirds have discovered them despite their *invisibility*. But when he realizes the Heldannic skyships' destination is the mouth of the ripstorm's funnel, he orders the *Princess Ark* to stand off. When the Warbirds enter the ripstorm, the *Princess Ark* follows, still *invisible*. (See Fe. 7, Fy. 3; Am. 1.)

What This Means: The Heldannic Warbirds have been ordered to rescue the Knights trapped in the Hollow World. Based at the Heldannic Knights' southern outpost near Green Bay, the Warbirds chose the same path to the Hollow World as the *Princess Ark*.

Fyrmont 18: Baron of Fiorenza Arrives

Location: Raven Scarp, Thyatian Hinterlands.

Description: Justinian Silvestro, newly appointed Baron of Fiorenza, arrives in Raven Scarp accompanied by his wife and a few retainers. He goes to the Ministry of Colonization office in Raven Scarp's administrative buildings, where a harried-looking official informs him that his barony lies roughly 150 miles to the northwest, along the coast of the Hinterlands controlled by the native Rhino Clans. The official reminds Justinian that he must provide the Ministry of Colonization with an accurate survey of the new dominion within a year. Unfortunately, there are no official surveyors within Raven Scarp at the moment. (See Kl. 9; Am. 10.)

What This Means: This is an example of the procedures involved in setting up a new dominion in the Hinterlands. The Barony of Fiorenza is listed as having an area of 500 square miles. According to the land grant, the dominion has 25 miles of coastline, beginning 150 miles up the coast from the city, and extends 20 miles into the interior. Within those



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restrictions, the new baron may mark his borders as he sees fit. Justinian must make his dominion productive enough to pay a minimum tax of 1,000 gp per year within three years or lose his title and lands.

What the PCs Can Do: Justinian will need surveyors, explorers, and guards to travel with him and stake out his dominion. They must follow the coastline, marking each mile, to determine where the Barony of Fiorenza's borders begin. And many of the Hinterland natives are becoming restless and belligerent, due mainly to the influx of colonists and Thyatian troops into their territory. There are also wild animals to be dealt with—the Jungle Coast is known for its dangerous wildlife.

Fyrmont 19: More Warbirds at Oceansend

Location: Oceansend, Norwold.

Description: The Heldannic Warbirds reappear over Oceansend today, accompanied by two more Warbirds just arrived on the scene. The five red dragons fly up to meet the skyships—two from their stations within Oceansend, and the other three from the nearby hills.

This time, the Heldannic Knights are ready. In the pitched battle that follows, three dragons are killed. The other two fly for the Wurmsteeth Range, pursued for a while by a Warbird.

But the Heldannic skyships were badly damaged. Three limp back toward Freiburg, far to the south, while the fourth remains to patrol the skies of Oceansend. (See **Fe. 22; Sv. 2.**)

What This Means: The two additional Warbirds reinforcing the Heldannic forces at Oceansend were recalled from Heldannic operations along the Savage Coast far to the west. They represent just about the last flying ships Wulf von Klagendorf can spare from other projects. The Heldannic Knights can ill afford to lose the use of three skyships while they sit in dry dock undergoing repairs, but it would have been worse had they lost the ships outright.

The remaining ship changes tactics. In addition to daily bombardments of the city, it patrols the surrounding countryside, on the lookout for troop movements and further dragon attacks from the north.

With the dragons gone, the Heldannic and Norwold forces settle in for another bout of conventional siege warfare—blockades, siege machine attacks, skirmishes in the countryside, and long periods of waiting.

Fyrmont 20: Fleets Recalled

Location: Isle of Dawn.

Description: Prince Eusebius (acting on Emperor Thincol's behalf) orders the 3rd, 6th, and 17th Fleets to return to Thyatis from their stations around the Isle of Dawn. Meanwhile, the 21st and 22nd Imperial Fleets sail from Thyatis and the 18th Fleet leaves Tel Akbir to join the beleaguered 4th Fleet at Trikelios. Over Admiral Daphnotarthus's objections, half of the 20th Fleet at Aegos is also ordered to Trikelios.

But of the Alphatian-manned fleets, only the 3rd Fleet obeys its new orders. The 6th and 17th fleets sail instead towards Trikelios, planning to join up with the Thothian naval forces there. (See **Fy. 13; Fy. 21.**)

What This Means: Prince Eusebius hoped to prevent further trouble by recalling the Alphatian-manned fleets, but his plan backfired. The defections of the 6th, 17th, and 19th Fleets have him worried about the four Alphatian fleets stationed at Thyatis City (the 5th, 8th, 13th, and 14th). And the departure of half the marines on Aegos will cripple Admiral Daphnotarthus's efforts to catch spies.

Fyrmont 20: Isidore Petitions the Council

Location: Glantri City, Glantri.

Description: Speaking before the Council of Princes, Dame Isidore d'Ambreville (now mostly recovered from her ordeal) asks the Princes to reconsider her right of succession to the Principality of Nouvelle Averoine. Citing the fact that she was unfairly prevented from defending her right to the title when Henri was confirmed Prince of Nouvelle Averoine, Isidore requests another vote on the issue.

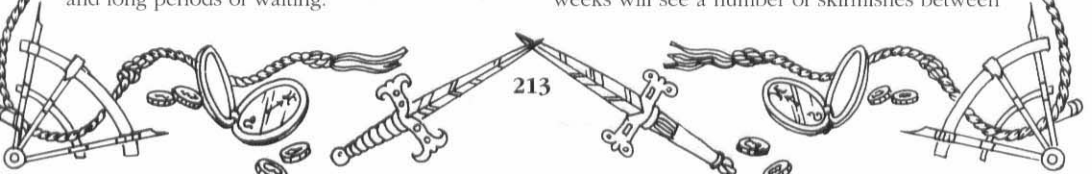
The Council spends the rest of the week deliberating the matter. (See **Ya. 7; Fy. 27.**)

What This Means: Prince Henri will use the usual Glantrian political tactics (blackmail, bribery, secret negotiations, and espionage) to prevent the Council from reopening the issue of Prince Étienne's successor. Likewise, Prince Malachie will do his best to ensure the Council *does* vote to reopen the issue.

Fyrmont 21: Trikelios Blockaded

Location: Trikelios Bay, Sea of Dawn.

Description: Thothian naval forces begin a blockade of the large bay shared by Trikelios and Ekto on the Isle of Dawn. The coming weeks will see a number of skirmishes between



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the Alphatian Irregulars (remnants of Alphatia's navy now fighting for Thothia) and Thyatis's 4th Fleet, although nothing like the pitched battle of a week ago. (See **Fy. 20; Am. 15.**)

What This Means: With the exception of some trouble with the Heldannic navy, the Thyatians haven't had any serious competition in the Sea of Dawn. That's changed now, as Pharaoh Ramenhotep XXIV of Thothia has decided to become the aggressor, and Alphatian troops who fought for Thyatis this past year continue to defect.

What the PCs Can Do: There's plenty of action the player characters can get involved with, including secret missions to board the enemy's ships in search of strategic information—or simply to bore some holes in the hull, spoil supplies, and cause other mischief.

Fyrmont 26: Albarocca Makes a Deal

Location: Great Escarpment, Isle of Dawn.

Description: The Baron of Albarocca thought everything was going well with his new dominion—now with 500 inhabitants and more than 50 permanent structures built—until his patrols reported a Thothian army marching across the Escarpment. Additional scouting parties learn that the army's objective is Trikelios.

Baron Augustus Ignazio travels under a flag of truce to make a deal with the Thothian commander—Albarocca will remain neutral if the Thothian army alters its route and marches around the barony. The Thothian commander agrees; his army of human infantry and cavalry and undead monsters march around the Barony of Albarocca. (See **Fe. 9, Fy. 1; Am. 19.**)

What This Means: Baron Ignazio realizes his small dominion would be overwhelmed by the Thothian army if they made any attempt to stand in its way. He's unhappy about the situation, but sees no alternative to making a deal. A few of Albarocca's Thyatian residents protest the decision, but quiet down once the Baron invites them to see the Thothian army for themselves. In the meantime, the Baron secretly sends a messenger to Trikelios to warn the Thyatian governor.

What the PCs Can Do: You can have the player characters face the same decision if they're establishing a dominion in this area of the Escarpment. Otherwise, if the PCs are in Albarocca the Baron may send them on scouting missions to gather as much information as

they can. He wants to know the army's strength, their plans, and any other information that could prove useful to Albarocca's survival. The Baron may send any intelligence he can gather to the Thyatian forces in Trikelios in an effort to hedge his bets in the matter.

Fyrmont 27: Council Votes to Reconsider Succession

Location: Glantri City, Glantri.

Description: The Council of Princes casts their votes today in the matter of reopening the succession to the Principality of Nouvelle Averoine. Of the twelve Princes and Princesses currently ruling in Glantri, six vote in favor of reconsidering the issue (Malachie of Morlay-Malinbois, Carlolina of Erewan, Jherrek of Krondahar, Juliana of Bergdhoven, Urmahid of Bramyra, and Harald of Sablestone), while six vote against the measure (Henri of Nouvelle Averoine, Dolores of Fenswick, Jaggar of Aalban, Carnelia of Belcadiz, Morphail of Boldavia, and Brannard of Klantyre). Since the Council of Princes is deadlocked, the matter passes on to Parliament. (See **Fy. 20; Am. 6.**)

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This month's annual events include Autumn Equinox (Am. 1); Ancestors' Day (Alphatia, Am. 1); First Day of Riding (Ethengar, Am. 1); Celebration of the Sea (Jerendi, Am. 1–2); The Fast and the Feast (Five Shires, Am. 1–12); Showing Day (Rockhome, Am. 3); Mustering Day (Shadow Elves, Am. 17); Bask Day (Minrothad, Am. 27).

Ambyrmont 1: Princess Ark Enters Hollow World

Location: South Polar Opening.

Description: Still *invisible*, the *Princess Ark* follows four Heldannic Warbirds through the south polar opening into the Hollow World. To Haldemar's surprise, the Warbirds are not affected by the *anti-magic* zone at the opening.

The *Princess Ark* has no such immunity, however. Haldemar orders his skyship on a trajectory through the exact center of the polar opening, thereby giving her as much room as possible to plummet through on momentum when her enchantments fail. But the *Princess Ark* simply isn't flying fast enough. When she

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passes halfway through the polar opening, the gravitational pull of the Worldshield begins dragging her down toward the icy wastes. Realizing they won't exit the *anti-magic* zone in time, Haldemar orders Leo le Nerviens' alchemical flame-blast contraption activated.

The *Princess* is flung forward. She's soon clear of the *anti-magic* zone and can fly on her own. But the jets of flame alerts the Warbirds to the *Princess Ark*'s presence. Now aware they were followed—and able to penetrate the ship's *invisibility* cloak with magical countermeasures—the Warbirds turn to pursue the *Princess Ark*. (See **Fy. 13; Am. 5.**)

What This Means: The Heldannic Warbirds are powered by an Immortal artifact that functions even in the *anti-magic* field the Worldshield generates. The *Princess Ark* is an old enemy—Prince Haldemar and the Heldannic Knights have crossed paths many times in the past. The Warbirds will do all they can to destroy the *Princess*, or at least keep Haldemar from reaching the floating Alphatian continent. But their primary mission in the Hollow World is to find the scattered Heldannic Knights.

Ambyrmont 3: Gaitly Investigators Report

Location: Thyatis City, Thyatis.

Description: Today, the Thyatian Senate hears a report on the conditions in Rainbow Park on Gaitly. The investigators describe the utterly miserable circumstances under which the imprisoned Alphatians are living—inadequate food and shelter and a lack of any amenities or comfort. They confirm reports of deaths by starvation and beatings, and estimate the death toll at around 650.

The investigators also report some improprieties on the part of Ottavio Giacomo, Governor of Gaitly. They claim he tried to stop their investigation through bribery, threats, and physical assaults. He also tried to sabotage their ship to ensure they would never reach Thyatis alive—the saboteur they captured is eager to testify to that fact. (See **Ya. 5; Ei. 20.**)

Ambyrmont 5: Ballet Under the Red Sun

Location: Airless Void above the Skyshield, within the Hollow World.

Description: For days now, the *Princess Ark* and five Heldannic Warbirds have been playing hide-and-seek amid the floating islands and continents in the airless Void within the Hollow

World. Today, the *Princess Ark* manages to break away from the Warbirds. She makes a beeline for the largest floating continent in the Hollow World's skies—Alphatia. (See **Am. 1; Am. 8.**)

Ambyrmont 6: House of Lords Votes on Succession Matter

Location: Glantri City, Glantri.

Description: Members of the House of Lords, Glantri's Parliament, vote today on whether or not to reopen the title of Prince of Nouvelle Averoine. The measure passes (although barely); Sire Henri and Dame Isidore must compete for the title once more.

In a separate meeting following the Parliament's decision, the Council debates the date of the next vote on the matter. Swiftmont 6 is first suggested, but Prince Malachie requests Swiftmont 8, claiming pressing business in the first week of Swiftmont. The Council agrees. (See **Fy. 27; Sv. 5, Sv. 8.**)

What This Means: For the next month, Henri and Isidore—and their supporters or enemies—will be busy spreading money, magic, rumors, and lies in an effort to gain votes.

What the PCs Can Do: This is a good opportunity for more player character involvement in the struggles between Henri on one side and Malachie and Isidore on the other. Neither side will play fair.

Ambyrmont 6: Thyatian Empress Dies

Location: Thyatis City, Thyatis.

Description: Empress Gabriela's ladies-in-waiting cannot rouse their mistress this morning when they come to wake her for breakfast; she passed away in her sleep. (See **Am. 9.**)

What This Means: This is a natural death: heart failure brought on by despair and old age. Clerical attempts to *raise dead* prove fruitless—Gabriela's soul has no desire to return to life. One Imperial official orders an investigation, but there's no evidence of foul play.

Ambyrmont 8: Princess Ark Arrives

Location: New City, Jafilia, Floating Continent of Alphatia, Hollow World.

Description: The *Princess Ark* arrives at the new Alphatian capital today. Empress Eriadna warmly welcomes Prince Haldemar to the capital. In a long session behind closed doors, Empress Eriadna and Haldemar discuss the tan-

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gled, dangerous state of affairs both here in the Hollow World and back on the outer world.

When Haldemar reports following five Haldannic Warbirds through the south polar opening, Eriadna orders a fleet of Alphatian skyships to find and capture them. (See **Am. 5; Ka. 3.**)

Ambyrmont 9: Gabriela Laid to Rest

Location: Thyatis City, Thyatis.

Description: After a brief period of lying in state as the Imperial family and citizens of Thyatis pay their last respects, Empress Gabriela is laid to rest in the Imperial cemetery today. Emperor Thincol is conspicuously absent from the graveside ceremony. Rumors abound that Thincol poisoned the Empress—or that the Emperor himself is dead as well. (See **Am. 6.**)

What This Means: Although Thincol never loved Gabriela, he never wished her any harm, either. Thincol's absence is due to his failing health rather than any lack of grief at her death. Ill health has forced Thincol to take to his bed. But despite the rumors rampant in the city, he's not dead yet.

Ambyrmont 9: Zandor Receives Tribute

Location: Aquas, New Alphatian Sea.

Description: Commander Broderick, in charge of regaining Bellissaria for the New Alphatian Empire, returns to Aquas with tribute from that island's rulers. Zandor receives the commander, the tribute, and the news that all of Bellissaria honors him as Emperor with calm dignity and graciousness.

On Commander Broderick's advice, Emperor Zandor agrees to recognize Teskilion of Dawnrim and Corydon of Notrion as kings rather than mere governors, despite the fact that they're not spellcasters. Zandor declares a holiday in Aquas. He retires to his rooms, where he celebrates by creating armies of rats and watching them fight. (See **Fy. 5; Ei. 13.**)

What This Means: Commander Broderick convinced Zandor that granting Teskilion of Dawnrim the title of king would ensure his loyalty. As for Corydon's appointment, the commander informed Zandor that, in his opinion, the mage candidates were far too interested in ruling Notrion in their own names; a fighter loyal to Zandor would make a better king.

Ambyrmont 10: Riots in Thyatis

Location: Thyatis City, Thyatis.

Description: Angry at the third cut in daily bread rations this year and fueled by rumors of the Emperor's death, mobs of Thyatian citizens storm the Imperial Bakeries this morning. The riot quickly spreads throughout the city; businesses owned by wealthy Thyatians are popular targets for looting and vandalism. When the 1st and 3rd Imperial Cohorts prove insufficient to quell the rioting, Prince Eusebius orders the 1st Imperial Cohort into the streets. By noon, 12,000 troops are trying to restore order as thousands of citizens roam the streets looking for ways to vent their frustrations. By nightfall, though, most of the rioters have dispersed. (See **Fc. 13; Am. 17.**)

What This Means: Thyatis is suffering from the poor wheat harvest earlier this summer—mostly due to the crop blight introduced by Thothian spies (see **Fc. 13**). But this is by no means the first food riot in Thyatis—overpopulation, shortages during the war with Alphatia, and the vagaries of Thyatis's yearly harvests have all contributed to riots in the past.

Ambyrmont 10: Baron Finds His Barony

Location: Barony of Fiorenza, 150 miles Northwest of Raven Scarp, Thyatian Hinterlands.

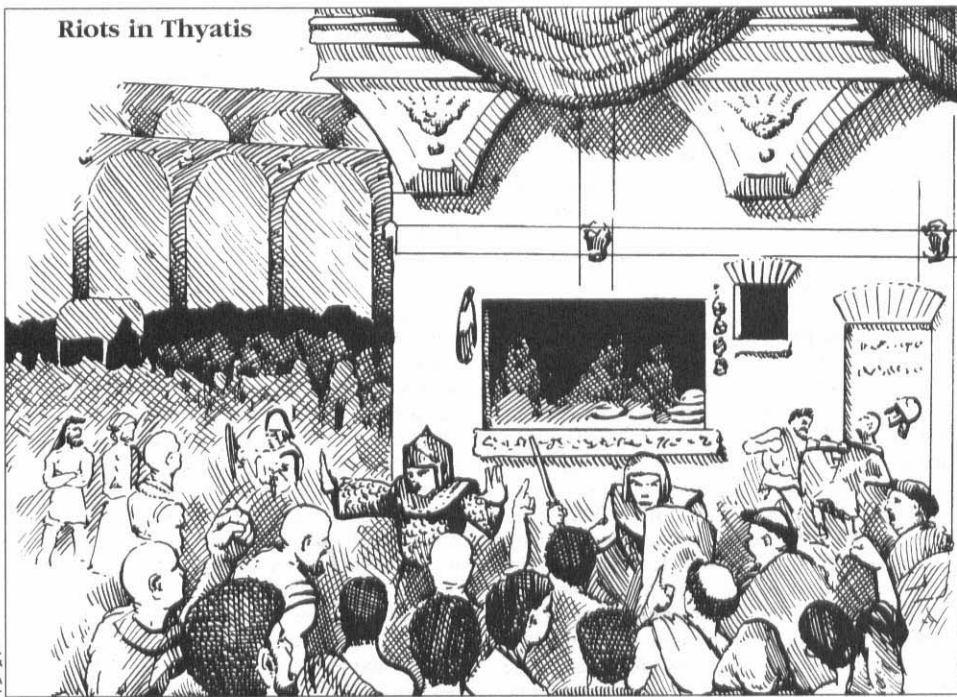
Description: Baron Justinian Silvestro, his wife, and his retainers arrive at the stretch of coastline assigned to the Barony of Fiorenza. They discover that the land granted to Justinian is mostly swampy lowlands with occasional jungle-cloaked knolls rising above the brackish waters. As the surveyors set about verifying their position and marking the new dominion's coastal borders, Justinian and his wife begin building the crude shelter that will be their home until a more permanent structure can be built. (See **Fy. 18.**)

What This Means: The Hinterlands have never been fully explored or mapped—a fact that will become painfully obvious to a number of hopeful colonists and newly appointed dominion rulers. No one gave Justinian hundreds of square miles of swamp on purpose. But it's his now, and he's determined to make the best of it.

What the PCs Can Do: Justinian will need engineers and laborers to drain portions of the swamp to make arable farmlands, settlers to move in and farm that land, more surveyors and explorers to help determine if there are

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Riots in Thyatis



any valuable resources within the Barony of Fiorenza, and more guards and fighters to deal with the dangerous denizens of the swamp and to escort settlers and supplies to the barony.

Ambyrmont 15: Thyatians Meet Thothians

Location: East of Trikelios, Isle of Dawn.

Description: Thyatian land forces meet the Thothian infantry and cavalry marching on Trikelios. The two armies clash roughly 24 miles east of Trikelios at dawn this morning. Although the Thyatian cohort outnumbers the Thothian forces, the battle is close. Casualties on the Thyatian side amount to 10% before the Thyatians withdraw and regroup to a more defensible position closer to the city. Meanwhile, the Thothian navy keeps the 4th Fleet busy. (See **Fy. 1**, **Fy. 21**; **Am. 19**.)

What This Means: The Alphetian citizens of Trikelios wait for the results of this confrontation before choosing sides. The Thyatian forces are determined to keep Thothia from Trikelios, and have called for Thyatian reinforcements.

Ambyrmont 17: Outbreak of Mummy Rot

Location: Thyatis City, Thyatis.

Description: Citizens of Thyatis, especially the poor, are falling ill. Patches of flesh turn an ugly greenish brown and begin to fester; all wounds heal much more slowly than usual. The disease fails to respond to most magical or nonmagical cures—only clerical *cure disease* and *cure all* spells and magical *heal* spells work. (See **Fe. 13**; **Am. 10**, **Ei. 1**.)

What This Means: The daily bread rations given to the poor citizens of Thyatis City have been baked with contaminated wheat—a result of the crop blight introduced by Thothian spies. Anyone who eats the bread must Save vs. Poison or contract Mummy Rot. Thyatian clerics cannot stem the spread of the disease, even with the use of *purify food and water* spells.

Ambyrmont 18: 20th Fleet Ambushed

Location: Strait of Dawn near Eдайро.

Description: Sailing around Thothia to join the 4th Imperial Fleet at Trikelios, the 20th Fleet runs into Thothian naval forces left to guard Eдайро. With half its ships and personnel

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left behind at Aegos, the 20th Fleet is dismayed to discover that Thothia is a far stronger naval power than Thyatian intelligence had supposed. The 20th Fleet manages to break free and make a run for Trikelios, but at the cost of its war galley. (See **Fy. 20; Sv. 1.**)

What This Means: Even with a large number of ships and troops deployed in the Eastern Sea of Dawn, Thothia still has six naval divisions protecting Edairo—including three divisions of Alphatian Irregulars.

Ambyrmont 19: Thyatis Withdraws

Location: Trikelios, Isle of Dawn.

Description: Having continually lost ground to the Thothians marching from the east of Trikelios, and facing the arrival of the Thothian armies marching across the Great Escarpment, the Thyatian troops at Trikelios fall back to Ekto. (See **Fc. 26, Am. 15; Sv. 1, Sv. 20.**)

What This Means: Despite having been burned nearly to the ground last year, the city of Ekto to the west is more defensible than Trikelios—and closer to communities the troops can call upon for reinforcements and supplies. The Thyatian commanders also fear that facing the undead armies again so soon would prove too much for their troops' morale.

Ambyrmont 20: Ferdynand's Gargantoid

Location: Colossus Mountains, Glantri

Description: Ferdynand Lilliput, a Glantrian mage, emerges at last from his secret laboratories deep within the Colossus Mountains—seated in the command chair of an enormous man-shaped magical war machine. Since the outbreak of the war with Alphatia in AC 1005, Ferdynand has been laboring to ready his Gargantoid to defend his beloved homeland from the evil Alphatian troublemakers.

Now, at last, he deems his creation ready to win the war for Glantri. Setting his Gargantoid in fly mode, he pilots it to Glantri City to present his pride and joy to the Council of Princes. Setting his 50'-tall craft down in Alexander Platz, he scurries off to the Parliament building to arrange to see the Council.

To his dismay, the clerk informs him the war with Alphatia has been over for more than a year now; in fact, Alphatia was utterly destroyed. Despondent, Ferdynand seeks solace in a nearby pub. When he returns to Alexander Platz, his Gargantoid is gone.

What This Means: One of three things may have happened to the Gargantoid. A band of students from Glantri's Great School of Magic may have simply taken the machine for a joy ride. Alternatively, a powerful mage may have stolen it, either to study this new huge magic item or to use it for his own purposes. Or perhaps the Gargantoid is more intelligent than Ferdynand realizes, and decided to take a stroll.

There are sure to be witnesses to the Gargantoid's departure, though perhaps not as many as one might think. In Glantri City, even something as remarkable as a 50'-tall, man-shaped metal machine doesn't attract much attention. As long as the Gargantoid doesn't actually damage anything or make a nuisance of itself, few Glantrians will pay it much mind.

If you decide to use the Gargantoid in an adventure, you will need to design game stats for the machine. Either design them from scratch (using the rules for creating constructs in the *D&D® Rules Cyclopedia*, page 253) or modify the statistics for a Mek (p. 192 of the *Cyclopedia*). The Gargantoid should have at least 36 HD. Its Move is 180' (60'), it can swim at the same speed, and can also fly at 240' (80'). It's armed with a *staff of fireballs*, a *staff of lightning bolts*, and a *wand of magic missiles*. It can also make two attacks with its fists (1d10 × 12 damage per attack), but does not have the breath weapon of a Mek. Or, if you have access to *The Book of Wondrous Inventions*, use the statistics for Jaggar's Transforming Gargantoid.

If anyone asks Ferdynand where the Gargantoid came from, he'll be more than happy to tell them. Unfortunately, Ferdynand is a bit unreliable when it comes to remembering things. Each time he tells how he came to have the Gargantoid, the story will be different. In one version, he built and enchanted it all by himself. In another, he stole it from an Alphatian mage and set about improving the design. Or he discovered it while exploring the far-off Davanian continent. Perhaps Prince Jaggar von Drachenfels gave it to him—he can't quite remember. You may choose which (if any) of these versions has any truth in it.

What the PCs Can Do: Ferdynand will need help finding his Gargantoid. This may range from simply finding the Gargantoid wherever joy-riders may have left it (and perhaps helping the authorities track down the culprits to bring charges of theft and annoying a wizard against

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them) to having to stop the machine from ram-paging across the countryside (either under the control of an evil wizard or due to a malfunction).

Ambyrmont 21: Guest Lecturer Invited to Karamaikan School of Magecraft

Location: Krakatos, Karamaikos.

Description: Igor Grygorovich of Kelvin, an accomplished Karamaikan mage of Traladaran descent, accepts a temporary faculty position to teach ancient Traladaran magic and enchantment techniques at the Karamaikan School of Magecraft. Igor has spent decades researching ancient Traladaran tomes to rediscover magic spells thought lost. The faculty as well as the students expect to learn much from Igor Grygorovich. (See **Fl. 15; El. 6.**)

What This Means: This is an opportunity to introduce new magic spells or custom-crafted magic items into your campaign. Igor is a 27th-level mage with Int 18, and knows as many new spells as you care to introduce.

Ambyrmont 25: Malpheggi Epidemic Ends

Location: Malpheggi Swamp, Hollow World.

Description: After months of panic and the deaths of many lizard men, the epidemic sweeping the Malpheggi swamp dies away, vanishing as quickly as it came. (See **Th. 21.**)

What This Means: The disease plaguing the lizard men has finally run its course. Those lizard men who were most susceptible to the disease have already caught it, and either succumbed or recovered and now enjoy some immunity. Like most epidemics, however, this one may recur at any time.

Ambyrmont 27: Last Monsoon of the Season

Location: Western Sea of Dread, Sind.

Description: The last monsoon of the season forms north of the Western Thanegioth Archipelago. It sweeps clockwise around the Sea of Dread over the next few days, drenching the sea, the Serpent Peninsula, and the Great Waste's coast with torrential rains as it goes.

What This Means: Although the storm is a big one and brings with it enormous rainfall, its winds are not especially strong. Travel by ship is relatively unaffected by the monsoon.

Ambyrmont 29: Party Guest Suffocates

Location: Thyatis City, Thyatis.

Description: Tragedy strikes at a lavish party thrown by Helenites Osteropolus, head of one of the most wealthy senatorial families in Thyatis. To entertain the guests, Helenites orders his slaves to drop rose petals through slits in the banquet room's ceiling. They do so throughout the 25 course banquet. By the time the banquet comes to a close, rose petals blanket the floor to a depth of two feet.

When Helenites's slaves sweep up afterward, they find a guest dead beneath a deep swath of petals. Passed out from too much wine, he apparently suffocated in the petals.

What This Means: Helenites is known for his extravagant parties. This is not the first time one of his guests has come to harm.

What the PCs Can Do: The deceased guest's widow suspects poison was the actual cause of death. She may hire the PCs to investigate the matter with the hopes of bringing Helenites to trial on a charge of murder. Helenites is a powerful person in Thyatis, however. It will be difficult to prove his guilt, and even more difficult to stay alive while attempting to do so.

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This month's annual events include Birth of Dandin (Sind, Sv. 3); New Year's Day (Ethengar, Sv. 6); Best Wishes of Krondahar (Glantri, Sv. 6); Vanya's Day (Heldannic Territories, Thyatis, Sv. 8); Wine Festivals (Alphatia, Sv. 8-15); Birthday of Tarasfir (Shadow Elves, Sv. 13); Raising the Walls (Glantri, Sv. 15); Day of Counting (Ethengar, Sv. 23); Day of Naming and Welcoming (Ethengar, Sv. 24); King Stefan's Birthday (Karamaikos, Sv. 28).

Sviftmont 1: Thyatis Fortifies Ekto

Location: Ekto, Isle of Dawn.

Description: The Thyatian forces regroup in Ekto and prepare for the advancing Thothian armies. Admiral Gioncardi knows he must hold Ekto or risk losing the territory his forces gained last year. But the 4th Fleet is hard pressed at sea, even with reinforcements from the 20th Fleet, and Thothian troops outnumber and out-magic the Thyatian land forces. Gioncardi's only advantage is position.

Ekto commands a narrow bay that opens

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onto the Eastern Sea of Dawn, and guards the only safe routes overland to East Portage or the Fortress of Kendach. Mountains protect the city's western flank, and level farmlands to the south and east offer advancing armies little cover. But the city is deserted and almost in ruins—its inhabitants set fire to Ekto when they abandoned it to the Thyatians last year. Now the Thyatian troops complete the razing of Ekto, destroying every building except the central keep, and lace the ruins with traps.

Admiral Alrigo Gioncardi orders what's left of his navy into Ekto Bay to guard the city from a Thothian attack by sea. He sends word to the Thyatian provinces throughout the northern half of the Isle of Dawn requesting all the troops and supplies they can spare; the commanders of the Thyatian land forces settle in for a brutal campaign. (See **Am. 19; Sv. 7.**)

What This Means: The Admiral doesn't hold much hope for success, especially as he has word from Thyatis that, except for the fleets already on their way to replace the traitorous Alpathian divisions, there will be no reinforcements from the mainland. The Imperial Legions are needed at home to quell the increasing unrest that's spreading throughout the Empire.

Swiftmont 1: Weather Magic in Aengmor

Location: Aengmor.

Description: Despite the initial promise of a wet spring, drought continues to plague Aengmor. But hope arrives from Norwold, where elves have been researching magic to save the trees of Canolbarth Forest. Eager to test the results of their labors, the elves cast their spells. Soon a fine mist rains down on the forest, but it lasts only a few minutes before the clouds disperse once more. (See **Va. 13.**)

What This Means: When the Shadow Elves drove Alfheim's inhabitants out in AC 1007, the fleeing elves took with them the knowledge of the weather-control spells that kept Alfheim healthy. Without the Alfheim elves' magic, the area is semiarid and prone to drought.

Last year, the Shadow Elves realized they needed help. They couldn't ask Karameikos, Glantri, or Wendar for assistance, as these nations are sympathetic to the Alfheim elves the Shadow Elves had displaced. They turned instead to far-away Norwold, where elves unrelated to those of Alfheim were known to live.

Swiftmont 2: Bombardment Continues

Location: Oceansend, Norwold.

Description: For five weeks now, the Heldannic Warbird has rained fiery oil, boulders, and refuse down upon Oceansend. Today, a second Warbird appears, newly repaired from its fight with the dragons. In addition to providing air support to the Heldannic forces against the guerrilla troops remaining in the countryside, the Warbirds bombard the city daily. The citizens of Oceansend bravely fight the fires that rage through their city after each bombardment. (See **Fy. 19; Sv. 9.**)

Swiftmont 4: Scouting Party Returns

Location: Southern Iciria, Hollow World.

Description: After 40 days of sailing and rowing up an uncharted river in the chilly southern region of Iciria, the Nithian and Antalian scouting party returns to the makeshift camp where the Pharaoh of Nithia awaits them. They report having discovered good timber land about 300 miles inland along the southernmost river. The trees they describe are tall and straight, with flat, narrow leaves like needles. The river is deep enough to float any needed timber all the way to the coast. (See **Fy. 10; Sv. 22.**)

Swiftmont 5: Prince Malachie's Business

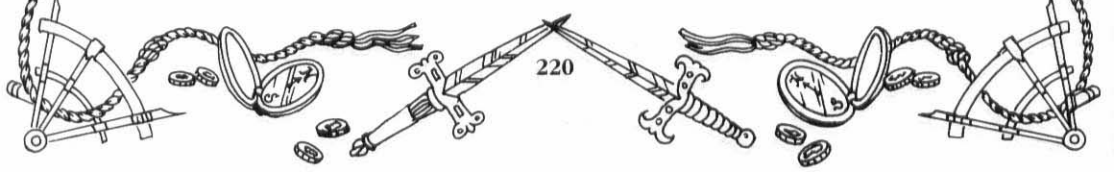
Location: Northwestern Glantri.

Description: Sire Henri d'Ambreville's spies report Prince Malachie's agents are increasingly active near the Forteresse d'Ylourgne. Henri orders his own agents into the area to determine what the werewolf Prince is up to. (See **Am. 6; Sv. 8, Sv. 9.**)

What This Means: Henri's agents will soon uncover the goal of all this activity—a wizard's laboratory well-hidden in the hills near the Forteresse d'Ylourgne. Malachie's werewolves appear desperate to break into the laboratory. According to rumors the agents uncover, the wizard, Niccolo Galateo, has researched a spell to destroy lycanthropes—the White Wolf wants all records of the spell destroyed.

When Henri hears of this, he offers to exchange spells with Niccolo Galateo—a spell he's researched in return for the spell Niccolo researched. Niccolo refuses to share his secrets, however—a common Glantrian attitude.

This is part of a complicated scheme Prince Malachie has orchestrated. Unknown to Sire



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Henri, Niccolo is a weretiger and a secret ally of Prince Malachie—the situation is a setup.

What the PCs Can Do: PCs working for Prince Malachie may be assigned the task of spreading rumors and making them believable without alerting Henri's agents to the setup. PCs allied with Sire Henri may be sent to break into the laboratory (a task Niccolo will make difficult, although Henri's agents are *supposed* to succeed) and obtain the spell for Henri.

Swiftmont 7: Thothian Armies Reach Ekto

Location: Ekto, Isle of Dawn.

Description: The Thothians march into the ruined farmlands east of Ekto today. The Thyatians in Ekto eye them nervously—especially the endless rows of undead creatures standing patiently in the fields. (See *Sv. 1; Sv. 11.*)

What This Means: Except for the troops Pharaoh Ramenhotep XXIV deemed necessary to protect Eadairo, all the ground forces Thothia could muster are here. There are more than 5,000 Thothian troops here, including infantry and cavalry troops from liberated Trikelios and refugees from Ekto's armed forces. The Thyatians in Ekto count 1,000 skeletons and more than 200 zombies on the outskirts of the Thothian encampments. Much to their relief, however, there are no signs of the mummies, sphinxes, drolems, stone golems, and other terrible monsters the Thyatian forces faced at Eadairo.

Swiftmont 8: Final Succession Vote

Location: Glantri City, Glantri.

Description: The matter of succession in Nouvelle Averoigne goes before the Council of Princes and Parliament once more. Both Sire Henri and Dame Isidore receive the votes required to qualify them for the title of Prince or Princess of Nouvelle Averoigne. Glantrian law offers only one solution to the impasse—the two must meet in one week in the Dueling Court of the Great School of Magic to determine who will rule the principality. Dame Isidore requests the duel begins at 7 A.M., and Sire Henri agrees. (See *Am. 6.; Sv. 9, Sv. 12.*)

What This Means: When voting to fill vacant titles, members of Glantri's Council of Princess and Parliament vote to qualify or disqualify each candidate separately (rather than confirming a single candidate with a majority of votes). If more than one candidate qualifies, the

matter is settled in the Dueling Court. The duel traditionally takes place one week after voting.

Sire Henri realizes Malachie and Isidore have cleverly manipulated the timing of the duel. The moon will be full on Swiftmont 15, and moonrise is at 7:15 A.M. this time of year. But Henri knows how to deal with werewolves and isn't overly worried. Whatever Isidore is planning, Henri's sure he can handle it.

What the PCs Can Do: Henri will send agents to try to incapacitate Dame Isidore before the duel—or, at the very least, attempt to discover what spells she'll be memorizing for the occasion. The player characters can be kept busy either carrying out these missions, or protecting Dame Isidore from Henri's agents.

Swiftmont 9: Henri Attacked

Location: Nouvelle Averoigne, Glantri.

Description: Five werewolves attack Sire Henri d'Ambreville as he's returning to Château Sylaire from the latest voting in Glantri. The werewolves obviously intend to infect Henri with their dreadful disease, but he and his bodyguards manage to kill the lycanthropes. (See *Sv. 5, Sv. 8; Sv. 12.*)

What This Means: This is another of Prince Malachie's schemes, designed to distract Henri from Malachie's true plans. The werewolves involved were not important to the White Wolf's long-range plans, and have unwittingly been sacrificed by their Prince.

Swiftmont 9: Heldannic Knights Break Ericall's Relief Forces

Location: Oceansend, Norwold.

Description: The Heldannic forces besieging Oceansend make a concerted attack against Ericall's forces in the surrounding countryside today. Leaving one division behind to man the siege machines, the main body of the Heldannic troops marches into the countryside. Ethen-garian horsemen sweep the land, rooting out guerrilla forces and driving them toward the Heldannic army. The Heldannic troops are well fed, thanks to the many clerics among their ranks, but Ericall's troops have been living off the land, as best they can, for weeks. Faced with the full might of nine Heldannic divisions, the relief forces crumble.

Meanwhile, Oceansend's defenders sally forth to attack the Glory of Vanya, 7th Division still besieging their city. Outnumbering the Heldan-

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nic Knights five to one and catching them off guard, Oceansend's troops overrun the Heldannic line, decimating the troops and managing to destroy a good number of catapults, ballistae, and other siege machines.

But then a Heldannic Warbird launches into the air and enters the fray. She's quickly joined by the other Warbird, recalled from her patrol. While one skyship bombards the now poorly defended city, the other rains death down on Oceansend's troops. The 7th Division's cavalry rallies, and Oceansend's troops find themselves being driven back toward the relative safety of their city's walls. By the time they're safely inside, one-fifth of their fighters are wounded or dead. The Knights, too fatigued to press the attack, withdraw once more to their position outside the city—within siege machine range. (See **Sv. 2; Sv. 10.**)

What This Means: This double defeat bodes ill for Oceansend and the surrounding countryside. Many of Ericall's forces were mercenary troops, here only for the pay. Ericall has also had trouble sending supplies and payrolls to his troops in the area. Some of the mercenaries, frustrated by their defeat, decide to loot the countryside before heading south to warmer climates for the winter. Only a few of Ericall's troops remain at large. Some stay in the area to continue their guerrilla warfare, though without much hope of doing any good. Others start the long trek back to Alpha.

Sviftmont 10: Prisoners Marched to Oceansend

Location: Oceansend, Norwold.

Description: In their military actions yesterday and throughout last night, the Heldannic forces captured nearly 1,000 of Ericall's troops—including five diaboli. Today, they march their prisoners into the Heldannic encampment outside Oceansend's walls. The city's inhabitants look on in grim silence as the Knights parade their prisoners around the city before securing them under guard in an impromptu prison camp. (See **Sv. 9; Sv. 14.**)

Sviftmont 11: Thyatian Fleets Beaten

Location: Ekto Bay, Isle of Dawn.

Description: Three Thothian naval divisions and six divisions of Alpathian Irregulars (including the traitorous 6th, 17th, and 19th Fleets) drive the Thyatian 4th and 20th Fleets back

from the mouth of Ekto Bay—despite last-minute reinforcements by the 18th Fleet from Tel Akbir and some meager naval forces from the Grand Duchy of Westrouke. Having lost half their troops and many ships, the Thyatian fleets retreat to the waters by the city of Ekto. Admiral Gioncardi orders the desperate measure of sinking the ships in the bay so that their hulls form a protective circle around the city's port; his troops position siege machines on the quays to face the bay. (See **Sv. 7; Sv. 16, El. 1.**)

What This Means: Thothia commands the Eastern Sea of Dawn—at least for now. Admiral Alrigo Gioncardi knows the situation will only get worse, but he's determined to keep Ekto for as long as humanly possible.

Sviftmont 11: Expedition in Trouble

Location: Darklands, North Polar Opening.

Description: Members of the Karameikan polar expedition experience increasing difficulties in the frigid darkness of the north polar opening to the Hollow World. Although their lodestones still indicate a direction that the expedition assumes is north, they've developed the unnerving habit of pointing *up* as well as forward. The expedition's sages theorize that the lodestone is attracted to some point in the center of the polar opening, where the "north pole" would be if there weren't empty space there. But even with the lodestones, the utter darkness makes it difficult to travel in a straight line. There is no way to tell how much time has passed, and the leader isn't sure anymore how far they've come.

Tragedy strikes when they make camp for the 75th time since entering the Darklands. Sometime during the interminable night, the fighter on watch wakes a companion and tells her he's heard a noise. Taking a lantern, he enters the darkness to investigate. The woman raises the alarm when the lantern's light suddenly disappears. They search the area until they must stop due to exhaustion, but there is no trace of the lost man or his lantern.

When the expedition members feel rested enough to press on, they hold a short memorial service. Feeling both grim and determined, they set out once more. (See **Fy. 6; El. 4.**)

Sviftmont 12: Isidore Attacked

Location: Amberhouse, Glantri City, Glantri.

Description: This evening, members of



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Glantri's Thugs' Guild attempt to kill Dame Isidore while she's staying at Amberhouse with her relatives, Charles and Isabelle d'Ambreville. The attempt is unsuccessful. (See **Sv. 8**; **Sv. 14**.)

What This Means: Sire Henri hired the thugs, and had high hopes for their success. Charles had misled his brother Henri into believing he would help him—despite past quarrels—because Isidore was a werewolf. But when the thugs arrive, the three d'Ambreville magic-users dispatch them. The entire episode costs Henri 9,000 gp and some prestige.

Swiftmont 14: Ericall's Commanders Executed

Location: Oceansend, Norwold.

Description: After a three-day trial in the Heldannic encampment outside Oceansend, the Heldannic commander judges the leaders of Ericall's troops guilty of crimes against the Heldannic people and sentences them to death. At noon today, amid great ceremony and loud military fanfare, the three highest-ranking officers among the captured troops are led to a spot within sight of the city's defenders and shot with crossbows. (See **Sv. 10**; **Sv. 16**.)

Swiftmont 14: Henri Cursed

Location: Château Sylaire, Nouvelle Averoigne, Glantri.

Description: Sire Henri's agents are at last successful in raiding Niccolo Galateo's laboratory. They return to Henri with armfuls of parchments, scrolls, laboratory notes, and an ornately bound spell book. Henri examines the captured material with delight as the notes and scribbles tell of Niccolo's research into a spell that would lock a werecreature into a state of continual transformation between human and beast form—rendering it nearly helpless.

But when Sire Henri counters the magical traps and locks placed on the spell book, the spell he desires isn't inside. Another note directs Henri to a carefully bound scroll that supposedly contains the spell, awaiting Niccolo's leisure to transcribe it permanently into his book. Henri eagerly unrolls the scroll.

Too late, Henri realizes the scroll is *cursed*. The words fade as the *curse* takes hold. Although there are no immediate indications of its effect, Henri immediately suspects he's been *cursed* with lycanthropy. He casts a *remove curse* on himself, but a *detect evil* spell reveals

the curse is still there—removing the *curse* will require clerical magic. (See **Sv. 5**; **Sv. 15**.)

What This Means: Henri has been *cursed* with werewolf lycanthropy. Because of Glantri's strict regulations concerning clerics and clerical magic, clerics are quite scarce in the Principalities. It takes Prince Henri all evening to find an experienced cleric willing and able to cast a *dispel evil* on him—and another *remove curse* just to be sure the *curse* has actually been lifted.

Swiftmont 15: The Duel

Location: Glantri City, Glantri.

Description: Since before dawn, Glantrian mages have been preparing the Dueling Court at the Great School of Magic—concealing pits with *hallucinatory terrain* spells, chaining *invisible* monsters to posts, etc. Spectators fill the tiers of seats surrounding the arena. At 6:55 A.M., Dame Isidore and Sire Henri, both blindfolded, are led to opposite sides of the arena and left facing outward. In accordance with Duel traditions, each carries material components needed for their spells and magic items of their own crafting, but nothing else.

At 7 A.M., the duel referees activate the *anti-magic shell* around the 50' diameter circle within which the duel will take place. Prince Harald of Haaskinz, Grand Master of the School, gives the signal to begin.

Henri and Isidore simultaneously remove their blindfolds, turn, and cast their first spells. But both wizards are wearing *robes of spell turning* enchanted with magic duels in mind. The two mages circle warily, trying not to trigger any of the traps and pitfalls spread throughout the arena. Although Henri is the stronger magic-user, Isidore uses her spells and magic items with more finesse and cunning and manages to hold her own.

Then Isidore steps on an *invisible* spitting cobra. As she flinches away from the suddenly visible snake and its spitting attack—narrowly avoiding the blinding venom—Sire Henri seizes the opportunity. Using his most powerful spell, *create normal monsters*, Henri creates five wolves and commands them to attack his opponent. While Isidore fends the wolves off, Henri moves to attack her from behind with his special *wand of magic missiles*. By his estimation, the rising moon should force his sister-in-law to transform into a wolf at any moment.

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Instead, Henri himself suddenly doubles over in agony. Horrified, he feels his face elongate into a hairy, fanged muzzle, and he watches his hands and feet turn into paws. He twists and rolls to get away as his *robe of spell turning* suddenly constricts around his now-furred throat. Then he stands, panting and confused, on all fours. Isidore casts her final spell at the confused-looking werewolf before her, *disintegrating* it entirely. The remaining wolves vanish with their summoner, leaving Isidore alone in the dueling arena. (See **Sv. 8, Sv. 14; Ka. 19.**)

What This Means: Prince Malachie's scheme included more distractions and false attacks than Henri suspected. The real attempt to infect Henri with lycanthropy occurred this morning, when a traitorous aide poisoned his breakfast with an alchemical potion created by Malachie himself. The potion took effect at moonrise. In wolf form, Henri was deprived of his protective magic items and the resistance to magic spells his experience as a magic-user gave him.

Although Isidore is a werewolf, she has mastered herself to the point where she can resist changing to wolf form even under a full moon.

The fact that Isidore *doesn't* transform into a wolf under the full moon this morning will generate rumors that Henri's accusations of lycanthropy were false. Isidore is now Princess of Nouvelle Averoine, and Prince Malachie has one more ally on the Council and one less enemy to worry about.

Swiftmont 16: Thyatian Fleets Arrive

Location: Eastern Sea of Dawn.

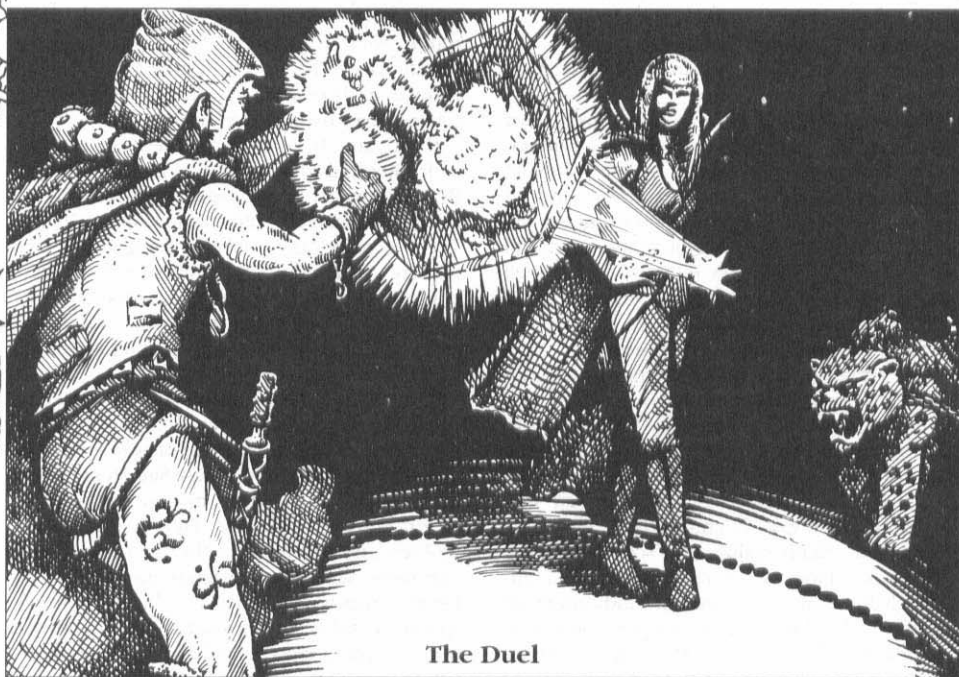
Description: The 21st and 22nd Imperial Fleets of Thyatis arrive in the Eastern Sea of Dawn today. They're met by three Thothian naval divisions (including one that chased the 20th Fleet from Edairo). The two forces engage in a running sea battle consisting of much maneuvering and little actual combat.

Meanwhile, three divisions of Alaphian Irregulars sail to attack East Portage; the erstwhile 6th, 17th, and 19th Fleets continue to harass Ekto. (See **Sv. 11; Ei. 1, Ei. 2.**)

Swiftmont 16: King Olaf Sues for Peace

Location: Oceansend, Norwold.

Description: Sick at heart at the destruction



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of his city and the deaths of so many good people, King Olaf Yarrvikson of Oceansend rides out of his city gates beneath a flag of truce. The Heldannic Knight in command of the forces besieging the city meets him in the field, where they discuss terms of surrender.

Olaf agrees to submit to a Heldannic governor and grant the Heldannic Knights full access to Oceansend's ports in return for the Knight's promise that no further harm would befall the people of Oceansend—or the prisoners of war the Knights now hold. The Heldannic Knights march into the city. (See **Sv. 14.**)

What This Means: Wulf von Klagendorf has achieved his goal—the occupation of Oceansend by year's end.

Swiftmont 20: Queen Lillian Abdicates

Location: Ierendi.

Description: Hearing that Trikelios has been liberated from the Thyatian conquerors, Queen Lillian abdicates her throne. She suggests that Reston of Akesoli select the woman who had the next-highest score in the Crown Tourney to replace her as Queen for the remainder of the year. (See **Kl. 1, Am. 19.**)

What This Means: Lillian is, of course, Stilian, once queen of Trikelios. She accepted the crown of Ierendi in hopes of cultivating the contacts and friends she thought she'd need to regain her throne, but Thothia has managed to drive the Thyatians out of the city in the meantime. Still, Trikelios needs a strong leader to ensure the Thyatians can't take it again. Using a *teleport* spell, Stilian goes home.

Swiftmont 22: Second Scouting Party Returns

Location: Sound of Yith (Southwestern Shore), Hollow World.

Description: The Nithian and Antalian scouting party exploring the northern river near Pharaoh Ramose's temporary camp by the Sea of Yr return today. They report sailing far inland, mostly through hilly barren lands. After nearly 300 miles, they came upon some grasslands inhabited by small, shaggy, fierce-tempered centaurs—they lost three men in a confrontation with the creatures. Seeing no signs of any suitable forests, the scouting party turned back. The Pharaoh orders half of those stranded with him to sail up the southern river to get the necessary lumber from the forests

found there; the other half will stay with him by the wrecked ship. (See **Sv. 4.**)

Swiftmont 27: Heroes Honored

Location: Fishing Town of Moreus, Milenian Empire, Hollow World.

Description: The fishermen of Moreus celebrate the victorious return of heroes who slew a sea monster that had been plaguing their fishing vessels. The heroes also rescued a young fisherwoman from the sea monster's lair. Celebrations include a feast, dancing, and many requests for the heroes to tell their tale.

What the PCs Can Do: The PCs may be the victorious heroes (if they survive the adventure). Tailor the sea monster to your campaign. For low-level characters, it may be a small aquatic dinosaur or a giant fish. For mid-level characters, it may be a sea hydra or a plesiosaurus. For high-level characters, it may be a dragon turtle or a Gargantuan plesiosaurus with twice the normal Hit Dice and attack damage.

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This month's annual events include Cretia's Day (Ethengar, Ei. 1); Necromantia (Glantri, Ei. 5); Harvest Day (Darokin, Ei. 6); Night of Spirits (Ethengar, Ei. 15); Caravan Day (Rockhome, Ei. 15); Resolution Day (Sind, Ei. 16); The Reaping (Five Shires, Ei. 22); Protius' Day (Thyatis, Ei. 22).

Eirmont 1: Sea of Grass Ablaze

Location: Sea of Grass, Ethengar.

Description: Although last winter brought heavy snowfall, Ethengar has seen a drier year than usual. Today, a lightning storm triggers massive prairie fires that sweep across the plains with devastating results. Ethengarian herdsmen struggle to get their panicking herds out of the path of the roaring flames; whole encampments are engulfed before their residents can pack up and move their belongings. The Sea of Grass will burn for weeks.

Eirmont 1: Famine in Thyatis

Location: Mainland Thyatis.

Description: By now, the effects of the blight on Thyatis's wheat crops last spring are being felt throughout mainland Thyatis. Emergency grain stores—barely recovered after

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wartime shortages—can do little more than ease the inevitable famine. The poor are the first to suffer: the Imperial Bakeries must use contaminated wheat or stop production of the daily bread rations. (See **Am. 17**; **El. 7**, **El. 16**.)

What This Means: More riots are inevitable as the food shortage worsens. The Thyatian Legionnaires will have their hands full trying to keep order. Worse, they themselves will feel the shortages as the famine drains the Imperial Treasury and the grain stores.

Eirmont 1: Assault on Ekto

Location: Ekto, Isle of Dawn.

Description: Thothian forces storm the central keep at Ekto today, trying to overrun the defenders. Clerics controlling the Thothian's skeletons and zombies send the undead army in first. Many of the walking dead fall prey to the traps set amid the city's rubble: pits, dead-falls, and even magical or alchemical explosions. When the undead come within range of the keep's battlements, the Thyatians send a hail of missile weapons down on them—first arrows, then sling stones. But the undead press on, and right behind them come Thothian crossbowmen to discourage the Thyatians from exposing themselves to shoot. Zombies set scaling ladders against the walls, and skeletons swarm up to attack the defenders. The assault lasts for much of the day, but the Thothians eventually withdraw and begin bombarding the keep from a distance. (See **Sv. 11**; **El. 14**.)

What the PCs Can Do: This is another good opportunity to run an adventure using the War Machine and Siege Machine rules. If the PCs are allied with Thyatis, they may be able to bring reinforcements to Ekto. Or they could turn up some ancient Thothian magic on the Great Escarpment (more undead armies or powerful spells), and turn it on the Thothians.

Eirmont 2: Alphasians Attack East Portage

Location: East Portage, Isle of Dawn.

Description: Three naval divisions of Alphasian Irregulars fall upon East Portage today. Two dozen Alphasian Irregular ships quickly overwhelm the eight vessels East Portage can put in the water, while dozens more sail in to the shores and disgorge their cargo of infantry and combat mages.

Within hours, the Thyatian cohort left to defend East Portage from just such an attack

withdraws from the small port city and marches south to Kendach. (See **Sv. 16**; **Ka. 11**.)

What This Means: Pharaoh Ramenhotep XXIV knows what it would mean to the Alphasian refugees supporting his military campaign if they could regain the territory lost to Thyatis after Alphasian sank. So when his generals reported the situation at Ekto in hand, he encouraged the Alphasian ships to strike East Portage—cutting off Ekto's help from there and improving Alphasian morale at the same time.

Eirmont 4: Expedition Still in Trouble

Location: North Polar Opening.

Description: The Karameikan polar expedition is now dangerously low on supplies, and most of the members are suffering from frostbite. Today, they kill and butcher a sled dog unable to keep the pace on the meager rations the dogs now receive. For the first time in weeks, the expedition members eat their fill. (See **Sv. 11**; **El. 28**.)

Eirmont 6: Announcement at the Great School of Magic

Location: Great School of Magic, Glantri.

Description: Prince Harald Haaskin, Grand Master of the Great School of Magic, announces that some Glantrian wizards will share some of their magical research and custom-designed spells with select students. (See **Am. 21**.)

What This Means: This is Glantri's response to the announcement that the Karameikan School of Magecraft would be offering lectures by Igor Grygorovich, premier Traladaran mage. The Great School of Magic in Glantri has already lost a few students to the Karameikan School of Magecraft. The two are now engaged in friendly (and not-so-friendly) rivalry.

Eirmont 7: The Wheat Flour Massacre

Location: Thyatis City, Thyatis.

Description: As bread has grown scarce in the city—and cures for mummy rot even scarcer—some of Thyatis's criminal gangs have turned the shortages to profitable advantage. Today, two rival gangs fight for possession of stolen wheat. The fight leaves fifty dead—including many innocent bystanders—and spills broken sacks of wheat flour all over the streets. Desperate citizens descend upon the area with brooms and dust pans to sweep up what flour they can. (See **El. 1**; **El. 16**.)

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Eirmont 11: Star of Ylaruam Returned

Location: Ylaruam, Emirates of Ylaruam.

Description: Amid lavish ceremonies, Ruling Guild Master Oran Meditor of the Minrothad Guilds today presents the fabled Star of Ylaruam to Sultan Mohammed Al-Kalim of the Emirates of Ylaruam. After seeing the priceless emerald safely ensconced in the Sultan's House of Antiquities, the two rulers repair to the Sultan's palace to enjoy a feast and to congratulate one another on their countries' new friendship.

What This Means: Last year, agents of the Emirates of Ylaruam learned that a Minrothad merchant now had the fabled Star of Ylaruam, the world's largest known sapphire. Once belonging to the Ylari hero Suleiman Al-Kalim, the sapphire is regarded as an Ylari national treasure. (It had disappeared from Al-Kalim's treasury more than a century ago.) The Minrothad merchant, a private collector, discovered it amid some pirate treasure he salvaged. Ylaruam wanted the Star back. The merchant was reluctant to part with it without compensation; the Star of Ylaruam is worth 320,000 gp.

Oran Meditor himself stepped in when the negotiations threatened to stall. He arranged a deal whereby Minrothad appears to be giving the Star back as a gesture of goodwill, Ylaruam can receive it without having to ransom her national heritage, and the merchant is content with favorable trade agreements between his guild and traders from Ylaruam. Mohammed Al-Kalim, normally distrustful of foreigners, was surprised by Oran Meditor's warmth, sincerity, and understanding throughout the proceedings.

What the PCs Can Do: The PCs may accompany Oran Meditor from the Minrothad Guilds to help guard the Star of Ylaruam from theft or damage. Here in Ylaruam, they may have to guard the ruling Guild Master as well; some Ylari are upset that foreigners touched the Star at all. Oran Meditor also has many enemies among the Guilds who see his presence in Ylaruam as an opportunity for an assassination. If the PCs are Ylari citizens, they may be assigned to spy on Oran Meditor while he is in Ylaruam to ensure he's not up to any tricks. Or the Star may be stolen right from under the Sultan's guards' noses, and the PCs sent to find it.

Eirmont 13: A Flash of Inspiration

Location: Aquas, New Alpathian Sea.

Description: In reviewing the latest reports

from Bellissaria, Zandor notices that the communiqués from King Teskilion of Dawnrim and King Corydon of Notrion are couched in more respectful and humble terms than those from the other rulers of Bellissaria. Pondering the matter, Zandor realizes that neither Teskilion nor Corydon are spell-casters: this obviously explains their deference to their Emperor.

Zandor examines the communiqués from Drulivia, Gratia, Siaron Lagrius, and Villiun once more. He thinks back to what Commander Broderick said about some mages wishing to rule in their *own* names, and decides that of these four spell-casting rulers, only King Villiun of Horken has written his communiqués in the respectful tone the Emperor deserves.

Upon further reflection, Zandor remembers that Villiun is a cleric; the others are magic-users. He concludes that the magic-users think themselves nearly as powerful as their Emperor. In a flash of inspiration, Zandor knows what he must do.

He summons Commander Broderick and orders him to return to Bellissaria. In the Emperor's name, Broderick must order Queen Siaron Lagrius, Queen Drulivia, and Queen Gratia to step down from their thrones. Each may choose her own successor; in fact, the Emperor insists on that point. They may choose anyone to be King or Queen of their nations, as long as that anyone cannot cast spells. Satisfied that he's found the proper solution, Zandor sends Commander Broderick on his way.

It isn't until much later that the Emperor considers another possibility—that the offending rulers are all women. (See **Am. 9; Ka. 8.**)

What This Means: Zandor intends this action as a test of the offending rulers. He will carefully observe their chosen successors. At the first sign of disloyalty or treason, the Emperor will order both the successor and the original Queen put to death.

Eirmont 14: Siege of Ekto Continues

Location: Ekto, Isle of Dawn.

Description: The siege of Ekto continues as the weary Thyatian defenders hold the keep against the Thothian attackers. Most of Thothia's attacks are bombardments by ballistae and other siege machines, although the armies storm the keep every other day or so. The undead troops go first in such assaults. The Thyatians have destroyed many of the skeletal

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troops and killed many Thothian soldiers, but the Thothian clerics *animate* their own dead troops as zombies—those they don't *raise*—and order them back into battle.

Meanwhile, both sides race to take advantage of ancient sewer systems and catacombs beneath Ekto's ruins. The Thyatian defenders seek underground paths useful for quick and secretive troop movements or escapes; the Thothians seek a route into the keep via the same means. Centuries ago, Ekto was a Thothian city; the Thothian commanders have ancient sewer plans to refer to. (See **Ei. 1**; **Ka. 4**.)

Eirmont 14: Thyatian Skyship Launches

Location: Featherfall, Aeria, Alatian Islands.

Description: The Thyatians successfully launch a new skyship today. Enchanted by joint efforts of Thyatis and the Alpathian enchanters of Aeria, the *Imperial Eagle* cuts a fine figure as she sails on the winds above the city of Featherfall. (See **Ei. 15**.)

What This Means: When Aeria surrendered to Thyatis last year, its people received favorable terms in return for promising to aid Thyatis in building an Imperial skyship navy. The first ship enchanted by the combined Thyatian and Alpathian team was sabotaged; the prototype skyship crashed during its maiden launching on Eirmont 7, AC 1010. This new skyship has been under constant guard since construction began. Although there were attempts to sabotage this skyship, they all seem to have been foiled.

What the PCs Can Do: The Thyatians and Alpathians involved in this project fear further sabotage attempts and attacks on the vessel. Player characters may be hired to sail with the ship to protect her from such dangers. Or they may be hired to do some investigative work on the ground both to find the saboteurs and to prevent further incidents as the Aerial Shipyards produce more Thyatian skyships.

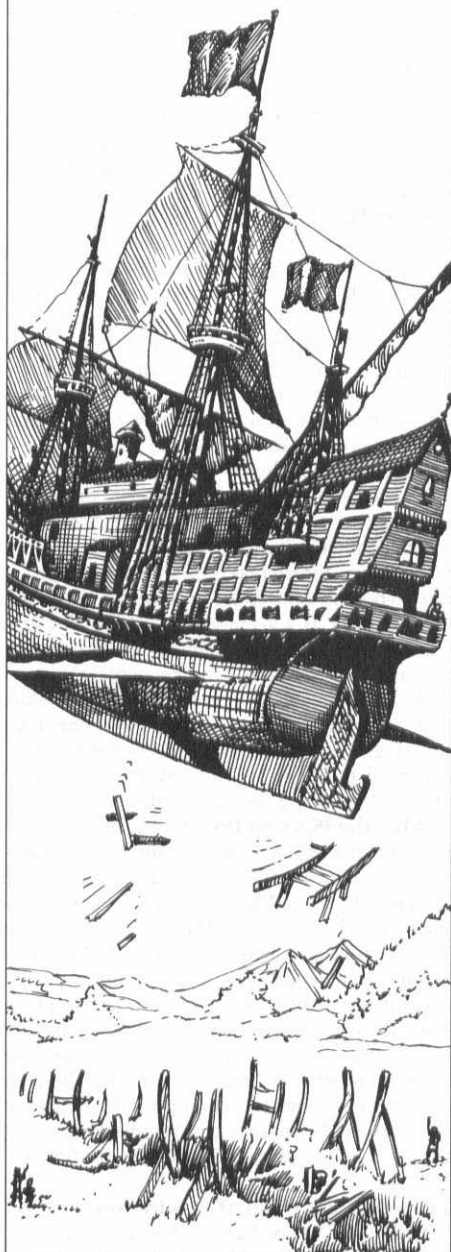
Eirmont 15: Eagle Ordered to Ekto

Location: Featherfall, Aeria, Alatian Islands.

Description: The *Imperial Eagle*, Thyatis's skyship, receives orders today to fly to Ekto on the Isle of Dawn and offer air support to the Thyatian troops defending from Thothia's armies. (See **Ei. 14**, **Ei. 21**.)

What This Means: The Thyatian commander of the skyship project didn't wish to endanger Thyatis's only skyship so soon. But the decision

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makers in Thyatis City believe the *Imperial Eagle* can make a difference at Ekto. They inform Admiral Alrigo Gioncardi of the *Eagle*'s impending arrival, and order him to hold Ekto against Thothia at all costs.

Eirmont 16: A Plague of Wererats

Location: Thyatis City, Thyatis.

Description: Citizens of Thyatis complain of attacks by giant rats and wererats from the city's sewer systems. In the city's poorer sections, cats and dogs—and even children—have begun to disappear. (See **Ei. 7; Ei. 28.**)

What This Means: Unknown to most Thyatians, there is a city of wererats far beneath the human city. These wererats live off the refuse and garbage that makes its way into the complex sewer systems. With Thyatis itself suffering from famine, its citizens have been less generous with their garbage, often eating what they would normally throw away. The wererats are getting hungry. Many have also fallen ill to mummy rot, brought into their city in the form of contaminated foodstuffs stolen from Thyatis.

What the PCs Can Do: The PCs may venture into Thyatis's sewer systems to stop the incursions of wererats into the city. But they'll find more than they bargained for—an entire city of wererats. The Big City, as the wererats call it, stretches through a vast network of caves and ancient sewer systems. Ten thousand wererats live here with a thousand greater wererats (humans with rat lycanthropy—see *PC4: Night Howlers*) and thousands of giant rats. The wererats will do anything necessary to protect the secret of their existence. They mean Thyatians no harm, but Thyatis is their primary source of food and they have no intentions of starving to death just because the Thyatians don't want their pets or children eaten.

Eirmont 20: Senate Approves Removal

Location: Thyatis City, Thyatis.

Description: The Imperial Senate today approves the removal of the Alphatian nationals from Rainbow Park on Gaity. Tristilia (former Queen of Ierendi) and the others who first brought the matter to the Imperial Senate's attention are given leave to transport the Alphatians of Gaity to the autonomous Alphatian city of Skyfer on the Esterhold Peninsula.

The Senate orders Ottavio Giacomo, Governor of Gaity, to Thyatis for trial on charges of

mismanagement of an Imperial Province. Another governor takes his place. (See **Am. 3.**)

What This Means: Ottavio Giacomo is a convenient scapegoat; the Senate will blame all of Gaity's ills on his mismanagement, whether or not he was acting under specific orders from Thyatis. The decision satisfies nearly everybody but Gaity's ex-governor.

What the PCs Can Do: The player characters may be hired by Tristilia and her associates to see the Alphatian refugees—more than 4,000 of them—safely from Gaity to Esterhold. If the PCs were involved in the investigation on Gaity, Governor Ottavio Giacomo is now their sworn enemy and will do everything possible to destroy them even as he himself is tried (and perhaps executed) in Thyatis.

Eirmont 21: Mutiny Aboard the *Eagle*

Location: Above the Isle of Dawn.

Description: While the *Imperial Eagle* flies above the Great Escarpment on her way to Ekto on the Isle of Dawn, the Alphatian crew members suddenly turn on their Thyatian counterparts. When the struggle is over, the Alphatians control the ship. Tying the Thyatian survivors in the ship's hold, they continue their journey toward Ekto. (See **Ei. 15; Ka. 4.**)

What This Means: The Thyatians were not as successful in preventing interference with their new skyship as they thought. Half the *Eagle*'s crew are Alphatians supposed to teach the Thyatian crew the ins and outs of flying a skyship. Many of these Alphatians are sympathetic to Thothia and the attempt to regain the Isle of Dawn. Backed by Thothian spies and gold, these Alphatians are determined to use the *Imperial Eagle* to aid Thothia.

What the PCs Can Do: PCs aboard the *Eagle* may side with whichever group they wish, or attempt to act as mediators between the two. This may change the results of the mutiny.

Eirmont 26: The Return of Quetzalcoat?

Location: Azcan Empire, Hollow World.

Description: Throughout the Azcan Empire, followers of the New Way begin whispering that the Quetzalcoat has come back to the world, and is near at hand. They tell stories of a man who, like Quetzalcoat of long ago, is master of many crafts and trades. They call him Papalotl ("butterfly") to signify the hope and beauty he's destined to bring.

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The stories differ from teller to teller. One claims Papalotl was born in the village of Uitzilopochco and is wandering the Empire in search of knowledge. Another says he was born of a noble family in Chitlacan, the Azcan capital. But the stories agree that Papalotl has been warrior, trader, craftsman, and priest, and excels at all he does. Many followers of the New Way believe Papalotl to be Quetzalcoat himself, returned to lead his people out of the darkness brought on by Atzanteotl's ways.

What This means: The New Way is a secret Azcan cult whose followers believe that Atzanteotl, the primary Immortal honored by the Azcan Empire, is an evil deceiver whose thirst for blood will never be quenched. They await the arrival of a savior whose sacrifice will return the moving sun and the seasons the world once had. This sacrifice will at last satiate the sun, and be the last sacrifice the Azcans will ever need to perform. Tales of the legendary king, Quetzalcoat (also known as Atruatzin—now the Immortal Atruaghin) tie into this belief.

This new wave of hope and talk of Quetzalcoat's return may be an unfounded story—or a cruel hoax designed to reveal New Way followers for Atzanteotl's priests to deal with. But Papalotl might prove to be real. He may be an Azcan attempting the Trial portion of the Path of the Polymath to Immortality, or he may be an avatar of Atruatzin here to help his people.

Eirmont 28: Polar Expedition Sees Light

Location: North Polar Opening.

Description: The seemingly perpetual storms that have plagued the Karamaikan expedition's progress through the Darklands clear for a few brief hours. To their amazement, the expedition members see a reddish glow bathing the icy wastes that surround them. With renewed hope, they realize this must be the light of the internal red sun Claransa the Seer recounted in her *Journeys*. (See **Ei. 4.**)

What This Means: The Karamaikan expedition has left the Darklands and can now see the skies of the inner world. They're far from safe, however, as there are still 500 miles to traverse before they escape the *anti-magic* zone. And they're still well within the stormy region where the weather patterns of the inner and outer worlds collide. However, things will get a little easier now, without the oppressive darkness sapping their strength and morale.

Eirmont 28: Riots Worsen

Location: Thyatis City, Thyatis.

Description: All month, Thyatis has suffered from sporadic outbreaks of rioting, looting, vandalism, and similar troubles brought on by famine and overpopulation. Thyatis's legions have their hands full trying to keep order throughout mainland Thyatis—but especially in the capital. (See **Ei. 1.**, **Ei. 16; Ka. 1.**)

What This Means: With the food shortage growing worse and winter well on its way, the atmosphere in Thyatis is grim. Many citizens, hearing that Emperor Thincol is near death, fear collapse of the Imperial economy and society.

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This month's annual events include Winter Solstice (Ka. 1); Farewell to the Sun (Various cultures, Ka. 1); Days of Right (Ierendi, Ka. 1–4); Animal Day (Sind, Ka. 2); Ice Games (Glantri, Ka. 14–15); Closing Day (Alphatia, Karamaikos, Ka. 15); Blessing of the Golden Khan (Ethengar, Ka. 15); Boldavian Procession (Glantri, Ka. 15); Footmen's Games (Karamaikos, Thyatis, Ka. 15–21); Midwinter Festival (Minrothad, Ka. 23–28); Day of Law (Ethengar, Ka. 27); Alexander Day (Glantri, Ka. 27); Bells of Fate (Glantri, Ka. 28); Hiding from Year's End (Heldannic Territories, Northern Reaches, Norwold, Ka. 28); Year's End Feast (Shadow Elves, Ka. 28); Day of Dread (Ka. 28).

Kaldmont 1: The Emperor Quiets the Mobs

Location: Thyatis City, Thyatis.

Description: Emperor Thincol appears at the Imperial Senate Building today, where he addresses the crowd. In a strong and vigorous voice, the Emperor exhorts the citizens to be patient and calm. Thyatis will survive; Thyatians never surrender to misfortune or bad luck. Thyatis is strong, he reminds the crowd, and so are its people. The crowd cheers heartily as the Emperor turns and shuffles into the Senate Building. (See **Ei. 28; Ka. 15.**)

What This Means: Thincol, bedridden since Ambyrmont, has made a supreme effort to appear before the citizens of Thyatis today. The strength of his voice is due to an *amulet of ventriloquism* specially designed to strengthen and amplify the Emperor's voice. But the ordeal takes a heavy toll on Thincol's already failing



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health. Immediately upon passing through the Senate building's doors, the Emperor collapses. He seems confused as his aides help him to his feet. When the Emperor's physicians examine him at the Imperial Palace, they inform Prince Eusebius that Thincol has had a stroke. He is partially paralyzed on his right side, and suffers from aphasia. The *curse* placed on him by the Immortal Vanya prevents any magical healing; there is little the Emperor's physicians can do.

Kaldmont 1: Thar Unites Humanoids

Location: Vestland, Northern Reaches.

Description: The Orc-king Thar has by now united nearly 1,000 humanoids under his leadership. He has kept raids on Vestland's humans to a minimum (to avoid reprisals), chosen widely spaced targets, and forbidden repeat raids on the same settlements. Even so, the humanoids have rustled enough to see them through the winter in more comfort than they've known in generations. (See **Ya. 10.**)

Kaldmont 3: The Princess Ark to Return

Location: New City, Kingdom of Jafilia, Floating Continent of Alphatia, Hollow World.

Description: In a private meeting, Empress Eriadna charges Prince Haldemar with the task of returning to the outer world to fetch her son Zandor. She authorizes him to use force if necessary, though not deadly force. The Empress also orders Haldemar to gather updated information on the state of affairs in the outer world, especially concerning the territories still occupied by Alphasians. (See **Am. 8.**)

What This Means: The Empress is furious at Zandor's treatment of her ambassadors, and is none too pleased that her own son refused to have her *wished* back to life when she first died in Sundsvall. Eriadna wants Zandor where she can keep an eye on him. Left to his own devices in the outer world, he jeopardizes her long-range plans to extend her influence over both the Hollow World and the outer world.

Kaldmont 4: The Eagle Arrives

Location: Ekto, Isle of Dawn.

Description: The *Imperial Eagle* arrives in the skies over Ekto today, much to the relief of the Thyatian defenders. Their relief is short-lived; the *Eagle* sets down in the midst of the Thothian encampment. (See **Ei. 21; Ka. 9.**)

What This Means: The Alphasians now con-

trolling the *Eagle* offer their services to the Thothian commanders, who accept.

Kaldmont 8: Bellissarian Leaders Meet

Location: Aaslin, Notrion, Bellissaria.

Description: In response to a summons by Commander Broderick, Bellissaria's ruling monarchs gather in Aaslin. The commander relays Emperor Zandor's pleasure at receiving their tribute, and confirms the kingships of Teskilion and Corydon. He then announces the startling new orders the Emperor has charged him with.

In complete candor, Broderick tells them that Zandor feels threatened by the magic-using monarchs of Bellissaria, and has demanded that they abdicate their thrones, appointing successors with no spell-casting abilities. In the shocked silence that follows, Broderick tries to tell the three queens that compliance with the new orders would be best for both themselves and their dominions. He assures the three kings that their thrones are not currently in jeopardy, and cautions them all that any sign of rebellion will provoke the Emperor's wrath.

Queen Gratia of Surshield declares she could never participate in such madness, and storms out of the room. Queen Drulivia assures Broderick that, of course, she shall comply with the Emperor's wishes. Queen Siaron Lagrius requests a few days to mull the matter over; Commander Broderick tells her he must have her answer in one week. (See **Ei. 13; Ka. 15.**)

What This Means: Commander Broderick is fairly certain that diplomacy will work with both Siaron Lagrius and Drulivia. Queen Gratia is obviously another matter. Realizing the queen of Surshield will fight to keep her throne, the commander orders the Seashield armies to make all haste to Spearpoint. King Corydon of Notrion and King Teskilion of Dawnrim agree to provide troops; King Villiun of Horken will provide troop transports.

Kaldmont 9: Renewed Assaults on Ekto

Location: Ekto, Isle of Dawn.

Description: The Thothian armies renew their assault on Ekto today. They begin at dawn with massive bombardments from their siege engines. The *Imperial Eagle*, now fully manned by a joint crew of Alphasians and Thothians, also bombard the city. Particularly annoying are the *insect plagues* sent by Thothian clerics aboard the skyship. (See **Ei. 14, Ka. 4; Ka. 11.**)

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Kaldmont 10: Treasonous Charges

Location: Sayr Ulan, Sind.

Description: Rajadhiraja (King) Chandra ul Nervi of Sind charges the wife of one of his maharajahs with treason. There is evidence that Bel Valin, wife of the Maharajah of Peshmir, has been selling vital information to Darokin spies. The trial will be held in one week. If Bel is found guilty, the sentence will be death.

What This Means: Bel Vandin is one of the Freedom Warriors, an underground resistance movement working towards freeing Sind from the Master of Hule's oppressive grip. Unknown to all but a few very close friends, Chandra ul Nervi is the Freedom Warriors' secret leader.

The Rajadhiraja had no choice but to bring charges of treason against Bel when her husband, Maharajah Hara Rudraksha, brought evidence of her activities to him. Chandra ul Nervi would like nothing better than to see the Maharajah of Peshmir brought to trial on charges of treason himself, as Hara is the nasty son of the even nastier Maharajah of Kadesh. Bel was forced to marry Hara in AC 1005 when Maharajah Rudraksha kidnapped her 87-year-old father and placed Hara on Peshmir's throne.

What the PCs Can Do: Chandra ul Nervi, through a trusted intermediary, will secretly hire a group of adventurers to attempt to save Bel. His plan is to have the adventurers fabricate evidence proving Bel's innocence—and, if possible, implicating Maharajah Hara Rudraksha in the matter. Failing that, the adventurers should spirit Bel out of the country before she must be executed.

Kaldmont 11: Reinforcements Arrive

Location: Ekto, Isle of Dawn.

Description: The 11th Cohort of Thyatis, marching from Fort Kendach with two of Kendach's three army divisions, arrives to relieve the Thyatians defending Ekto. (Kendach's navies set out two weeks ago to sail around the southern Isle of Dawn to Ekto.) The Thyatian relief forces, numbering about 4,700 troops, camp half a day's march from Ekto and send scouts out to reconnoiter.

The Thothian forces, too, have received reinforcements. Pharaoh Ramenhotep XXIV has been wooing mercenary troops and displaced Alphatian nationals to his cause for months now, and these auxiliary troops are beginning to swell the Thothian forces camped outside

Ekto. There are now 6,000 Thothian troops camped outside Ekto, and an army of 750 zombies—most of their skeletal soldiers have been destroyed.) (See **EI. 2**, **Ka. 9**; **Ka. 12**.)

Kaldmont 12: Battle at Ekto

Location: Ekto, Isle of Dawn.

Description: The Thyatian relief forces move against the Thothians besieging Ekto today. While the zombie army, the *Imperial Eagle*, and some mercenary troops harass the defenders in the keep, the main body of Thothia's forces meet the 11th Cohort and their Kendach allies in the fields by the ruined city.

The Thothians are better armed, better rested, and better led than the Thyatian forces attacking them. By the end of the day, the Thyatian offense has collapsed. One force of Alphatian combat mages and Thothian infantry so devastates the Kendach troops that the latter drop their weapons and shields and flee the battlefield. The 11th Cohort, too, is hard pressed and begins falling back toward Ekto and the dubious safety of the keep.

Seeing their allies in trouble, the Thyatian defenders within the keep march out to aid the 11th Cohort, thereby keeping the retreat from turning into a rout. By the end of the day, the Thothians are victorious on the battlefield—but there are now nearly 5,000 defenders within Ekto Keep. (See **Ka. 11**.)

Kaldmont 15: Successors Named

Location: Aaslin, Notrion, Bellissaria.

Description: In separate communiqués, Queen Siaron Lagrius and Queen Drulivia inform Commander Broderick that they have chosen successors to their thrones and are prepared to abdicate. Broderick heaves a sigh of relief when he learns this. (See **Ka. 8**.)

What This Means: After pondering the matter, Siaron Lagrius realized that she could maintain control over the fate of her nation through her successor. She chose Elenitsa, a trusted friend and advisor, because of her sharp wit, considerable skills, and innate ability to lead.

For her part, Drulivia of Meriander actually welcomed the chance to give up rulership. She found the stipulation that her successor not be a spellcaster rather odd, but decided that Hubertek, commander of Meriander's armed forces, would do well as King. She gratefully resumes her alchemical studies in Alchemos.

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Commander Broderick sends a trusted officer back to Aquas with news that the queens of Lagrius and Meriander have chosen their successors as ordered, and with greetings, pledges of obedience and loyalty, and lavish gifts from the new Bellissarian monarchs.

Meanwhile, Broderick continues to oversee the preparations for a military campaign against Surshield. He is concerned that Queen Gratia will have ample time to make her own preparations, as the submersible galleys bearing the Seashield Armies will not reach Spearpoint until Nuwmont.

Kaldmont 15: Karamaikos Sends Aid

Location: Specularum, Karamaikos.

Description: As a gesture of good will from the people of Karamaikos to the people of Thyatis, King Stefan of Karamaikos sends tons of wheat to Thyatis City to help alleviate the famine. He also sends a number of clerics of the Church of Karamaikos to help battle the plague of mummy rot there.

In an impressive display of magic, faculty from the Karamaikan School of Magecraft (now closed for the winter) *teleport* endless sacks of wheat to the granaries in Thyatis. The mages, including many volunteers not affiliated with the school, work for seven days, transporting enough wheat to make one loaf of bread for every citizen in Thyatis City. The rest of the wheat is transported by merchant ships braving the winter waters of the Sea of Dread. (See **Ei. 28, Ka. 1; Ka. 20.**)

What This Means: King Stefan bought the wheat from Darokinian merchants trying to sell the surplus grain harvested in Fyrmont. He knows this will make him a hero in Thyatis and strengthen his political power. It also makes a lot of Darokinian merchants happy.

What the PCs Can Do: The PCs may be hired on board the merchant vessels to guard the grain shipments from Specularum to Thyatis. Once in the city, they can see the appalling conditions Thyatian citizens live in. The city is enormous, crowded, and dirty, except in the areas dominated by wealthy citizens' palatial estates.

Kaldmont 19: Murders in Nouvelle Averoine

Location: Nouvelle Averoine, Glantri.

Description: Mysterious deaths plagues

Princess Isidore's second month of rule in Nouvelle Averoine. Included among the victims are some of Henri d'Ambreville's top advisors—from whom Isidore had hoped to gather information. There's also been a huge upsurge in reports of werewolf attacks, and Isidore and her brother Sire Richard are unable to track down the culprits. Even the White Wolf doesn't know who may be behind it. (See **Sv. 15.**)

What This Means: The dragon Synn, disguised as Princess Dolores Hillsbury of Fenswick, is behind the trouble. She is unhappy that Malachie and Isidore outmaneuvered Henri, her pet Prince, and she wants revenge. The deaths—some at her own claws—are meant to cast suspicion on Isidore and to remove some information sources. The werewolves were magically created and set loose by her agents.

Kaldmont 20: Riot on the Wharfs

Location: Thyatis City, Thyatis.

Description: The merchant vessels bearing wheat from Karamaikos put into port at Thyatis City today, and are met by mobs of Thyatian citizens desperate to get as much wheat as they can. It takes two entire Cohorts to push the crowds back far enough to allow the ships to unload their cargos. Many citizens and Thyatian legionnaires are killed before order is restored. At one dock, the crowd goes so wild they seem determined to tear the ship to pieces in their efforts to get the wheat. Many Thyatians fall off the docks; one is crushed to death between a ship and the dock. Legionnaires wearing scale mail line the route from the wharfs to the granaries, locking arms to keep the crowds back. (See **Ka. 15; Ka. 28.**)

Kaldmont 21: Enfeoffment Approved

Location: Glantri City, Glantri.

Description: Kol of the kobolds petitions the Council of Princes in Glantri once more for an act of enfeoffment creating a Principality of humanoids. This time, the measure passes.

Kol XIV, High Doge of Kol, is now Prince Kol of New Kolland (he liked the sound of New Kolland better than New Kol). (See **Fl. 17, Fe. 21.**)

What This Means: There are now thirteen princes in Glantri, including a kobold (Prince Kol), a dragon (Synn, as Princess Dolores), two werewolves (Prince Malachie and Princess Isidore), a nosferatu vampire (Prince Morphail),

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and a lich (Prince Brannart). Political intrigue in Glantri increases in intensity, as Glantrian nobles struggle to gain as much as possible in the shifting power structure.

Kaldmont 25: Alfheim Avengers Scheme

Location: Estate of Achelos, Karamaikos.

Description: Young Alfheim elves in the new elfen dominion of Achelos begin calling themselves the Alfheim Avengers. Their goal is to drive the Shadow Elves out of Canolbarth Forest and to regain Alfheim. (See **Ya. 24.**)

What This Means: For now, the Alfheim Avengers do nothing but talk. Older and wiser elves keep a careful eye on them: another group of elves is meticulously working toward the same goal, and they don't want any hot-headed young elves interfering with their plans. These elves think in terms of years, rather than weeks or months, and intend to have all their pieces in place before making any moves.

Kaldmont 27: Preparations for the Day of Dread

Location: Worldwide.

Description: Today, many spellcasters prepare for the failure of magic expected to occur at midnight, Glantri time. Those conducting dangerous research involving magical wards and spells to hold powerful forces in check do what they can to release those forces (or captive monsters) in a controlled fashion. Some powerful spellcasters leave the Prime Plane to avoid becoming helpless. A few set up experiments to determine how far from Mystara this new phenomenon extends.

What This Means: Magical research and clerical *communings* with the Immortals has revealed that the Day of Dread will occur yearly. Many spellcasters have developed schemes designed to get them through the Day of Dread—it's now time to test those plans.

What the PCs Can Do: If the PCs are powerful spellcasters, this is a good excuse to adventure in another plane or the Void beyond Mystara's moons (where magic may still work).

Kaldmont 28: The Day of Dread

Location: Worldwide.

Description: Today, magic fails throughout Mystara. Inhabitants of Floating Ar are once more relieved—as on the last Day of Dread, their floating islands lose only a little altitude.

What This Means: All mortal spells and spell-like effects fail today. This includes spells cast from magical items (rings, scrolls, etc.) and some natural spell effects of certain monsters (including level drains and breath weapons).

Some permanent magic items may be able to retain their powers today. Roll 1d4 for each magical weapon, permanent scroll (such as a *scroll of communication*—don't forget to roll for its mate!), ring with a permanent effect (*protection* or *survival*), or miscellaneous magic item, and compare the results to the chance of damage to magical items, p. 145 of the D&D® *Rules Cyclopedica*. Damaged items lose their magic powers for the day. Even those that aren't damaged cannot produce spell effects—a *sword +3 of flying* may still be +3, but its user cannot *fly*. Of magic potions, only *poison* still works. Roll for each potion anyhow—those that are damaged spoil and will be useless even when magic returns.

Here's a rule of thumb for determining which abilities magical monsters retain. If it's a permanent effect affecting only the monster itself (such as immunity to normal weapons or the ability to fly), it still works. If it's an ability the monster can only use a certain number of times per day, or if it affects something other than the monster itself (a metamorph's shapeshifting ability, or a beholder's eye stalk attacks), it fails.

You may increase or decrease the severity of the Day of Dread in your campaign. See p. 234 for more information on the Day of Dread.

What the PCs Can Do: Fighters and thieves will be in high demand today. They may be hired to protect valuable items or to protect spellcasters until magic returns—or to steal or kidnap them!

Kaldmont 28: Thyatian Slaves Revolt

Location: Thyatis City, Thyatis.

Description: Thousands of slaves revolt at dawn this morning. They rampage throughout the city, burning and looting and murdering. Other slaves and rioters soon join them—led by the many gladiators who break out of their quarters beneath the Coliseum. The Thyatian Cohorts are no match for the mobs swarming through the city. They send to neighboring provinces for more troops, but no message can travel faster than by pegasus-back today.

Gladiator slaves, better organized than most other members of the revolt, find themselves

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leading bands of eager but ill-equipped slaves. One group of a dozen gladiators storms into their owner's palatial estate, taking their owner and his family hostage and demanding freedom and gold. Another group of about 70 gladiator slaves with vague plans of establishing their own community leaves the city and heads for the hills to the north. By the end of the day, the revolt has spread into the countryside, where thousands of agricultural slaves join the uprising.

The Thyatians now learn the truth of an old saying: "You have as many enemies as you have slaves." (See **Ka. 20.**)

What This Means: There are nearly 200,000 slaves in Thyatis City—roughly one-third of the population. Only a fraction of the slaves rebel, but it's enough to cause widespread chaos. It will take weeks to put the rebellion down.

Kaldmont 28: Warbirds Strike

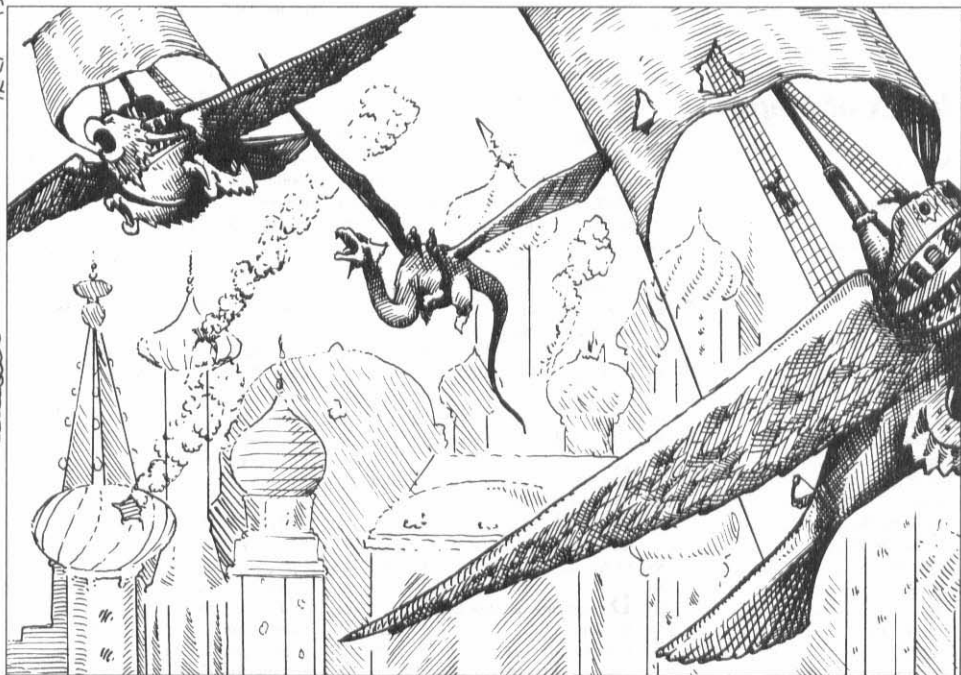
Location: New City, Kingdom of Jafilia, Floating Continent of Alphatia, Hollow World.

Description: Five Heldannic Warbirds strike the Imperial Palace in a swift raid, doing some

damage to some buildings and making off with some valuable items before fleeing the Alphatian troops. Empress Eriadna sends elite fighters on dragon- and pegasus-back after the fleeing skyships. For the rest of the day, the Heldannic Warbirds dodge attacks and repel attempts by Alphatia's flying troops to board their vessels.

What This Means: Heldannic Warbirds, powered by an Immortal artifact, can fly even though mortal magic has failed. Although the Warbirds cannot use their magical weapons, they can attack with catapults and ballistae. They entered Alphatia's Skyshield yesterday, while the crew's magical *airmasks* still protected them from the airless Void within the Hollow World. The Heldannic Knights hoped to catch Prince Haldemar here, and are disappointed to learn that he has left for the outer world. As soon as mortal magic functions again, the Warbirds flee the floating continent at full speed, using their *blight belchers* (see p. 100) to punch temporary escape holes in the Skyshield.

What the PCs Can Do: If the PCs are involved on Alphatia's side, they may capture a Warbird and her crew before they can escape.



Warbirds Strike

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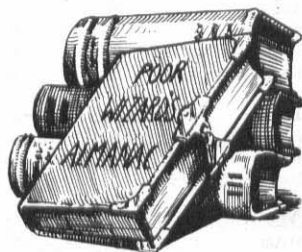
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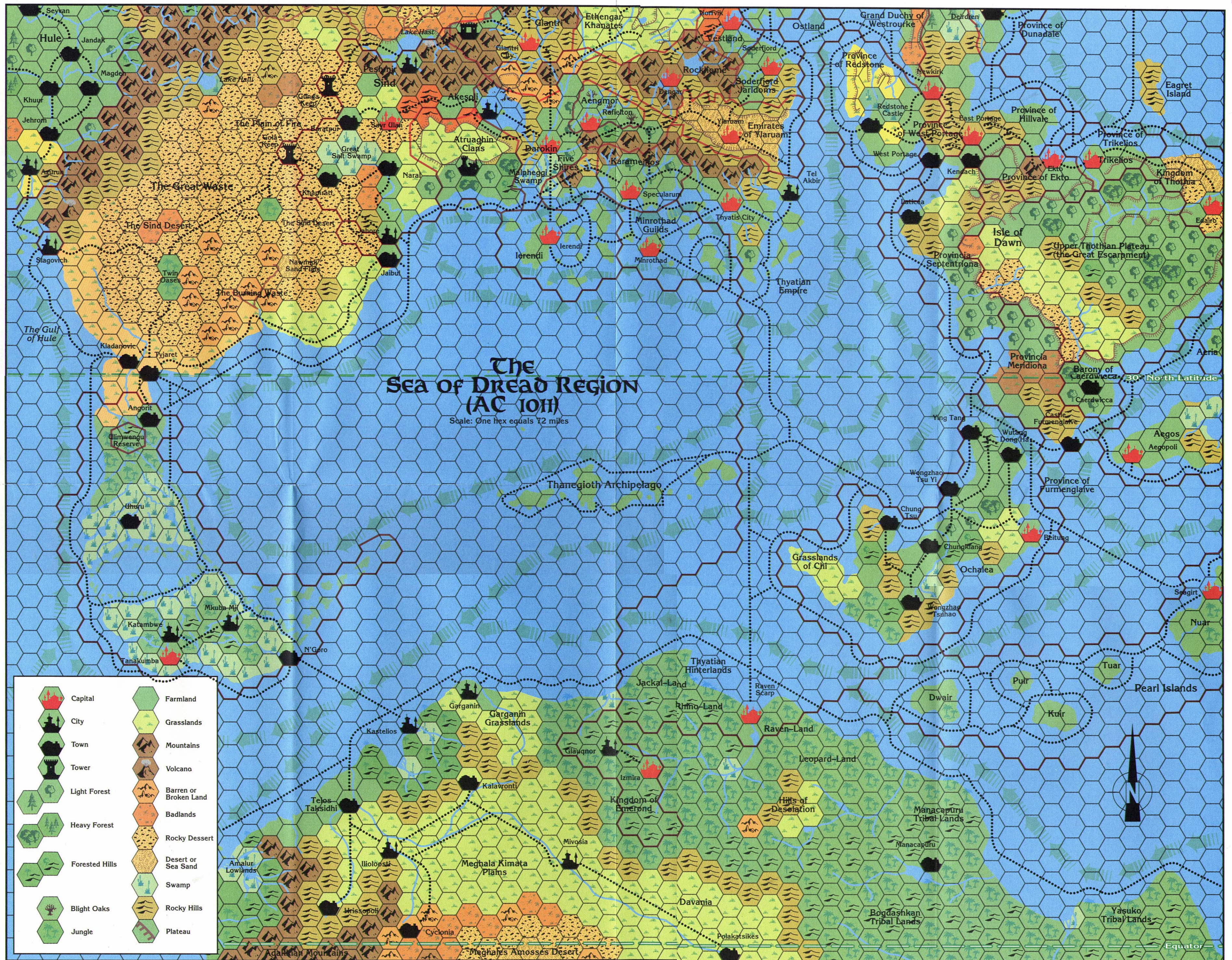
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