



POOR WIZARD'S ALMANAC III

& BOOK of FACTS

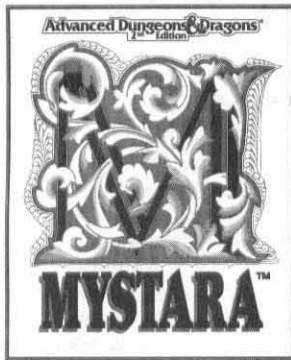


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By Ann Dupuis





Poor Wizard's Almanac & Book of Facts Edition for AC 1012 by Ann Dupuis

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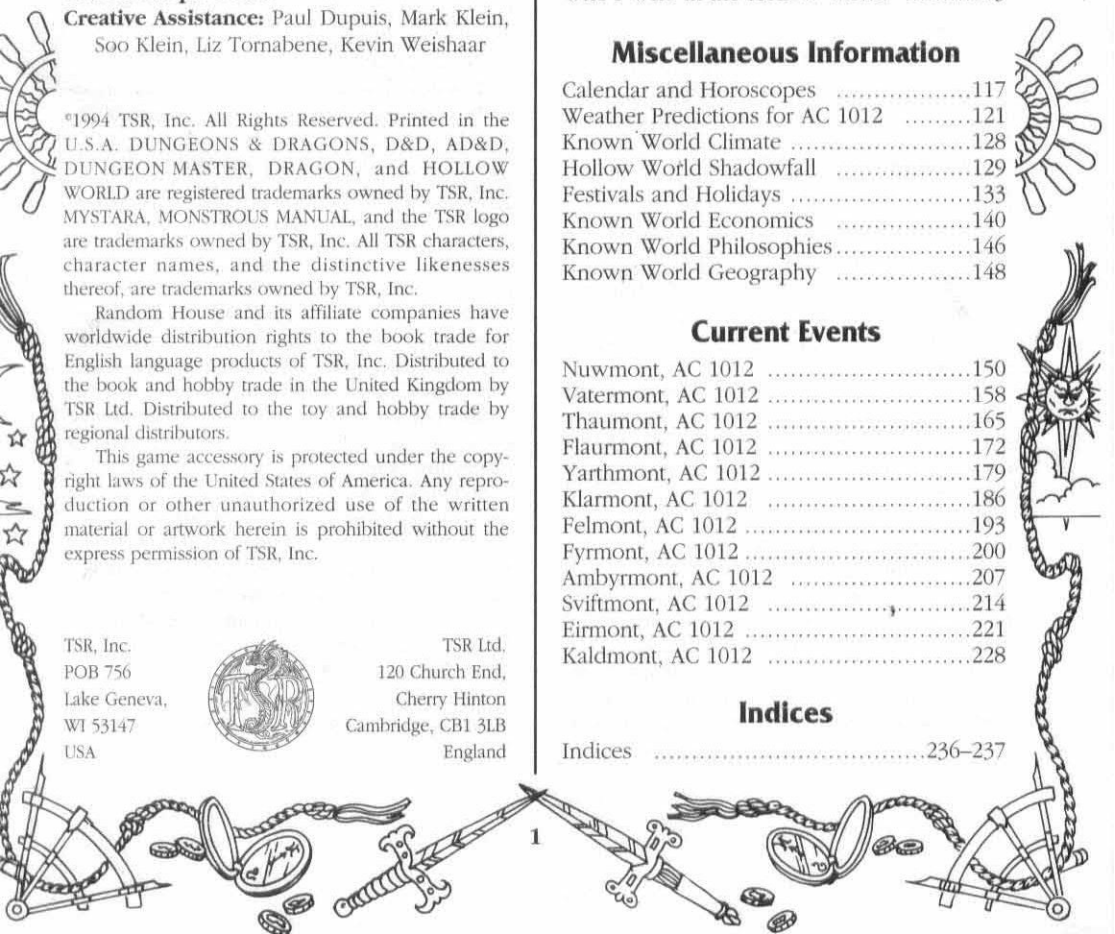
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Physical Properties of Mystara

Welcome

If you are new to role-playing games, welcome to the MYSTARA™ campaign! The MYSTARA setting is one of TSR's oldest, most well-developed campaign worlds. It's a rich fantasy setting, a world of many different lands, of many different personalities, of looming dangers, and of wrongs to be righted, both large and small. On Mystara, vampires lurk among the mist-shrouded hills of Glantri, land of magic. Merchant elves control the Minrothad Guilds, an island nation of sharp traders in the Dread Sea. And monster Prince Kol plots to expand the borders of his Broken Lands, to engulf the human nations surrounding him.

When you play a MYSTARA campaign, your player characters can go anywhere and do anything. Your player characters can join up with one side in the world-shaking war among the dwarves, the shadow elves, and the humanoid races for control of the lost ancient city called Oenkar. Or they can help search for a child lost in the woods as night falls. Your imagination can run free in a MYSTARA campaign.

And if you're a fan of the D&D® Known World campaign, welcome to the AD&D® MYSTARA campaign. As you already know, MYSTARA is one of TSR's original campaign worlds. Originally a D&D campaign world, MYSTARA has now been fully redeveloped as an AD&D campaign setting. That means that this book and all future MYSTARA accessories are designed to be used with the AD&D rules, and a whole host of products to support your AD&D MYSTARA campaign will be continually available.

Whether you're a brand new player or an old hand, you need just three other books to use this *Almanac* as part of your AD&D MYSTARA campaign; the *Player's Handbook*, which gives rules for character creation and the use of spells in play, the *DUNGEON MASTER® Guide*, tells the DM everything she needs to know to run a campaign, and the *MONSTROUS MANUAL™* contains nearly 400 pages of monsters for use in MYSTARA or any other TSR campaign setting. You may also wish to use the *Book of Artifacts* and the *Tome of Magic Items*, but these aren't necessary to play in MYSTARA.

MYSTARA is the home of your imagination. Its lands and tales are yours to weave. Enjoy!

Introduction

The Poor Wizard's Almanac is a guide to the world of Mystara, now an exciting AD&D® game campaign world. It contains useful and interesting information on the nations and personalities of both the Known World (presented in the "World of Mystara" campaign books) and the Hollow World inside the planet. And there's a year's worth of events to use in your campaign, either as background information or as adventure plots you can subject your PCs to.

This edition picks up where the second *Poor Wizard's Almanac* left off, with events for the year AC 1012. In order to make room for new material describing the Esterhold Peninsula and the western coast of the Skotharan continent, some entries in the "Geographic Overview" have been abbreviated from their appearances in previous *Almanacs*. Some statistics have been updated as well, reflecting changes wrought in AC 1011 or correcting misinformation. All game statistics now adhere to AD&D® 2nd Edition rules.

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 the Known World and the Hollow World.

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

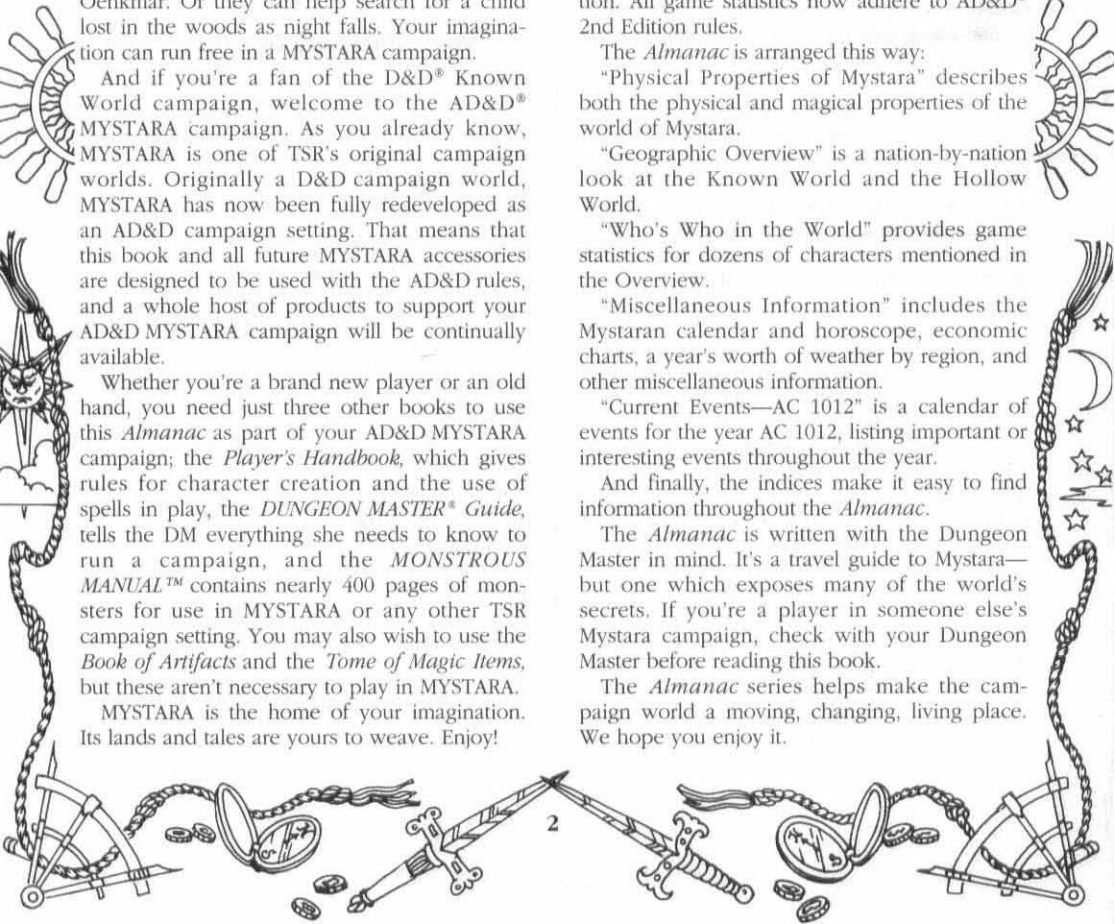
"Miscellaneous Information" includes the Mystaran calendar and horoscope, economic charts, a year's worth of weather by region, and other miscellaneous information.

"Current Events—AC 1012" is a calendar of events for the year AC 1012, 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 Mystara 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.



Physical Properties of Mystara

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 the diagram on page 4). 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 planet's crust is about 1,200 miles thick, and its two tubular 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 total surface area of the planet's outer world, minus the polar openings, is just over 105 million square miles. Water covers 60% of the planet's surface.

The interior diameter of Mystara is thus 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). The interior circumference of the Hollow World at the equator is 11,908 miles. The two polar openings are only 1,000 miles in diameter where they open into the Hollow World. The Hollow World has a surface area of just over 38 million miles (minus the two polar openings), and 70 percent of the world is covered by water.

The Worldshield

Although Mystara is smaller than 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.

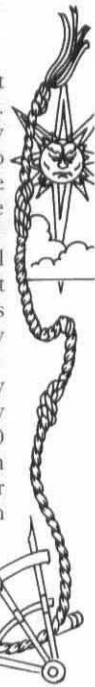
The Worldshield is strongly anti-magical. Mortal magic generally does not work within three hundred miles of the lava layer. (There are fluctuations in this effect, but they tend to be localized and temporary.) This anti-magic effect extends across both polar openings in a band 600 miles thick.

The Skyshield

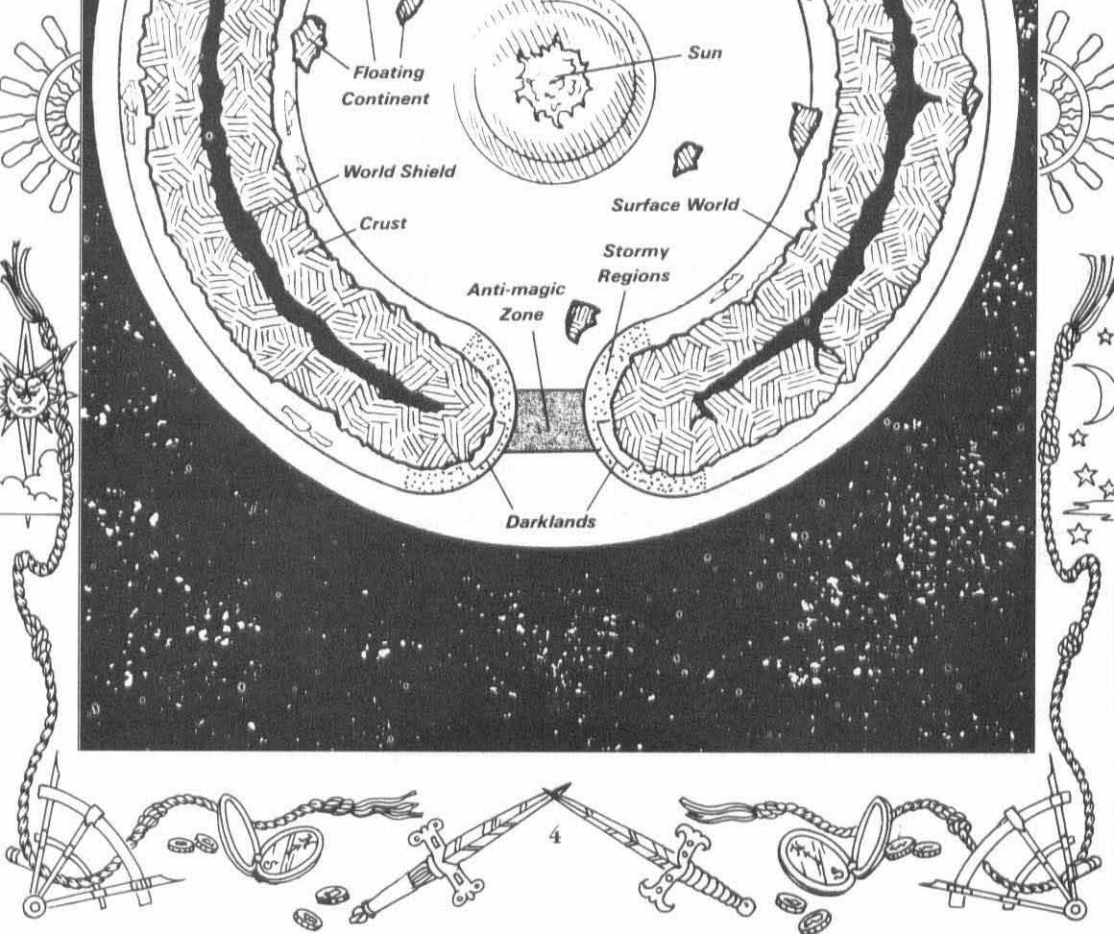
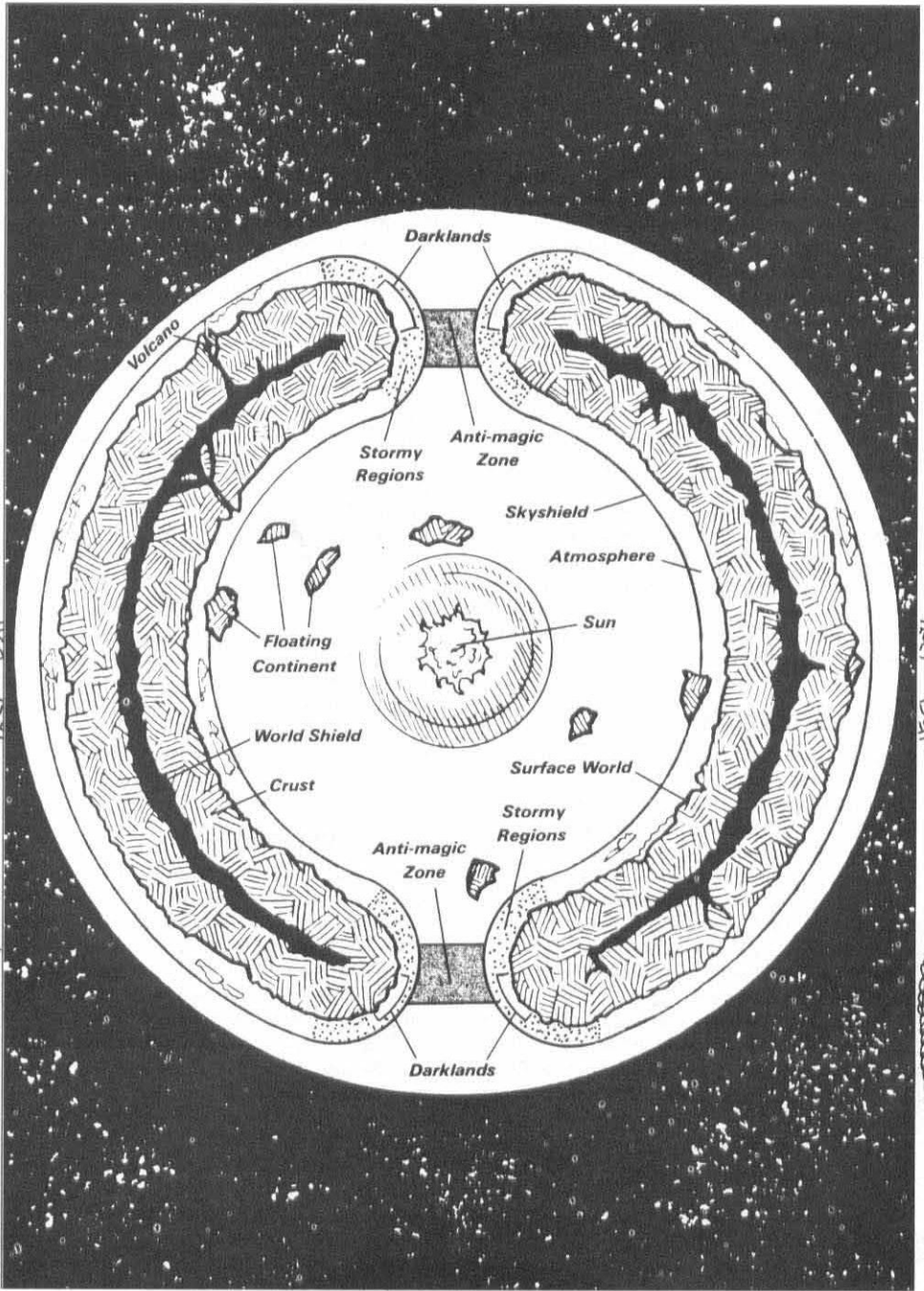
In Mystara's Prime Material Plane, most worlds with atmospheres also have Skyshields. These natural bubbles of transparent energy make it difficult for anything—including air—to pass into the void that surrounds them. (There is no similar resistance to objects passing the other way, from space into the 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



Physical Properties of Mystara



Physical Properties of Mystara

incredible force. The stream of air creates a freak tornado, known as a ripstorm, whirlhole, or Vortigern Vortex (after the Alpathian 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 “Holding Your Breath,” page 122 of the Player's Handbook. Characters are considered to be holding their breath at the end of the 1d4 turns it takes them to begin suffocating.) Special breathing gear, magical items, or spells such as *create air* and *survival* (created by Alpathian mages for use with their skyships) 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.

The Moons

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

The known moon is called Matera. It is a lifeless, silvery, crater-marked satellite. Matera waxes and wanes in a predictable pattern, controls the tides, and is a boon to nighttime predators and an inspiration to lovers.

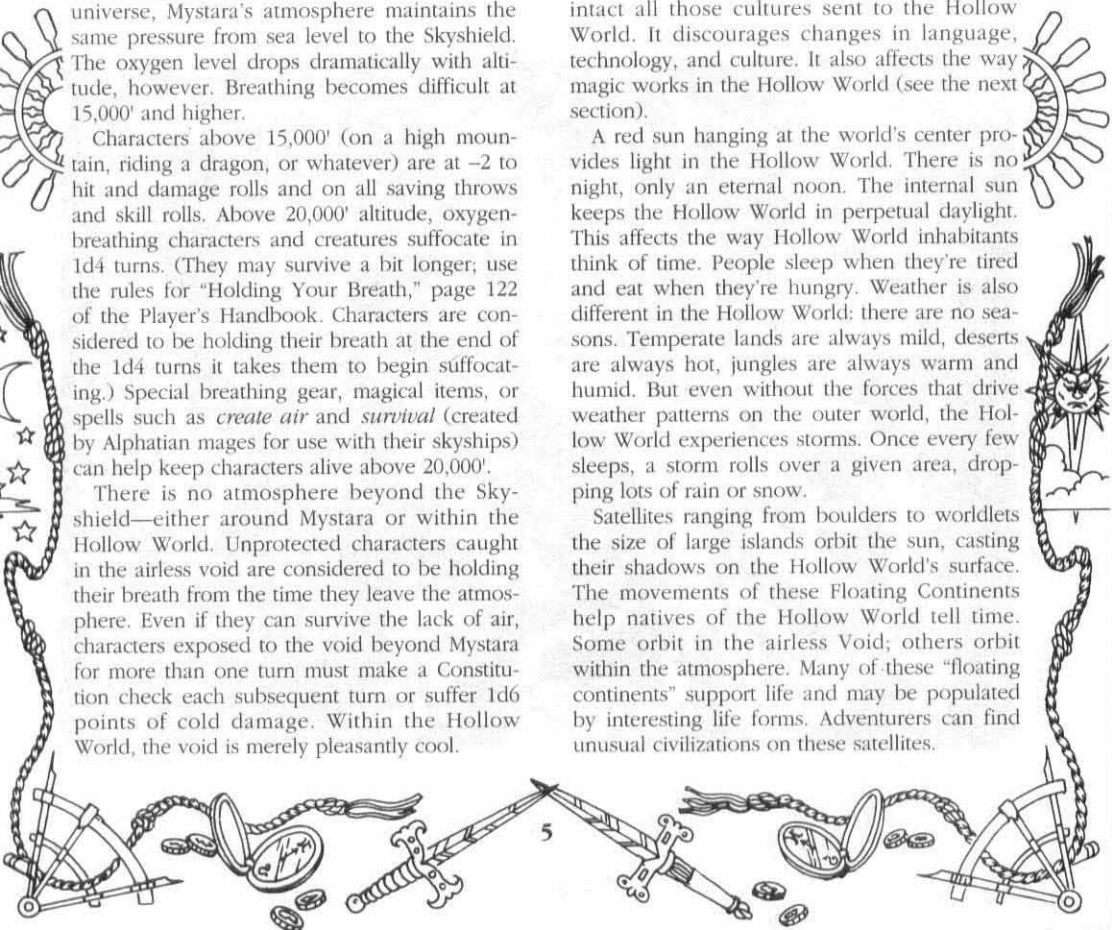
The unknown moon is called Patera by the Immortals. It is not well known to the mortals of Mystara because it is small, magical, and invisible. It is also inhabited (see the entry for MYOSHIMA in the “Geographic Overview”).

The Hollow World

The Immortals use the planet's interior 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).

A red sun hanging at the world's center provides light in the Hollow World. There is no night, only an eternal noon. 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 or snow.

Satellites ranging from boulders to worldlets the size of large islands orbit the sun, casting their shadows on the Hollow World's surface. The movements of these Floating Continents help natives of the Hollow World tell time. Some orbit in the airless Void; others orbit within the atmosphere. Many of these “floating continents” support life and may be populated by interesting life forms. Adventurers can find unusual civilizations on these satellites.



Physical Properties of Mystara

See pages 129–132 for information on the major floating continents. Page 132 has a map of the Hollow World and the continents' orbital paths. The directions of east and west are reversed from maps of the Known World to match east on the outer world with east in the Hollow World. For our purposes, east always means spinward—the direction the world rotates—while west means counter-spinward.

Magic in the Hollow World

The *Spell of Preservation* and the Worldshield strongly influence magic in the Hollow World. 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.) The following types of spells do not work in the Hollow World:

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

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

Spells of instantaneous transportation, includ-

ing *word of recall*, *dimension door*, *teleport*, *teleport without error*, and *gate*.

Events in recent history (the "Wrath of the Immortals" that plunged the world into war) weakened the Worldshield. Some spells the Worldshield once prevented from working now work in the Hollow World. For example, lodestones now point to the center of the closest polar opening. The following types of spells now work when cast in the Hollow World:

Spells of holding, such as *hold person*.

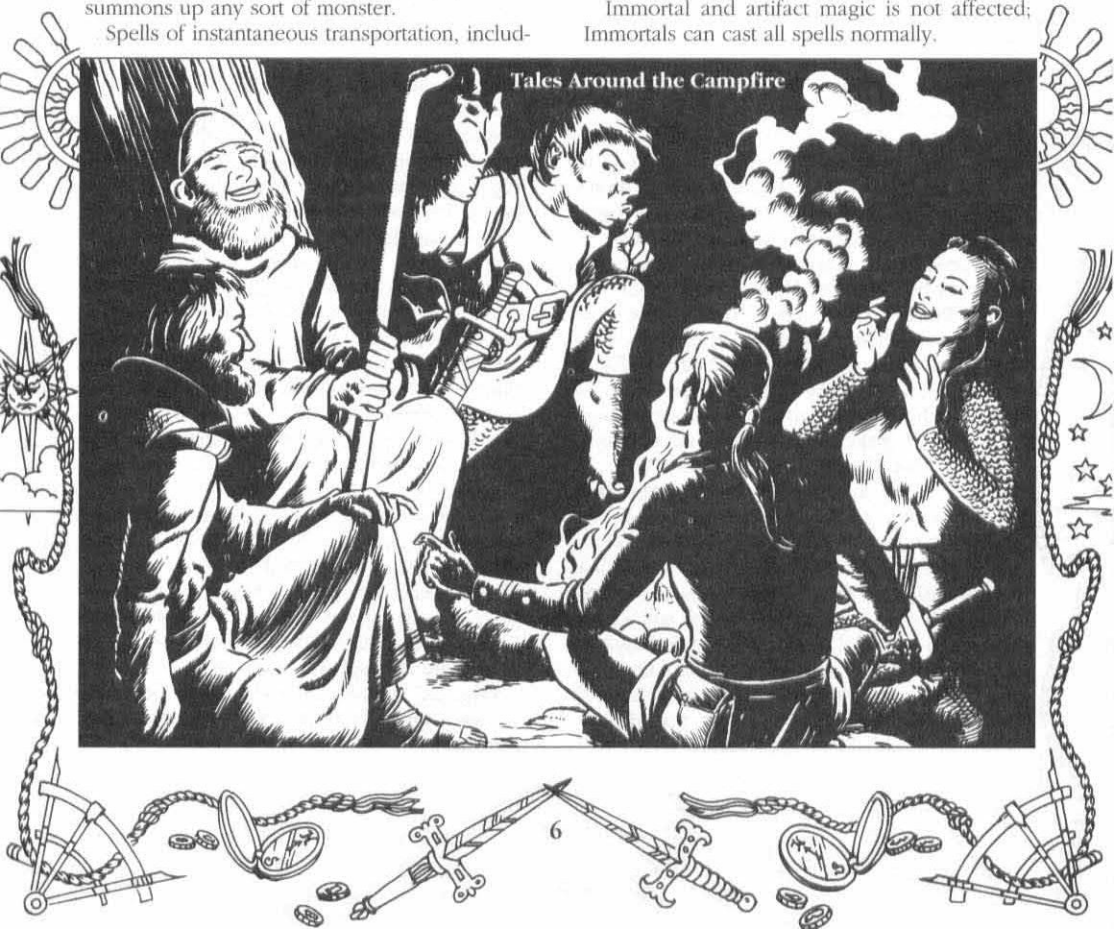
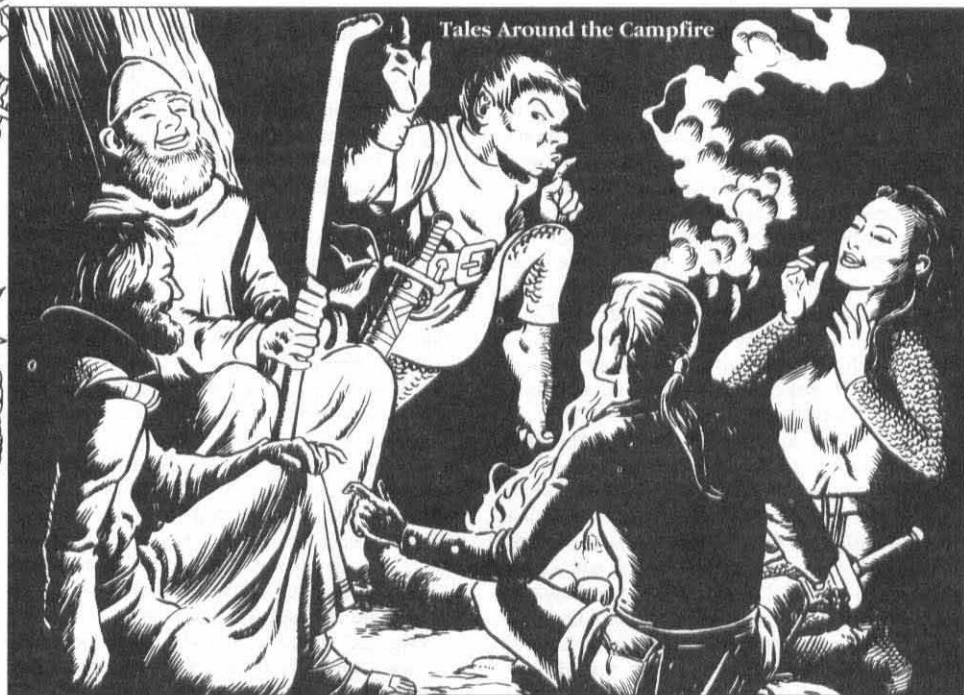
Spells of charming and commanding, such as *quest*, *geas* and all the *charm* spells.

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

There are also 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*, *power word blind*, *meteor swarm*, and *power word kill*.

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

Tales Around the Campfire



Geographic Overview—Known World

This chapter details many nations of the Known World of Mystara, especially the eastern half of the continent of Brun, the western coast of Skothar and the Esterhold Peninsula. The major lands and cultures of the Hollow World are detailed in the next chapter.

Many entries include a "See Also" section that refers to related supplements published for use with the D&D® game. Although these products use the D&D rules, the information in them can be easily adapted to your AD&D® campaign.

Aasla (Isles of)

These islands were once the Aasla Spur mountains of western Alphatia. When Alphatia 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: Continent of Brun, within eastern Darokin.

Area: 17,950 sq. mi. **Population:** 130,000.

Language: Elvish (Shadow Elf dialect).

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

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

Industries: Mining (precious metals).

Description: This deep, dark, forested land 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 elvish inhabitants away. The shadow elves call their new nation Aengmor, after a sacred city lost more than two millennia ago. The forest itself is named Canolbarth.

Shadow elf magics turned Canolbarth's oaks into twisted monstrosities. The impenetrable canopy formed by these *blight oaks* has cloaked the forest undergrowth in darkness, creating rich humus and vast tangles of fungi. But without weather spells developed by the exiled Alfheim elves, Canolbarth is slowly dying.

The shadow elves do not care for other races and cultures: at best, they are suspicious of strangers; at worst, they are violent and hostile. The shadow elves are not 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 12,000 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 stretched between high poles protect the pale shadow elves from the sun.

Many shadow elves also live at the Sump, a huge gorge created by the former Alfheim elves to keep the magically induced rainfall from flooding the land. From the Sump, the water drains 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.

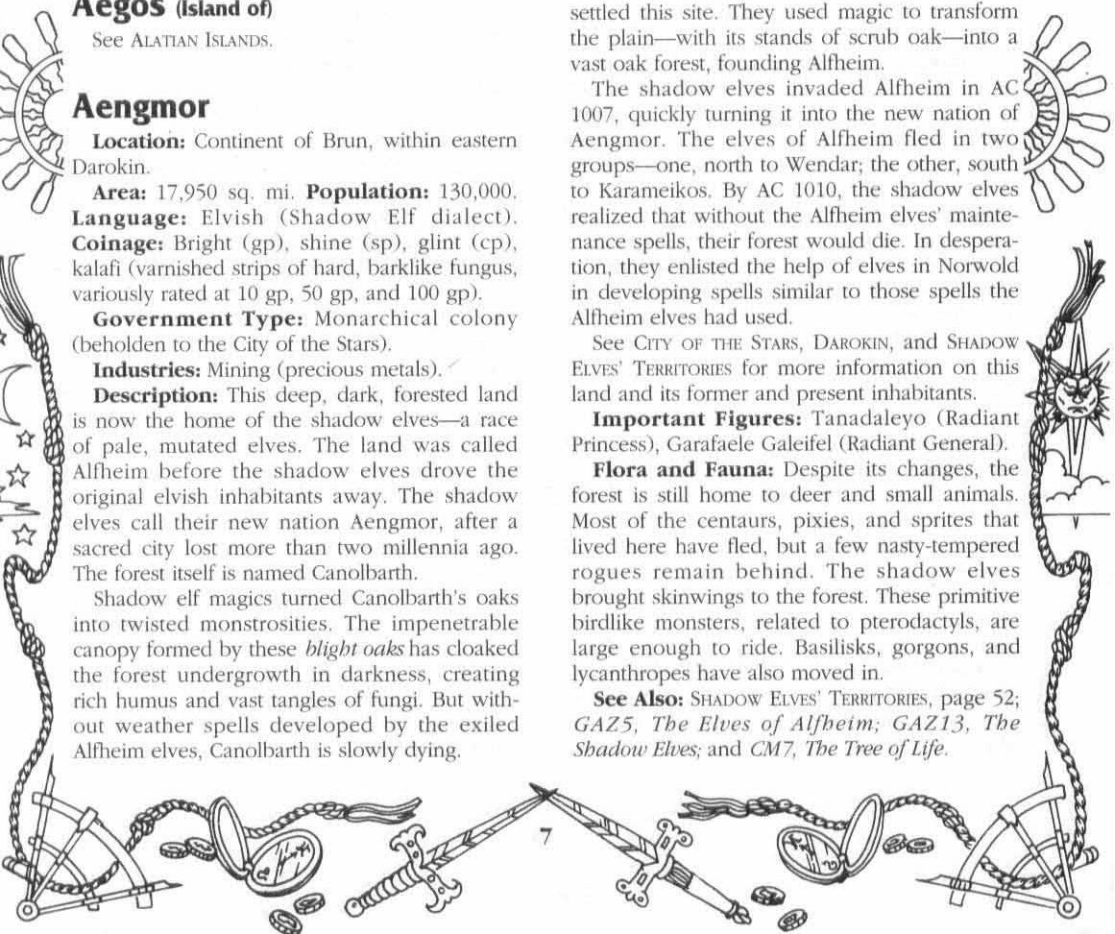
The shadow elves invaded Alfheim in AC 1007, quickly turning it into the new nation of Aengmor. The elves of Alfheim fled in two groups—one, north to Wendar; the other, south to Karameikos. By AC 1010, the shadow elves realized that without the Alfheim elves' maintenance spells, their forest would die. 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 THE STARS, DAROKIN, and SHADOW ELVES' TERRITORIES for more information on this land and its former and present inhabitants.

Important Figures: Tanadaleyo (Radiant Princess), Garafaele Galeifel (Radiant 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 lived here 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: SHADOW ELVES' TERRITORIES, page 52; GAZ5, *The Elves of Alfheim*; GAZ13, *The Shadow Elves*; and CM7, *The Tree of Life*.



Geographic Overview—Known World

Aeria (Kingdom of)

See ALATIAN ISLANDS.

Alatian Islands

Location: The 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: 20,000; Aeria: 16,000; Gaity: 13,000; Ne'er-Do-Well: 25,000; some settlers on smaller islands). **Languages:** Thyatian, Alphatian. **Coinage:** Thyatian Standard: Emperor (5 gp), lucin (gp), asterius (sp), denarius (cp); Min-rothad Standard: Crona (gp), byd (ep), quert (sp), plen (cp); Alphatian 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: Agriculture, military (Aegos); Agriculture, magical scholarship (Aeria); Smuggling, piracy, light agriculture (Ne'er-do-well); light agriculture (Gaity). Emperor Thincol announced Gaity open for Thyatian colonization in late spring of AC 1010, and invited potential dominion rulers to apply for land grants. Gaity's new inhabitants are struggling to make their island self-sufficient. So far, agriculture (mostly sheep- and goat-herding) is the only industry they've been able to establish.

Description: The Alatians are a cluster of four larger islands (Aegos, Aeria, Gaity, and Ne'er-do-well) surrounded by a scattering of smaller islands. The Alatians were part of the Alphatian Empire until the continent of Alphatia sank into the sea.

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

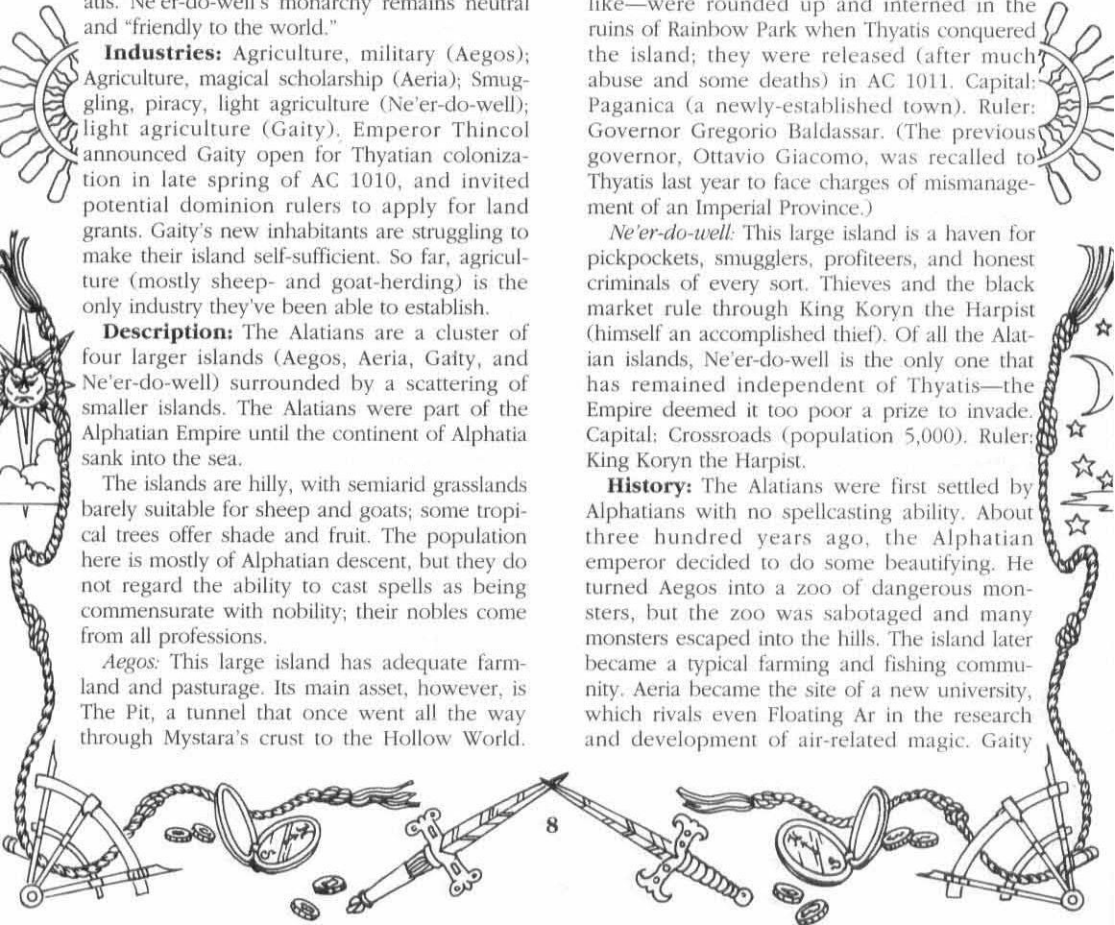
Capital: Aegopoli (population 5,000). **Ruler:** Governor Francesca Egidio (Fighter 18).

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 has been accepting bids for the land grants since last year. 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; they were released (after much abuse and some deaths) in AC 1011. **Capital:** Paganica (a newly-established town). **Ruler:** Governor Gregorio Baldassar. (The previous governor, Ottavio Giacomo, was recalled to Thyatis last year to face charges of mismanagement of an Imperial Province.)

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 Alatian 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 Alatians were first settled by Alphatians with no spellcasting ability. About three hundred years ago, the Alphatian 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



Geographic Overview—Known World

was turned into an amusement park, run by Alphatian 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 Alphatian project to dig a pit through Mystara's mantle into the Hollow World. The town of Pittston grew up overnight, as dwarves, gnomes, and Alphatians labored to excavate a 1,200-mile-deep shaft. They succeeded about five years later. But before Alphatia 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 Alatiens did not escape unscathed when Alphatia 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 and declared it open for settlement by Thyatians. The months since saw a rush of immigrants to the island. Even the exodus of 5,000 Alphatian refugees (interred in Rainbow Park until Thincol granted their release in AC 1011) has since been offset by an influx of Thyatians and other people hungry for land or opportunities for a new life. Fewer than two-thirds of Gaity's dominions have yet been granted; the rest are still up for grabs. With escaped monsters, illegal squatters, and looters to deal with, there's plenty for 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.

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), Gregorio Baldassar (Gaity's new military governor); Koryn the Harpist (King of Ne'er-do-well).

Flora and Fauna: Due to 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 AENGMOR.

Alpha (Kingdom of)

See NORWOLD.

Alphatian Sea

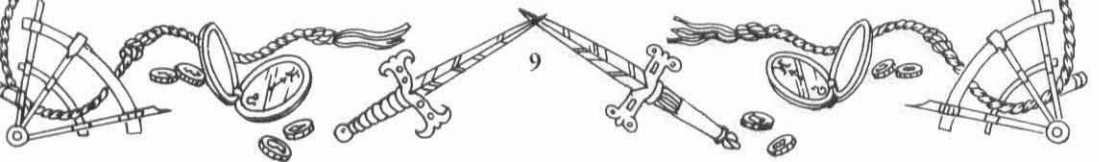
The arctic ocean between the continents of Brun and Skothar; the continent of Alphatia formerly lay to its south.

Aquas (Sea-Kingdom of)

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

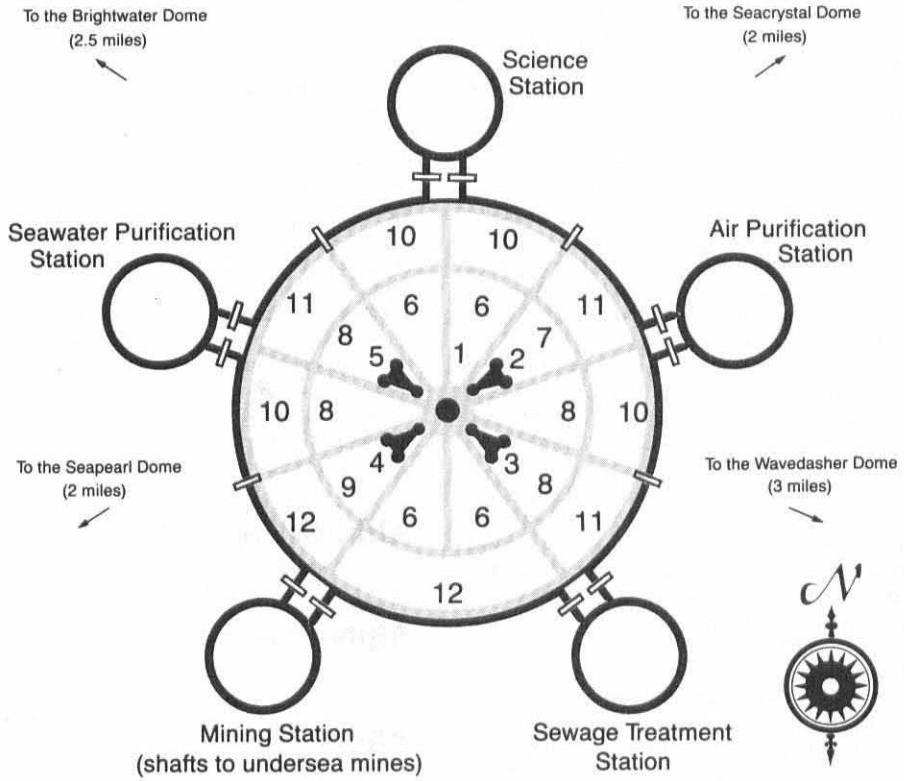
Area: 498 sq. mi. (only 2 sq. mi. covered by domes). **Population:** 41,000 (30,000 in Seashield; 11,000 in outlying domes). Numerous sea peoples living within the area claimed by Aquas are not included in the census figures. **Language:** Alphatian. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Semiautonomous monarchy owing loyalty to the Emperor of New



Geographic Overview—Known World

The Undersea City of Seashield

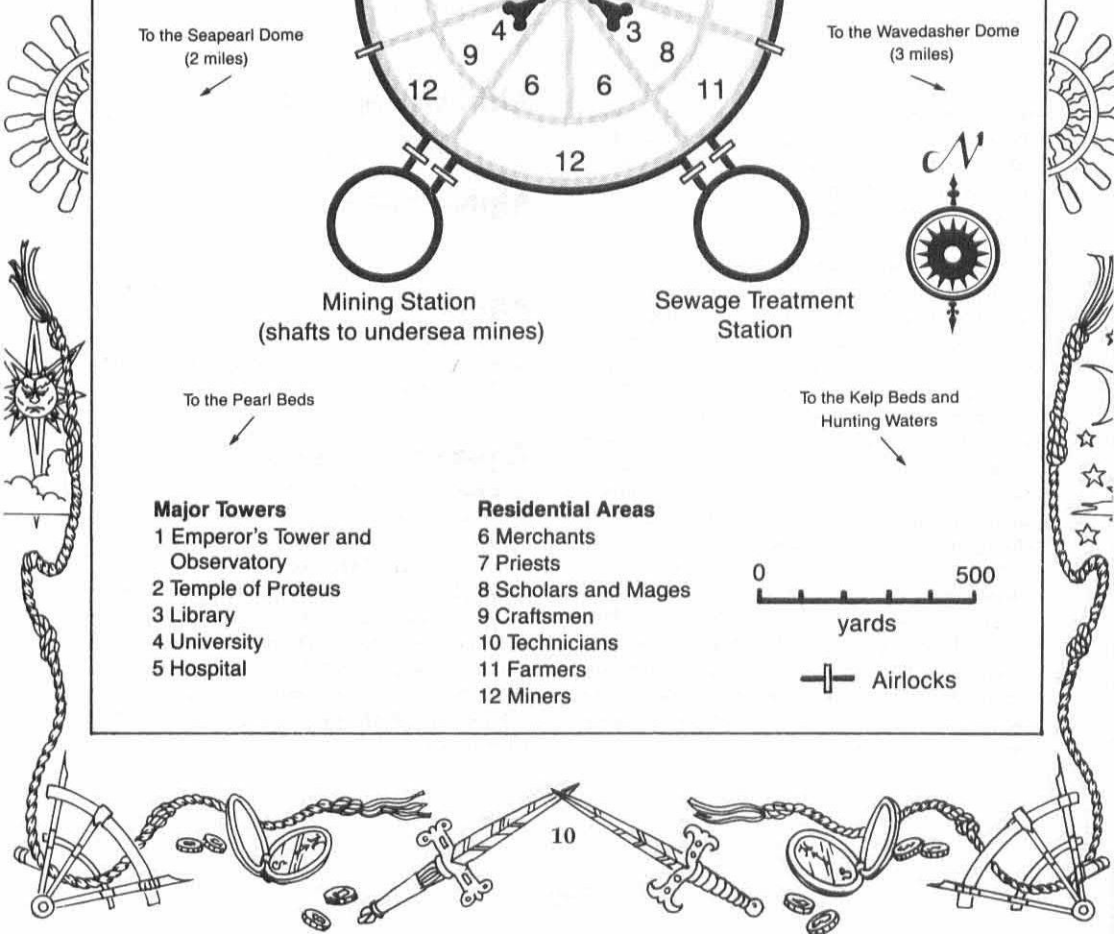


Major Towers

- 1 Emperor's Tower and Observatory
- 2 Temple of Proteus
- 3 Library
- 4 University
- 5 Hospital

Residential Areas

- 6 Merchants
- 7 Priests
- 8 Scholars and Mages
- 9 Craftsmen
- 10 Technicians
- 11 Farmers
- 12 Miners



Geographic Overview—Known World

Alphatia. Emperor Zandor of the New Alphatian Empire has made Seashield his capital city.

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 underwater, 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 to protect his people—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 Emperor's Tower in Seashield reaches to the very top of the dome, and is the residence of Zandor and 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 seafloor 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.

Soon after Alphatia sank, self-styled Emperor Zandor reached 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. He's earned the hatred of his half sister Zynnica, rightful queen of Aquas.

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

Flora and Fauna: In addition to humans (95 percent of Aquas' official population), elves (4 percent), and dwarves and gnomes (1 percent), the nation of Aquas is home to many marine creatures and intelligent species, including mermen, tritons, sea elves, nixies, storm 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*.

Atruaghin Clans (Territories of)

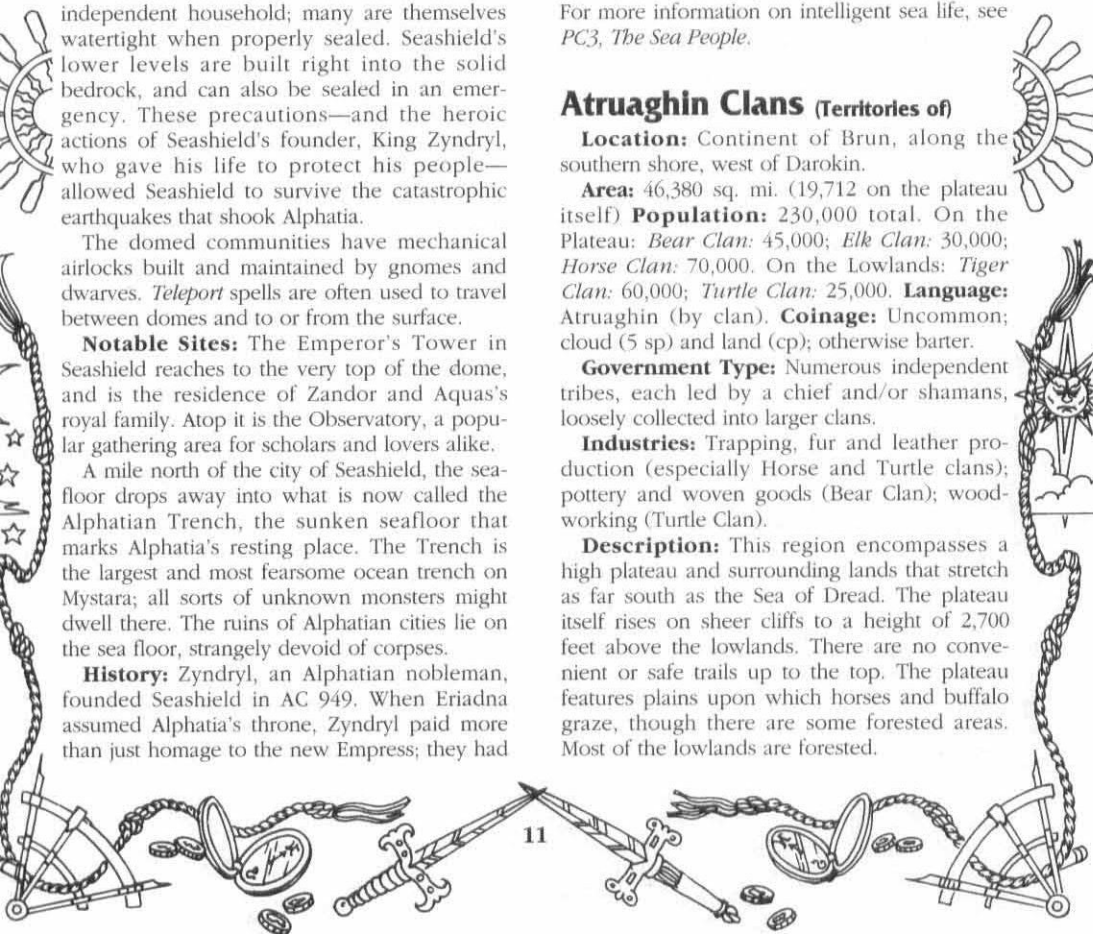
Location: Continent of Brun, along the southern shore, west of Darokin.

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 and 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 feet 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.



Geographic Overview—Known World

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 as follows.

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 accoutrements fashioned from bear-hide. In combat, they wear thick, 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 warriors live in the southeast part of the plateau, a region 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 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 buffalo hunters live in 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). Their leather garments act as leather armor; they also carry shields of wood and buffalo hide.

Tiger Clan: These chaotic, hateful, destructive tribesmen live in the deep forests adjoining the Malpheggi Swamp at the base of the plateau. 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 people of the rain forest shores south of the plateau are known for their whaling skills and their seamanship with large canoes. Their preferred weapon is the harpoon. They wear stiff leather jerkins with wooden shafts sewn on; these act as leather armor.

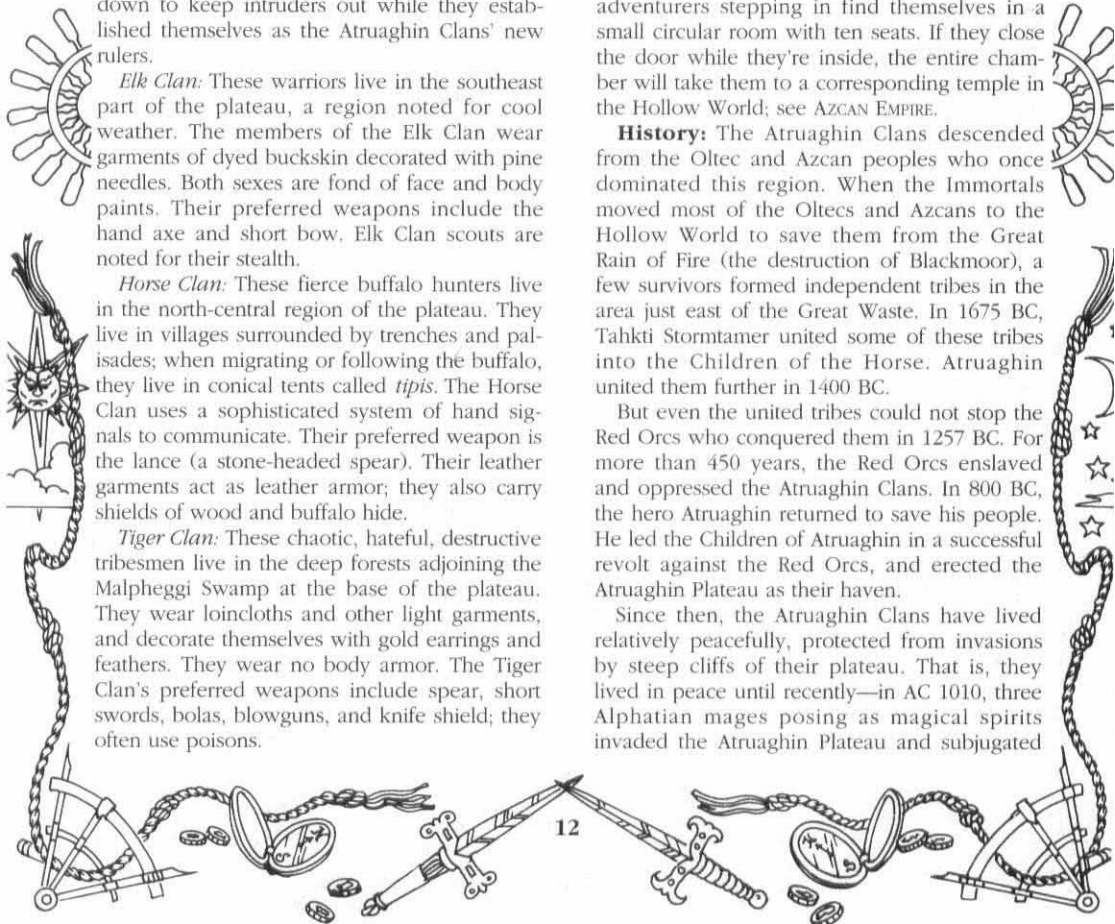
Most of the Atruaghin Clans put their faith in Atruaghin, a noble hero who ruled over the clans before achieving Immortality. The Tiger Clan, in contrast, follows the teachings of the Immortal Aztanteol.

Notable Sites: In the hills along the southern base of the Plateau, an ancient temple lies amid the 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 works as an elevator between the Known and Hollow worlds. 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 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, they lived in peace until recently—in AC 1010, three Alphatian mages posing as magical spirits invaded the Atruaghin Plateau and subjugated



Geographic Overview—Known World

the Clans. In Yarthmont of last year, the plateau's clans rose up and destroyed the impostors, but the clans have yet to re-establish trade and communication with Darokin. The World Elevator, an ingenious device that used pulleys and counterweights to raise and lower a platform to and from the Bear Clan's territory, was recently destroyed and has not yet been rebuilt.

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

Flora and Fauna: The 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*.

Bellissaria (Continent of)

Location: West of southern Skothar, south-east 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:** 457,000. (Dawnrim 27,000; 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. 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 have made that difficult, 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. The nation now hosts a sizeable division of the New Alphatian Empire's military. Capital: Alinquin (population 5,000). Ruler: King Teskilion.

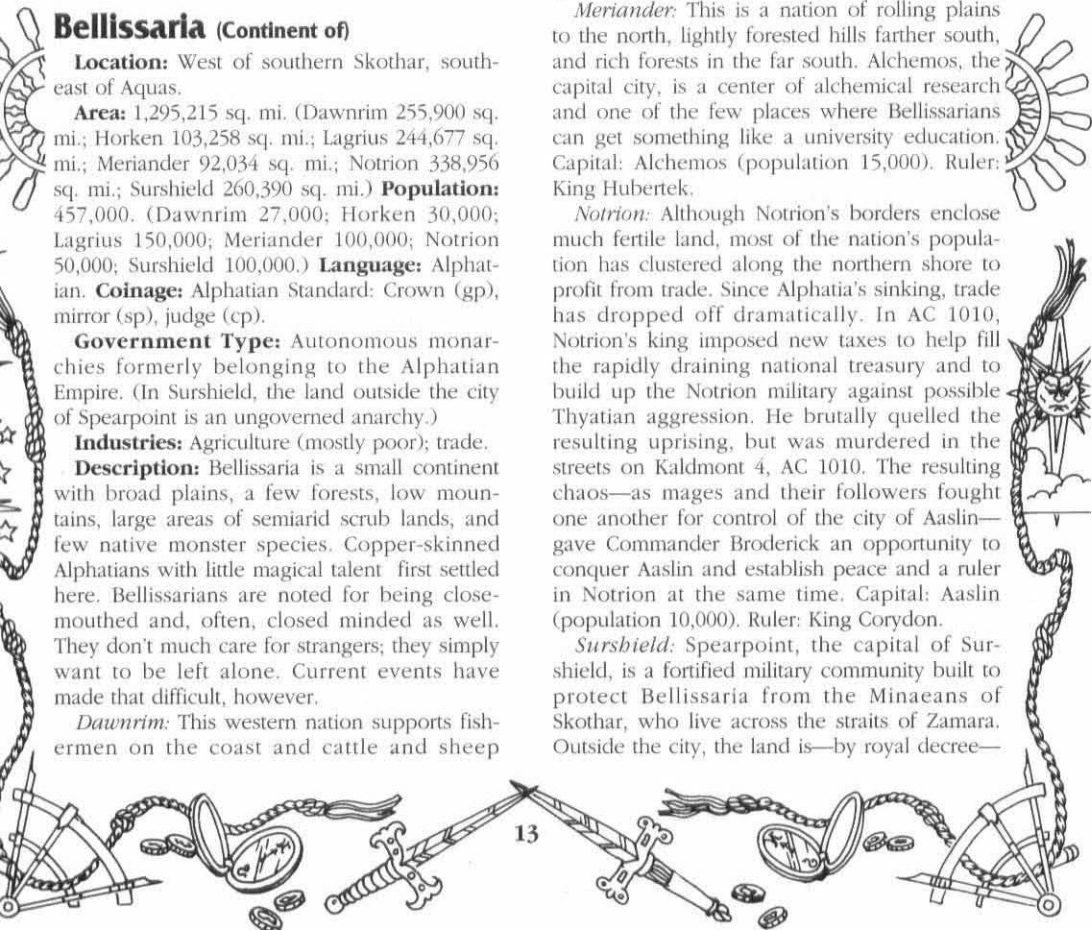
Horken: This nation's northern region contains lightly wooded grasslands; the southern hills border the kingdom of Surshield. Located on the Inner Sea of Horken, the town of Horken is a shipbuilding center. The men and women of Horken build the best ships in Bellissaria, using timber brought down from 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. Capital: Blueside (population 15,000). Ruler: Queen Elenitsa.

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: King Hubertek.

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. 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 against possible Thyatian aggression. He brutally quelled the resulting uprising, but was murdered in the streets on Kaldmont 4, AC 1010. The resulting chaos—as mages and their followers fought one another for control of the city of Aaslin—gave Commander Broderick an opportunity to conquer Aaslin and establish peace and a ruler in Notrion at the same time. Capital: Aaslin (population 10,000). Ruler: King Corydon.

Surshield: Spearpoint, the capital of Surshield, 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—



Geographic Overview—Known World

a formal anarchy. After Alpathia sank, Queen Gratia of Spearpoint tried to unify her nation. Civil war broke out. By the end of AC 1010, the queen was forced to change her policy. Rather than drafting all able-bodied citizens, she sent military advisors and instructors to the towns and villages of Surshield to prepare a volunteer army. In Eirmont of last year, Emperor Zandor ordered her abdication. She refused. Gratia and her nation now prepare for the inevitable repercussions. Capital: Spearpoint (population 30,000). Ruler: Queen Gratia.

History: Alpathians settled Bellissaria soon after they came to Mystara (some 2,000 years ago). It has had an undistinguished history until it became involved in the recent wars.

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, and elk live in the forests; goats in the hills; a wide variety of birds live everywhere. Trees here include birch, cedar, and oak.

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

Bellissarian Sea

These are the waters south of Bellissaria.

Broken Lands

Location: 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 the Great Crater, and including New Kolland, now part of Glantri): 26,937 sq. mi. **Population:** Eastern Broken Lands: 14,000. Western Broken Lands: 25,000. Oenkmar: 18,000. **Languages:** Most humanoid tongues; orcish is the common tongue. **Coinage:** Any (mostly stolen).

Government Type: Tribal (in most areas); Principality (in New Kolland); Hierocracy (rule by priests) in Oenkmar. The humanoids of the Broken Lands were until recently united under King Thar, but his feudal monarchy collapsed when the dragon Synn (in an effort to spread the chaos that comes from unrest) forced Thar to bow before King Kol of the kobolds.

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

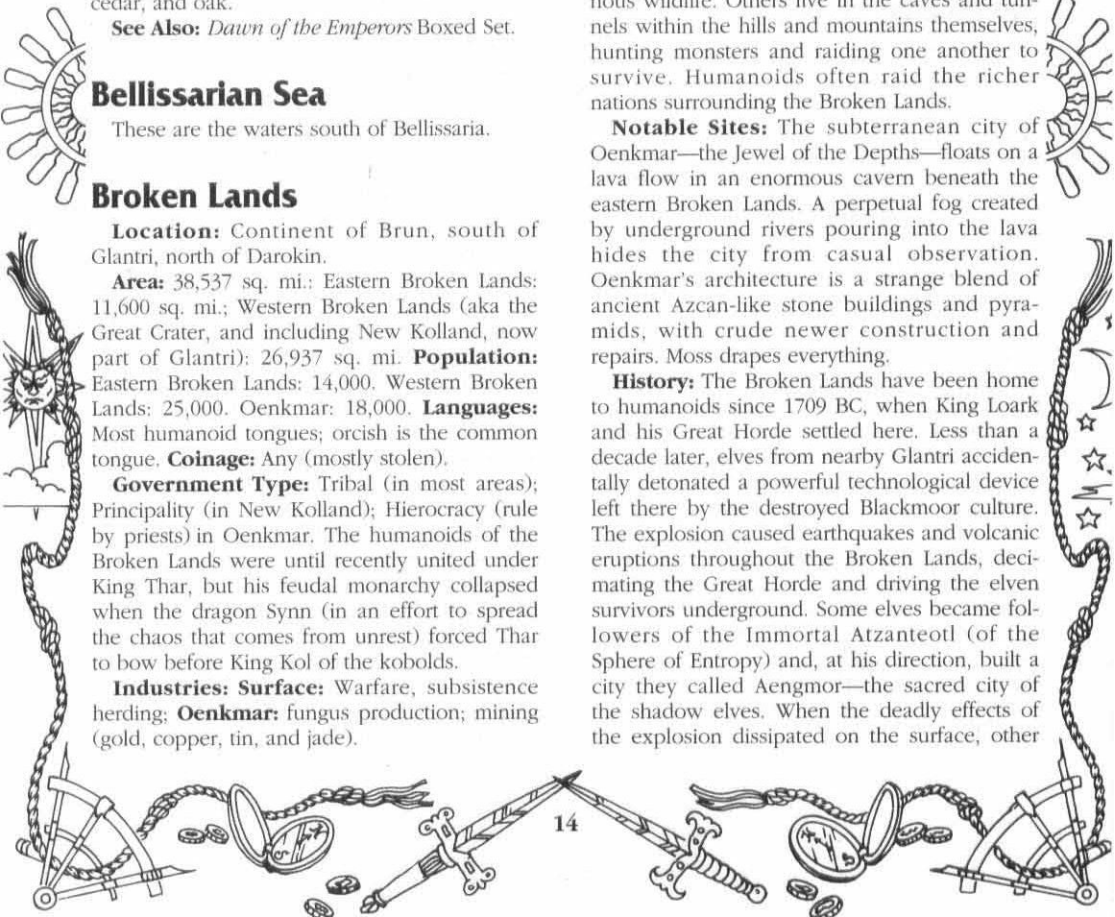
Description: The Broken Lands comprise some of the most desolate and inhospitable terrain on Mystara. They encompass both the eastern Broken Lands (the Broken Lands proper, as they were before AC 1006, when a meteor smashed into the Kurish Massiff, creating the Great Crater) and the western Broken Lands, claimed by the humanoids of the eastern Broken Lands after the meteor destroyed a sizeable portion of the Silver Sierra mountain range.

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 Vesubia 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.

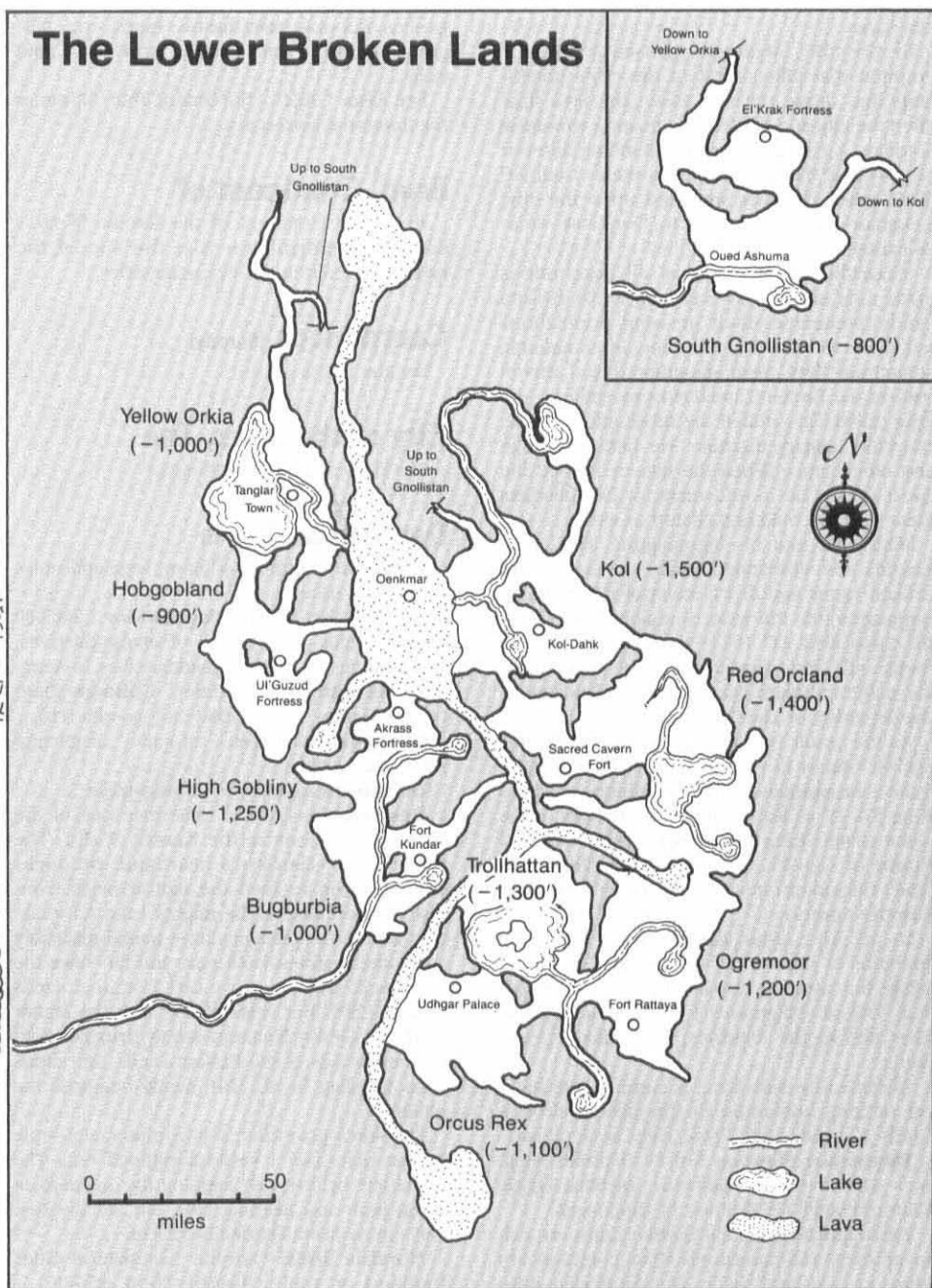
Notable Sites: The subterranean city of Oenkmar—the Jewel of the Depths—floats on a lava flow in an enormous cavern beneath the eastern Broken Lands. A perpetual fog created by underground rivers pouring into the lava hides the city from casual observation. Oenkmar's architecture is a strange blend of 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 sacred city of the shadow elves. When the deadly effects of the explosion dissipated on the surface, other



Geographic Overview—Known World

The Lower Broken Lands



Geographic Overview—Known World

humanoids discovered and settled in the Broken Lands.

In 1290 BC, Atzanteotl caused a volcanic eruption that killed most of the city's inhabitants 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. Until AC 1010, when dwarves stumbled upon the city, Aengmor—now corrupted to Oenkmar—kept its existence secret.

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. When the meteor formed the Great Crater, he 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. Throughout AC 1010 and AC 1011, tribes and clans of humanoids from surrounding areas poured into the eastern Broken Lands, taking advantage of the departure of Thar's legions.

As the result of some disastrous campaigns against Glantri in AC 1010—and at the dragon Synn's insistence—King Thar acknowledged King Kol IV as leader of the humanoids in the Great Crater. King Kol subsequently became a Prince of Glantri, thereby adding "New Kolland" (including much of the Great Crater) to Glantri's territory.

In AC 1011, Thar allied himself with King Alebane of OGREMOOR to invade Rockhome while the dwarves were caught up in a civil war. The campaign was a disaster; in disgrace, Thar fled to the Makkres Mountains of Vestland.

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

Important Figures: Kol IV (Kobold King, now Prince of New Kolland); Alebane (Ogre King); Xilochtli (High Priest of Oenkmar).

Flora and Fauna: The Broken Lands are rich in animals and monsters. Most common are herds of goats and sheep, as well as 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.

Caerdwicca (Barony)

See the ISLE OF DAWN.

City of the Stars, The

See SHADOW ELVES' TERRITORIES.

Darokin (Republic of)

Location: Continent of Brun, west and north of the Five Shires.

Area: 81,900 sq. mi. **Population:** 1,260,000 humans, plus a scattering of elves, dwarves, and halflings (excluding shadow elves in 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 was once 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 circa AC 300. But years of war with the Master of Hule's Desert Nomads, recent struggles with the humanoids of the Broken Lands, and disastrous flooding in AC 1010 nearly beggared the nation.

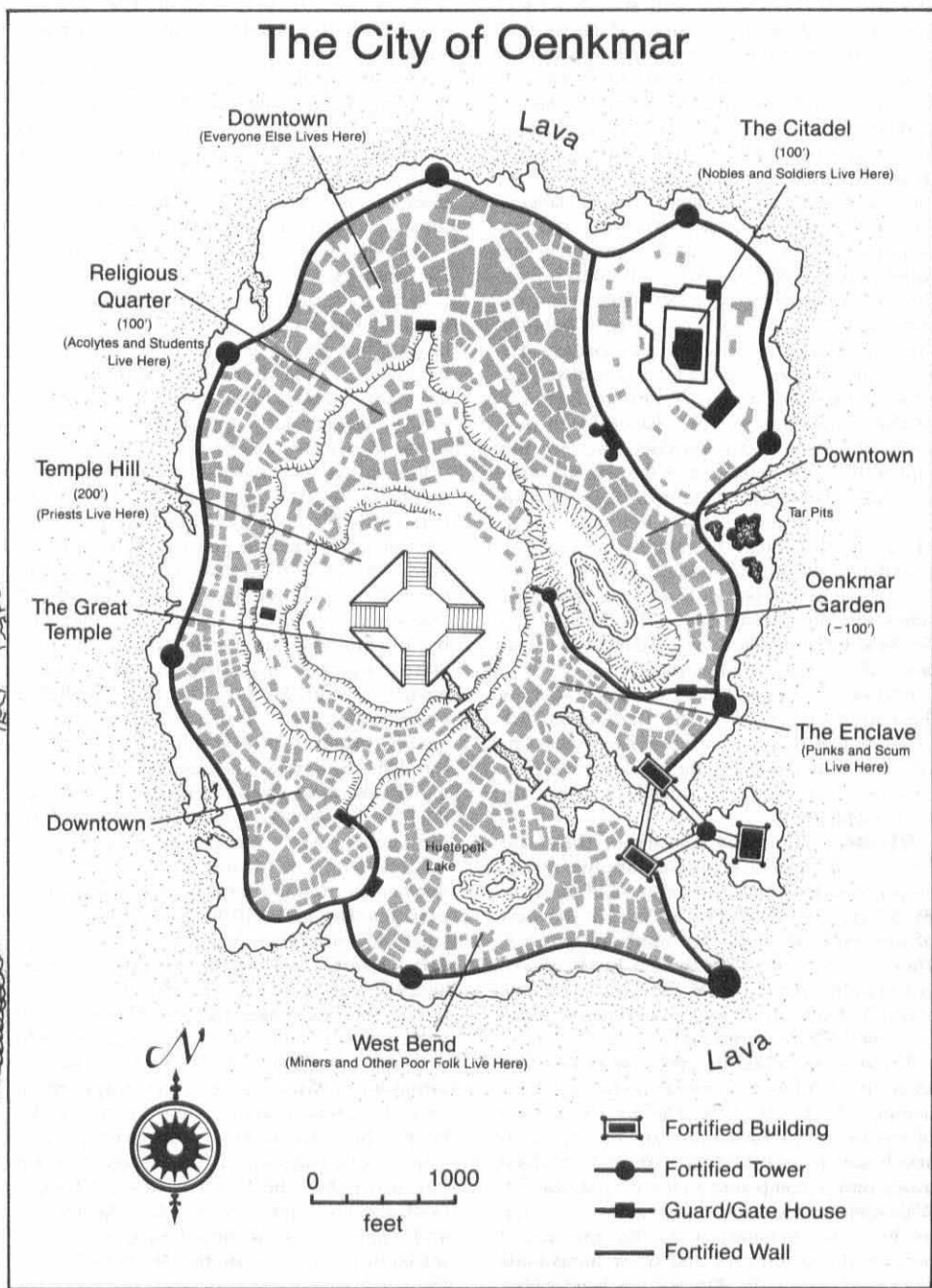
Darokin's government is a plutocracy—rule by the rich—but a very longsighted one. The plutocrats believe that keeping the standard of living high and keeping laws fair are the best ways to motivate Darokin's citizens.

Notable Sites: Darokin has several cities founded on trade. Akesoli (pop. 25,000) is



Geographic Overview—Known World

The City of Oenkmar



Geographic Overview—Known World

westernmost, on the western shore of Lake Amsorak, and is strongly garrisoned against further conflict with the Master of Hule. Akorros (pop. 25,000), on the lake's eastern shore, is a safe, insulated community. Ansimont (pop. 12,000), in the southern part of the Streeel 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. 32,000) 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. 50,000), the capital, is a little southeast of the nation's center, and is the center of the web of Darokinian trade and communication. Selenica (pop. 41,000) is the center of caravan activities to Karameikos, Rockhome, and other points.

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

Enclosed within Darokin's eastern borders is the nation of Aengmor. The Darokinians are unhappy that the Alfheim elves have been driven out by their cousins, the shadow elves, but have made overtures of friendship toward their new neighbors.

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 Streeel 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

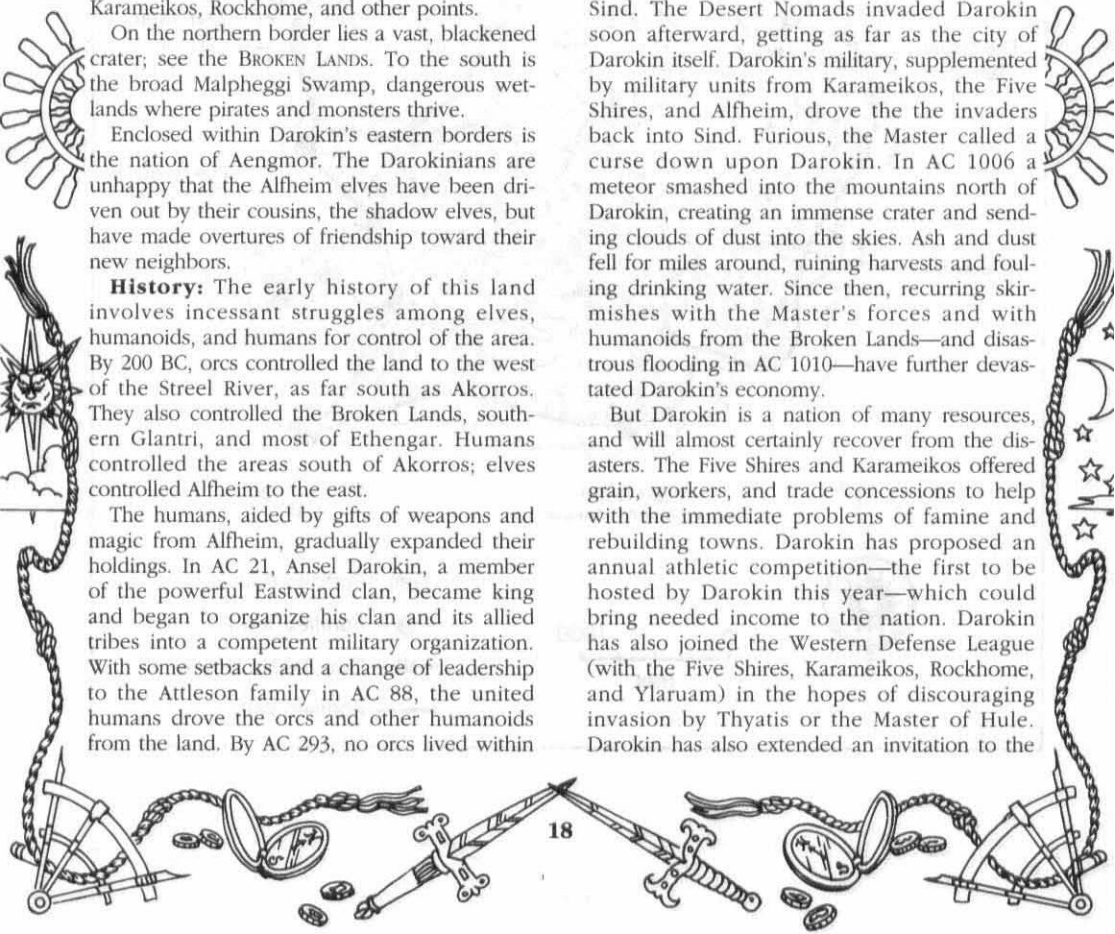
Darokin's new borders—borders that included portions of what is today Karameikos, Ylaruam, and Glantri.

With the orcs threat removed, relations between Darokin and Alfheim deteriorated. In AC 501, Darokinians blamed the elves for an attack on a farm near the Alfheim border. Four years of war resulted, ending only 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 its power through trade and diplomacy. The reign of the Darokin kings ended in AC 723; the nation broke 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.

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. The Desert Nomads invaded Darokin soon afterward, getting as far as the city of Darokin itself. Darokin's military, supplemented by military units from Karameikos, the Five Shires, and Alfheim, drove the invaders 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 is a nation of many resources, and will almost certainly recover from the disasters. The Five Shires and Karameikos offered grain, workers, and trade concessions to help with the immediate problems of famine and rebuilding towns. Darokin has proposed an annual athletic competition—the first to be hosted by Darokin this year—which could bring needed income to the nation. Darokin has also joined the Western Defense League (with the Five Shires, Karameikos, Rockhome, and Ylaruam) in the hopes of discouraging invasion by Thyatis or the Master of Hule. Darokin has also extended an invitation to the



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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, and 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 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 is the area best known to the nations of the Known World.

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); Manacapuran; 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: Davania's northeastern coast, known as the Jungle Coast, 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 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. (Ear-

lier translations of the Jackal and Rhino clan names—"Wolf" and "Horse"—are in error.)

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 border hills. The Meghala Fithi River snakes its way through the center of these grasslands. Many towns and city-states line its banks, as well as ruins of ancient Milenian cities (see MILENIAN EMPIRE, p. 76).

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

The western coast of this portion of Davania 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 grasslands 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 on Davania. 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 homes. Tribes attacked by Thyatian forces simply melt into the jungle growth and reestablish themselves elsewhere.

Notable Sites: Kastelios, a small coastal city near Thanegia Island, maintains some

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contact with the nations of Brun. To date, the Kastelians have traded mainly with Yavdlom and occasionally with Sind. Kastelian merchant-sailors are becoming bolder, and may soon venture farther afield.

The Kingdom of Emerond occupies the northwestern corner of the Jungle Coast. Covering nearly 68,000 square miles, with a population of 125,000, Emerond is a collection of city-states loosely organized under one monarch. The Emerondians are a green-skinned people with silver hair (descendants of visitors from another world) who tend the jungle like farmers. 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. 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.

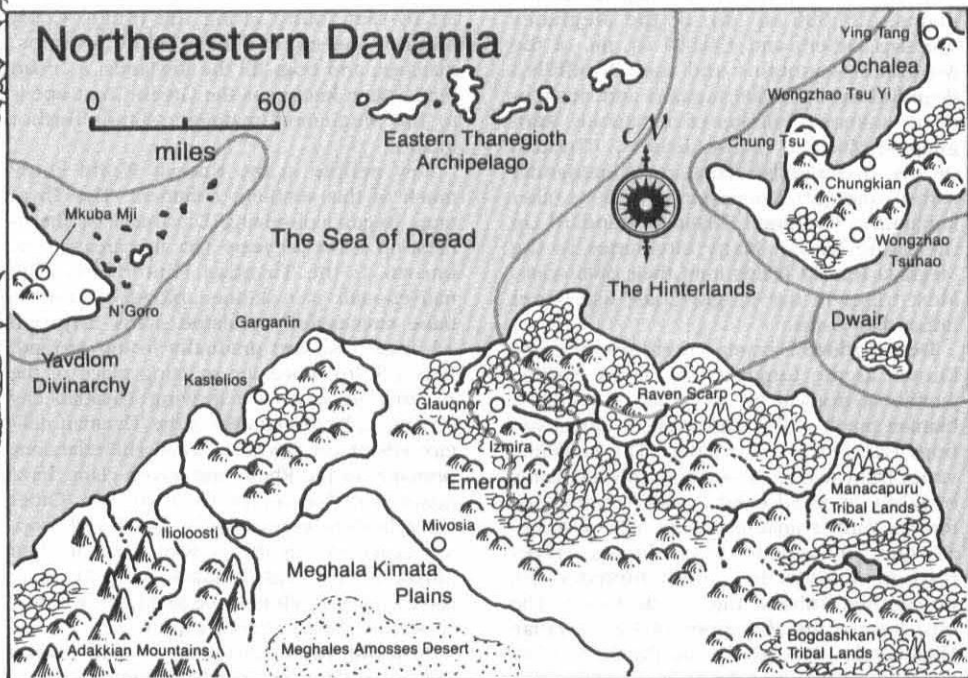
History: The nations of Brun know little about Davania's history, despite the fact that both Thyatis and the Five Shires were founded by colonists from the southern continent. Per-

sistent 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 shifted Mystara's axis, plunging the elven lands into the southern polar region and destroying 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. Elven clans traveled to Brun via the Immortal's Arm to the west—and to the Serpent Peninsula via Davania's northeastern tip.

The cataclysm uprooted other cultures as well. A number of halflings 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 halflings finally reached the Sea of Dread, they launched a flotilla, making landfall in the Five Shires around 1300 BC.

Around 1000 BC, when gnolls overran the Traldar lands of modern-day Karamaikos, a Traldar king named Milen fled south with his



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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. Hundreds of refugees, including the king, perished during the voyage. After many terrifying months battling the sea and the fish, the Traldar landed on the coast to the southeast of the modern-day Hinterlands (this land had been deserted for about three centuries).

The Traldar 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, both the fair-skinned descendants of Neathar Man and the 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 (ironically, not far from the Milenians' original home) and established Thyatis.

The Empire spread through Davania's northeast region. 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.

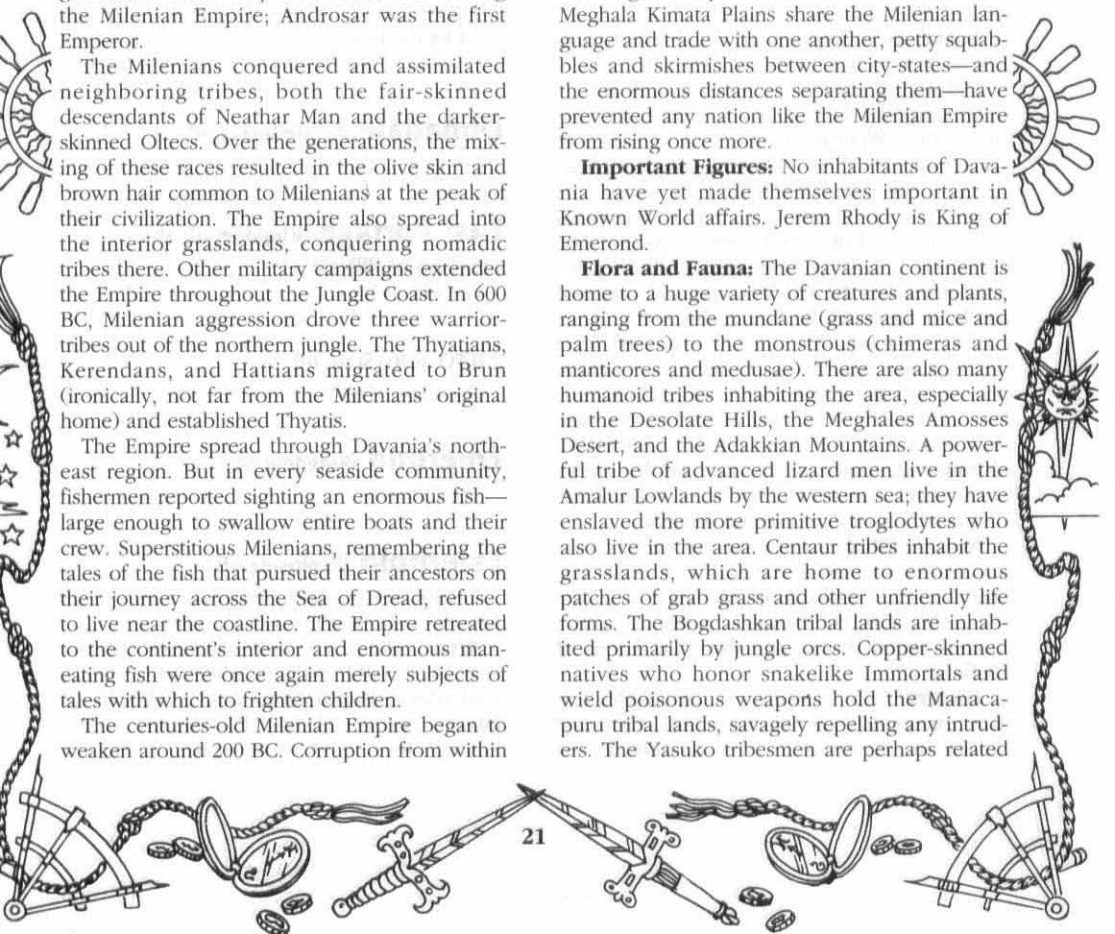
The centuries-old Milenian Empire began to weaken around 200 BC. Corruption from within

and incursions by barbarian tribes resulted in the total collapse of the Milenian Empire by 50 BC. Almost all that remained of the once-great empire were the sacked and burned ruins of its many cities. A few distant towns and small cities also struggled to maintain the glories of the Milenian civilization against waves of barbarians interested in plunder, but they struggled vainly without the resources of empire.

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 (on p. 23) are independent city-states, whether 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 any nation like the Milenian Empire from rising once more.

Important Figures: No inhabitants of Davania have yet made themselves important in Known World affairs. Jerem Rhody is King of Emerond.

Flora and Fauna: The Davanian continent is home to a huge variety of creatures and plants, ranging from the mundane (grass and mice and palm trees) to the monstrous (chimeras and manticores and medusae). 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 advanced 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 Manacapur tribal lands, savagely repelling any intruders. The Yasuko tribesmen are perhaps related



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

Dawnrim (Kingdom of)

See BELLISSARIA.

Denagoth (Kingdom of)

Location: 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: None; local leaders may rise to prominence but rarely cooperate.

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 Wendar border), 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: the abandoned dwarven city on Monster Island and the capital of Stoutfellow (see ALPHATIA, p. 66).

Dunadale (Confederacy of)

See ISLE OF DAWN.

East Portage (Kingdom of; aka Kingdom of Hillvale)

See ISLE OF DAWN.

Ekto (City-State of)

See ISLE OF DAWN.

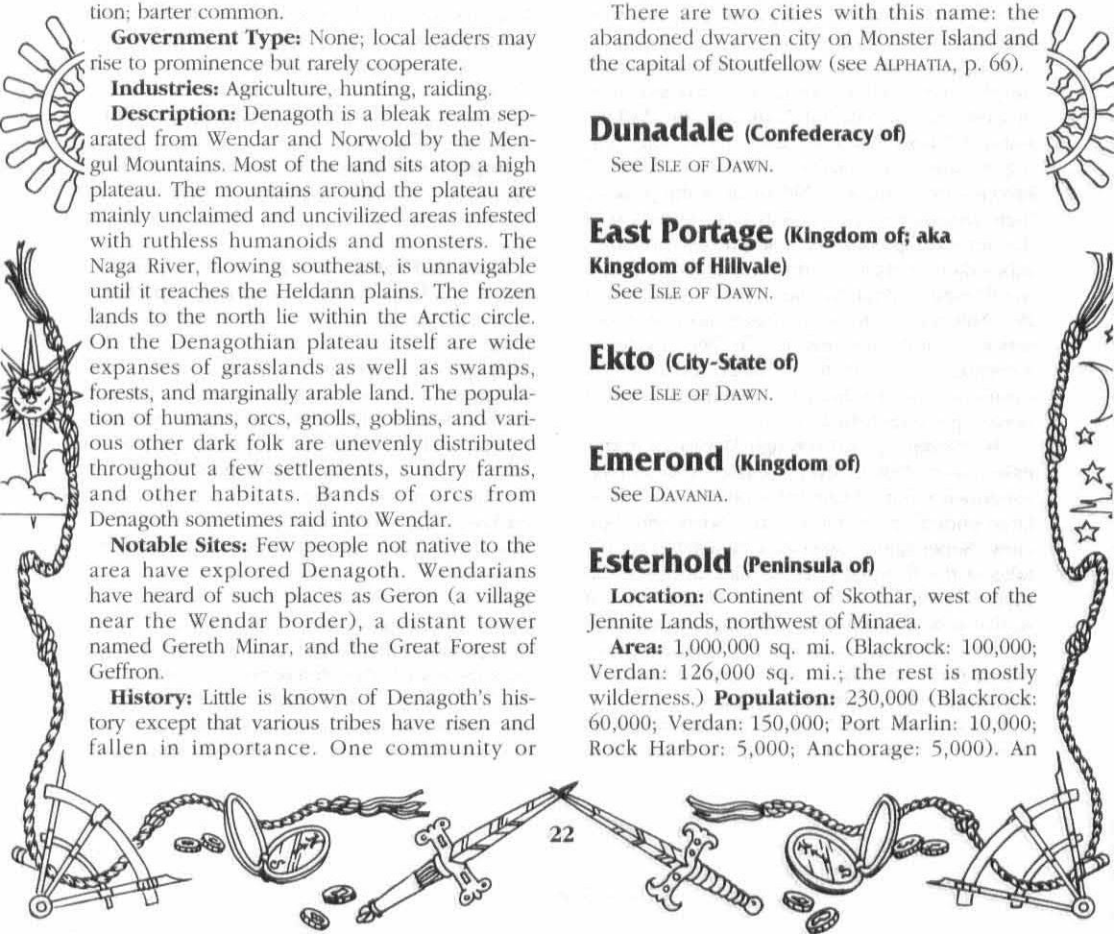
Emerond (Kingdom of)

See DAVANIA.

Esterhold (Peninsula of)

Location: Continent of Skothar, west of the Jennite Lands, northwest of Minaea.

Area: 1,000,000 sq. mi. (Blackrock: 100,000; Verdan: 126,000 sq. mi.; the rest is mostly wilderness.) **Population:** 230,000 (Blackrock: 60,000; Verdan: 150,000; Port Marlin: 10,000; Rock Harbor: 5,000; Anchorage: 5,000). An



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unknown number of "wild" Jennites also live on the peninsula. **Languages:** Alphatian; Jennite. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp). In the wilderness and borderland areas, people rely on barter instead.

Government Type: No central government. Blackrock is ruled by a king, originally owing loyalty to the Empress of Alphatia. Verdan's king is a mercenary general who runs his nation like a military organization. The few Jennite clans living on the rocky desert plateau are each headed by a clan chief.

Industries: Mining, light agriculture (Blackrock); Mining, military (Verdan); herding, hunting (free Jennites).

Description: Esterhold, a broad peninsula on Skothar's western shores, is a rolling land of sparse forest, scrub brush, and tough grasses. Its bare and unproductive soil requires back-breaking labor to produce even adequate crops. Grass fires are not uncommon, and can be devastating. The peninsula's central plateau is mostly rocky desert and badlands.

Esterhold's winters are severe; spring is cold with little rainfall; summers are hot and dry. Autumn months provide the only relief from the climate. They tend to begin mildly, with gentle rainfalls in the coastal areas, before deteriorating sharply to winter conditions.

But there is mineral wealth in abundance here, and this attracted Alphatian settlers and aristocrats to this distant, dismal land. Alphatian emperors granted two settlements the status of kingdoms—Blackrock, claiming the peninsula's northwestern tip, and Verdan, a military community protecting Alphatian settlements from the "wild" Jennite clansmen to the east.

The "tamed" Jennites are forced to they labor as slaves in the Alphatian communities. Alphatian overseers crack the whip over Jennite slaves as they struggle to wrest harvests from Esterhold's unproductive soil. But the Jennites laboring in the fields, however harsh their lives, are not as miserable as the Jennite slaves forced to mine gold, silver, copper, and other precious materials from Esterhold's cramped, dangerous mines.

Alphatian aristocrats live in luxury, in Esterhold's cities, their every need attended by Jennite slaves. Less fortunate Alphatians live in simpler homes, although even the poorest Alphatian family usually owns at least one Jennite slave. In the capital city of Skyfyr, slaves

make up half the population. In Faraway, only one in four inhabitants is free.

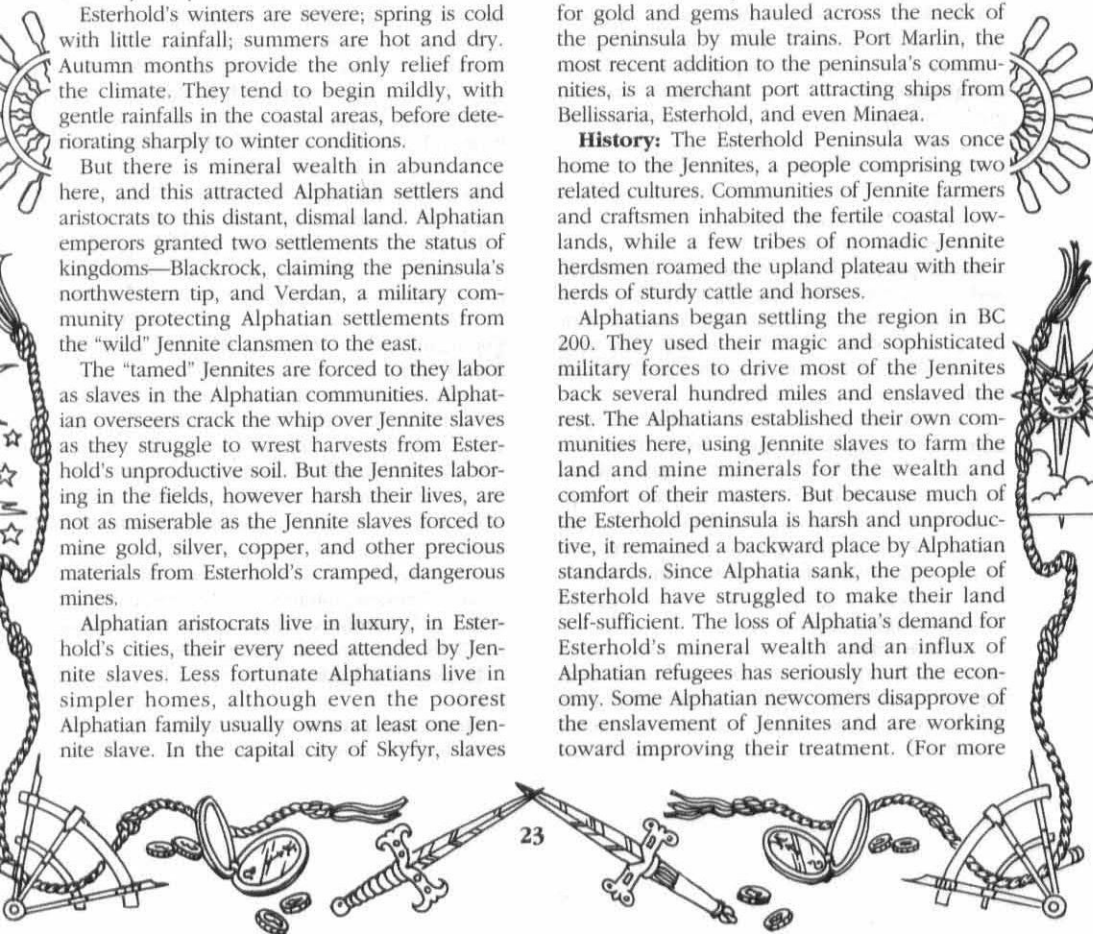
Notable Sites: Skyfyr (pop. 15,000), the capital city of Blackrock, was named Skyfire a thousand years ago by the Alphatians who burned the existing Jennite city to the ground. The king's palace, in the center of the city, is an impressive example of Alphatian architecture. The palace's splendor makes the rest of the city look even shabbier than it is.

The city of Faraway (pop. 35,000) is Verdan's capital. Primarily a military community, the city is home to 2,500 mercenaries and their families. Nearly 22,000 Jennite slaves serve the needs of Faraway's freemen. Three major strongholds and several minor forts guard Verdan's borders with Jen.

Three other communities on the Esterhold Peninsula bear mentioning. Anchorage, a port town established a century ago, provides a way-station between Faraway and Skyfyr. Rock Harbor, on the peninsula's southern shore, was established a few years later to serve as a port for gold and gems hauled across the neck of the peninsula by mule trains. Port Marlin, the most recent addition to the peninsula's communities, is a merchant port attracting ships from Bellissaria, Esterhold, and even Minaea.

History: The Esterhold Peninsula was once home to the Jennites, a people comprising two related cultures. Communities of Jennite farmers and craftsmen inhabited the fertile coastal lowlands, while a few tribes of nomadic Jennite herdsman roamed the upland plateau with their herds of sturdy cattle and horses.

Alphatians began settling the region in BC 200. They used their magic and sophisticated military forces to drive most of the Jennites back several hundred miles and enslaved the rest. The Alphatians established their own communities here, using Jennite slaves to farm the land and mine minerals for the wealth and comfort of their masters. But because much of the Esterhold peninsula is harsh and unproductive, it remained a backward place by Alphatian standards. Since Alphatia sank, the people of Esterhold have struggled to make their land self-sufficient. The loss of Alphatia's demand for Esterhold's mineral wealth and an influx of Alphatian refugees has seriously hurt the economy. Some Alphatian newcomers disapprove of the enslavement of Jennites and are working toward improving their treatment. (For more



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information on the Jennites' early history, see the entry for JEN.)

Important Figures: Xanthus (King of Blackrock); Nicodemus (King of Verdan).

Flora and Fauna: Esterhold's upland plateau is a temperate desert, home to plants and animals adapted to the severe climate (hardy scrub bushes, tough grasses, wild two-humped camels, wild asses and horses, gazelles, and antelopes). Some humanoid tribes inhabit the plateau's harsh broken lands and mountain areas. Some "wild" Jennites roam the grasslands and scrub deserts on the plateau's northeastern edge; being relatively peaceful, they're tolerated by Verdan and Blackrock.

The coastal deciduous and evergreen forests are home to moose, elk, bears, wolves, and monsters such as orcs, goblins, trolls, ogres, ettercaps, and the like.

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

Ethengar (Khanates of)

Location: 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.

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, but 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 buildings. When

occupied by the Great Khan and his court, the enclosures become large cities with distinct neighborhoods and a pavilioned palace district.

Another notable site, the World Mountain stands within the Land of Black Sand, an eerie region of black sand and imposing 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.

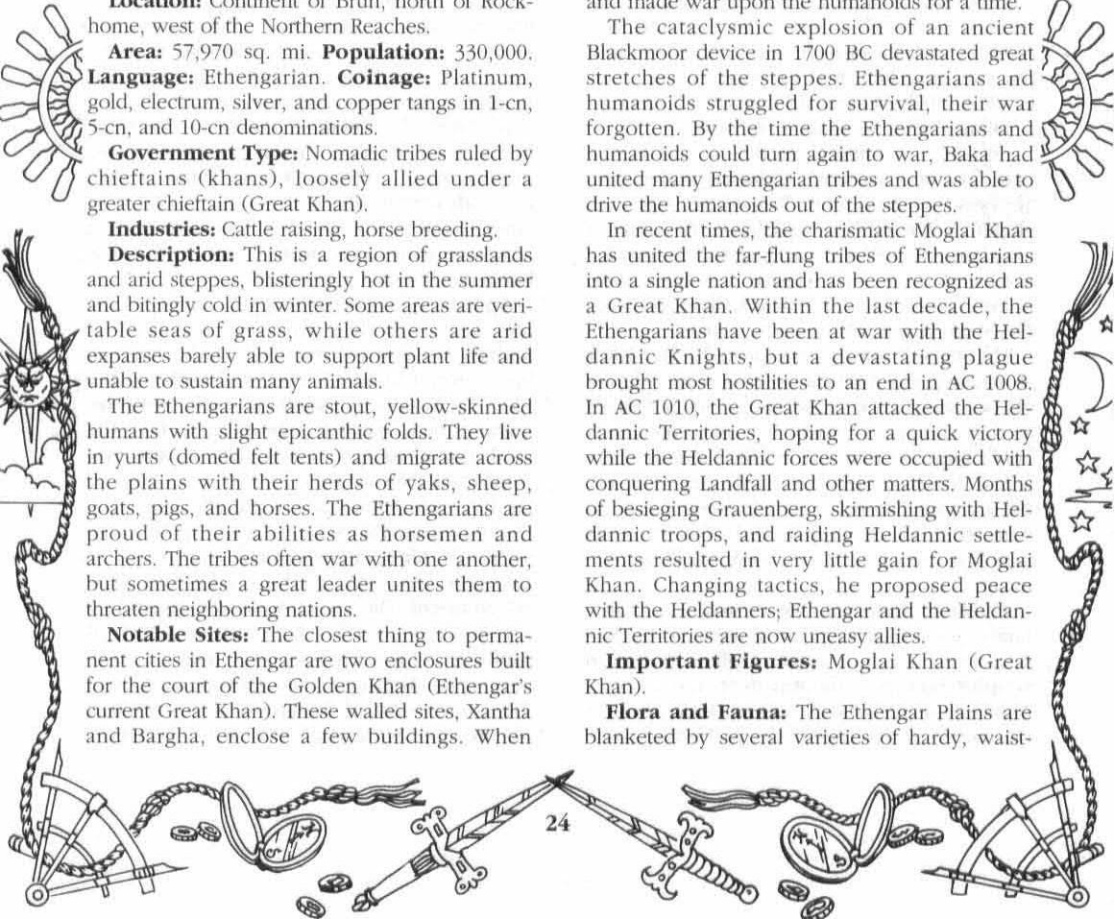
History: Before the Great Rain of Fire in 3000 BC, this region was the north pole of the Known World. When the polar icecap melted, the ancestors of the Ethengarians moved in with their herds to take advantage of the newly-grown grazing lands. These early Ethengarians were then enslaved by a humanoid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

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. In AC 1010, 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-



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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: Continent of Brun, along the south shore (west of Karameikos, east of Atruaghin Clans).

Area: 10,660 sq. mi. **Population:** 220,000 (27,000 in Shireton). **Languages:** Darokin, Thyatian; some scholars speak Lalor (ancient half-ling 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.

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.

In hin 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 and determined pirates committing atrocities on the high seas. Hin warriors crush invasions from the Cruth Mountains or the Malpheggi Swamp, while hin farmers share meals with strangers or stab pitchforks into raiding orcs.

Eastshire is easternmost. It has gently rolling farmlands and a few small forests. It is often

The Hin



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visited by nonhalflings, and is heavily patrolled and jealously guarded by the hin.

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.

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

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

Southshire, in the southwest, is the longest settled region of the Shires. It 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. In AC 1010, 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. In Kaldmont, AC 1010, the Five Shires declared war on the Black Eagle Barony and marched in to free its oppressed people. Hin warriors captured Ludwig (known as the Black Eagle) in Nuwmont, AC 1011. His keep, Fort Doom, fell to the Five Shires a month later. The halflings withdrew from the Black Eagle Barony two weeks later, leaving King Stefan to mop up.

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

Flora and Fauna: Monsters and odd creatures to be found in the shires include 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, doppelgangers, dragons (very rare), dryads (forests only), giant weasels (forests only), gargoyles (hills), ghouls, goblins, griffons (mountains), hobgoblins, liches (wilderness and ruins only), lycanthropes, orcs, owl bears, skeletons, snakes, spiders, sprites, stirges, unicorns (very rare), vampires (near Karameikos), wights, wolves, and zombies.

See Also: *GAZ8, The Five Shires.*

Floating Ar (Kingdom of)

Location: New Alphatian Sea.

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

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

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

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Industries: Mercenary naval forces; air magics; exploration; ocean harvesting.

Description: This nation consists of several landforms hovering at altitudes from one foot to several miles above the Sea of Dawn. Some of these land masses are miles across; others are individual mansions and castles floating on stone slabs barely large enough to hold them. Most of the larger hovering land masses have temperate climates with 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.

Before Alpathia 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 have turned to other sources of food and necessities.

Some of the floating islands' great parks have been turned into farms, while some of Floating Ar's skyships have been pressed into service as mere fishing boats. 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's looking. More and more natives of Qeodhar and Yan-nivey are being hired as servants.

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.

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

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. King Qissling is ignoring all Zandor's attempts to claim Floating Ar as part of his New Alpathian Empire.

Important Figures: Qissling (King), Qirclin (Prince); Haldemar of Haaken (adventurer).

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 herds of horses, bears, boars, mountain lions, djinn, dragons, efreet, air elementals, elves, gargoyles, cloud giants, storm giants, golems, griffons, hippogriffs, pegasi, skeletons (often as servants), sprites, zombies (often as servants). Floating Ar is also home to pegataurs, cousins to normal centaurs, but graced with wings. 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.

Furmenglaive (Province of)

See ISLE OF DAWN.

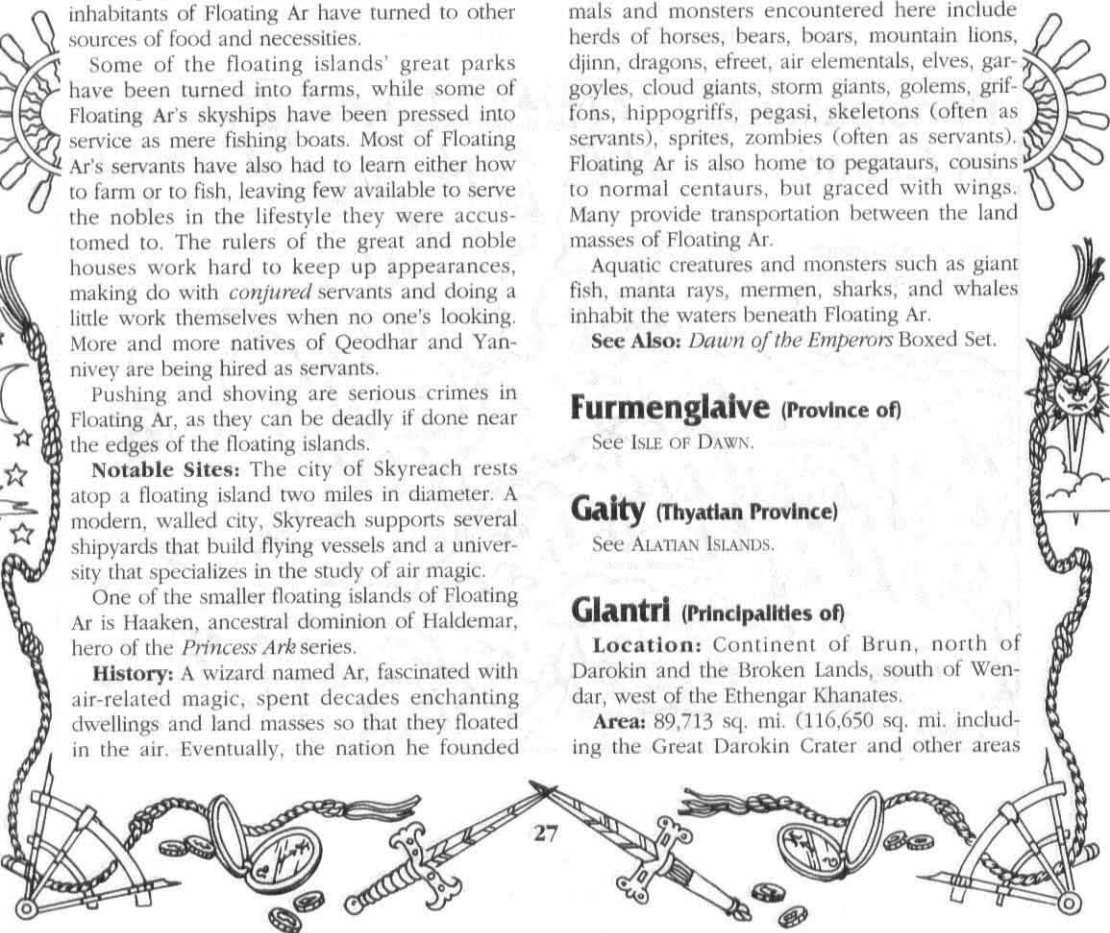
Gaity (Thyatian Province)

See ALATHIAN ISLANDS.

Glantri (Principalities of)

Location: 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 areas



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now part of the western Broken Lands). **Population:** 605,000 (down from a pre-plague total of about 780,000.) **Languages:** Thyatian, Alphatian (Flaemish dialect), Elvish (Belcadiz and Ereawan dialects), Traladaran (in Boldavia), Averoignian, 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 wizards, and most laws favor wizards above all other professions. 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.

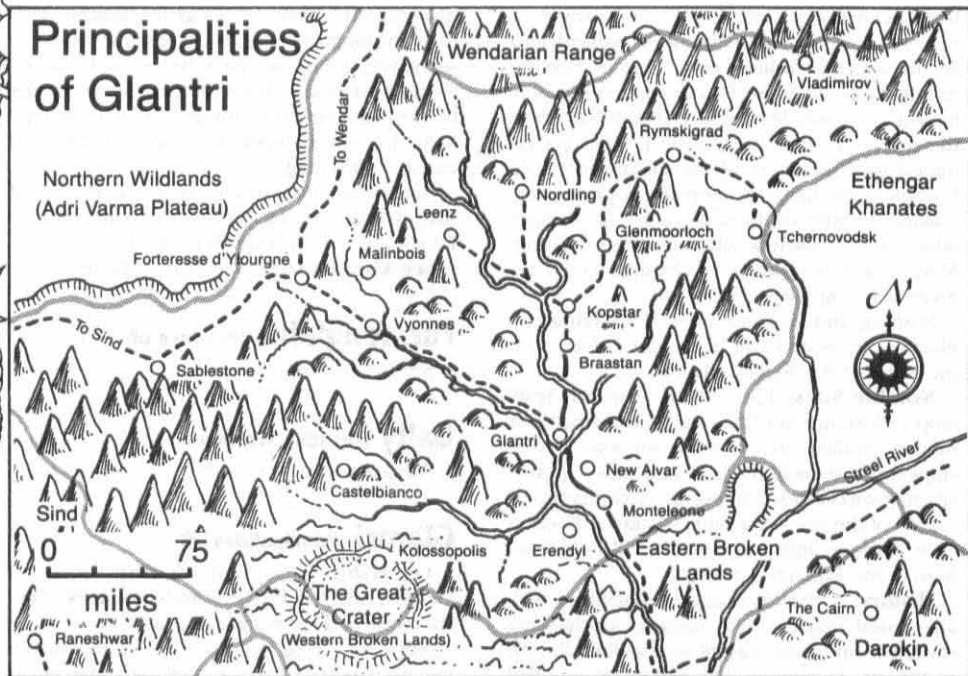
Several different ethnic stocks make up Glantri's population: elves, Flaemish Alphatians (who came to the area from their distant homeland of Alphatia), Traladaran Karamaikans, Thyatians, Ethengarians, and others.

The nation is made up of 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 encompasses mountains, hills, and lightly forested lowlands. All Belcadizians 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 concoctions.



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Blackbill. This southern Principality was destroyed during the formation of the Great Crater. It is now part of New Kolland, occupied by humanoids and ruled by Prince Kol.

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. Its chief economic wealth comes from its vast herds of sheep and horses.

Erewan is in southern Glantri, bordering the Broken Lands. This principality was overrun by humanoids shortly after the meteor formed the Great Crater. Some Erewan elves managed to hold and fortify some forested areas near the town of Erendyl. Humanoid raiders occupied Erewan through AC 1011, until King Kol ordered a stop to it—as a condition of his recognition as Prince Kol by Glantri's Council of Princes. But Kol doesn't control all the humanoids, and Erewan is still a target of humanoid raiders. Princess Carlolina hopes the Council of Princes will let her found another principality elsewhere.

Fenswick is just north of Belcadiz. Fenswick is a newer Glantrian principality, created by an Act of Enfeoffment on the 26th of Ambyrmonth, AC 1010. Most of its territory is mountainous, but mines and timber provide good income.

Klantlyre is in northern Glantri, east of Bergdhoven. 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.

Mortay-Malinbois is a land of forested hills in west-central Glantri, just north of Nouvelle Averoigne. Created in AC 1005, 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 this principality in exchange for Glantrian endorsement of werefolk as a legitimate people. (See also *PC4, Night Howlers.*)

New Kolland. In south-central Glantri, this principality was created in AC 1011 from the Broken Lands and the Great Crater. Prince Kol is expected to keep his humanoids from raiding Glantri, and he recently founded his capital at Kolossopolis.

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.

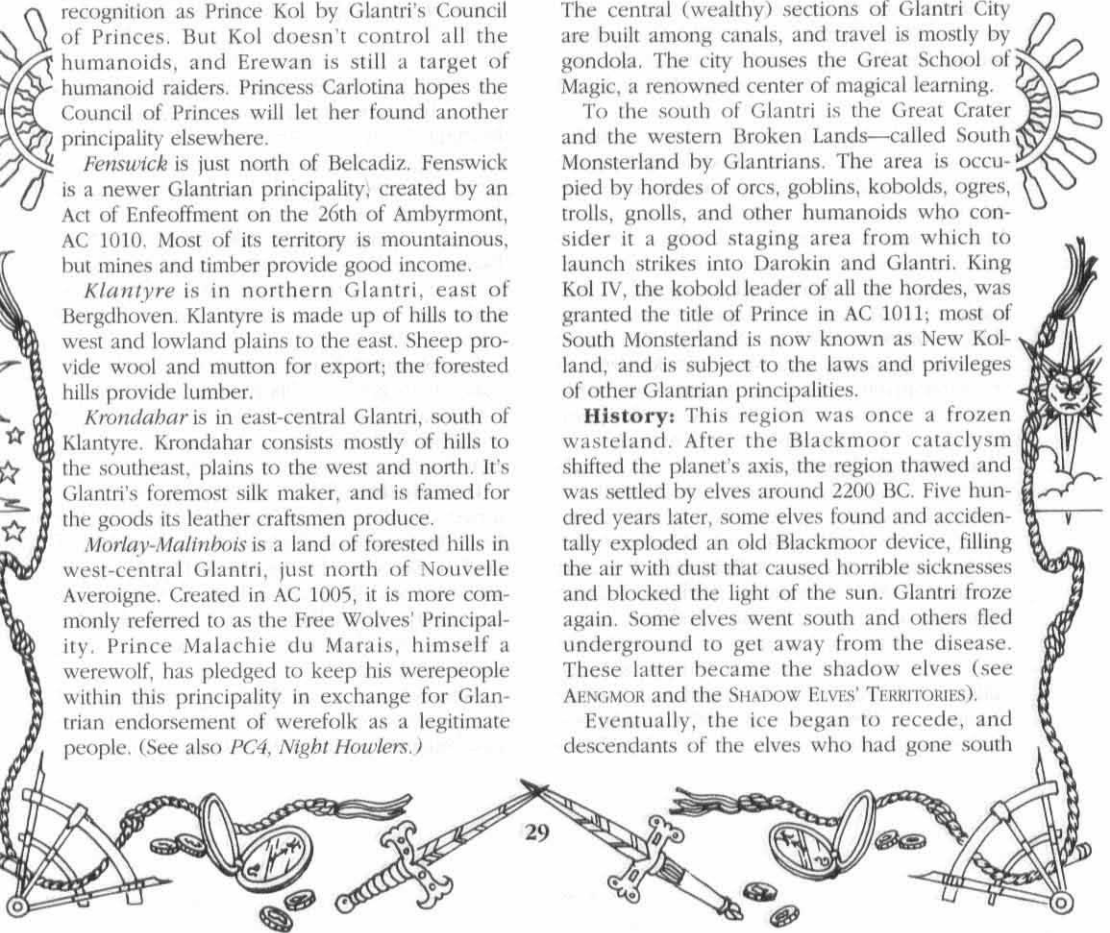
There are many smaller domains whose rulers aspire to become princes. The Council of Princes governs all unclaimed lands.

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 renowned 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 Kol IV, the kobold leader of all the hordes, was granted the title of Prince in AC 1011; most of South Monsterland is now known as New Kolland, and is subject to the laws and privileges of other Glantrian principalities.

History: This region was once a frozen wasteland. After the Blackmoor cataclysm shifted the planet's axis, the region thawed 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 fled underground to get away from the disease. These latter became the shadow elves (see AENGMOR and the SHADOW ELVES' TERRITORIES).

Eventually, the ice began to recede, and descendants of the elves who had gone south



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returned to colonize again. Around AC 400, Flaems fleeing the destruction of the original Alphatian planet settled in the region. (They were fire-magic wizards, bitterly opposed to the ancient air-magic wizards who founded Alpha-tia.) The Flaems were eventually conquered by Halzunthram, an Alphatian war leader. This led to forty years of war; the Flaemish allied with elves and other humans against the Alphatians. To make matters worse, dwarf raiders and plague ravaged the land.

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

In AC 858, the nation's increasingly powerful mages declared that only mages could rule. They quickly suppressed the resulting revolt.

Most recently, Glantri withstood a protracted war with the Empire of Alphatia. 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 Alphatia 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. Vampirism has spread from northeastern Boldavia into the rest of the nation, and lycanthropy threatens from the Nouvelle Averoigne and Morlay-Malinbois regions. Unbeknownst to most Glantrians, an evil dragon now holds power in the Council of Princes—in the guise of Princess Dolores Hillsbury of Fenswick.

Important Figures: Jagger 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), Jherok Virayana (Prince of Kron-dahar), Kol (Prince of New Kolland), Isidore d'Ambreville (Princess of Nouvelle Averoigne), Malachie du Marais (Prince of Morlay-Malin-

bois), 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 were *summoned* or *created* here, then have escaped to breed in the wilderness, that it is possible to encounter any sort of creature within Glantri.

See Also: *Wrath of the Immortals* Boxed Set and *GAZ3, The Principalities of Glantri*.

The Great Waste

Location: Continent of Brun; west of Glantri, Darokin, and the Atruaghin Plateau.

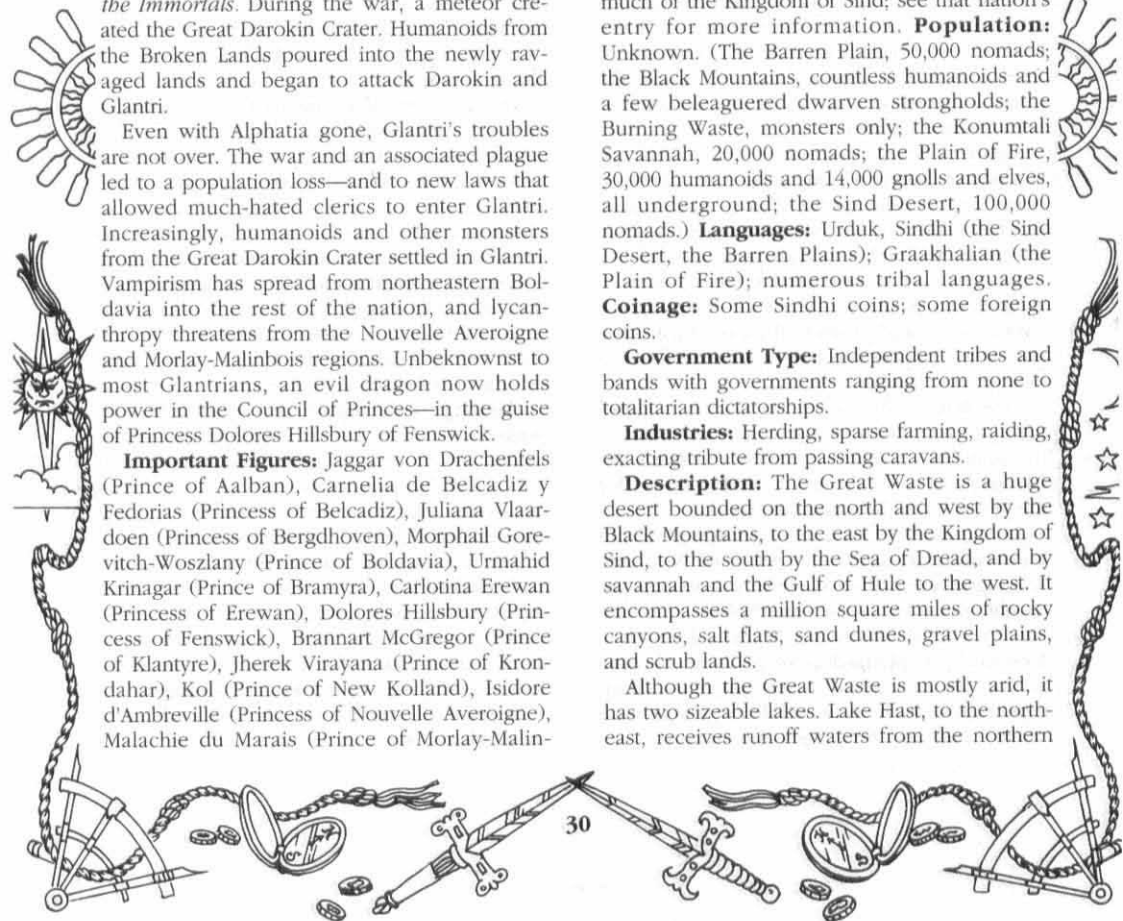
Area: 1,000,000 sq. mi. (The Barren Plain, 60,000 sq. mi.; the Black Mountains, 200,000 sq. mi.; the Burning Waste, 40,000 sq. mi.; The Konumtali Savannah, 100,000 sq. mi.; the Plain of Fire, 100,000 sq. mi.; the Sind Desert, 500,000 sq. mi.) The Great Waste includes much of the Kingdom of Sind; see 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, 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.

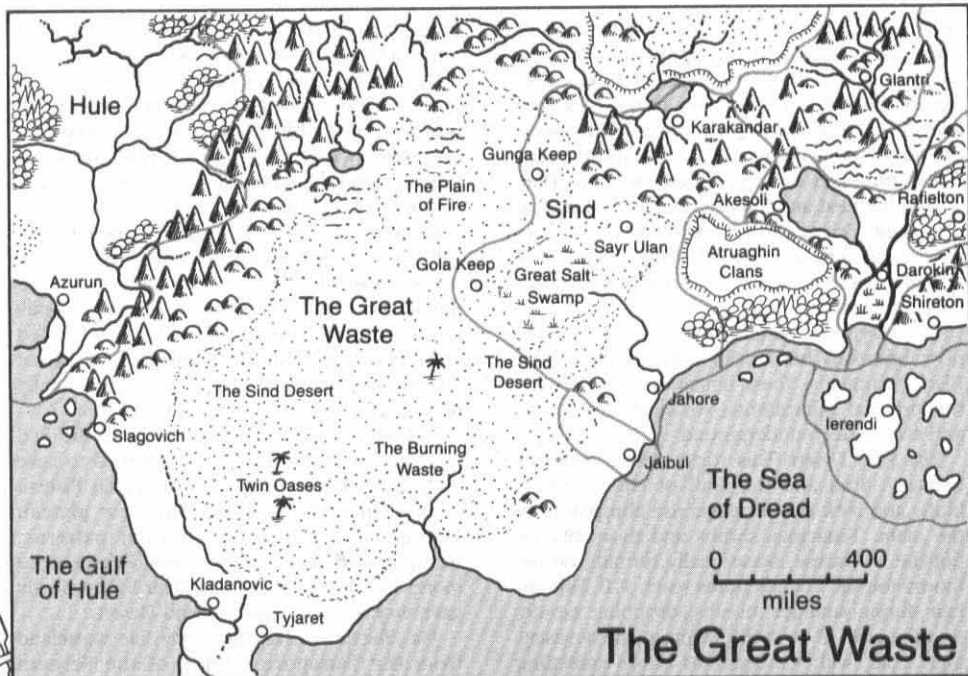
Industries: Herding, sparse farming, raiding, exacting tribute from passing caravans.

Description: The Great Waste is a huge desert bounded on the north and west by the Black Mountains, to the east by the Kingdom of Sind, to the south by the Sea of Dread, 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 north-east, receives runoff waters from the northern



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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 feet 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 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 long grasses and scattered trees of the Konumtali Savannah. 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 covered with ice, and large glaciers fill the higher valleys. Travelers negotiating the Black Mountains 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 feet (of which there are many) are bare, windswept rock—too high even for snow. Temperatures drop rapidly with altitude.

The Burning Waste: Minor quakes frequently shake this rocky region of geysers and tar pits. Natural gas vents sometimes burst into flames and burn for weeks. 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 at which rain sizzles and turns to steam. Little grows here.

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 break the surface of this rugged, inhospitable plain. Gaping holes in the

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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 of old travelers. Strange black crystalline rocks called *firestones* litter the plain's surface. They absorb the heat and light of the sun and radiate it 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 to 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 rocky desert stretches between Sind and the Gulf of Hule. Craggy bluffs and rock outcroppings rise abruptly from the 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.

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, 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 Urduk tribesmen, descendants of the Neathar culture, were the first to venture into the Great Waste. In 1750 BC, copper-skinned people fleeing the earthquakes that destroyed the original Atruaghin Plateau joined them. Further climatic changes brought moisture to the Great Waste, and for a while the desert bloomed. The Asanda River Valley attracted even more farmers from the ruined Atruaghin Plateau. This latest wave of immi-

grants 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 only 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 Sindhis 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 recreated the Atruaghin Plateau to give them safe haven. 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.

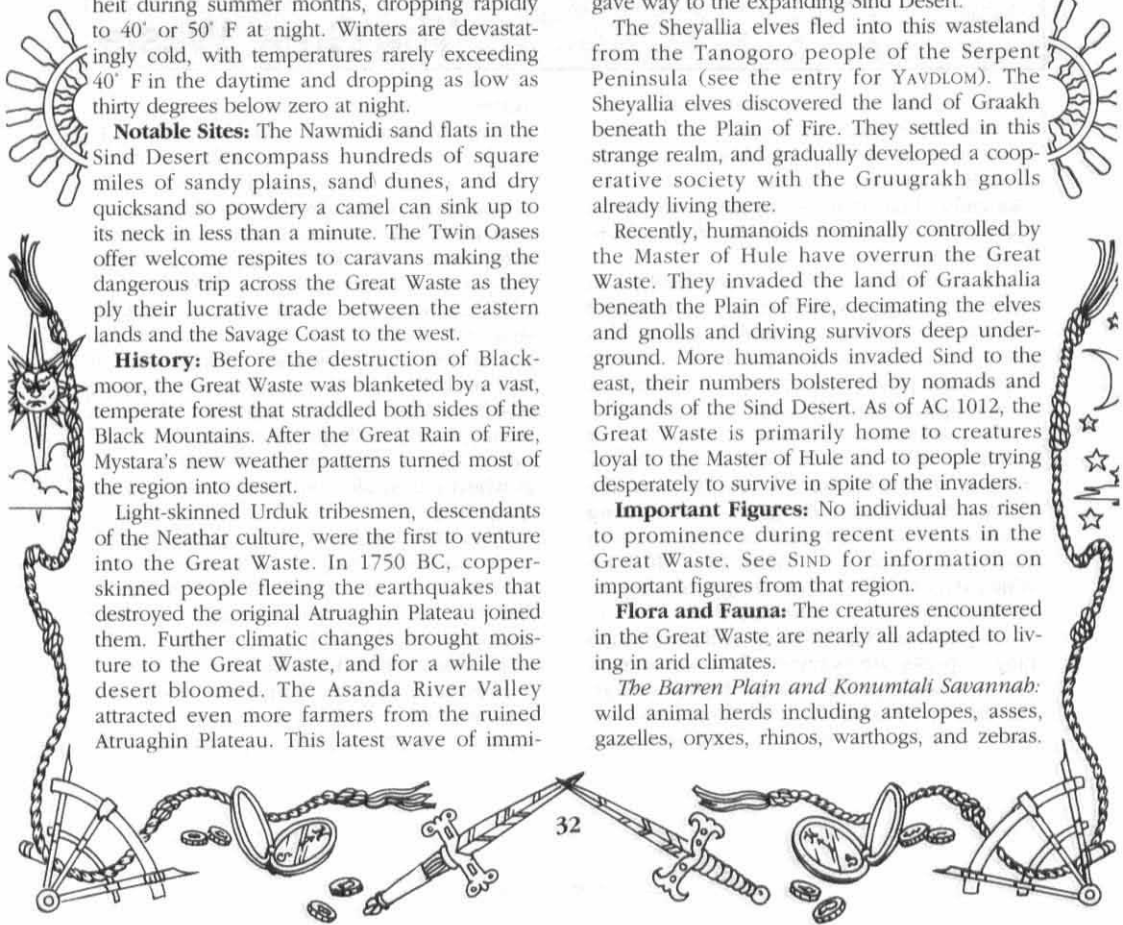
The Sheyallia elves fled into this wasteland from the Tanogoro people of the Serpent Peninsula (see the entry for YAVDLOM). The Sheyallia elves discovered the land of Graakh beneath the Plain of Fire. They settled in this strange realm, and gradually developed a cooperative society with the Gruugrakh 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 1012, the Great Waste is primarily home to creatures loyal to the Master of Hule 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 SIND for information on important figures from 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 Savannab: wild animal herds including antelopes, asses, gazelles, oryxes, rhinos, warthogs, and zebras.



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Herds of feral camels, horses, or goats also roam the plains. Nomads, mostly Urduk horsemen, live in the Barren Plain. The Konumtali Savannah is home to elands, elephants, giraffes, and wildebeests. 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 feet 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 aborigines, yeti, manscorpions, harpies, and some families of ill-tempered ver-beegs. Other monsters include wyverns, rocs, manticores, flying hydras, hippogriffs, griffons, and chimerae. Normal animals include wolves, bears, rock baboons, and herds of deer and mountain goats.

The Burning Waste: Creatures found in the Burning Waste include efreeti, earth and fire elementals, a phoenix, and flame salamanders.

The Plain of Fire: Only a few living creatures larger than an insect or a mouse live or travel 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, a blue dragon or two, insect swarms (primarily locusts), lions (near the western savannah), giant lizards, manscorpions, ogres, nomadic bands of orcs and other humanoids, giant scorpions, giant rattlesnakes and spitting cobras, sphinxes, trolls, and wights. Animal herds include wild asses, antelope, and the camels, horses, goats, and sheep of the Urduk nomads.

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

Heldannic Territories

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

Area: 275,000 sq. mi. (claimed) **Population:** 320,000, including capital of Freiburg (25,000), Landfall (10,000), and Oceansend (25,000).

Languages: Heldannic, Thyatian (Hattian).

Coinage: Groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), fennec (cp).

Government Type: Theocracy.

Industries: Agriculture (some wheat and barley, potatoes); mining (iron); sheep and pig herding; fishing; logging; 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 Alpathian 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.

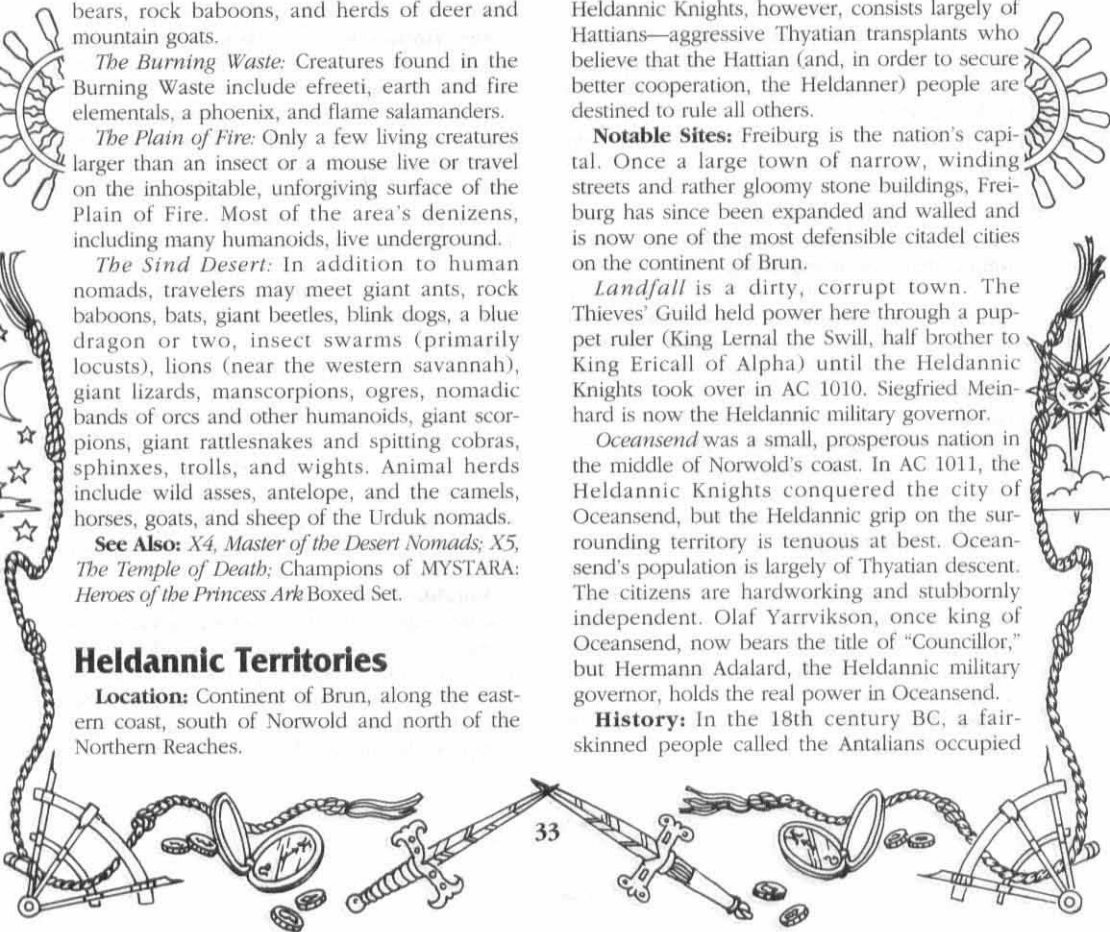
The Heldanners, a tall, light-complected people related to the people of the Northern Reaches, inhabit this land. The ruling class of Heldannic Knights, however, consists largely of Hattians—aggressive Thyatian transplants who believe that the Hattian (and, in order to secure better cooperation, the 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.

Landfall is a dirty, corrupt town. The Thieves' Guild held power here through a puppet ruler (King Lernal the Swill, half brother to King Errical of Alpha) until the Heldannic Knights took over in AC 1010. Siegfried Meinhard is now the Heldannic military governor.

Oceansend was a small, prosperous nation in the middle of Norwold's coast. In AC 1011, the Heldannic Knights conquered the city of Oceansend, but the Heldannic grip on the surrounding territory is tenuous at best. Oceansend's population is largely of Thyatian descent. The citizens are hardworking and stubbornly independent. Olaf Yarrvikson, once king of Oceansend, now bears the title of "Councillor," but Hermann Adalard, the Heldannic military governor, holds the real power in Oceansend.

History: In the 18th century BC, a fair-skinned people called the Antaliens occupied



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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 powerful army of Hattian clerics of the Immortal Vanya conquered the Territories. They used their magic to slay or imprison community leaders, or to convert them forcibly to the ways of Vanya. They built new temples to their patron Immortal and preached the 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-ian warriors before plague in both camps put an end to the engagement. Later, with the help of Vestlanders, 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 moved to the Great Darokin Crater. More recently, the Heldannic Knights have been expanding their territories. In AC 1010 they invaded and annexed the city of Landfall in Norwold. Last year, they pushed their way north to Oceansend, adding still more of Norwold's territories to their own. A treaty with Ethengar has ended hostilities between the Heldannic Knights and the Great Khan.

Important Figures: Herr Wulf von Klagen-dorf (High Cleric of Vanya), Geoffrey of Grun-tum (rebel leader); Frederick von Holmstein (heir-in-hiding to old Freiburg dynasty).

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

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: 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).

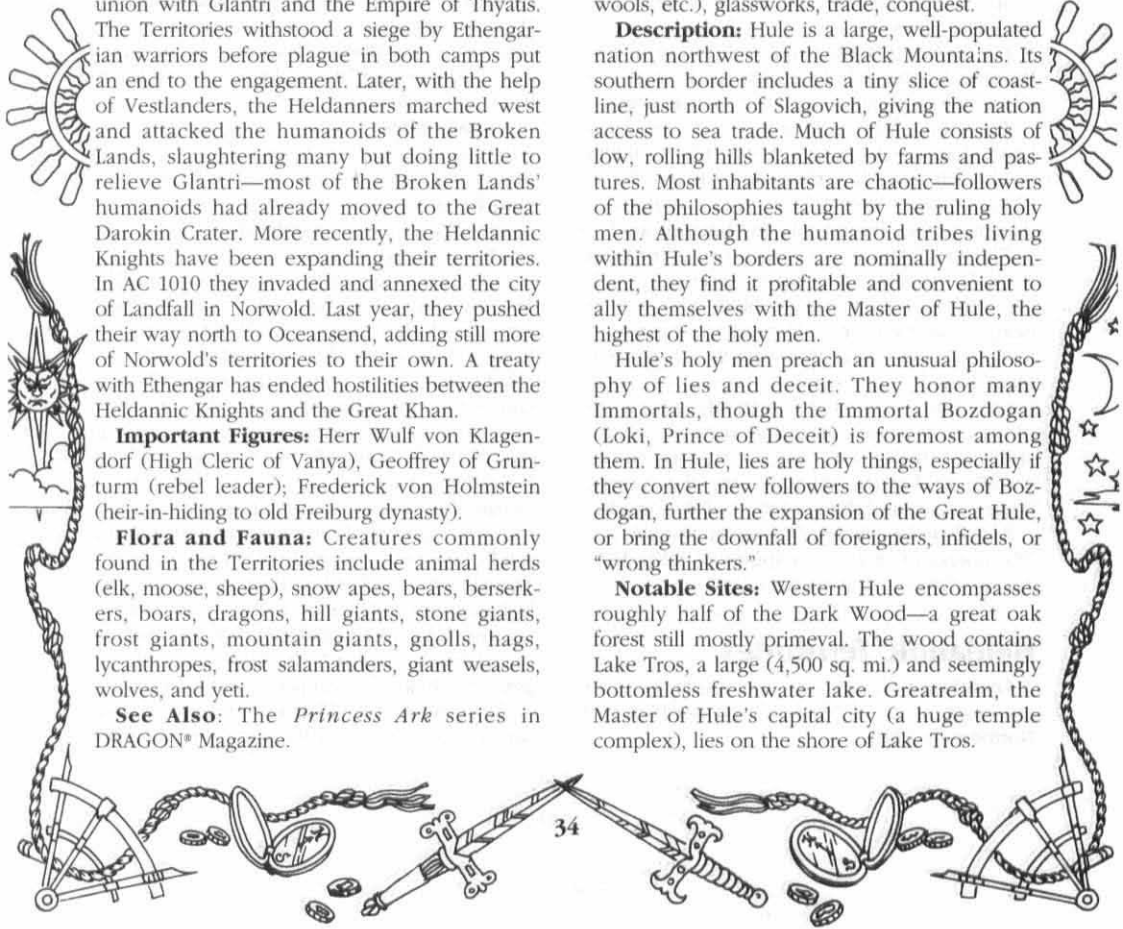
Government Type: Hagiarchy (rule by holy men).

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 coastline, just north of Slagovich, giving the nation access to sea trade. Much of Hule consists of low, rolling hills blanketed by farms and pastures. Most 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.



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History: Much of Hule's history is shrouded in mystery. According to the teachings of the holy men, Hule was founded by human followers of the Immortal Bozdogan. Bozdogan taught them all they needed to know to fulfill their destiny—to spread Hule's philosophy and prosperity throughout the world. Hule's borders have slowly expanded, as the holy men (assisted by Hule's warriors) have helped neighboring cultures join Hule and become assimilated to the Hulean way of life. Only the barbarians to the north resisted.

For centuries, the people of Hule prospered, expanding their borders in every direction but north. In 1270 BC, a great goblin horde lead by Wogar drove through Hule. They ravaged the land, slaughtering many people and enslaving others. Their reign of terror ended when Hosadus, a young holy man, convinced the horde's leaders that the sacred blue knife they sought lay to the east, beyond the Black Mountains—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 northern barbarians united into a tremendous army that nearly overran Hule. With city after city falling, Bozdogan revealed that he had reincarnated Hosadus. The legendary hero combined warfare with trickery and deceit, and drove the barbarian hordes from Hule. He founded a fortified temple as huge as a city to serve as his capital. 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 (believed by some to be Hosadus himself) sent his minions across the Great Waste to conquer the eastern lands. He gained control of Sind in AC 1005. From there, his 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; The Voyage of the Princess Ark*, Part 20, DRAGON® Magazine #173.

Ierendi (Kingdom of)

Location: 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; Utter Island, 3,000; White Island, 100; Roister Island, 850; Aloysius Island, 2,100; Elegy Island, 2,800; Fletcher Island, 1,800; Honor Island, 1,000+). An additional 20,000 people visit Ierendi during the summer tourist season. **Languages:** Thyatian (for trade and commerce), Makai, Darokinian (halflings especially). **Coinage:** Pali (10 gp), geleva (1 gp), sana (1 sp), cokip (1 cp). The Ierendians also love foreign currencies.

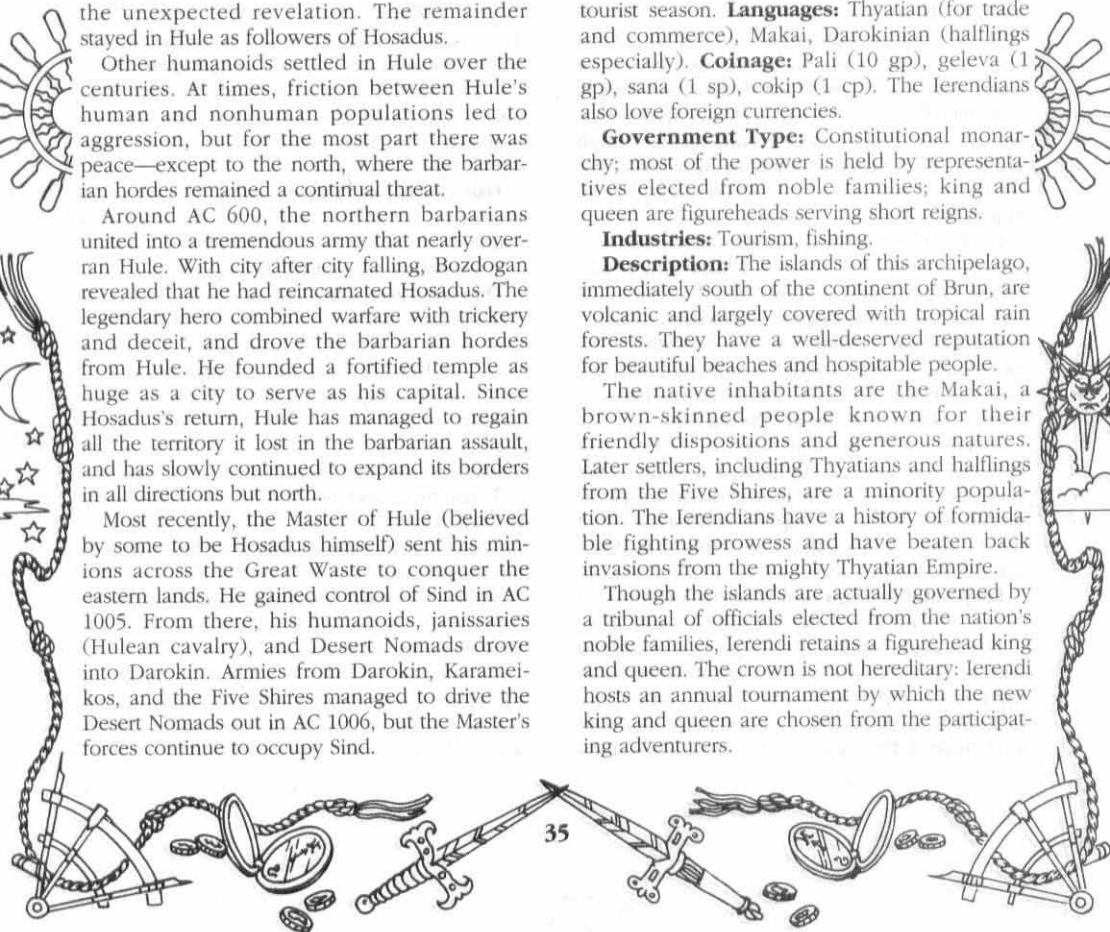
Government Type: Constitutional monarchy; most of the power is held by representatives elected from noble families; king and queen are figureheads serving short reigns.

Industries: Tourism, fishing.

Description: The islands of this archipelago, immediately south of the continent of Brun, 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 by which the new king and queen are chosen from the participating adventurers.



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Notable Sites: The marketplace on Ierendi Island is justly famous for its array of exotic merchandise. The Castle of Ierendi, the 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 planners and actors 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 desired by beautiful women and feared by his enemies. Honor Island is home to reclusive wizards.

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 left to inherit the islands.

In AC 570, halfling settlers from the Five Shires moved onto Ierendi Island and established 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. For a time, the Ierendis feared Thyatis would attempt to reclaim the islands as Imperial territories, but it has become obvious that the Empire has problems of its own to attend to.

Important Figures: Reston of Akesoli (king), Eleonora Gottfrid of Norwold (queen).

Flora and Fauna: This tropical archipelago features bandits and pirates, 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: *GAZÁ, The Kingdom of Ierendi.*

Isle of Dawn

Location: East of Brun; southwest of the New Alphatian 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.; Westrouke, 97,272 sq. mi.) **Population:** Caerdwicca, 2,000; Dunadale, 78,000; East Portage, 10,000; Ekto, 28,000; Furmenglaive, 3,000; Helskir, 40,000; Kendach, 35,000; Redstone, 50,000; Septentriona, 10,000; Thothia, 80,000; Trikelios, 70,000; West Portage, 5,000; Westrouke, 55,000. **Languages:** Thyatian, Alphatian, Nithian. **Coinage:** Thyatian Standard: Emperor (5 gp), lucin (gp), asterius (sp), denarius (cp); Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

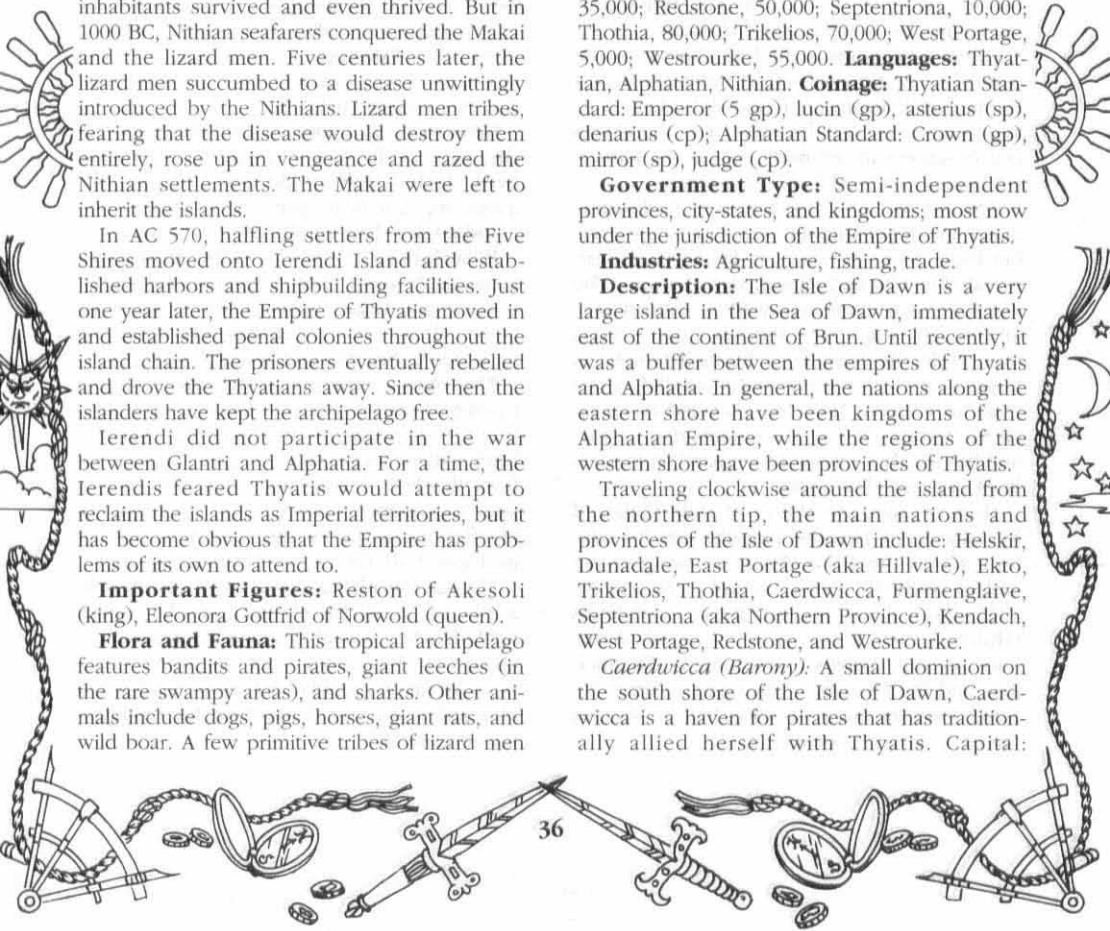
Government Type: Semi-independent provinces, city-states, and kingdoms; most now under the jurisdiction of the Empire of Thyatis.

Industries: Agriculture, fishing, trade.

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 buffer 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 Westrouke.

Caerdwicca (Barony): A small dominion on the south shore of the Isle of Dawn, Caerdwicca is a haven for pirates that has traditionally allied herself with Thyatis. Capital:



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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 in AC 1010. When Dunadale surrendered, King Tastagarth Lunn abdicated and built a secluded tower where he could pursue his magical studies in peace. Capital: Dunadale (pop. 25,000). Ruler: General-Governor Edmondo Tiberia.

East Portage (Province of, aka Hillvale): 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 King Lornce M'Jozee the Thyatian title of Duke. In Eir-mont of AC 1011, Thothia gained control of East Portage with the help of a few divisions of Alphatia's fragmented military. Capital: East Portage (pop. 3,000). Ruler: East Portage is under Thothian military command.

Ekto (City-State of): Good farmlands once surrounded Ekto, which was also noted for its College of the Metals where metallurgy and metalworking were taught. But when Thyatis prepared to conquer the city-state in AC 1010, the citizens of Ekto chose to evacuate to Trikelios to the south—burning the city and their farms behind them. Last year, Thyatian troops retreating before Thothia's armies decided to make their stand at Ekto Keep. As of Kaldmont, AC 1011, the ruined city of Ekto is under siege. Capital: Ekto (once with a population of 15,000; now in ruins). Ruler: Admiral Alrigo Gioncardi is in command of the Thyatian forces in Ekto.

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 copper-skinned Alphatian descent, but they do not adhere strongly to Alphatian culture. In Helskir, fighters and others who wield no magic can achieve the same levels of power and social ranks as can spellcasters. Capital: Helskir (pop. 15,000). Rulers: King Eruul Zaar; Queen Asteriela Torion (daughter of Emperor Thincol of Thyatis).

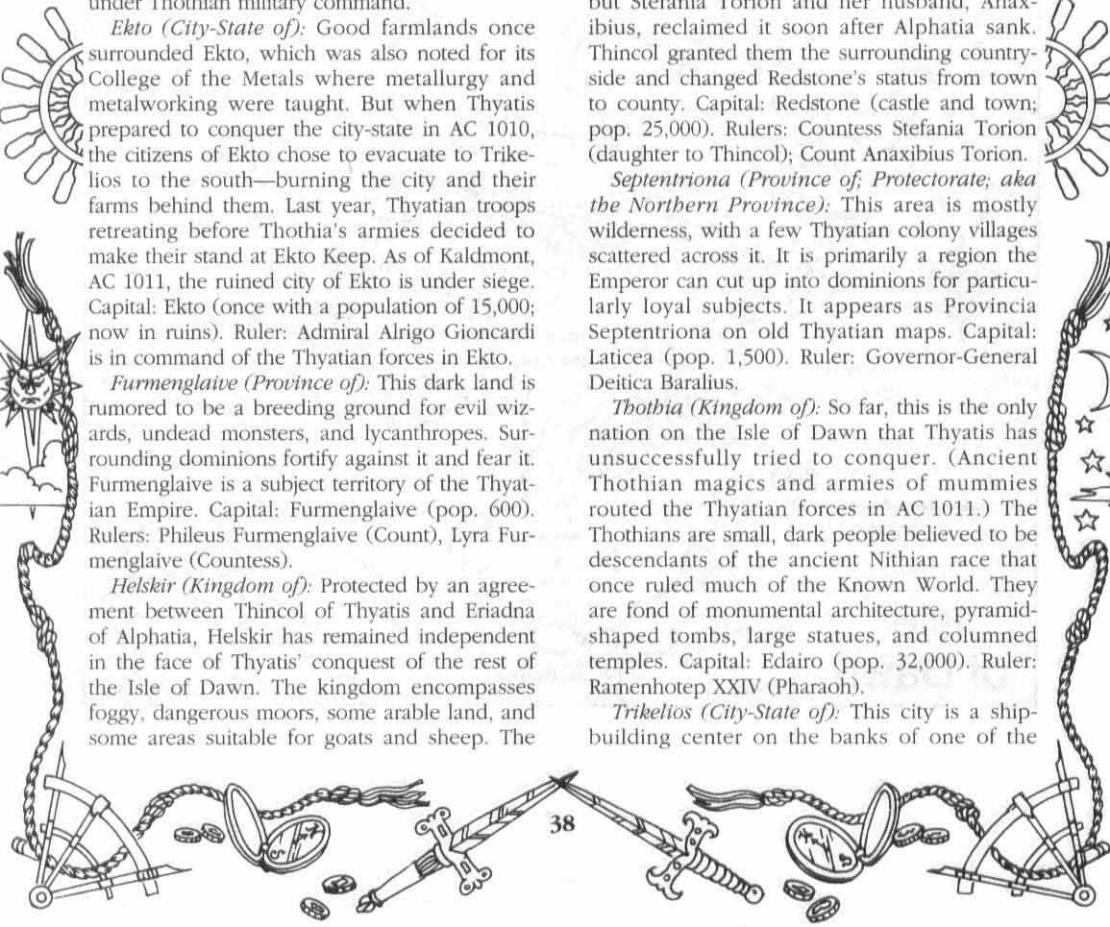
Kendach (Province of; County): This province, at the narrow neck of the Isle of Dawn, consists of fertile flatlands giving way to marshy wetlands in the south. It is a center of trade and of Thyatian military presence on the Isle of Dawn. Much of Kendach's industry deals with supporting and entertaining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

Septentriona (Province of; Protectorate; aka the Northern Province): 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. Capital: Laticea (pop. 1,500). Ruler: Governor-General Deitica Baralius.

Thothia (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 forces in AC 1011.) 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. 32,000). Ruler: Ramenhotep XXIV (Pharaoh).

Trikelios (City-State of): This city is a ship-building center on the banks of one of the



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Isle's large rivers, with good farmlands to the east. Thyatian forces captured the city after a brutal siege in AC 1010; they abandoned it to Thothia in Ambyrmont of AC 1011. Capital: Trikelios (pop. 25,000). Rulers: Stillian (Queen, returned from exile in Swiftmont of last year).

West Portage (Province of; Barony): This small dominion would be destitute were it not for its advantageous position. Merchants preferring 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. 1,200). Rulers: Baroness Periantra Docerius; her nephew, Captain Jules Docerius (garrison commander).

Westrourke (Grand Duchy of): This marshy dominion has traditionally been part of the Thyatian Empire. Capital: Newkirk (pop. 25,000). 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 Alphatians and Thyatians have claimed it in the past, but neither side extensively explored or settled it. Thincol I opened the escarpment for settlement in AC 1011, granting dominions to anyone deemed capable of dealing with the monsters and other dangers there.

History: The Alphatians conquered the Isle of Dawn and its native Thothian inhabitants more than a millennium ago. Centuries later, the Thyatians began conquering western regions of the island. The Isle of Dawn was often a battleground.

During the recent war between Alphatia and Glantri, Alphatia managed to conquer the entire island (except for Helskir and the Great Escarpment). When Alphatia sank into the ocean, many Alphatians military units found themselves stranded on the island, with no way to go home. In AC 1010, Thyatis drove hard into the Alphatian regions, retaking all of the Isle of Dawn except Helskir and Thothia. In AC 1011, Thothia retaliated. Rallying the "Alphatian Irregulars" (divisions of the fragmented Alphatian military), Pharaoh Ramenhotep pushed the Thyatian armies out of Thothia, through Trikelios, and all the way to Ekto. Thothia now stands poised to drive Thyatis from the western side of the Isle of Dawn.

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

Jen (Land of)

Location: Continent of Skothar, east of the Esterhold Peninsula.

Area: Unknown (nomadic Jennites roam much of Skothar's eastern and central regions).

Population: Unknown (estimated at 100,000 Jennites, in clans of 50–1000 individuals). **Language:** Jennite. **Coinage:** The people of Jen rely on barter for trade.

Government Type: Tribal; clans are headed by a clan chieftain, who is advised by the clan's most powerful shaman (cleric).

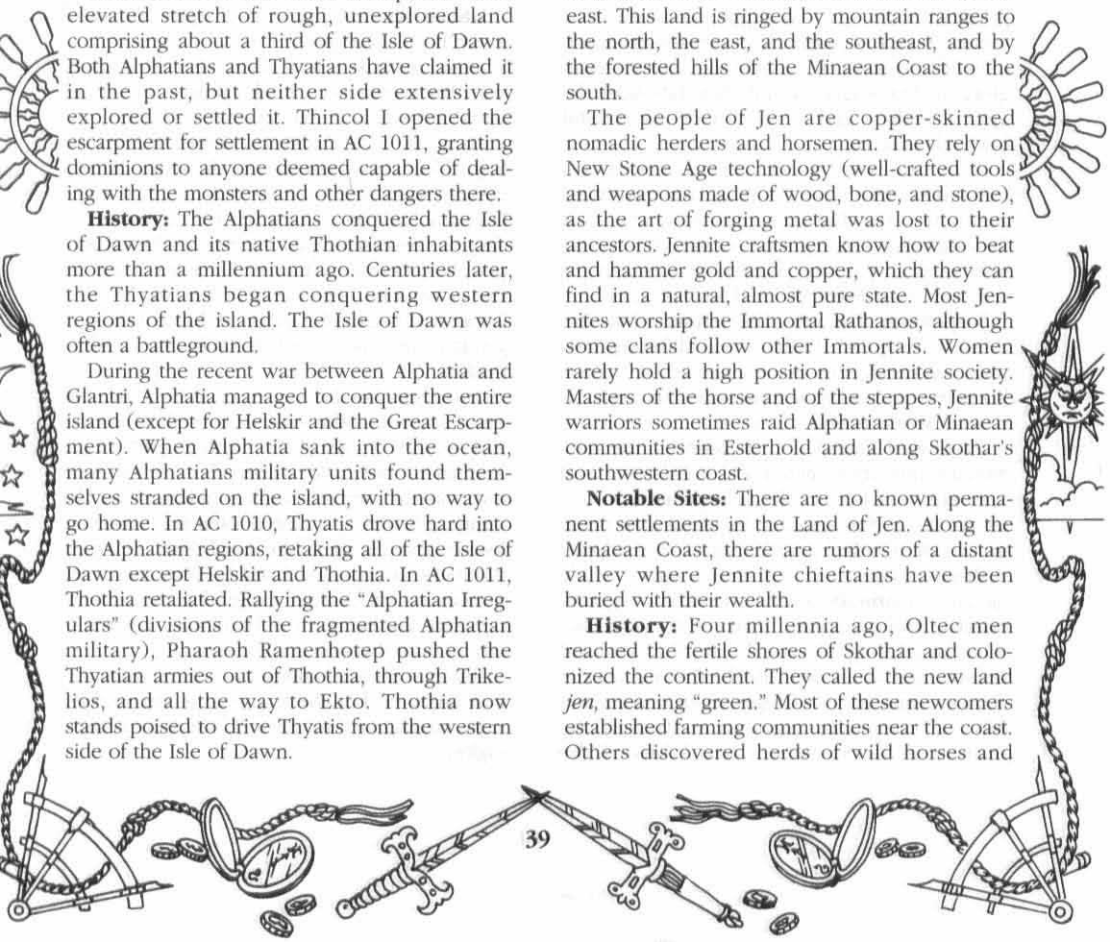
Industries: Herding (cattle, sheep, goats, and horses), hunting, raiding.

Description: The Land of Jen encompasses most of the grassy steppes that stretch across the central region of the Skothar continent, from the western coast and the Esterhold Peninsula to the Nentsun Plateaux far to the east. This land is ringed by mountain ranges to the north, the east, and the southeast, and by the forested hills of the Minaean Coast to the south.

The people of Jen are copper-skinned nomadic herders and horsemen. They rely on New Stone Age technology (well-crafted tools and weapons made of wood, bone, and stone), as the art of forging metal was lost to their ancestors. Jennite craftsmen know how to beat and hammer gold and copper, which they can find in a natural, almost pure state. Most Jennites worship the Immortal Rathanos, although some clans follow other Immortals. Women rarely hold a high position in Jennite society. Masters of the horse and of the steppes, Jennite warriors sometimes raid Alphatian or Minaean communities in Esterhold and along Skothar's southwestern coast.

Notable Sites: There are no known permanent settlements in the Land of Jen. Along the Minaean Coast, there are rumors of a distant valley where Jennite chieftains have been buried with their wealth.

History: Four millennia ago, Oltec men reached the fertile shores of Skothar and colonized the continent. They called the new land *jen*, meaning "green." Most of these newcomers established farming communities near the coast. Others discovered herds of wild horses and



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aurochs (an ancient breed of enormous, aggressive cattle) and became herdsman. Ultimately, the nomads began to prey on the settled farmers, raiding their towns for food and gold.

Eventually, the nomadic Jennite clans formed separate subcultures. Two of the most prominent subcultures found themselves at odds with one another. While many clans worshiped Tarastia, patron Immortal of justice, some clans turned to the worship of Rathanos. Tarastia took offense to Rathanos's insistence that his followers should keep women subservient to men. She incited her own followers to war. Generations of war followed and threatened to destroy both subcultures. Around 1600 BC, Tarastia spirited her followers to the Hollow World, to keep their culture intact.

The outer-world Jennites prospered for a time before a series of natural catastrophes weakened their culture. These disasters included a deadly plague that decimated their herds of aurochs, and this loss, in turn, decimated the nomads. It was some time before the Jennites were able to build up herds of a smaller breed of cattle. The nomads gradually regressed to stone-age technology, their former glory all but forgotten and their ties with the agriculturalists and craftsmen of the coastal lowlands severed.

With the exception of the disastrous encounter with Alphatians on the Esterhold Peninsula, the Jennites' nomadic way of life—herding, hunting, and occasionally raiding settlements—has remained unchanged for centuries. (See **ESTERHOLD** and **MINAEAN COAST**.)

Important Figures: The Jennite clans are divided by great distances and differing customs; each clan has its own important figures, but none has yet become an important figure in Known World politics.

Flora and Fauna: To the Jennites, the only animals that truly matter are their cattle and their horses. Likewise, the only plants that matter are the endless grasses on which their herds graze. Many other animals share the steppes with the people of Jen, however. They include gazelles, marmots (rodents related to woodchucks, whose pelts are prized by the Jennites), wild two-humped camels, wild asses and horses, and antelopes. Birds abound on the steppes, especially partridges, larks, cranes, and falcons (sometimes captured and trained by Jennite hunters). Rivers and lakes of the

steppes teem with fish, including trout, perch, and pike.

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

Karameikos (Kingdom of)

Location: Continent of Brun, along the Sea of Dread, west of Thyatis.

Area: 46,750 sq. mi. **Population:** Total: 432,000, plus humanoids. Humans 351,000: 15% Thyatian, 60% Traladaran, 25% mixed or other. Elves: 71,000 to 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 established clans. Dwarves: 3,000. Gnomes: 5,000. Halflings: 2,000. Humanoids: Unknown.) **Languages:** Thyatian (official), Traladaran, Elvish (Callarii, Vyalia, Alfheim, Erewan dialects). **Coinage:** Royal (gp), cron (sp), kopec (sp).

Government Type: Monarchy.

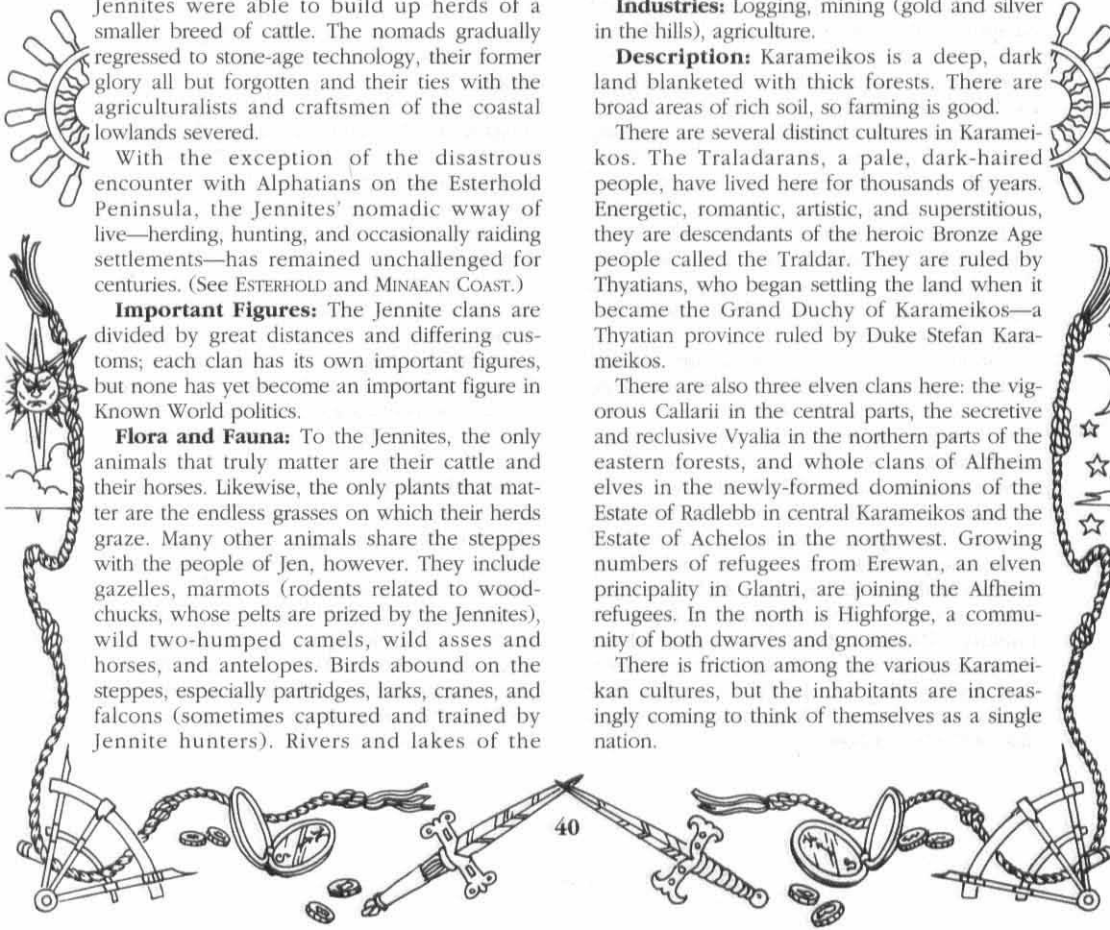
Industries: Logging, mining (gold and silver in the hills), agriculture.

Description: Karameikos is a deep, dark land blanketed with thick forests. There are broad areas 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 newly-formed dominions of the Estate of Radlebb in central Karameikos and the Estate of Achelos in the northwest. Growing numbers of refugees from Erewan, an elven principality in Glantri, are joining the Alfheim refugees. In the north is Highforge, a community of both dwarves and gnomes.

There is friction among the various Karameikan cultures, but the inhabitants are increasingly coming to think of themselves as a single nation.



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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 an enormous army of gnolls. The war raged for years and spawned countless legends. The gnolls were eventually driven back, but the war had taken its toll on Traldar: the glory of the Traldar heroes and people had passed. 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 a Thyatian protectorate.

Forty years ago, a Thyatian duke named Stefan Karameikos traded his family fortune and lands (the Duchy of Machtetos) 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 Alpha-tia and Glantri. As Thyatis tried to stave off Alpha-tia'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 took a bold step by declaring himself no longer a vassal to the Thyatian Empire, but a king in his own right. In return for Alpha-tia'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.

In AC 1010, 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, and welcomed humanoid immigrants. For decades, Stefan's inability to believe such stories of his 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 across the border into the Barony to exact fierce retribution for the

Baron's raids in the Five Shires. In AC 1011, the Black Eagle was captured (although he subsequently escaped) and Fort Doom fell to the halflings. The Black Eagle Barony is now the Barony of Halag, ruled by a semi-retired adventurer (King Stefan granted this dominion in Yarthmont of AC 1011).

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.

Lagrius (Kingdom of)

See BELLISSARIA.

Landfall (City-State of)

See HELDANNIC TERRITORIES.

Leeha (Shire of)

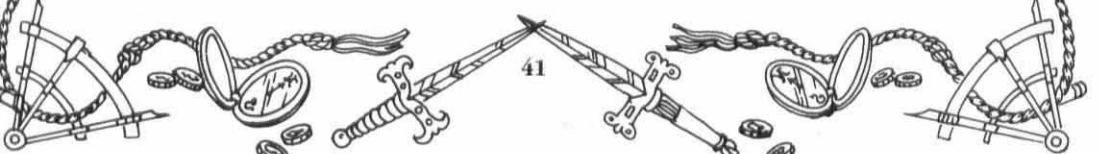
See NORWOLD.

Malpheggi Swamp

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 in the Hollow World chapter). The Sea Reavers of Sindnow use the swamp as a staging ground for seaborne raids.

Meriander (Kingdom of)

See BELLISSARIA.



Geographic Overview—Known World

Minaean Coast

Location: Continent of Skothar, west of the Jennite Lands, southeast of the Esterhold Peninsula

Area: Roughly 750,000 sq. mi. **Population:** An estimated 500,000 humans living here consider themselves Minaeans. In addition, there are an unknown number of tribal humans apparently unrelated to the Jennites or Minaeans (primarily in the southeast forests of the Minaean Coast). The humanoid population levels are likewise unknown. **Languages:** Minaean, Alphatian; Jennite. **Coinage:** Kalit (gp), Kalos (sp), Kalen (cp) (Minaean Standard); foreign coins accepted in cities and large towns.

Government Type: The Minaean government combines a national monarchy with local democracies. The Minaean king has the power to decree and enforce laws affecting national territories (primarily the unclaimed areas between Minaean communities, and along the roads that connect them), collect taxes from member communities, raise an army composed of member communities' militias, and pass judgement on any legal matters brought before him. Each Minaean community passes and enforces its own laws within its borders. Most have a governing body consisting of all voting citizens (usually adult male land owners). In the larger communities, voting citizens elect representatives and officials to govern for them.

Industries: Agriculture, craftsmanship (especially jewelry, pottery, and weaving), piracy.

Description: The Minaean Coast is a vast region stretching along the southwestern bulge of the Skotharan continent. Rolling hills rise up from the Steppes of Jen, peak in a hilly range almost tall enough to qualify as mountains, and gradually subside into the coastal lowlands. The entire region is blanketed in forest, and is dotted with open terrain. The climate is surprisingly temperate; in the lowlands, the climate tends to verge on subtropical.

The Minaeans are the principal inhabitants of this forested land. A dark-complected people with dark brown or black hair, Minaeans are primarily known for piracy. Their reputation is largely due to the depredations of an infamous band of pirates—Yodar's Sea Wolves—that preyed on Alphatian and Bellissarian ships 70 years ago. Since then, Minaean pirates have harassed so many ships that most people

immediately think of pirates whenever they think of Minaeans.

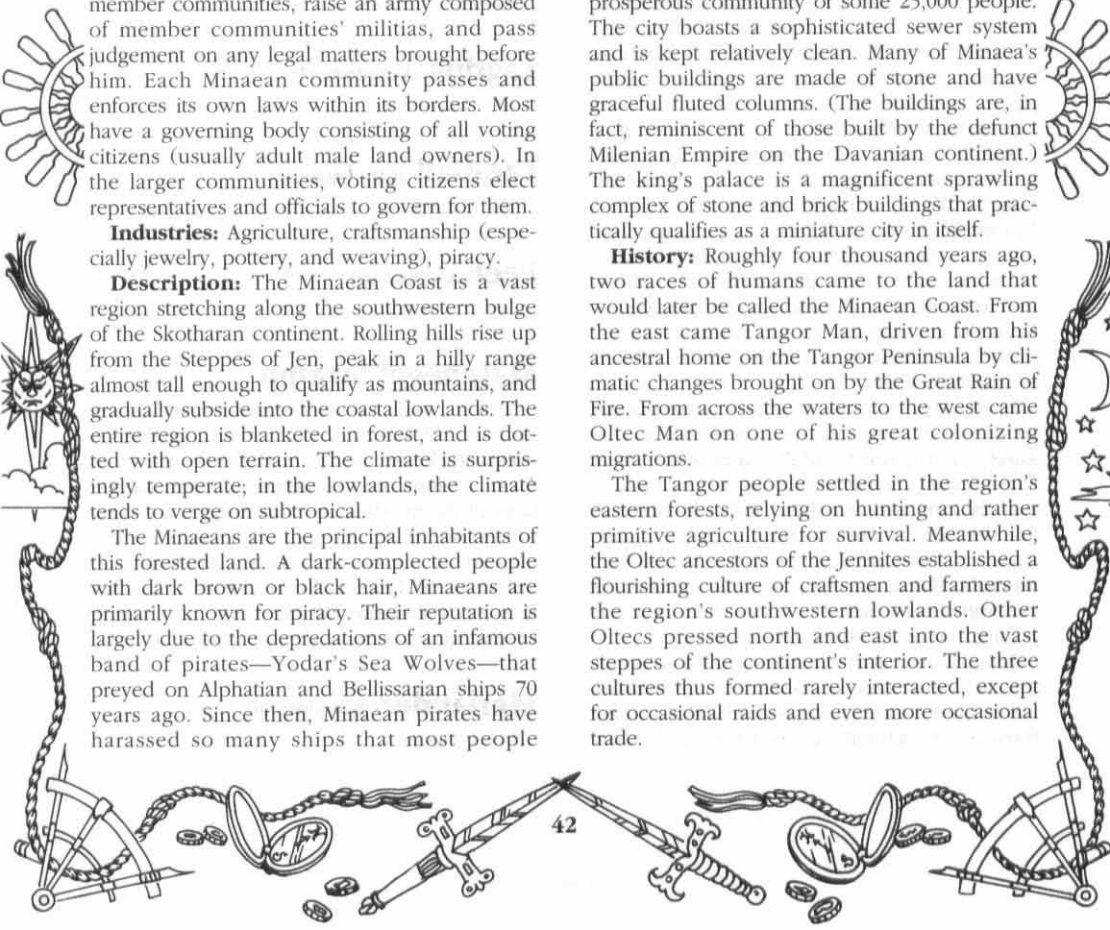
Minaea, the nation's capital city, sits five miles back from the coast, across the Strait of Minaea from Seahaven in Meriander. The coastal town of Piraeus serves as Minaea's port. Other Minaean cities and towns are scattered throughout the region, connected by a vast network of roads and trails. Each city is semi-autonomous, and satellite towns and villages are granted access to community services (libraries, universities, marketplaces, and the like). Minaean cities share a common language, culture, and currency. Trade goods and cultural achievements (literature, plays, music, and so on) flow freely between the cities.

In the wilderness beyond Minaean influence, the forests are inhabited by humanoid tribes. A relatively primitive culture of forest-dwelling human tribes descended from Tangor Man of the Tangor peninsula to the east also live here, and have very little contact with other humans.

Notable Sites: Minaea, the capital city, is a prosperous community of some 25,000 people. The city boasts a sophisticated sewer system and is kept relatively clean. Many of Minaea's public buildings are made of stone and have graceful fluted columns. (The buildings are, in fact, reminiscent of those built by the defunct Milenian Empire on the Davanian continent.) The king's palace is a magnificent sprawling complex of stone and brick buildings that practically qualifies as a miniature city in itself.

History: Roughly four thousand years ago, two races of humans came to the land that would later be called the Minaean Coast. From the east came Tangor Man, driven from his ancestral home on the Tangor Peninsula by climatic changes brought on by the Great Rain of Fire. From across the waters to the west came Oltec Man on one of his great colonizing migrations.

The Tangor people settled in the region's eastern forests, relying on hunting and rather primitive agriculture for survival. Meanwhile, the Oltec ancestors of the Jennites established a flourishing culture of craftsmen and farmers in the region's southwestern lowlands. Other Oltecs pressed north and east into the vast steppes of the continent's interior. The three cultures thus formed rarely interacted, except for occasional raids and even more occasional trade.



Geographic Overview—Known World

Around 100 BC, newcomers reached Skothar's southwestern shores. They came from the continent of Davania, fleeing the collapse of the Milenian Empire and seeking to establish a colony where their way of life could survive. They found the coast already inhabited. Not wishing to travel further—their journey had already taken nearly two years—the Milenians asked permission of nearby natives to settle a stretch of wilderness between two prosperous Jennite cities. Permission was granted, and Minaea, as the new settlement was called, soon began trading with her neighbors.

Minaea became so prosperous, in fact, that neighboring Jennite communities began to adopt many Minaean ways. A millennium later, the two cultures have slowly and smoothly blended into the one today known as Minaean. Commerce, cultural interchange, and intermarriage has increased between the Minaeans and the Tangors to the east as well, as the two cultures expand toward one another. (See JEN and JENNITE HOLDINGS.)

Important Figures: King Korudon of Minaea.

Flora and Fauna: Even Bellissarians, who are close neighbors, know little of the Minaean Coast. The region is assumed to be home to many plants and animals common to temperate and subtropical forests. Known humanoid inhabitants include gnolls, goblins, hobgoblins, kobolds, and orcs. Hill giants and firbolg have also been reported.

Some explorers have observed giant crabs on Minaean beaches. The coastal waters are known to harbor giant lamprey, giant octopi, sahuagin, sea lions, sharks, giant sea snakes, giant squid, tritons, whales, and, of course, pirates.

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

Minrothad Guilds

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

Area: 8,120 sq. mi. **Population:** 208,000. Trader's Isle—Harbortown: 12,250 (mixed, mostly elf and human). Minrothad: 26,000 (mixed, mostly elf and human). Open Isle—Malfon: 5,000 (80% halflings). Alfeisle—Seahome: 25,000 (95% water elves). Verdun: 13,500 (99% woods elves). North Island—Gaptown: 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.

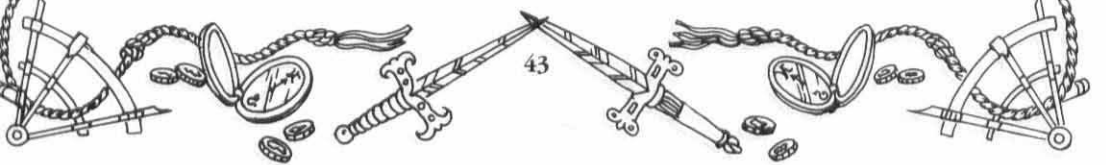
Description: Minrothad is an island chain whose inhabitants form a tightly knit nation of traders, craftsmen, and service guilds. Most citizens of the Minrothad Guilds admire money and brisk trade above everything else.

The people of Minrothad belong to all races, 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 must prove themselves able merchants before a guild 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; Malfon 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, Alphanian 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 Alphanian 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



Geographic Overview—Known World

of the Alpathian settlers. Wartime clashes between the empires of Thyatis and Alpathia didn't hurt matters, as the Minroth peoples profited by trading with both sides.

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

In the fifth 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 condition. 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 still in place today. Measures were taken to restrict immigration and foreign visitors in a vain attempt to maintain a close hold on Minrothad trade secrets. The islands remained closed to outside contact until Oran Meditor, the current Guild Master, rescinded the Isolation Act in AC 995.

In the recent war between Thyatis and Alpathia, the Guilds again remained neutral, trading with both sides. In the aftermath of that war, the islands have proven attractive to refugees from Alheim (some Alheim elves settled on Alfeisle) and to Thyatians fleeing civil unrest in Thyatis. Last year's panic that Thyatian refugees would spread mummy rot through the Guilds proved unfounded; the disease is spread only by ingesting infected wheat.

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. Monsters are not common, neither are snakes of any sort. The islands' ani-

mal 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: Sea of Dawn, where western Alpathia used to be.

Area: 128,199 sq. mi. **Population:** 1,500 (the Sixth Army of Seashield, plus mercenaries and adventurers) and many monsters.

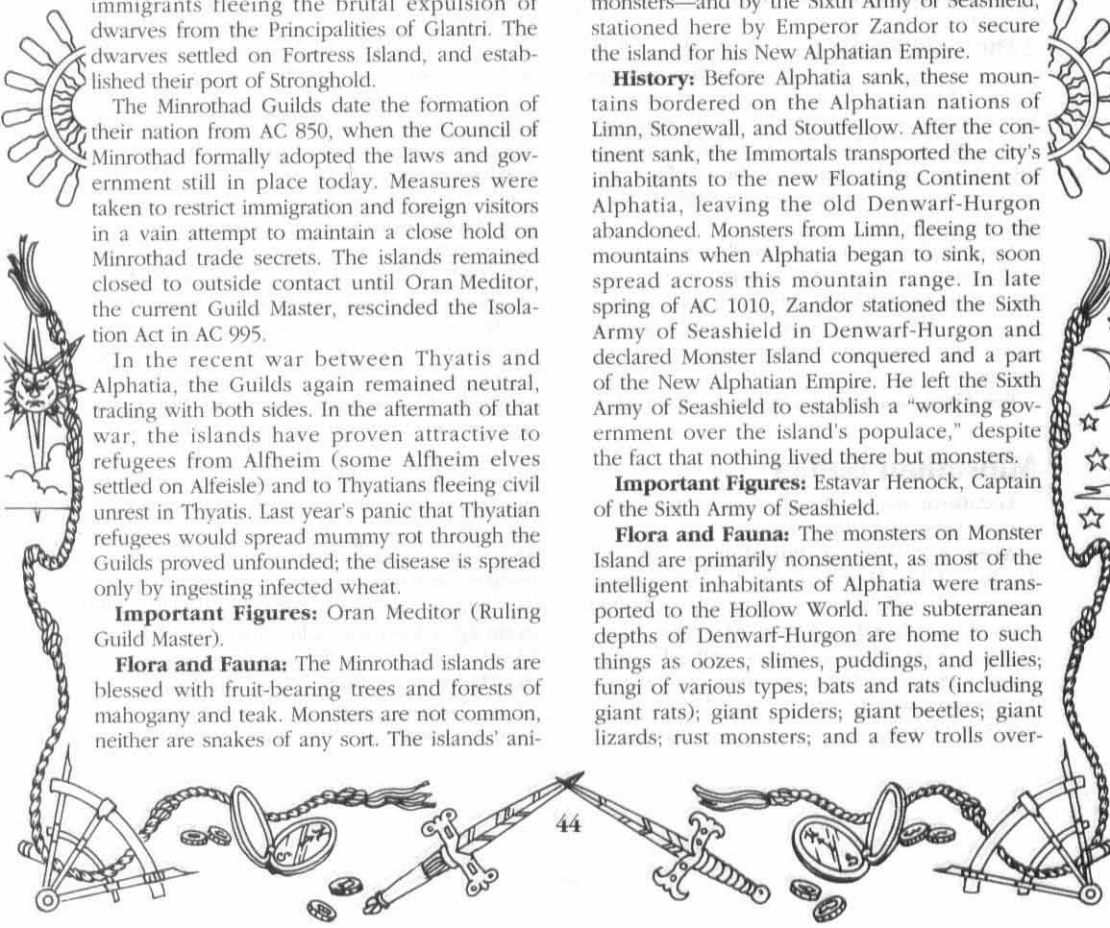
Description: This island is actually what remains of Alpathia's westernmost mountain range; when the continent sank, these mountaintops remained above water.

Notable Sites: Denwarf-Hurgon, the capital of the old dwarven nation of Stoutfellow, survived Alpathia's sinking with minimal damage. However, all its inhabitants were transported to the Hollow World, as were those of every other mountain community. Denwarf-Hurgon 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 Alpathian Empire.

History: Before Alpathia sank, these mountains bordered on the Alpathian nations of Linn, Stonewall, and Stoutfellow. After the continent sank, the Immortals transported the city's inhabitants to the new Floating Continent of Alpathia, leaving the old Denwarf-Hurgon abandoned. Monsters from Linn, fleeing to the mountains when Alpathia began to sink, soon spread across this mountain range. In late spring of AC 1010, Zandor stationed the Sixth Army of Seashield in Denwarf-Hurgon and declared Monster Island conquered and a part of the New Alpathian Empire. He left the Sixth Army of Seashield to establish a "working government over the island's populace," despite the fact that nothing lived there but monsters.

Important Figures: Estavar Henock, Captain of the Sixth Army of Seashield.

Flora and Fauna: The monsters on Monster Island are primarily nonsentient, as most of the intelligent inhabitants of Alpathia were transported to the Hollow World. The subterranean depths of Denwarf-Hurgon are home to such things as oozes, slimes, puddings, and jellies; fungi of various types; bats and rats (including giant rats); giant spiders; giant beetles; giant lizards; rust monsters; and a few trolls over-



Geographic Overview—Known World



looked by the Immortals. Animals and monsters such as bears, wolves, giant badgers, wyverns, giant weasels, stirges, giant beetles, basilisks, bulettes, displacer beasts, and herd animals inhabit the island's forested mountains.

Myoshima (Empire of)

Location: Patera (Mystara's invisible moon).

Area: Unknown. **Population:** Unknown; mostly rakasta (cat-headed humanoids). **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 of 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.

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, in AC 965. A few scholars who know of Haldemar'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).

Ne'er-do-well (Kingdom of)

See ALATIAN ISLANDS.

Northern Reaches

Location: 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:** 453,000 (Ostland: 131,000; Soderfjord 161,000; Vestland 161,000.) **Language:** Heldannic. **Coinage:** Ostland: Krona (gp), eyrir (sp), oren (cp); Soderfjord: Markka (gp), penne (ep), gundar (sp), oren (cp); Vestland: Schilder (5 gp), guldán (gp), hellar (ep), floren (sp), oren (cp).

Geographic Overview—Known World

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; cattle, goats, and sheep in the Soderfjord Jarldoms; barley in Vestland), fishing, logging (especially Vestland), fur trading, piracy (especially Ostland), and trade.

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 pasture. 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 people 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, 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 Yrsa; Asgrim the Bowed (cleric of Odin and royal advisor).

Soderfjord Jarldoms: Soderfjord is a forested coastal land, but there is not enough arable land to support the population 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).

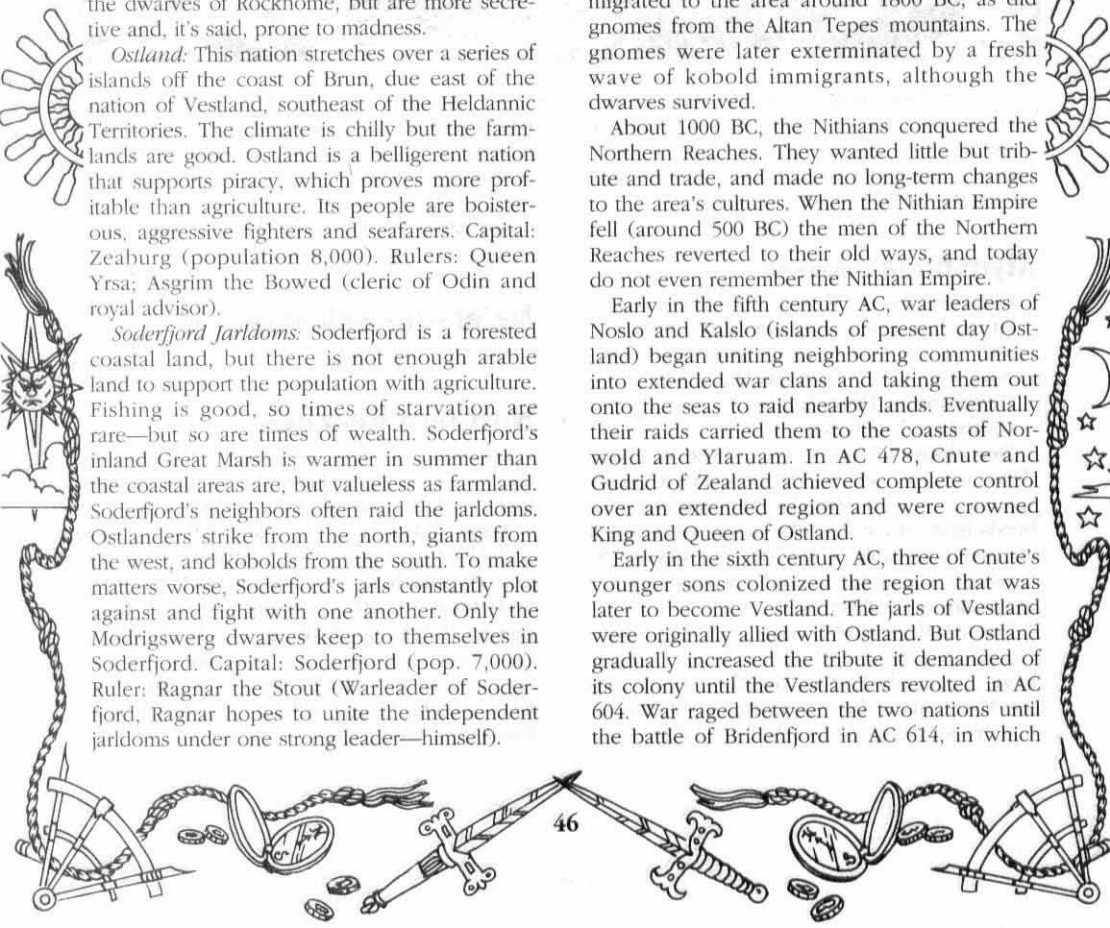
Vestland: Vestland's coastal lands are good farmland with many rivers and natural harbors. Further inland, the terrain becomes hilly; these richly forested hills form a natural border between Vestland and the Ethengar Khanates. The hills are also home to trolls and other humanoids who occasionally menace 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. They wanted little but tribute and trade, and 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 later to become Vestland. The jarls of Vestland were originally 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



Geographic Overview—Known World

Vestland won its independence from its tyrannous parent nation.

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 galeb duhrs, 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. Vestlanders, have been experiencing increasing trouble with warlike humanoids from the Makkres Mountains.

See Also: GAZ7, *The Northern Reaches*.

Norwold (Region of)

Location: Continent of Brun, northeastern reaches.

Area: Roughly 850,000 sq. mi. (the Heldannic Knights now claim 150,000 square miles once

claimed by Norwold). In reality, King Ericall of Norwold controls only Alpha, with about 10,000 square miles of surrounding territory. The halfling Shire of Leeha covers about 1,000 square miles. Human, elfen, and halfling communities are scattered throughout the region.

Population: 138,500, including 112,000 humans, 20,000 halflings, and 6,500 elves. (Alpha: 90,000, including 2,000 halflings; Leeha: 6,500, all halflings;) **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. 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. Leeha is a democracy, with elected clan representatives advising an elected sheriff. Landfall and Oceansend, once part of Norwold, are currently occupied by the Heldannic Knights.

Industries: Agriculture (Norwold produces barely enough grain for its own use), fishing, logging, mining, and trapping.

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 Antalian and the Alphatian settlers get along well together, and for the most part consider themselves Alphans rather than natives or Alphatians. Capital: Alpha (pop. 30,000 in the city itself). Ruler: King Ericall.

Leeha: At the west of the Great Bay of Norwold lies the stronghold of Leeha, capital of the halfling 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 trade with



Geographic Overview—Known World

their human neighbors. Capital: The Stronghold of Leeha (pop. 1,200). Ruler: Sheriff Shaedrik Divotfoot.

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 believe the north volcano is a portal from the elemental plane of fire, and the south volcano is a portal to that 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 Shiye-Lawr elves who were 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, 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 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, twenty 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 there, who quickly 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 still struggling to become self-sufficient. In AC 1010, the Heldannic Knights decided to fill the power vacuum left by Alphatia's disappearance. They marched into Norwold and succeeded in conquering Landfall (complete with rats, fleas, and lice). Troublesome Ethengarian raids back home delayed a march on Oceansend until AC 1011. After a brutal siege, the city surrendered on Sviftmont 16, AC 1011.

Important Figures: Ericall (King of Alpha), Shaedrik Divotfoot (Sheriff of Leeha).

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 humanoid of most races.

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

Notrion (Kingdom of)

See BELLISSARIA.

Oceansend (City of)

See HELDANNIC TERRITORIES.

Ochalea (Kingdom of)

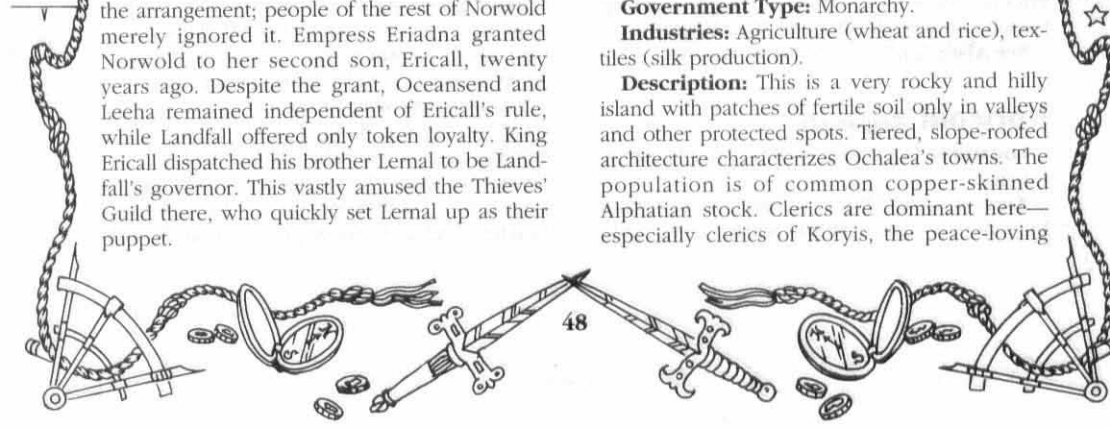
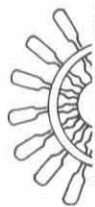
Location: Sea of Dawn, southwest of the Isle of Dawn.

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. 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



Geographic Overview—Known World

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; sheep, goats, and snakes are also common.

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

Ostland (Kingdom of)

See NORTHERN REACHES.

Pearl Islands (Kingdom of the)

Location: Seas south of where Alphatia once lay.

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

Population: 100,000, including 5,000 in the town of Seagirt. **Languages:** Nuar (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 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 Alphatians discovered and conquered the islands. In the Thyatian war of independence 1,000 years ago, the Nuari threw their lot in with the Thyatians, who 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.

After a millenium of Thyatian rule, the Pearl Islands took advantage of the recent war between Alphatia and Thyatis to announce their independence. Now, with Alphatia gone and Thyatis recovering, the Nuari are prepared to negotiate with or fight the Thyatians to retain that independence.

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

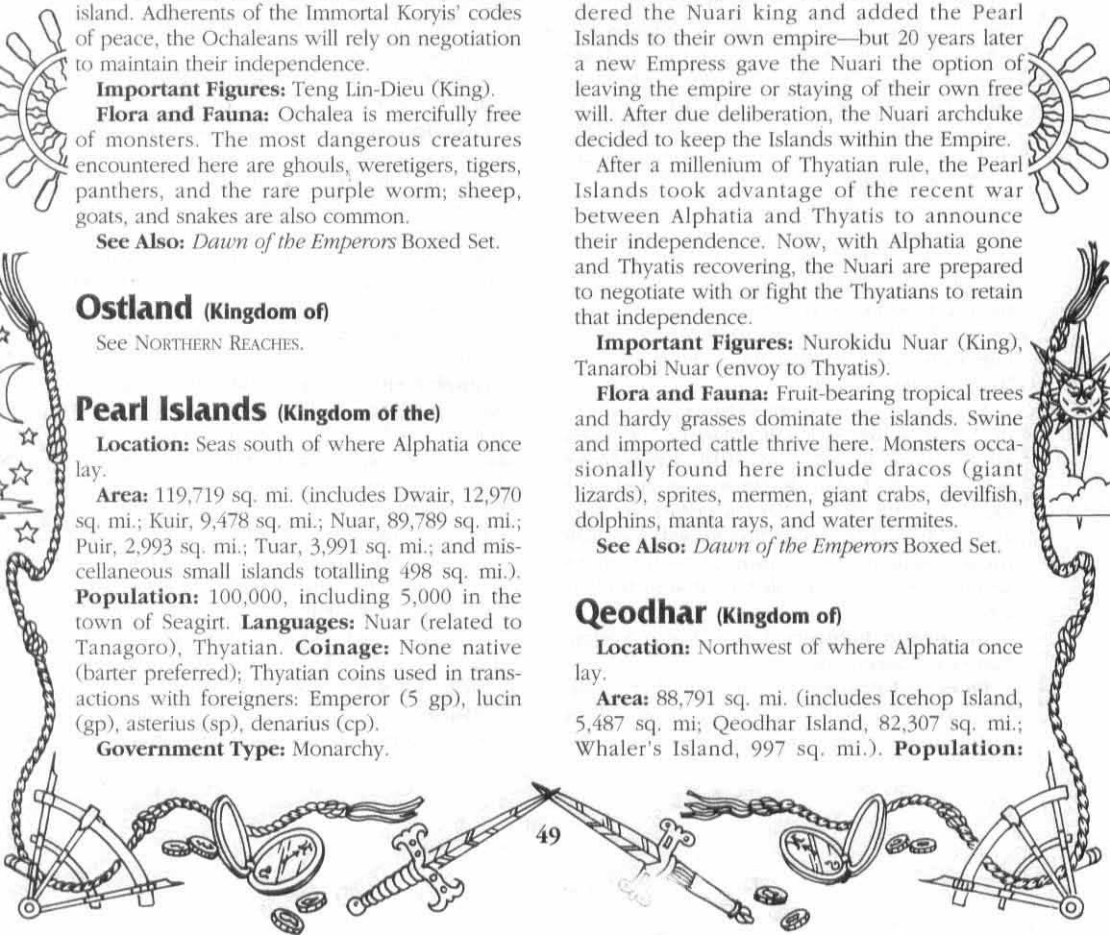
Flora and Fauna: Fruit-bearing tropical trees and hardy grasses dominate the islands. Swine and imported cattle thrive here. Monsters occasionally found here include dracos (giant lizards), sprites, mermen, giant crabs, devilfish, dolphins, manta rays, and water termites.

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

Qeodhar (Kingdom of)

Location: Northwest of where Alphatia 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:**



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18,000. **Languages:** Alphatian, Heldannic. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

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

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

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

History: Originally known as Northrock, this island was first settled by people displaced by the Alphatians when they came to Mystara. In AC 510, a Northrock chief named Qeodhar organized his people and persuaded the Alphatian emperor to accept his nation as a subject territory of Alphatia. 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 their marriage. Mariella ran away to Qeodhar on several occasions and was, in fact, on Qeodhar when Alphatia 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 Alphatian Empire—with the provision that Qeodhar be treated with more generosity than he received previously—or whether he should just pretend to accept, lure Zandor to Qeodhar for a ceremony, and have him assassinated.

Norlan also 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 Alphatian 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.

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

Flora and Fauna: Creatures found in Qeodhar include animal herds (seals), boars, giant crabs (good eating!), dolphins, white dragons,

dragon turtles, giant fish, frost giants, mermen, 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: Continent of Brun, northwest of Ylaruam, southeast of the Ethengar 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:** Dwarvish (Rockhome dialect), Thyatian. **Coinage:** Sun (10 gp), trader (gp), moon (10 sp), star (sp), stone (cp).

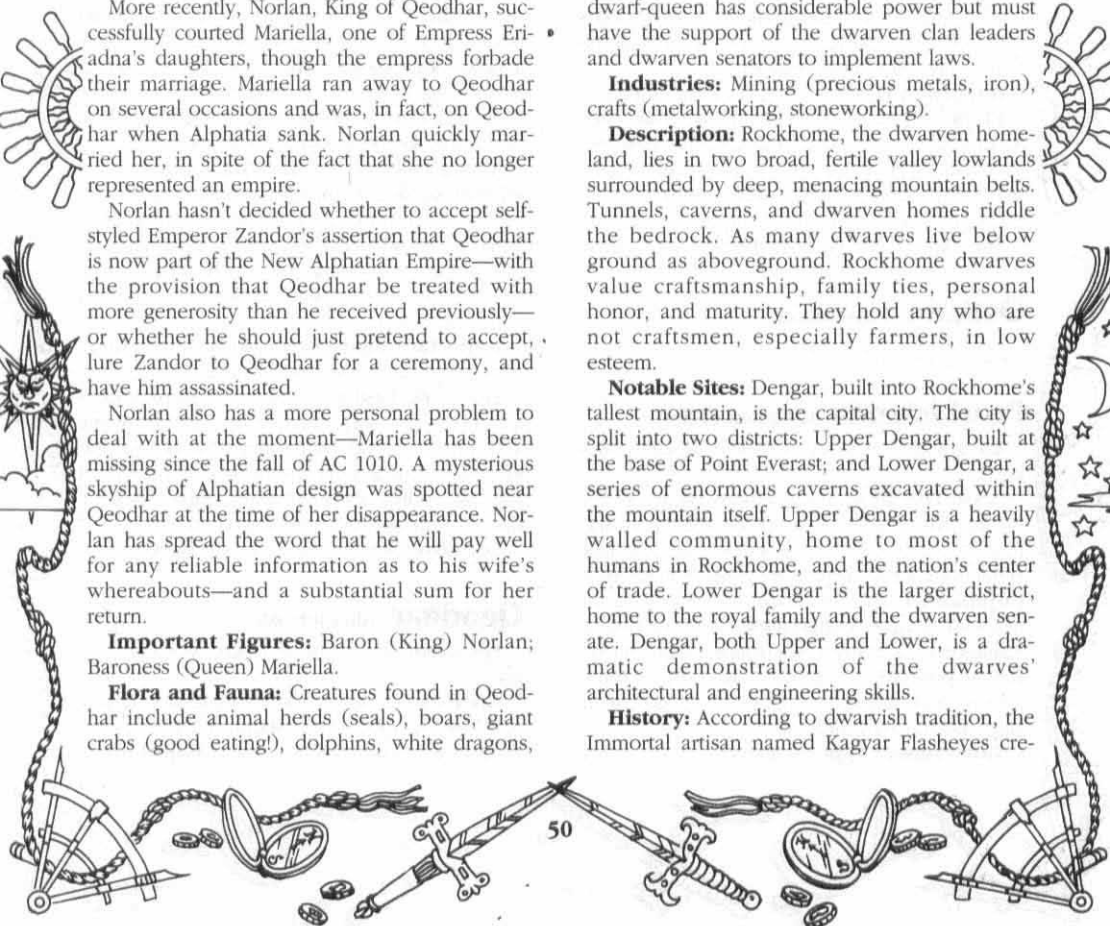
Government Type: Monarchy, heavily influenced by clan leaders. The dwarf-king or dwarf-queen has considerable power but must have the support of the dwarven clan leaders and dwarven senators to implement laws.

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 dwarves 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, a series of enormous caverns excavated 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 cre-



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ated 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 Alpathia and Glantri, Rockhome remained 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 marched through Rockhome to get at the humanoids of the Broken Lands while 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 Alheim elves, whom they dislike, had been replaced by the shadow elves of Aengmor, whom they dislike even more—which may be why they decided to join the Western Defense League with Darokin, the Five Shires, Karameikos, and Ylaruam.

Also in AC 1010, a band of dwarven adventurers discovered two things beneath the Broken Lands to the west—gold and the humanoid city of Oenkar. 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 (a golemlike creation of the Immortal Kagyar) to Rockhome. Denwarf left the dwarves centuries ago when they were able to lead themselves, but he became insane during his long self-exile in the caverns deep beneath Dengar. Denwarf returned to Rockhome in AC 1011, determined to lead the dwarves to victory over every other intelligent race on the Known World. King Everast XV opposed the golem vehemently, but many listened to Denwarf. A months-long civil war plagued Rockhome last year. Denwarf and Everast briefly joined forces to drive out a force of humanoid invaders, then agreed to a traditional Combat of Kings. Each contender chose six champions to fight by his side, and the battle was long and bloody. In the end, only Bofin, Everast XV's eldest son, was left standing. Bofin was crowned King Everast XVI of Rockhome.

Important Figures: Everast XVI (King).

Flora and Fauna: Sparse pine forests cover the Rockhome mountains. The lowlands are largely given over to farmlands and pasturage. Many monsters are found in and about Rockhome, especially in the mountains. These include animal herds (wild horses and deer), giant ants, white-furred carnivorous apes, 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, giant toads, trolls, wolves, the very occasional vampire, and yeti.

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

Sea of Dawn

The Sea of Dawn is the sea east of the continent of Brun.

Sea of Dread

This Sea lies south of the continent of Brun.

Sea of Esterhold

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

Serraine (Flying City of)

Location: Known World—anywhere.

Area: About 0.6 sq. mi. **Population:** About 2,400—mostly gnomes, but also 125 nagpa (vulture-headed humanoids), 250 tabi (small, intelligent creatures resembling winged monkeys), 10 sphinxes, 80 faenare (winged birdlike humanoids), 120 pegataurs (elven-featured centaurs with wings), 30 harpies, 40 gremlins (3-foot tall humanoids fond of pranks and meddling with mechanical devices), 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



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levitation enchantments and adaptations of ancient Blackmoor jet-thrust devices. Serraine is roughly oval, nearly a mile long, and 3,000' wide. 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 in concert with other intelligent races. Over the centuries they constructed an enormous frame, attached flight engines to it, and built a community on it. 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 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*.

Shadow Elves' Territories

Location: Roughly 6,000 feet below the surface of the Known World, of an area that, if suddenly moved to the surface, would extend from Belcadiz in Glantri, east to the regions of the Ethengarrian Yakuts and the Dwarfgate Mountains, then south to the Cruth Mountains and west in a line south of the city of Darokin as far as Lake Amsorak.

Area: An estimated 500,000 sq. mi. of caverns and caves, interconnected by countless tunnels, cracks, and elf-built canals. **Population:** Roughly 425,000, with another 125,000 now living in Aengmor. Nearly half the shadow elves living underground reside in the four major cities: The City of the Stars (200,000);

New Grunland (35,000); Alfmyr (23,000); and Losetrel (15,000). **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 AENGMOR).

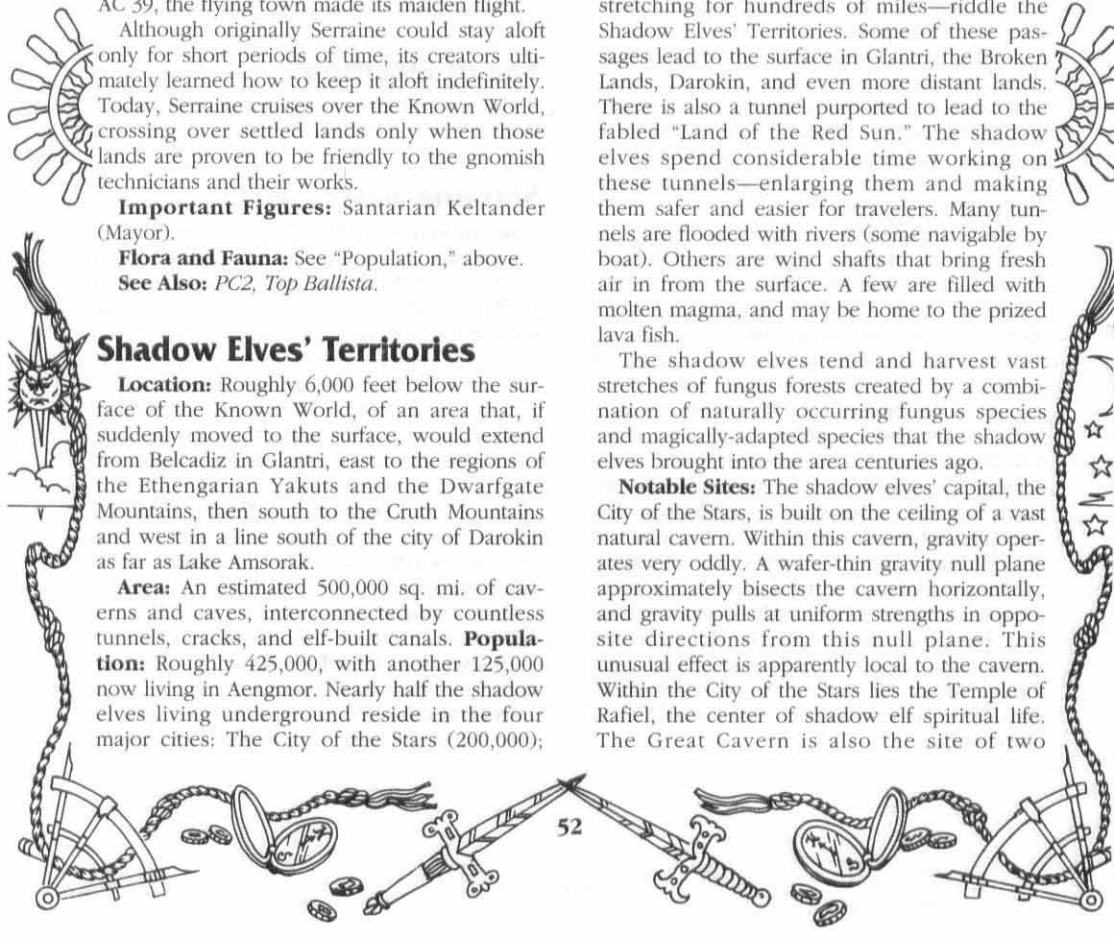
Industries: Agriculture (fungus farming, raising giant slugs and spiders), hunting, mining.

Description: The shadow elves lay claim to a vast network of caverns deep beneath the Known World. Over the millennia, shadow elves have adapted to their strange environment, and have molded and shaped that environment to their own needs. Shadow elf spellcasters have researched strange magics that allow them to alter the living rock, grow crops (primarily fungi) in the absence of sunlight, and protect the shadow elves from the intolerable heat of the lava pools and rivers that run through portions of their lands.

Thousands of caves and tunnels—some stretching for hundreds of miles—riddle the Shadow Elves' Territories. Some of these passages lead to the surface in Glantri, the Broken Lands, Darokin, and even more distant lands. There is also a tunnel purported to lead to the fabled "Land of the Red Sun." The shadow elves spend considerable time working on these tunnels—enlarging them and making them safer and easier for travelers. Many tunnels are flooded with rivers (some navigable by boat). Others are wind shafts that bring fresh air in from the surface. A few are filled with molten magma, and may be home to the prized lava fish.

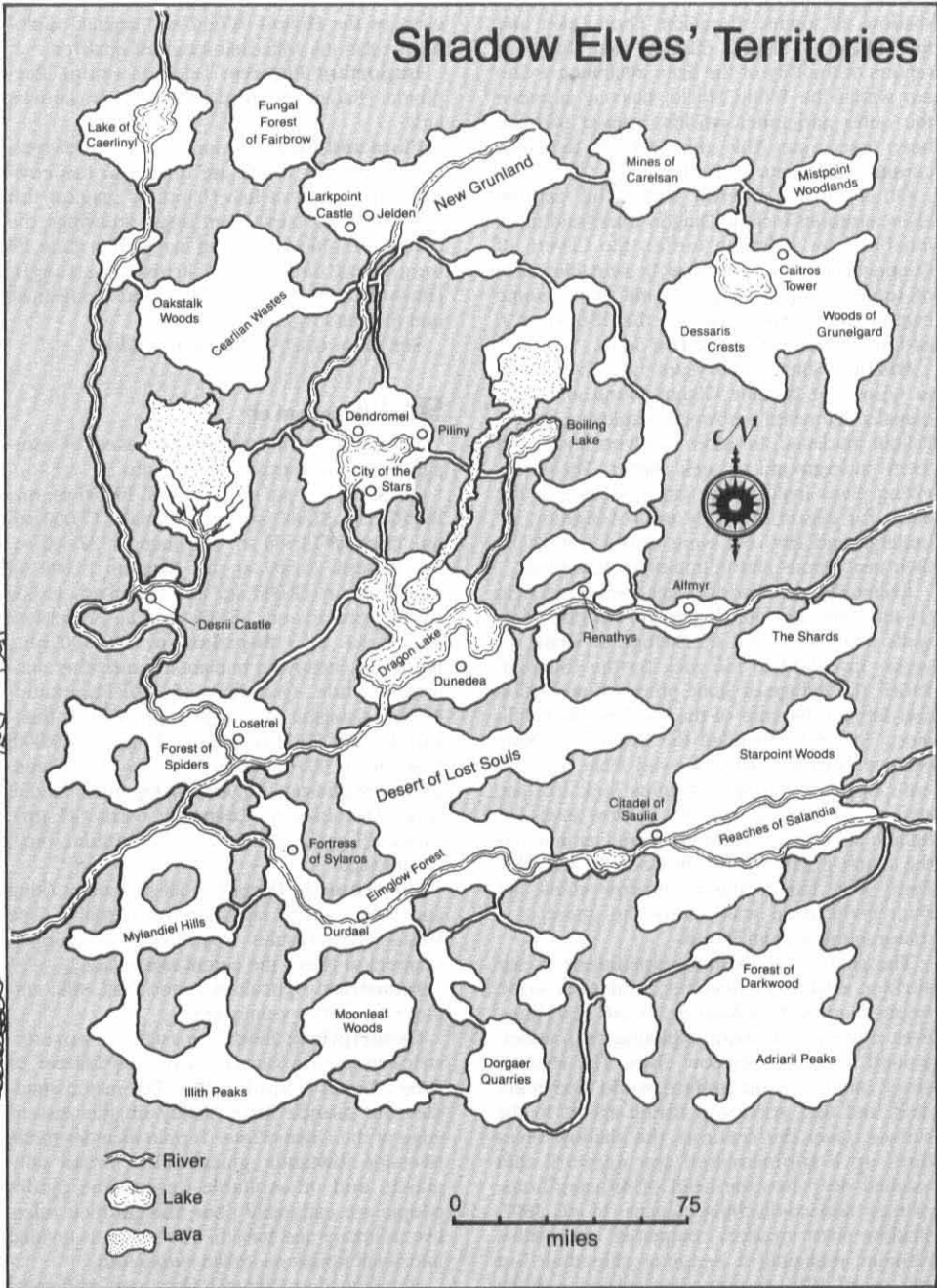
The shadow elves tend and harvest vast stretches of fungus forests created by a combination of naturally occurring fungus species and magically-adapted species that the shadow elves brought into the area centuries ago.

Notable Sites: The shadow elves' capital, the City of the Stars, is built on the ceiling of a vast natural cavern. Within this cavern, gravity operates very oddly. A wafer-thin gravity null plane approximately bisects the cavern horizontally, and gravity pulls at uniform strengths in opposite directions from this null plane. This unusual effect is apparently local to the cavern. Within the City of the Stars lies the Temple of Rafiel, the center of shadow elf spiritual life. The Great Cavern is also the site of two



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Shadow Elves' Territories



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shadow elf towns, the acidic Ebon Lake, and the Mines of Torgard. (*Editors' Note:* Previous reports of the City of the Stars inhabiting a cavern within the World Shield, halfway between the outer and inner worlds, appear to have been inaccurate. This entry reflects the most current survey data available.)

Other sites of interest within the shadow elves territories include Dragon Lake (said to be inhabited by a dragon turtle), the Cavern of Continual Rain, the Warrens (a veritable maze of tunnels and passages home to fearsome maggot-like creatures called the "Boneless"), and the desolate Desert of Lost Souls.

History: Some 2,700 years ago, elves living in what later became 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 Great Cavern, with its unusual gravity. On one of its walls they discovered the Refuge of Stone, 14 verses inscribed in the rock by the Immortal Rafiel. The Refuge of Stone promised protection and formed the core of the shadow elves' religion. The elves founded the City of the Stars (named because, when viewed from the cavern's opposite "floor," its lights look like the stars of the heavens that the shadow elves left behind so long ago) and prospered as much as the harsh environment allowed. By AC 1000 there were half a million shadow elves, yet their civilization was barely the ghost of a rumor in the Known World.

The shadow elves' first expeditions to the surface ended in disaster, and they soon stopped upward exploration. In AC 330, however, a group of humans exploring deep underground found the shadow elves. The shadow elves' interest in the surface world was rekindled, and they soon sent daring agents to the surface. Over the centuries the shadow elves built up a sophisticated spy network that reached deep into the heart of Alfheim, home of their surface-dwelling cousins. In AC 1007, shadow elves invaded, conquered, and settled Alfheim, renaming it Aengmor after their lost city. In AC 1010, shadow elves exploring in the other direction discovered the Schattentalfen

elves of the Hollow World and opened diplomatic relations with their long-lost relatives.

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

Flora and Fauna: Among these cavern creatures—some of which are unique to this environment—are lava fish (harmless magical fish that live in the lava), giant slugs, skinwings, the boneless (an acid-secreting maggotlike thing 15' long), and darksnaps (carnivorous fungi). Humanoids from the Broken Lands sometimes raid the shadow elves' territories.

See Also: *GAZ13, The Shadow Elves.*

Sind (Kingdom of)

Location: Continent of Brun, west of Atrughin Plateau, Darokin, and Glantri.

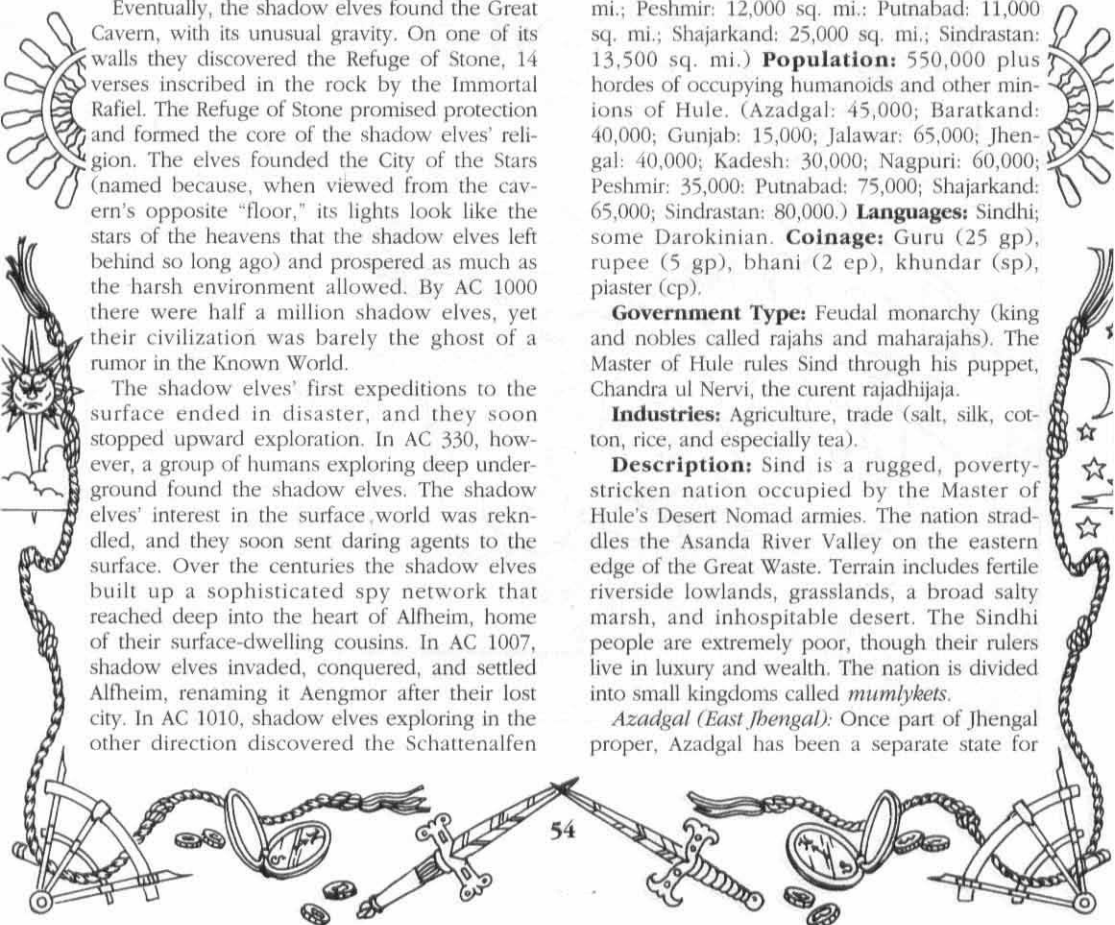
Area: 200,000 sq. mi. (Azadgal: 10,000 sq. mi.; Baratkand: 32,500 sq. mi.; Gunjab: 17,000 sq. mi.; Jalawar: 13,500 sq. mi.; Jhengal: 32,000 sq. mi.; Kadesh: 20,500 sq. mi.; Nagpuri: 13,000 sq. mi.; Peshmir: 12,000 sq. mi.; Putnabad: 11,000 sq. mi.; Shajarkand: 25,000 sq. mi.; Sindrastan: 13,500 sq. mi.) **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; Jhengal: 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 nobles called rajahs and maharajahs). The Master of Hule rules Sind through his puppet, Chandra ul Nervi, the current rajadhijaja.

Industries: Agriculture, trade (salt, silk, cotton, rice, and especially tea).

Description: Sind is a rugged, poverty-stricken nation 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



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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 (14th-level fighter).

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 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 (12th-level thief).

Gunjab: This province of goatherders, hunters, and mountaineers is 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 (15th-level fighter).

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 (20th-level mage).

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, Minrothad, Slogovich, and the Davanian coast. Bordering the Atruaghin Clans territory, Jalawar also has Sind's Royal Elephant breeding grounds, the largest remaining swath of Sind's ancient forest, within its borders. *Capital:* Sambay (pop. 12,000). *Ruler:* Rajah Inay Paramesh (13th-level thief).

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 its importance in Sindhi affairs; Gola Keep, on Jhengal's western edge, protects the most commonly used caravan trail to Slogovich. *Capital:* Khamrati (pop. 6,000). *Ruler:* Rajah Marut Nandin (13th-level fighter).

Kadesb: This state is famous for its valiant warriors and, its mountain cave systems inhabited by hostile humanoids. Most of Kadesb's residents farm the small valleys or live in the mountains as hunters and woodcutters. *Capital:* Latehar (pop. 6,000). *Ruler:* Maharajah Kabir Rudraksha (17th-level thief).

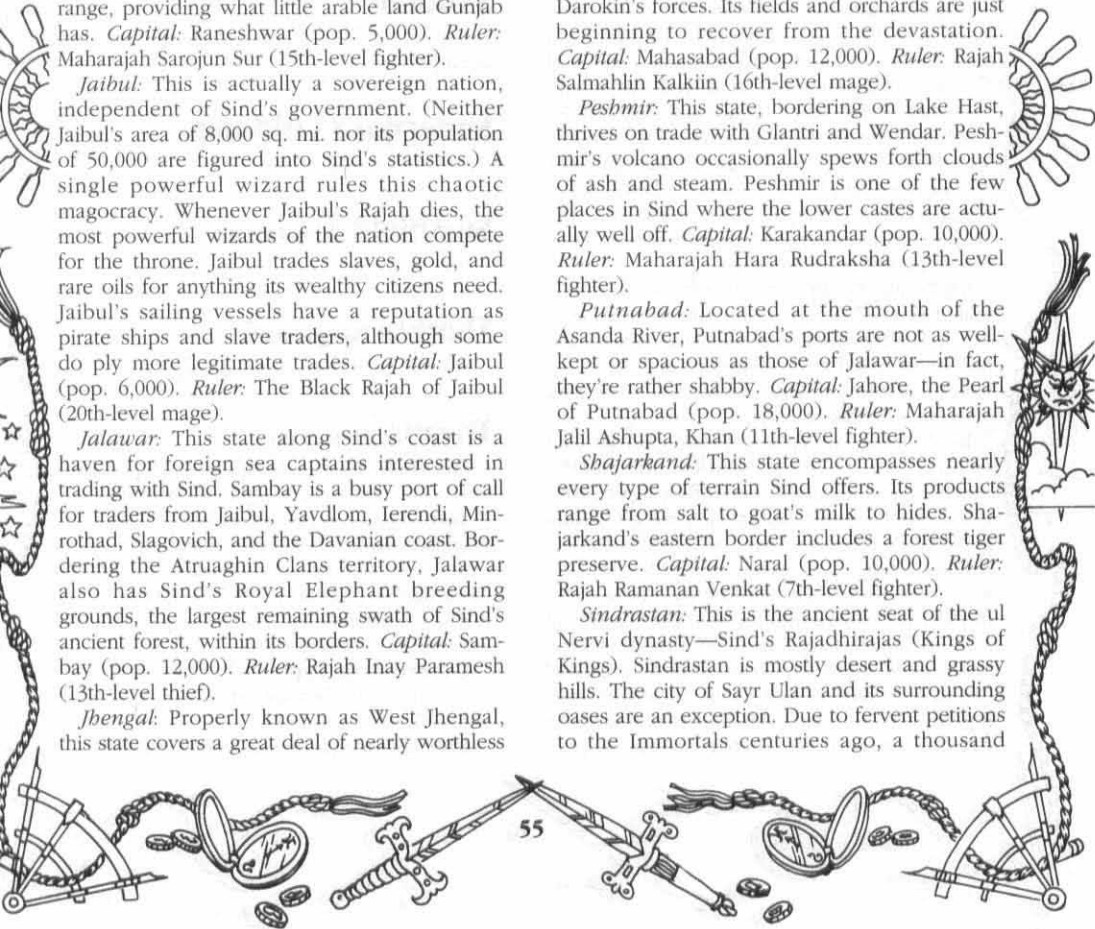
Nagpuri: While most other mumlykets are ruled by members of Sind's warrior caste, Nagpuri is ruled by wizards. Lying along Darokin's border, Nagpuri claims some of the richest agricultural lands in Sind, but suffered dreadfully in the battles between the Desert Nomads and Darokin's forces. Its fields and orchards are just beginning to recover from the devastation. *Capital:* Mahasabad (pop. 12,000). *Ruler:* Rajah Salmahlin Kalkiin (16th-level mage).

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 (13th-level fighter).

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 (11th-level fighter).

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 (7th-level fighter).

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



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springs flowing with sweet water irrigate 1,000 square miles of fertile farmlands 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 in Sindrastan. An oasis community noted for the beauty of its onion-shaped tower tops. A veritable city of tents and campfires currently spreads out around Sayr Ulan, the encampment of the Master of Hule's main occupying forces.

History: Sind's rich history spans millennia. Its first human inhabitants were related to the Atruaghin Clans to the east, and pale-skinned nomads emigrated from the western desert to mix with this population. A race with nut-brown skin eventually developed from this intermixing. For much of the last millennium, Sind has consisted of many independent, petty kingdoms (*mumlykets*).

In AC 425, Minrothad traders introduced lycanthropy to Sind. Doppelgangers and mufinas already well ensconced in the Sindhi population saw this as an opportunity to unite with the 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, but Sindhi wizards managed to exterminate most of the shape-shifters in AC 451.

Sind's independent mumlykets were finally united in AC 714 by a rajah named Narenda ul Nervi. For the three centuries since then, Sind has been ruled by a *Rajadhiraja* ("king of kings") of the Ul Nervi family who is a king over the individual 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 Chandra ul Nervi attempted to regain his throne several times. 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 exacerbated. Chandra agreed, hoping

that he could use his power to 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, 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.

Soderfjord Jarldoms

See *NORTHERN REACHES*.

Surshield (Kingdom of)

See *BELLISSARIA*.

Thothia (Kingdom of)

See *ISLE OF DAWN*.

Thyatis (Empire of)

Location: Known World, continent of Brun, east of Karameikos and south of Ylaruam.

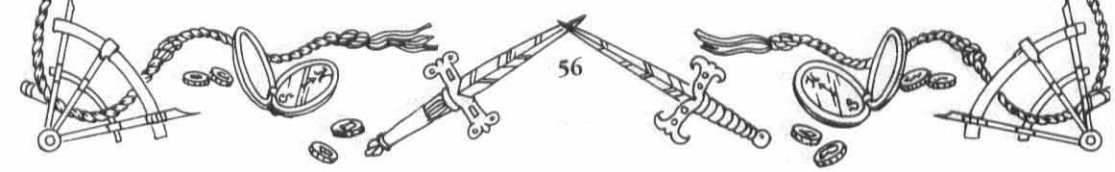
Area: 42,300 sq. mi. (mainland nation only).

Population: 2,700,000 (mainland only; down from a pre-famine population of 3,000,000).

Languages: Thyatian (official), Elvish (Vyalia dialect). **Coinage:** Emperor (5 gp), lucin (gp), asterion (sp), denarius (cp).

Government Type: Monarchy: inheritable kingship that is heavily influenced by elected senators.

Industries: Agriculture, mining, warfare.



Geographic Overview—Known World

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 Sea of Dawn, and to the southern continent.

Rich flatlands dominate western Thyatis, where horse breeding has become a passion. Central Thyatis is hilly, 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 notorious for its population's racial intolerance. Eastern Thyatis has grazing lands for sheep and good fishing waters. The northland hills, while agriculturally unproductive, are rich in minerals and ores.

The Thyatian people have olive complexions and dark hair. They are sophisticated (sometimes labeled "decadent" by people from other lands), and their pragmatism sometimes leads them 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. 7,200). Ruler: Count Geraldan Actavius (15th-level fighter).

Biazzan, Barony of: This rich valley enjoys much trade; most of the people are of Alasiyan stock (see YLARUAM). Capital: Biazzan (pop. 11,500). Ruler: Baron Babrak Biazzan (14th-level fighter).

Borydos, Protectorate of: Many sea monsters surround the waters of this military garrison and prison colony. Capital: Fort Borydos (pop. 3,500; 500 soldiers, 3,000 prisoners; 1,500 prisoners starved to death last year). 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, 12th-level cleric).

Carytion, Protectorate of: This dominion caters to the wealthy; it boasts many family villas and one naval base. Capital: None. Ruler: None: the wealthy families living here compete against one another for power and prestige, but none actually rules here.

Halathibus, County of: This hilly region has many rich gold mines. Capital: Goldleaf (pop. 4,000). Ruler: Countess Sabrina Andreana (9th-level fighter).

Hattias, County of: This island province is the largest Thyatian dominion, and is considered a part of the Thyatian "mainland." Hattias is the homeland of the Heldannic Knights, and many Hattian youths leave each year to find their destiny in the Heldannic Territories. Capital: Hattias (pop. 29,000). Ruler: Count Heinrich Oesterhaus (20th-level fighter, actually an avatar of the Entropic Immortal Thanatos).

Kantrium, Duchy of: This small, long-established duchy has fertile farmland along the Gulf of Kantrium. Capital: Kantridae (pop. 9,000). Ruler: Duke Leonidas Ruggiero (14th-level fighter).

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. 90,000). Ruler: Duke Maldivius Kerendas (19th-level fighter).

Lucinius, County of: This grassy plains region boasts an important seaport and a population inordinately proud of its seamanship. Capital: Port Lucinius (pop. 36,000). Ruler: Count Baldassare Patrizio (13th-level cleric).

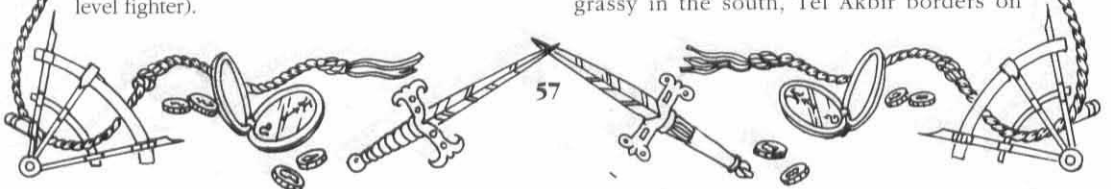
Machetos, Duchy of: This pretty western dominion formerly belonged to Stefan Karameikos, founder and king of Karameikos. Capital: Machetos (pop. 2,500). Ruler: Duke Callastian Jonassanian (14th-level fighter).

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 (20th-level mage).

Retebius, Duchy of: Retebius, capital of the duchy, has long been the center of the Retebius Air Fleet, the aerial branch of the armed forces. The air-cavalry tactics of these Thyatian knights riding flying monsters are renowned among adventurers, but Retebius suffered greatly in the war with Alphatia. It may be some time before the duchy recovers. Capital: Retebius (pop. 14,000). Ruler: Duke Callastian Retebius (16th-level rake).

Scларas, Protectorate of: This small, forested island surrounded by high cliff is a haven for experienced wizards, who use magic to shape their estates as they see fit. Capital: None (approximately 250 estates of equal size, each owned by a 20th-level mage). Ruler: None (20th-level mages don't like rulers).

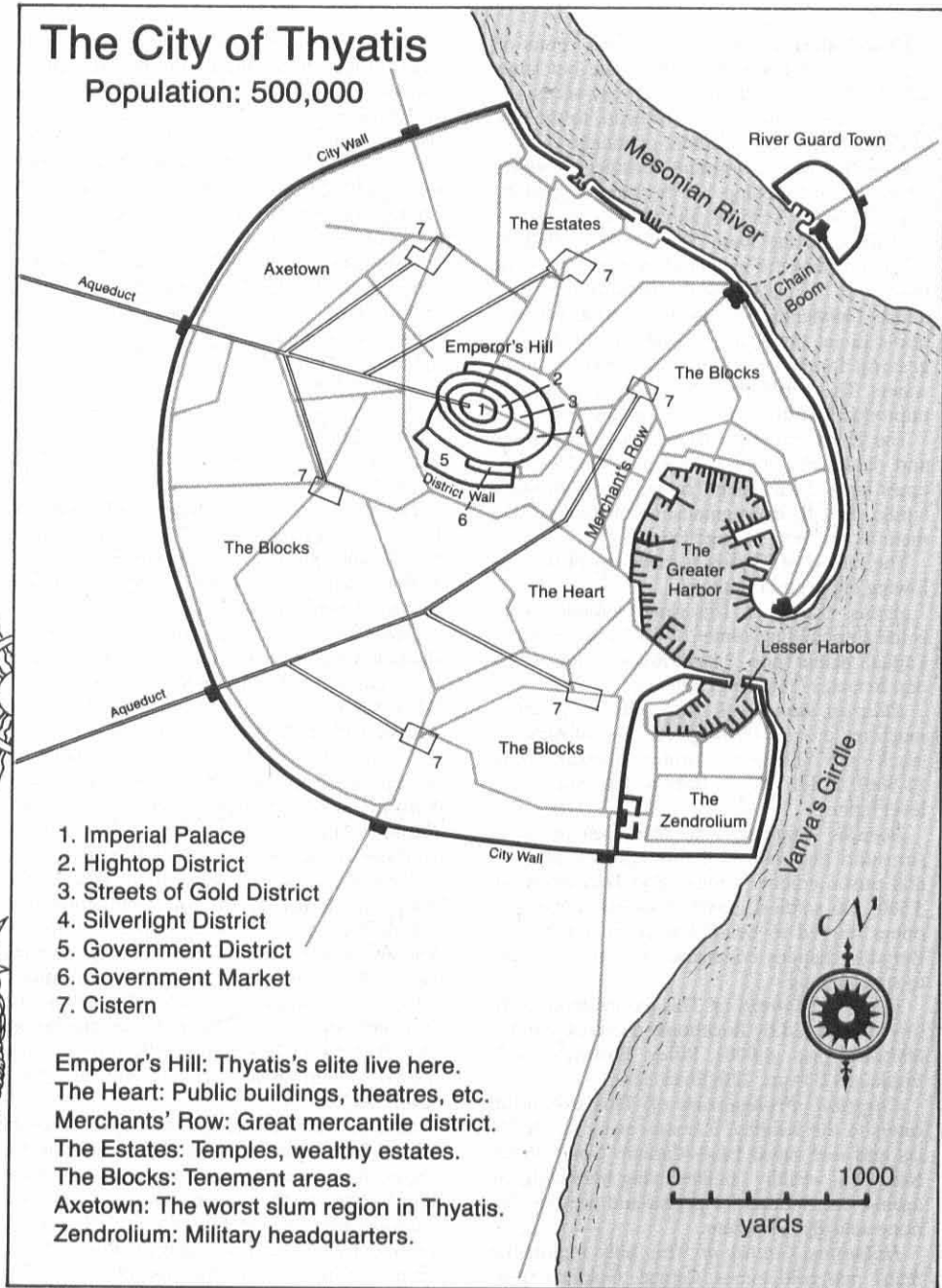
Tel Akbir, Duchy of: Arid in the north and grassy in the south, Tel Akbir borders on



Geographic Overview—Known World

The City of Thyatis

Population: 500,000



Geographic Overview—Known World

Ylaruam. A high proportion of Alasiyans live here. Capital: Tel Akbir (pop. 20,000). Ruler: Sheik Tarik ben Nadir (13th-level fighter).

Terentias, Grand Duchy of: This island between Thyatis and Minrothad is a center of piracy and sea trade; the population is 40 percent elvish. Capital: Crossbones (pop. 5,000). Ruler: Archduke Derentarius (15th-level thief).

Thyatis, Duchy of: This is the most populous of the mainland dominions and the site of Thyatis City. Capital: Thyatis City (pop. 500,000, down from a pre-war population of 600,000). Ruler: Thincol I Torion, Emperor of Thyatis.

Vyalia, County of: About one-quarter of the population of this heavily wooded territory bordering Karameikos is elvish. There is one predominantly human town, called Foreston (pop. 5,000). Capital: Greenheight (pop. 1,000, 80 percent Elf). Ruler: Count Yldysyl Greenheight (Elf, 10th-level fighter/11th-level mage).

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 that originated on the continent of Davania: The Thyatians, the Kerendans, and the Hattians. Around 600 BC, these tribes migrated north, fleeing armies of the Milenian Empire. They settled Thyatis and soon began a four-century binge of piracy.

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 revolted and won their independence around 2 BC. With the momentum of war, they turned on and conquered their allies the Pearl Islands and Ochalea, beginning their own 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 has also clashed with Alphatia many times over the centuries.

When Alphatia recently declared war on Glantri, Thyatis allied with Glantri. The two empires fought a protracted war, mostly in and around the Isle of Dawn, and eventually Thy-

atis took the worst of it. Alphatian forces had penetrated into the Thyatian mainland when the Alphatian continent sank beneath the sea.

Within a year, Thyatis had reclaimed the territory lost in the war and gone on to conquer most of the Isle of Dawn and the Alatian Islands. However, in AC 1011, the Thothian Empire drove Thyatis's legions back from its borders, reclaiming the city-states of Trikelios and East Portage and laying siege to the ruined city of Ekto. Thyatis was greatly weakened by plague, famine, and civil unrest throughout AC 1011.

Important Figures: Thincol (Emperor), Eusebius (Prince), Coltius (Prince), Gabronius (Prince).

Flora and Fauna: Thyatis's monster populations include bears, boars, 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, 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; giant rats and wererats in the sewers, crypts, and tunnels beneath Thyatis City.

See Also: *Dawn of the Emperors* Boxed Set; *DDA1, Arena of Thyatis*; *DDA2, Legions of Thyatis*.

Trikelios (City-State of)

See ISLE OF DAWN.

Ulimwengu (Nation of)

Location: 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 feet) 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



Geographic Overview—Known World

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 are suited to. The population is fairly evenly grouped into hunters, clerics (including many druids), scouts, mages, 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 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. 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, a city housing 40,000 Karimari; another 20,000 Karimari live within ten miles of it. Shani Kijiji is an ancient 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 village houses are small, built of wood and stone, and each has its own garden. The city lies on the shores of a great lake; on its waters, farmers grow crops on enormous floating mats woven from local plants.

History: The Karimari tell of four great eras in their history. First there was the Dawn-Time,

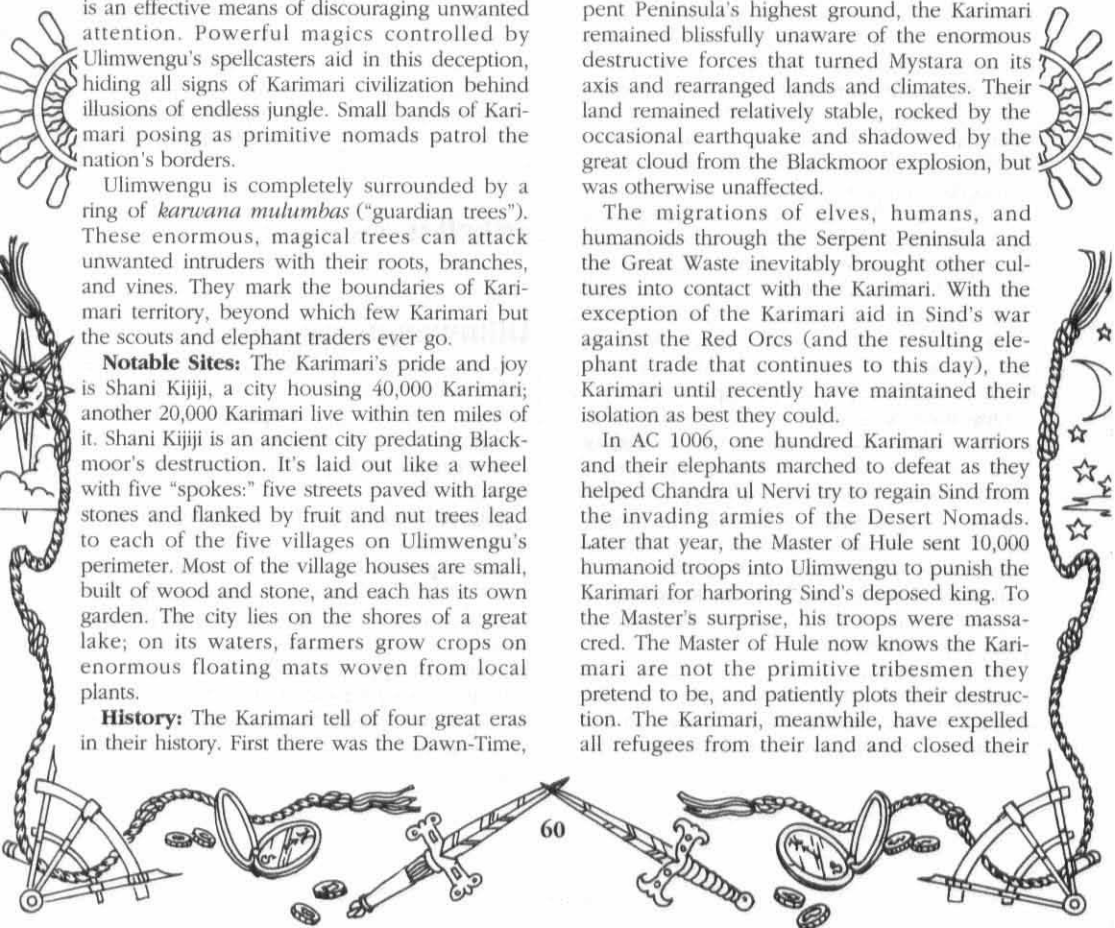
when the Karimari lived like animals in the jungle. A Karimari woman named Mosi discovered the secrets of fire, tools, and language, ending the Dawn-Time. Then there was the Time of the Elephants, when a Karimari warrior named Nyatui learned to train the jungle's elephants and triceratops. Then there 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 will soon slip away into the past to become the Time of Peace while the Karimari enter a new Now-Time—the 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 than 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 was 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 until recently have maintained their isolation as best they could.

In AC 1006, one hundred Karimari warriors and their elephants marched to defeat as they helped Chandra ul Nervi try to regain Sind from the invading armies of the Desert Nomads. 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 patiently plots their destruction. The Karimari, meanwhile, have expelled all refugees from their land and closed their



Geographic Overview—Known World

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, orcs, giant snakes, triceratops, trolls, and the dreaded Tyrannosaurus Rex.

See Also: Champions of MYSTARA: *Heroes of the Princess Ark* Boxed Set.

Vestland (Kingdom of)

See NORTHERN REACHES.

Wendar (Elf-Kingdom of)

Location: Continent of Brun, north of Glantri and Ethengar, west of Heldannic Territories, south of Denagoth.

Area: 78,170 sq. mi. **Population:** 442,000, roughly 50% human and 50% elven (including

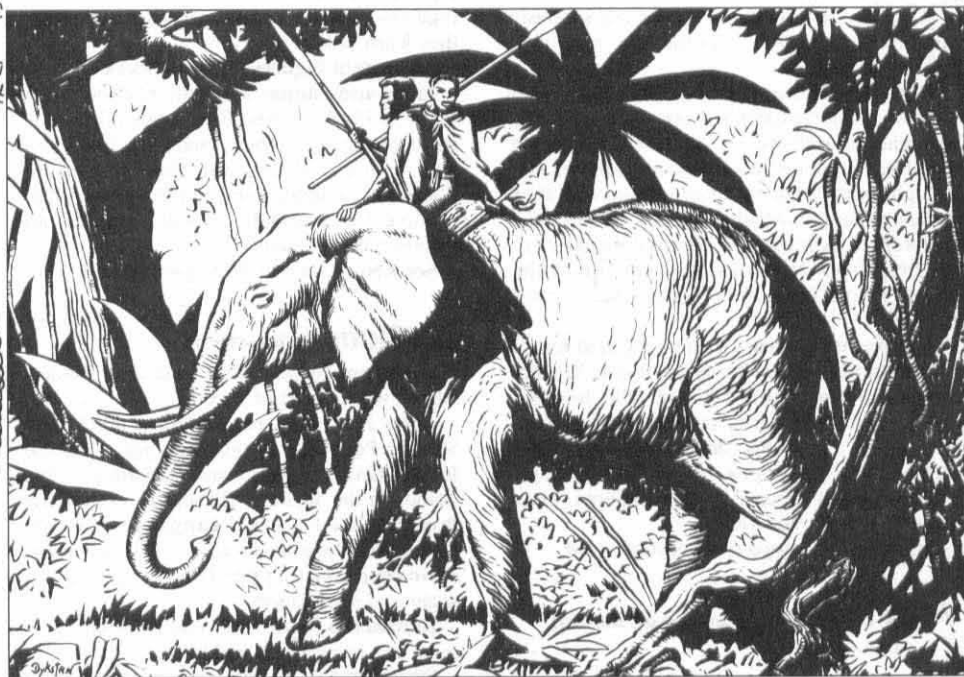
25,000 refugees from Alfheim). **Languages:** Elvish (Wendarian dialect, Alfheim dialect), Heldann. **Coinage:** Di (gp), on (sp), teci (cp).

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 mostly of an ancient race that has had little contact with the elves of surrounding nations.

History: In the ancient past, many waves of elves from Evergrun on Davania emigrated north to the lands near Blackmoor. Many elven communities perished when the men of Blackmoor destroyed themselves. The elves of Wendar survived, though they faced daily struggles during the resulting Ice Age. The elves of Wendar have all but forgotten this early part of their history.



The Karimari

Geographic Overview—Known World

Gradually, the Antaliens—ancestors of the people of the Heldann Freeholds, the Northern Reaches, and Norwold—moved into Wendar, settling peacefully alongside the elves. Other humans from an even more remote northern land settled north of Wendar, in a land now called Denagoth, and launched many attacks into Wendar. The humans who already lived in Wendar helped repel these invasions. Over time, the elves and humans became friendly.

Wendar didn't truly become a nation until about 200 years ago, when a sage named Benarian gave an Immortal artifact, 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 eventually 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 the king controlled the Elvenstar.

When war broke out between Glantri and Alphatia, King Gylharen's nation waited out the war with ease. However, Alfheim elves fleeing the shadow elf invasion flooded Wendar, and 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 to his people.

Important Figures: Gylharen (Wizard-King).

Flora and Fauna: Monsters found in Wendar include animal herds (moose, elk, horses), bears, boars, bugbears, mountain lions, centaurs, giant centipedes, dragons, dryads, elves, humans, lycanthropes, ogres, giant slugs, snakes, stirges, treants, trolls, unicorns, giant weasels, wolves, and yeti.

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

West Portage (Province of; Barony)

See ISLE OF DAWN.

Westrouke (Grand Duchy of)

See ISLE OF DAWN.

Yannivey Islands

Location: Northeast of where Alphatia once lay.

Area: 33,920 sq. mi. **Population:** 5,000 **Language:** Alphatian. **Coinage:** None.

Government Type: None; rule by force.

Industries: Fishing.

Description: These barely habitable rocks poking out of the ocean are occupied by a mixture of original Yanifey stock and fugitives fleeing Alphatian justice. Today the Yannivey Islands are inhabited by scrawny, paranoid men and women with olive skin (a blending of pale Yanifey and coppery Alphatian) and dark hair.

History: Long ago, Yanifey tribes descended from the Antaliens thinly occupied the area between Brun and Skothar, but Alphatians arriving on Mystara drove them away. Some Yanifeys ended up on the islands north of Alphatia. In the last two millennia, 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. 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 here.

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

Yavdlom (Divinarchy of)

Location: Serpent Peninsula and Thanegia Island, western Sea of Dread.

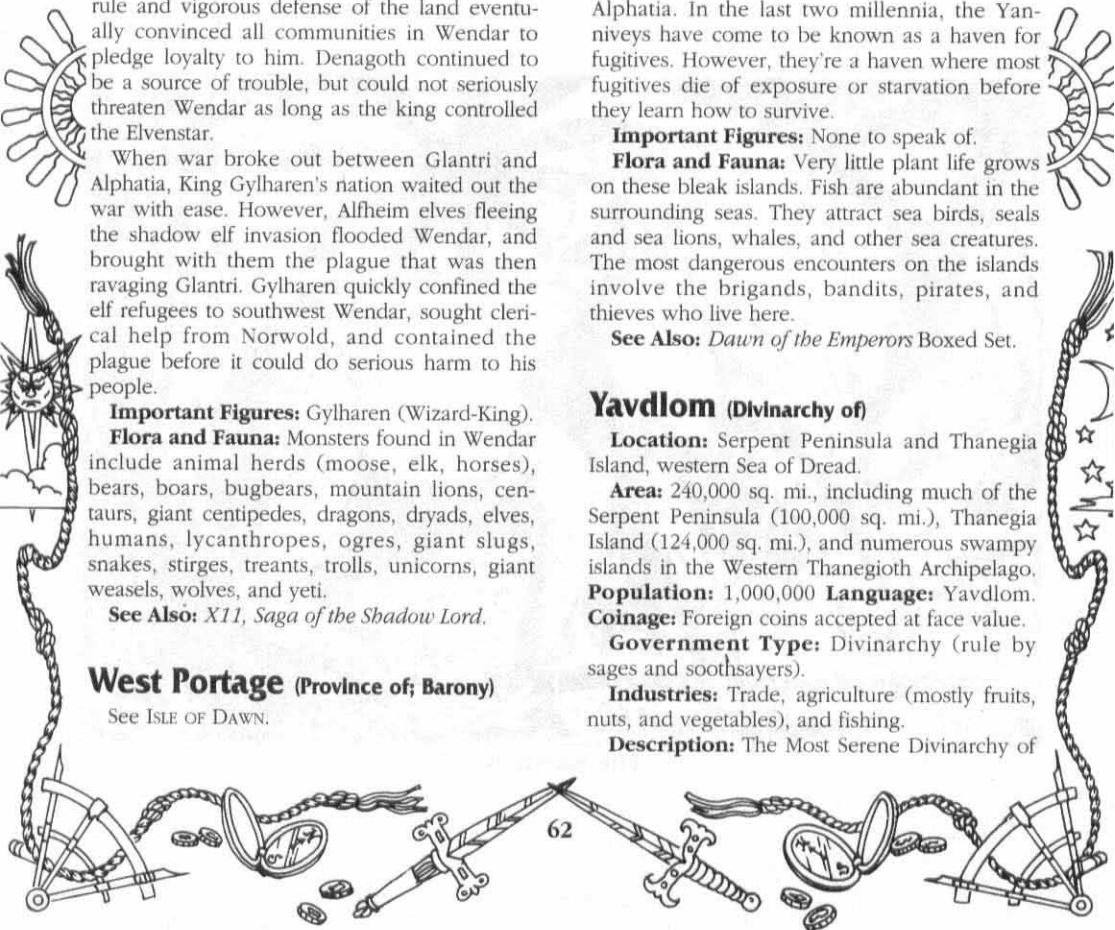
Area: 240,000 sq. mi., including much of the Serpent Peninsula (100,000 sq. mi.), Thanegia Island (124,000 sq. mi.), and numerous swampy islands in the Western Thanegioth Archipelago. **Population:** 1,000,000 **Language:** Yavdlom.

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



Geographic Overview—Known World

Yavdlom is a federation of states governed by prophets, soothsayers, and seers. Yavdlom enjoys 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 along 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 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 *ogwambe* ("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 *tukufu* automatically become nobility.

Notable Sites: Tanakumba, Yavdlom's capital, spreads over more than 50 small islands spread throughout 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 low floods. Many citizens live on houseboats or in snug shell towers shaped like conch shells.

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. After some initial conflicts between the two cultures, the Tanagoro people kept to the forest's coastal fringes while the elves withdrew into the jungle's depths. The Sheyallia discovered the Karimari of Ulimwengu and became middlemen among the three cultures.

Cataclysmic changes in Mystara's climate around 1750 BC caused the Tanagoro culture to collapse into a number of warring tribes. As the rising sea pushed humans deeper into the jungle, the Sheyallia elves lost ground. 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. In 556 BC, a boy named Yav was born. He was the strongest seer yet known, and his many timely warnings of hurricanes and other disasters made him a hero. As an adult, he preached that seers should never use their powers for personal gain. His words fell on deaf ears.

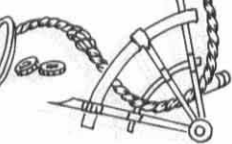
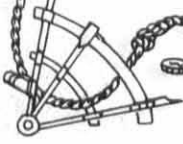
In 529 BC, a series of abuses by the ruling seers prompted a vicious uprising. Elven purists slaughtered every seer they could find. Some took more extreme measures, killing people of mixed elven and human blood regardless of their precognitive abilities. The unrest ended with the power of the seers broken and the Sheyallia elves fleeing the wrath of the Tanagoro people. Yav vanished; it was thought the elves had killed him.

Corrupt seers soon seized power once more. 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. In response to Mulogo's orders, the Tanagoros built an enormous fleet of boats and sailed across the western sea to the Immortal's Arm. There they remained for 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 within a century, all-powerful seers once again ruled the Tanagoro cities.

But then the Tanagoro culture abruptly declined. All ambition and desire for power drained from the Tanagoro people, the unforeseen and unwanted result of Yav's attempt to fix the Immortal artifact that gave his people a lust for power as well as precognitive abilities. The nation once again crumbled into a number of tribal territories and the artifact's effects on the People of Yav kept them a tribal society for centuries.

But Yav eventually managed to fix the artifact, and in AC 750, a distant descendent of Yav led the People of Yav on the road to their current prosperous Yavdlom civilization. (Centuries of apathy had split the Tanagoro people



Geographic Overview—Known World

into many Tribes of Yav, each speaking different dialects and following different customs.)

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 Yavdloom's swamps—crocodiles, human colonists, hydras, giant leeches, lizard men, orcs, purple worms, and giant snakes.

On Thanegia Island, encounters with the Yavdloom 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: Continent of Brun, southeastern reaches (north of Thyatis).

Area: 54,180 sq. mi. (Abbashan: 4,536 sq. mi.; Alasiya: 27,720 sq. mi.; Dythestia: 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; Dythestia: 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) and supervised by the Sultan and his Grand Vizier.

Industries: Textiles (cotton, linen, and carpet manufacture), horse breeding, mining (salt, tar, naphtha, gold, silver, iron, nickel, and copper), marble quarrying, glassmaking, and the cultivation of dates.

Description: This is desert country, but the land is more than an endless 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 Najj (13th-level fighter).

The Emirate of Alasiya, the largest (and central) emirate in the nation, is mostly desert, but has many oases. Capital: Ylaruam (pop. 13,000, with an additional 7,000 in the city's suburbs). Ruler: Sultan Mohammed Al-Kalim.

The Emirate of Dythestia is an arid, hilly region north of the mountains bordering mainland Thyatis. This is not a rich region, but the Dythestians (some of Thyatian descent) are good herders. Capital: Ctesiphon (pop. 1,000). Ruler: Dawud Hadi (17th-level thief).

The Emirate of Makistan, Ylaruam's westernmost region, is mostly grassland. Its people are part Alasiyan and part Ethengarian. Capital: Parsa (pop. 2,000). Ruler: Emir (Great Khan) Kamal Mazin (13th-level fighter).

The Emirate of Nicostenia borders on Thyatis and the Sea of Dawn, and controls much of Ylaruam's fertile coastlands. It was once under Thyatian control and still has border clashes with Thyatis. Capital: Tameronikas (pop. 4,000). Ruler: Abbas Humam (15th-level fighter).

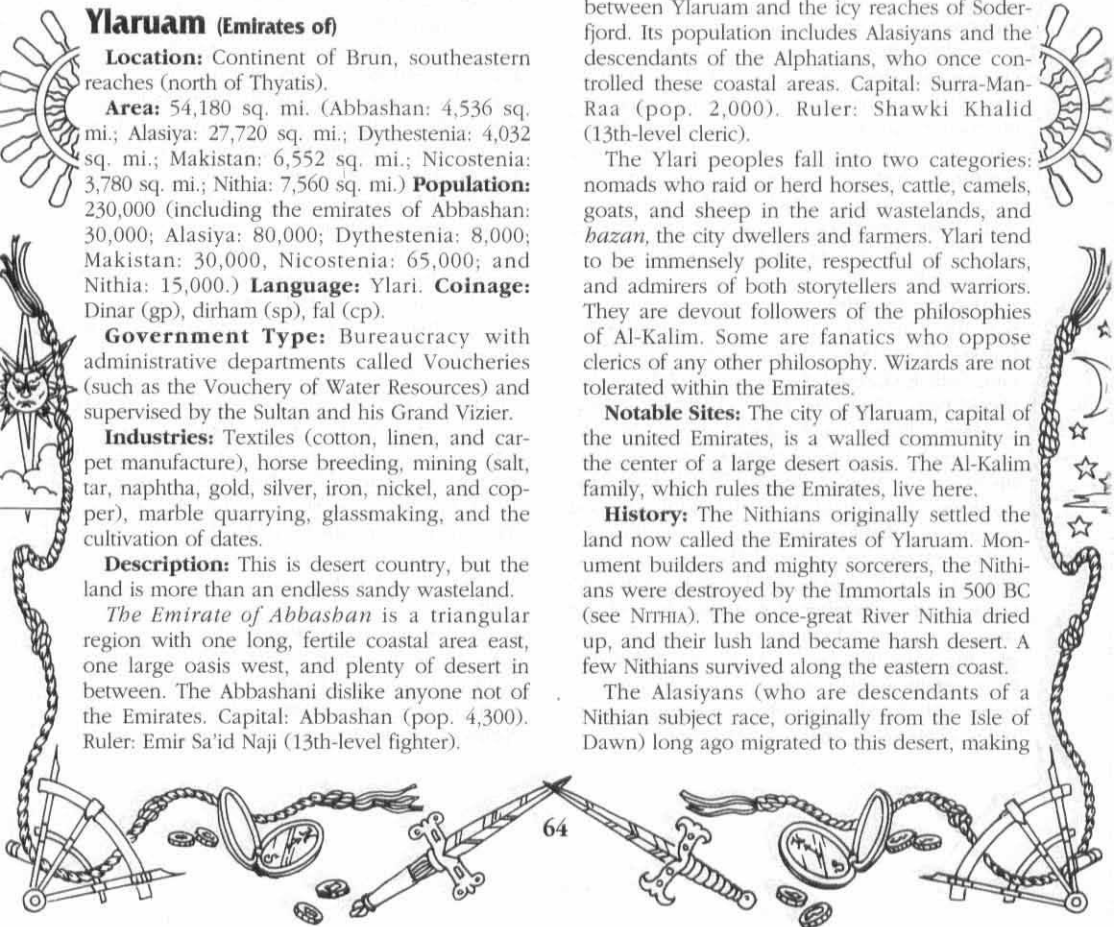
The Emirate of Nithia is a hilly land lying between Ylaruam and the icy reaches of Soderfjord. Its population includes Alasiyans and the descendants of the Alphatians, who once controlled these coastal areas. Capital: Surra-Man-Raa (pop. 2,000). Ruler: Shawki Khalid (13th-level cleric).

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. They are devout followers of the philosophies of Al-Kalim. Some are fanatics who oppose clerics of any other philosophy. Wizards are not tolerated 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 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, and their lush land became harsh desert. A few Nithians survived along the eastern coast.

The Alasiyans (who are descendants of a Nithian subject race, originally from the Isle of Dawn) long ago migrated to this desert, making



Geographic Overview—Known World

it their home. A few centuries later, the Makistani emigrated from the Ethengarian plains into the Ust-Urt valley in the west of this desert land.

Around AC 250, both Alphatia and Thyatis established colonies around the Alasiyan desert, driving the native inhabitants into less productive lands. The Thyatians moved into the south-eastern coast and the nearby uplands, while the Alphatian colonists conquered the northern and central coastal plain. The Empires' spheres of influence gradually expanded. By AC 500 the Thyatians and Alphatians were fighting one another for Alasiyan soil, while the Alasiyans lived in the unwanted desert lands and fought mostly among themselves.

In AC 825, Suleiman Al-Kalim began uniting the Alasiyan and Makistani tribes under one banner. By AC 830, the newly united tribes drove both Thyatis and Alphatia from 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

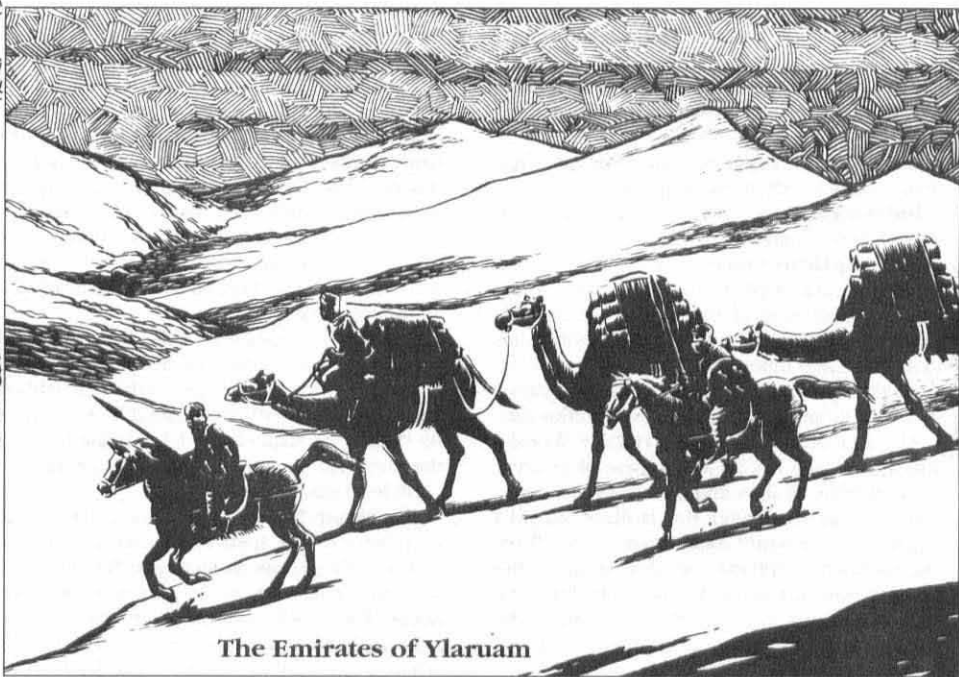
green and fertile paradise—remains his followers' exalted goal.

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 Soderford. In AC 1010, Thyatis drove Ylaruam's small forces from its territory. Ylari warriors stage occasional retaliatory raids across their southern border into Thyatis. Ylaruam also joined Darokin, the Five Shires, Karameikos, and Rockhome in the Western Defense League in AC 1010.

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 humanoids in the southern and northern mountains: kobolds, giants, trolls, ogres, orcs, and goblins. And on the sands of the desert many monster races thrive: chimeras, djinn, dragons, efreet, giant lizards, manscorpions, medusas, mummies, giant scorpions, skeletons, snakes, sphinxes, and giant spiders.

See Also: *GAZZ, The Emirates of Ylaruam.*



The Emirates of Ylaruam

Geographic Overview—Hollow World

Aerical

A continent of the Hollow World's northern hemisphere.

Alphatia

(Empire of; Floating Continent)

Location: 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.; Bettelyn 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.; Jafilia 111,239 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.)

Population: 5,096,000 (humans 97%, elves 2%, all others 1%). (Ambur 103,000; Ar 103,000; Arogansa 138,000; Bettelyn 330,000; Blackheart 45,000; Eadrin 90,000; Foresthome 85,000; Frisland 80,000; Greenspur 565,000; Haven 895,000; Jafilia (formerly Zandoria) 52,000; Limn 225,000; Randel 130,000; Shiye-Lawr 55,000; Stonewall 1,340,000; Stoutfellow 58,000; Theranderol 182,000; Vertiloch 620,000.)

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 the 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 recreated the continent, restored its inhabitants, and set it in motion around the red interior sun.

Alphatia orbits 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 darkens the lands below for three hours each day. The shadow extends to 30° north and south of the equator, and falls on any given area 51 minutes later each day.

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 Alfheim. 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:

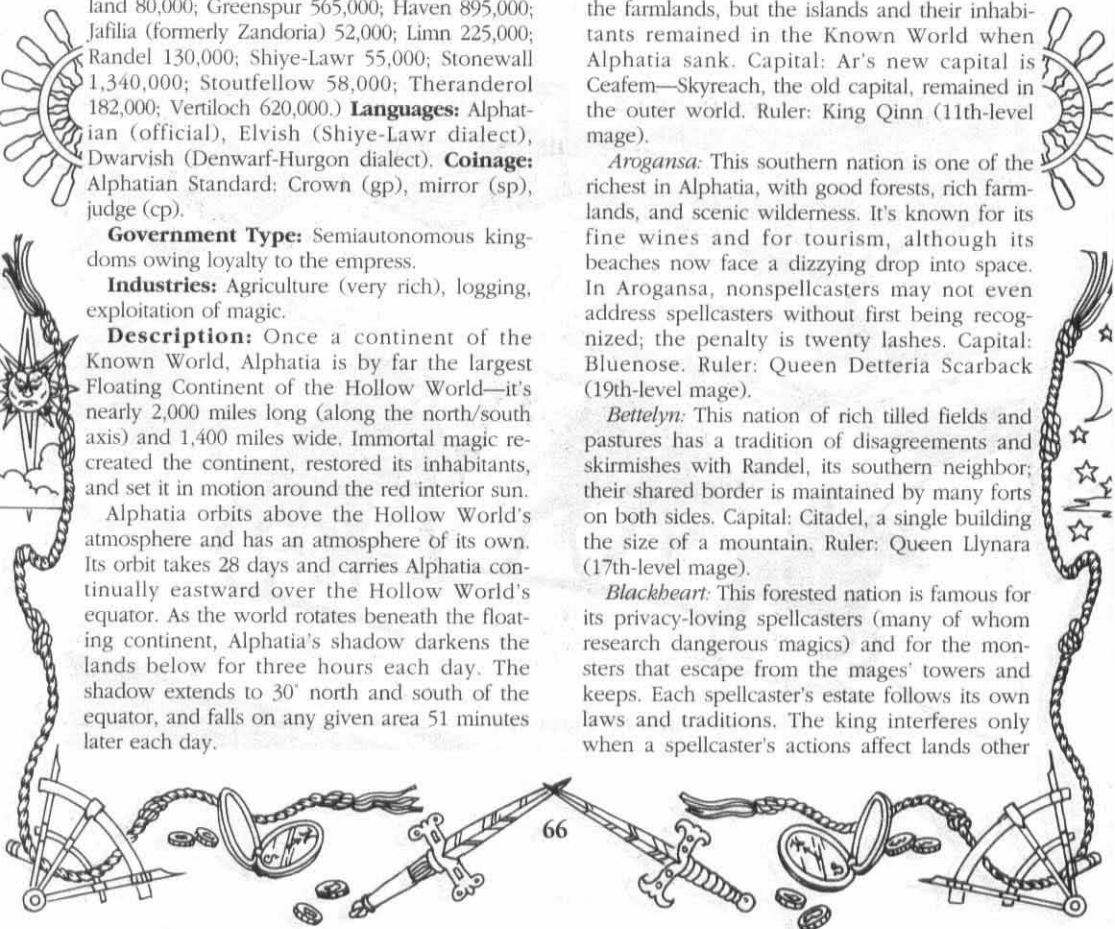
Ambur: A flat region with broad fields and pastures and occasional patches of light forest. Industries include logging, agriculture, scholarship (astronomy), entertainment (theater). Capital: Starpoint. Ruler: Queen Elshethara (16th-level mage).

Ar: A scenic region of farmlands with many towns and villages on the shores of Crystal Lake. Ar's farms once supported nobles and spellcasters who lived on islands floating above the farmlands, but the 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 (11th-level mage).

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 Detteria Scarback (19th-level mage).

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 (17th-level mage).

Blackheart: This forested nation is famous for its privacy-loving spellcasters (many of whom research dangerous magics) and for the monsters that escape from the mages' towers and keeps. Each spellcaster's estate follows its own laws and traditions. The king interferes only when a spellcaster's actions affect lands other



Geographic Overview—Hollow World

than his own. Capital: Shraek. Ruler: King Belgoth the Lamer (14th-level cleric).

Eadrin: Like nearby Arogansa, Eadrin's economy was based on tourism. Its strong agricultural base will help the population survive their first few years in the Hollow World, when tourism isn't likely to be at a peak. Capital: Archport. Ruler: King Idon II (Elf, 9th-level fighter/10th-level mage).

Foresthorne: This northern Alphanian nation is very heavily forested. Elves make up 10 percent of its population; many serve as foresters. Most of Foresthorne's communities center around Llyn Lake and make their living farming and fishing. Capital: Greenwood. Ruler: Queen Kikania (12th-level mage).

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 (17th-level mage).

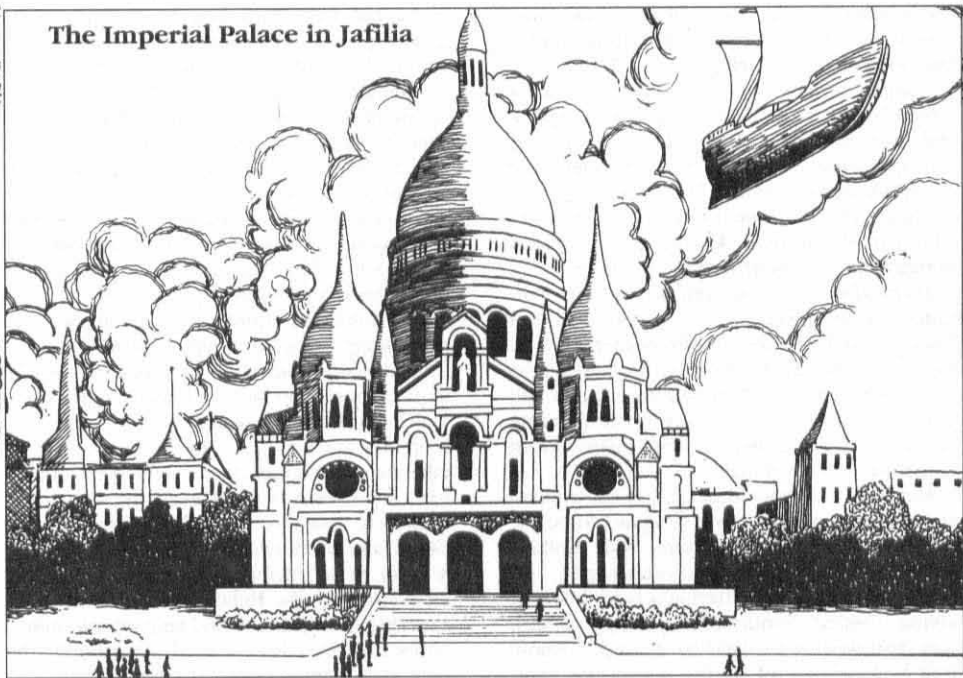
Greenspur: The fertile lowlands of this southern nation are its sole support; its primary industries are agriculture and the support of Imperial military bases. The city Eagret is home

to Alphatia's largest skyship base. Capital: Eagret. Ruler: King Sildreth II (15th-level cleric).

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 Alphanians believe Aasla to have been destroyed by earthquake and fire. Capital: Dovir. Ruler: Queen Kryndylya (20th-level cleric).

Jafilia: 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 when he ruled Alphania (before the continent sank). Empress Eriadna, returned to life by the Immortals, called the area Zandoria and made it her new seat of power; she renamed the area Jafilia when she learned that her son Zandor had assaulted her ambassadors when they visited Aquas. Capital: New City. Ruler: Empress Eriadna.

The Imperial Palace in Jafilia



Geographic Overview—Hollow World

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; humanoids (such as giants, goblins, orcs, and trolls); undead; lycanthropes; and other intelligent monsters. Capital: Trollhattan. Rulers: King Drushiye (Elf, 9th-level fighter/10th-level mage); Queen Mellora (Dryad).

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 (13th-level cleric).

Sbiye-Laur: 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, 10th level fighter/11th level mage).

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. Ruler: King Koblan Dracodon (14th-level mage).

Stoutfellow: This rugged, mountainous land is settled by dwarves (29,000), halflings (14,000), and gnomes (15,000). Dwarvish 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, 12th-level fighter).

Theranderol: This southern nation keeps corruption in its government to a minimum and 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: Errolyn. Ruler: Queen Eldrethila (20th-level mage).

Vertiloch: The traditional seat of the Alphatian emperors, Vertiloch was designed to be the showpiece of Alphatian 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

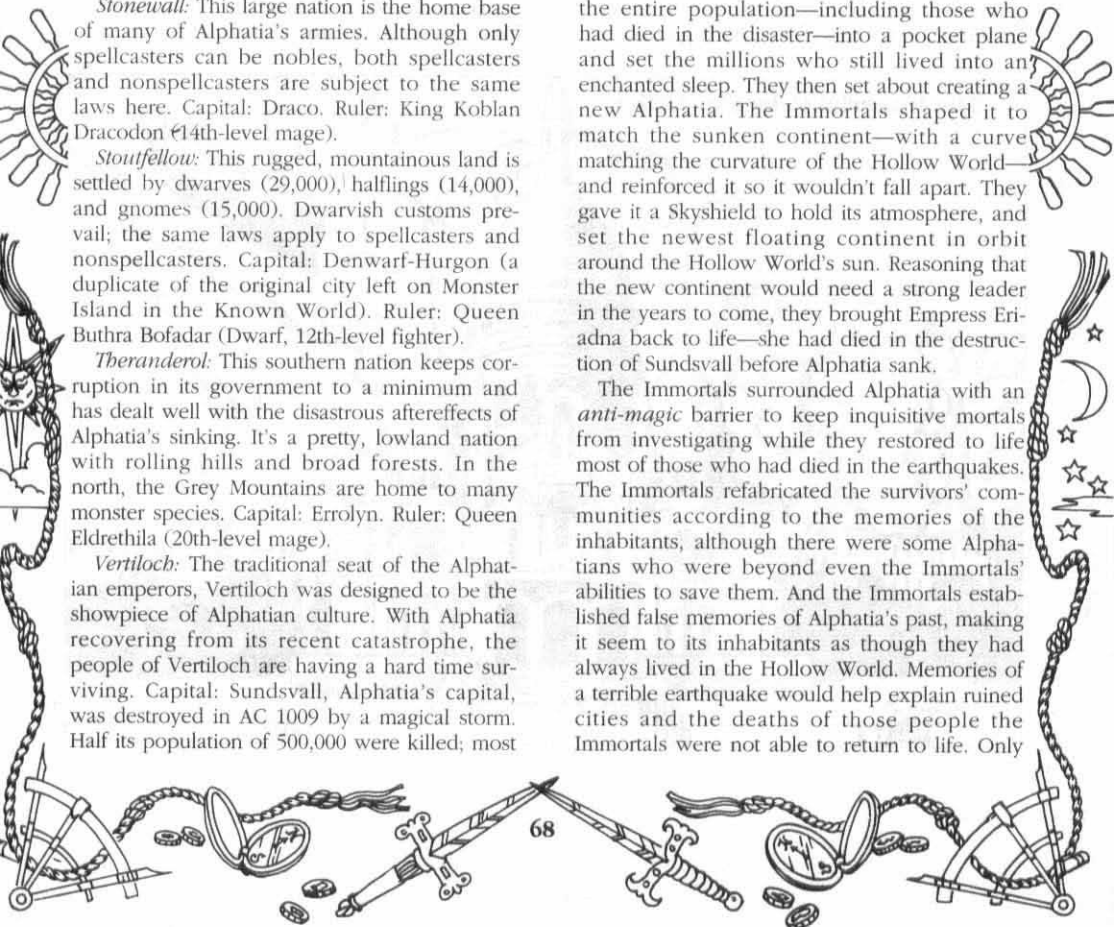
of the survivors emigrated to other cities. A few hardy souls stayed to rebuild near the city's ruins. Ashar is Vertiloch's new capital, but Empress Eriadna chose a small town in Jafilia to be the site of the new Imperial capital. Ruler: Queen (and Empress) Eriadna.

History: Just over two thousand years ago, survivors of a destroyed world—many of them powerful spellcasters—settled Alphatia. Over the centuries, these ancient air-magic wizards colonized the entire Alphatian continent and conquered many surrounding territories.

In AC 1005, Alphatia and Glantri began a war, and many of the Known World's nations were drawn into the conflict. The war ended in catastrophe. In AC 1009, an Immortal device gone haywire destroyed the city of Sundsvall in a fierce magical storm. Soon after, the device's destructive energy was fully unleashed against Alphatia, and the Alphatian continent sank 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 hold its atmosphere, and set the newest floating continent in orbit around the Hollow World's sun. Reasoning that the new continent would need a strong leader 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 restored to life most of those who had died in the earthquakes. The Immortals refabricated the survivors' communities according to the memories of the inhabitants, although there were some Alphatians who were beyond even the Immortals' abilities to save them. And the Immortals 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



Geographic Overview—Hollow World

name-level Alphatians 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 Alphatian calendar), the Immortals awakened Alphatia. Empress Eriadna set about the difficult task of confirming her authority after the disaster, stabilizing the nations of Alphatia in the Hollow World, and discovering what had happened in the Known World. In AC 1011, Alphatia managed to drive the Heldannic Knights from the Hollow World.

Flora and Fauna: The Alphatian 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.

Anathy Archipelago

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

Antalian Wastes

Location: Continent of Iciria, northern hemisphere.

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 on the shores of the Ostzee in northern Iciria. 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. They survive by herding reindeer and fishing, but they profit from raiding and piracy.

History: The Antalians are descended from Neathar tribes who once settled in the region of the Known World 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 Soderford 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.

Atlass Ocean

This broad ocean is west of the continent of Iciria.

Azcan Empire

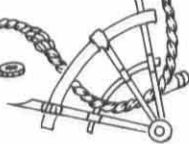
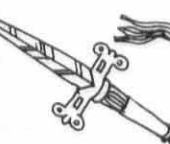
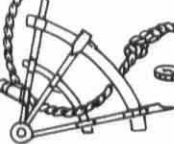
Location: Continent of Iciria, northern hemisphere, western coast.

Area: 728,847 sq. mi. (includes Lake Chitlalc, 55,426 sq. mi.). **Population:** 3,000,000 in innumerable villages and towns; Chitlalan: 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 Atzanteod).

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

Description: The land of this lush jungle area is flat, covered with rain forest and farmlands cleared by slash-and-burn agriculture; the climate is warm and humid. The rain forest is



Geographic Overview—Hollow World

also home to many dinosaur species. The human inhabitants of this land, the Azcans, are among the most feared people of the Hollow World.

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 Chitlac, 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 courts (where a 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, Atzian, 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. 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: *HWRI, Sons of Azca*; HOLLOW WORLD® Boxed Set.

Bay of Gam

This enormous bay lies to the north of the continent of Iciria.

Beastmen Wastes

Location: Continent of Iciria, northern hemisphere.

Area: 1,413,353 sq. mi. **Population:** 100,000, in small igloo communities of 10 to 50 individuals. **Languages:** Beastmen (Gruuk), Neathar.

Coinage: None (barter only).

Government Type: Independent village communities led by family head.

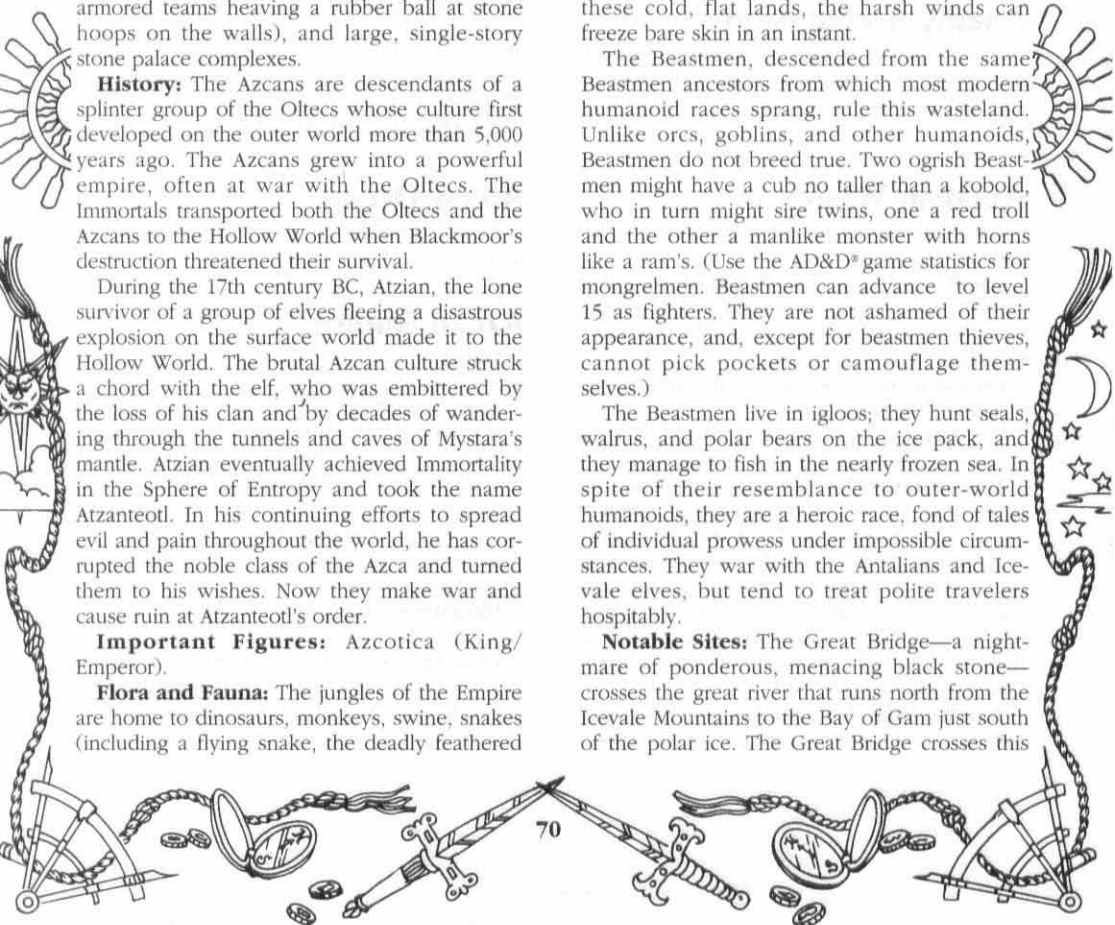
Industries: Fishing, hunting, trapping.

Description: The Beastmen Wastes spread across the arctic tundra near the north pole. In these cold, flat lands, the harsh winds can freeze bare skin in an instant.

The Beastmen, descended from the same Beastmen ancestors from which most modern humanoid races sprang, rule this wasteland. Unlike orcs, goblins, and other humanoids, Beastmen do not breed true. Two ogriish Beastmen might have a cub no taller than a kobold, who in turn might sire twins, one a red troll and the other a manlike monster with horns like a ram's. (Use the AD&D® game statistics for mongrelmen. Beastmen can advance to level 15 as fighters. They are not ashamed of their appearance, and, except for beastmen thieves, cannot pick pockets or camouflage themselves.)

The Beastmen live in igloos; they hunt seals, walrus, and polar bears on the ice pack, and they manage to 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 Antalians and Icevale elves, but tend to treat polite travelers hospitably.

Notable Sites: The Great Bridge—a nightmare of ponderous, menacing black stone—crosses the great river that runs north from the Icevale Mountains to the Bay of Gam just south of the polar ice. The Great Bridge crosses this



Geographic Overview—Hollow World

river. Many of the Beastmen's more "civilized" neighbors believe monsters breed beneath the bridge and in labyrinths within its foundations.

History: Hel, an Entropic Immortal, originally created the Beastmen of the outer world to house the reincarnated souls of evil beings. (The horrible appearances of the Beastmen 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 planet's 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), polar bears, white dragons, frost giants, ice toads, yeti, and whales. Most live off the sea's meager offerings.

See Also: HOLLOW WORLD® Boxed Set.

Brute-Men Territory

Location: Continent of Iciria, southern hemisphere, north of the Kingdom of Nithia.

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

Government Type: Numerous clan groups, led by chieftains supported by clan shamans.

Industries: Hunting and gathering.

Description: The arid, hilly lands north of the Kingdom of Nithia are inhabited by Brute-Men. Though related to modern human beings, Brute-Men 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; 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 witch doctors. 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. (Use the statistics for Aborigines/Cavemen.) 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—the Immortals moved the last of the Brute-Men to the Hollow World. 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, smilodons, dinosaurs, dragons, giant lizards, mastodons, woolly mammoths, pterosaurs, purple worms, rats, giant scorpions, shadows, snakes, sphinxes, giant spiders, and troglodytes.

See Also: HOLLOW WORLD® Boxed Set.

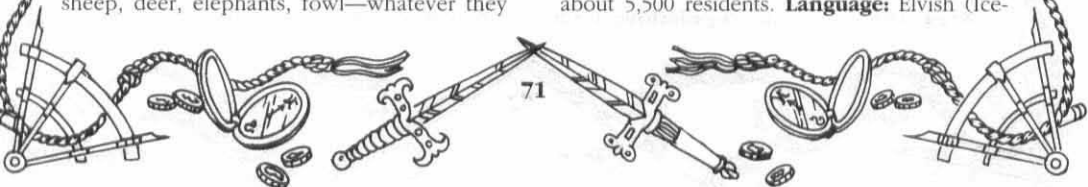
Denwarf-Hurgon

There are two cities with this name. One is the abandoned dwarvish city on Monster Island on the Known World and the other is the capital of Stoutfellow (see the entry for ALPHATIA, in this chapter).

Icevale (Elf-Lands of)

Location: Continent of Iciria, northern hemisphere, central.

Area: 216,160 sq. mi. **Population:** 100,000 in communities of 100 to 1,000. Argandir has about 5,500 residents. **Language:** Elvish (Ice-



Geographic Overview—Hollow World

vale 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 food, wine, and precious metals.

Description: A group of strong, hardy elves make this his icy, mountainous realm their homeland. 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 feet high); trees grow almost as thick within the city walls as without. Another interesting site is Mt. Svelthys, a 23,000-foot 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, and so on.

See Also: HOLLOW WORLD® Boxed Set.

Iciria

The largest continent of the Hollow World.

Jennite Holdings

Location: Continent of Iciria, 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 broad, flat grasslands in the southern half of the continent are 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 descended from a colony of Oltec Men who settled the central and western regions of the continent of Skothar (see JEN). 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 now 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.

Geographic Overview—Hollow World

Since their arrival in the Hollow World, the Jennites have clashed with the Nithians and Tanagoro. The Jennites' ability to move entire communities quickly 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; some creatures occasionally 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.

Jomphur

A continent of the Hollow World.

Kogolor Dwarf-Lands

Location: Continent of Icaria, on the World's 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's 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.

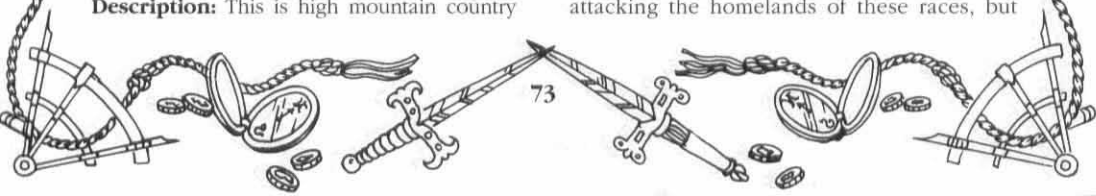
The Kogolor dwarves live in walled towns throughout the mountains. Hereditary dwarf kings and dwarf queens govern the nation. Unlike the Known World dwarves, the Kogolor dwarves have no special resistance to magic.

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 Horde territory. The mountain Kolmstat sits upon is riddled with underground springs and natural caves 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. These ancient dwarves thrived in mountains near the human Blackmoor culture—until Blackmoor humans blew themselves up. Entire generations of 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, metals and stone, and he gave them a new language and new leaders. These became the dwarves of Rockhome.

Kagyar 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 dwarves to recover.

The Kogolor dwarves have fought many wars with the Schattentalen elves and the Krugel orcs. They have not done very well when attacking the homelands of these races, but



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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 animal herds (deer, elk, moose, goats), white-furred carnivorous apes, bears, beholders, mountain lions, dinosaurs, giant ferrets, hill giants, stone giants, frost giants, mountain giants, gnomes, griffons, lycanthropes, cave-men, minotaurs, ogres, orcs, pterosaurs, purple worms, rats, giant spiders, troglodytes, trolls, wolves, and yeti.

See Also: HOLLOW WORLD® Boxed Set.

Krugel Horde Territory

Location: Continent of Iciria, just north of the World's 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 Schattentalen 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 society based on militarism. 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 territories), 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, the orcs 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.

Malpheggi Swamp

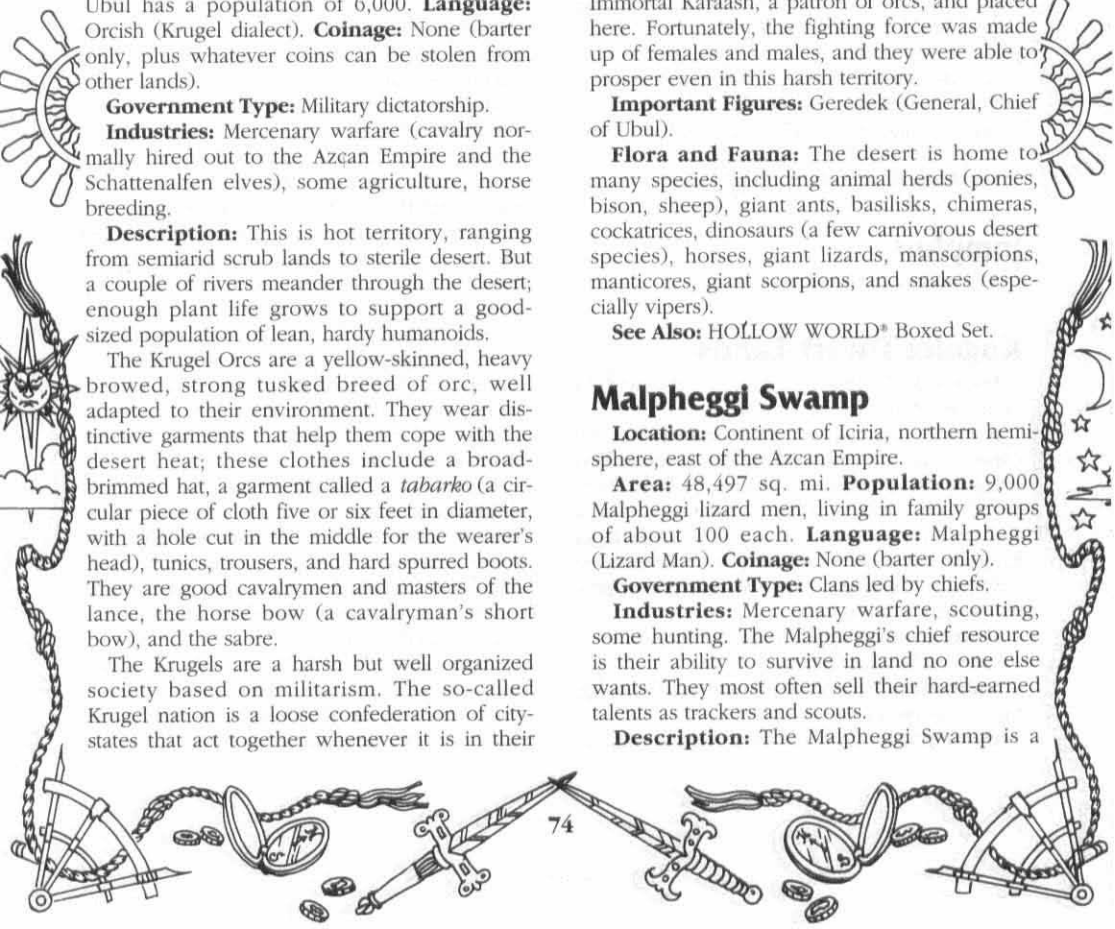
Location: Continent of Iciria, northern hemisphere, east of the Azcan Empire.

Area: 48,497 sq. mi. **Population:** 9,000 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. The Malpheggi's chief resource is their ability to survive in land no one else wants. They most often sell their hard-earned talents as trackers and scouts.

Description: The Malpheggi Swamp is a



Geographic Overview—Hollow World

broad patch of wetlands in the middle of a 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.

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 (typically foodstuffs, weapons, and other useful items) 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.

History: Nearly three thousand years ago, the ancestors of these lizard men lived in swamps on the southern coast of the continent of Brun. In 1750 BC, an earthquake broke whole regions off the mainland, stranding the lizard men on islands now known as Ierendi. (The Makai, descendants of the Neathar, also settled the Ierendi islands much later.)

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 of the Hollow World that was similar to their original homeland.

Last year, the Malpheggi lizard men suffered an epidemic that reminded them of the Nithian disease that had once destroyed their people. The epidemic killed a thousand lizard men. (See MALPHEGGI SWAMP (KNOWN WORLD) entry.)

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 and pterosaurs), dragons, giant fish, hydras, insect swarms, giant leeches,

purple worms, rats, giant slugs, snakes, giant spiders, giant toads, and giant weasels.

See Also: HOLLOW WORLD® Boxed Set.

Merry Pirate Seas

Location: 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.

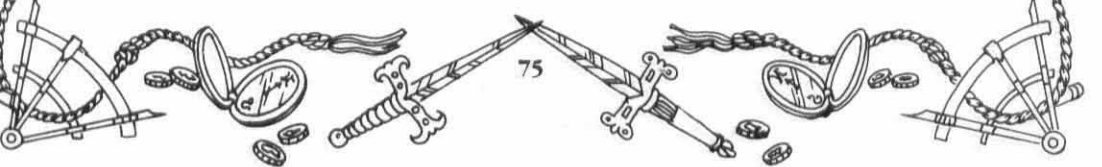
Government Type: Anarchic plutocracy: autonomous cities ruled by a council of the wealthiest pirates and ex-pirates.

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

Description: The Merry Pirate Seas stretch west of the continent of Icaria and encompass 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 crew. Their ancestors include fair-skinned Traldars, olive-skinned Thyatians, blond and red-headed Ostlanders, and Ierendian halflings who emigrated from different places and at different times: piracy was the one thing all these groups had in common.

The vigorous, noisy people of this land revere piracy. Their only measure of social status comes from successful raids against other peoples (the Traldar, Schattenalfen, Azca, and Milenians are among their favorite targets). 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 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.



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History: The history of the Merry Pirates begins when the Traldar settled in the Hollow World—many Traldar almost immediately turned to piracy as a means of survival. 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 soon began adding specimens of other pirate cultures to these islands, carefully integrating the new with the existing 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, aquatic dinosaurs, dolphins, dragons, dragon turtles, giant fish, storm giants, mermen, sharks, and whales.

See Also: HOLLOW WORLD® Boxed Set.

Milenian Empire

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

Area: 400,450 sq. mi. **Population:** 3,000,000, including capital city of Corisa (250,000). **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 lakes, and 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 sol-

diers. 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 Proteus. These monuments serve as useful architectural landmarks for travelers, and are 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.

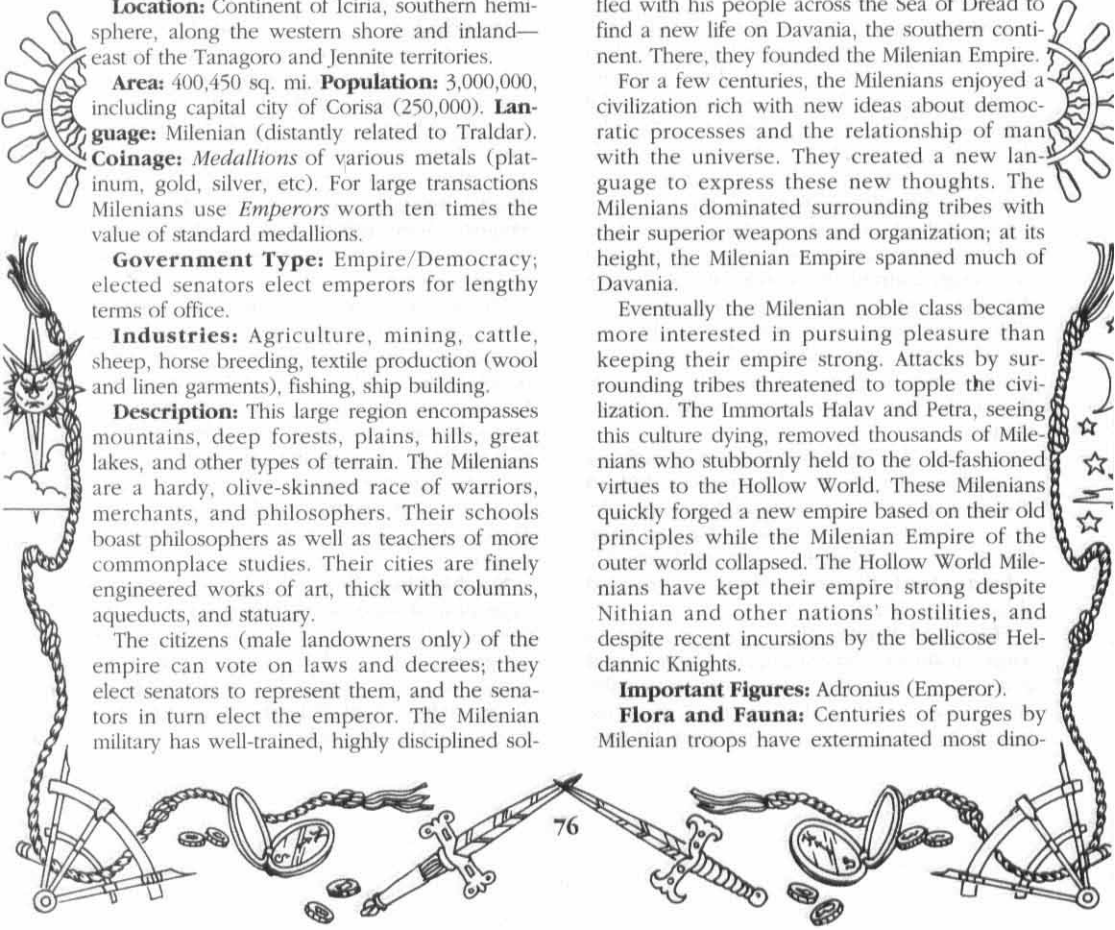
History: Sometime around 1000 BC, armies of gnolls invaded the Traldar lands on the outer world (the current nation of Karameikos). Although most Traldar put up heroic resistance, one Traldaran ruler—King Milen of Marilenev—fled with his people across the Sea of Dread to find a new life on Davania, the 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; at its height, the Milenian Empire spanned much of Davania.

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 incursions by the bellicose Hel-dannic Knights.

Important Figures: Adronius (Emperor).

Flora and Fauna: Centuries of purges by Milenian troops have exterminated most dino-



Geographic Overview—Hollow World

saur species within the empire's borders. Monsters common to this land include aerial servants, animal herds (including wild goats and ponies), bandits, basilisks, bears, giant beetles, boars, centaurs, chimeras, cockatrices, dragons, dryads, ghouls, cloud giants, storm giants, mountain giants, storm giants, cyclopskin, griffons, hags, harpies, hell hounds, hippogriffs, hobgoblins, hydras, lions, manticores, medusae, minotaurs, ogres, owlbeats, pegasi, skeletons, snakes, sphinxes, giant spiders, stirges, treants, trolls, unicorns, wolves, wyverns, and zombies.

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

Neathar Lands

Location: Continent of Iciria, 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 Iciria. 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. 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 they 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 Blackmooer and many modern cultures are descended from these original races. On the Known World, the development of agriculture doomed the Neathar culture to extinction. The

Immortals 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 attempts to conquer the Neathar. More recently, Alphatians from the Known World seized and still control a central Neathar area known as Neatharum. However, in AC 1010, Empress Eriadna 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, carrion crawlers, leopards, tigers, smilodons, giant centipedes, crocodiles, dinosaurs, giant leeches, giant lizards, lizard men, snakes, giant spiders, troglodytes, and wolves.

See Also: *HOLLOW WORLD® Boxed Set.*

Neatharum (Kingdom of; aka Alphatian Neatharum)

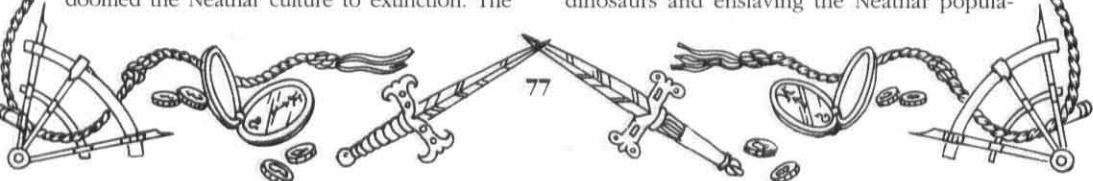
Location: Continent of Iciria, northern hemisphere, south-central region.

Area: 95,609 sq. mi. **Population:** 33,000—11,000 Alphatians (including 500 gnomes and 500 dwarves), 22,000 Neathar (Nogai tribes, mostly living in the jungle). The city of Haldeemar is home to 10,000 Alphatians and 4,000 Nogai. **Languages:** Alphatian (official), Neathar. **Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

Government Type: Monarchy beholden to the Empire of Alphatia.

Industries: Military, raiding, agriculture.

Description: This jungle region in the northern half of the continent of Iciria is controlled by Alphatia. Neatharum was once the domain of Neathar tribesmen of the Nogai tribe as well as many varieties of Hollow World dinosaur. But Alphatians "tamed" the area, driving out the dinosaurs and enslaving the Neathar popula-



Geographic Overview—Hollow World

tion. An edict from Empress Eriadna (issued in Eirmont of AC 1010) turned the Alphatian conquest into an alliance with the Neathar tribes and freed the enslaved Neatharans.

Notable Sites: Haldemar, the nation's capital, is protected by a stout wooden palisade gradually being replaced by stone walls. Fifteen Alphatian 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.

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 Alphatian 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 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 mages 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 Alphatians 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. Reopening the shaft has so far proven impossible.

After a brief period of enslaving Neathar tribesmen, the Alphatians of Neatharum have given up their source of forced labor and instead embraced the Neathar as allies. Empress Eriadna has decided to rule the Hollow World through trade and alliance rather than military might. Although she elevated Dogrel, Neath-

arum'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.

Alphatian Neatharum is becoming a popular destination for Alphatians who wish to leave the floating continent.

Important Figures: Dogrel (King).

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

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

Nithia (Kingdom of)

Location: Continent of Iciria, southern hemisphere, eastern reaches.

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

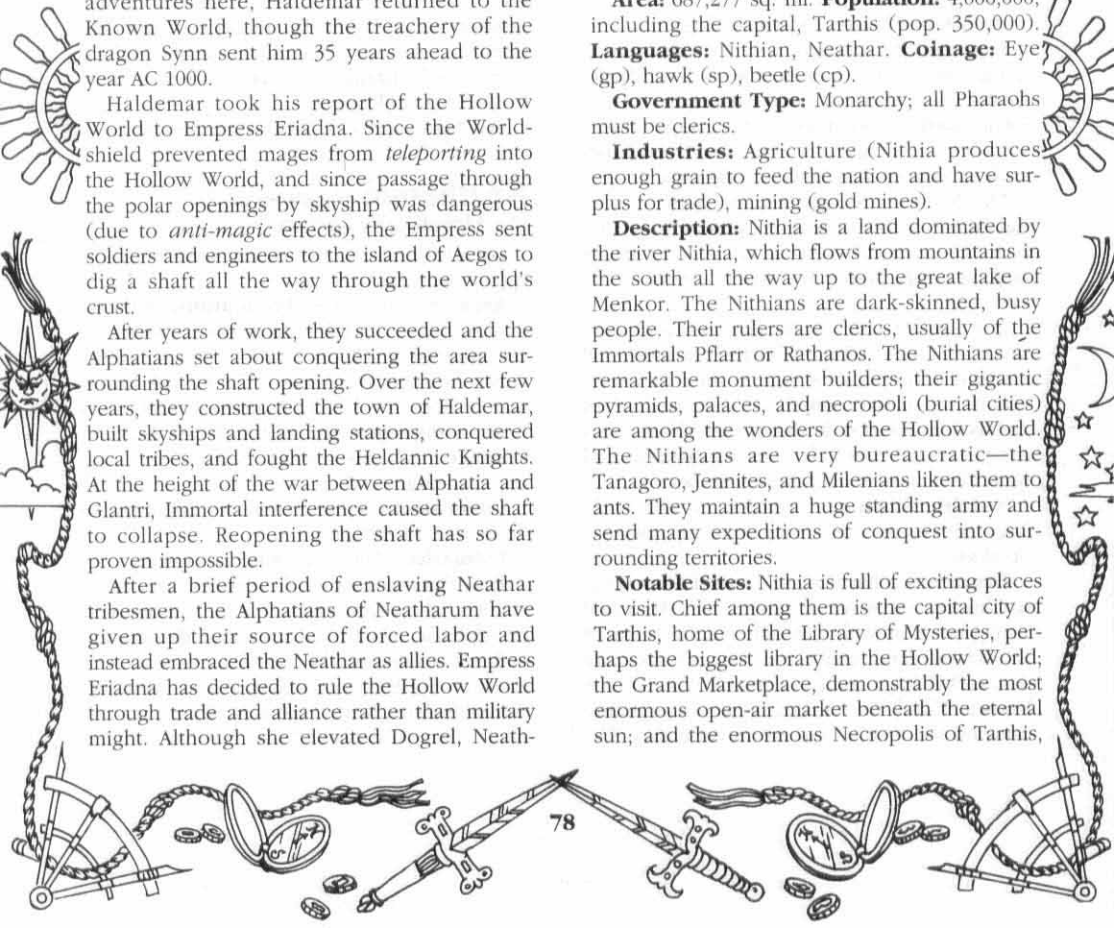
Languages: Nithian, Neathar. **Coinage:** Eye (gp), hawk (sp), beetle (cp).

Government Type: Monarchy; all Pharaohs must be clerics.

Industries: Agriculture (Nithia 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 Pflar 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, perhaps the biggest library in the Hollow World; the Grand Marketplace, demonstrably the most enormous open-air market beneath the eternal sun; and the enormous Necropolis of Tarthis,



Geographic Overview—Hollow World

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. After centuries of prosperity, a strong class of magic-users began to wrest 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: Among the many monsters and animals found in Nithia are animal herds (oxen, horses, sheep, goats), giant ants, baboons, bandits, giant beetles, camels, carrion crawlers, lions, chimeras, cockatrices, crocodiles, djinn, dragons, efreet, gargoyles, gelatinous cubes, ghouls, gnolls, horses, liches, giant lizards, manscorpions, mummies, purple worms, rats, rocs, salamanders, giant scorpions, skeletons, snakes (including many poisonous varieties), sphinxes, stirges, and zombies.

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

Oltec Kingdom

Location: Continent of Icaria, in the northern parts of the World's 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 carefully joined, irregularly shaped

rocks seem to grow 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 Otzitiol (Ixion, the fiery Immortal known as the Sun-Prince) and Kalaktata (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 that wars 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 them. 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.

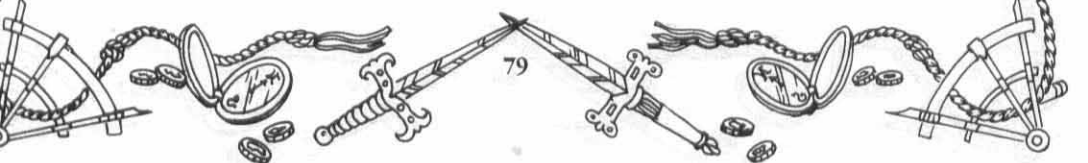
History: The early Oltecs were one of the three aboriginal Mystaran human races (white-skinned Neathar Man and black-skinned Tangor Man were the other two). The copper-skinned Oltecs drifted across Mystara's surface at the dawn of time, eventually splintering into differing cultures. Around 3500 BC, two major groups—the Oltecs and the Azca—began a series of wars that threatened to destroy both races. Five centuries later, 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), smilodons, dinosaurs, hill giants, giant lizards, ogres, pterosaurs, snakes, stirges, and yeti.

See Also: HOLLOW WORLD® Boxed Set.



Geographic Overview—Hollow World

Oostdok (Gnomish Community of; a.k.a. Valoin-Flamaeker)

Location: 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 to themselves as Oostdokians. The island is roughly fifty miles long by thirty 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 feet above sea level; its lowlands are at about 9,000 feet, and its highest mountain peak sails along at 15,000 feet above the Hollow World's surface.

Oostdok is a cultured and civilized place, famous for its banking and legal services. Seven powerful, family-run trade houses (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 & Huysevart, 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 actually 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 town nestled along the base of a high, narrow mesa. Towers, mansions, and other buildings rise in haphazard fashion, with narrow, twisting streets winding around and between them. The buildings are, of course, gnome-height, averaging 5 feet per story, although some towers are 15 stories high. Schaerbeek hosts an annual airship regatta at which the most powerful family trusts race their favorite flying contraptions.

History: Oostdok was created when the floating islands of two societies of airborne gnomes crashed together.

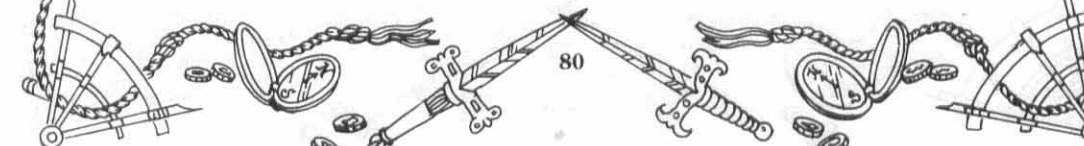
The Valoin gnomes occupied parts of the Northern Reaches from 2500 BC to the early 6th century AC. Highly inventive, their scientists were experimenting with flying gas bags by the time a kobold invasion overran their nation in AC 490. The Immortals decided to save a community of these gnomes, setting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

The Flamaeker gnomes lived on the fabulous Flying City of Serraine. In the fifth century AC, the Flamaeker clan developed new technologies to power and maneuver their city. The testing of their device tore away the section of Serraine that included the Flamaeker 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 Valoin and Flamaeker gnomes continued to tinker with their islands' technologies, and steered their islands throughout the Hollow World. The two cultures remained unaware of each other for centuries, until the steering mechanism of the Flamaeker's flying island jammed.

Before the steering mechanism could be fixed, the Flamaeker 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-Flamaeker was stuck in its new orbit.

In AC 978, the Heldannic explorers of the Hollow World became aware of the Oostdok



Geographic Overview—Hollow World

dirigibles and decided that they would nicely complement their fleet of Warbirds. They invaded the peaceable island and conquered the gnomes. For decades, the gnomes attempted subtle and ineffective resistance. In AC 1010, when Alphatia arrived on the scene and supported the gnomes against the Haldaners, Oostdok regained its independence.

Important Figures: Jan Hembeek (Gnome Advocate of Oostdok).

Flora and Fauna: Monsters found in Oostdok include bats, air elementals, rats, and sprites. Oostdokians also keep miniature breeds of goats, sheep, and cattle.

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

Schattenalfeim (Schattenalfen Caverns)

Location: Continent of Icaria, northern parts of the World's 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 Issarthyl.

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.

Description: These cavern-riddled mountains are occupied by the Schattenalfen elves, physically identical to the shadow elves of Aengmor but culturally very different. The Schattenalfeim elves 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, Traldar, Oltecs, Neathar, and anyone else they meet.

Notable Sites: Issarthyl, 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 the Stars far underground and succeeded in reaching the Hollow World. Inspired by the Immortal Atzanteotl, they founded a nation based on war and hatred. The Schattenalfen were reunited with the shadow elves in AC 1010, when explorers from the City of the Stars discovered the Hollow World.

Important Figures: Catriata (Queen).

Flora and Fauna: Monsters in this mountain region include basilisks, bats, bears, giant beetles, beholders, black puddings, carrion crawlers, mountain lions, smilodons, giant centipedes, chimeras, dinosaurs, dragons, gelatinous cubes, stone giants, gray oozes, green slimes, giant lizards, ochre jellies, pterosaurs, purple worms, rats, trolls, giant weasels, and yellow molds.

See Also: HOLLOW WORLD® Boxed Set.

Sea of Eadh

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

Sea of Rax

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

Sea of Yr

The enormous Sea of Yr nestles against southern Icaria.

Shahjapur (Kingdom of)

Location: 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 of the year,

Geographic Overview—Hollow World

Shahjapur is sunny and receives so little rain that drought always parches the land by the end of the dry season. Just when it seems that nothing and no one in the land can withstand the drought any longer, 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 is 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 infectious diseases, while strange native monsters infest the Grand Mogul's hunting grounds.

History: The ancestors of the Shahjapuri lived in Sind on the outer world. In AC 425, Minrothad traders unwittingly introduced lycanthropy to Sind. Dopplegangers and mufinas already well ensconced in the Sindhi population saw this as an opportunity to unite with the 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 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 Korikotdeva Raya

Flora and Fauna: Animal herds (cattle, elephants, yak), bandits in the rocky hills, basilisks, cockatrices, king cobras, djinn, red dragons, efreet, ghouls, gnolls, giant lizards, manscorpions, rakshasa, mummies, giant scorpions, shadows, sphinxes, tigers, and trolls.

See Also: *HWR3, Night Storm Adventure Module.*

Stonehaven (Heldannic Outpost of)

This mountainous island in the Anathy Archipelago has several large, comparatively comfortable cave systems. It was once the primary Heldannic outpost in the Hollow World. Combined Alpathian, Neathar, and Oostdok forces drove the Heldannic Knights out in AC 1011; the outpost is now abandoned.

Suridal

A continent of the Hollow World's southern hemisphere.

Tanagoro (Kingdom of the)

Location: Continent of Iciria, southern hemisphere, north-central region.

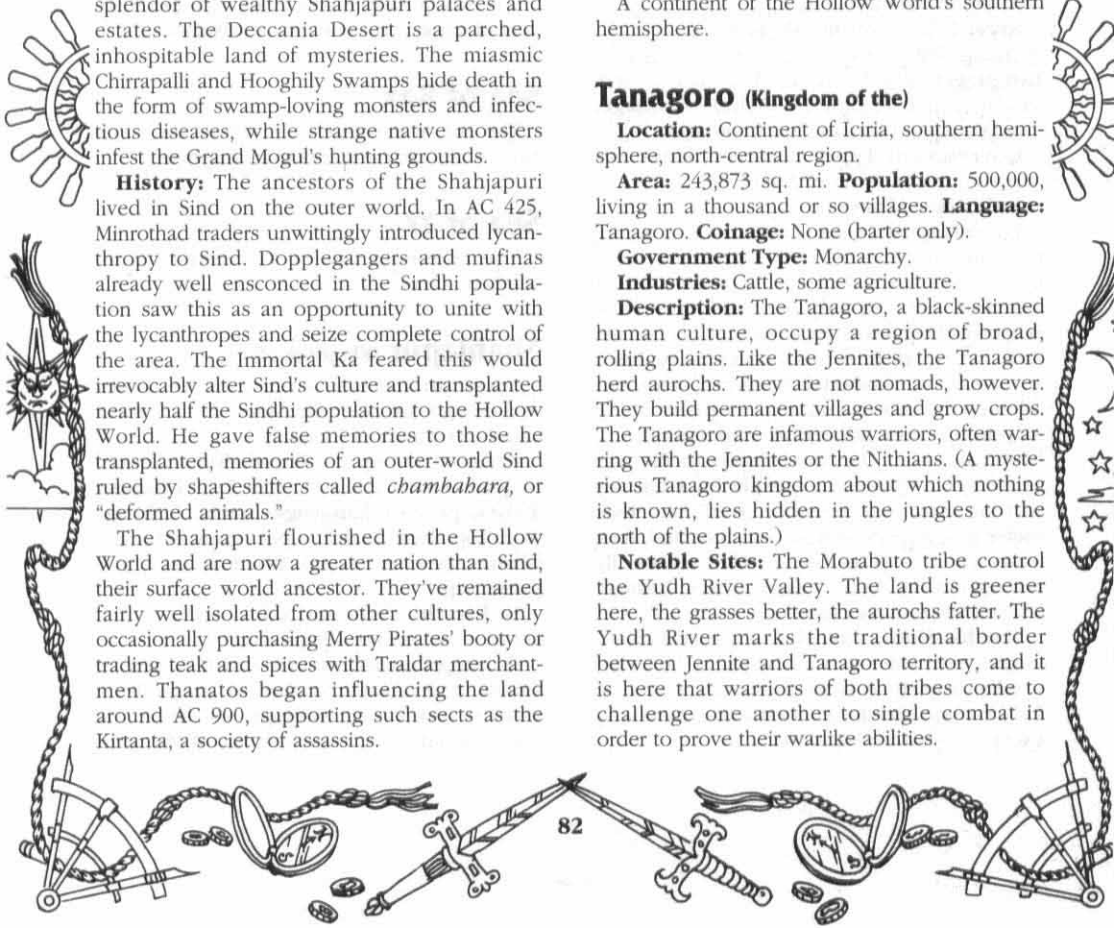
Area: 243,873 sq. mi. **Population:** 500,000, living in a thousand or so villages. **Language:** Tanagoro. **Coinage:** None (barter only).

Government Type: Monarchy.

Industries: Cattle, some agriculture.

Description: The Tanagoro, a black-skinned human culture, occupy a region of broad, rolling plains. Like the Jennites, the Tanagoro herd aurochs. They are not nomads, however. They build permanent villages and grow crops. The Tanagoro are infamous warriors, often warring with the Jennites or the Nithians. (A mysterious Tanagoro kingdom about which nothing is known, lies hidden in the jungles to the north of the plains.)

Notable Sites: The Morabuto tribe control the Yudh River Valley. 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 single combat in order to prove their warlike abilities.



Geographic Overview—Hollow World

History: The Tanagoro are descended from Tangor Man, a race that occupied the Tangor Peninsula 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 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), giant beetles, boars, bugbears, lions, smilodons, cyclops, dinosaurs, elephants, griffons, giant lizards, manscorpions, manticores, medusas, minotaurs, mummies, pterosaurs, giant scorpions, snakes, sphinxes, giant spiders, and trolls.

See Also: HOLLOW WORLD® Boxed Set.

Traldar Kingdoms

Location: Due west from the continent of Icaria along the equator.

Area: 84,524 sq. mi. **Population:** 500,000 in communities averaging 5,000 residents. **Languages:** Traldar; Milenian; Neathar. **Coinage:** None (barter only).

Government Type: Loosely allied city-states.

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, a bronze-age society. The Traldar revere martial 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 continually 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 Corescos and Baraga, the nearest pirate city, each city views the other's ships as prey.

History: Two thousand years ago, a heroic race called the Traldar flourished in the outer-

world land that is now now called the Kingdom of Karamaikos. The Traldar people lived in villages and small towns. They farmed, took a fierce joy in fighting one another, and reveled in the epic stories of heroes and monsters they had passed on to one another for centuries.

About 1000 BC, a massive wave of gnolls invaded the Traldar lands. The gnolls wanted good land and human slaves to exploit, but they found instead Traldar heroes eager to win glory in battle. Some Traldar love their lives more than glory and 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.

The transported Traldar grew strong. Although they were not as numerous or organized as the Azcans or Milenians, they were greater warriors and have been a thorn in the sides 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: bandits, bears, beholders, berserkers, boars, bugbears, lions, smilodons, centaurs, chimeras, cockatrices, giant crabs, cyclopskin, dinosaurs, dolphins, dragons, dragon turtles, dryads, 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, unicorns, wolves, and zombies.

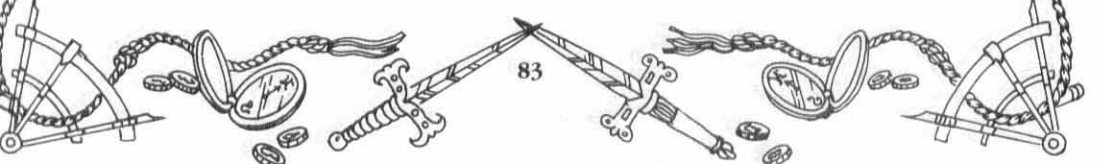
See Also: HOLLOW WORLD® Boxed Set.

Wintlian Islands

These are a continuation of the World's Spine mountains, ranging east from Icaria.

World's Spine Mountains

This chain of tall mountains circles the Hollow World's equator like a belt.



Who's Who in the Known World

This chapter gives 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, Alphatians and people of the Northern Reaches call people by their given, or personal, names while 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 Karameikos 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.

Character Kits and Other Optional Rules

Many of the characters described in this chapter were created with variant rules presented in the various volumes of the *Complete Handbook* series. Anand Brishnapur, for instance, is a 9th-level Fighting-Monk created with a character kit appearing in *The Complete Priest's Handbook*; Thar is an 18th-level orc created with rules appearing in *The Complete Book of Humanoids*.

If you don't use these optional rules in your campaign, you may either treat nonconforming NPCs as special cases or translate their combat notes to the closest character class found in the AD&D® 2nd Edition *Player's Handbook*.

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 wizards carry tomahawks, a type of hand axe, rather than daggers.

Weapon specialization information is provided for those characters who qualify (i.e., are single-classed fighters or fighting-monks). If you do not use the weapon specialization rules in your campaign, simply ignore this information wherever it appears.

THAC0 and Movement

The *combat notes* information given for each character include a calculated THAC0. This number is based on class and level; it does not include any bonuses or penalties granted by the character's attributes, weapons, or magic items.

The Move scores listed are base movement rates; they do not take encumbrance into account.

Magical Items

In some cases, characters may possess unique magical items (i.e., items not included in the AD&D® *DUNGEON MASTER Guide*). This is especially true of Alphatian mages 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. Brief descriptions are included where necessary.

The Characters

Adalard, Hermann. Governor of the Protectorate of Oceansend, Heldannic Territories. Hermann Adalard was instated as Governor of Oceansend in Eirmont of AC 1011. He has demonstrated himself to be fair but strict. He made it clear that he will tolerate no insurrection or rebellion in his city, but those who obey the new laws and show respect to the Heldannic Knights will find their lives little different from before Oceansend became a Protectorate. Adalard's father was a Heldannic Knight of good standing; his mother is an Antalian native of Heldann. Although relatively young, Hermann has experience as an adventurer and a diplomat, and his heritage helps him deal socially and politically with Antalians and Hattians. *Born:* AC 988. *Hair:* Auburn. *Eyes:* Deep green. *Height:* 5'11". Hermann Adalard's skin is a light tan; his nose is strong but not overly prominent. He goes about Oceansend armed and armored, but does not surround himself with bodyguards. *Combat Notes:* AL LN; AC 3 (*chain mail* +2); MV 12; F9; hp 54; THAC0 12; #AT 2 long sword; Dmg 1d8+5; Save F9; S16 D10 C10 I14 W14 Ch15; ML 14. *Weapon Specialization:* long sword. *Magical Items:* *chain mail* +2, *long sword* +2.

Who's Who in the Known World

Aiklin. Headmaster of the University of Air Magics, Grand Duke of Aeria. Aeria's previous ruler died during the earthquakes that followed the sinking of Alphaia; Aiklin, master of the university, quietly assumed control and has competently held it since. Aiklin is very intelligent, but his propensity to say anything that comes into his head during conversations has led to the nickname 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 and no jewels; very overweight. *Combat Notes:* AL LN; AC 6 (ring of protection +4); MV 12; M20; hp 46; THAC0 14; #AT 1 dagger or spell; Dmg 1d4 or by spell; Save M20; S10 D12 C9 I18 W15 Ch14; ML 16. *Magical Items:* ring of protection +4.

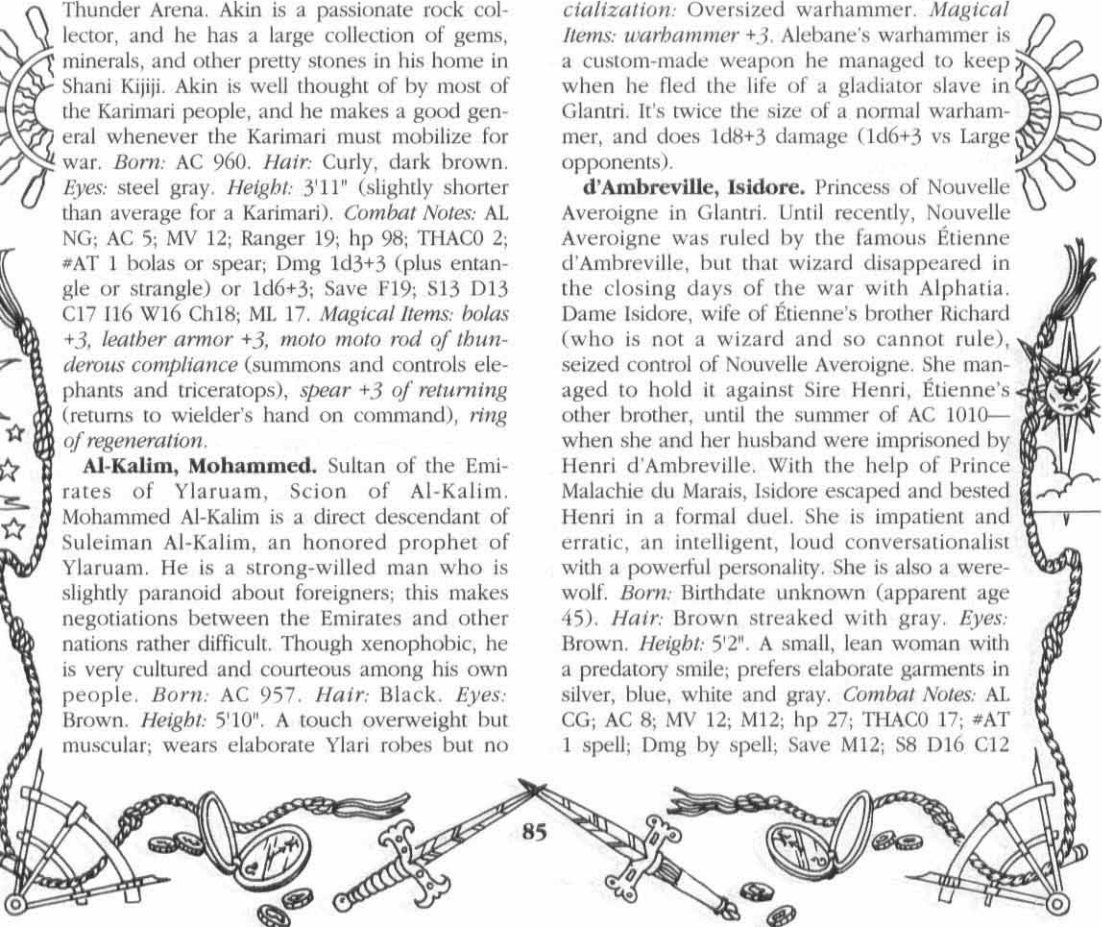
Akin. Karimari *maluk* (elephant trainer), leader of the Thunder Brigade of Ulimwengu. Akin captures and trains elephants and triceratops. He and his favorite elephant, Boudi, have won many championships in the games in Thunder Arena. Akin is a passionate rock collector, and he has a large collection 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:* AL NG; AC 5; MV 12; Ranger 19; hp 98; THAC0 2; #AT 1 bolas or spear; Dmg 1d3+3 (plus entangle or strangle) or 1d6+3; Save F19; S13 D13 C17 I16 W16 Ch18; ML 17. *Magical Items:* bolas +3, leather armor +3, *moto moto rod of thunderous compliance* (summons and controls elephants and triceratops), *spear +3 of returning* (returns to wielder's hand on command), *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 of Ylaruam. He is a strong-willed man who is slightly 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:* AL LN; AC 10; MV 12; C14 of Protius; hp 53; THAC0 12; #AT 1 staff or spell; Dmg 1d6+3 or by spell; Save C14; S13 D10 C9 I14 W17 Ch12; ML 15. *Magical Items:* quarterstaff +3

Alebane. Ogre-Lord of the Broken Lands; King of Lower Ogremoor. Trained in Glantri as a gladiator, Alebane has an unusual spirit of fair play; he 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 and loathes Glantrians. Due to a disastrous campaign against Rockhome in AC 1011, Alebane's control over the humanoids of Lower Ogremoor is in jeopardy. *Born:* AC 976. *Hair:* Black and spiky. *Eyes:* Red. *Height:* 9'6". Copper-skinned; unusually clean and healthy-looking for an ogre; cruel smile. *Combat Notes:* AL LE; AC 4 (natural AC 5 plus gladiator's banded mail); MV 9; F10; hp 78; THAC0 11; #AT 2 warhammer; Dmg 1d8+13; Save F10; S20 D8 C18 I9 W9 Ch8 (16 to other ogres); ML 13; Size L. *Weapon Specialization:* Oversized warhammer. *Magical Items:* warhammer +3. Alebane's warhammer is a custom-made weapon he managed to keep when he fled the life of a gladiator slave in Glantri. It's twice the size of a normal warhammer, and does 1d8+3 damage (1d6+3 vs Large opponents).

d'Ambreville, Isidore. Princess of Nouvelle Averoigne in Glantri. Until recently, Nouvelle Averoigne was ruled by the famous Étienne d'Ambreville, but that wizard disappeared in the closing days of the war with Alphaia. Dame Isidore, wife of Étienne's brother Richard (who is not a wizard and so cannot rule), seized control of Nouvelle Averoigne. She managed to hold it against Sire Henri, Étienne's other brother, until the summer of AC 1010—when she and her husband were imprisoned by Henri d'Ambreville. With the help of Prince Malachie du Marais, Isidore escaped and bested Henri in a formal duel. She 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:* AL CG; AC 8; MV 12; M12; hp 27; THAC0 17; #AT 1 spell; Dmg by spell; Save M12; S8 D16 C12



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I18 W10 Ch17; ML 14. *Magical Items:* wand of paralysis, wand of polymorphing, medalion of ESP 90' range.

d'Ambreville, Richard. Sire (nobleman) of Nouvelle Averroie in Glantri, husband to Princess Isidore. Richard enjoys all sorts of hunting, especially fox hunts. (He also enjoys hunting in wolf form, for he is a werewolf.) *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 marked with hunting scars, which he will gladly show to anyone interested. *Combat Notes:* AL CN; AC 2/6; MV 12; F11; hp 66; THAC0 10; #AT 2 long sword; Dmg 1d8+4; Save F11; S16 D12 C15 I13 W10 Ch14; ML 14. *Weapon Specialization:* long sword. *Magical Items:* leather armor +2, shield +3, long sword +2.

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 according to tradition. 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, but the reverse is slowly taking place. Asgrim prefers political maneuvering to outright treachery, but is willing to take the latter course whenever necessary. He is narrow-minded and dogmatic. *Born:* AC 959. *Hair:* Light brown. *Eyes:* Brown. *Height:* 5'6" (would be about 6 feet tall were it not for his twisted back); heavy eyebrows make him look as though he's scowling even when he's not; wears plain clothing. *Combat Notes:* AL LN; AC 10; MV 12; C15 of Odin; hp 59; THAC0 12; #AT 1 footman's mace or spell; Dmg 1d6+1 or by spell; Save C15; S11 D9 C12 I15 W17 Ch15; ML 11.

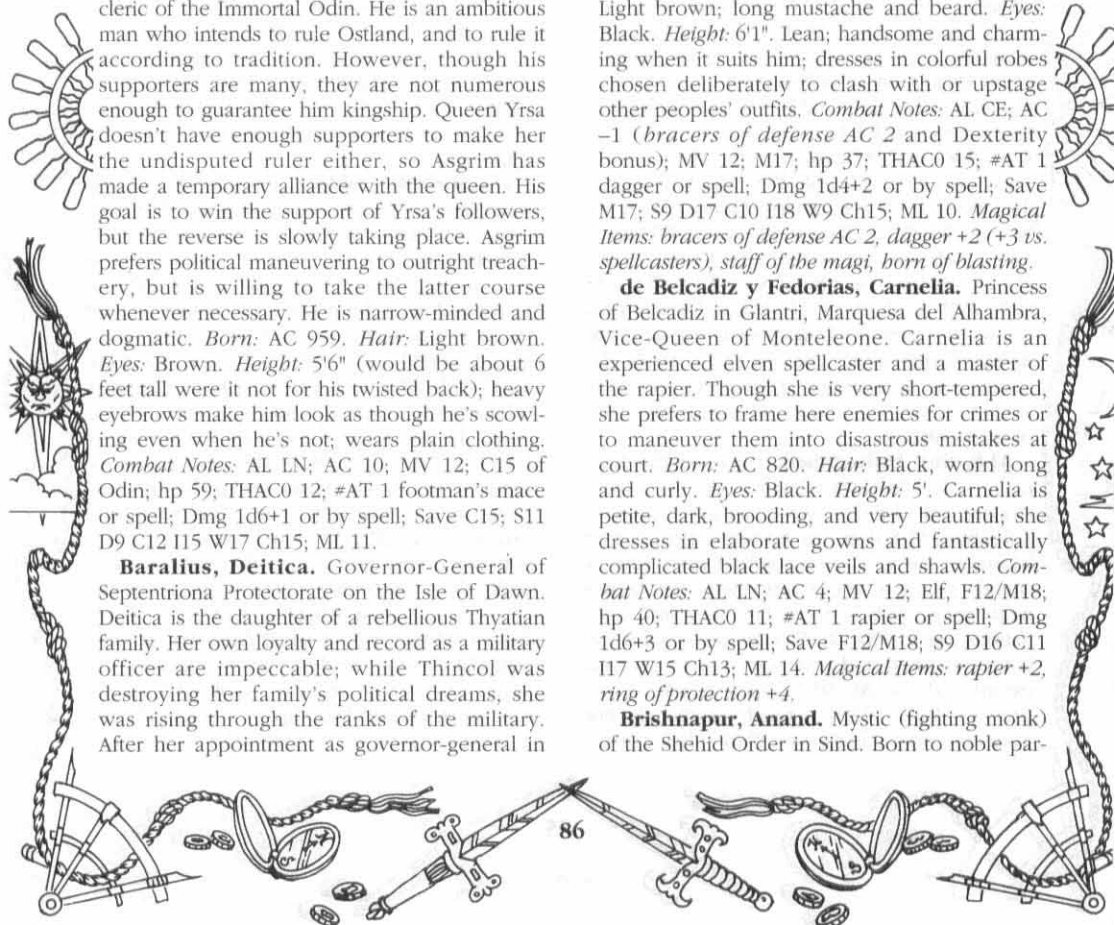
Baralius, Deitica. Governor-General of Septentriona Protectorate on the Isle of Dawn. Deitica is the daughter of a rebellious Thyatian family. Her own loyalty and record as a military officer are impeccable; while Thincol was destroying her family's political dreams, she was rising through the ranks of the military. After her appointment as governor-general 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 constantly tense. *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 tunics and trousers and wears chain mail and shield in combat. *Combat Notes:* AL LG; AC 2/3; MV 12; F14; hp 60; THAC0 7; #AT 5/2 long sword; Dmg 1d8+4; Save F14; S13 D12 C9 I15 W11 Ch10; ML 15. *Weapon Specialization:* Long sword. *Magical Items:* long sword +2; chain mail +2.

Bargle the Infamous. Ex-Magist of the Black Eagle Barony in Karameikos (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:* AL CE; AC -1 (*bracers of defense* AC 2 and *Dexterity* bonus); MV 12; M17; hp 37; THAC0 15; #AT 1 dagger or spell; Dmg 1d4+2 or by spell; Save M17; S9 D17 C10 I18 W9 Ch15; ML 10. *Magical Items:* bracers of defense AC 2, dagger +2 (+3 vs. spellcasters), staff of the magi, 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 frame her enemies for crimes or to maneuver 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:* AL LN; AC 4; MV 12; Elf, F12/M18; hp 40; THAC0 11; #AT 1 rapier or spell; Dmg 1d6+3 or by spell; Save F12/M18; S9 D16 C11 I17 W15 Ch13; ML 14. *Magical Items:* rapier +2, ring of protection +4.

Brishnapur, Anand. Mystic (fighting monk) of the Shehid Order in Sind. Born to noble par-



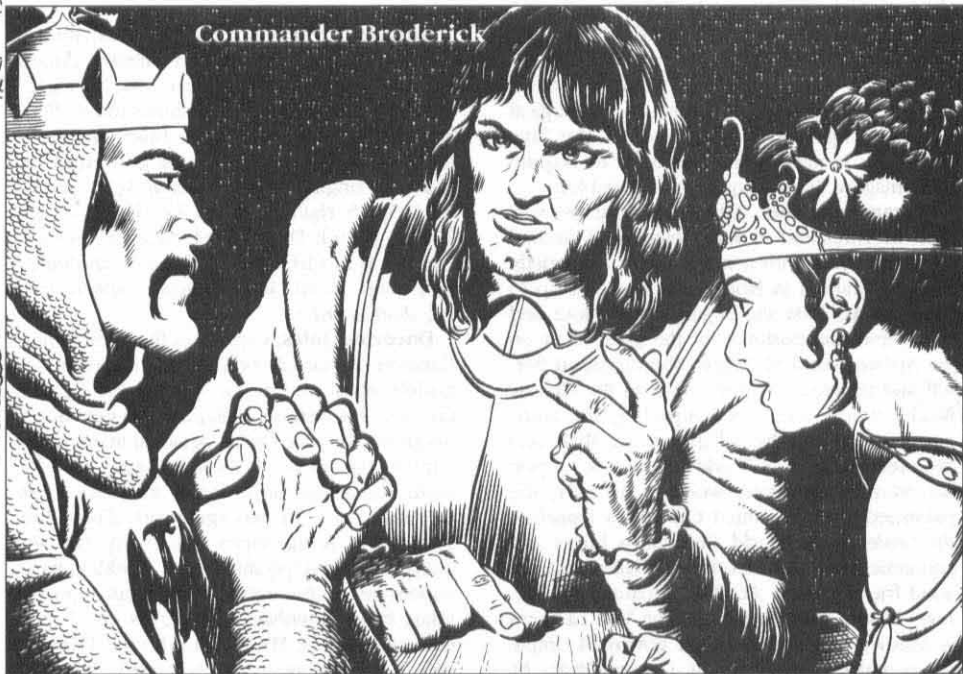
Who's Who in the Known World

ents, Anand became a Shehid mystic after witnessing a Shehid protect an elderly crippled man from an angry soldier. Anand has traveled throughout Sind righting wrongs and searching for good and true men and women. He has so far remained uninvolved in Sind's politics and wars. *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 from 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 (a member of the lowliest caste in Sind). *Combat Notes:* AL LG; AC 1; MV 12; Fighting-Monk 9; hp 36; THACO 16; #AT 2 hand or quarterstaff; Dmg special (as per Martial Art chart +4, page 125 of the *Complete Priest's Handbook*) or 1d6+4; Save C9; S17 D14 C11 I12 W16 Ch12; ML 15. *Weapon Specialization:* martial arts, with 2 additional slots devoted to this unarmed combat technique (+3 to hit and damage; +3 chart bonus for all martial arts attacks). *Magical Items:* ring of quickness (works as the spell haste), quarterstaff +3, gloves of missile snaring,

(If your campaign doesn't allow Fighting-Monks, Anand can be F6/T8/C3, currently advancing as a cleric.)

Broderick. Commander of the Seashield forces in Aquas. Commander Broderick has the unenviable position of carrying out Emperor Zandor's military ambitions. Last year, through a combination of diplomacy and force of arms, he managed to unite Bellissaria under the rule of the Emperor of the New Alphatian Empire. Zandor has jeopardized that unity by ordering the abdication of three of Bellissaria's rulers. Broderick managed to convince two of them to abdicate peacefully, but Queen Gratia of Surshield has sworn to fight rather than submit to such an absurd edict. Broderick now faces the difficult task of bringing Surshield back into the fold—and is struggling to keep himself from becoming another of Zandor's victims. *Born:* AC 969. *Hair:* Black. *Eyes:* Black. *Height:* 6'1". Broderick is an Alphatian of common stock, with golden copper skin. An upright military man, he carries himself in perfect posture even when relaxing between duties. *Combat Notes:* AL LN; AC 2 (*bracers of defense* AC 2); MV 12;

Commander Broderick



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F17; hp 96; THAC0 4; #AT 5/2 long sword or trident; Dmg 1d8+5 or 1d6+6; Save F17; S17 D14 C16 I14 W13 Ch15; ML 18. *Weapon Specialization:* trident. *Magical Items:* long sword +2, trident of warning, ring of free action, bracers of defense AC 2, helm of underwater action.

Broknag the Sly. Goblin cleric of Wogar, Advisor to Prince Kol of New Kolland in Glantri. Broknag the Sly rescued Ludwig von Hendriks from execution in the Five Shires last year, and introduced him to King Kol in the Great Crater. Working behind the scenes, Broknag aided Kol's successful bid to have the Great Crater declared a Principality of Glantri (with Kol as Prince). Broknag has found Kol easy to manipulate, and his long-term goal is to make himself indispensable to Kol. Once von Hendriks has served his purpose and Kol is solidly in control of his new Principality, Broknag intends to eliminate the Black Eagle—Ludwig is far too dangerous to keep around for long. *Born:* AC 971. *Hair:* none. *Eyes:* watery brownish yellow with bloodshot rims. *Height:* 3'10". Broknag is advanced in years for a goblin; his deep red skin has grayed with age. *Combat Notes:* AL NE; AC 6 (Dexterity bonus); MV 6; Goblin, C8/T10; hp 42; THAC0 16; #AT 1 morning star or spell; MR 0/20%; Dmg 2d4; Save C8 or T10; S12 D18 C9 I15 W17 Ch10; ML 13. *Magical Items:* amulet of magic resistance (20%). Broknag used up most of his magical items getting von Hendriks out of the Five Shires (he is making arrangements to acquire more magical items as quickly as possible).

Claransa the Seer. Adventurer. Claransa was born in Threshold in Karameikos and studied for many years with a mage there. She briefly held a dominion in Norwold but gave it up to travel. In AC 1004 she began a world tour and discovered the existence of the great shaft on the Alatian island of Aegos. She disguised herself and traveled down the shaft to the Hollow World, where she was trapped by the anti-magic effects and the collapse of the shaft. She explored the Hollow World for six years; upon her return to the outer world in AC 1011, 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:* AL

LG; AC 6 (ring of protection +2 and cloak of displacement); MV 12; M20; hp 58; THAC0 14; #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save M20; S13 D11 C14 I17 W11 Ch11; ML 15. *Magical Items:* two daggers +4, staff of the magi, ring of protection +2, cloak of displacement, ring of spell storing.

Daphnotarthus, Helena. Admiral of Thyatis; Governor of Aegos. Helena is a navy brat, the daughter of an officer stationed at the Pearl Islands. Though very disciplined, she inherited her Nuari mother's optimism and good cheer. She entered the Thyatian navy a decade ago. Owing to the decimation of Thyatian officers during the war against Alphatia, 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 and she always wears a a brooch with the rose-and-thorns symbol of the Immortal Valerias. *Combat Notes:* AL NG; AC 0/3 (plate mail and shield +2); MV 12; C14 of Valerias; hp 55; THAC0 12; #AT 1 warhammer; Dmg 1d4+4; Save C14; S17 D12 C15 I11 W15 Ch17; ML 15. *Magical Items:* warhammer +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 roads. *Born:* AC 975. *Hair:* Brown. *Eyes:* Blue. *Height:* 3'. Light-skinned; very slim and good-looking; beautiful singing voice. *Combat Notes:* AL LG; AC 3; MV 6; Halfling F8; hp 54; THAC0 13; #AT 2 short sword; Dmg 1d6+4; Save F8; S13 D17 C14 I16 W15 Ch17; ML 14. *Weapon Specialization:* 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 now middle-aged and is 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 expensive clothes rather out of his supposed salary range. *Combat Notes:* AL CN; AC 2 (plate mail and shield); MV 12; F12; hp 62; THAC0 9; #AT 2 bastard sword; Dmg 1d8+3; Save F12;

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S17 D10 C12 I10 W8 Ch15; ML 14. *Weapon Specialization:* bastard 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 cheerful, 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:* AL CN; AC 2; MV 12; F12; hp 64; THAC0 9; #AT 2 long sword; Dmg 1d8+5; Save F12; S16 D10 C12 I13 W9 Ch14; ML 14. *Weapon Specialization:* long sword. *Magical Items:* long sword +2; plate mail +1.

Doriath. King of the Alfheim Elves (now in exile with the elven court in Wendar). Doriath was King of Alfheim for two centuries, before the Shadow Elves forced the elves of Alfheim from Canolbarth Forest. Doriath led his court and many refugees north to Wendar. He is grave and solemn and never makes snap judgments, but he is prejudiced against goblins and trolls—and now Shadow Elves. In his youth, Doriath was an active adventurer. Among friends and fellow adventurers he relaxes a bit, and is fond of trading stories. *Born:* AC 594. *Hair:* Very light brown (becomes blonde in sunlight). *Eyes:* Steel grey. *Height:* 5'5". Doriath is fair-skinned with a slightly more solid build than many elves; he weighs 125 lbs. *Combat Notes:* AL LG; AC 0 (elven chain +3, Dexterity bonus); MV 12; Elf, F12/M15; hp 65; THAC0 9; #AT 3/2 long sword; Dmg 1d8+3; Save F12 or M15; S14 D16 C16 I15 W16 Ch15; ML 16. *Magical Items:* elven chain mail +3, girdle of giant strength, long sword +3.

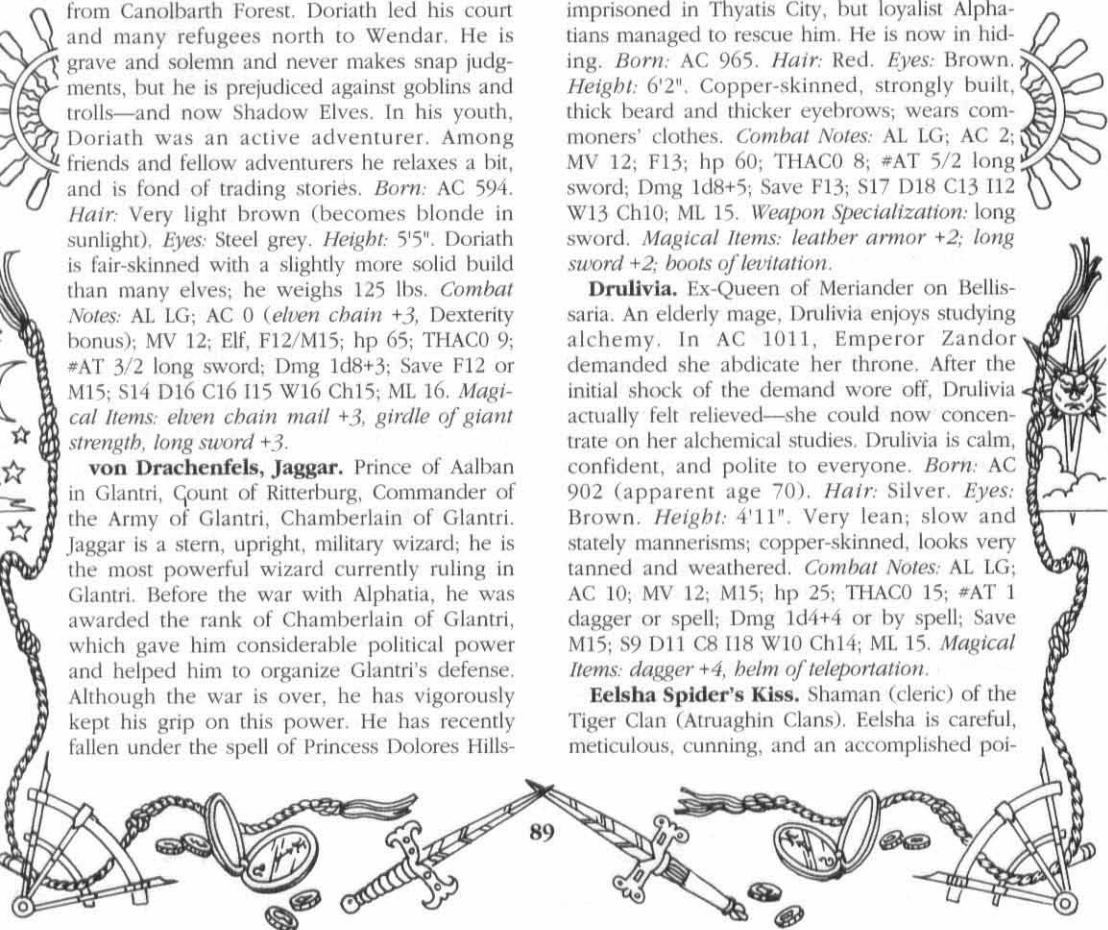
von Drachenfels, Jaggar. Prince of Aalban in Glantri, Count of Ritterburg, Commander of the Army of Glantri, Chamberlain of Glantri. Jaggar is a stern, upright, military wizard; he is the most powerful wizard currently ruling in Glantri. Before the war with Alphatia, he was awarded the rank of Chamberlain of Glantri, which gave him considerable political power and helped him to organize Glantri's defense. Although the war is over, he has vigorously kept his grip on this power. He has recently fallen under the spell of Princess Dolores Hills-

bury (actually Synn, a dragon), and is one of her most 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:* AL LE; AC 1; MV 12; M24; hp 58; THAC0 15; #AT 1 staff or special rod or spell; Dmg 1d6+4 or 20d6 lightning bolt (from rod) or by spell; Save M24; S16 D13 C16 I18 W15 Ch16; ML 16. *Magical Items:* Blackmoor lightning rod (42 charges, fires 12d6 lightning bolts); medallion of defense AC2 (as bracers); brooch of shielding. Jaggar rides a pegasus.

Dromedon. Ex-king of Aegos in the Alatian Islands (now in exile). Dromedon used to be a thrill seeker, but he has become more calm. He inherited the throne from his father, King Heldeberan, who disappeared while attempting to save family members trapped on Alphatia. 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 loyal Alphatians 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:* AL LG; AC 2; MV 12; F13; hp 60; THAC0 8; #AT 5/2 long sword; Dmg 1d8+5; Save F13; S17 D18 C13 I12 W13 Ch10; ML 15. *Weapon Specialization:* long sword. *Magical Items:* leather armor +2; long sword +2; boots of levitation.

Drulivia. Ex-Queen of Meriander on Bellisaria. An elderly mage, Drulivia enjoys studying alchemy. In AC 1011, Emperor Zandor demanded she abdicate her throne. After the initial shock of the demand wore off, Drulivia actually felt relieved—she could now concentrate on her alchemical studies. Drulivia 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:* AL LG; AC 10; MV 12; M15; hp 25; THAC0 15; #AT 1 dagger or spell; Dmg 1d4+4 or by spell; Save M15; S9 D11 C8 I18 W10 Ch14; ML 15. *Magical Items:* dagger +4, helm of teleportation.

Eelsha Spider's Kiss. Shaman (cleric) of the Tiger Clan (Atruaghin Clans). Eelsha is careful, meticulous, cunning, and an accomplished poi-



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soner. *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 leather headdress whenever possible; copper-skinned. *Combat Notes:* AL LE; AC 10; MV 12; C10 of Atzanteotl; hp 43; THAC0 12; #AT 1 warhammer or spell; Dmg 1d4+4 or by spell; Save C10; S14 D12 C15 I13 W18 Ch13; ML 14. *Magical Items:* warhammer +3. *Note:* Always has poisons on hand.

Elenitsa. Queen of Lagrius on Bellissaria. Queen Siaron Lagrius named Elenitsa her successor to Lagrius's throne in Kaldmont of AC 1011, after Emperor Zandor commanded her abdication. Although she has not yet been crowned, Elenitsa has taken over the duties of rulership in Lagrius—with Siaron's help. Elenitsa has long been a trusted friend and advisor to Siaron. She is understandably nervous about assuming the duties of Queen, as the Emperor's sanity is less than stable. Elenitsa is determined to use her wit, skills, and leadership abilities to their utmost to protect her friend Siaron, the Kingdom of Lagrius, and herself from the Emperor's madness. *Born:* AC 975. *Hair:* Golden brown. *Eyes:* Brown, merry, and lively. *Height:* 5'7". Elenitsa is good looking, fit and healthy. Her warm smile puts nearly everyone at ease. *Combat Notes:* AL NG; AC 2 (leather armor +2, Dexterity bonus); MV 12; F9/T6 (advances as fighter); hp 42; THAC0 12; #AT 3/2 long sword; Dmg 1d8+3; Save F9; S17 D18 C14 I15 W11 Ch17; ML 14. *Magical Items:* leather armor +2, long sword +2.

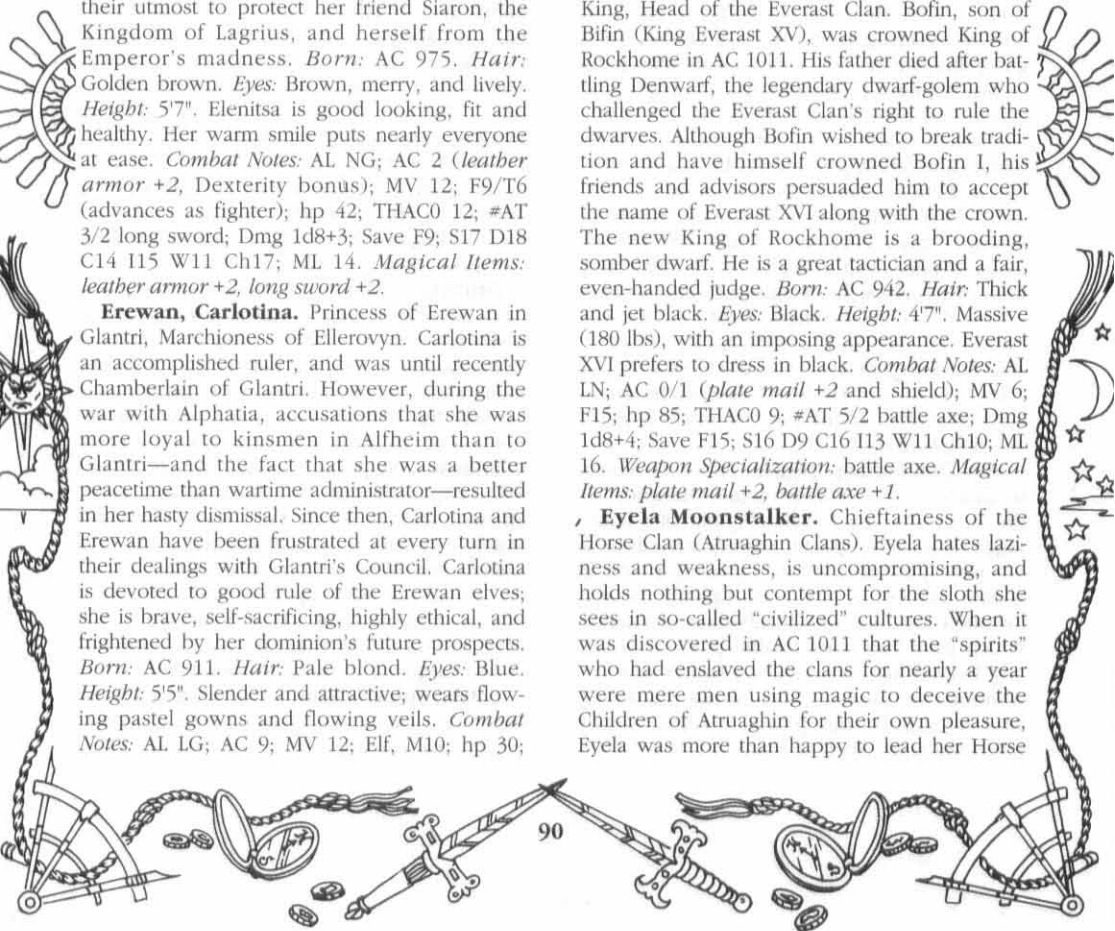
Erewan, Carlolina. Princess of Erewan in Glantri, Marchioness of Ellerovyn. Carlolina is an accomplished ruler, and was until recently Chamberlain of Glantri. However, during the war with Alphatia, accusations that she was more loyal to kinsmen in Alfheim than to Glantri—and the fact that she was a better peacetime than wartime administrator—resulted in her hasty dismissal. Since then, Carlolina and Erewan have been frustrated at every turn in their dealings with Glantri's Council. Carlolina is devoted to good rule of the Erewan elves; she is brave, self-sacrificing, highly ethical, and frightened by her dominion's future prospects. *Born:* AC 911. *Hair:* Pale blond. *Eyes:* Blue. *Height:* 5'5". Slender and attractive; wears flowing pastel gowns and flowing veils. *Combat Notes:* AL LG; AC 9; MV 12; Elf, M10; hp 30;

THAC0 17; #AT 1 dagger or spell; Dmg 1d4+2 or by spell; Save M10; S13 D15 C11 I17 W16 Ch17; ML 14. *Magical Items:* dagger +2, ring of remedies (once each day, the ring can produce one remedy—cure blindness or deafness, cure disease, neutralize poison, or remove curse—as though cast by a 16th-level priest).

Ericall. King of Norwold. Ericall is a fair man who is only a marginally competent ruler. He has the best of intentions and wishes to be a good leader, 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:* AL LG; AC -6/-2 (plate mail +5 and shield+3); MV 12; F20; hp 79; THAC0 1; #AT 5/2 long sword or heavy horse lance; Dmg 1d8+5 or 1d8+6 (doubled if mounted); Save F20; S13 D10 C11 I14 W13 Ch17; ML 17. *Weapon Specialization:* heavy horse lance. *Magical Items:* long sword +3; heavy horse lance+3; plate mail +5; shield +3.

Everast XVI. King of Rockhome, The Dwarf-King, Head of the Everast Clan. Bofin, son of Bifin (King Everast XV), was crowned King of Rockhome in AC 1011. His father died after battling Denwarf, the legendary dwarf-golem who challenged the Everast Clan's right to rule the dwarves. Although Bofin wished to break tradition and have himself crowned Bofin I, his friends and advisors persuaded him to accept the name of Everast XVI along with the crown. The new King of Rockhome is a brooding, somber dwarf. He is a great tactician and a fair, even-handed judge. *Born:* AC 942. *Hair:* Thick and jet black. *Eyes:* Black. *Height:* 4'7". Massive (180 lbs), with an imposing appearance. Everast XVI prefers to dress in black. *Combat Notes:* AL LN; AC 0/1 (plate mail +2 and shield); MV 6; F15; hp 85; THAC0 9; #AT 5/2 battle axe; Dmg 1d8+4; Save F15; S16 D9 C16 I13 W11 Ch10; ML 16. *Weapon Specialization:* battle axe. *Magical Items:* plate mail +2, battle axe +1.

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. When it was discovered in AC 1011 that the "spirits" who had enslaved the clans for nearly a year were mere men using magic to deceive the Children of Atruaghin for their own pleasure, Eyela was more than happy to lead her Horse



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Clan warriors against the invaders. *Born:* AC 970. *Hair:* Brown. *Eyes:* Dark brown. *Height:* Copper-skinned and stocky, with a severe expression; she is good-looking in a fierce sort of way. *Combat Notes:* AL LN; AC 4 (leather armor and Dexterity bonus); MV 12; F10; hp 67; THAC0 11; #AT 2/1 spear or tomahawk; Dmg 1d6+2 or 1d6+2; Save F10; S15 D18 C15 I13 W14 Ch17; ML 17. *Weapon Specialization:* tomahawk (hand or throwing axe).

Finn Hordson. Prince of Ostland in the Northern Reaches. Yrsa's oldest child by Hord, Finn Hordson is 17 years old. He could be confirmed as King of Ostland when he reaches his 18th birthday—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:* 5'11" (still growing). Handsome, bright-looking, will become a strong warrior. *Combat Notes:* AL LN; AC 4/5 (chain mail and shield); MV 12; F5; hp 30; THAC0 16; #AT 3/2 long sword; Dmg 1d8+2; Save F5; S15 D9 C13 I15 W10 Ch15; ML 14. *Weapon Specialization:* long sword.

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 quiet. *Born:* AC 981. *Hair:* Blond, worn in long braids. *Eyes:* Blue. *Height:* 5'9". A large and attractive woman, Holva prefers simple clothes and unadorned weapons. *Combat Notes:* AL NG; AC 2; MV 12; T13; hp 66; THAC0 14; #AT 1 long sword; Dmg 1d8+1; Save T13; S12 D18 C17 I10 W9 Ch13; ML 13. *Magical Items:* leather armor +2, long sword +1.

Firestorm, Thrainkell. Duke of Westrouke on the Isle of Dawn. Thrainkell's father, Donegal, died defending Westrouke against the Alphatians in the recent war. Thrainkell is an experienced cleric of the Immortal Vanya. Gruff and short-tempered, he is a fair but harsh ruler. Dismayed by the corruption and weakness he sees in the Thyatian Empire, he has contemplated a bid for Westrouke's independence but refuses to betray Thincol, his Emperor. *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:* AL LN; AC 1 (full plate); MV 12; C12 of Vanya; hp 51; THAC0 14; #AT 1 warhammer; Dmg 1d4+4; Save C12; S17 D10 C14 I13 W16 Ch15; ML 15. *Magical Items:* warhammer +2.

Furmenglaive, Lyra. Countess of Furmenglaive 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 Furmenglaive, 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:* AL LG; AC -4/0 (plate mail +1, shield +1); MV 12; C20 of Protius; hp 67; THAC0 8; #AT 1 footman's mace or spell; Dmg 1d6+4 or by spell; Save C20; S12 D16 C9 I15 W18 Ch14; ML 16. *Magical Items:* footman's mace +3, plate mail +1, shield +1.

Furmenglaive, Phileus. Count of Furmenglaive on the Isle of Dawn. Phileus and his wife Lyra have a reputation as unwholesome as that of the land they rule, though they are courteous and honorable with rulers of other lands and with their subordinates. When the Alphatians came, Phileus and Lyra and the staff of their sparsely populated castle disappeared, then conducted a guerrilla war until the conquerors left. Phileus is a good-hearted but sad and weary man, and he feels constantly weighed down by 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:* AL LG; AC 0 (plate mail +1, shield +1); MV 12; F20; hp 97; THAC0 1; #AT 5/2 long sword; Dmg 1d8+6; Save F20; S16 D11 C14 I13 W10 Ch13; ML 17. *Weapon Specialization:* long sword. *Magical Items:* plate mail +1, shield +1, long sword +3 (Int 12, detect invisibility 10' radius).

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 Aengmor military. He is thoroughly loyal to King Telemor and works hard to keep Tanadaleyo (Telemor's daughter) and her ambitions in

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check. *Born:* AC 446. *Hair:* White. *Eyes:* Gray. *Height:* 5'7". Pale-skinned. Always wears white. He has scars around both elbows—both arms were severed but magically reattached many years ago. *Combat Notes:* AL LE; AC -4 (*elven chain, shield +4, ring of protection +2*) MV 12; Elf, F12/M12/T12; hp 91; THACO 9; #AT 3/2 long sword; Dmg 1d8+7; Save F12/M12/T12; S18/24 D16 C17 I13 W10 Ch13; ML 18. *Magical Items:* *elven chain mail; shield +4; long sword +4; ring of protection +2, rod of lordly might.*

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:* 5'8" (still growing). Always looks solemn. *Combat Notes:* AL LN; AC ; MV 12; F1; hp 12; THACO 20; #AT 1 long sword; Dmg 1d8+1; Save F1; S16 D15 C16 I13 W9 Ch15; ML 12.

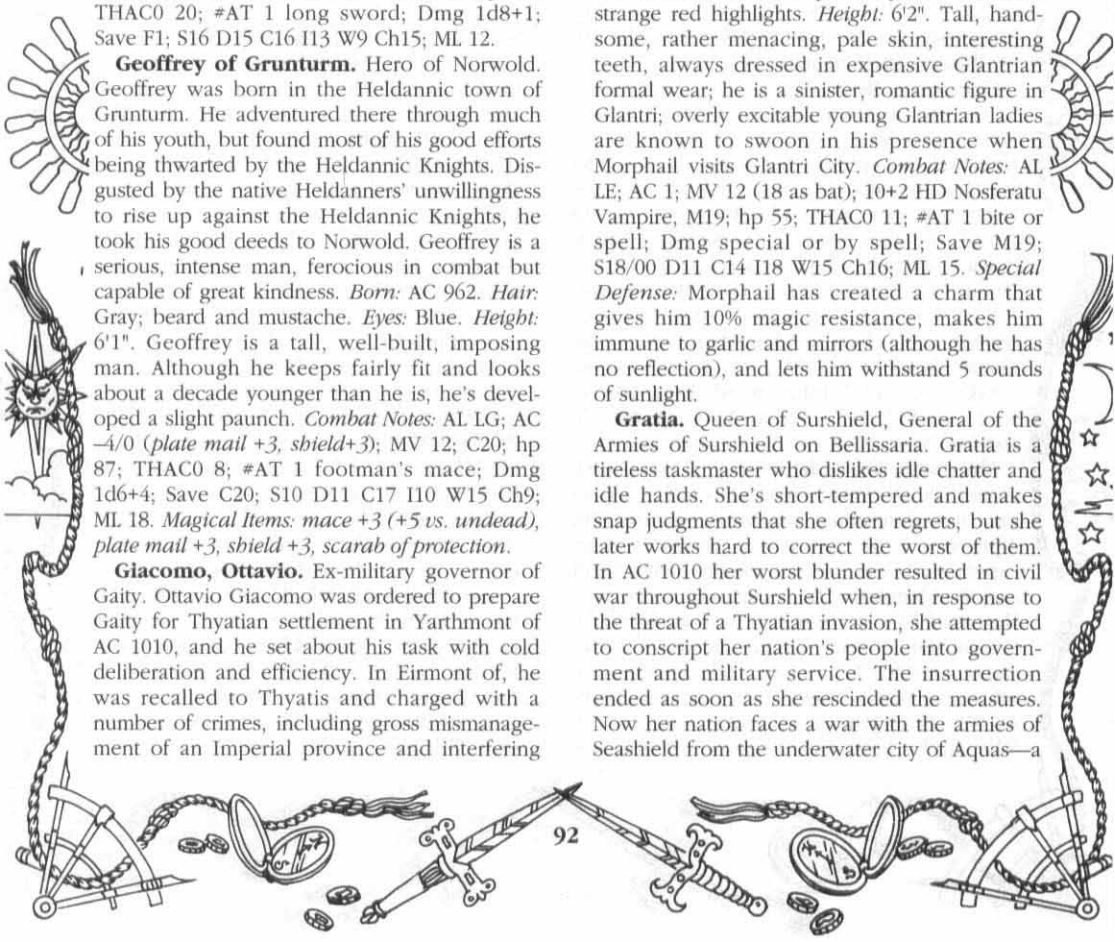
Geoffrey of Grunturm. Hero of Norwold. Geoffrey was born in the Heldannic town of Grunturm. He adventured there through much of his youth, but found most of his good efforts being thwarted by the Heldannic Knights. Disgusted by the native Heldanners' unwillingness to rise up against the Heldannic Knights, 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:* AL LG; AC -4/0 (*plate mail +3, shield+3*); MV 12; C20; hp 87; THACO 8; #AT 1 footman's mace; Dmg 1d6+4; Save C20; S10 D11 C17 I10 W15 Ch9; ML 18. *Magical Items:* *mace +3 (+5 vs. undead), plate mail +3, shield +3, scarab of protection.*

Giacomo, Ottavio. Ex-military governor of Gaity. Ottavio Giacomo was ordered to prepare Gaity for Thyatian settlement in Yarthmont of AC 1010, and he set about his task with cold deliberation and efficiency. In Eirmont of, he was recalled to Thyatis and charged with a number of crimes, including gross mismanagement of an Imperial province and interfering

with an Imperial investigation. *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:* AL NE; AC 3 (*chain mail +3*); MV 12; F12; hp 67; THACO 9; #AT 2 long sword; Dmg 1d8+5; Save F12; S16 D15 C12 I12 W8 Ch12; ML 9. *Weapon Specialization:* long sword. *Magical Items:* *chain mail +2; long sword +2 nine lives stealer (6 charges left).*

Gorevitch-Woszlan, Morphail. Prince of Boldavia in Glantri; Baron of Igorov; Viceroy of Tchernovodsk. Prince Morphail is a powerful vampire, although he is certainly not the only monster ruling in Glantri. Morphail controls a veritable army of undead noblemen and pawns, but is careful to conceal his true nature from his fellow princes and his subjects for fear of politically costly—and potentially deadly—attempts at 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 sinister, romantic figure in Glantri; overly excitable young Glantrian ladies are known to swoon in his presence when Morphail visits Glantri City. *Combat Notes:* AL LE; AC 1; MV 12 (18 as bat); 10+2 HD Nosferatu Vampire, M19; hp 55; THACO 11; #AT 1 bite or spell; Dmg special or by spell; Save M19; S18/00 D11 C14 I18 W15 Ch16; ML 15. *Special Defense:* Morphail has created a charm that gives him 10% magic resistance, makes him immune to garlic and mirrors (although he has no reflection), and lets him withstand 5 rounds of sunlight.

Gratia. Queen of Surshield, General of the Armies of Surshield on Bellissaria. 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 she later works hard to correct 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 insurrection ended as soon as she rescinded the measures. Now her nation faces a war with the armies of Seashield from the underwater city of Aquas—a



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result of her refusal to abdicate her throne as Emperor Zandor demanded. *Born:* AC 967. *Hair:* Black. *Eyes:* Black. *Height:* 5'11". Slender and tough like a braid of rawhide; stiffly upright; light-skinned but tanned; she is good-looking but not vain; she does nothing to accentuate her looks. *Combat Notes:* AL LN; AC 3 (ring of protection +4, staff of power, and Dexterity bonus); MV 12; M13; hp 36; THAC0 16; #AT 1 staff or spell; Dmg 1d8+2; Save M13; S13 D16 C15 I17 W14 Ch9; ML 15. *Magical Items:* carpet of flying, hat of disguise, staff of power, ring of protection +4.

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:* AL LG; AC 0/2; MV 12; Elf, F10/M11; hp 40; THAC0 11; #AT 2 long sword or 1 spell; Dmg 1d8+2; Save F10/M11; S13 D10 C9 I17 W13 Ch14; ML 15. *Magical Items:* elven chain mail +3, shield +1, long sword +2.

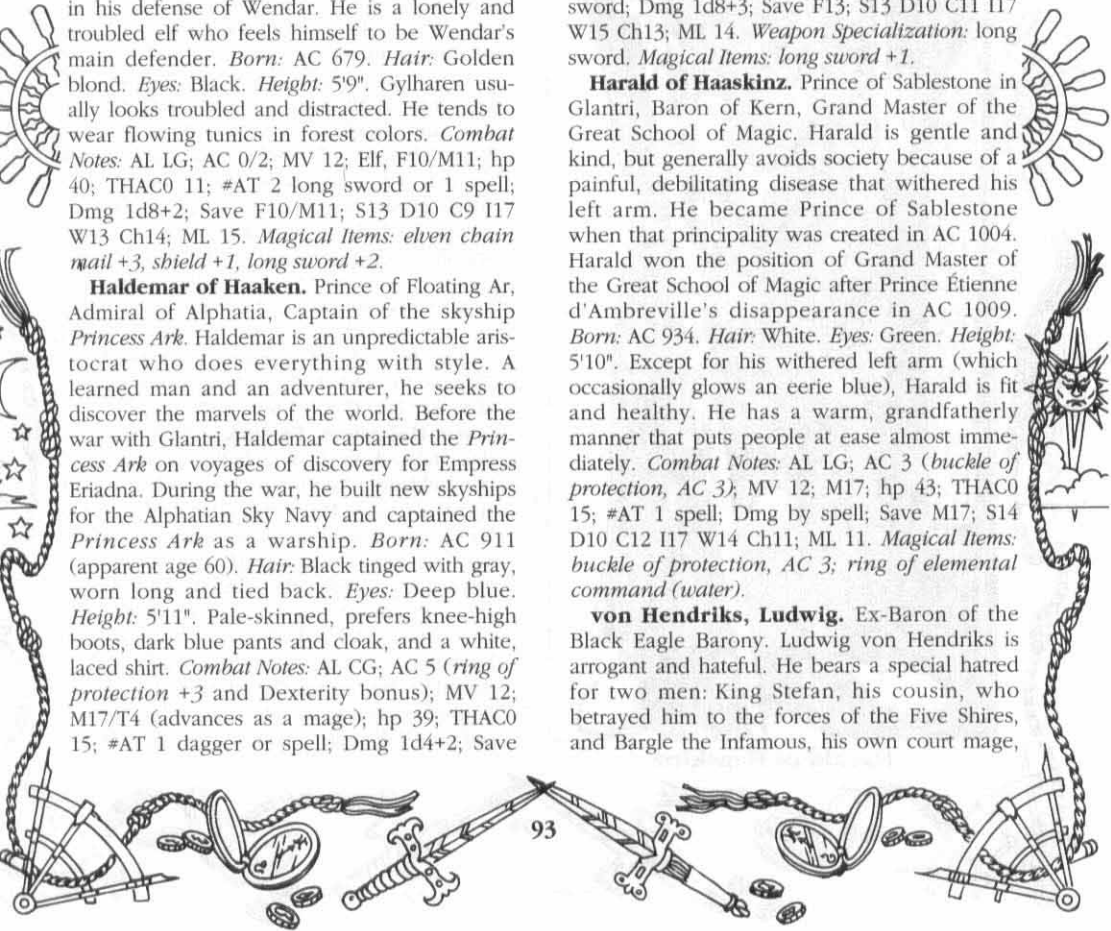
Haldemar of Haaken. Prince of Floating Ar, Admiral of Alphatia, Captain of the skyship *Princess Ark*. Haldemar is an unpredictable aristocrat who does everything with style. A learned man and an adventurer, he seeks to discover the marvels of the world. Before the war with Glantri, Haldemar captained the *Princess Ark* on voyages of discovery for Empress Eriadna. During the war, he built new skyships for the Alaphatian 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:* 5'11". Pale-skinned, prefers knee-high boots, dark blue pants and cloak, and a white, laced shirt. *Combat Notes:* AL CG; AC 5 (ring of protection +3 and Dexterity bonus); MV 12; M17/T4 (advances as a mage); hp 39; THAC0 15; #AT 1 dagger or spell; Dmg 1d4+2; Save

M17; S10 D16 C11 I17 W12 Ch15; ML 10; Thieving Skills PP 15%, OL 15%, FT 10%, MS 60%, HS 60%, DN 25%, CW 60%, RL 35%. *Magical Items:* dagger +2 of warning (vibrates in the presence of danger); pouch of security (screams when anyone other than Haldemar touches it); wand of disintegration (casts a disintegrate spell as a 6th-level mage); wand of fire; wand of lightning; 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 widower 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:* AL LN; AC 5/6 (scale mail and shield); MV 12; F13; hp 66; THAC0 8; #AT 5/2 long sword; Dmg 1d8+3; Save F13; S13 D10 C11 I17 W15 Ch13; ML 14. *Weapon Specialization:* long sword. *Magical Items:* long sword +1.

Harald of Haaskinz. Prince of Sablestone in Glantri, Baron of Kern, Grand Master of the Great School of Magic. Harald is gentle and kind, but generally avoids society because of a painful, debilitating disease that withered his left arm. He became Prince of Sablestone when that principality was created in AC 1004. Harald won the position of Grand Master of the Great School of Magic after Prince Étienne d'Ambreville's disappearance in AC 1009. *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 that puts people at ease almost immediately. *Combat Notes:* AL LG; AC 3 (buckle of protection, AC 3); MV 12; M17; hp 43; THAC0 15; #AT 1 spell; Dmg by spell; Save M17; S14 D10 C12 I17 W14 Ch11; ML 11. *Magical Items:* buckle of protection, AC 3; ring of elemental command (water).

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 Bargle the Infamous, his own court mage,



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Harald of Haaskinz

who abandoned him when the halfling army invaded the Barony. Ludwig von Hendriks escaped execution in the Five Shires last year, and has helped King Kol of the Broken Lands to secure his Principality in Glantri. *Born:* AC 951. *Hair:* Black; neat beard and mustache. *Eyes:* Brown, shifty, cruel. *Height:* 5'10". Handsome but mean-looking; in excellent shape. Dresses in black (has black armor). *Combat Notes:* AL CE; AC 1 (plate mail +2); MV 12; F13; hp 84; THAC0 8; #AT 5/2 long sword; Dmg 1d8+5; Save F13; S17 D14 C16 I15 W9 Ch14; ML 13. *Weapon Specialization:* long sword. *Magical Items:* plate mail +2, broad sword +2.

Hillsbury, Dolores. Princess of Fenswick in Glantri (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. Synn's goal is to become the sole ruler of Glantri and to make that nation into a haven for chaos and foul creatures. She took a major step toward that goal in Ambyromont 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. At social events she tends to wear long evening gowns in black or other dark colors; she wears stylish hunting garments in the field. *Combat Notes:* In human form, has abilities equivalent to M20 (pretends to be of a lower level); AL CE; AC 10; MV 12; M20; hp 70 (will revert to dragon form if she drops to 10 or fewer hp); THAC0 14; #AT 1 spell; Dmg by spell; Save M20; S10 D12 C18 I17 W9 Ch17; ML 15.

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

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Freiburg in AC 993. Frederick, living as a peasant under his assumed name, is dedicated to ousting the Heldannic Knights from his land. He's a bitter, cold-blooded young man. *Born:* AC 991. *Hair:* Blond. *Eyes:* Green. *Height:* 6'. He is a young-looking, handsome man. *Combat Notes:* AL LN; AC 6/7 (leather armor, shield, Dexterity bonus); MV 12; F5; hp 30; THAC0 16; #AT 3/2 long sword; Dmg 1d8+3; Save F5; S17 D15 C12 I10 W12 Ch15; ML 15.

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, plump and nonthreatening. *Combat Notes:* AL LG; AC 8 (quilt armor); MV 12; C14 of Atruaghin; hp 43; THAC0 12; #AT 1 mace; Dmg 1d4; Save C14; S8 D8 C5 I17 W17 Ch15; ML 11.

Hubertek. King of Meriander (on Bellisaria), Commander of Meriander's armed forces. Queen Drulivia named Hubertek King of Meriander when Emperor Zandor ordered her to abdicate in Kaldmont of last year. Hubertek has commanded Meriander's forces for nearly a decade and is well respected by both the military and the citizenry. Hubertek has often advised Queen Drulivia on matters of state; only the fact that he can not cast magic kept him from the Alphantian nobility in the past. *Born:* AC 955. *Hair:* Red. *Eyes:* Green. *Height:* 6'1". Hubertek is a large man, but it's all muscle. His barrel chest enhances the imposing display of medals and badges on his military uniform. *Combat Notes:* AL LN; AC 1 (plate mail +2); MV 12; F19; hp 111; THAC0 2; #AT 5/2 two-handed sword; Dmg 1d10+8; Save F19; S18/74 D12 C17 I14 W13 Ch15; ML 16. *Weapon Specialization:* two-handed sword. *Magical Items:* plate mail +2; two-handed sword +3.

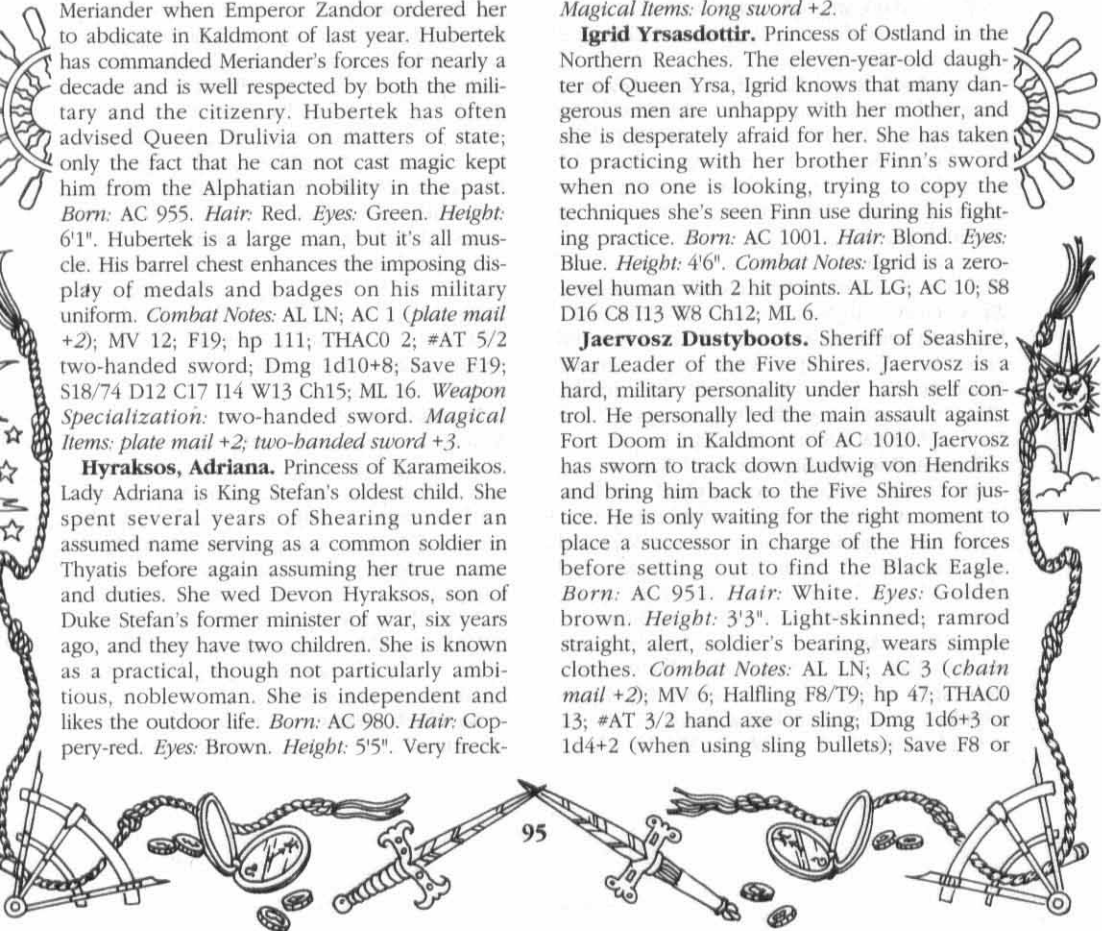
Hyraksos, Adriana. Princess of Karameikos. Lady Adriana is King Stefan's oldest child. She spent several years of Shearing under an assumed name serving as a common soldier in Thyatis before again assuming her true name and duties. She wed Devon Hyraksos, son of Duke Stefan's former minister of war, six years ago, and they have 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 freck-

led; at ease in any sort of clothes. *Combat Notes:* AL LG; AC 0/1 (plate mail, shield, Dexterity bonus); MV 12; F10; hp 58; THAC0 11; #AT 2 long sword; Dmg 1d8+3; Save F10; S13 D16 C11 I11 W14 Ch13; ML 15. *Weapon Specialization:* long sword. *Magical Items:* long sword +1.

Hyraksos, Devon. Prince of Karameikos. Lord Devon, husband of Adriana Hyraksos, is a keen sailor and expert at anti-pirate tactics. He would very much like to be the next ruler of Karameikos, though if push came to shove he wouldn't be too unhappy as the next minister of war or commander of the navy. He loves sailing and hunting 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:* AL LG; AC 2/3 (plate mail and shield); MV 12; F12; hp 90; THAC0 9; #AT 2 long sword; Dmg 1d8+5; Save F12; S16 D12 C18 I13 W10 Ch15; ML 16. *Weapon Specialization:* long sword. *Magical Items:* long sword +2.

Igrid Yrsasdottir. Princess of Ostland in the Northern Reaches. The eleven-year-old daughter of Queen Yrsa, Igrid knows that many dangerous men are unhappy with her mother, and she is desperately afraid for her. She has taken to practicing with her brother Finn's sword when no one is looking, trying to copy the techniques she's seen Finn use during his fighting practice. *Born:* AC 1001. *Hair:* Blond. *Eyes:* Blue. *Height:* 4'6". *Combat Notes:* Igrid is a zero-level human with 2 hit points. AL LG; AC 10; S8 D16 C8 I13 W8 Ch12; ML 6.

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. Jaervosz has sworn to track down Ludwig von Hendriks and bring him back to the Five Shires for justice. He is only waiting for the right moment to place a successor in charge of the Hin forces before setting out to find the Black Eagle. *Born:* AC 951. *Hair:* White. *Eyes:* Golden brown. *Height:* 3'3". Light-skinned; ramrod straight, alert, soldier's bearing, wears simple clothes. *Combat Notes:* AL LN; AC 3 (chain mail +2); MV 6; Halfling F8/T9; hp 47; THAC0 13; #AT 3/2 hand axe or sling; Dmg 1d6+3 or 1d4+2 (when using sling bullets); Save F8 or



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T9; S15 D14 C16 I17 W18 Ch15; ML 14. *Magical Items:* band axe +3, sling +1, chain mail +2.

Jahi, Bwana Ramla Msiba. Bwana Ramla (Great Prophet) of Yavdlom. Msiba's precognitive powers are astounding, though they seem to focus on death and calamities. Her strongest visions are of 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 became Yavdlom's Great Prophet on the 27th of Ambyrmonth, AC 1000, after the Great Prophet Yarani was assassinated. *Born:* AC 926. *Hair:* Gray. *Eyes:* Black. *Height:* 5'1". Msiba has many wrinkles despite having aged gracefully; she appears calm and serene no matter what the circumstances. *Combat Notes:* AL LN; AC 10; MV 12; C18 of Yav; hp 54; THAC0 10; #AT 1 staff or spell; Dmg 1d6+2 or by spell; Save C18; S11 D13 C11 I16 W18 Ch14; ML 16. *Magical Items:* amulet of proof against detection and location, ring of holiness (grants Jahi one extra first-, second-, and third-level spell each day), staff of curing, staff +2 of translating (can cast the tongues spell as a 12th-level cleric three times per day).

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. When doing business, he is careful and cunning, seldom revealing 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:* AL CN; AC 10; MV 12; Elf, M15; hp 39; THAC0 16; #AT 1 spell; Dmg by spell; Save M15; S9 D13 C9 I18 W16 Ch9; ML 15.

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. He is stubborn and reserved and loves the challenge of 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:* AL LN; AC 0/3 (chain mail +2, shield +2); MV 12; F7; hp

35; THAC0 14; #AT 3/2 long sword or dagger; Dmg 1d8+1 or 1d4+3; Save F7; S9 D12 C9 I17 W13 Ch14; ML 14. *Magical Items:* chain mail +2, shield +2, long sword +1, dagger +3.

Karameikos, Olivia. Queen of Karameikos. Olivia is reserved and has perfect composure. She does not always agree with her husband, and she wishes her youngest son, Valen, to succeed Stefan. *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:* AL N; AC 8 (Dexterity bonus); MV 12; T12; hp 46; THAC0 15; #AT 1 dagger; Dmg 1d4+1; Save T12; S7 D16 C9 I16 W13 Ch14; ML 14. *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 others, especially in members of his own family. He is mindful of his age 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 Devon Hyraskos as heirs to the throne, though he has not yet announced it. *Born:* AC 948. *Hair:* Gray, streaks of red; beard and mustache. *Eyes:* Blue. *Height:* 5'9". Burly; dresses in whatever is appropriate to the situation and is comfortable in all of it. *Combat Notes:* AL LG; AC -1/2 (chain mail and shield +2, ring of protection +1, Dexterity bonus); MV 12; F15; hp 85; THAC0 6; #AT 5/2 long sword; Dmg 1d8+5; Save F15; S16 D16 C14 I13 W15 Ch17; ML 17. *Weapon Specialization:* long sword. *Magical Items:* shield +2, ring of protection +1, long 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 for 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:* AL CN; AC 4 (ring of protection +2 and Dexterity bonus); MV 12; T10; hp 40; THAC0 16; #AT 1 long sword; Dmg 1d8; Save T10; S9 D18 C12 I14 W10 Ch14; ML 14. *Magical Items:* ring of protection +2.

Kendach, Marie. Countess of Kendach on the Isle of Dawn. Marie, a fighter, inherited the

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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. She is driven to seek revenge against Alphatians for the death of her mother. In Kaldmont of last year, the Countess was embarrassed by her troops' performance at the Battle of Ekto—they were routed almost to the man. *Born:* AC 990. *Hair:* Black. *Eyes:* Brown. *Height:* 5'7". Though brave in combat, Marie sometimes looks like an uncertain teenager. She is good-looking but no great beauty and prefers white outfits with blue surcoats. *Combat Notes:* AL LN; AC 2 (chain mail and ring of protection +3); MV 12; F9; hp 45; THAC0 12; #AT 2 long sword; Dmg 1d8+5; Save F9; S16 D10 C11 I13 W12 Ch14; ML 10. *Weapon Specialization:* long sword. *Magical Items:* ring of protection +3, long sword +2.

von Klagendorf, Wulf. High Cleric of Vanya in Freiburg, Heldannic Territories. In his youth, Wulf adventured extensively under the name Rolf Schwarzen. Born in Hattias, he was 19 when he and other clerics of Vanya invaded the Territories. By his mid-30s, he was an itiner-

ant 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 became the leader of the Heldannic Knights. 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'. Upright and severe, Wulf almost never smiles and has a black Heldannic lion tattooed on his chest. *Combat Notes:* AL LN; AC -4/-1 (plate mail +2, shield +2, and Dexterity bonus); MV 12; C18 of Vanya; hp 65; THAC0 10; #AT 1 long sword (the Immortal Vanya allows her clerics to use swords) or spell; Dmg 1d8+4 or by spell; Save C18; S16 D16 C13 I13 W17 Ch15; ML 16. *Magical Items:* plate mail +2, shield +2, long sword +3.

Kol XIV. Prince of New Kolland in Glantri; High Doge of Kol; King of South Monsterland. Kol is an intelligent, ambitious kobold, leader of the kobold nation in the Broken Lands and



King Stefan of Karamaikos

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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 to make South Monsterland a Principality, and was finally granted the status of Prince of New Kolland in Kaldmont of AC 1011. Kol, being a witch doctor, meets the Glantrian requirement that princes must be wizards (although his ability to use priestly magic as well as wizardry weighs against him with the other Princes). His bid for Princely status was backed by Synn (in the guise of Dolores Hillsbury) who politicked hard for the enfeoffment of New Kolland. *Born:* AC 961. *Hair:* White; skinny mustache. *Eyes:* Black. *Height:* 3'. Small horns inlaid with gold and semiprecious stones; wears red toga and crown of fungus. *Combat Notes:* AL CN; AC 8 (Dexterity bonus); MV 6; Kobold, 7th-level Witch Doctor (can cast priestly spells from the spheres of combat, protection, and sun as 7th level cleric; can cast wizardly spells from the school of alteration as a 4th-level mage); hp 48; THAC0 16; #AT 1 club or spell; Dmg 1d6 or by spell; Save C7; S12 D16 C15 I14 W12 Ch13; ML 7.

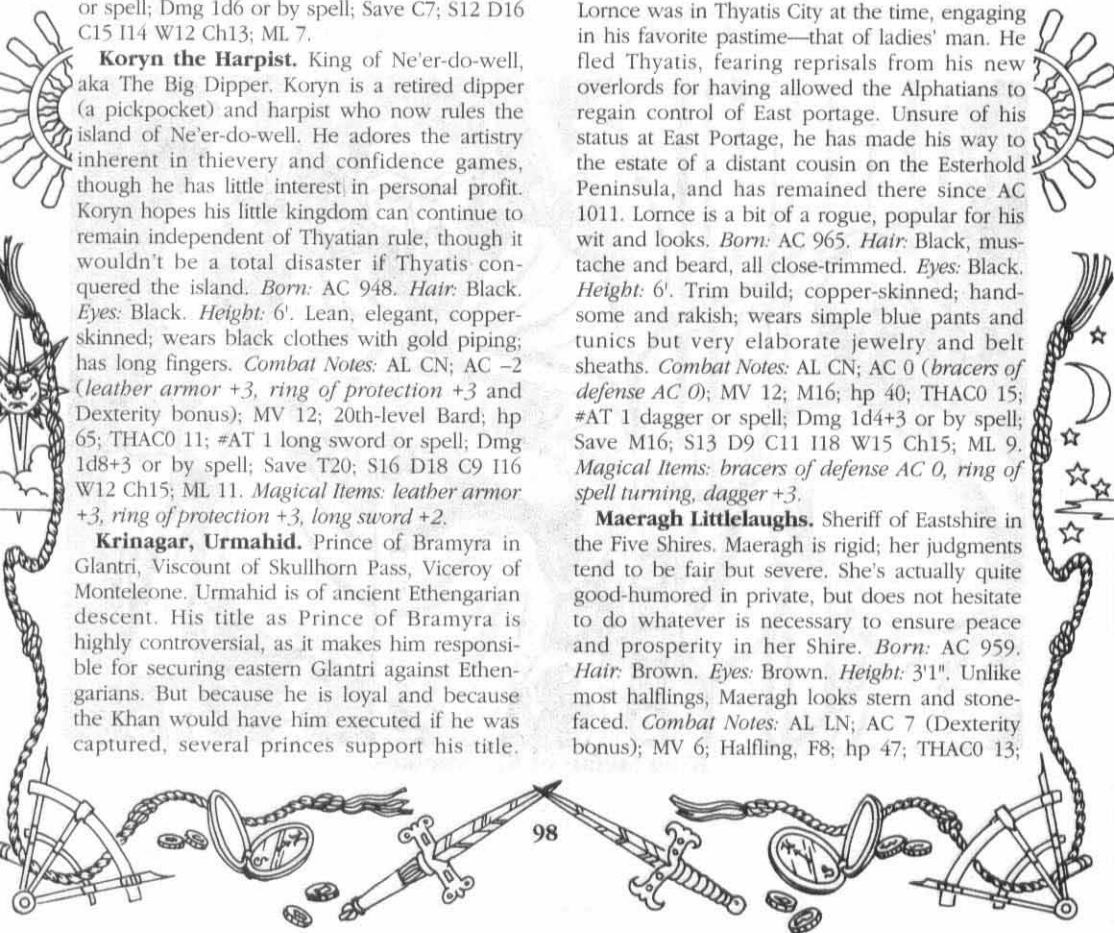
Koryn the Harpist. King of Ne'er-do-well, aka The Big Dipper. Koryn is a retired dipper (a pickpocket) and harpist who now rules the island of Ne'er-do-well. He adores the artistry inherent in thievery and confidence games, though he has little interest in personal profit. Koryn hopes his little kingdom can continue 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:* AL CN; AC -2 (leather armor +3, ring of protection +3 and Dexterity bonus); MV 12; 20th-level Bard; hp 65; THAC0 11; #AT 1 long sword or spell; Dmg 1d8+3 or by spell; Save T20; S16 D18 C9 I16 W12 Ch15; ML 11. *Magical Items:* leather armor +3, ring of protection +3, long sword +2.

Krinagor, 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:* AL LN; AC 4 (ring of protection +3 and Dexterity bonus); MV 12; M14/T5 (advances as mage; thieving skills tend towards those useful to spies); hp 38; THAC0 16; #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save M14; S12 D16 C12 I17 W13 Ch16; ML 16. *Magical Items:* amulet of proof against detection and location; dagger +3 of returning (returns to wielder on command); boots of elvenkind; cloak of elvenkind; medalion of ESP, 90' range; ring of protection +3.

Lornce M'Jozee. Ex-King of East Portage on the Isle of Dawn. Lornce M'Jozee was briefly Duke of East Portage—he submitted to Thyatian rule in AC 1010. In Eirmont of AC 1011, Alpathian Irregulars fighting for Pharaoh Ramenhotep of Thothia liberated East Portage. Lornce was in Thyatis City at the time, engaging in his favorite pastime—that of ladies' man. He fled Thyatis, fearing reprisals from his new overlords for having allowed the Alpathians to regain control of East portage. Unsure of his status at East Portage, he has made his way to the estate of a distant cousin on the Esterhold Peninsula, and has remained there since AC 1011. Lornce is a bit of a rogue, 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 sheaths. *Combat Notes:* AL CN; AC 0 (bracers of defense AC 0); MV 12; M16; hp 40; THAC0 15; #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save M16; S13 D9 C11 I18 W15 Ch15; ML 9. *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:* 3'11". Unlike most halflings, Maeragh looks stern and stone-faced. *Combat Notes:* AL LN; AC 7 (Dexterity bonus); MV 6; Halfling, F8; hp 47; THAC0 13;



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#AT 2 short bow; Dmg 1d6 (with flight arrows) or 1d8 (with sheaf arrows); Save F8; S12 D17 C13 I17 W16 Ch15; ML 14. *Weapon Specialization:* short bow. *Magical Items:* short bow +2.

di Malapietra, Innocenti. Former Prince of Cauzenze in Glantri, Viscount of Sirecchia, Viceroy of Ylourgne (titles stripped since Cauzenze was destroyed in the meteor strike in AC 1006). Innocenti loves intrigue but he is dangerous and paranoid, allegedly fond of poison and treachery. He is not an honorable enemy and is completely insane. He is desperate to become 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; skinny mustache and pointed beard. *Eyes:* Brown. *Height:* 5'8". Overweight, looks oily, dresses richly, wears a great deal of gold jewelry. *Combat Notes:* AL CE; AC 10; MV 12; M13; hp 44; THAC0 16; #AT 1 spell or poison; Dmg by spell or poison; Save M13; S11 D12 C16 I17 W16 Ch12; ML 7. *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 Libres—the Principality of Free Wolves) in Glantri. Before Malachie's principality, Morlay-Malinbois, was created, he was Baron of Morlay. Malachie is a werewolf, leader of the Canine Protection Society. A fair but strict ruler, Malachie will do whatever is necessary 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 with specially crafted obsidian lenses to protect his eyes. In werewolf form he has white fur and blue eyes. *Combat Notes:* AL CG; AC 7 (Dexterity bonus); MV 12; M11; hp 43; THAC0 17; #AT 1 spell; Dmg by spell; Save M11; S16(18) D17 C15(16) I16 W9(7) Ch13(12) (stats in parentheses are the scores for werewolf form); ML 16. *Magical Items:* *ring of wizardry* (doubles 3rd-level spells; magically remains on hand even in wolf form).

Mariella. Baroness (Queen) of Qeodhar; alias Hyldeborg. Mariella is the daughter of



Prince Malachie
du Marais

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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 cad, while Norlan discovered that Mariella meant less to him without the Alphatian 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 Alphatian. *Combat Notes:* AL CN; AC ; MV 12; zero-level human; hp 4; S10 D12 C13 I13 W9 Ch14; ML 7. *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*, an *amulet 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. He 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:* AL NG; AC 0 (leather armor, *ring of protection +4*, and Dexterity bonus); MV 12; T6; hp 24; THACO 18; #AT 1 long sword; Dmg 1d8+2; Save T6; S13 D18 C12 I15 W10 Ch11; ML 11. *Magical Items:* *ring of protection +4*, *long sword +2*.

McGregor, Brannart. Prince of Klantyre in Glantri, Viscount of Crownguard, 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:* White-

clouded, creepy. *Height:* 6'. Gaunt, thin, looks like a well-embalmed corpse, wears full kilts and other clan garments. *Combat Notes:* AL LE; AC ; MV 12; 11 HD lich, M19; hp 65; THACO 14; #AT 1 touch or spell; Dmg 1d10 + paralysis or by spell; Save M19; S16 D11 C16 I19 W13 Ch7; ML 16. *Magical Items:* *staff of the magi*, *boots of levitation*, *crystal ball with ESP*.

McRhomaa, Uthgaard. Baron (Thane) of Caerwicca on the Isle of Dawn. Uthgaard is a pirate of some repute. When the Alphatians conquered Caerwicca, he and his family and retainers escaped and took to the seas; when the Alphatians pulled out, he returned to his throne. He is a sneaky buccaneer who promotes piracy, 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:* AL CN; AC 2/3 (plate mail + shield); MV 12; F16; hp 75; THACO 5; #AT 2 claymore (bastard sword); Dmg 1d8+5 (claymore, one-handed) or 2d4+5 (claymore, two-handed); Save F16; S17 D9 C12 I13 W10 Ch14; ML 14. *Weapon Specialization:* claymore (bastard sword), both one-handed and two-handed. *Magical Items:* *claymore (two-handed bastard sword) +2*, *rod of rulership*.

Meditor, Oran. Ruling Guild Master of the Minrothad Guilds. Oran Meditor is a canny and far-sighted elf. While quite young, he was appointed as Ruling Guild Master by the Minrothad Council of Guild Leaders, who expected him to be a figurehead, keeping quiet and obeying orders. Instead, Oran seized as much power as he could and reopened the islands to outside contact. Oran then spent many dangerous years holding on to his power 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:* AL NG; AC 1 (*elven chain*, *ring of protection +4*); MV 12; Elf, F10/M11; hp 50; THACO 11; #AT 3/2 dagger or 1 spell; Dmg 1d4+2 or by spell; Save F10 or M11; S11 D13 C10 I15 W17 Ch14; ML 17. *Magical Items:* *elven chain mail*, *ring of protection +4*, *silver dagger +2*, *boots of elvenkind*.

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Moglai Khan. The Golden Khan, Great Khan of the Ethengars, Khan of the Murkits. Moglai Khan has been in power for 26 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 Heddannic Territories). This has resulted in increasing dissent among the Ethengarians, who believe that the united clans 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; thin, long black mustache. *Eyes:* Black. *Height:* 5'7". Muscular and handsome; dark-skinned; wears golden silk robes or gilded armor. *Combat Notes:* AL CN; AC 2 (*scale mail* +4); MV 12; F19; hp 100; THAC0 2; #AT 5/2 long sword or 2 short bow; Dmg 1d8+5 or 1d6+2; Save F19; S16 D14 C13 I14 W13 Ch16; ML 18. *Weapon Specialization:* short bow. *Magical Items:* *medallion of ESP* 90' range, *scale mail* +4, *long sword* +2.

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:* AL LE; AC 10; MV 12; F17; hp 80; THAC0 3; #AT 5/2 spear; Dmg 1d6+9; Save F17; S18/83 D14 C13 I18 W13 Ch15; ML 15. *Weapon Specialization:* spear. *Magical Items:* *spear* +3.

ul Nervi, Chandra. Rajadhiraja (King of Kings) of Sind. Chandra became Rajadhiraja in AC 992. He is an honest and 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:* AL LG; AC 3 (*chain mail* +2); MV 12; C13; hp 57; THAC0 12; #AT 1 warhammer or spell; Dmg 1d4+3 or by spell; Save C13; S13 D11 C13 I14 W18 Ch13; ML 16. *Magical Items:* *chain mail* +2, *warhammer* +2 of *returning* (returns to wielder on command).

Norlan. Baron (King) of Qeodhar, Kjavik (Scourge) of Norzee. 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 Alpathian 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". Norlan is pale-skinned, with sharp, darting eyes and an energetic manner. He dresses in rich, embroidered versions of common seaman's dress. *Combat Notes:* AL CN; AC 2 (*chain mail* +3); MV 12; F16; hp 75; THAC0 5; #AT 3/2 long sword; Dmg 1d8+7; Save F16; S16 D12 C13 I13 W10 Ch12; ML 15. *Weapon Specialization:* long sword. *Magical Items:* *long sword* +4, *chain mail* +3, *ring of human influence*.

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—he uses his stealth for many purposes but he 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:* AL LG; AC 7 (Dexterity bonus); MV 12; T20; hp 68; THAC0 11; #AT 1 dagger; Dmg 1d4+4; Save T20; S13 D17 C9 I11 W18 Ch12; ML 12. *Magical Items:* *dagger* +4.

Olaf Yarrvikson. Ex-King of Oceansend, Norwold, (now Councillor). Olaf is the grandson of the original Thyatian governor of the city. His father, King Yarrvik, who is still alive abdicated to avoid growing weak on the throne. Olaf is a miner and engineer at heart, but he has reluctantly performed the duties of king because he's better suited to it than any other contender in Oceansend. In Sviftmont of AC 1011, after a long siege with heavy casualties, Olaf surrendered Oceansend to the Heddannic Knights invading Norwold. He's been allowed to remain in Oceansend as "Council-

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lor," but Hermann Adalard, the Heldannic governor of Oceansend, holds the real power. *Born:* AC 961. *Hair:* Blond, graying; beard and mustache. *Eyes:* Blue. *Height:* 6'. Burly torso and muscular arms but ordinary legs give him a top-heavy look; wears brown and black garments suited to the mines; looks serious and sad. After some rather unobvious hints from the Heldannic Knights, Olaf surrendered his armor and primary weapon (*plate mail +2, shield +2, and a long sword +2*) as gifts to the new governor. *Combat Notes:* AL LG; AC 10; MV 12; F10; hp 77; THAC0 11; #AT 3/2 dagger; Dmg 1d4+7; Save F10; S18/56 D12 C17 I10 W15 Ch9; ML 12. *Magical Items:* 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-colored skin of a Yavdlom citizen with a high degree of elven blood. *Combat Notes:* AL LG; AC 2 (*banded mail +2*); MV 12; F17; hp 88; THAC0 4; #AT 5/2 spear or two-handed sword; Dmg 1d6+5 or 1d10+4; Save F17; S16 D9 C13 I12 W16 Ch16; ML 16. *Weapon Specialization:* two-handed sword. *Magical Items:* *banded armor +2, scarab of protection; spear +2 of returning* (returns to wielder on command); two-handed sword +1, +3 vs. undead.

Porphyriel. Shaman of the City of the Stars. Porphyriel has been a shaman of the Immortal Rafiel for centuries. Though she is old, she has the manner and vigor of a young elf. She is eager for new knowledge, and 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 Rafiel, but she likes them decorated with fine embroidery. *Combat Notes:* AL LN; AC 4 (*ring of protection +3, shield bracelet*); MV 12; Shadow Elf, M15/C12 of Rafiel (the Cleric/Mage multi-class combination is available to Shadow Elves with Wisdom 16 or higher);

hp 43; THAC0 14; #AT 1 footman's mace or spell; Dmg 1d6+4 or by spell; Save M15 or C12; S9 D13 C13 I13 W18 Ch17; ML 14. *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 in that turn), ring of regeneration, wand of negation, staff of curing.

Powakuan Sleeps-With-Open-Eyes. Chief of the Bear Clan (Atruaghin Clans). Powakuan is an alert man but slow of speech; he considers every sentence from several angles before he utters it. He spent nearly a year charmed and manipulated by the so-called "spirits" (actually unscrupulous Alpathian magic-users) who came to him promising to bring good luck and prosperity to the Bear Clan. But with the Atruaghin Clans' revolt in Yarthmont of last year, Powakuan has regained his will and his clan. *Born:* AC 968. *Hair:* Black. *Eyes:* Brown. *Height:* 5'10". Lean but muscular. *Combat Notes:* AL LG; AC 8 (quilt armor); MV 12; F10; hp 54; THAC0 11; #AT 2/1 footman's mace; Dmg 1d6+4; Save F10; S17 D13 C9 I13 W10 Ch12; ML 16. *Weapon Specialization:* footman's mace. *Magical Items:* mace +1.

Qirklin. Prince of Floating Ar, Patriarch of Valerias. 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-looking, lean, prefers brightly-colored clothing. *Combat Notes:* AL LG; AC 0/2 (*plate mail +1, shield +1*); MV 12; C15 of Valerias; hp 57; THAC0 12; #AT 1 warhammer or spell; Dmg 1d4+5 or by spell; Save C15; S16 D12 C13 I10 W18 Ch15; ML 14. *Magical Items:* plate mail +1, shield +1, warhammer +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. He's left the problems of Floating Ar to the other Arian nobles—including the fact that Floating Ar now has no agricultural lands to support its inhabitants. As Qissling has no children, Floating Ar's throne will most likely fall to Qirklin, his grandnephew. *Born:* AC 932 (apparent age 50). *Hair:* Gray. *Eyes:* Brown. *Height:* 5'11". He is a creepy figure, pale despite being copper-skinned; he is wide eyed and spectral. *Combat Notes:* AL CN;

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AC 10; MV 12; M18; hp 40; THAC0 ; #AT 1 dagger or spell; Dmg 1d4+3 or by spell; Save M18; S13 D10 C12 I18 W6 Ch11; ML 9. *Magical Items: dagger +3.*

Ragnar the Stout. War Leader of the Nordhartar 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, patriotic, ambitious, and ruthless. *Born:* AC 958. *Hair:* Blond, graying; thick mustache. *Eyes:* Amber. *Height:* 6'2". A burly man; he pins medals and braid from soldiers he's killed on his own tunic and armor. *Combat Notes:* AL LN; AC 2/6 (scale mail and shield +3); MV 12; F17; hp 100; THAC0 4; #AT 5/2 hand axe; Dmg 1d6+7; Save F17; S17 D9 C16 I10 W12 Ch17; ML 15. *Weapon Specialization:* hand axe. *Magical Items: shield +3, hand axe +4.*

Ramenhotep XXIV. Pharaoh of Thothia on the Isle of Dawn, King of Edairo. Ramenhotep XXIV has been on the throne of Edairo since AC 1002. A youthful cleric, he is determined to bring Thothia into the modern era and to van-

quish ancient superstitions, but he fears assassination at the hands of traditionalists. The many successful battles Thothia fought against Thyatian forces last year have helped consolidate Ramenhotep's power. *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; dresses in simple white linen kilts for everyday wear and elaborate Thothian headdresses and garments for state events. *Combat Notes:* AL LN; AC -4/-1 (scale mail +3, shield +2 and Dexterity bonus); MV 12; C10 of Rathanos; hp 45; THAC0 14; #AT 1 warhammer or spell; Dmg 1d4+3 or by spell; Save C10; S13 D18 C13 I10 W17 Ch15; ML 15. *Magical Items: scale mail +3, shield +2, warhammer +2.*

Reston of Akesoli. King of Ierendi. Reston is a military man of Darokin, a former garrison commander who tired of paperwork and returned to the adventuring life. He won Ierendi's Crown Tourney in AC 1007 and has managed to win every tournament since then. (Last year, an Alphatian mage named Lillian won the title of queen, but a few months later,



Ragnar the Stout

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in Swiftmont, she revealed herself to be Stillian, Queen of Trikelios and abdicated the throne to return to her newly-liberated dominion.) 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, weathered features, muscular build, handsome enough to be very popular with the ladies, wears cobalt blue garments. *Combat Notes:* AL NG; AC 1 (*chain mail* +4); MV 12; F16; hp 80; THAC0 5; #AT 5/2 spear; Dmg 1d6+8; Save F16; S18/18 D13 C11 I12 W14 Ch15; ML 15. *Weapon Specialization:* spear. *Magical Items:* *chain mail* +4, *spear* +3.

Rhody, Jerem. King of Emerond. Jerem Rhody became king of Emerond in AC 989. The position 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:* AL N; AC 10; MV 12; 16th-level Druid; hp 46; THAC0 10; #AT 1 staff or spell; Dmg 1d6 or by spell; Save D16; S13 D10 C10 I15 W17 Ch13; ML 9. *Magical Items:* *staff of command*.

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 humanoids, brigands, and riff-raff occupying her lands. *Born:* AC 993. *Hair:* Black, worn in a long braid. *Eyes:* Black. *Height:* 5'5". Sitara is slight and very graceful. Kind and generous, she makes friends easily. *Combat Notes:* AL LG; AC 6 (Dexterity bonus); MV 12; C2; hp 13; THAC0 20; #AT 1 staff or spell; Dmg 1d6 or by spell; Save C2; S10 D18 C9 I13 W18 Ch15; ML 14. *Magical Items:* *scroll of illumination* (when lit, burns like a torch for up to 6 turns per day; burning does not harm scroll; flame cannot be extinguished by water, wind, or any means but the owner's command).

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 intense, 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, sturdy, healthy-looking pegataur with a glossy coat and a long mane. He wears a heavy blue headband encrusted with elvish symbols. *Combat Notes:* AL LG; AC -1 (*plate barding* +3); MV 12; Pegataur (elven centaur with wings), 10th-level Ranger; hp 78; THAC0 11; #AT 3/2 two-handed sword and two hooves; Dmg 1d10+9 and 1-6/1-6; Save F10; S18/99 D13 C16 I10 W15 Ch15; ML 15. *Magical Items:* *plate barding* +3, *two-handed sword* +4 (named Timesweep, can cast *slow* spells five times per day, can *baste* wielder and six pegataurs or elves for three turns once per day).

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 short but robust, and he bears mountain lion scars on his right shoulder and collarbone. *Combat Notes:* AL LG; AC 2/4 (*chain mail* +1, *shield* +1); MV 6; Halfling, F8; hp 50; THAC0 13; #AT 2 short sword; Dmg 1d6+5; Save F8; S16 D10 C17 I12 W13 Ch14; ML 12. *Weapon Specialization:* short sword. *Magical Items:* *chain mail* +1, *shield* +1, *short sword* +2.

Siaron Lagrius. Ex-Queen of Lagrius on Belissaria. A direct descendant of the nation's founder, Siaron is grimly determined to keep her nation safe no matter what happens. A magician of average power, she is very good at finding loyal, competent underlings to act as her subordinates. This came in handy in Kaldmont of AC 1011, when, at the order of Emperor Zandor of the New Alphantian Empire, Siaron was directed to abdicate and choose a successor to Lagrius's throne. She chose Elenitsa, a trusted friend and advisor. Personally, Siaron 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:* AL LG; AC 10; MV 12; M12; hp 30; THAC0 17; #AT 1 staff or spell; Dmg 1d6 or by spell; Save M12; S9 D10 C11 I16 W13 Ch9; ML 15. *Magical*

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Items: ring of fire resistance, ring of x-ray vision.

Sighvat Hordson. Prince of Ostland. Sighvat is the youngest child of Yrsa and Hord. He is five years old.

Sildil Seacyes. 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. She has directed the navy in several operations against raiders sent by the Desert Nomads from Sind, and provided 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:* AL LN; AC 2/3 (chain mail and shield, Dexterity bonus); MV 6; Halfling, F8; hp 50; THAC0 13; #AT 2 short sword; Dmg 1d6+1; Save F8; S15 D16 C16 I17 W16 Ch15; ML 11. *Weapon Specialization:* short sword. *Magical Items:* short sword +1.

Stillian. 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. After a brutal siege, Trikelios fell to the Thyatian invaders in Swiftmont of AC 1010. Fearing for her life, Stillian fled as the Thyatians sacked Trikelios. She briefly became Queen of Ierendi (having won the Crown Tourney in Klarmont of AC 1011), but abdicated that throne in Swiftmont of that year to return to her people when Thothia liberated Trikelios from the Thyatians. *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 dark gowns and pearls. *Combat Notes:* AL LN; AC 10; MV 12; M18; hp 40; THAC0 15; #AT 1 spell; Dmg by spell; Save M18; S8 D9 C11 I17 W18 Ch15; ML 15. *Magical Items:* ring of spell storing, helm of telepathy, amulet of proof against detection and location.

Talinguk Rolls-His-Canoe. Chief of the Turtle Clan (Atruaghin Clans). Talinguk is a kindly, robust, middle-aged man. He is better known for his leadership and organizational skills than for his ability as a canoeer or fisherman. He prefers to avoid combat with cleverness. *Born:* AC 957. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'9". Copper-skinned; friendly features; strong but

overweight build. *Combat Notes:* AL NG; AC 8 (Dexterity bonus); MV 12; T13; hp 40; THAC0 13; #AT 1 spear; Dmg 1d6; Save T16; S13 D16 C9 I17 W14 Ch10; ML 8. *Thieving Skills:* Talinguk cannot pick pockets, open locks, or read languages; he has all other thieving skills at the maximum.

Tanadaleyo. Radiant Princess of the Shadow Elves, Governor of Aengmor. First-born daughter of King Telemon of the City of the Stars, Tanadaleyo rules Aengmor in his name. She is tough-minded and ambitious, and she may soon 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:* AL CN; AC -5 (elven chain mail +3, ring of protection +1, displacer cloak, and Dexterity bonus); MV 12; Shadow Elf, F13/M13; hp 54; THAC0 8; #AT 2 two-handed sword or hand crossbow; Dmg 1d10+8 (when wearing gauntlets of ogre power) or 1d3+1; Save F13 or M13; S15 D18 C15 I17 W12 Ch14; ML 15. *Magical Items:* chain mail +3, ring of protection +1, cloak of displacement, gauntlets of ogre power, two-handed sword +2, crossbow of speed.

Tanarobi Nuar. Pearl Islands Ambassador to Thyatis. Afraid that innocent Nuari would be hoodwinked by clever Thyatian rogues, Tanarobi became the Pearl Islands' Consul in Thyatis City. He has served as Consul for more than 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:* AL LG; AC 5 (leather armor and Dexterity bonus); MV 12; T6 (rake; does not steal); hp 23; THAC0 18; #AT 1 short sword; Dmg 1d6; Save T6; S13 D17 C12 I13 W15 Ch14; ML 12.

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. Tarisco is 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

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taller. *Combat Notes:* AL LN; AC 10; MV 6; Half-ling, F7/T7; hp 35; THAC0 14; #AT 1 short bow; Dmg 1d6; Save F7 or T7; S10 D10 C12 I15 W13 Ch17; ML 11.

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, but he has always been more interested in magic than in the operation of the government. When Thyatis conquered Dunadale in Thaumont of AC 1010, Tastagarth Lunn went far away to build a nice, quiet tower where he could study 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 lean and copper-skinned; he wears blue robes in tasteful designs and is rather vain. *Combat Notes:* AL CN; AC 10; MV 12; M15; hp 35; THAC0 16; #AT 1 dagger or spell; Dmg 1d4+1 or by spell; Save M15; S10 D13 C9 I17 W10 Ch11; ML 7. *Magical Items:* dagger +1, broom of flying, boots of elvenkind.

Telemon. King of the shadow elves of the City of the Stars. Originally a general of distinction, Telemon took the throne after the previous king died childless. He has ruled his people wisely for almost four centuries. However, he bears deep grudges and had no qualms about forcing the elves from Alfheim to create a new nation for the shadow elves. *Born:* AC 568. *Hair:* White. *Eyes:* Blue. *Height:* 5'8". Telemon is tall and powerful-looking for a shadow elf, but his mannerisms are slow and languid. He wears white clothes trimmed in blue and gray; he is very fastidious. *Combat Notes:* AL LN; AC -3/1 (elven chain mail +3, shield +3, ring of protection +1); MV 12; Shadow Elf, F12/M15; hp 67; THAC0 9; #AT 3/2 long sword or spell; Dmg 1d8+4 or by spell; Save F12 or M15; S17 D13 C16 I18 W12 Ch16; ML 15. *Magical Items:* elven chain mail +3, shield +3, ring of protection +1, ring of spell turning, long sword +3 (named Blackbolt, can cast 12d6 black lightning bolts twice per day).

Teng Lin-Dieu. King of Ochalea, Patriarch of Koryis. Teng Lin-Dieu (Teng is his surname) 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 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; creased features, near-sighted; wears Ochalean garments of jade-green silk. *Combat Notes:* AL LG; AC 10; MV 12; C20; hp 70; THAC0 8; #AT 1 spell; Dmg by spell; Save C20; S13 D9 C13 I14 W17 Ch11; ML 14.

Terari. Wandering mage and teacher of magic (and Alphatia's previous Emperor). Terari is actually Tylion, Eriadna's father. He was forced from his 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 Alphatia sank—apparently killing all of Tylion's descendants except for Zandor, whom he loathes—he took to wandering the world. In AC 1010, he accepted a post as Master of the Karameikan School of Magecraft. Terari 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:* AL NG; AC 7; MV 12; M20; hp 50; THAC0 14; #AT 1 staff or spell; Dmg 1d6+5 or by spell; Save M20; S13 D10 C15 I18 W11 Ch15; ML 14. *Magical Items:* quarterstaff +5, ring of spell storing, ring of protection +3, carpet of flying.

Teskilion. King of Dawnrim on Bellissaria. An experienced Alphatian soldier, Teskilion has a keen grasp of the situation Dawnrim would be in were it attacked. He is a good leader, hates laziness and incompetence, but is friendly to anyone who shows exceptional skill in anything. He despises Alphatians 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 Alphatian coloring (copper-skinned); middle-aged, still fit after many active years. *Combat Notes:* AL LN; AC -2 (plate mail +2, Dexterity bonus); MV 12; F12; hp 63; THAC0 9; #AT 2 two-handed sword; Dmg 1d10+3; Save F12; S17 D17 C13 I11 W10 Ch14; ML 15. *Weapon Spe-*

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cialization: two-handed sword. *Magical Items:* two-handed sword +2, plate mail +2.

Thar. Former King of the Broken Lands, former Supreme Commander of the Legions, former Chief of Orcus Rex. Thar was a powerful, charismatic orc who kept hordes of dissimilar humanoids together for thirty-five years. But in AC 1010, the dragon Synn forced Thar to relinquish his position as King and bow down to King Kol, a mere kobold. Last year, Thar tried to recoup some of his power and influence in the Broken Lands by invading Rockhome while the dwarves were busy with a civil war. The invasion was a failure, and Thar was forced to flee northeast into Vestland. He has used his talents well in that time—he has now gathered more than 1,000 allied humanoids under his rule. *Born:* AC 954. *Hair:* Black. *Eyes:* Brown. *Height:* 6'3". A large, powerful orc with sharp tusks; copper-skinned; mesmerizing eyes and speech. *Combat Notes:* AL NE; AC 0 (bracers of defense AC 0); MV 12; Orc. F18 (Thar is unique in his ability to advance beyond the normal racial maximum level); hp 99; THAC0 3; #AT 5/2 bastard sword (two-handed); Dmg 2d4+4; Save F18; S17 D14 C16 I13 W11 Ch18; ML 18. *Weapon Specialization:* 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, disorganized, and nervous. *Born:* AC 982. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'4". Copper-skinned; she prefers gowns in bright floral prints. *Combat Notes:* AL CN; AC 10; MV 12; M5; hp 14; THAC0 19; #AT 1 dagger or spell; Dmg 1d4 or by spell; Save M5; S9 D12 C11 I15 W10 Ch12; ML 8.

Torion, Anaxibius. Count of Redstone on the Isle of Dawn, General in the Thyatian Army. Anaxibius was a slave who won his freedom while a popular gladiator. Anaxibius took his wife's family name, is ambitious but honorable, and resents any insinuation that he married Stefania for power or wealth. With his

background, he finds it easy to kill, but must do so theatrically; he is extremely charismatic and popular. *Born:* AC 970. *Hair:* Black; neatly trimmed beard and mustache. *Eyes:* Black. *Height:* 6'4". Built like a muscleman; very handsome; when not in uniform, dresses in bright red kilts and cloaks. *Combat Notes:* AL LN; AC -3 (plate mail +2, Dexterity bonus); MV 12; F20; hp 102; THAC0 1; #AT 5/2 short sword or trident; Dmg 1d6+10 or 1d6+8; Save F20; S18/94 D18 C12 I11 W13 Ch18; ML 15. *Weapon Specialization:* trident. *Magical Items:* plate mail +2, short sword +3.

Torion, Asteriela. Queen of Helskir on the Isle of Dawn, daughter of Emperor Thincol of Thyatis. Asteriela is a mage and expert diplomat, trained in the latter art by Empress Eriadna during a stay in Alphatia. 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:* AL NG; AC 10; MV 12; M12; hp 30; THAC0 17; #AT 1 dagger or spell; Dmg 1d4+1 or by spell; Save M12; S8 D12 C10 I17 W15 Ch15; ML 14. *Magical Items:* dagger +1, wand of fire, 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 a zero-level human.

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:* AL LN; AC 0/1 (plate mail +2 and shield); MV 12; F15; hp 72; THAC0 6; #AT 5/2 long sword; Dmg 1d8+5; Save F15; S17 D12 C13 I16 W10 Ch12; ML 14. *Weapon Specialization:* long sword. *Magical Items:* plate mail +2, long sword +2, ring of human influence, amulet of proof against detection and location.

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Torion, Gabronius. Prince of Thyatis. Gabronius is the second son of Eusebius. He is a shy, withdrawn boy who is overwhelmed by the strong, manipulative personalities of his family. *Born:* AC 999. *Hair:* Brown. *Eyes:* Brown. *Height:* 4'9" (still growing). *Combat Notes:* Gabronius is a zero-level human.

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 would not be wedded against her will and stabbed her first husband to death on their wedding night. She is now happily married to Anaxibius. Stefania has a wicked sense of humor and a 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:* AL CN; AC 1 (*leather armor* +3, *Dexterity bonus*); MV 12; F5/T14 (*advances as thief*); hp 61; THACO 14; #AT 3/2 long sword; Dmg 1d8+5; Save T14; S15 D18 C13 I13 W15 Ch16; ML 15. *Weapon Specialization:* long sword. *Magical Items:* *leather armor* +3, *long sword* +3.

Torion, Thincol I. Emperor of Thyatis. Once a gladiator, Thincol rose to power defending Thyatis City during one of Alphatia'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 Alphatia and Thyatis's subsequent defeat. When Thincol decided to ignore her advice and make peace with Alphatia, Anya cursed him; since that time, his health has steadily been fading. In Kaldmont of last year, Thincol suffered a stroke; he is now bedridden and only capable of slow, halting speech. His son Eusebius has been making the necessary Imperial decisions since then. *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 and agile body is now shrunken with illness. He wears robes in imperial purple lined with gold. *Combat Notes:* AL LN; AC 10; MV 12; F20; hp 30 (was 130 before he became ill); THACO Nil; #AT Nil (Thincol is now incapable of defending himself); Dmg Nil; F20; S9 (down from 18/94) D9 (down from 17) C12 (down

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from 18) I13 (down from 15, due to stroke) W13 Ch12 (down from 16); ML 14. *Weapon Specialization:* two-handed sword. *Magical Items:* two-handed sword +2 (mounted on the wall above his bed).

Tristilia of Gaity. Ex-Queen of Ierendi. Tristilia is an Alphatian wizard from Gaity in the Alatian Islands. She was visiting Ierendi in AC 1007 and, on a whim, decided to enter the Crown Tourney; to her own surprise, she won, and continued to do so every year until AC 1011, when she declined to compete. When Alpathia sank, bringing on the collapse of Gaity's economy, Tristilia brought her family to Ierendi. It was just in time, for Thyatis conquered Gaity and confined its citizens to an internment camp amid the ruins of Rainbow Park. Last year, Tristilia and some Alphatian associates won permission by the Thyatian Senate to transport all Alphatian survivors from Gaity to the Esterhold Peninsula. Tristilia is now busy helping the refugees and her family settle in to life in Skyreach in Esterhold. *Born:* AC 972 (apparent age 18). *Hair:* Golden blond, hip length. *Eyes:* Brown. *Height:* 5'6". Striking elfin features, sometimes mistaken for a half-elf; wears red robes with white trim and golden earrings. *Combat Notes:* AL CG; AC 10; MV 12; M15; hp 40; THAC0 16; #AT 1 staff or spell; Dmg 1d6+3; Save M15; S10 D14 C13 I17 W13 Ch17; ML 14. *Magical Items:* staff of striking.

Tulabal Shadowfall. Chieftainess of the Elk Clan (Atruaghin Clans). Tulabal 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, sharp features, intelligent eyes. *Combat Notes:* AL LN; AC 4 (leather armor and Dexterity bonus); MV 12; F4/T13 (advances as thief); hp 45; THAC0 14; #AT 3/2 spear; Dmg 1d6+4; Save T13; S13 D18 C14 I14 W10 Ch12; ML 14. *Weapon Specialization:* spear. *Magical Items:* spear +2.

Villium. King of Horken on Bellissaria. Villium is a Patriarch of the Immortal Alpathia. He is given over more to clerical concerns than to the concerns of his rule. He is rarely as familiar with circumstances in his nation as he should be. Recent events concerning Bellissaria's acceptance of Zandor as Emperor of the New Alphatian Empire have shaken Villium some-

what; he now pays more attention to the politics around him than usual. He holds nothing but scathing contempt for people who follow no Immortals. *Born:* AC 971. *Hair:* White. *Eyes:* Light brown. *Height:* 6'3". Lean, elegant; severe features, seldom smiles; copper-skinned; wears simple garments except when acting as a Patriarch of Alpathia. *Combat Notes:* AL LN; AC 0/3 (plate mail and shield +2); MV 12; C18; hp 64; THAC0 10; #AT 1 warhammer or spell; Dmg 1d4+4 or by spell; Save C18; S10 D9 C13 I13 W17 Ch15; ML 16. *Magical Items:* shield +2, warhammer +3.

Virayana, Jherek. Prince of Krondahar in Glantri, Khan of Singhabad, Supreme Judge of the Council. Prince Jherek Virayana is very cultured, and he is 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; thin, drooping mustache. *Eyes:* Black. *Height:* 5'10". Copper-skinned (Ethengarian coloration); lean; features would be handsome if they weren't so severe. *Combat Notes:* AL CN; AC 9 (Dexterity bonus); MV 12; M18; hp 40; THAC0 15; #AT 1 staff or spell; Dmg 1d6+3 or by spell; Save M18; S12 D15 C10 I17 W16 Ch16; ML 16. *Magical Items:* staff of striking, carpet of flying.

Vlaardoën, 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 Alpathia. She is good-natured and eager to prove her ability to rule 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:* AL LG; AC 10; MV 12; M14; hp 30; THAC0 16; #AT 1 spell; Dmg by spell; Save M14; S8 D14 C12 I17 W13 Ch13; ML 11. *Magical Items:* wand of frost, boots of striding and springing.

Xanthus. King of Blackrock in Esterhold. Xanthus rules the city of Skyfyr and its surrounding territory, the Kingdom of Blackrock. He has his eyes on the nation of Verdan and the city of Faraway as well. There's a major obstacle to Xanthus's plans of conquest, however. Despite the collapse of its economy when Alpathia sank, Faraway is a military community with formidable defenses. Xanthus is a cruel, heartless man, interested only in power and

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indulgence—his own, of course. *Born:* AC 949. *Hair:* Brown. *Eyes:* Brown. *Height:* 5'10". Xanthus has a ragged scar down his right cheek (a memento of a creature that escaped *ensnarement*). *Combat Notes:* AL LE; AC 3 (*ring of protection* +6, Dexterity bonus); MV 12; M17; hp 37; THAC0 15; #AT 1 spell; Dmg by spell; Save M17; S12 D15 C10 I17 W9 Ch 9; ML 13. *Magical Items:* *ring of protection* +6, *staff of the magi*.

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 (the heart is now preserved elsewhere by the magic of the Immortal he serves). *Combat Notes:* AL LE; AC 10; MV 12; Orc, F10/Shaman 13 (the favor of the Immortal Atzanteotl allowed him to progress far beyond the maximum level limit for orcs); hp 60; THAC0 11; #AT 3/2 mace; Dmg 1d6+2; Save F10 or C13; S14 D11 C7 I12 W14 Ch5; ML 18. *Magical Items:* *mace* +2, *talisman of ultimate evil*.

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:* AL LG; AC 1 (*chain mail* +2, Dexterity bonus); MV 12; F10; hp 75; THAC0 11; #AT 2 spear; Dmg 1d6+6; Save F10; S17 D16 C16 I12 W13 Ch16; ML 12. *Weapon Specialization:* spear. *Magical Items:* *chain mail* +2 (with the ability to heal half the wearer's wounds once per day), *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 speaks slowly and with carefully cho-

sen 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:* AL N; AC 7 (*ring of protection* +3); MV 12; 18th-level Druid (because of Ulimwengu's isolation from the rest of the Known World, Karimari druids have their own hierarchy); hp 67; THAC0 10; #AT 1 staff or spell; Dmg 1d6+3; Save C18; S9 D13 C12 I13 W18 Ch16; ML 16. *Magical Items:* *staff* +3 of the woodlands, *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 heirs 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 traveled 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 alienate the traditionalists at court. *Combat Notes:* AL LN; AC 10; MV 12; C10 of Odin; hp 45; THAC0 14; #AT 1 spell; Dmg by spell; Save C10; S13 D11 C10 I16 W18 Ch17; ML 14.

Zaar, Erul. King of Helskir on the Isle of Dawn. Erul Zaar is a powerful fighter and a brilliant organizer. He found Helskir a fishing village and has, over the years, built it into 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 looks formidable; copper-skinned; dresses in richly embroidered blue and gold clothing; wears a narrow gold coronet; apparent age 45. *Combat Notes:* AL CG; AC -2 (*plate mail* +1, Dexterity bonus); MV 12; F18; hp 87; THAC0 3; #AT 5/2 two-handed sword; Dmg 1d10+5; Save F18; S16 D18 C13 I13 W15 Ch10; ML 16. *Weapon Specialization:* two-handed sword. *Magical Items:* *two-handed sword* +2, *plate mail* +1.

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Zandor. Self-styled Emperor of the New Alphatian Empire. 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 Emperor. When Eriadna died in the destruction of Sundsvall, Zandor "postponed" magical attempts to resurrect her so that he would gain the throne. Mere days later, he watched in horror as his empire was destroyed. He was already a little touched, and the twin shocks of his neglectful murder of Eriadna and the loss of Alphatia drove him mad. He believes that he is destined to be the emperor of a new Alphatia, and he has managed to reunite the sea city of Aquas and the kingdoms of Bellissaria under his rule—largely through the efforts of competent people fearful of the personal and civil consequences should they defy him. He has so far failed to bring the other remnants of Alphatia into the New Alphatian Empire. *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 prefers sky-blue garments. *Combat Notes:* AL CE (spoiled brat with too much power and too little sanity); AC 4 (*ring of protection* +3, *Dexterity* bonus); MV 12; M18; hp 35; THAC0 15; #AT 1 staff or spell; Dmg 1d6+3 (*staff of striking*) or 1d6+2 (*staff of power*) or by spell; Save M18; S10 D17 C8 I17 W6 Ch12; ML 7. *Magical Items:* boots of levitation, ring of protection +3, staff of power, staff of striking.

Zynnica, Queen of Aquas. Daughter of King Zyndryl (by a mermaid named Lynnia), Zynnica succeeded Zyndryl 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, and she would like to sponsor the development of deductive reasoning as a science. She despises her "emperor" (and half-brother) Zandor, but is not the sort to consider having him assassinated. She spends a great deal 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:* AL LG; AC 8 (*Dexterity* bonus); MV 12; M5; hp 16; THAC0 19; #AT 1 dagger or spell; Dmg 1d4 or by spell; Save M5; S8 D16 C10 I17 W14 Ch13; ML 12.

Zandor



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Distinguished Dead

The following distinguished people are reported to have met their demise in AC 1011.

d'Ambreville, Henri, Prince of Nouvelle Averoine in Glantri. Prince Henri died on Swiftmont 15, during a duel of magics with his sister-in-law, Dame Isidore d'Ambreville (now Princess of Nouvelle Averoine). By all reports, the magic displayed during the duel was spectacular. The rising of the full moon sealed the Prince's doom, for he was apparently a lycanthrope. Dame Isidore destroyed the Prince shortly after he transformed into a wolf.

Benedetta, Lorenzo, Merchant of Darokin. Mr. Benedetta was found strangled to death in Parsa, in the Emirate of Makistan in Ylaruam, on Nuwmont 3. It is believed he was one of many victims of an ancient mummy awakened when the tomb of the Nithian queen, Nennaya-Sherat, was opened in Nuwmont of AC 1010. Mr. Benedetta is survived by a wife, Luciana, and three young children.

Caldwell, Clifton, Merchant of Threshold, Karameikos. Servants of Clifton Caldwell found their master dead on Klarumont 12 of AC 1011, apparently of a heart attack. Baron Sheralane Halaran of Threshold subsequently confiscated Caldwell Castle, which Mr. Caldwell had purchased some twelve years ago. The castle has been offered for sale for the price of six years' taxes owed on the property.

Denwarf, Legendary Dwarf-Golem of Rockhome. On Kaldmont 28 of AC 1010, Denwarf, a dwarf-golem created (according to legend) centuries ago to lead the dwarves of Rockhome to Glory, appeared in Rockhome and proclaimed a new age for dwarves who would follow him. His appearance triggered a civil war (chronicled in the AC 1011 edition of the *Poor Wizard's Almanac*.) Denwarf was defeated on the 10th day of Watermont, when he and King Everast battled one another, each with six champions at his side.

Everast XV, King of Rockhome. King Everast XV was killed defending his crown in a traditional Combat of Kings. His chief opponent was Denwarf (see above). Denwarf died in the conflict as well. Born in AC 931, Bifin son of Bofin was crowned King of Rockhome in AC 961. He is survived by his son, Bofin (now Everast XVI), and his daughters Noris and Duris.

Eleonora Gottfrid, Queen of Ierendi. Born in Norwold, Eleonora Gottfrid was the runner-up in last year's Ierendi Crown Tourney. She became Queen in Swiftmont when the winner, Queen Lillian, abdicated. Queen Eleonora was killed in a freak accident when she was thrown from her horse on Kaldmont 25. The late queen's will stated that she had no wish to be *resurrected* magically. As Queen Eleonora had no relatives, King Reston arranged a quiet funeral and declared a national day of mourning. As of the printing of this *Almanac*, the editors have not heard whether King Reston has appointed a third queen to fulfill the term of the year-long, ceremonial office.

Maximos, Lukas, Thyatian Philanthropist. Lukas Maximos, a wealthy citizen of Kerendas, was murdered on Eirmont 13 of last year. Maximos was well known for his generosity in supporting public works and in aiding those less fortunate than himself. Lukas Maximos is also suspected of having anonymously funded many adventurers' deeds of derring-do, particularly those involving the recovery of kidnaping victims. It is thought that he backed the famous rescue of Lady Antonia from ransom-hungry kidnappers in AC 1003. His murderers are still at large.

Rosario, Salvatore, Wealthy Merchant of Thytis. Salvatore Rosario met an unfortunate end on Ambyrmtont 29 while attending a party at the home of Helenites Osteropolus, a distinguished Thyatian senator. Master Rosario apparently succumbed to an excess of wine, and subsequently suffocated amid the rose petals carpeting the banquet hall floor. Master Rosario's widow apparently held the senator responsible, claiming her husband's death was due to poison.

Torion, Gabriela, Empress of Thytis. The youngest daughter of Emperor Gabrionus V of Thytis, Gabriela was the only one to survive the slaughter of her family by Alpathian invaders in AC 960. Gabriela subsequently married Thincol the Brave, her rescuer, who became Emperor of Thytis as she became Empress. Gabriela passed away in her sleep on Ambyrmtont 6 of last year. The Empress is survived by her husband, Thincol, her son, Eusebius, and by her daughters Stefania and Asteriela. All citizens of the Empire and many notable rulers around the Known World mourn the loss of Empress Gabriela.

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Adronius. Elected Emperor of the Milenian Empire. Adronius is a good administrator, much more interested in building roads and dams than in leading armies. He is an enthusiastic singer and lute player, but not a very good one. He is a dreamer and thinker, slightly vain, and a good speaker. *Born:* AC 950. *Hair:* White, clean-shaven. *Eyes:* Brown. *Height:* 5'7". Olive-skinned, overweight, dresses in striped tunics and lots of jewelry. *Combat Notes:* AL LN; AC 3/4 (scale mail +2 and shield); MV 12; F4; hp 24; THAC0 17; #AT 1 short sword; Dmg 1d6+2; Save F4; S13 I12 W15 D10 Co11 Ch14; ML 7. *Magical Items:* short sword +2, scale mail +2.

Azcotica. King of the Azca, Patriarch of Atzanteotl. Azcotica, a powerful cleric and famous hunter, became king after his father Moctaplan and older brother Tenpocatliotl were killed. He regards other nations as game and his empire as the greatest hunter. He loves hunting more than anything—except perhaps seeing prey squirm. *Born:* AC 982. *Hair:* Black. *Eyes:* Black. *Height:* 5'10". Copper-skinned, muscular; sharp features, predatory expression. *Combat Notes:* AL LE; AC 10; MV 12; C12 of Atzanteotl; hp 51; THAC0 14; #AT 1 warhammer or spell; Dmg 1d4+4 or by spell; Save C12; S13 D10 C14 I9 W18 Ch11; ML 14. *Magical Items:* war hammer +3 (originally his father's).

Bergeya. Queen of Icevale, Queen in Argandir. Bergeya is an engineer at heart; her quest is to design the perfect sled. She is outspoken and energetic, and she generally behaves like a much younger woman. *Born:* AC 672. *Hair:* White. *Eyes:* Pale gray. *Height:* 5'9". Willowy; wears garments in various shades of blue. *Combat Notes:* AL CN; AC 10; MV 12; Elf, M12; hp 30; THAC0 17; #AT 1 dagger or spell; Dmg 1d4+2; Save M12; S9 D10 C8 I17 W14 Ch11; ML 14. *Magical Items:* dagger +2.

Bifric III. King of the Kogolors, King of Kolmstat, Bifric the Slider. Bifric is hunchbacked and middle-aged; he earned an enviable reputation as an engineer in the army, distinguishing himself in several campaigns against the Krugel Orcs by designing deadly rockslide traps. Bifric freely uses the prerogatives of kingship and is eager to demonstrate that he's in charge, but he is otherwise 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:* AL LN; AC 3 (plate mail); MV 6; Dwarf, F12; hp 65; THAC0 9; #AT 2 battle axe; Dmg 1d8+5; Save F12; S16 D13 C12 I13 W9 Ch15; ML 16. *Weapon Specialization:* battle axe. *Magical Items:* battle axe +2.

Catriata. Queen of Schattentalfheim, Matriarch of Atzanteotl, Flower of Issarthyl. Catriata is a shaman (cleric) of Atzanteotl. She is pale and sickly, not at all a fighter, but commands her people through cunning 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 swayed by flatterers. *Born:* AC 772. *Hair:* White, worn long and unbound. *Eyes:* Ice gray. *Height:* 5'2". Reed-thin, looks as though she is deathly ill, she wears bright orange and purple gowns that make her look even worse. *Combat Notes:* AL CE; AC 10; MV 12; Elf, C9; hp 30; THAC0 16; #AT 1 spell; Dmg by spell; Save C9; S8 D11 C7 I13 W18 Ch15; ML 10.

Dogrel. King of Alphatian Neatharum. Dogrel loves tactical games and researching and recreating important battles. He holds non-Alphatians in contempt and believes in Alphatia's right to conquer and enslave other races. Empress Eriadna's concessions to the Neathar tribes in AC 1010 infuriated him. *Born:* AC 963. *Hair:* Black, graying. *Eyes:* Brown. *Height:* 6'. Heavily muscled, in better shape than most wizards; he wears military uniforms that never seem to get dirty or lose their sharp creases. *Combat Notes:* AL LE; AC 10; MV 12; M15; hp 50; THAC0 16; #AT 1 staff or spell; Dmg 1d6+4 (more if expending charges of his *staff of thunder & lightning*) or by spell; Save M15; S18 D9 C16 I18 W10 Ch12; ML 17. *Magical Items:* staff of thunder & lightning, dagger +2.

Eriadna. Empress of the Alphatian Empire, Queen of Vertiloch, Queen of Jafilia. Eriadna, a polished politician and a powerful wizard, is the direct descendant of generations of Alphatian emperors. She is passionate, romantic, interested in new magical developments, and 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'. Eriadna is very beautiful; she is copper-skinned and has delicate and expressive features. She prefers ruffled gowns of golden spider silk as her everyday clothing. *Combat Notes:* AL LN;

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AC 6; MV 12; M20; hp 40; THAC0 14; #AT 1 staff or spell; Dmg 1d6+2 or by spell; Save M20; S9 D12 C9 I18 W15 Ch16; ML 12. *Magical Items:* ring of protection +4, +2 to saving throws; staff of the magi (which she enchanted herself; it also acts as a +2 weapon with no expenditure of charges); ring of spell turning.

Geredek. General of Ubul (Krugel Horde Territory), Geredek the Loud. Geredek's enemies think him a clown because of his boasting, his duels to the death with challengers, and his obsession with his handlebar mustachios, but his military success is remarkable. He is short-tempered, 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 Krugel tabarko and clothes. *Combat Notes:* AL CN; AC 6 (scale mail); MV 9; Orc, F10; hp 45; THAC0 11; #AT 2/1 bastard sword; Dmg 2d4+1; Save F10; S16 D17 C13 I11 W14 Ch15; ML 14.

Hembeek, Jan. Advocate-General of Oostdok. Hembeek was outwardly the puppet of the recently ousted Heldannic rulers of Oostdok. But behind the scenes he coordinated rebel activities and took advantage of the Alphatian offer to help drive the Heldanners from Oostdok. Few realize how active he was in the resistance; most think he sold out to the Heldanners and switched sides only when the tide turned. But they couldn't fault his bureaucratic skills 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 shirts with voluminous sleeves. *Combat Notes:* AL LG; AC 6; MV 6; Gnome, T2; hp 8; THAC0 20; #AT 1 dagger; Dmg 1d4+2; Save T2; S13 D10 C12 I18 W12 Ch13; ML 14. *Magical Items:* dagger +2; leather armor +2.

von Hendriks, Anna. Heldannic Knight. Anna's mother remained in Hattias when her brother (Ludwig von Hendriks, the Black Eagle Baron) moved to the Duchy of Karameikos.

Anna left home when she was 18, then joined the Heldannic Knights. She is stern and strong-willed but an indifferent cleric of Vanya. She tries to hide it, but she is far more interested in showing up her family than in advancing the Heldannic Knights' goals. Anna abandoned her post at Stonehaven in the face of aerial attacks by Alphatian and Neathar troops and has been trying to return with her Knights to her order in the outer world ever since. *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 prefers close-fitting black garments. *Combat Notes:* AL LN; AC 2; MV 12; C14; hp 45; THAC0 12; #AT 1 two-handed sword (the Immortal Vanya allows her clerics to wield swords); Dmg 2d4+3; Save C14; S17 D10 C9 I11 W16 Ch15; ML 14. *Magical Items:* plate mail +1, two-handed sword +2.

Hundkopf, Karl. Heldannic Knight; Governor-General of Oostdok until driven out in AC 1010. Hundkopf is a Heldannic Knight of Hattian descent. His most important trait is his overpowering loyalty to his order; he is actually brutal and stupid. Although his superiors are displeased at his inability to hold Oostdok against the rebellion, they can not currently 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:* AL LE; AC 0 (plate mail +3); MV 12; C12 of Vanya; hp 50; THAC0 14; #AT 1 two-handed sword or spell; Dmg 1d10+4 or by spell; Save C14; S18 D12 C16 I8 W9 Ch12; ML 15. *Magical Items:* plate mail +3, two-handed sword +2.

Kiuss. Malpheggi Shaman and Clan-Leader. Kiuss is cold-hearted and vicious. She cares only for her own clan and is willing to sacrifice anyone—including members of her own tribe—for the smallest personal gain or clan improvement. *Born:* AC 944. *Hair:* None. *Eyes:* Green. *Height:* 6'8". Blue hide aging to silver. *Combat Notes:* AL CE; AC 3; MV 12; Lizard King, F6/Shaman 6; hp 30; THAC0 15; #AT 1 great club (morning star) or spell; Dmg 2d4+1 or by spell; Save F6 or Shaman 6; S17 D11 C9 I10 W12 Ch10; ML 11.

Kjodar Triudar's Son. Chief of Kiefstat (Antalian Wastes), Captain of Donar's Fury. Kjo-

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dar is the most successful Antalian pirate captain, and led expeditions as far as the Nithian Empire. In AC 1010 he brought an unusual proposal to the Nithians, pledging Antalian shipbuilding and sailing skills in return for gold. He is currently in the Sea of Yr, helping Uart-neter Semsu establish a dominion in defiance of Pharaoh Ramose IV of Nithia. Kjodar is middle-aged and cunning; a fine warrior, he prefers to defeat his enemies through cleverness rather than to risk sacrificing himself prematurely. He is more cultured than many Antalians. *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:* AL CN; AC 0/4 (banded mail and *shield* +3); MV 12; F16; hp 75; THAC0 5; #AT 5/2 long sword or battle axe; Dmg 1d8+7 or 1d8+3; Save F16; S17 D10 C11 I16 W12 Ch13; ML 15. *Weapon Specialization:* battle axe. *Magical Items:* *shield* +3, *sword* +4.

Korolo Togoro. Togoro (King) of the Tanagoro. Son and grandson of Tanagoro kings, Korolo is a competent planner and manager who is most concerned with finding water and storing food more efficiently. His father's war leaders advise him, so he leads his people effectively in war. *Born:* AC 975. *Hair:* Black. *Eyes:* Brown. *Height:* 6'2". Black-skinned; lean; wears almost no jewelry. *Combat Notes:* AL LN; AC 6/7 (*shield* and Dexterity bonus); MV 12; F10; hp 54; THAC0 11; #AT 2 spear; Dmg 1d6+3; Save F10; S17 D17 C9 I13 W15 Ch11; ML 10. *Weapon Specialization:* spear.

Krogada the Itchy. Tribal War Chieftain (Beastmen Wastes). Krogada is a young, ambitious war chief. Her aim is to unite hundreds of Beastmen tribes into an army and seize fertile Icevale and Antalian lands. *Born:* AC 990. *Hair:* Black hair in a long braid. *Eyes:* Red. *Height:* 4'4". Reddish brown skin, pointed ears, human-like teeth; wears black leather. *Combat Notes:* AL CN; AC 4/7 (natural AC 7 due to tough hide; *shield* +2); MV 12; Hollow World Beastman (Mongrelman) F13; hp 57; THAC0 5; #AT 2 hand axe; Dmg 1d6; Save F16; S15 D11 C14 I13 W10 Ch18; ML 16. *Magical Items:* *shield* +2.

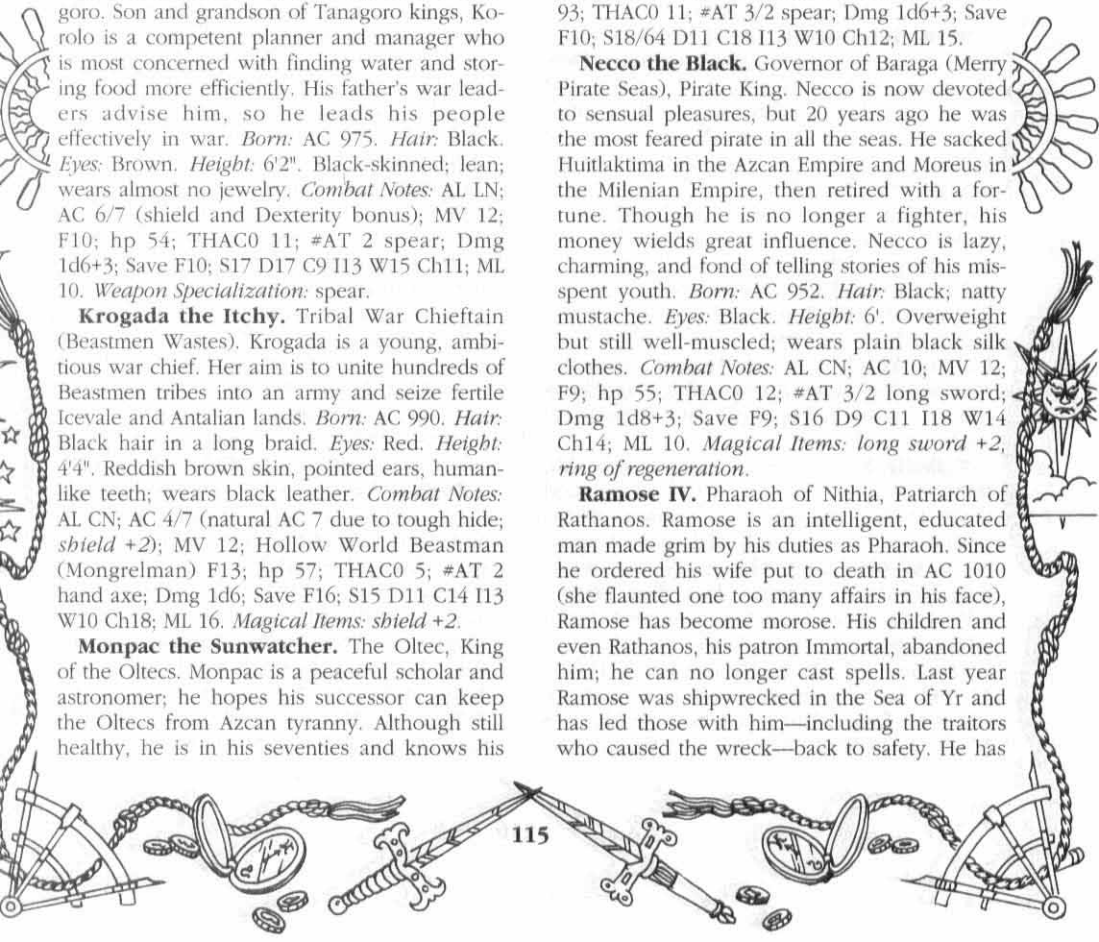
Monpac the Sunwatcher. The Old, King of the Oltecs. Monpac is a peaceful scholar and astronomer; he hopes his successor can keep the Oltecs from Azcan tyranny. Although still healthy, he is in his seventies and knows his

years are numbered. *Born* AC 935. *Hair:* Gray. *Eyes:* Black. *Height:* 5'5". Copper-skinned, thin, graceful, wears black kilts and cloaks. *Combat Notes:* AL LG; AC 10; MV 12; C18 of Otzitiotl (Ixion); hp 60; THAC0 8; #AT 1 staff; Dmg 1d6; Save C18; S12 D9 C11 I15 W18 Ch14; ML 9. *Magical Items:* *chime of time* (on command, will chime every hour), *incense of meditation*.

Na-Do. King of the People (Brute-Men Territory). Na-Do gave up his name when he became king (Na-Do means "king"). Na-Do is a strong warrior; his sire, the old chief, abdicated 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:* AL N; AC 8 (leather armor); MV 12; Brute-Man (caveman), F10; hp 93; THAC0 11; #AT 3/2 spear; Dmg 1d6+3; Save F10; S18/64 D11 C18 I13 W10 Ch12; ML 15.

Necco the Black. Governor of Baraga (Merry Pirate Seas), Pirate King. Necco is now devoted to sensual pleasures, but 20 years ago he was the most feared pirate in all the seas. He sacked Huitlaktima in the Azcan Empire and Moreus in the Milenian Empire, then retired with a fortune. Though he is no longer a fighter, his money wields great influence. Necco is lazy, charming, and fond of telling stories of his mispent youth. *Born:* AC 952. *Hair:* Black; natty mustache. *Eyes:* Black. *Height:* 6'. Overweight but still well-muscled; wears plain black silk clothes. *Combat Notes:* AL CN; AC 10; MV 12; F9; hp 55; THAC0 12; #AT 3/2 long sword; Dmg 1d8+3; Save F9; S16 D9 C11 I18 W14 Ch14; ML 10. *Magical Items:* *long sword* +2, *ring of regeneration*.

Ramose IV. Pharaoh of Nithia, Patriarch of Rathanos. Ramose is an intelligent, educated man made grim by his duties as Pharaoh. Since he ordered his wife put to death in AC 1010 (she flaunted one too many affairs in his face), Ramose has become morose. His children and even Rathanos, his patron Immortal, abandoned him; he can no longer cast spells. Last year Ramose was shipwrecked in the Sea of Yr and has led those with him—including the traitors who caused the wreck—back to safety. He has



Who's Who in the Hollow World

sworn vengeance on Uart Neter-Semso, whose treachery led to his predicament. *Born:* AC 970. *Hair:* Brown; clean-shaven. *Eyes:* Yellowish brown. *Height:* 5'11". Broad-shouldered, brown-skinned, heavy eyebrows; wears colorful kilts and cloaks; handsome but dangerous-looking. *Combat Notes:* AL LN; AC 3/6 (scale mail and shield +2); MV 12; C15 of Rathanos; hp 49; THAC0 12; #AT 1 mace; Dmg 1d6+1; Save C15; S13 D14 C12 I15 W17 Ch16; ML 17. *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:* AL N; AC 8 (leather armor); MV 12; 11th-level Druid; hp 46; THAC0 14; #AT 1 club; Dmg 1d6+1; Save D11; S16 D10 C9 I13 W18 Ch15; ML 12.

Raya, Koriktodeva. Grand Mogul of Shahjapur. Raya is a vigorous fighter and ruler. Only the priests 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; a tiger-claw scar runs along his left cheek. *Combat Notes:* AL LN; AC 2 (chain mail and Dexterity bonus); MV 12; F15; hp 110; THAC0 6; #AT 5/2 spear or scimitar; Dmg 1d6+7 or 1d8+7; Save F15; S18/64 D17 C18 I10 W6 Ch13; ML 14. *Weapon Specialization:* scimitar. *Magical Items:* ring of quickness (can cast *baste* spell once per day); scimitar +2; spear +2, +3 vs. tigers.

Rollodir. King of Icevale, King in Argandir. Rollodir is quiet, tolerant, and fond of good times. He is a champion axe thrower, always anxious to prove his skill against challengers. *Born:* AC 687. *Hair:* White, very fine; wears long beard and mustache. *Eyes:* Blue. *Height:* 6'3". Gaunt; wears white-furred garments and a silver crown. *Combat Notes:* AL LN; AC 2 (chain mail +3); MV 12; Elf, F10; hp 54; THAC0 11; #AT 3/2 two-handed sword or 2 hand axe (thrown); Dmg 1d10+2 or 1d6; Save F10; S13 D10 C11 I14 W18 Ch15; ML 11. *Weapon Spe-*

cialization: hand axe (thrown). *Magical Items:* chain mail +3, two-handed sword +2.

Tiradon. King of Corescos (Traldar Kingdoms). Tiradon has been to the Milenian Empire and back. He recently married but is sometimes as eager and foolish as a boy. He is fascinated by other cultures, as happy to visit foreign lands 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:* AL N; AC 0/2 (banded mail +2, shield +1); MV 12; F13; hp 68; THAC0 8; #AT 5/2 spear; Dmg 1d6+6; Save F13; S16 D10 C12 I13 W11 Ch15; ML 16. *Weapon Specialization:* spear. *Magical Items:* banded mail +2, shield +1, spear +3.

Trudar. King of the Wind-Like-Wolf Clan (Jennite Holdings), Prince of the Red Horns Clan, Patriarch of Tarastia. Trudar is son of the Wind-Like-Wolf leaders Tiolathar and Truisa, who died years ago fighting a red dragon. He likes breeding and racing horses and making elaborate plots against enemies. *Born:* AC 985. *Hair:* Black. *Eyes:* Brown. *Height:* 6'. Coppery skin; wears padded tunics and pants. *Combat Notes:* AL LN; AC -2 (scale mail +3, Dexterity bonus); MV 12; C13 of Tarastia; hp 50; THAC0 12; #AT 1 warhammer or spell; Dmg 1d4+4; Save C13; S17 D17 C11 I10 W15 Ch12; ML 15. *Magical Items:* scale mail +3, warhammer +2.

Ug-rum. The Memory of the People (Brute-Men Territory); Shaman of Kagyar. Na-Do's chief translator, Ug-rum has a twisted spine and a gift for languages. He is 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:* AL LN; AC 8 (padded armor); MV 12; Brute-man (cave-man), 4th-level Shaman (cleric); hp 18; THAC0 18; #AT 1 club or spell; Dmg 1d6 or by spell; Save C4; S13 D10 C13 I13 W17 Ch10; ML 12.

Zorok. Northwestern Toralai Chieftain (Neathar Lands). Zorok sees danger in the Alphatians' and Heldanners' ambitions, and is suspicious of Eriadan's alliance with the Neathar. *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:* AL NG; AC 7 (Dexterity bonus); MV 12; T12; hp 38; THAC0 15; #AT 1 spear; Dmg 1d6; Save T12; S13 D17 C8 I16 W11 Ch18; ML 12.

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 1012. (Many nations have adopted the Thyatian dating system.) By Alpathian reckoning, the year is AY 2012, counted from the first Alpathian 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 2: Vatermont — Late Winter

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 3: Thaumont — Early Spring

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 4: Flaurmont — 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 5: Yarthmont — Late Spring

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 6: 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 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 8: Fyrmont — Late Summer

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 9: Ambyrmont — Early Fall

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 10: Sviftmont — 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 11: Eirmont — Late Fall

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28

Month 12: Kaldmont — Early Winter

Lunadain	1	NM	8 FQ	15 FM	22 LQ
Gromdain	2		9	16	23
Tserdain	3		10	17	24
Moldain	4		11	18	25
Nytdain	5		12	19	26
Loshdain	6		13	20	27
Soladain	7		14	21	28 DD

NM = New Moon; FQ = First Quarter; FM = Full Moon; LQ = Last Quarter; DD = Day of Dread

The Mystaran Year

Months of the Year¹

Thyatis	Alphatia	Ethengar	Five Shires	Rockhome	Sind	Ylaruam
Nuwmont ¹	Nyxmir	Amai	Clabbas ¹	Wharlin	Maagh	Muharram
Vatermont	Amphimir	Hiskmai	Vuuldiir	Morlin	Phagun	Safar
Thaumont	Alphamir ¹	Yalmal	Maehin	Hralin ¹	Chait	Rabi al Awwal
Flaurmont	Sulamir	Haimai	Odelin	Hwyrlyn	Baisaakh ¹	Rabi al Thani ¹
Yarthmont	Sudmir	Kevamai	Gondulrim	Styrlin	Jeth	Jumada'l Awwal
Klarmont	Vertmir	Seimai	Mithintle	Bahrlin	Asaarh	Jumada'l Thani
Felmont	Islamir	Lingmai	Goldaun	Buhrlin	Sawan	Rajab
Fyrmont	Andrumir	Tringmai	Fyrtal	Klintlin	Bhadon	Shaban
Ambyrmont	Cyprimir	Demai	Aumbyr	Birrlin	Asin	Ramadan
Sviftmont	Hastmir	Chagai ¹	Ssantiir	Biflin	Kartik	Shawwal
Eirmont	Eimir	Rinpoeh	Tembiir	Jhyrlin	Aghan	Dhu'l-Qadah
Kaldmont	Burymir	Komai	Dauntil	Kuldlin	Puus	Dhu'l-Hijjah

¹Karameikos uses the same names for months and days as Thyatis. * 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	Xingqiyl	Gromdain	Thradan	Mangal-bar	Yaum al-athnen
Tserdain	Wojhur	Xingqier	Tserdain	Evedan	Budh-bar	Yaum at-talit
Moldain	Thajhur	Xingqisan	Moldain	Dorfcan	Brihaspati-bar	Yaum al-arba
Nytdain	Flajhur	Xingqisi	Nytdain	Duldain	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 an extra week at the end. The current year is 312 by Minrothad dating.

- Onmun (Nuwmont 1 to Vatermont 2)
- Tomun (Vatermont 3 to Thaumont 4)
- Dreimun (Thaumont 5 to Flaurmont 6)
- Firmun (Flaurmont 7 to Yarthmont 8)
- Birmun (Yarthmont 9 to Klarmont 10)
- Sagmun (Klarmont 11 to Felmont 12)
- Sebmun (Felmont 13 to Fyrmont 14)
- Oxmun (Fyrmont 15 to Ambyrmont 16)
- Nomun (Ambyrmont 17 to Sviftmont 18)
- Decmun (Sviftmont 19 to Eirmont 20)
- Elfmun (Eirmont 21 to Kaldmont 22)

Add the extra week of Mitwok (Kaldmont 23 to 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 2117.

- Gathering (Nuwmont 1 to 24)
- Name (Nuwmont 25 to Vatermont 20)
- Refuge (Vatermont 21 to Thaumont 16)
- Shaman (Thaumont 17 to Flaurmont 12)
- Crystal (Flaurmont 13 to Yarthmont 8)
- Birth (Yarthmont 9 to Klarmont 4)
- Wanderers (Klarmont 5 to 8)
- Temple (Felmont 1 to 24)
- Food (Felmont 25 to Fyrmont 20)
- Days (Fyrmont 21 to Ambyrmont 16)
- Army (Ambyrmont 17 to Sviftmont 12)
- King (Sviftmont 13 to Eirmont 8)
- Others (Eirmont 9 to Kaldmont 4)
- Bounty (Kaldmont 5 to 28)

The Mystaran Year

Mystaran Horoscope

Many Mystaran cultures 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 Flaurmont	Basilisk
5 Yarthmont	Chimera
6 Klarmont	Gorgon
7 Felmont	Griffon
8 Fyrmont	Dragon
9 Ambyrmont	Salamander
10 Sviftmont	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, miserly
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 1012

Manticore: The Salamander Star in the House of the Manticore promises the patience and perseverance necessary to overcome difficulties lingering into the new year. Take care not to rush blindly into any venture that offers vast wealth, especially in the summer months; you are likely to get more than you bargained for. As the year's end approaches, prepare for unexpected hardships amid an opportunity for advancement. *Auspicious Days*: Vatermont 16; Felmont 19; Sviftmont 25. *Inauspicious Days*: Sviftmont 8, Sviftmont 26, Sviftmont 27.

Hydra: The Warrior Star residing in the House of the Hydra bodes well for business ventures. Be bold—but not rash—when faced with risky propositions, and you will realize significant profits by the end of the year. Beware Ambyrmont, when Matera eclipses the Warrior Star; if you undertake a long journey you may not return. *Auspicious Days*: Flaurmont 1, Sviftmont 2, Sviftmont 23. *Inauspicious Days*: Flaurmont 6, Ambyrmont 13, Eirmont 18.

Centaur: The Hydra Star on the cusp of the House of the Centaur indicates conflict between personal desires and public obligations. The conflicts will worsen as the year progresses. Proceed with caution if a relative asks for your help—he may be in more trouble than you can imagine. Autumn should bring a welcome respite from financial difficulties. *Auspicious Days*: Fyrmont 1, Ambyrmont 5, Kaldmont 14.

The Mystaran Year

Inauspicious Days: Thaumont 17, Felmont 6, Kaldmont 19.

Basilisk: The Gorgon Star in the House of the Basilisk offers excellent auspices under which to make a major change in your life. Consider going into business for yourself or moving to a different community. While such changes will not be without frustration and obstacles, your chosen path should smooth out by Eirmont. *Auspicious Days:* Felmont 6, Fyrmont 2, Eirmont 22. *Inauspicious Days:* Nuwmont 7, Thaumont 12, Kaldmont 10.

Chimera: The Manticore Star in the House of the Chimera indicates a great increase in wealth, but be careful not to let it slip through your fingers. Avoid extravagant spending and be sure to pay all debts owed. On the home front, family obligations may prove taxing at the beginning of the year, but if you're prompt in fulfilling them you will be rewarded by year's end. *Auspicious Days:* Nuwmont 15, Flaurmont 25, Yarthmont 8. *Inauspicious Days:* Vatermont 9, Fyrmont 9, Ambyrmont 2.

Gorgon: The Pegasus Star in the House of the Gorgon presages an upheaval in your personal affairs that can no longer be postponed. This may be a good year to take a chance and reach for a long-forgotten dream. Beware the deal that looks too good to be true—it almost certainly is. Fyrmont should bring you together with a long-lost friend. *Auspicious Days:* Fyrmont 11, Ambyrmont 24, Sviftmont 3. *Inauspicious Days:* Felmont 11, Fyrmont 3, Fyrmont 26.

Griffon: The Centaur Star in the House of the Griffon offers hope of stability after last year's upheaval. Be sure to stand your ground in matters of importance to you, and the year will bring a close to worrisome matters. Yarthmont, the lovers' month, promises romance. *Auspicious Days:* Vatermont 16, Yarthmont 16, Yarthmont 17. *Inauspicious Days:* Nuwmont 11, Flaurmont 5, Fyrmont 21.

Dragon: The Basilisk Star in the House of the Dragon portends fame and recognition for some great accomplishment. With fame will come many opportunities for advancement, but also some propositions you should be wary of. Expect a troubled friend to call on you for help late in the year. *Auspicious Days:* Nuwmont 20, Thaumont 23, Klarmont 25. *Inauspicious Days:* Vatermont 23, Fyrmont 13, Sviftmont 21.

Salamander: The Giant Star in the House of the Salamander bodes ill for personal relation-

ships. Be careful not to drive friends away with your selfishness. Greedy hoarding of your wealth will only see it dwindle away throughout the year, while generosity will be repaid. Sviftmont offers a good time to patch up a misunderstanding with a friend or loved one. *Auspicious Days:* Yarthmont 11, Felmont 22, Sviftmont 1. *Inauspicious Days:* Yarthmont 14, Felmont 2, Felmont 20.

Pegasus: The Chimera Star in the House of the Pegasus offers a chance to fulfill your dreams, but be careful not to aim too high. Be realistic in assessing your own abilities and you can accomplish much this year. Vatermont will have you impatient to go on some grand adventure, but cool your heels long enough to properly prepare for what lies ahead. *Auspicious Days:* Vatermont 11, Flaurmont 6, Sviftmont 12. *Inauspicious Days:* Vatermont 13, Fyrmont 9, Kaldmont 20.

Warrior: The Griffon Star in the House of the Warrior offers the strength to withstand all adversity this year. Remain steadfast, and you shall be rewarded. Not everyone who claims to be your friend has your best interests in mind. Be on the lookout for one who will try to rob you of a prized possession. In Kaldmont, look for unexpected news involving a distant relative. *Auspicious Days:* Nuwmont 10 (doubly lucky for the Warrior), Fyrmont 18, Ambyrmont 7. *Inauspicious Days:* Yarthmont 1, Fyrmont 24, Sviftmont 27.

Giant: The Dragon Star in the House of the Giant bodes well for financial advancement, but at the expense of personal relationships. Beware of neglecting your friendships—if you do, friends may not be there for you if you need them. Felmont will be a month of trial for you. If you persevere, your ambitions will be met. If you fail, you may lose everything. *Auspicious Days:* Nuwmont 26, Felmont 13, Eirmont 16. *Inauspicious Days:* Yarthmont 18, Felmont 18, Kaldmont 13.



Weather Predictions for AC 1012

Weather Divination

The editors of this *Almanac* have diligently gathered predictions for the coming year's weather foreseen by the foremost and most reliable seers and diviners throughout the Known World. Chief among these seers are the official weather seers of Yavdlom, who have practiced the art of weather prediction for centuries. At our request, these seers have attempted—for the first time—to divine the weather of parts of the world beyond Thanegia and the Serpent Peninsula. We have compiled and combined their prophecies with those of seers local to the regions in question.

Please be aware that divination is not an exact science, especially when applied over great distances and timeframes spanning more than a year. For convenience, we have grouped the predictions according to general region (see below). Weather being what it is, there are bound to be local variations within regions. Although we are confident that our weather predictions will prove accurate in most cases, wise readers will look out the window before planning their day rather than relying solely on the predictions printed here.

Regional Forecasts

In the following forecasts, the words cold, cool, warm, and hot are used in relation to the region's average seasonal temperature (see p. **). Weather systems in the northern hemisphere tend to travel from west to east. In particularly large regions (such as Bellissaria), listed weather conditions may occur one to three days later in the east than in the west.

A Note About the Emirates of Ylaruam

Please note that the Emirates of Ylaruam are not included in any regional forecast. This nation enjoys a microclimate apparently uninfluenced by surrounding weather patterns. In general, the Alasiyan Basin is hot and dry—it seldom rains. The upland plateau enjoys a bit more precipitation, although rains are infrequent and usually of short duration. The grasslands of the Ust-Urt Valley usually experience weather similar to that in Region Seven (the Ethengar plains). In general, Ylaruam's well-settled coastal plain enjoys the same weather as the northern parts of the Isle of Dawn.

Forecast for Region One

This region includes Thanegia Island and the Serpent Peninsula. Mariners plying the western Sea of Dread should pay special attention to this region's weather, as local weather systems often extend well into the Sea of Dread.

Nuwmont: 1–3 Seasonable, light rain. 4–9 Warm, clearing. 10–11 Cloudy, showers likely. 12–14 Rain, cooling. 15–18 Seasonable, mostly sunny. 19–21 Cool, cloudy. 22–23 Showers, continued cool. 24–28 Cold, mostly sunny, frost possible in the extreme north.

Vatermont: 1–4 Seasonable, showers in the south. 5–7 Warm, mostly sunny. 8–11 Seasonable, cloudy. 12–16 Clearing in the south, showers continue to the north. 17–19 Warm, mostly sunny. 20–24 Temperatures dropping rapidly, increasing clouds. 25–28 Cool, rainy, strong winds.

Thaumont: 1–5 Cool, clouds dispersing. 6–8 Seasonable, sunny. 9–12 Warm, sunny, light breezes. 13–14 Cloudy, breezy. 15–17 Heavy rain. 18–21 Cool, rain continues. 22–25 Clearing, then warming. 26–28 Warm, sunny.

Flaurmont: 1–3 Warm, becoming cloudy. 4–5 Cool, cloudy, showers in the southern peninsula. 6–7 Seasonable, mostly sunny. 8–10 Cool, rain heavy on Thanegia Island. 11–12 Cold, rainy. 13–17 Cool, partly cloudy, scattered showers. 18–21 Cold, mostly sunny, windy. 22–24 Cool, cloudy, showers in the north. 25–28 Seasonable, partly sunny.

Yarthmont: 1–2 Seasonable, light showers. 3–6 Clearing, warming. 7–10 Hot, mostly sunny. 11–13 Warm, cloudy, scattered showers. 14–17 Clearing, breezy. 18–21 Warm, light showers on the island. 22–25 Hot, sunny, light breeze. 26 Warm, heavy rain. 27–28 Mostly cloudy, scattered showers.

Klarmont: 1–4 Warm, scattered showers in the north, rain in the south. 5–7 Hot, rainy. 8–11 Hot, clearing to mostly sunny. 12–15 Warm, sunny, breezy. 16–18 Seasonable, partly cloudy. 19–25 Cool, rainy, thunderstorms likely. 26–27 Seasonable, rain continues. 28 Partly cloudy, scattered showers.

Felmont: The first of the three-month rainy season, Felmont brings daily rain. 1–2 Seasonable, clouds thickening, scattered showers. 3–8 Warm, rain heavy at times. 9–14 Warm, thunderstorms. 15–17 Hot, rainy. 18–19 Warm, scattered showers to the north, thunderstorms on the island. 20–28 Continued warm, rainy.

Weather Predictions for AC 1012

Fyrmont: 1-4 Hot, rain heavy at times. 5-9 Continued hot, scattered showers. 10-14 Warm, thunderstorms likely. 15-19 Windy, rain heavy on the island. 20-24 Hot, light rain. 25-28 Warm, scattered showers on the island, rain heavy to the north.

Ambyrmont: 1-5 Warm, rainy, possible hurricane. 6-7 Hot, rain heavy at times. 8-12 Hot, showers, heavy winds. 13-16 Warm, hurricane likely. 17-23 Hot, thunderstorms likely over the southern peninsula. 24-28 Warm, cloudy, scattered showers.

Swiftmont: 1-5 Warm, rainy, tropical storm to the south. 6-11 Seasonable, scattered showers. 12-15 Warm, clearing. 16-21 Sunny, breezy. 22-26 Hot, cloudy, scattered showers. 27-28 Warm, partly cloudy.

Eirmont: 1-6 Hot, mostly sunny, scattered showers in the north. 7-11 Warm, becoming cloudy. 12-15 Seasonable, mostly sunny. 16-19 Rain, heavy at times. 20-23 Cool, clearing. 24-27 Cold, mostly cloudy, scattered showers. 28 Continued cold, cloudy.

Kaldmont: 1-3 Cold, clearing. 4-6 Seasonable, showers. 7-8 Cool, rain. 9-12 Cold, scattered showers. 13-15 Cool, sunny, windy. 16-20 Seasonable, cloudy, scattered showers. 21-22 Cool, rainy. 23-26 Warm, clearing. 27-28 Sunny, breezy.

Forecast for Region Two

This region includes the Asanda River Valley of Sind, the Atruaghin Plateau, and western Darokin.

Nuwmont: 1-3 Cool, windy, mostly sunny. 4-5 Cold, partly cloudy. 6-7 Cold, mostly cloudy, snow showers in mountains and western Darokin. 8-11 Cool, cloudy in the east. 12-15 Seasonable, clear. 16-17 Warm, mostly sunny. 18-23 Cool, partly cloudy, more snow in the mountains. 24-25 Cold, clear, windy. 26-28 Cool, partly cloudy in the east, windy to the west.

Vatermont: 1-4 Cold, snow in the mountains and western Darokin. 5-7 Cool, sunny. 8-13 Sunny, temperatures climbing. 14-16 Warm, continued sun. 17-19 Cooling, freezing rain or snow in western Darokin. 20-24 Cold, clear, windy. 25-27 Cool, partly cloudy. 28 Seasonable, mostly sunny.

Thaumont: 1-5 Warm, clear, winds from the desert. 6-7 Seasonable, showers in the east.

8-11 Warm, clear, breezy. 12-14 Cool, partly cloudy, rain to the east and south, possible snow in the mountains. 15-19 Clear and cold. 20-22 Cool, mostly sunny. 23-26 Seasonable, sunny, breezy. 27-28 Cool, partly cloudy.

Flaurmont: 1-4 Becoming sunny, warm. 5-6 Warm, mostly sunny, scattered showers in the east. 7-11 Cool, showers in the Asanda River Valley, possible snow in the mountains. 12-14 Seasonable, sunny. 15-20 Partly cloudy, rain in the east and mountains. 21-22 Warm, sunny, breezy. 23-25 Cooling, partly cloudy. 26-28 Cool, mostly cloudy, scattered showers throughout region.

Yarthmont: 1-4 Cool, mostly sunny. 5-7 Cold, rain in the valley, scattered showers to the east. 8-9 Cool, rain. 10-14 Warm, sunny. 15-16 Seasonable, sunny, windy. 17-20 Hot, clear, dust storms likely in desert. 21-24 Warm, showers. 25-28 Mixed sun and clouds.

Klarmont: 1-3 Hot, mostly sunny. 4-7 Clear, temperatures falling. 8-9 Cool, showers. 10-14 Seasonable, sunny, high winds possible. 15-21 Mostly sunny, occasional scattered showers. 22-24 Hot, fine drizzle in the east. 25-28 Warm, dusty winds in the Asanda River Valley, partly cloudy elsewhere.

Felmont: 1-5 Hot, sunny. 6-8 Hot, scattered showers. 9-13 Temperatures falling, thunderstorms likely in the mountains and to the east. 14-16 Seasonable, monsoon rains in the Asanda River Valley. 17-21 Warm, clearing to mostly sunny. 22-27 Scattered showers throughout region. 28 Severe monsoon in the Asanda River Valley; warm, scattered showers elsewhere.

Fyrmont: 1-4 Monsoon continues in valley, flooding likely. 5-7 Warm, partly cloudy. 8-9 Seasonable, scattered showers in the east. 10-13 Hot, sunny. 14-16 Warm, thunderstorms likely in the north and east. 17-25 Seasonable, partly cloudy, scattered showers in the Asanda River Valley. 26-28 Warm, clearing.

Ambyrmont: 1-5 Hot, sunny. 6-7 Continued hot, scattered thunderstorms in the mountains. 8-12 Warm, monsoon rains in Asanda River Valley, showers in mountains and to the east. 13-17 Hot, clearing. 18-20 Warm, thunderstorms likely. 21-28 Clearing, cooling.

Swiftmont: 1-3 Seasonable, light rain to the east. 4-10 Clearing to mostly sunny. 11-12 Warm, scattered showers in mountains. 13-18 Unseasonable monsoon rains in Asanda River Valley, flooding possible; severe coastal storm

Weather Predictions for AC 1012

south of Atruaghin Plateau likely. 19–24 Cool, clearing. 25–28 Cold, sunny, breezy.

Firmont: 1–5 Cool, clear. 6–8 Seasonable, dry winds in Sind, possible scattered showers to the east. 9–13 Warm, increasing clouds. 14–19 Cool, showers in the mountains. 20–25 Seasonable, mostly cloudy. 26–28 Warm, sunny.

Kaldmont: 1–3 Warm, sunny. 4–7 Seasonable, sunny, clouds developing to the east. 8–12 Cloudy, temperatures falling. 13–15 Cold, rainy, snow in mountains. 16–19 Cold, clear, frost likely in north. 20–24 Cool, showers likely in the east. 25–28 Seasonable, sunny.

Forecast for Region Three

This region includes parts of Denagoth and all of Wendar, the Principalities of Glantri, and the Broken Lands.

Nuwmont: 1–4 Warm, rain to the south, possible snow in mountains and to the north. 5–8 Seasonable, scattered snow showers. 9–10 Cool, snowstorms likely. 11–15 Seasonable, clearing. 16–20 Temperatures falling, snow likely. 21–27 Cold then seasonable, scattered snow showers, rain possible in the south. 28 Warm, sunny.

Vatormont: 1–3 Cold, snow likely; cool, partly cloudy in the south. 4–8 Warming, rain in the south, snow in the mountains. 9–11 Seasonable, sleet or freezing rain in the north. 12–15 Warm, scattered showers. 16–20 Clearing. 21–25 Seasonable, partly cloudy. 26–28 Warm, sunny in the south; cloudy, scattered showers in the north, snow possible.

Thaumont: 1–6 Temperatures falling rapidly, cloudy, heavy snow likely in central region. 7–9 Cold, clear. 10–14 Cool, mostly sunny. 15–18 Seasonable, scattered showers, snow in mountains. 19–24 Warm, rainy, snow in mountains. 25–28 Seasonable, clearing.

Flaurmont: 1–4 Cold, rain mixed with snow. 5–7 Cool, clearing in the south. 8–11 Seasonable, partly cloudy. 12–14 Mostly sunny. 15–21 Warm, clear. 22–26 Warm, mostly sunny. 27–28 Clouds developing, possible scattered showers.

Yarthmont: 1–2 Warm, rain heavy in the north, showers in the south. 3–10 Temperatures dropping, rain continues, snow or freezing rain possible in the north. 11–18 Cool, clearing. 19–24 Seasonable, possible showers in central region. 25–28 Warm, sunny.

Klarmont: 1–3 Cool, partly cloudy. 4–7 Seasonable, clearing. 8–11 Cool, sunny in the

north, rain in the south. 12–16 Warming, rain moving to the north. 17–23 Warm, mostly sunny, scattered showers in mountains. 24–26 Sunny. 27–28 Hot, sunny.

Felmont: 1–5 Warm, mostly sunny. 6–9 Seasonable, sunny in the north, possible rain in the south. 10–13 Cool, scattered showers. 14–18 Warming, clearing. 19–21 Warm, mostly sunny, afternoon thunderstorms possible. 22–26 Seasonable, rain in mountains. 27–28 Clearing.

Fyrmont: 1–3 Warm, sunny. 4–8 Hot, clouds developing. 9–11 Rain, heavy in the north, thunderstorms likely. 12–18 Warm, mostly sunny, scattered showers. 19–24 Hot, clear. 25–28 Warm, cloudy, showers in the south.

Ambymont: 1–3 Cooling, cloudy, showers likely. 4–9 Seasonable, clearing. 10–14 Cold, sunny, windy. 15–20 Cool, cloudy, showers north and central. 21–23 Seasonable in the south, showers; Cool in the north, rain likely. 24–26 Cool, clearing. 27–28 Seasonable, mostly sunny.

Sviftmont: 1–3 Seasonable, scattered showers. 4–8 Sunny, scattered showers in north. 9–13 Warm, sunny. 14–17 Clear, becoming cool. 18–21 Seasonable, rain. 22–25 Cool, clear. 26–28 Cold, rainy, sleet likely.

Eirmont: 1–4 Cold, rainy, snow in mountains. 5–11 Cool, clearing. 12–14 Mostly sunny giving way to clouds. 15–17 Cool, rainy, snow in mountains and to the north. 18–19 Freezing rain, snow in north. 20–25 Cold, snow storms likely. 26–28 Cool north, seasonable south, mixed rain and snow likely throughout region.

Kaldmont: 1–3 Cold, sunny. 4–8 Cool, sunny south, snow showers north. 9–13 Seasonable, mostly cloudy, scattered snow showers. 14–16 Cool, snow. 17–20 Scattered snow showers. 21–24 Cold, mostly sunny, windy. 25–28 Cool, sunny, winds dropping.

Forecast for Region Four

This region includes central and eastern Darokin, the Canolbarth Forest, the Five Shires, Karameikos, and mainland Thyatis.

Nuwmont: 1–5 Warm, clear. 6–8 Unseasonably warm, rain likely. 9–12 Cooling, mostly cloudy. 13–15 Rain, turning cold, snow in mountains. 16–17 Seasonable, sunny. 18–19 Scattered showers, snow possible. 20–24 Warm, sunny. 25–26 Cold, cloudy, scattered snow showers. 27–28 Cool, mostly cloudy.

Weather Predictions for AC 1012

Vatermont: 1-2 Cold, snow likely, rain in south. 3-6 Possible snowstorms, especially in mountains. 7-9 Cool, sunny. 10-12 Seasonable, rain or snow showers likely. 13-14 Mixed rain and snow. 15-17 Warm, sunny. 18-19 Partly cloudy, snow possible in mountains. 20-23 Warm, cloudy, scattered rain showers. 24-28 Clearing, turning very cold.

Thaumont: 1-2 Cold, flurries likely, possible blizzard in mountains. 3-7 Cool, snow continues. 8-10 Warming, sunny. 11-14 Warm, mostly sunny, breezy. 15-19 Seasonable, rain mixed with sleet or snow in north. 20-21 Cold, partly cloudy, scattered snow showers. 22-24 Cool, clearing. 25-28 Seasonable, mostly sunny.

Flaurmont: 1-3 Cool, rain likely. 4-5 Seasonable, clearing. 6-8 Cool, rain developing again. 9-12 Cloudy, cold. 13-15 Cold, scattered showers. 16-18 Very cold, clear. 19-21 Cold, possible snow in the north and mountains, rain or freezing rain elsewhere. 22-25 Cool, rainy. 26-28 Seasonable, continued rain.

Yarthmont: 1-2 Seasonable, clear. 3-6 Warm, sunny. 7-10 Cloudy, thunderstorms possible. 11-13 Seasonable, clear. 14-16 Cool, partly

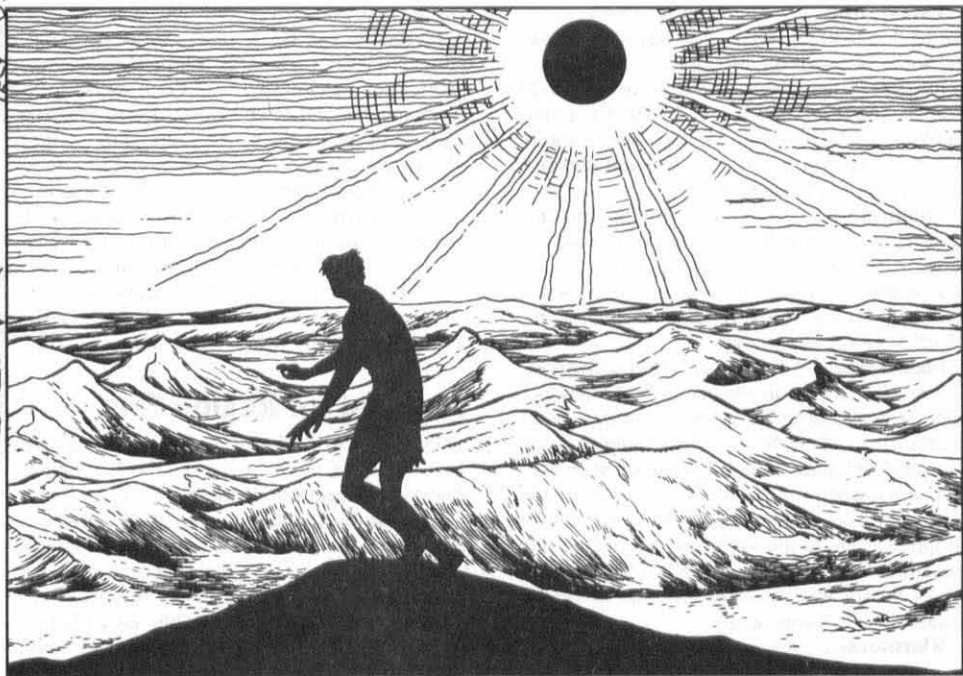
cloudy. 17-22 Sunny, warming. 23-24 Warm, mostly sunny. 25-28 Hot, partly cloudy.

Klarmont: 1-6 Warm, showers likely. 7-8 Seasonable, rain. 9-13 Clearing, warm to the east. 14-15 Warm, mostly sunny. 16-20 Seasonable, rainy. 21-23 Warm, partly cloudy. 24-26 Scattered thunderstorms likely. 27-28 Cooling, mostly cloudy, rain in mountains and to the south.

Felmont: 1-4 Cool, light showers, thunderstorms likely. 5-6 Warming, clearing. 7-9 Warm, partly cloudy, scattered showers possible. 10-13 Sunny. 14-16 Hot, sunny in the west; warm, partly cloudy in the east. 17-21 Hot, sunny. 22-24 Warm, possible showers. 25-28 Seasonable, mostly cloudy, scattered showers.

Fyrmont: 1-7 Warm, mostly sunny, scattered showers possible. 8-11 Hot, sunny. 12-18 Clear, continued hot. 19-21 Warm, mostly cloudy, afternoon thundershowers likely. 22-24 Sunny. 25-28 Cooling, mostly cloudy.

Ambymont: 1-7 Seasonable, scattered showers. 8-11 Cool, clear. 12-14 Seasonable, sunny, showers in the east. 15-17 Warm, sunny.



Weather Predictions for AC 1012

18–20 Partly cloudy. 21–22 Seasonable, mostly cloudy. 23–24 Cool, rain heavy at times. 25–28 Seasonable, scattered showers.

Swiftmont: 1–2 Cool, rainy. 3–6 Seasonable, mostly sunny, showers to the east. 7–9 Warm, sunny. 10–14 Seasonable, becoming cloudy, rain possible. 15–21 Warm, sunny, to the north and west; showers to the east and south. 22–23 Seasonable, clear. 24–28 Becoming cloudy, temperatures dropping.

Eirmont: 1–2 Cool, scattered showers possible. 3–5 Cold, cloudy, rain to the east and south. 6–8 Rain, particularly heavy in central Darokin. 9–12 Clearing, remaining cold. 13–16 Sunny, warming. 17–19 Warm, clear. 20–22 Seasonable, scattered showers, light snow possible in mountains. 23–26 Cool, clear. 27–28 Cold, rainy, snow in mountains.

Kaldmont: 1–3 Cold, snowy, possible blizzard in mountains. 4–8 Cool, clearing. 9–11 Cold, snowstorm likely. 12–14 Very cold, flurries continue. 15–17 Cool, clearing. 18–19 Seasonable, sunny. 20–23 Rain mixed with sleet, snow in mountains. 24–28 Cool, mostly sunny.

Forecast for Region Five

This region consists primarily of the Ierendi Islands and the Minrothad Guilds.

Nuwmont: 1–3 Warm, sunny, showers to the east. 4–7 Rain. 8–9 Warm, sunny. 10–12 Cooling, rain likely. 13–18 Cool, cloudy, scattered showers. 19–22 Seasonable strong winds. 23–25 Warm, mostly sunny. 26–28 Partly cloudy.

Vatermont: 1–2 Seasonable, showers. 3–5 Clearing. 6–9 Warm, sunny. 10–12 Seasonable, rainy. 13–14 Heavy rains, windy. 15–18 Warm, partly cloudy. 19–22 Turning cool, rainy. 23–24 Cold, mostly cloudy, scattered showers. 25–28 Cool, clearing.

Thaumont: 1–4 Cool, partly cloudy, scattered showers in the west. 5–6 Seasonable, rain. 7–9 Warm, mostly cloudy. 10–14 Seasonable, rain in the west. 15–23 Warm, mostly sunny. 24–28 Partly cloudy, scattered showers.

Flaurmont: 1–3 Seasonable, rain heavy in the west. 4–5 Sunny. 6–8 Warm, mostly sunny. 9–13 Scattered showers, cooling. 14–16 Cool, rain. 17–19 Seasonable, partly cloudy. 20–23 Warm, sunny. 24–28 Partly cloudy, scattered showers possible.

Yarthmont: 1–8 Hot, sunny, scattered showers in the west. 9–10 Warm, clear. 11–13 Sea-

sonable, sunny. 14–16 Cool, showers likely. 17–20 Rain. 21–25 Warm, sunny. 26–28 Hot, partly cloudy.

Klarmont: 1–6 Hot, sunny, breezy. 7–9 Warm, rain heavy in the west, showers in the east. 10–13 Thunderstorms likely. 14–15 Seasonable, rain. 16–19 Cool, clearing. 20–25 Warm, scattered showers. 26–28 Hot, clearing.

Felmont: 1–2 Hot, sunny. 3–6 Warm, mostly sunny. 7–8 Seasonable, heavy rains to the south. 9–17 Warm, sunny, scattered showers. 18–21 Rain. 22–24 Hot, clearing. 25–28 Hot, partly cloudy, scattered showers.

Fyrmont: 1–2 Seasonable, rain in the west. 3–5 Warm, sunny. 6–12 Hot, partly cloudy, scattered showers. 13–18 Warm, sunny. 19–22 Rain likely. 23–26 Seasonable, clearing. 27–28 Cool, partly cloudy.

Ambymont: 1–3 Seasonable, mostly sunny. 4–5 Warm, mostly cloudy. 6–7 Heavy rains, windy. 8–14 Hot, mostly sunny. 15–17 Warm, partly cloudy, scattered showers. 18–20 Severe storm, coastal flooding and storm surges likely. 21–24 Seasonable, clearing. 25–27 Cool, partly cloudy, scattered showers. 28 Seasonable, partly sunny.

Swiftmont: 1–4 Mostly sunny, becoming cold. 5–10 Cold, sunny, windy. 11–13 Cool, mostly cloudy, scattered showers. 14–17 Seasonable, clear. 18–19 Mostly sunny, becoming hot. 20–24 Severe storm, coastal flooding possible. 25–28 Warm, clearing.

Eirmont: 1–2 Warm, sunny. 3–5 Seasonable, rain. 6–8 Cool, rain continues. 9–11 Clearing, continued cool. 12–14 Cold, mostly sunny. 15–17 Cool, rain developing. 18–25 Seasonable, partly cloudy, scattered showers. 26–28 Warm, mostly sunny, scattered showers in the east.

Kaldmont: 1–5 Warm, partly cloudy, showers in the west. 6–9 Seasonable, showers. 10–11 Cool, rain. 12–15 Seasonable, clearing. 16–19 Warm, mostly sunny. 20–22 Partly cloudy, scattered showers. 23–27 Seasonable, showers, rain heavy in the west. 28 Cool, rain.

Forecast for Region Six

This region includes most of Norwold and the Heldannic Territories.

Nuwmont: 1–2 Warm, sunny. 3–5 Seasonal, snow in the north, freezing rain in the south. 6–7 Cold, snow. 8–12 Cool, mostly sunny, snow in the mountains. 13–16 Seasonal, sunny. 17–21

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Cool, partly cloudy, scattered snow showers in the north. 22-23 Seasonal, sunny. 24-28 Warm, sunny.

Vatermont: 1-2 Warm, becoming cloudy. 3-9 Seasonable, partly cloudy. 10-13 Cool, snow likely. 14-16 Cool, clear. 17-18 Cold, snowstorm. 19-22 Cool, clearing. 23-24 Seasonable, sunny. 25-28 Warm, partly cloudy, temperatures dropping.

Thaumont: 1-2 Cold, mostly cloudy. 3-4 Snow, freezing rain in the extreme south. 5-7 Cool, snow continues in the north. 8-10 Seasonable, clearing. 11-13 Cool, sunny. 14-17 Cold, snow developing. 18-21 Cool, clearing. 22-28 Seasonable, sunny.

Flaurmont: 1-3 Seasonable, rain turning to snow. 4-5 Cool, scattered snow showers. 6-8 Seasonable, clearing. 9-12 Warm, mostly sunny. 13-14 Cold snap, possible sleet. 15-18 Cold, partly sunny. 19-23 Cool, mostly sunny. 24-25 Cool, rain showers likely. 26-28 Seasonable, clearing.

Yarthmont: 1 Warm, mostly sunny. 2-5 Rain developing, heavy at times. 6-9 Seasonable, sunny, scattered showers in the east. 10-11 Mostly sunny. 12-14 Turning colder, rainy. 15-21 Cool, intermittent showers. 22-25 Clearing, continued cool. 26-28 Seasonable, sunny.

Klarmont: 1-4 Warm, rainy. 5-6 Rain. 7-8 Seasonable, rain ending. 9-12 Cool, partly sunny, windy. 13-15 Seasonable, mostly sunny. 16-18 Cool, partly sunny, thunderstorms likely. 19-23 Seasonable, partly cloudy, scattered showers. 24-28 Warm, mostly sunny.

Felmont: 1-3 Warm, sunny. 4-5 Hot, partly cloudy. 6-7 Warm, rainy. 8-11 Seasonable, clear. 12-16 Warm, scattered showers. 17-24 Sunny, continued warm, intermittent showers along the coast. 25-27 Seasonable, showers possible. 28 Cool, mostly cloudy.

Fyrmont: 1-2 Seasonable, mostly sunny, showers in the mountains. 3-5 Sunny in the south, rain in the north. 6-11 Warm, rainy. 12-14 Seasonable, mostly sunny. 15-19 Warm, thunderstorms likely. 20-23 Hot, mostly sunny. 24-27 Warm, partly cloudy, scattered showers. 28 Seasonable, sunny.

Ambrymont: 1-4 Warm, sunny, light breeze. 5-6 Hot, sunny, scattered showers in the west. 7-10 Warm, mostly sunny. 11-15 Seasonable, partly cloudy, rain in the north. 16-20 Clearing in the north, rain developing in the west. 21-24 Cool, mostly cloudy, rain in the south and east.

25-26 Cold, sunny. 27-28 Cold, overcast.

Swiftmont: 1-4 Cool, rainy. 5-8 Clearing, continued cool. 9-12 Seasonable, mostly cloudy. 13-14 Warm, showers likely. 15-25 Hot, mostly sunny, intermittent showers. 26-28 Clear, temperatures rapidly falling.

Eirmont: 1-3 Cool, cloudy, scattered showers. 4-5 Cold, snow showers likely, rain in the extreme south. 6-9 Seasonable, mostly sunny. 10-11 Warm, sunny. 12-15 Partly cloudy. 16-18 Seasonable, cloudy, snow in mountains. 19-22 Cool, snow storms likely. 23-26 Cold, clearing, bitter wind. 27-28 Bitter cold, clear.

Kaldmont: 1-4 Cool, sunny. 5-6 Snowstorms likely. 7-11 Cold, mostly cloudy, scattered snow showers. 12-14 Seasonable, clearing. 15-17 Warm, sunny. 18-23 Cooling, flurries along the coast. 24-26 Cold, blizzard likely in mountains. 27-28 Blizzard conditions.

Forecast for Region Seven

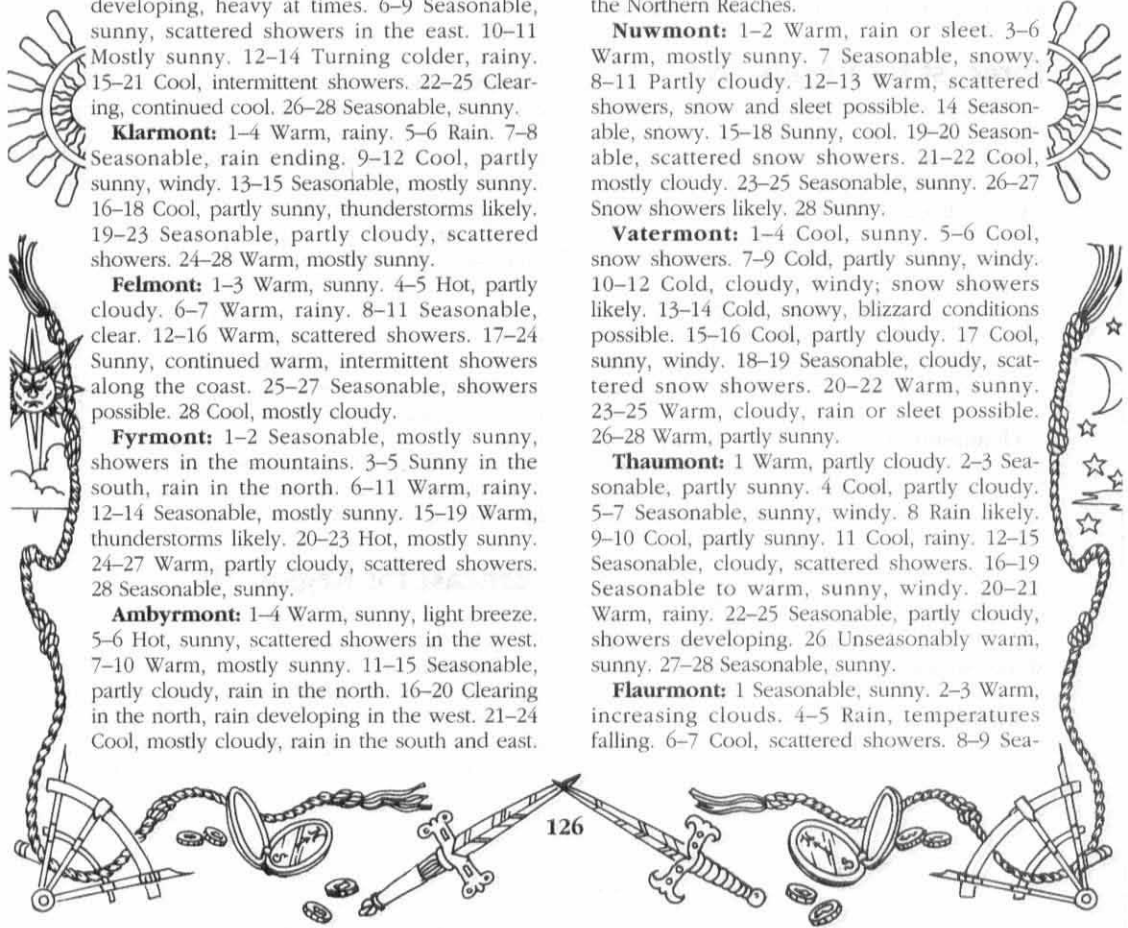
This region covers Ethengar, Rockhome, and the Northern Reaches.

Nuwmont: 1-2 Warm, rain or sleet. 3-6 Warm, mostly sunny. 7 Seasonable, snowy. 8-11 Partly cloudy. 12-13 Warm, scattered showers, snow and sleet possible. 14 Seasonable, snowy. 15-18 Sunny, cool. 19-20 Seasonable, scattered snow showers. 21-22 Cool, mostly cloudy. 23-25 Seasonable, sunny. 26-27 Snow showers likely. 28 Sunny.

Vatermont: 1-4 Cool, sunny. 5-6 Cool, snow showers. 7-9 Cold, partly sunny, windy. 10-12 Cold, cloudy, windy; snow showers likely. 13-14 Cold, snowy, blizzard conditions possible. 15-16 Cool, partly cloudy. 17 Cool, sunny, windy. 18-19 Seasonable, cloudy, scattered snow showers. 20-22 Warm, sunny. 23-25 Warm, cloudy, rain or sleet possible. 26-28 Warm, partly sunny.

Thaumont: 1 Warm, partly cloudy. 2-3 Seasonable, partly sunny. 4 Cool, partly cloudy. 5-7 Seasonable, sunny, windy. 8 Rain likely. 9-10 Cool, partly sunny. 11 Cool, rainy. 12-15 Seasonable, cloudy, scattered showers. 16-19 Seasonable to warm, sunny, windy. 20-21 Warm, rainy. 22-25 Seasonable, partly cloudy, showers developing. 26 Unseasonably warm, sunny. 27-28 Seasonable, sunny.

Flaurmont: 1 Seasonable, sunny. 2-3 Warm, increasing clouds. 4-5 Rain, temperatures falling. 6-7 Cool, scattered showers. 8-9 Sea-



Weather Predictions for AC 1012

sonable, cloudy. 10–14 Seasonable, sunny. 15–19 Sunny, temperatures climbing. 20–21 Warm, rainy. 22–23 Warm, sunny, windy. 26–27 Warm, cloudy, scattered showers. 28 Seasonable, mostly sunny.

Yarthmont: 1 Hot, sunny. 2–5 Warm, mostly cloudy, scattered showers. 6–8 Seasonable, partly cloudy, breezy. 9–11 Warm, mostly sunny. 12–14 Warm, rainy, thunderstorms possible. 15–17 Warm, mostly cloudy, scattered thunderstorms. 18–19 Warm, sunny, breezy. 20–22 Hot, sunny. 23–25 Hot, partly cloudy, scattered showers. 26 Cool, sunny, breezy. 27–28 Seasonable, increasing clouds.

Klarmont: 1–2 Warm, scattered showers. 3–5 Seasonable, breezy, scattered showers. 6 Cool, heavy rain, windy. 7–9 Cool, mostly cloudy, scattered showers. 10–11 Warming, mostly sunny. 12–14 Warm, rainy. 15–17 Warm, mostly cloudy. 18–20 Hot, partly cloudy. 21–23 Warm, mostly sunny, breezy. 24–25 Hot, sunny. 26–28 Warm, sunny, breezy.

Felmont: 1–3 Warm, sunny. 4 Seasonable, cloudy, scattered showers. 5–8 Warm, sunny, light breezes. 9–11 Warm, clouds increasing, scattered showers possible. 12–13 Warm, rainy. 14–15 Cool, severe rainstorms likely. 16–19 Partly cloudy, temperatures increasing. 20–21 Warm, rain likely. 22–24 Warm, mostly sunny. 25 Warm, rainy, breezy. 26–28 Seasonable, clouds giving way to sun.

Fyrmont: 1–3 Temperatures increasing, sunny. 4–6 Hot, mostly cloudy, no wind. 7–9 Cool, rainy, windy, severe thunderstorms likely. 10–11 Seasonable, mostly sunny. 12–15 Warm, mostly sunny. 16–18 Seasonable, partly cloudy, scattered showers possible. 19–21 Sunny, pleasant breeze. 22–24 Partly cloudy. 25 Cool, rain likely. 26–27 Seasonable, mostly cloudy. 28 Warm, sunny.

Amyrmtont: 1 Seasonable, sunny. 2–3 Mostly cloudy, scattered showers possible. 4–5 Sunny, breezy. 6–9 Warm, mostly cloudy, scattered showers likely. 10–11 Seasonable, sunny. 12–13 Warm, mostly cloudy, some rain. 14–17 Partly cloudy, temperatures falling. 18–19 Cool, clouds increasing. 20 Cool, rainy. 21–23 Warm, mostly cloudy, scattered showers likely. 24–27 Cool, rainy, high winds possible. 28 Seasonable, mostly sunny.

Sviftmont: 1–2 Warm, mostly sunny. 3–6 Cool, sunny, windy. 7–8 Warm, sunny. 9–10 Seasonable, sunny. 11–14 Temperatures falling, cloudy, rain likely. 15–16 Warm, mostly cloudy. 17–18 Seasonable, rainy. 19–21 Cool, rainy, severe rainstorms possible on the 20th. 22–24 Sunny, temperatures climbing. 25 Warm, partly cloudy. 26 Seasonable, mostly cloudy, scattered showers. 27–28 Sunny, breezy.

Eirmont: 1–2 Cool, sunny, breezy. 3–5 Warm, mostly cloudy, scattered showers likely. 6–7 Seasonable, sunny. 8–10 Warm, mostly cloudy, showers. 11–13 Mostly cloudy, temperatures falling. 14 Cool, rainy, snow likely in colder regions. 15 Cold, mostly cloudy. 16–17 Cool, sunny, breezy. 18–20 Seasonable, sunny. 21 Warm, mostly cloudy. 22 Seasonable, rainy. 23–24 Cool, sunny. 25–28 Cold, mostly cloudy, snowstorms developing.

Kaldmont: 1–2 Seasonable, snow storms continue. 3–4 Cold, cloudy, windy. 5 Cold, mostly sunny. 6–7 Warm, partly cloudy. 8–9 Cold, partly cloudy. 10–11 Seasonable, mostly cloudy, scattered snow showers likely. 12–13 Seasonable, mostly sunny. 14–17 Warm, cloudy. 18–20 Temperatures falling rapidly, mostly sunny. 21–24 Cold, cloudy, windy, snowstorms likely. 25 Bitterly cold, sunny. 26–27 Seasonable, mostly cloudy, scattered snowstorms likely. 28 Seasonable, sunny.

Notable Weather Lore

If Vaternont First be mild and gay,
Go saddle your horses and give them hay.
If Vaternont First be stormy and black,
It carries more winter on its back.

Rainbow in the eastern sky,
On the morrow it will be dry;
Rainbow in the west that gleams
Betides the rain that falls in streams.

When the wind is in the north,
The skillful fisher goes not forth;
When the wind is in the east,
'Tis good for neither man nor beast;
When the wind is in the south,
It blows the flies in the fish's mouth;
But when the wind is in the west,
There it is the very best.

Known World Climate

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
Mirros ²	150'	35-45	45-60	60-80	50-65	River may flood in spring
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
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. Note that individual days vary widely.

²Until AC 1012, this city was named Specularum (see Nuwmont 1 for details).

Sunrise & Sunset³

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.

³Twilight lasts 30 minutes before and after sunset and sunrise.

Hollow World Shadowfall

Floating Continents of the Hollow World

Aside from the eternal red sun that lights and warms the interior of Mystara, the greatest wonders of the hollow world must surely be the floating continents that cast their shadow on the lands they pass over. The editors of this *Almanac* have spared no expense in gathering all data known about these wondrous floating lands and have compiled the following tables for your entertainment and edification.

As is the case with most of the information concerning the internal, hollow world, we have as yet been unable to verify the accuracy of our data. We believe, however, that the information we uncovered concerning the eight major floating continents is as reliable and accurate as can be expected given the difficulties inherent in obtaining such data.

The two tables give general information concerning the floating continents. Of particular interest is the table to the right, which lists the time shadowfall lasts on a given spot as the continent passes over the area (or, more properly, as the world rotates under the continent). This shadowfall provides the closest thing to night the inhabitants of the hollow world experience. The table below includes such information as the speed at which the shadow moves over the ground below; the diameter of the shadow; and the altitude, diameter, and orbital speed of each continent.

The table on the following two pages details the positions of the continents (and their shadows) at weekly intervals. Please note that the positions given correspond to midnight on the given day, standard Thyatis time. As the world

rotates, each continent's shadow will circumscribe a band (whose width is determined by the shadow's diameter) along the given latitude. With this information, enterprising mathematicians should be able to calculate shadow positions for any given area on any given day.

The eight major floating continents are

Alphatia orbits eastward (spinward) along the equator.

Cassia orbits eastward at an angle approximately 15° from the ecliptic.

Chijioke orbits westward (counter to Mystara's spin) at an angle of approximately 30° from the ecliptic.

Disa's orbit takes her from pole to pole.

Gowon orbits westward (counter-spinward) at an angle of approximately 45° from the ecliptic.

Kjell orbits eastward at an angle of approximately 75° from the ecliptic.

Resi orbits eastward at an angle of 67° from the ecliptic.

Tama orbits eastward at an angle of approximately 50° from the ecliptic.

Duration of Shadowfall in the Hollow World

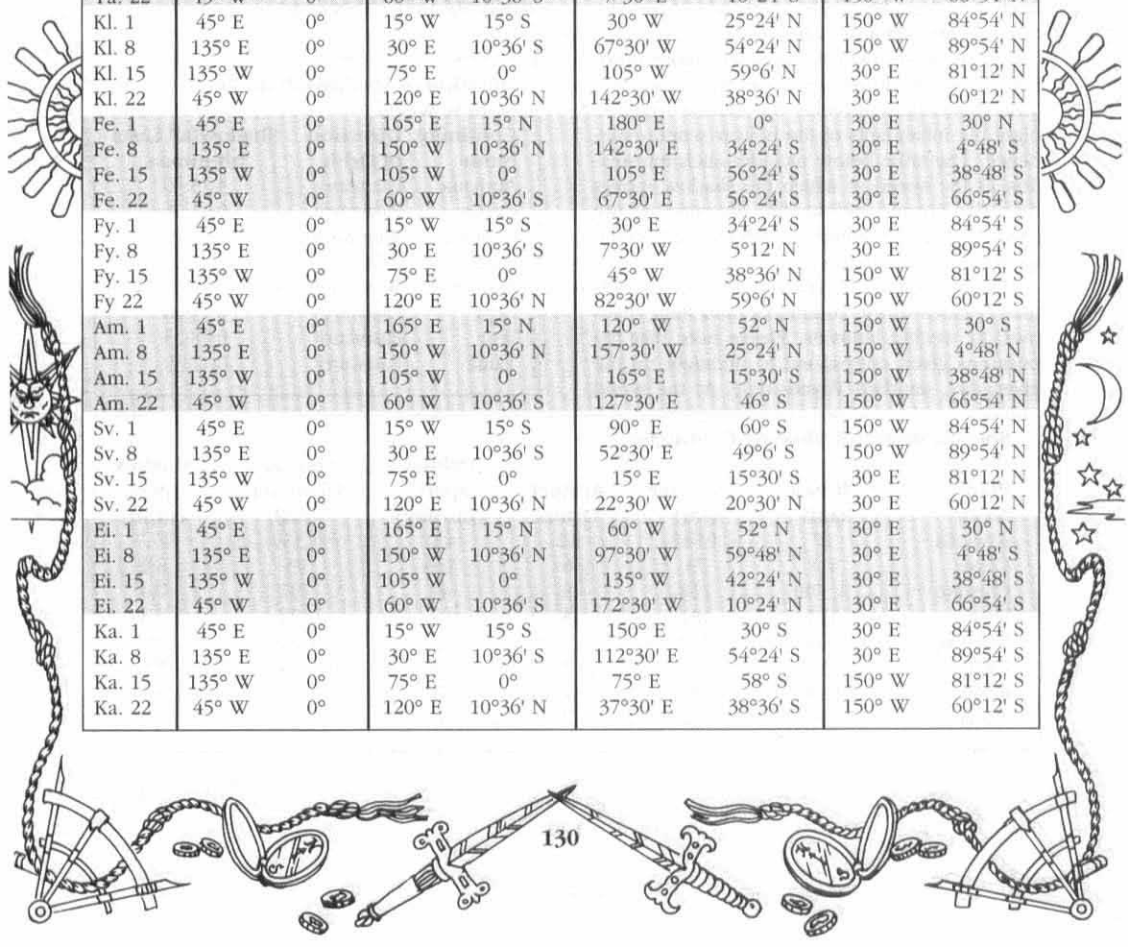
Continent Name	Direction of Orbit	Shadowfall Lasts hh:mm:ss
Alphatia	Eastward	3:15:30
Cassia	Eastward	0:11:26
Chijioke	Westward	1:35:42
Disa	Polar	0:23:57
Gowon	Westward	0:14:58
Kjell	Eastward	0:14:20
Resi	Eastward	0:18:23
Tama	Eastward	0:17:39

Specifications for Floating Continents

Planet Name	Altitude (mi)	Diameter (mi)	Annual Orbits	Orbital Speed (mi/day)	Shadow Diameter (mi)	Shadow Speed (mph)
Alphatia	17	1,545	12	421	1,559	17.7
Cassia	417	73	6	166	93	8.9
Chijioke	1,378	218	5	48	797	7.4
Disa	163	181	3	97	198	4.4
Gowon	199	112	7	222	126	10.3
Kjell	154	109	1	33	118	1.5
Resi	943	76	4	71	151	5.9
Tama	997	69	2	34	145	3.0

Hollow World Shadowfall

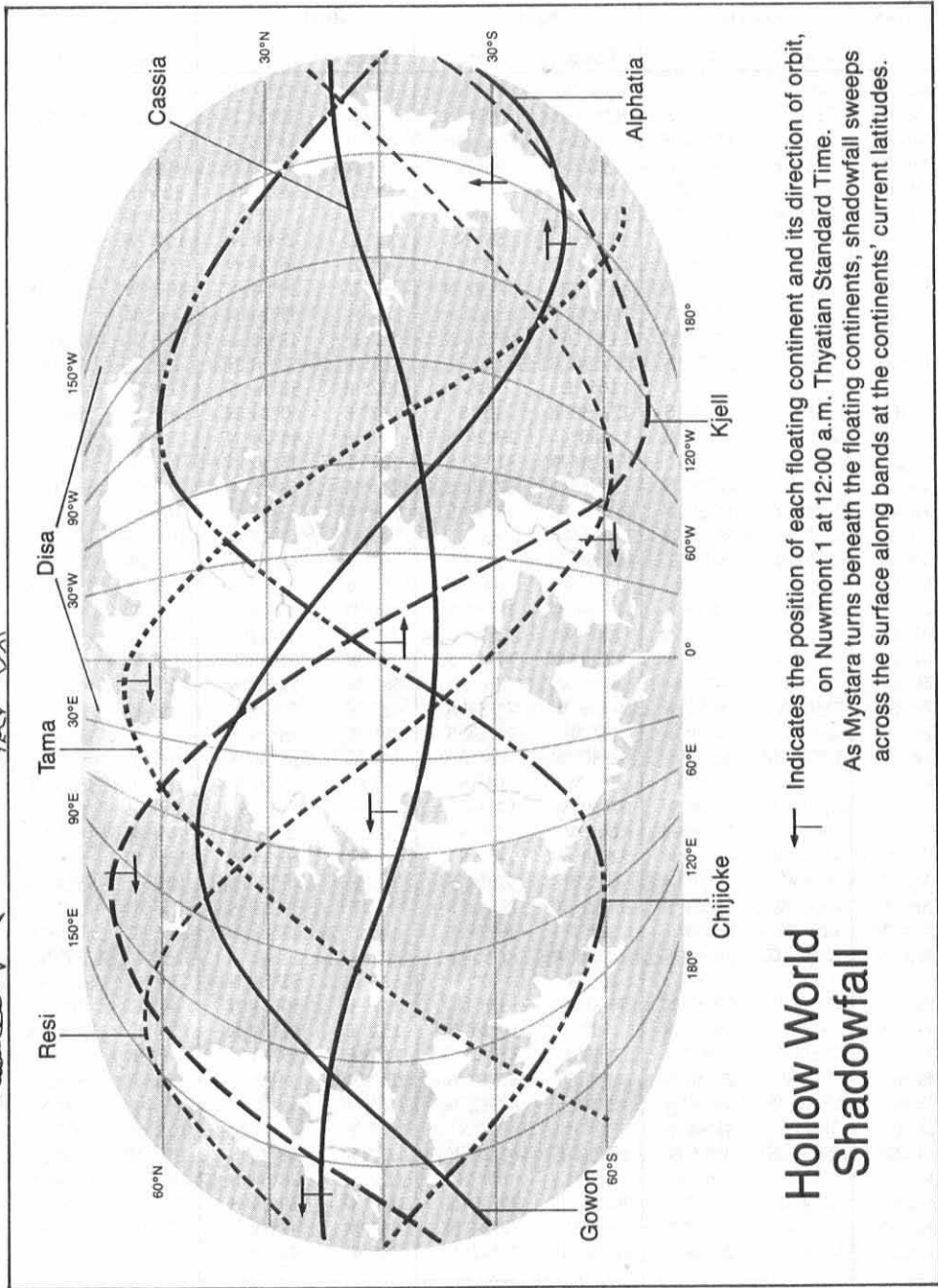
Day	Alphatia		Cassia		Chijioko		Disa	
	Long.	Lat.	Long.	Lat.	Long.	Lat.	Long.	Lat.
Nu. 1	45° E	0°	165° E	15° N	0°	0°	150° W	30° S
Nu. 8	135° E	0°	150° W	10°36' N	37°30' W	34.4	150° W	4°48' N
Nu. 15	135° W	0°	105° W	0°	75° W	58.0	150° W	38°48' N
Nu. 22	45° W	0°	60° W	10°36' S	112°30' W	56.4	150° W	66°54' N
Va. 1	45° E	0°	15° W	15° S	150° W	30° N	150° W	84°54' N
Va. 8	135° E	0°	30° E	10°36' S	172°30' E	5°12' S	150° W	89°54' N
Va. 15	135° W	0°	75° E	0°	135° E	38°36' S	30° E	81°12' N
Va. 22	45° W	0°	120° E	10°36' N	97°30' E	59°6' S	30° E	60°12' N
Th. 1	45° E	0°	165° E	15° N	60° E	54°24' S	30° E	30° N
Th. 8	135° E	0°	150° W	10°36' N	22°30' E	25°24' S	30° E	4°48' S
Th. 15	135° W	0°	105° W	0°	15° W	10°24' N	30° E	38°48' S
Th. 22	45° W	0°	60° W	10°36' S	52°30' W	46° N	30° E	66°54' S
Fl. 1	45° E	0°	15° W	15° S	90° W	59°48' N	30° E	84°54' S
Fl. 8	135° E	0°	30° E	10°36' S	127°30' W	49°6' N	30° E	89°54' S
Fl. 15	135° W	0°	75° E	0°	165° W	20°30' N	150° W	81°12' S
Fl. 22	45° W	0°	120° E	10°36' N	157°30' E	20°30' S	150° W	60°12' S
Ya. 1	45° E	0°	165° E	15° N	120° E	49°6' S	150° W	30° S
Ya. 8	135° E	0°	150° W	10°36' N	82°30' E	59°48' S	150° W	4°48' N
Ya. 15	135° W	0°	105° W	0°	45° E	46° S	150° W	38°48' N
Ya. 22	45° W	0°	60° W	10°36' S	7°30' E	10°24' S	150° W	66°54' N
Kl. 1	45° E	0°	15° W	15° S	30° W	25°24' N	150° W	84°54' N
Kl. 8	135° E	0°	30° E	10°36' S	67°30' W	54°24' N	150° W	89°54' N
Kl. 15	135° W	0°	75° E	0°	105° W	59°6' N	30° E	81°12' N
Kl. 22	45° W	0°	120° E	10°36' N	142°30' W	38°36' N	30° E	60°12' N
Fe. 1	45° E	0°	165° E	15° N	180° E	0°	30° E	30° N
Fe. 8	135° E	0°	150° W	10°36' N	142°30' E	34°24' S	30° E	4°48' S
Fe. 15	135° W	0°	105° W	0°	105° E	56°24' S	30° E	38°48' S
Fe. 22	45° W	0°	60° W	10°36' S	67°30' E	56°24' S	30° E	66°54' S
Fy. 1	45° E	0°	15° W	15° S	30° E	34°24' S	30° E	84°54' S
Fy. 8	135° E	0°	30° E	10°36' S	7°30' W	5°12' N	30° E	89°54' S
Fy. 15	135° W	0°	75° E	0°	45° W	38°36' N	150° W	81°12' S
Fy. 22	45° W	0°	120° E	10°36' N	82°30' W	59°6' N	150° W	60°12' S
Am. 1	45° E	0°	165° E	15° N	120° W	52° N	150° W	30° S
Am. 8	135° E	0°	150° W	10°36' N	157°30' W	25°24' N	150° W	4°48' N
Am. 15	135° W	0°	105° W	0°	165° E	15°30' S	150° W	38°48' N
Am. 22	45° W	0°	60° W	10°36' S	127°30' E	46° S	150° W	66°54' N
Sv. 1	45° E	0°	15° W	15° S	90° E	60° S	150° W	84°54' N
Sv. 8	135° E	0°	30° E	10°36' S	52°30' E	49°6' S	150° W	89°54' N
Sv. 15	135° W	0°	75° E	0°	15° E	15°30' S	30° E	81°12' N
Sv. 22	45° W	0°	120° E	10°36' N	22°30' W	20°30' N	30° E	60°12' N
Ei. 1	45° E	0°	165° E	15° N	60° W	52° N	30° E	30° N
Ei. 8	135° E	0°	150° W	10°36' N	97°30' W	59°48' N	30° E	4°48' S
Ei. 15	135° W	0°	105° W	0°	135° W	42°24' N	30° E	38°48' S
Ei. 22	45° W	0°	60° W	10°36' S	172°30' W	10°24' N	30° E	66°54' S
Ka. 1	45° E	0°	15° W	15° S	150° E	30° S	30° E	84°54' S
Ka. 8	135° E	0°	30° E	10°36' S	112°30' E	54°24' S	30° E	89°54' S
Ka. 15	135° W	0°	75° E	0°	75° E	58° S	150° W	81°12' S
Ka. 22	45° W	0°	120° E	10°36' N	37°30' E	38°36' S	150° W	60°12' S



Hollow World Shadowfall

Day	Gowon		Kjell		Resi		Tama	
	Long.	Lat.	Long.	Lat.	Long.	Lat.	Long.	Lat.
Nu. 1	135° W	45° S	75° E	75° N	58° W	52°54' S	15° E	67° N
Nu. 8	172°30' E	28°54' S	82°30' E	73°54' N	43° W	50°24' S	45° E	58° N
Nu. 15	120° E	11°36' N	90° E	72°24' N	28° W	44°24' S	75° E	33°30' N
Nu. 22	67°30' E	40°48' N	97°30' E	68° N	13° W	35°30' S	105° E	0°
Va. 1	15° E	39° N	105° E	65° N	2° E	24°6' S	135° E	33°30' S
Va. 8	37°30' W	7°48' N	112°30' E	57°30' N	17° E	11° S	165° E	58° S
Va. 15	90° W	31°48' S	120° E	53° N	32° E	2°48' N	165° W	67° S
Va. 22	142°30' W	44°48' S	127°30' E	43° N	47° E	16°24' N	135° W	58° S
Th. 1	165° E	22°30' S	135° E	37°30' N	62° E	28°54' N	105° W	33°30' S
Th. 8	112°30' E	15°24' N	142°30' E	25°42' N	77° E	39°24' N	75° W	0°
Th. 15	60° E	43°30' N	150° E	19°24' N	92° E	47°12' N	45° W	33°30' N
Th. 22	7°30' E	36°54' N	157°30' E	6°30' N	107° E	51°48' N	15° W	58° N
Fl. 1	45° W	0°	165° E	0°	122° E	52°54' N	15° E	67° N
Fl. 8	97°30' W	34°30' S	172°30' E	13° S	137° E	50°24' N	45° E	58° N
Fl. 15	150° W	43°30' S	180°	19°24' S	152° E	44°24' N	75° E	33°30' N
Fl. 22	157°30' E	19° S	172°30' W	31°42' S	167° E	35°30' N	105° E	0°
Ya. 1	105° E	22°30' N	165° W	37°30' S	178° W	24°6' N	135° E	33°30' S
Ya. 8	52°30' E	44°18' N	157°30' W	48°12' S	163° W	11° N	165° E	58° S
Ya. 15	0°	31°48' N	150° W	53° S	148° W	2°48' S	165° W	67° S
Ya. 22	52°30' W	3°54' S	142°30' W	61°24' S	133° W	16°24' S	135° W	58° S
Kl. 1	105° W	39° S	135° W	65° S	118° W	28°54' S	105° W	33°30' S
Kl. 8	157°30' W	42°18' S	127°30' W	70°30' S	103° W	39°24' S	75° W	0°
Kl. 15	150° E	11°36' S	120° W	72°24' S	88° W	47°12' S	45° W	33°30' N
Kl. 22	97°30' E	25°48' N	112°30' W	74°42' S	73° W	51°48' S	15° W	58° N
Fe. 1	45° E	45° N	105° W	75° S	58° W	52°54' S	15° E	67° N
Fe. 8	7°30' W	28°54' N	97°30' W	73°54' S	43° W	50°24' S	45° E	58° N
Fe. 15	60° W	11°36' S	90° W	72°24' S	28° W	44°24' S	75° E	33°30' N
Fe. 22	112°30' W	40°48' S	82°30' W	68° S	13° W	35°30' S	105° E	0°
Fy. 1	165° W	39° S	75° W	65° S	2° E	24°6' S	135° E	33°30' S
Fy. 8	142°30' E	7°48' S	67°30' W	57°30' S	17° E	11° S	165° E	58° S
Fy. 15	90° E	31°48' N	60° W	53° S	32° E	2°48' N	165° W	67° S
Fy. 22	37°30' E	44°48' N	52°30' W	43° S	47° E	16°24' N	135° W	58° S
Am. 1	15° W	22°30' N	45° W	37°30' S	62° E	28°54' N	105° W	33°30' S
Am. 8	67°30' W	15°24' S	37°30' W	25°42' S	77° E	39°24' N	75° W	0°
Am. 15	120° W	43°30' S	30° W	19°24' S	92° E	47°12' N	45° W	33°30' N
Am. 22	172°30' W	36°54' S	22°30' W	6°30' S	107° E	51°48' N	15° W	58° N
Sv. 1	135° E	0°	15° W	0°	122° E	52°54' N	15° E	67° N
Sv. 8	82°30' E	34°30' N	7°30' W	13° N	137° E	50°24' N	45° E	58° N
Sv. 15	30° E	43°30' N	0°	19°24' N	152° E	44°24' N	75° E	33°30' N
Sv. 22	22°30' W	19° N	7°30' E	31°42' N	167° E	35°30' N	105° E	0°
Ei. 1	75° W	22°30' S	15° E	37°30' N	178° W	24°6' N	135° E	33°30' S
Ei. 8	127°30' W	44°18' S	22°30' E	48°12' N	163° W	11° N	165° E	58° S
Ei. 15	180° E	31°48' S	30° E	53° N	148° W	2°48' S	165° W	67° S
Ei. 22	127°30' E	3°54' N	37°30' E	61°24' N	133° W	16°24' S	135° W	58° S
Ka. 1	75° E	39° N	45° E	65° N	118° W	28°54' S	105° W	33°30' S
Ka. 8	22°30' E	42°18' N	52°30' E	70°30' N	103° W	39°24' S	75° W	0°
Ka. 15	30° W	11°36' N	60° E	72°24' N	88° W	47°12' S	45° W	33° 30'N
Ka. 22	82°30' W	25°48' S	67°30' E	74°42' N	73° W	51°48' S	15° W	58° N

Hollow World Shadowfall



Hollow World Shadowfall

Festivals and Holidays

Nuwmont 1: New Year's Day (various nations). In Aengmor, Darokin, Glantri, Karamaikos, 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; half-lings exchange gifts with one another and strive to make new friends. In Glantri, the elves of Erewan celebrate Good Sprite Day with dances, banquets, and practical jokes. In Aengmor and the City of the Stars, shadow elves feast; births occurring today are considered lucky.

Vaterrmont 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.

Vaterrmont 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.

Vaterrmont 18: Monsters' Fair (Glantri). This day is marked with a parade of monsters through Glantri City. Circuses, trained monster acts, and auctions of monsters and strange beasts follow.

Vaterrmont 21: The Drowning (Pearl Islands). In a solemn festival, Pearl Islanders build and launch miniature canoes bearing lighted candles. They splash the water until the canoes sink, offering surrogates for the sea to claim.

Vaterrmont 23: Chancellor's Day (Darokin). This is a worker's holiday celebrating the birthday of Charles Mauntea, Darokin's first Chancellor. Many businesses remain open, however.

Vaterrmont 23: 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.

Vaterrmont 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 go home to lively feasts.

Thaumont 1: Spring Equinox; New Year's Day (various nations); the Discovery (Shadow Elves). 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 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 Karamaikos, 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, 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 at 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 (Alpathian Empire). This is the anniversary of the date the Alpathians arrived on Mystara from their original homeworld. It is a solemn day celebrated with feasts, and it ends a week of New Year's celebrations.

Thaumont 8-14: Spring Break (Glantri). Glantri's students are released from studies for a week. On their first day off, students are expected to use their magic to blow up the ice covering Glantri City's canals. Informal, rowdy activities go on around the clock.

Festivals and Holidays

Thaumont 14: Caravan Day (Rockhome). Dwarven trade caravans set out today from Rockhome; those left behind celebrate with feasts and toasts the travelers. The actual date varies from year to year, but is usually within a week of Thaumont 15.

Thaumont 15: Opening Day (Alphatian Empire, Karameikos); the White Horse Ceremony (Ethengar Khanates). Alphatian universities begin their nine-month academic year. (The Karameikan School of Magecraft follows the Alphatian academic calendar.) In Ethengar, shamans sacrifice a snow-white horse whose spirit they believe will protect their herds in the coming year.

Thaumont 25–28: Arcanium (Glantri). This four-day wizards' fair includes seminars, classes, auctions and trading of magical items, and the chance for wizards to try to pry rivals' 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 streets, 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 (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, celebrants pay visits to families and friends, exchange gifts, and bathe themselves ritually in the Asanda River.

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 clan leaders and prospective in-laws, and other trials of the day tend to make participants touchy and nervous.

Flaurmont 10: Merchant-Prince Day (Minrothad). Spellcasting merchant princes call 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 living underground begin harvesting soul-crystals.

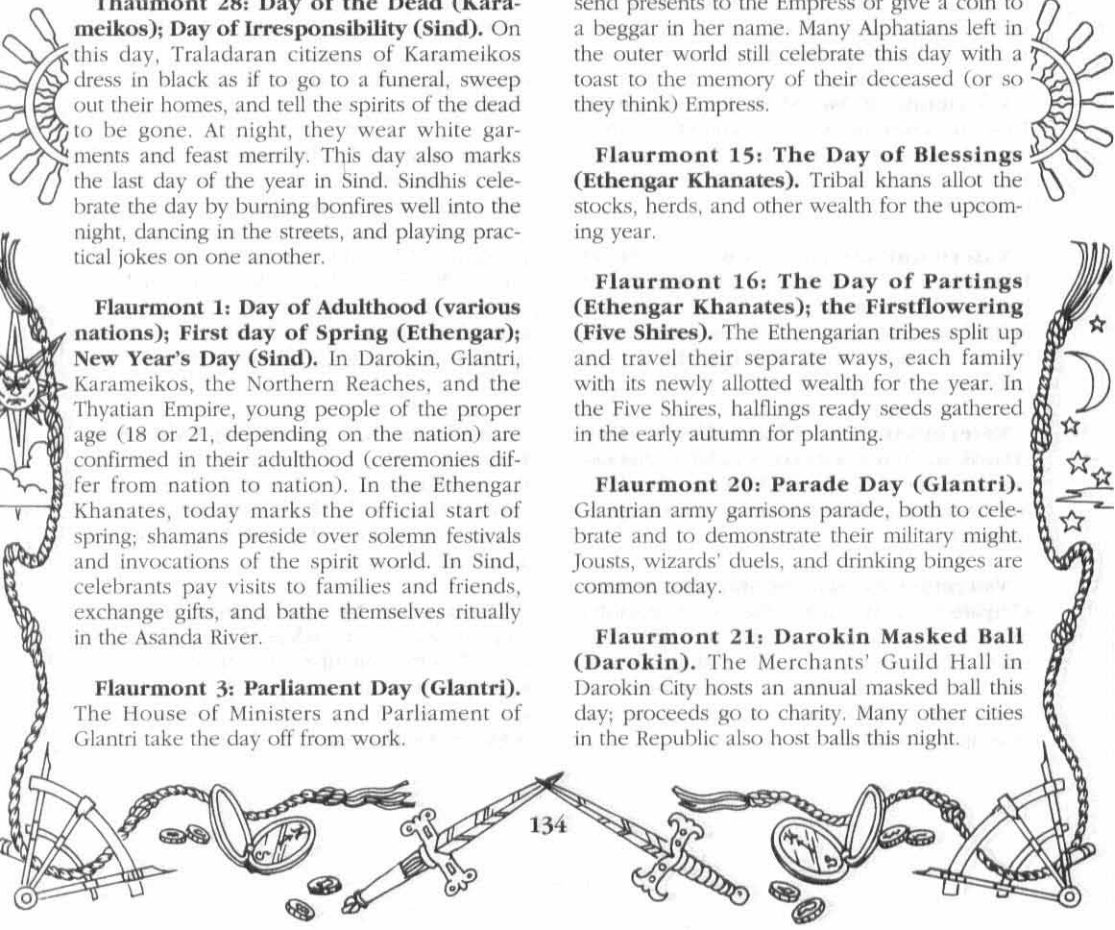
Flaurmont 13: Empress Eriadna's Birthday (Alphatia). Today, nobles of Alphatia send presents to the Empress or give a coin to a beggar in her name. Many Alphatians left in the outer world still celebrate this day with a toast to the memory of their deceased (or so they think) Empress.

Flaurmont 15: The Day of Blessings (Ethengar Khanates). Tribal khans allot 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, hallings ready seeds gathered in the early autumn for planting.

Flaurmont 20: Parade Day (Glantri). Glantrian army garrisons parade, both to celebrate and to demonstrate their military might. Jousts, wizards' duels, and drinking binges are common today.

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 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 the pretentiousness of Parade Day (see Flaurmont 20). All business on the river is halted by the festivities.

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 the year's clerical problems and discuss any changes to their order.

Yarthmont 27: Minrothad Day (Minrothad). This national holiday of the Minrothad Guilds is celebrated with huge state-sponsored picnics and ship parades. It's also election day (Minrothad date Birmun 19).

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 to 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 Alheim elves was rejected. Shadow elves abstain from food and water today and brood upon 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 wizards feel their senses are enhanced on this night; many become giddy and euphoric. In the County of Kerendas in Thyatis, noblemen host a week of horseman'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, Karameikos). Traladarans of Karameikos and Boldavians of Glantri sometimes spend the night outdoors, for legends say they will see flames flickering above long-lost treasures. Legend also says wolves and vampires prowl this night, so the custom isn't for the meek.

Felmont 1: Beasts' Day (Karameikos). 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 (Karameikos, Thyatian Empire). In Alphatia, schools sponsor competitions of music, drama, recitation, jokes and puns, poetry and cheap verse (doggerel). 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 are collected and fed to the herds during the winter. In Karameikos 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. This 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 is first 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 battered 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, and Sindhis bring the snakes offerings of milk. At night, Sindhis 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). Today, halflings visit battlefields and the tombs of heroes. They tidy up the sites and strew flowers to honor the memory of halfling heroes. No one works today—except the 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 scare away werewolves by carrying scarecrows and making lots of noise.

Fyrmont 22–28: The Great Horse Fair (Ethengar Khanates). Clans from all over the Khanates send warriors and horses to this horse trading event. Clerics and shamans convene to discuss spiritual matters.

Fyrmont 24–28: The Calming of the Seas (Sind). Along the Dread coast, the Sindhis gather in colorful tent cities and throw offerings of coconut and flower wreaths into the sea. They entreat the sea to calm itself and end the monsoons so vessels can once more sail in safety.

Amyrmtont 1: Autumn Equinox; Ancestors' Day (Alphatian Empire); First Day of Riding (Ethengar Khanates). Day and night are the same length today. Many cultures recognize this day as the first official 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 and usher the ghosts out. In Ethengar, the First Day of Riding is a children's holiday; three-year-old children receive their first horses.

Amyrmtont 1–2: Celebration of the Sea (Ierendi). This elaborate and beautiful festival celebrates the Ierendi farmers' fall harvest. Celebrants tie boats together into floating islands, then compete in water sports and stage parties with feasting, visiting, singing and storytelling. (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 the sea monsters that may (according to legends) flood Ierendi's farmlands simply by swimming too close to the shore.

Amyrmtont 1–12: The Fast and the Feast (Five Shires). In this twelve-day festival, the halflings fast for six days while cooking like madmen (children and the infirm are permitted to eat). On the seventh day, the feast begins, and the halflings gorge themselves for the better part of a week.

Amyrmtont 3: Showing Day (Rockhome). Dwarven craftsmen gather at large fairs to show their wares, hold workshops to demonstrate their techniques, and otherwise celebrate their craftsmanship.

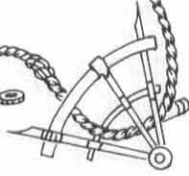
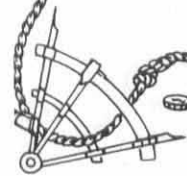
Amyrmtont 17: Mustering Day (Shadow Elves). This is the first day of the shadow elf month of Army. There are military competitions and demonstrations, and officials take a census of all adult shadow elves—the better to prepare the nation in times of war.

Amyrmtont 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 (before she became an Immortal) led Thyatian troops against the Milenians on the southern continent of Davania. It is celebrated with 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. Each clan's success with its herds determines how many animals the khan will allot 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 Mirros (the new name of the capital of Karamaikos), parades and military demonstrations are held. 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 pays homage to 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 generally tidy things up. It is rumored that the ghosts of these ancestors pay a friendly 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 do get the day off.

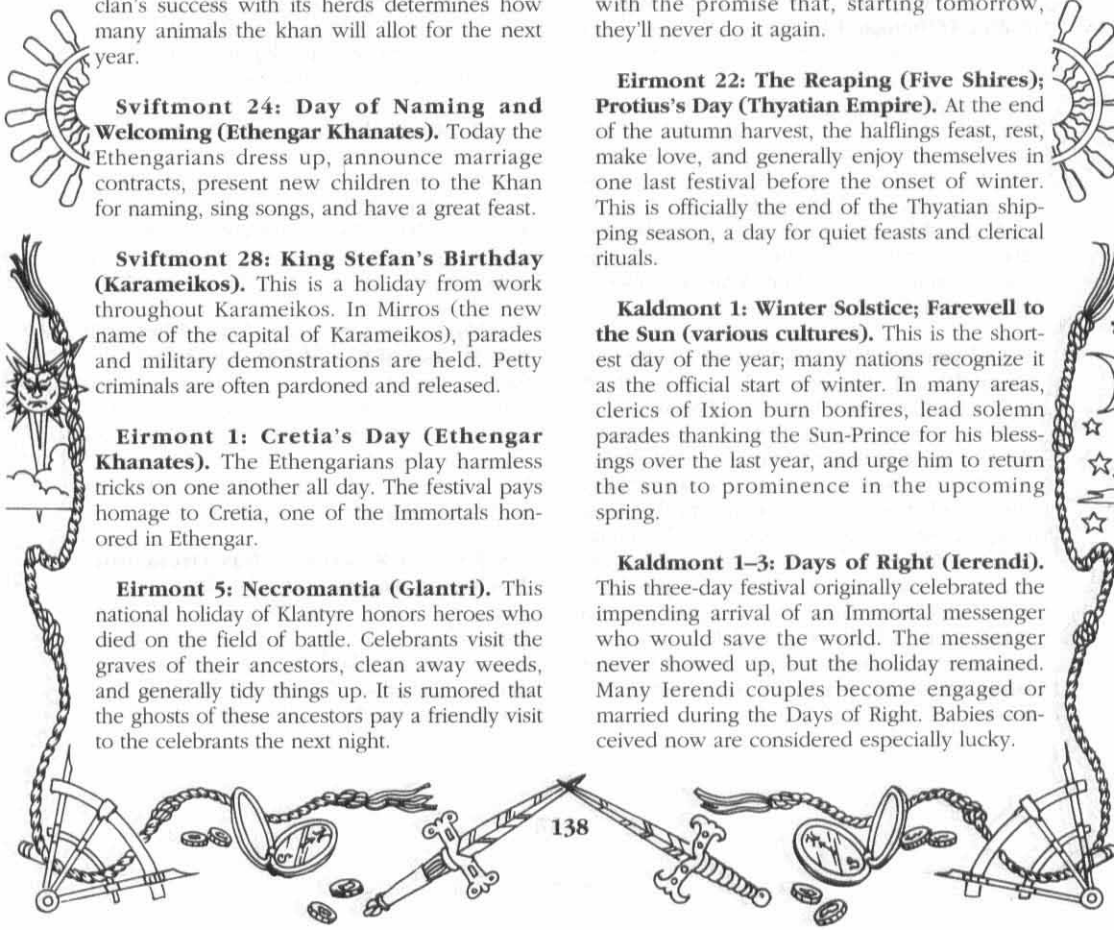
Eirmont 15: Night of Spirits (Ethengar Khanates); Caravan Day (Rockhome). On this day in Ethengar, the boundaries between the material world and the spirit world fade. Ethengarians host an elaborate a feast for the spirits while shamans perform high rituals and sometimes travel to the spirit world. In 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—such as gambling and drinking to excess—with the promise that, starting tomorrow, they'll never do it again.

Eirmont 22: The Reaping (Five Shires); Protius's 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 areas, 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 1–3: 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 a 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 (Karameikos; 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). Ethengarian 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 their hopes for 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 Antalians 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. 234 for game effects.)

Known World Economics

Taxes

There are many types of taxes levied by various nations throughout the world. In addition to the taxes listed below, 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.

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 (see below), 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 net worth than it is to track income.

Poll Tax (also called Head Tax): A tax of a fixed amount levied against certain people (all citizens, for instance, any male of a certain age who declines to render military service, and so on). 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, especially land, but including buildings, livestock, tools and equipment.

Sales Tax: A tax assessed on the price 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. 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.

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 and on Bellissaria. 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 percent 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%. Exports are duty-free. A temporary customs duty of 5% on all nonessential imports has been waived due to the recovery of Darokin's economy. 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. The clans gather for the Day of Counting each year in early autumn, when each family's herd is returned to the clan's main herd. In spring, on the Day of Blessings (before the summer migrations), the khans announce the division of the herds and other 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 Vatemont 10 (for earnings in Sviftmont to Kaldmont of the previous year); Yarthmont 10 (Nuwmont to Thaumont); Fyrmont 10 (Flaurmont to Klar-mont); and Eirmont 24 (Felmont to Ambyr-mont). 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 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—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.

Karameikos: Quarterly income taxes of 25% (20% for noblemen) are collected on Vatemont 1 (for Sviftmont–Kaldmont); Yarthmont 1 (Nuwmont–Thaumont); Fyrmont 3 (Flaurmont–Klar-mont); and Eirmont 1 (Felmont–Ambyr-mont). Sales tax is 5%. Import taxes are assessed at a flat 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 may be increased or reduced. Individuals owe an income tax of 10% of their net income. Goods and services sold by foreigners are taxed at 18% while 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 mages) 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

Amybrmont). 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 due to 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 *masanikio* 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 a flat 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
Ethengar	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	—	Eynit	Oren	—
Rockhome	—	Sun (10 gp)	—	Moon (10 sp)	Stone	Gems
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 tender 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 ⁷	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% exchange 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 Karameikos
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
Karameikos	Weapons, tools, armor, rare furs	Wood, animals, furs, common metals	Horse breeding is on the rise; now exports mounts
Minrothad	Rare books, spices, wood, precious metals, gems, meat, wine, pottery, cloth	Textiles, tea, coffee, grain, beer, fish, dye, animals, oil	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 and 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 charm 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 magical items also require extremely rare materials which must be obtained before enchanting begins.

¹Assuming success on first attempt to enchant.

²Three doses, nonrechargeable

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 wizards are accustomed to demanding wages as described below. Since Alphatia sank, however, many surviving Alphatian spellcasters are having trouble finding employment at those wages. Few will accept less than half their fees, however.

Spellcasters who can cast just six or fewer spells each day receive 500 gp per week times the number of spells they can memorize each day.

Spellcasters who can cast 23 or fewer spells each day receive 3,000 gp per week, plus 500 gp per week for every two spells beyond six they can memorize.

Spellcasters who can cast more than 23 spells per day receive 7,500 gp per week, plus 500 gp per week for every three spells beyond 23 they can memorize.

Glantrian mages charge more reasonable wages. They follow the same payment schedule as Alphatian mages, but demand their 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 according to their nation's wage scales and spellcasting traditions. In general, the more powerful the wizard, the higher the wages she can demand—and be paid!

Known World Philosophies

The Immortals and Their Followings

Immortal	Epithets and Interests	Major Followings
Amhanni 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	Trade, merchants, thieves Atruaghin Clans	Darokin, Thyatis Atruaghin Clans
Bozdogan Calitha Starbrow Cretia	Conquest by deceit Oceans, sea elves Tricks, jokes	Hule Minrothad Ethengar
Danel Diulanna Eiryndul	Tigerstripes, patron of Tiger Clan Willpower, strong-willed heroes Elves, mischief, forest races	Atruaghin Clans (Children of the Tiger) Thyatis, Thyatian Hinterlands Alpathian elves
Frey and Freyja Halav Hattani	Intelligent warfare Warfare, opposing humanoids Stoneclaw, patron of Bear Clan	Northern Reaches Karameikos, Thyatis Atruaghin Clans (Children of the Bear)
Hel Ilkundal Ixion	Reincarnation, death, chaos Protection of elves Banishing darkness, opposing Entropy	Northern Reaches, Sind (Kala) Elves throughout the Known World Darokin, Sind (as Ayazi, creation; Himayeti, protection; and Aksyri, destruction)
Kagyar Khoronus Koryis	The arts, dwarves Teaching lessons of time to rulers Peace, prosperity	Rockhome, Thyatis Darokin Darokin, Alpathia
Loki Mahmatti Minroth	Mischief, betrayal Running Elk, patron of Elk Clan Minrothad Guilds	Northern Reaches Atruaghin Clans (Children of the Elk) Minrothad
Odin Ordana Petra	Wise rule, living life to the fullest Protection of forests, forest races Fighting clerics, besieged cities	Darokin, Northern Reaches, Thyatis Minrothad Karameikos
Protius Rad Rafiel	Old Man of the Sea, oceans The Radiance Shadow Elves	Thyatis Glantri Aengmor, the City of the Stars
Rathanos Razud Tahkati	Energy life forms Alpathians, helping the self-sufficient Stormtamer, patron of Horse Clan	Thothia Alpathia Atruaghin Clans (Children of the Horse)
Tarastia Thanatos Thor	Justice, revenge Death Warrior's code of honor	Thyatis Thyatis (honoring Thanatos is illegal) Northern Reaches, Thyatis
Tubak Twelve Watchers Valerias	The Lawgiver, order, fair judgment Craftsmen Romance, passion	Ethengar Minrothad, Darokin, Karameikos Thyatis, Darokin
Vanya Yav Yamuga Zirchev	War, conquest The future, the People of Yav Renewal, prosperity Forest Folk	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 and tomahawk
Bozdogan	Mechanical puzzle-cube
Calitha Starbrow	Giant pearl
Cretia	Scowling face
Danel	Cat's eye
Diulanna	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 and 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	Book
Twelve Watchers	Two faceless, staring eyes
Valerias	Thorny rose
Vanya	Lance crossed with two short swords (black lion in Heldannic Territories)
Yav	Conch shell
Yamuga	Yurt
Zirchev	Hawk riding a wolf

The Church of Karamaikos

Popular among Karameikans 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. More serious 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, which are determined by local clerics, and which can be changed 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 involving 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 Temple in a time of need. When the treasure is found, the Temple will become the wealthiest church in the Known World, and 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 or to contemplate personal problems. Wizards called the Shepherds of Rad run these temples.

Known World Geography

Mountain Ranges

Mountain Range and Type of Bedrock	Average Altitude ^a	Highest Peak and 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, Karameikos	5,800'
Broken Lands, Sandstone	10,000'	Unknown	—
Colossus Mountains, Schist	18,500'	Stoneface, Glantri	24,350'
Cruth Mountains, Hornblende	4,000'	Adrian Peak, Karameikos	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'
Makkres 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, [†] Phyllite	17,000'	Adruzzo, Darokin	18,820'
Wendarian Range, Basalt	11,300'	Mt. Lea, Glantri	16,550'

^aCentral ridge of chain

[†]Partially destroyed by Great Crater

Major Navigable Rivers

River & Region	From	To	Distance ^a	Length ^b
Amsorak, Darokin	Akkorros	Malpheggi Bay	224	225
Asanda, Sind ^b				300
Hrap, Rockhome ^c	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 ^c	Lake Stahl	Lake Balbak, Ethengar	136	136
Vestfjord, Vestland	Rhoona	Sea of Dawn	112	200
Vesubia, Glantri	Leenz	Trintan	288	520
Volaga, Karameikos	Kelven	Specularum	80	200

^aIn miles, between stated points

^bIn miles, of entire river

^cNavigable only during the wet summer months.

^dStrong current discourages travel upriver.

Known World Geography

Major Cities of the Known World

City	Nation	Population	Notes
Akesoli	Darokin	18,000	Large military forces to protect north and west
Akorros	Darokin	23,000	Large military forces to protect agricultural land
Alpha	Norwold	30,000	Splendid deep-water port
Beitung	Ochalea	50,000	Elegant and intricate slope-roofed architecture
Corunglain	Darokin	32,000	Heavily fortified city; suffered losses with orcs
Darokin	Darokin	35,000	Republic's commercial center
Dengar ¹	Rockhome	55,000	Occupies Point Everast's lower slopes & interior
Dunadale	Dunadale, Isle of Dawn	20,000	Including Thyatian troops occupying city
Edairo	Thothia, Isle of Dawn	27,000	Still experiencing influx of Alpathian refugees
Faraway	Esterhold, Skothar	30,000	Native Jennites held in slavery by ex-Alpathians
Glantri City	Glantri	40,000	City of magic and canals
Hattias	Thyatis	29,000	By law, city cannot be fortified (rebellious)
Kelvin	Karameikos	25,000	Sizeable population of refugee elves
Kerendas	Thyatis	36,000	West Reach famous cavalry academy
Minrothad	Minrothad Islands	26,000	Occupies fortified island in old caldera
Mirros ²	Karameikos	70,000	Large, crowded city; many Alpathian refugees
Ne'er-do-well	Alatian Islands	20,000	Infamous for thieves and disreputable citizens
Newkirk	Westrouрке, Isle of Dawn	15,000	Capital city of Grand Duchy of Westrouрке
Oceansend	Norwold	20,000	Now under Heldannic military rule
Port Lucinius	Thyatis	36,000	Shield of the East; primary Thyatian naval base
Raven Scarp	Thyatian Hinterlands	30,000	Recent increases in Thyatian troops and colonists
Redstone	Redstone, Isle of Dawn	25,000	Large Thyatian military base; castle and town
Sayr Ulan	Sind	30,000	Includes occupying Desert Nomad troops
Sea Home	Alfeisle, Minrothad Islands	20,000	Seafaring elves' city; most luxurious in Guilds
Selenica	Darokin	40,000	Gateway to Ylaruam, Karameikos, & Rockhome
Shireton	Five Shires	24,000	Tall stone and 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
Stahl	Rockhome	30,000	Built on (and in) large hill near Lake Stahl
Tanakumba	Yavdlom	26,000	Occupies dozens of small islands in delta
Thyatis City	Thyatis	500,000	Down from pre-famine population of 600,000
Trikelios	Trikelios, Isle of Dawn	25,000	Overcrowded with refugees from Ekto

¹Population 25,000 or more

²Both Upper and Lower Dengar

³Formerly Specularum

Time Zones⁴

9 A.M.	11 A.M.	Noon	1 P.M.	2 P.M.	3 P.M.
Azurun	Akesoli	Leeha	Dunadale	Aegopoli	Floating Ar
Slagovich	Darokin	Norrvik	Newkirk	Edairo	Rainbow Park
Tanakumba	Glantri City	Thyatis	West Portage	Farend	Yannivey
Tyjaret	Ierendi	Ylaruam	Ying Tang	Monster Island	Islands

⁴Difference in solar times is roughly one hour for every 800 miles east or west—except in the Arctic or Antarctic circles (distance between time zones decreases as one approaches the poles).

Current Events—AC 1012

This section presents suggested events for the year AC 1012. You can use these events 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 which doesn't 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 products concerning Mystara will assume events happened as stated here. Drastic changes may make utilizing 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: Here, 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 will refer 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 become obvious to the PCs.

What the PCs Can Do: This paragraph also 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 1012

This month's annual events include New Year's Day (Nu.1), celebrated in Thyatis and various other nations. (Alphatia and some 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 1011, was a Day of Dread for Mystara—a day without magic. Everywhere, spells failed; potions spoiled; magic items ceased to work; monsters controlled with magic broke free.

This time, many people were prepared for the resulting chaos. Since the first Day of Dread in AC 1010, magical research and clerical *communing* with the Immortals have revealed that the Day of Dread will be an annual occurrence. Many spellcasters prepared for the event by securing dangerous magical experiments as best they could, or even by departing the Prime Material plane until the magic returned to Mystara.

Today, people awaken to a world returned to normal once more—with the exception of a few dangerous monsters still on the loose here and there. While some survey the damage done or hunt down the last of the escaped monsters, others carry on with the usual New Year's Day festivities.

In Floating Ar, Alphatian nobles gather to discuss the results of the many experiments they carried out. For the next few weeks, they will debate the best interpretations of the data, accuse one another of sloppy research, and claim they were unable to duplicate the results enjoyed by their colleagues. Eventually, they will come to a consensus of sorts—that the floating islands of Ar did not sink beneath the waves because they were enchanted by a mage on his way to Immortality. While the skyships and other mortally enchanted wonders of Floating Ar lay useless where they fell, the islands themselves merely lost a little altitude.

What This Means: The Day of Dread results from the energy-draining properties of the Nucleus of the Spheres, a powerful artifact buried beneath Glantri City.

What the PCs Can Do: Player characters may pursue escaped monsters or otherwise aid in cleaning up after the Day of Dread.

Current Events—AC 1012

Nuwmont 1: Revolt in Thyatis

Location: Thyatis City and throughout mainland Thyatis.

Description: Chaos reigns in Thyatis as tens of thousands of slaves continue their rampage through the city, burning and looting and killing. Some Thyatian citizens, particularly the poor, join the rioting intent on getting their share of the loot—or as a way to protest the skimpy bread rations they've been suffering since the wheat harvest failed last year.

Even with the return of magic, the Thyatian Legionnaires are no match for the mobs swarming through the city. Wealthy citizens barricade themselves in their palaces, protected by gladiators they hope will remain loyal to them. Everyone not out looting and pillaging hides as best they can behind shuttered windows and barred doors.

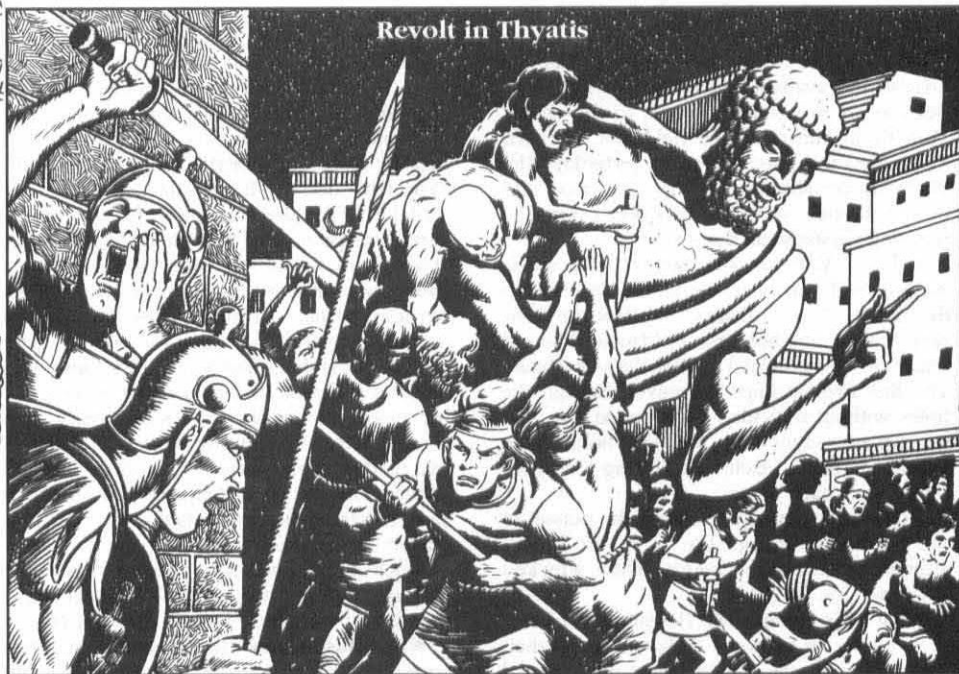
One Imperial Baker is dragged from his home as his family watches in horror, and is stabbed to death before nearby Thyatian Legionnaires can save him. His murderers die by the legionnaires' swords, but three legionnaires themselves fall under the press of the

mob. The surviving legionnaires retreat in a knot of armor and swords; the mob turns its attention to a nearby goldsmith's shop.

In the heart of Thyatis, mobs deface and topple statues and monuments. Mages and clerics at the Great Imperial Library desperately fend off a throng of slaves who see the library and its books as symbols of their oppressors. Meanwhile, a veritable army of gladiators does its best to protect the Coliseum from the mobs. (See *Nu. 2, Nu. 15, Va. 27.*)

What This Means: AC 1011 was a bad year for Thyatis. As Emperor Thincol's health failed, the Empire seemed to sicken also, and now many wonder what will happen when Thincol dies. Last year, mummy rot infected the wheat harvest. Bread given to the poor by the Imperial bakeries was contaminated with mummy rot, which infected its consumers with the fatal rotting disease. Desperate citizens rioted throughout the city more than once last year.

Yesterday, on the Day of Dread, slaves in Thyatis City took advantage of the failure of magic to revolt against their masters. The revolt quickly spread throughout the city, drawing in



Current Events—AC 1012

more slaves and even some gladiators from the Coliseum. By the end of the day, the revolt had spread into the surrounding countryside, as tens of thousands of agricultural slaves rose up against their masters.

For the next week, the city of Thyatis will be in utter chaos. Eventually, the revolt will be put down, but it will be weeks before the Imperial Legions can root out every pocket of resistance.

What the PCs Can Do: It will be difficult for anyone in Thyatis to *not* become involved in the revolt. PCs will have their hands full protecting innocent victims from the mindless violence spreading across the mainland.

The gladiators at the Coliseum (those that have not fled or joined the revolt) are determined to keep the mobs out of the Coliseum. They know something the rest of Thyatis does not—the labyrinth of caves and tunnels beneath the Coliseum is home to hundreds of dangerous monsters which must not be let loose into the city. PCs who are Thyatian gladiators will probably join their fellows in protecting the Coliseum from the double threat of the mobs outside and the monsters below.

Nuwmont 1: Pursuit through the Void

Location: Alphatia, Hollow World.

Description: Nearly every skyship Empress Eriadna has available launches into Alphatia's skies as soon as magic returns to the world. They fly in pursuit of five Heldannic Warbirds that raided the Imperial Palace yesterday. The Warbirds are already well on their way, and escape through Alphatia's Skyshield before the pursuing skyships can draw near.

A dozen Alphatian skyships with the magic needed to fly safely in the airless Void within the Hollow World attempt to follow the Warbirds through the holes the Heldannic skyships' *blight belchers* punched in Alphatia's Skyshield. The first five skyships maneuver through the holes without difficulty. Of the next five that try, two are caught in the shrinking holes as the Skyshield repairs itself; the closing Skyshield neatly slices each in two.

While seven skyships continue the pursuit of the Warbirds through the Void, the others attempt to rescue the crews of the wrecked skyships. (See *Va. 3*.)

What This Means: The Heldannic Warbirds, powered by an Immortal artifact, retained their ability to fly on the Day of Dread when mortal

magic fails. They took advantage of this to mount an attack on the Imperial Palace of Alphatia yesterday, and were able to do some damage to the buildings and make off with some valuables before they were forced to flee. For the rest of the day, they flew through Alphatia's skies, dodging troops mounted on dragons and pegasi. As soon as their magical weapons were functioning again, the Warbirds punched their way through the Skyshield to escape into the Void.

What the PCs Can Do: Alphatian PCs can pursue the Warbirds through the skies or into the Void. PCs allied with the Heldannic Knights may be aboard a Warbird, fending off attacks by the pursuing Alphatians.

Nuwmont 1: Dreams in the Night

Location: Jalbad Village, Peshmir, Sind.

Description: Anand Brishnapur, a fighting-monk of Sind, and Sitara Rohini, a cleric of the new Immortal Gareth, each received a dream last night. In Anand's dream, a band of orcs captured a lanky, pale-skinned youth as he struggled through mountainous terrain. The terrified youth sat helpless in his bonds as the orcs argued over his fate—dinner, slave, or ransom. Anand's dream ended with a genderless voice telling him to find and save the youth.

In Sitara's dream, the Immortal Gareth appeared as a brilliant ball of rainbow-colored light and spoke to her in a voice that seemed neither male nor female—or perhaps both. "You have done well, my child," the Immortal told her. "Yet there is much left to do. To spread my promise of protection from the petty schemes of my fellow Immortals, you must gather more messengers. Let those who will listen learn of me; encourage those who care to spread the word. And when the curious come to you, teach them. Do not despise those who are of a different land or a different form, for my message is for all creatures of Mystara. I am Gareth, returned from the Vortex, and this is my pledge: That those who follow me will usher in an era where Immortals do not make playthings of mortal kings and armies. I, Gareth, have spoken."

When Anand and Sitara awaken, they agree they must go into the Amsorak Mountains and search for the imperiled youth. (See *Nu. 16*.)

What This Means: The Immortal Gareth first revealed himself (in dreams) to Anand and



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Sitara exactly a year ago. Since then, the two have wandered the countryside of Sind, spreading the word of the new Immortal. This is not the first time they have received dreams telling them to rescue someone; Gareth instructed Sitara to find and heal an injured girl in the village of Ranpur in Nagpuri seven months ago.

Nuwmont 1: Capital Renamed

Location: Specularum, Karameikos.

Description: King Stefan today announces that his kingdom's capital city will henceforth be known as Mirros.

What This Means: King Stefan has been pondering ways to further integrate the Traladaran and Thyatian populations in Karameikos. He decided that changing the name the Thyatians imposed on the capital city when they conquered the Traladar lands could help achieve this goal. And after sending aid to Thyatis last year, Stefan also wishes to distance Karameikos from its former colonial overlord.

Nuwmont 2: Ransom Met

Location: Thyatis City, Thyatis.

Description: Yesterday, a dozen gladiator slaves took their owner and his family hostage, demanding freedom and gold in return for the family's safety. Today, the owner's brother agrees to meet that ransom, and to arrange passage on a colony ship to the Isle of Dawn, where the gladiators hope to make new lives for themselves. (See **Nu. 1.**)

Nuwmont 4: Spies in Spearpoint

Location: Spearpoint, Surshield, Bellissaria.

Description: Spies sent by Commander Broderick of Seashield to investigate Queen Gratia's activities have by now arrived in Spearpoint. They set about gathering intelligence regarding the Queen's plans to resist Emperor Zandor's command that she abdicate, troop movements, the general mood of the populace, and similar information. (See **Nu. 9.**)

What This Means: A month ago, Emperor Zandor demanded that Queen Drulivia of Meriander, Queen Gratia of Surshield, and Queen Siaron Lagrius of Lagrius all step down from their thrones and appoint successors who were unable to cast magic. (He had been offended by the apparent lack of respect shown by the Queens in their communiqués with him, and assumed it was due to their being mages

like himself.) Queen Gratia declared she could never participate in such madness. It's left to Commander Broderick of Seashield to force Queen Gratia to abdicate. In addition to spies, he's sent a large naval force to Surshield.

What the PCs Can Do: Player characters on Bellissaria may be working for either side as soldiers or spies. On the other hand, if they're just passing through Surshield (or Dawnrim, where Broderick's headquarters are stationed), they may be mistaken for spies.

Nuwmont 5: Siege of Ekto Broken

Location: Ekto, Isle of Dawn.

Description: Thothian troops, preceded by an army of undead zombies, charge across the razed ruins of Ekto to storm Ekto Keep at dawn. The Thyatian defenders wearily man their stations on the Keep's walls to repel this, the third such attack since the new year began. Scores of zombies and Thothian troops succumb to Thyatian arrows and the many traps, pitfalls, and magical explosions the Thyatians had planted throughout Ekto City's ruins. But the grim cries of Thyatian determination quickly turn to dismay as they discover hundreds of Thothian troops swarming up from the catacombs beneath the Keep itself.

By noon, the combined attacks from outside and within the walls of Ekto Keep overwhelm the defenders. Hoping to save the remnants of his forces from certain death, Admiral Alrigo Gioncardi surrenders. By mid-afternoon, the Thothians occupy the Keep; 3,000 Thyatian prisoners await their fate. (See **Va. 16.**)

What This Means: Thothian forces have besieged Ekto Keep for three months. Admiral Gioncardi knew Ekto would eventually fall, but was determined to hold the strategic site for as long as humanly possible. His situation was desperate enough that, in Swiftmont of AC 1011, he ordered the few remaining ships of the Thyatian 4th, 18th, and 20th Fleets scuttled in the bay, where their hulls formed a protective circle around the city's port. That protected Ekto Keep from direct attacks by Thothian naval forces. But the Thothian commanders found an easier way in to the keep—via the sewers and catacombs of an ancient Thothian city lying in ruins beneath the newer ruins of Ekto.

What the PCs Can Do: PCs involved with either side of this conflict will have a lot to do today, whether it's fending attackers off from

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the walls, fighting pitched battles within the keep itself, sneaking about gathering intelligence and ambushing the enemy, or attempting to influence the negotiations for peace.

Nuwmont 7: Karameikan Expedition Halts

Location: North Polar Opening, Hollow World.

Description: For more than a month now, brave Karameikan explorers have struggled through the arctic landscape of the north polar opening to the Hollow World. Now out of the Darklands, where no light reaches from either the inner or the outer suns, they have trudged through the endless icy wastes in the dim, ruddy glow of the inner sun. Their supplies exhausted and five of the sled dogs dead through accident or sacrifice, the explorers have little hope of finding their way out of the *anti-magic* zone alive. But they trudge on.

The attack of a remorhaz interrupts their march. Before the party members can ready their weapons, the 21-foot-long, snake-like creature swallows one explorer whole. In the bloody battle that follows, the explorers lose another dog and almost lose two more of their party. But at last the remorhaz lies dead. The survivors quickly take advantage of the corpse, basking in its residual heat and carving the carcass into meat and sinew. (See *Va. 11.*)

What This Means: The Karameikan expedition left their ship, the *Farseeker*, on the edge of the arctic snowcap in the outer world eight months ago. They have braved storms, dangerous arctic creatures, frostbite, and starvation. Since Fyrmont, they have travelled through the *anti-magic* zone, which robbed them of the use of spells and magic items. They have no idea how much farther they will need to travel to get to magic and warmth again (the edge of the *anti-magic* zone lies 200 miles away).

However, they know they could never make it back to the *Farseeker* if they turned around now. At least they have a good supply of meat, and the last of the fierce heat in the remorhaz carcass will dissipate into the frigid air after three days. The expedition leader calls a halt for a while.

Nuwmont 9: Seashield Forces Clash with Surshield Navy

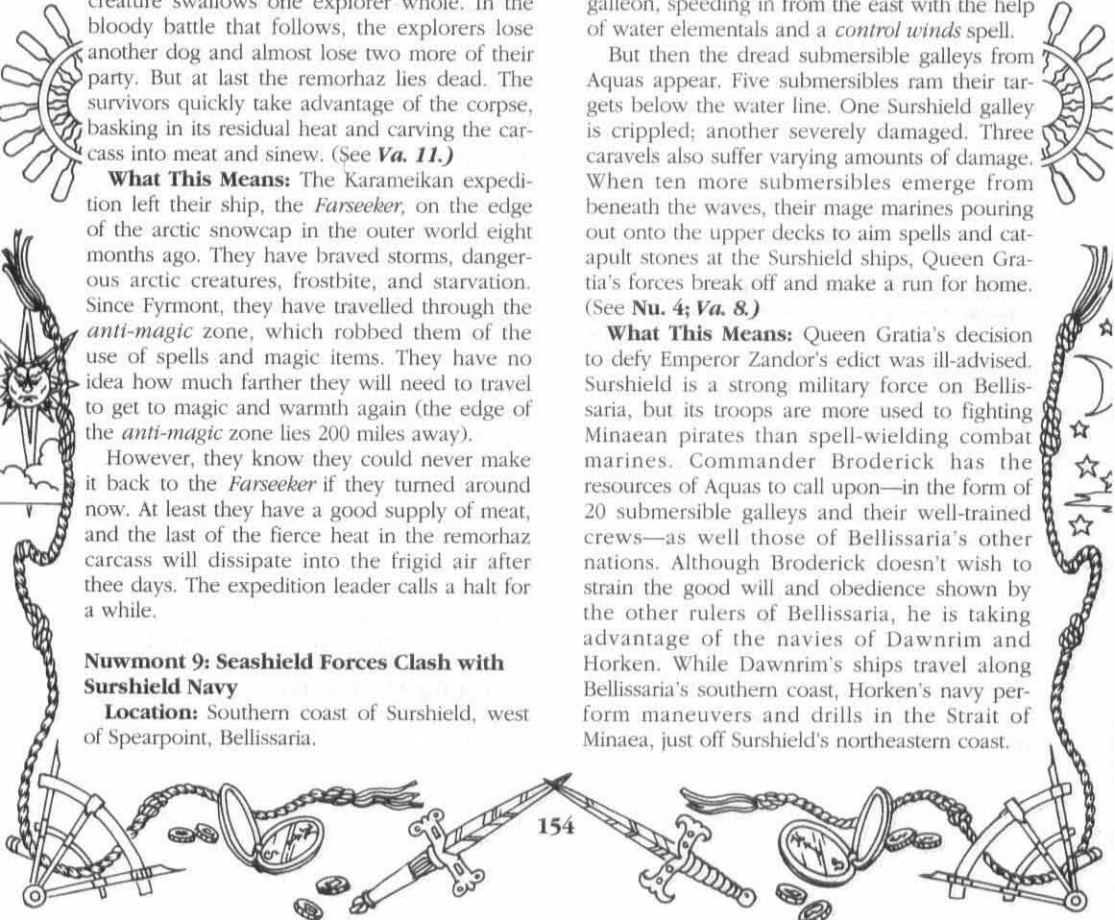
Location: Southern coast of Surshield, west of Spearpoint, Bellissaria.

Description: Early this morning, about 300 miles west of Spearpoint, a Surshield naval patrol encounters the ships sent by Commander Broderick. Outnumbered, the Surshield patrol harasses the Dawnrim vessels, trying to delay them until other nearby ships can arrive. Mages aboard the Surshield vessels employ all the magic at their command to slow the Dawnrim ships while speeding their own. After some futile attempts to close with the patrol vessels, the Dawnrim ships simply plow through the waves toward Spearpoint.

By noon, Surshield reinforcements arrive. With four great galleys and six caravels at the scene—against two great galleys, three caravels, and a galleon on Broderick's side—the Surshield navy closes in for battle. The fighting is fierce, with heavy casualties on both sides as arrows and spells fly. One of Dawnrim's caravels reels and begins to go down, critically rammed by a great galley. The Dawnrim galleon maneuvers, trying to protect the survivors as they jump ship. It's met by a Surshield galleon, speeding in from the east with the help of water elementals and a *control winds* spell.

But then the dread submersible galleys from Aquas appear. Five submersibles ram their targets below the water line. One Surshield galley is crippled; another severely damaged. Three caravels also suffer varying amounts of damage. When ten more submersibles emerge from beneath the waves, their mage marines pouring out onto the upper decks to aim spells and catapult stones at the Surshield ships, Queen Gratia's forces break off and make a run for home. (See *Nu. 4; Va. 8.*)

What This Means: Queen Gratia's decision to defy Emperor Zandor's edict was ill-advised. Surshield is a strong military force on Bellissaria, but its troops are more used to fighting Minaean pirates than spell-wielding combat marines. Commander Broderick has the resources of Aquas to call upon—in the form of 20 submersible galleys and their well-trained crews—as well those of Bellissaria's other nations. Although Broderick doesn't wish to strain the good will and obedience shown by the other rulers of Bellissaria, he is taking advantage of the navies of Dawnrim and Horken. While Dawnrim's ships travel along Bellissaria's southern coast, Horken's navy perform maneuvers and drills in the Strait of Minaea, just off Surshield's northeastern coast.



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Nuwmont 11: Pharaoh Presumed Dead

Location: Tarthis, Nithia, Hollow World.

Description: Senkha, Premier Wife to Pharaoh Ramose IV, Queen of Nithia (in addition to ruling the Delta Region in her own right), today receives word that the Pharaoh is missing and presumed dead. The word comes from Uart-neter Semsu, trusted advisor to the Pharaoh and the man in charge of the engineering projects undertaken far to the west. His message states that the Antalian ship bearing the Pharaoh across the Sea of Yr never arrived at its destination. As the Sea of Yr is not known for its generous nature, Uart-neter Semsu admits he fears the worst.

Refusing to give in to grief, Senkha busies herself taking the reins of government firmly in hand. After all, Ramose IV named her Premier Wife and Queen, and told his advisors and councilmen to look to her for decisions both minor and major. (See *Nu. 28.*)

What This Means: Senkha is a capable ruler and, at heart, benevolent and considerate. But the Immortals of Entropy have been working to corrupt her for some time now, whispering softly in her mind and removing obstacles to her rise to power. This is precisely the opportunity they need to influence and corrupt the entire kingdom of Nithia.

But Uart-neter Semsu's announcement is premature. The Pharaoh is still alive, although he's stranded on the frozen tundra on the south-western shores of the Sea of Yr. The great engineering project he had sailed to see is a hoax; there is no grand canal being dug to connect the Sea of Yr with the Southern Atlas Ocean. Uart-neter Semsu has been funnelling all the funds and resources the Pharaoh allocated for the engineering project to his own purposes—establishing a nation of his own on the Sea of Yr's western coast. He arranged for the Pharaoh to be stranded on the supposed site of the grand canal (although he didn't anticipate the Antalians and their ship would be stranded as well).

Nuwmont 14: New Kolland Borders Set

Location: Glantri City, Glantri.

Description: The Council of Princes meets today to legally and formally define the borders of the newest Principality, New Kolland. The Princes are pleased that Glantri now encompasses most of the Great Crater.

Nuwmont 15: Rebellion Suppressed

Location: Thyatis City, Thyatis.

Description: At last the exhausted Imperial Legionnaires suppress the worst of the rebellions, uprisings, and riots that have plagued the city and the mainland Empire since the Day of Dread. There are still pockets of resistance and sporadic outbreaks of violence here and there, but the worst is over. Slave merchants are particularly happy with the way things turned out; prices for slaves have skyrocketed as slave owners seek to replace slaves killed or escaped during the rebellion.

In the countryside, the third Imperial Cohort, Banner 4, continues to pursue a band of nearly a hundred gladiators who abandoned their fellows at the Coliseum and joined the revolt. Apart from one or two indecisive skirmishes, the legionnaires have been unable to pin the gladiators down. (See *Nu. 1;* *Nu. 20.*)

What the PCs Can Do: Thyatis is still a hotbed of trouble, and any PCs in the Empire may become embroiled in the plight of escaped slaves or run afoul of runaway looters.

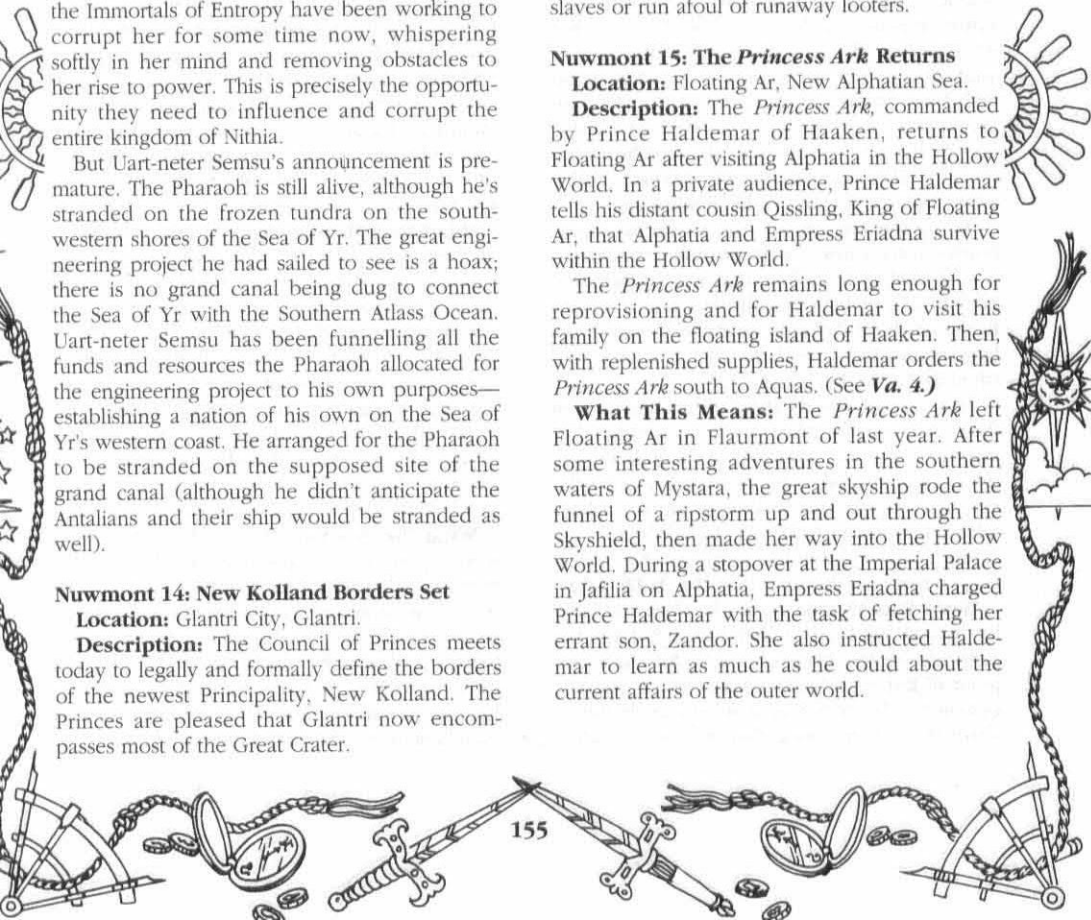
Nuwmont 15: The Princess Ark Returns

Location: Floating Ar, New Alpathian Sea.

Description: The *Princess Ark*, commanded by Prince Haldemar of Haaken, returns to Floating Ar after visiting Alpathia in the Hollow World. In a private audience, Prince Haldemar tells his distant cousin Qissling, King of Floating Ar, that Alpathia and Empress Eriadna survive within the Hollow World.

The *Princess Ark* remains long enough for reprovisioning and for Haldemar to visit his family on the floating island of Haaken. Then, with replenished supplies, Haldemar orders the *Princess Ark* south to Aquas. (See *Va. 4.*)

What This Means: The *Princess Ark* left Floating Ar in Flaurmont of last year. After some interesting adventures in the southern waters of Mystara, the great skyship rode the funnel of a ripstorm up and out through the Skyshield, then made her way into the Hollow World. During a stopover at the Imperial Palace in Jafilia on Alpathia, Empress Eriadna charged Prince Haldemar with the task of fetching her errant son, Zandor. She also instructed Haldemar to learn as much as he could about the current affairs of the outer world.



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Nuwmont 16: Rescue in the Mountains

Location: Amsorak Mountains, Gunjab, Sind.

Description: Arturo Olivera, Darokinian explorer, is in trouble. Three days ago, his guide abandoned him—taking his mule and most of his supplies. Arturo had hired the Sindhi mountaineer with his last daro. The people of Raneshwar thought him mad to travel through the Amsorak mountains in winter, and in hindsight it was a bad idea. But Arturo desperately wanted to find the prophets of Gareth said to be in Peshmir. He hadn't really considered the dangers of snow, cold, and orcs when he planned the trip.

As the sun sets, disturbing noises amid the bare trees convince Arturo to press on. It is bitterly cold, and Arturo is undeniably lost. At least his way is well lit by the full moon reflecting off the snow.

Then a band of orcs step out from behind boulders and trees in the path ahead. Arturo is too tired to run and has no skill in combat. The orcs quickly surround him, bind him with coarse ropes, and haul him off to their lair. Arturo watches in despair as the three largest orcs began shouting and shoving at one another, apparently arguing over what to do with their captive. Arturo doesn't like the hungry look one of them keeps giving him. Finally, one of the orcs storms into the depths of the orc lair. This one advances on Arturo, a distinctly menacing gleam in his reddish eyes.

Before the orc can act, the sound of a clear human voice carries deep into the cave. Arturo is surprised to see a beautiful woman standing next to a lean man brandishing a quarterstaff. In the orc lair's flickering firelight, the woman's hair seems almost to glow. The orcs, as astonished as Arturo, fall silent.

The woman begins speaking to the orcs in their own tongue. After much discussion, during which the lean man removes a great deal of dried meat and other foods from his pack, the orcs nod in agreement. Before Arturo realizes what's happening, he's free of his bonds and eating a large meal in the company of the man, the woman, and the orcs. (See **Nu. 1; Tb. 12.**)

What This Means: Arturo has been rescued by Anand Brishnapur and Sitara Rohini, the prophets he has been searching for since Felmont of last year. Sitara speaks orkish, and has convinced the orcs that it would be better to share the humans' food than to risk retaliation

by enraged adventurers should Arturo or any other human come to harm just now. The three will part company with the orcs in the morning; Anand and Sitara will take Arturo back to Jalbad with them.

Nuwmont 17: Frost Giants Capture Keep

Location: King's Road Keep, Karameikos.

Description: A band of adolescent frost giants from the Altan Tepes Mountains raid the King's Road Keep in a surprise attack at dawn this morning. Normally, the Karameikan troops stationed at the Keep have little trouble repelling such attacks. But nearly a third of the "Goblin Crushers" (as the 4th Division, King's Road Battalion is known) are sick with influenza. To compound matters, the frost giants employ a surprising amount of magic in their attack. One young frost giant wields a *wand of paralyzation*; another is able to fly. Two more disappear from the snowy field outside the gates—and reappear *inside* the keep. These two overwhelm the gatehouse guards and open the Keep's gates. Within two hours, forty-two of the King's Road Battalion are dead; two hundred are prisoners. Two more soldiers find themselves outside the keep with a week's worth of rations and instructions to tell King Stefan of Karameikos he can have his keep back when he sends 10,000 gp and the Master of the Karameikan School of Magecraft. (See **Va. 5.**)

What This Means: The frost giants (a dozen of them) are young hotheads who cooked up this scheme with the idea that the gold will help them set up a lair of their own. The demand for the Master of the Karameikan School of Magecraft was an afterthought—one of the young giants is an apprentice witch doctor who wants to learn human magic. The giants plundered their magic items from a band of adventurers who had foolishly ventured into the Altan Tepes with the idea of wiping out the frost giant population.

What the PCs Can Do: As the King's Road Keep guards the pass from Penhaligon to Selenica in Darokin, King Stefan must resolve this situation before the spring thaws open the pass to merchant travel again. He will send troops and adventurers to attempt to bribe, trick, negotiate, or force the giants out of the keep before the spring thaws open the pass to merchant travel. He would prefer to have the

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giants brought to Mirros to stand trial for murder, but will authorize any means necessary to regain his keep. The adventurers must also try not to jeopardize the lives of the troops held prisoner, or to damage the keep itself.

PCs attempting to remove the giants from the keep will be aided by King Stefan's troops and by Terari himself (the Headmaster is intrigued by the giants' request). However, most of the decisions and actions will be left to the PCs. The troops will not storm the keep unless that seems the only way to drive the giants out, and Terari will not jeopardize himself in any way. The Head Master can provide the adventurers with advice, an occasional spell, and the use of a *crystal ball*, but he won't do anything risky.

Nuwmont 20: Slaves Unleash Terror

Location: Village of Piceno, Central Thyatis.

Description: Three escaped slaves stumble into a ruined farmhouse near the village of Piceno today. In their search for sanctuary, they uncover a trapdoor to a root cellar. Once in the cellar, they discover yet another door to a secret underground chamber. Their curiosity aroused by the weapons, lanterns, rope, and other gear neatly laid out in the underground chamber, they search the room—and discover a secret door. Feeling very brave, they equip themselves and venture into the complex of caves and tunnels beyond the door.

The first creatures they meet turn that bravery to terror. Dropping their weapons and most of their equipment, the slaves run screaming from the caverns and into the village of Piceno. There, Thyatian legionnaires catch them at last and trundle them off to Thyatis. (See **Nu. 15**.)

What This Means: The slaves discovered a lair of Heucuvus (undead skeletons able to disguise themselves as living humans). The Heucuvus are all that's left of the monsters once kept in the underground complex by a retired adventurer who didn't find farming quite exciting enough. The slaves left the exit open in their flight from the complex. For the next few weeks, the village of Piceno and nearby communities will be plagued by heucuvus preying on the unwary.

What the PCs Can Do: This is a perfect opportunity to hunt undead through the countryside, perhaps tracking them down to their lair.

Nuwmont 27: Raid on Kirken

Location: Village of Kirken, Vestland.

Description: A small army of humanoids—primarily orcs, but including some goblins and trolls—raid the village of Kirken in the foothills of the Makkres Mountains tonight. They kill some of the villagers and escape into the mountains with some chickens, a few goats, preserved food from the village stores, and some personal treasures. (See **Tb. 14**.)

What This Means: The humanoids Thar has united under his leadership over the past few months have been getting restless. Thar ordered this attack to let the most troublesome humanoids blow off some steam and to replenish their food stores.

What the PCs Can Do: Unless the player characters are wintering in Kirken, there's not much they can do to prevent this raid. However, the recent increase in humanoid activity in this area has Vestland's jarls concerned; they will send scouts in to see what's got the humanoids stirred up.

Nuwmont 28: Pharaoh Ramose IV Sets Sail

Location: Sound of Yith (southwestern shore), Hollow World.

Description: Pharaoh Ramose IV sets sail today in his Antalian ship, the damage suffered in the shipwreck last Fyrmont newly repaired. He orders the helmsman to set course for Lothar Strait, where Uart-neter Semsu is carving out his own dominion. (See **Nu. 11**; **Va. 11**.)

What This Means: The Pharaoh was shipwrecked last Fyrmont after mutiny broke out among his ship's crew. The Antalians and Nithians sent by Uart-neter Semsu to ferry Ramose IV across the Sea of Yr were secretly supposed to strand him here in the tundra. But Ramose's guards got wind of the plot, and foiled it before it could be carried out. In the ensuing battle, the Antalian at the helm was killed, and waves smashed the unguided ship against a hidden reef. Since then, the Antalians and Nithians have made a peace of sorts—those who refused to obey the Pharaoh were put to death by the Pharaoh's guards. Ramose IV has earned the grudging respect of the remaining traitors by offering them full pardon if they swore to follow and obey him, and by making good decisions that bettered their chances of survival in the tundra while they made repairs to the ship.

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Vatermont, AC 1012

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. 23), Festival of Lights (Sind, Va. 28).

Vatermont 1: White Horse Appears

Location: Camp of the Great Khan, Bargha, Ethengar.

Description: On the first day of Ethengar's Winter Festival, the sacred white stallion appears at the Khan's encampment. He trumpets a challenge—the Khan's best war stallion answers. While the two horses fight, Ethengar's shamans gather for a hurried consultation. They soon announce that no one is to interfere with the fight. Enthusiastic watchers begin betting on the outcome. Eventually, the sacred white stallion proves victorious; the Great Khan's dun wheels and runs, bleeding from a dozen wounds. Neighing victory, the white stallion rounds up half a dozen mares and herds them onto the plains. (See *Tb. 15.*)

What This Means: The sacred white stallion chosen to guard the Ethengar herds is usually sacrificed in the White Horse Ceremony on Thaumont 15th. This stallion escaped that fate last year by breaking free of his hobbles before the shamans sacrificed him. This sparked heated debates among shamans over the spiritual repercussions of the event. The stallion has roamed the plains since, escorted by an Ethengarian honor guard charged with protecting the stallion and observing his every action.

Vatermont 3: Warbirds Emerge

Location: South Pole, Outer World.

Description: Four Heldannic Warbirds emerge from the south polar opening to the Hollow World and set sail for the Heldannic outpost near Green Bay. (See *Nu. 1.*)

What This Means: After a frantic month of pursuit and evasion amid the floating continents of the airless Void within the Hollow World, these Heldannic Warbirds eluded the skyships of Alphatia. A fifth warbird was not so lucky; it was shot down over the Sea of Yr. (The surviving crew members are now unhappy guests of Empress Eriadna.) These

warbirds escaped by virtue of the Immortal artifact that powers them. When the pursuing Alphatian skyships flattered and crashed in the *anti-magic* zone surrounding the polar opening, the Warbirds sailed effortlessly through.

Vatermont 4: Princess Ark Arrives at Aquas

Location: Aquas, New Alphatian Sea.

Description: The *Princess Ark* arrives over Aquas today. Prince Haldemar requests an audience with self-styled "Emperor" Zandor.

A subservient ferries Haldemar and his faithful adjutant, Myojo, from the surface to the underwater city, where the "Emperor" receives the Prince gracefully and with full honors. Myojo delights Zandor—he's the first Rakasta (a cat-headed humanoid from the moon Myoshima) Zandor has ever seen. Myojo remains polite but wary.

After the formal reception, Haldemar requests a more private meeting—he bears important news that only Zandor and the most loyal of Alphatians should hear. The Emperor agrees to see him in a small audience chamber off the Great Hall in the Emperor's Tower, with only Queen Zynnica of Aquas and two Imperial Guards attending.

Haldemar presents Zandor with a large gem—a gift, he explains, from his mother, who was miraculously resurrected and rules a restored Alphatia within the Hollow World. Zandor is reluctant to accept the gift—the very thought of his mother fills him with guilt and dread—but greed finally wins over paranoia.

The gem glows brightly as soon as Zandor touches it. A moment later, an image of Eriadna appears before him. As a horrified Zandor looks on, his mother's image chides him for treating her earlier emissaries so harshly when they told him of her survival (he had them executed) and then bids him accompany Haldemar home to her.

Shouting in fury, Zandor hurls the gem to the floor and *disintegrates* it. He calls Haldemar a liar, a charlatan, and a traitor, and orders him locked in a magically warded holding cell. When Queen Zynnica protests, Zandor threatens to lock her up as well. Haldemar realizes the danger of resisting the enraged Zandor, and signals Myojo to submit. (See *Nu. 15; Va. 5.*)

What This Means: Empress Eriadna armed Haldemar with a magic item she thought would make his task easier—a gem enchanted with an

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illusional message and a *geas* commanding Zandor to come to her. But Zandor's *amulet of magic resistance* resisted the *geas*, and his mother's image and message only infuriated him. Haldemar and Myojo will spend the night in a heavily guarded cell, wondering what their future holds, while Zynnica and the crew of the *Princess Ark* plan ways to rescue them.

Vatermont 5: Frost Giants Captured

Location: King's Road Keep, Karameikos.

Description: The frost giants occupying the King's Road Keep receive King Stefan's reply to their ransom demands—but it's not the reply they were hoping for. The King's agents use a variety of magic spells and items to enter the keep unnoticed and take the frost giants by surprise. Four of the young giants die in combat—but not before they seriously injure a number of their attackers. Two more giants manage to escape into the mountains. Fortunately, none of the giants' prisoners are harmed. By the end of the day, half a dozen young frost giants find themselves marching, under close guard, down the King's Road to Mirros. (See **Nu. 17.**)

What This Means: Once they arrive in the capital, the captive frost giants will be tried (and found guilty) on charges of murder and kidnapping. For diplomatic reasons, only their ringleader will be executed. The rest will be sent back to their families in the Altan Tepes Mountains "to face frost giant justice." One remains behind—the apprentice witch doctor, who receives a pardon from King Stefan and enrolls as a student in the Karameikan School of Magecraft.

What the PCs Can Do: If the PCs are involved, this frost giant incident may have a different ending. Even if the PCs fail to capture the keep, King Stefan's men will recapture it well before the spring thaws. Meanwhile, his diplomats smooth things over with the frost giants in the mountains.

Vatermont 5: Zandor Changes His Mind

Location: Aquas, New Alphatian Sea.

Description: This morning, Zandor orders Prince Haldemar and his adjutant brought to his audience chamber. The Emperor fawns over them, apologetically explaining that he must



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have indulged in too much wine during the reception yesterday—it obviously clouded his thinking. Of course he'll be happy to establish communications with his mother, and even visit her—but not right now, when he has his hands full trying to reunite Alphatia's scattered colonies. Thyatis has regained strength since its defeat in AC 1009, and the Heldannic Knights have practically overrun the world since the Alphanian continent was lost so suddenly.

"So you see, it would be irresponsible for me to abandon my post here. Mother simply doesn't understand the difficulties I face." Rather than accompanying Haldemar to the Hollow World, Zandor offers to send a delegation to explain the situation to the Empress. "And if she still desires me to join her in the Hollow World, why, then, simply return to Aquas and I shall accompany you gladly."

Although strongly suspicious of Zandor's true motives and the exact nature of the "delegation," Haldemar has little choice but to accept Zandor's terms. (See **Va. 4; Va. 12.**)

Vaterrmont 8: Queen Gratia's Bedchambers Disturbed

Location: Spearpoint, Surshield, Bellissaria.

Description: Early this morning, Queen Gratia is awakened by an intruder in her bedroom. Before she can snatch up a weapon or call for her guards, strong hands clamp over her mouth. A woman's voice whispers in her ear. "Lie still," Gratia's unknown attacker tells her. "I bear a message from Commander Broderick. He cannot guarantee your safety; Emperor Zandor is sure to demand your head. This is not a fight you can win. Fleeing now will save lives and much suffering. Commander Broderick has arranged for his spies and troops to be elsewhere for the next twenty-four hours, should you choose to leave Spearpoint. Stay in the middle of the Strait of Minaea and you'll not meet Horken's navy. If any one of Broderick's men tries to stop you, show him this." Queen Gratia feels something pressed into the palm of her hand; her attacker releases her. "Oh, and the Commander wishes you the best of luck," the woman's voice says out of the darkness. There's the sound of air rushing in to a sudden vacuum, and Gratia is alone.

A quick search by her guards reveals no sign of an intruder. The Queen, shaken by the message and its method of delivery, sits up the rest

of the night pondering the situation. By dawn, Gratia decides to disguise herself and flee, taking only her most valuable treasures and the golden token Broderick's messenger left with her—a medallion bearing the seal of Aquas's Seashield Defenders. She only hopes she isn't running into a trap. (See **Nu. 9; Va. 13.**)

What This Means: Queen Gratia has regretted her decision to defy Zandor since she first stormed out of the council meeting Broderick called to announce the edict. In the past few weeks, Broderick's forces have been demonstrating their might, drilling and parading their ships in the waters around Surshield and their skyships in the air. A division of combat mages landed on a beach a scant dozen miles from Spearpoint itself and drilled all day—but as they did no harm to Surshield's citizens, Gratia forbade her troops to attack them. It's now clear to Gratia that Broderick's forces would eventually overwhelm Surshield's troops; fleeing is perhaps the best way out of the dilemma.

Vaterrmont 11: Expedition's Magic Returns

Location: North Polar Opening, Hollow World.

Description: With great relief, the members of the Karameikan expedition to the Hollow World discover their spells and magic items work once more. The leader calls a halt while the party's spellcasters set about healing injuries and frostbite and creating warmth and fresh food. The only magic item they test that doesn't seem to work is their *scroll of communication*; they receive no reply to the messages they send (the Worldshield is blocking the scroll's magic). (See **Nu. 7; Tb. 27, Ya. 3.**)

Vaterrmont 11: Senkha Declares Herself Pharaoh

Location: Tarthis, Nithia, Hollow World.

Description: After a month of mourning and political upheaval, Queen Senkha of Nithia declares herself Pharaoh. She's supported by the clerics of Pflarr and Rathanos, by Al-Belak, King of the Lower Kingdom, and by Khnemert, new King of the Delta Region (crowned when Senkha relinquished her own claim to the region). Senkha's presumption outrages some Nithian nobles, but most support her. The High Clerics of Pflarr and Rathanos join in investing Senkha with the powers and privileges of Pharaoh. (See **Nu. 28; Va. 17.**)

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What This Means: Senkha is unaware that the ease with which she gained so much support is due in part to the efforts of two Immortals of Entropy, Thanatos and Ranivorus, who have been working for more than a decade to place her in power. The priests of Pllarr support the new Pharaoh because she is a wizard—a rarity in Nithia. The priests of Rathanos support her because she has agreed to join their ranks (she is now double-classed, advancing as a cleric). Al-Belak supports her because she promised help in restoring the ancient city of Ranak and in increasing the Lower Kingdom's status within Nithia.

Not everyone supports Senkha's claim. Nikita-Ahmed, Vizier of Internal Security in Tarthis, suspects evil forces at work. As she has no proof that Senkha intends anything but good for Nithia, the Vizier will simply keep an eye on the situation for now. But Senkha's reign is bound to be plagued by plots, assassination attempts, and political maneuvering.

Vermont 12: *Princess Ark* Attacked

Location: Skies over the Grey Islands, New Alphatian Sea.

Description: Five days after leaving Aquas, the *Princess Ark* comes under attack by two skyships. Berylith, the sky wyrm who is the mind and soul of the *Princess Ark*, shrieks her fury and turns her lightning bolt breath weapon on the first of the attackers. The ship reels under the blistering attack.

Before the *Princess Ark* can maneuver to attack the other skyship, she's hit by a thin green ray Haldemar recognizes as coming from a Heldannic Warbird's *blight belcher*—a devastating attack akin to a *disintegrate* spell. But the *Ark*'s attackers are not Warbirds; nor, for that matter, any skyship design Haldemar recognizes. The *Princess Ark* shudders as Berylith resists the terrible magic.

Then begins an aerial dance of death. The *Ark* brings all her weapons to bear, including another devastating blast of her breath weapon. At one point, the *Princess Ark* falters. Through his telepathic link to Berylith, Haldemar knows someone tried to *geas* her; Berylith felt an overwhelming urge to serve Zandor as she does Haldemar, but she resisted. The *Princess Ark* uses her last breath weapon against the offending skyship, which spirals out of control and plummets into the ocean.

But the other skyship continues its attack, hurling catapult stones and spells at the *Princess Ark* and her crew. A fireball kills two Imperial Boltmen and injures a dozen more. But in the end, the *Princess Ark* is victorious—the enemy skyship plummets into the sea.

When Haldemar assesses the damage, Berylith complains of being sore and tired and admits her injuries will slow her down a bit. Haldemar orders the *Princess Ark* on to Floating Ar, where they can make use of the Haaken family's skyship facilities to make repairs. Talasar, second in command, tends to the wounded and the dead. The *Princess Ark* flies on. (See **Va. 5; Tb. 3.**)

What This Means: Zandor ordered the skyships to capture the *Princess Ark*—or, failing that, to destroy her and all aboard. The Emperor thought the two ships—which he himself designed—would be a match for the *Princess*. (Zandor's two skyships have been under construction for nearly a year at a secret skyship facility Zandor established on Eadrin Island. He equipped them with *blight belchers* stolen from Heldannic Warbirds and with other powerful weapons (the results of magical research and experimentation conducted at the facility.) But Zandor ordered his prize skyships into the air a little too soon—their engineers and crews had not had time to test them.

Vermont 13: Queen Gratia's Escape

Location: Strait of Minaea, 250 miles north of Spearpoint.

Description: A Horken naval patrol stops and boards a merchant vessel on its way to Port Marlin on the Esterhold Peninsula late this afternoon. An officer of the Seashield forces directs a search of the ship. Queen Gratia, disguised as a commoner, is aboard.

Gratia experiences some tense moments as one of the Horken marines questions her. But when she displays the medallion given to her by Commander Broderick's mysterious messenger, the Seashield officer steps in and assures the Horken man that the woman is on legitimate business. The officer then gives the merchant captain leave to proceed. He warns of Minaean pirates in the region, and offers to escort the ship through the strait. The merchant ship gets under way once more, accompanied by an escort of three Horken ships. (See **Va. 8; Tb. 1, Tb. 6.**)

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What This Means: Now that she believes in Broderick's sincerity, Queen Gratia is more concerned with the safety of the officers and officials she left behind in Spearpoint than she is with her own safety. She fears Broderick will be unable to steer Zandor's anger away from her people.

Vaterrmont 15: Shadow Elves Learn of Oenkmarr

Location: Rafielton, Aengmor.

Description: A scout brings thrilling news to Tanadaleyo, Radiant Princess of the shadow elves and Governor of Aengmor. He speaks of the discovery of the fabled underground city of Aengmor, thought destroyed when lava surrounded it more than 23 centuries ago. But there are two problems—Aengmor, now called Oenkmarr, is currently inhabited by horrible humanoids, and even more horrible dwarves are laying siege to the city.

Tanadaleyo consults with Garafaele Galeifel, the Radiant General, who agrees they must recover Aengmor for their people. Before the day is out, messages have been sent to King Telemor in the City of Stars informing him of the discovery. The shadow elves of Aengmor (who named their newly-colonized lands for the fabled city they now hope to possess) prepare for a holy war. (See *Va. 26, Tb. 23.*)

What This Means: Oenkmarr, the Jewel of the Depths, is indeed the ancient elven city of Aengmor, now inhabited by humanoid followers of Atzanteotl. Immortal magics protect the city from the lava lake upon which it drifts. Oenkmarr lay undiscovered by surface nations until AC 1010, when dwarf adventurers from Rockhome stumbled upon its enormous cavern. They also discovered gold in the surrounding bedrock. The discovery sparked a double invasion of dwarf soldiers and miners intent on destroying the humanoid city (and the threat it poses to the civilized world) and stripping the gold deposits from the Broken Lands.

While the mining has been successful, the military campaign against Oenkmarr is frustrated by the enormous difficulties posed by a city protected by humanoid shamans and a lake of lava. The humanoids living in the Broken Lands around Oenkmarr also cause trouble, although not as much as they could. Since Thar is gone and many of the humanoids who once ruled here abandoned their homes to live in the

Great Crater, the tribes of the Lower Broken Lands are disorganized and uncooperative.

The shadow elves add a whole new dimension to the problem. Newcomers to the surface world, the shadow elves hold no fondness for either the humanoids or the dwarves. The fact that they drove out the elves of Alfheim and have twisted and corrupted Canolbarth Forest to their own ends make their neighbors—especially Darokin—nervous. Companies of armed shadow elves marching across northern Darokin to invade the Broken Lands will raise concerns throughout Darokin, Glantri, Rockhome, Ylaruam, and Karameikos.

What the PCs Can Do: Player characters may be sent by governments or rich Darokin merchants to gather intelligence. Or PCs adventuring in the Broken Lands may run afoul of companies of shadow elves marching to the war.

Vaterrmont 16: Thothia Contacts Kendach

Location: Kendach, Isle of Dawn.

Description: Pharaoh Ramenhotep XXIV of Thothia sends emissaries to Marie Kendach to propose a truce. The Pharaoh suggests there can be peace if the Countess agrees not to attack East Portage or Ekto or any other community currently claimed by Thothia. Through his emissaries, the Pharaoh assures the countess that he wishes to claim only those lands that were Alphatia's before Thyatis swept down the Isle of Dawn in AC 1010.

Countess Marie Kendach agrees, with three stipulations. She cannot disobey the Emperor should she receive direct orders from Thyatis to attack East Portage or Ekto; she refuses to stand by if Thothia attacks West Portage, Redstone, Westrouрке, or Dunadale; and Thothia must release the Thyatian prisoners held at Ekto. (See *Nu. 5; Tb. 1.*)

What This Means: Ramenhotep's troops need to rest from fighting for a good while. It will soon be time for spring planting, and war-ravaged Ekto and Trikelios need a good harvest to stave off a possible famine. The Pharaoh sent similar messages to Westrouрке and Redstone.

Vaterrmont 17: Pharaoh Enters Lothar Strait

Location: Western Sea of Yr, Hollow World.

Description: The Antalian ship bearing Pharaoh Ramose IV of Nithia enters Lothar

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Strait today, flying a black flag emblazoned with a red eagle. The crew carefully watch the wooden forts guarding the mouth of the strait, but no catapult stones come raining down; no one even hails the ship. Unchallenged, the vessel sails up the strait toward the town of Lothar, established a little more than a year ago. The Antalian captain estimates they'll reach Lothar in five days' sailing. (See **Va. 11**; **Va. 22**.)

What This Means: The Antalians and Nithians who once worked for Uart-neter Semsu have decided to throw in their lot with Pharaoh Ramose IV—in part because he proved himself a good leader during their ordeal in the frozen wastes. The flag they fly bears Uart-neter Semsu's emblem, and signals that all is well with the Antalian ship.

Vatermont 18: New Monster Displayed

Location: Glantri City, Glantri.

Description: The biggest attraction at this year's Monster Fair in Glantri is the corpse of a large worm-like creature. Although it looks superficially like a purple worm, it is neither purple nor equipped with a stinger. It's also only 25 feet long—a fact that has many wondering if it could be an immature form. Whatever it is, the mages of Glantri have not seen its like. The tale told by the adventurers displaying the monster adds to its mystique. According to them, the worm was able to spit an acidic fluid that killed two party members. They discovered it in an underground cavern beneath the Great Crater in New Kolland; there may be others like it. (See **Fl. 4**.)

What This Means: The unusual properties of the meteor whose impact formed the Great Crater has encouraged the creation of new species in the area. The "spitting worm" has AC 6, Movement 9, HD 6, and can spit for 2d8 points of damage (save vs. breath weapon for half damage) or bite for 2d4 points of damage. It tunnels through earth like a purple worm, but cannot tunnel through rock. There may be bigger, tougher spitting worms in the subterranean realm beneath the Great Crater.

What the PCs Can Do: Many Glantrian mages want specimens of their own for magical or alchemical research. Parties of adventurers will flock to the Great Crater to search for more spitting worms and other dangerous, hitherto unknown creatures.

Vatermont 22: Pharaoh Reaches Lothar

Location: Town of Lothar, western end of Lothar Strait, Hollow World.

Description: The Antalian ship bearing Pharaoh Ramose IV glides up to Lothar's wooden quay shortly after noon today. While the ship's crew disembarks, the Pharaoh and his men remain hidden on board.

The Antalian captain seeks out Uart-neter Semsu and reports the deed done—Pharaoh Ramose IV has been stranded on the frozen tundra to the south. The captain relates how he and his crew were shipwrecked on their way back to Lothar, and spent an uncomfortable time on the shores of the Sea of Yr while they made repairs. Uart-neter Semsu readily accepts the story and praises the captain for a job well done.

Meanwhile, other crew members mingle with the people of Lothar, keeping their ears open for news and information the Pharaoh can use. (See **Va. 17**; **Tb. 1**.)

What This Means: The Antalian captain is a convincing liar; Uart-neter Semsu is completely taken in by his story. The Pharaoh will make his move when he has the information he needs and judges the time is right.

Vatermont 23: Thyatian Shipping Begins

Location: Port Cities of Thyatis.

Description: Thyatian merchant vessels set sail from every Thyatian port, marking the official start of the Thyatian shipping season. Some bear colonists for the Isle of Dawn or the Hinterlands far to the south. Others bear Thyatian goods they hope to trade for grain and other foodstuffs to help relieve the ongoing famine suffered throughout the Thyatian mainland.

Vatermont 26: Shadow Elves on the March

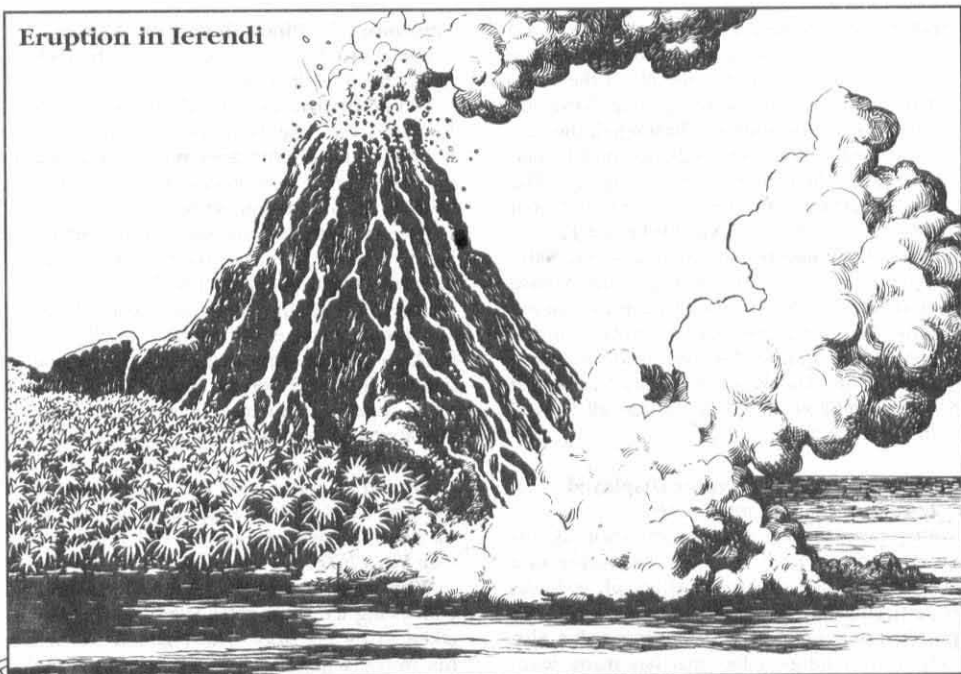
Location: Aengmor, Northern Darokin, and the Broken Lands.

Description: Bands of armed and armored shadow elves march from Aengmor, through Northern Darokin, and into the Broken Lands. There, fierce skirmishes with humanoid inhabitants slow their progress. But the elves press on, seeking routes to the Lower Broken Lands and Oenkmarr. (See **Va. 15**; **Tb. 9**.)

What This Means: These advance troops have been charged with scouting out and securing a route to Oenkmarr for the shadow elves' army to follow.

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Eruption in Ierendi



Vaterrmont 27: Karameikan Ships Arrive

Location: Thyatis City, Thyatis.

Description: A dozen cargo vessels from Karameikos put into port at Thyatis today. They bear tons of grain sent by King Stefan to help relieve Thyatis's famine. As stevedores unload the grain, crowds of Thyatian citizens stand nearby, chanting the name "Karameikos" and cheering. Although there are a few scuffles as desperate citizens try to grab the grain sacks on their way to the Imperial granaries, the Thyatian Legionnaires keep the crowds under control. A number of clerics from the Church of Karameikos also disembark. They're here to set up a hospital to treat those infected with mummy rot. (See *Nu. 1; Tb. 4.*)

What This Means: Many Thyatians, especially those hit hardest by famine and mummy rot, view King Stefan of Karameikos as a hero.

Vaterrmont 28: Eruption in Ierendi

Location: Ierendi Island, Ierendi.

Description: For nearly a week now, the southernmost volcano on Ierendi Island has been rumbling and smoking. Today, the volcano blows its top. Lava pours out and a plume

of debris, ash, and smoke shoots into the air. Ash falls from the skies as far as 50 miles away.

What This Means: This is the most serious volcanic eruption Ierendi has experienced in three decades. The volcano will spew forth ash, smoke, lava, and debris almost continuously for the next week, then settle down to occasional outbursts. Fortunately, the southern tip of Ierendi Island was evacuated in time to prevent loss of life. However, many Ierendi farms and homes were destroyed in lava flows or lie buried under several feet of volcanic ash. The smoke and dust will cloud Ierendi's skies for weeks; occasional clouds of toxic fumes will pose a hazard to people and ships near the island's southern tip.

When it's all over, Ierendi Island will have gained more than 200 square miles of new land as the volcano's lava flows extend the southern coast by nearly eight miles.

What the PCs Can Do: The volcanic eruption will attract curious travelers to Ierendi. The Ierendi government will hire guards to ensure sightseers don't die as a result of their foolishness. And who knows what fire-loving creatures will crawl out of the volcano?

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Thaumont, AC 1012

This month's annual events include New Year's Day and Spring Equinox (Th. 1) celebrated in Alphatia and elsewhere, the Rebirth (Jerendi, Th. 1–7), Landfall Day (Alphatia, Th. 7), Spring Break (Glantri, Th. 8–14), Opening Day (Alphatia, Karameikos, Th. 15), White Horse Ceremony (Ethengar, Th. 15), Caravan Day (Rockhome, Th. 14), Arcanium (Glantri, Th. 25–28), Day of the Dead (Karameikos, Th. 28), Day of Irresponsibility (Sind, Th. 28).

Thaumont 1: Gratia Arrives at Port Marlin

Location: Port Marlin, Esterhold Peninsula.

Description: The merchant vessel bearing Queen Gratia from Sursshield arrives at Port Marlin today. Gratia, disguised as a commoner, has enough money to keep her in some comfort for a while, and she intends to set up shop as a mage for hire. (See **Va. 13; Kl. 20.**)

Thaumont 1: Thyatian Prisoners Released

Location: Ekto, Isle of Dawn.

Description: Pharaoh Ramenhotep XXIV orders the release of all Thyatian troops held at Ekto Keep. They're given ox carts and supplies to make the trek to the Fortress of Kendach, 360 miles away. (See **Va. 16; Tb. 2, Ya. 27.**)

What This Means: Although this will strengthen Kendach's troops by 3,000 soldiers, Ramenhotep hopes the gesture will weaken any Thyatian resolve to drive Thothia back from the disputed territories. As the released prisoners spread word of the terrible forces the Thothians threw at them in battle and the decent treatment they received when they surrendered, other Thyatian soldiers may lose their appetite for fighting Thothia.

Thaumont 1: Pharaoh Confronts Traitor

Location: Town of Lothar, Hollow World.

Description: Dressed in ceremonial garb and accompanied by his guards, Pharaoh Ramose IV marches through Lothar—to the astonishment of the townsfolk. Within the large wooden building he has set up as office and town hall, Uart-neter Semsu is terrified to see the Pharaoh looming before him. He mutters a quick prayer to Rathanos.

Ramose, summoning all of his haughtiness and arrogance, denounces Uart-neter's acts of theft, disobedience, deceit, and intent to cause

the death of his Pharaoh. By the time Ramose is done, Uart-neter Semsu is grovelling at the Pharaoh's feet, begging for mercy.

Ramose's anger is great; the Pharaoh considers putting Uart-neter Semsu to death here and now. But then the thought of Queen Tafiri, executed on his orders in just such a tirade, softens the Pharaoh's mood. The next words Ramose speaks astonish himself almost as much as Uart-neter Semsu.

"I offer you pardon, Uart-neter Semsu, on the following conditions. You will swear never to plot against my life again, nor to allow others to threaten my person should you learn of such a plot. You shall continue to develop this land as a nation, but shall recognize the Pharaoh of Nithia as your sovereign lord and faithfully render taxes and assistance as any King of Nithia would. And, if you ever held me in regard or offered me genuine friendship, you shall do so again." (See **Va. 22; Tb. 2.**)

What This Means: While Ramose knew he was taking a chance by simply marching into town, he counted on the awe most Nithians feel for their Pharaoh to protect him, and it worked.

Uart-neter Semsu was shaken by the Pharaoh's sudden appearance. He had convinced himself that the Pharaoh had lost the patronage of the Immortal Rathanos, and was hence no more powerful or invulnerable than any mortal man. With Ramose's apparent return from the dead, it seems clear that the Pharaoh is under Immortal protection. Uart-neter Semsu will be more than happy to comply with the Pharaoh's demands.

Thaumont 2: Pirates Hunt Thothian Ships

Location: Eastern Sea of Dawn.

Description: Thothian naval patrols sailing the seas around the Isle of Dawn's eastern point clash with pirate ships prowling the area. Encounters are particularly prevalent in the seas just north of the Alatian Islands. Concerned that these pirate attacks may precede a thrust by the Thyatian naval forces occupying the Alatian Islands, Pharaoh Ramenhotep XXIV orders two more naval divisions into the area. (See **Th. 1; Ya. 27.**)

What This Means: Baron Uthgaard McRhomaag of Caerdwicca is doing his part to aid Thyatis by encouraging his piratical friends to concentrate on Thothian vessels.

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Thaumont 2: Ramose Sends Word

Location: Town of Lothar, Hollow World.

Description: Upon learning from Uart-neter Semsu that Nithia thinks him dead, Pharaoh Ramose IV arranges to send word to Senkha that he is still alive. Ramose's message declares his undying love for his Queen and asks her help with a plan he's conceived—to use the false reports of his death to ferret out his enemies and all who would scheme and plot to rule Nithia. (See **Th. 1; Ya. 2.**)

What This Means: In his months of hardship on the frozen tundra, Ramose IV had time to reflect on his life and the mistakes he's made. He came to realize that he loves Senkha as much as he ever loved Queen Tafiri. Of all the people he left in Tarthis, Senkha is the only one he feels he can truly trust.

What the PCs Can Do: The PCs may act as Ramose's messengers. The Pharaoh charges them with delivering his message to Senkha in utmost secrecy and with learning everything they can of Nithia's reaction to the news of the Pharaoh's death. Ramose wishes to learn who allied with whom in the struggle for power he assumes must have followed the news. This is a difficult task—the Immortals of Entropy will work behind the scenes to delay or stop Ramose's messengers.

Thaumont 3: Princess Ark Limps into Port

Location: Haaken Estate, Floating Ar.

Description: The *Princess Ark* limps into port at Haldemar's family estate. Since the attack two weeks ago, Beryllith has grown increasingly weary. Worse, the *Princess Ark's* once-gleaming hull is showing signs of rot and decay. Haldemar fears his skyship is succumbing to some magic spell unfamiliar to him. He makes Beryllith as comfortable as possible in a skyship cradle, and sets himself and his crew to making what repairs they can. (See **Va. 12; Tb. 18.**)

Thaumont 4: Legionnaires Infected

Location: Thyatis City, Thyatis.

Description: An outbreak of mummy rot among the 1st Imperial Cohort threatens to cripple the Emperor's own guards. But the joint efforts of priests from the High Temple of Vanya and clerics of the Church of Karameikos bring the disease under control before it devastates the cohort's ranks. (See **Va. 27; Tb. 15.**)

What This Means: An epidemic of mummy rot among the Thyatian Legionnaires would cripple the Thyatian military, which is also the Empire's police force. Riots and rebellions that still seethe under the surface of Thyatian society would be nearly impossible to suppress or contain if the Legionnaires lost any significant portion of their strength.

What the PCs Can Do: Player characters attached to the Thyatian military may be asked to investigate the cause of the outbreak. It may have been a simple (but deadly) mistake on the part of an Imperial Baker—baking bread with contaminated wheat that was supposed to be destroyed. Or it may be a case of sabotage by Thothian agents or by Thyatian rebels.

Thaumont 6: New King in Surshield

Location: Spearpoint, Surshield, Bellissaria.

Description: In a lavish ceremony today, clerics of the Immortal Alphatia crown Rolando Rutherford King of Surshield. (See **Va. 13; Fl. 14, Fl. 19.**)

What This Means: Shortly after Queen Gratia fled Spearpoint, Commander Broderick's naval forces ringed Spearpoint's harbor and demanded the nation's surrender. (Messages secretly sent to government officials and military officers throughout the previous week helped convince Surshield's leaders to comply.) Rolando Rutherford was a general in Surshield's army whom Broderick judged would make an excellent king, especially as he already had the loyalty of the military forces.

Thaumont 9: Diplomat Arrives

Location: Rafielton, Aengmor.

Description: A member of the DDC (Darokin Diplomatic Corp) arrives in Rafielton today and requests a meeting with Princess Tanadaleyo. When the Princess finally grants the meeting, the diplomat inquires as to the intent behind the sudden military activity in the lands between Aengmor and the Broken Lands.

The Princess suggests the ambassador should mind his own business and orders a group of shadow elves to escort the ambassador and his entourage to Aengmor's southwestern border. (See **Va. 26; Fl. 1, Fl. 3.**)

What This Means: Darokin doesn't wish a military confrontation with the shadow elves, and will continue to attempt to resolve the situation with diplomacy. Meanwhile, the DDC's

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spies comb Aengmor, northern Darokin, and even the Broken Lands in an attempt to discover the extent and nature of the shadow elves' activities.

Thaumont 10: Spring Break Begins

Location: Glantri City, Glantri.

Description: On the first day of Spring Break, gleeful students of the Great School of Magic rampage through Glantri City. They toss *flaming sphere*, *shatter*, and *fireball* spells at the canals to break up the ice. The pyrotechnics and wild parties continue for a week.

What the PCs Can Do: Spring Break is an interesting time to be in Glantri City. Rowdy students get into more mischief than is good for them, and there's always some young hotshot mage wanting to demonstrate his magic skills on passersby. Just staying out of trouble during Spring Break can be an adventure.

Thaumont 11: Mercantile Machinations

Location: City of Darokin, Darokin.

Description: The House of Arden, a minor trading house in Darokin City, today announces an auction to be held in the Merchant's Guild Hall on Thaumont 18th. The item to be auctioned is a map of a hitherto unknown route to the top of the Atruaghin Plateau via caves and tunnels within the Plateau. According to the House of Arden, the route can accommodate pack mules and contains no insurmountable obstacles or dangers. Invitations have been sent to the nine Great Houses and to a dozen or so lesser mercantile Houses. (See *Tb. 18.*)

What This Means: If the map and the route to the Atruaghin Plateau are genuine, this is a prize worth fighting for. Darokinian merchants lost the lucrative trade with the Atruaghin Plateau in AC 1010, when the "Elevator" that provided the sole means of access was destroyed. Since then, the Bear Clan has shown no interest in resuming trade with Darokinian merchants. If the Clans didn't have to expend their time and resources rebuilding the "Elevator," perhaps they would resume trade.

What the PCs Can Do: Merchant houses interested in bidding on the map will want to verify its existence and, if possible, its accuracy. PCs may be hired to discover where the House of Arden is keeping the map. Depending on how fairly the PCs' employers wish to play the game of intrigue, they may ask the PCs to steal

the map or to copy it and investigate the route. Meanwhile, agents of other houses will be busy trying to get the map for themselves, while the House of Arden fiercely protects it.

The map is genuine, and the route is viable (although there are a few underground dangers to be overcome before it will be truly safe). But the map shows only the route within the plateau—it doesn't show the entrance to the cave complex. That information is known only to the head of the House of Arden and to their five employees who discovered the route; it has never been written down. The PCs will have to be clever to discover the entrance.

Thaumont 12: Disciples Flock to Prophets

Location: Karakandar, Peshmir, Sind

Description: Anand Brishnapur and Sitara Rohini, now residing in the city of Karakandar, have been approached by nearly half a dozen Sindhis asking to hear the teachings of the Immortal Gareth. The people of Karakandar refer to these students as *chelas*—disciples. They call Anand and Sitara *gurus*—spiritual masters. (See *Nu. 16; Ka. 2.*)

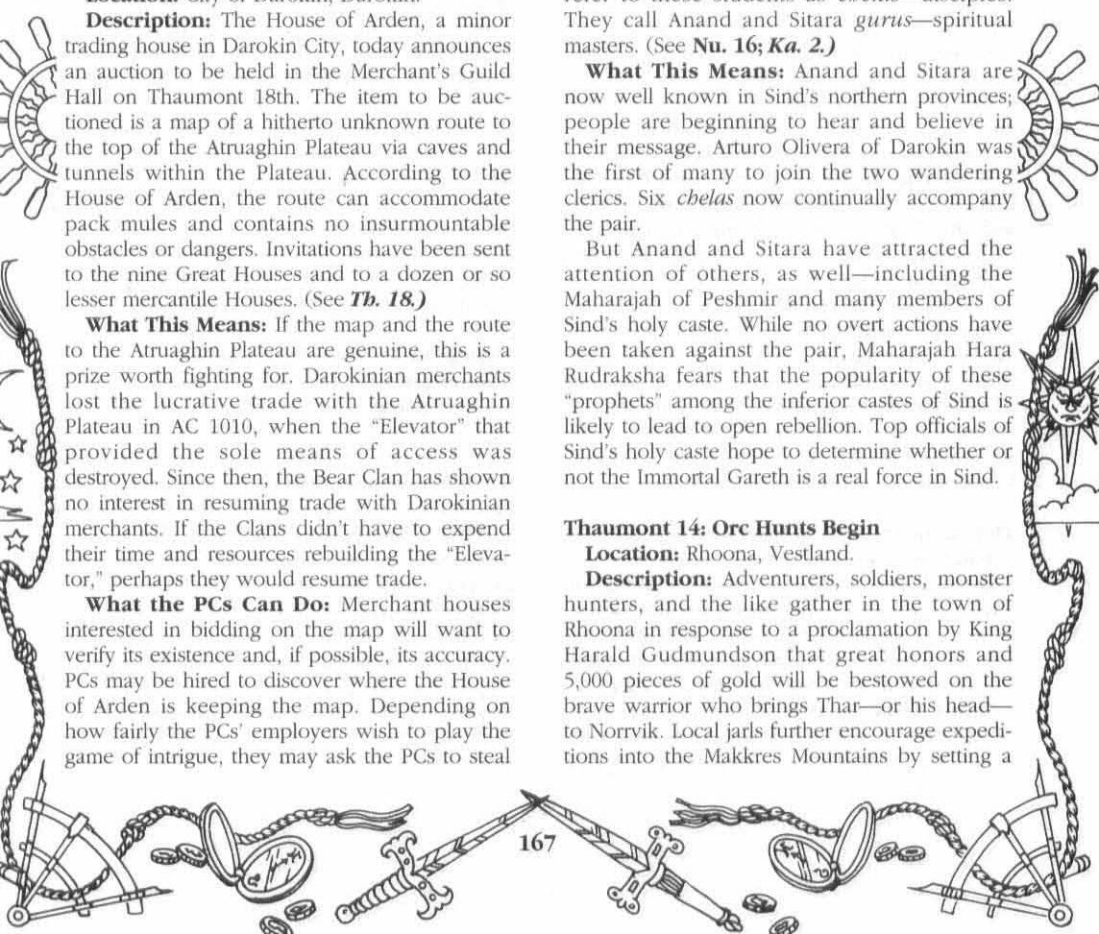
What This Means: Anand and Sitara are now well known in Sind's northern provinces; people are beginning to hear and believe in their message. Arturo Olivera of Darokin was the first of many to join the two wandering clerics. Six *chelas* now continually accompany the pair.

But Anand and Sitara have attracted the attention of others, as well—including the Maharajah of Peshmir and many members of Sind's holy caste. While no overt actions have been taken against the pair, Maharajah Hara Rudraksha fears that the popularity of these "prophets" among the inferior castes of Sind is likely to lead to open rebellion. Top officials of Sind's holy caste hope to determine whether or not the Immortal Gareth is a real force in Sind.

Thaumont 14: Orc Hunts Begin

Location: Rhoona, Vestland.

Description: Adventurers, soldiers, monster hunters, and the like gather in the town of Rhoona in response to a proclamation by King Harald Gudmundson that great honors and 5,000 pieces of gold will be bestowed on the brave warrior who brings Thar—or his head—to Norrvik. Local jarls further encourage expeditions into the Makkres Mountains by setting a



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bounty of 1 gp on the head of every orc or troll of fighting age. (See **Nu. 27**; **Fa. 16**.)

What This Means: Rumors finally reached King Harald that Thar, onetime King of the Broken Lands and notorious orc leader, was now stirring up trouble in the Makkres Mountains. Orc hunts will be a favorite pastime in Vestland throughout the year.

What the PCs Can Do: PCs may join existing groups heading for the mountains or they may wish to mount their own expedition. PCs of fairly low level must content themselves with raiding a few orc lairs here and there; Thar and his army of highly trained humanoids are too tough for all but the most experienced adventurers to handle.

Thaumont 15: White Horse Ceremony

Location: Bargha, Ethengar.

Description: The highest shamans in Ethengar gather today to perform the ceremonies needed to ensure good luck, prosperity, and a healthy increase among the Khan's herds. The ceremonies traditionally involve the sacrifice of a sacred white horse, but the shamans break with tradition this year. Instead of a sacrificial knife, the shamans offer the stallion fruits and grains. At the end of the ceremony, the horse is let loose on the plains. (See **Va. 1**; **Sv. 21**.)

What This Means: Last year, the white stallion chosen as a sacrifice escaped its hobbles and ran off. It's been wandering the grasslands of Ethengar since then, accompanied by an Ethengarian honor guard determined to keep it safe—and to observe its every action for the shamans to interpret. Since the year was one of the best Ethengar has seen in the past decade (there was no plague, war, or famine and the Khan's herds increased by 20 percent) the shamans have decided to let the sacred white stallion live another year, that it may continue to guard the Khan's herds in the flesh.

Thaumont 15: Rain in Canolbarth Forest

Location: Canolbarth Forest, Aengmor.

Description: Shadow elves of Aengmor rejoice as the skies open up in the first downpour the Canolbarth Forest has seen in years. The rains last an hour, giving way to sporadic showers for the next few days. (See **Ei 20**.)

What This Means: When the elves of Allheim fled Canolbarth Forest, they took with them their secrets of the weather-magic that

kept the forest healthy. Since then, regional storms that bless Darokin and Karameikos with rain or snow rarely drop more than a token amount of precipitation on the shadow elves' new nation.

In AC 1010, the shadow elves requested help from elves in distant Norwold. Elven mages from both Norwold and Rafielton tested their weather magics last year, but produced only fine mists and disappointingly brief showers. This time, they cast their magic at the same time that natural storms appear over southeastern Darokin—and it works.

Thaumont 15: Death Toll Calculated

Location: Thyatis City, Thyatis.

Description: The Imperial Census Bureau presents the results of its study on the effects of famine, riots, and mummy rot on the Thyatian populace to the Imperial Senate today.

The news is not good. In Thyatis City, 40,000 people have died of famine; 55,000 have died of mummy rot; another 15,000 have died by violence due to rioting and rebellion. In the countryside, famine has taken more lives than mummy rot, but both are expected to worsen. The Bureau estimates an overall loss of 10 percent of the population on mainland Thyatis so far, due to the famine and disease caused by the blight on Thyatis's wheat crops. The Bureau representatives warn the Imperial Senators that, unless something is done soon to eradicate the disease and end the famine, the death toll could well rise to nearly 20 percent of the Thyatian populace. (See **Th. 4**; **Tb. 19**, **Fl. 2**.)

Thaumont 18: Auction in Darokin

Location: City of Darokin, Darokin.

Description: The House of Arden auctions off a valuable piece of parchment today. The Toney House, a great merchant house of Darokin, purchases the prize for the incredible sum of 100,000 gold daros. (See **Th. 11**.)

What This Means: The Toney House suffered greatly in the war with the Desert Nomads seven years ago, and the family barely escaped Akorros with their lives when that city fell to the invaders from Sind. Since Darokin drove the Desert Nomads back, the Toney House has been instrumental in restoring domestic trade within western Darokin. They were also one of the first merchant houses to reestablish trade with Sind. The Toney House

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experienced another setback when trade with the Atruaghin Clans on the plateau was cut off in AC 1010. They hope to recover that trade with the help of the map.

What the PCs Can Do: Now that the Toney House has the map, they'll want reliable adventurers to verify the underground route to the plateau. Meanwhile, other houses will attempt to get the information themselves (there may even be multiple copies of the map involved at this point, especially if the original was stolen during the previous week) or to keep the Toney House from profiting from their investment.

Thaumont 18: The *Princess Ark* Leaves Ar

Location: Haaken Estate, Floating Ar.

Description: The *Princess Ark* sets sail from Floating Ar today. Her destination is the city of Skyfyr in Blackrock on the Esterhold Peninsula. Prince Haldemar hopes an old friend of his, Favian Vern, will be able to help him reverse the effects of the unknown magic that continues to spread rot and decay through the *Princess Ark*. According to a mutual friend in Floating Ar, Favian Vern survived the war and is now living in Skyfyr. (See **Th. 3; Fl. 11.**)

What This Means: Haldemar has been able to determine that the *Princess Ark*—and Berylith—is suffering from some sort of death magic that's causing her to age at a tremendous rate. Haldemar doesn't have the necessary knowledge or resources to halt the *Princess Ark's* decline, although he has managed to slow it. He and his crew have made what repairs they can, but the *Princess Ark* is far from her best.

Favian Vern was a skyship enchanter before being called to the priesthood of Razud. Haldemar hopes his friend's combined knowledge of skyships and priestly magic will provide the answers he needs.

Thaumont 19: Eusebius Addresses Citizens

Location: Thyatis City, Thyatis.

Description: Prince Eusebius addresses a large crowd of Thyatian citizens from the steps of the Senate Building today. He informs them that, contrary to rumors circulating throughout the city, Emperor Thincol is still alive. However, Eusebius admits that the Emperor is gravely ill. He assures the crowd that he himself will take the reins of government and lead

Thyatis through recovery from recent crises to greatness and glory once more.

His reception is mixed—some citizens cheer while others boo and hiss. (See **Th. 15; Fl. 15.**)

What This Means: Emperor Thincol lies on his deathbed. Since being cursed by the Immortal Vanya in AC 1010, Thincol's health has steadily declined. In Kaldmont of last year, he suffered a stroke and has been bedridden since. Prince Eusebius has been campaigning to gain support in the Senate and among Thyatian nobles, knowing that he may soon be Emperor. Although there is no question that Eusebius is Thincol's heir, some senators question whether Thyatis needs an Emperor.

Thaumont 23: Assault on Oenkmarr

Location: Oenkmarr, Broken Lands.

Description: The humanoids of Oenkmarr are astonished and terrified by a sudden rain of stones falling on their city. Some stones are large enough to kill or to do significant damage to any building they hit. Xilochtli, the High Priest of Atzanteotl and ruler of Oenkmarr, orders the city's Flying Terror squad of soldiers into the air. Within minutes, 50 orcs and 25 goblins mounted on skinwings (flying beasts similar to pterodactyls) launch themselves into the steam-filled cavern to investigate the falling rocks.

The barrage of stones stops as suddenly as it started. In its place, hundreds of strong cords drop down to dangle above the city streets and buildings. As the humanoids gaze in wonder at this new sight, dwarf warriors rappel down the ropes and drop into Oenkmarr. The city erupts into chaos. The Flying Terror squad wreaks havoc on successive waves of dwarf warriors rappelling down the ropes while the Defenders of Oenkmarr's ground forces attack those that reach the city.

Within an hour of the first assault, the lava currents carry Oenkmarr beyond the reach of the ropes dangling from the cavern's ceiling. Nearly a thousand dwarves are now in Oenkmarr, but they face 2,000 trained humanoid warriors determined to defend their city. The fighting will be long, hard, and bloody. (See **Va. 15; Tb. 24.**)

What This Means: The dwarves first discovered Oenkmarr on Felmont 14 of AC 1010. At the same time, they also discovered rich veins of gold in the caverns around the humanoid

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city. This sparked a combined gold rush and military invasion with the twin goals of getting the gold and destroying the humanoid city. The dwarves' invasion was briefly interrupted by the Clan Wars in Rockhome, but the dwarves returned to their task in Yarthmont of AC 1011.

At first, they laid siege to the city in an attempt to starve the humanoids out. It took months to explore the surrounding caverns and tunnels and set up guards and patrols to ensure that nothing could get into or out of Oenkmarr's lava-flooded cavern without the dwarves knowing. But that had little effect on the humanoids of Oenkmarr; the floating city is self-sufficient. Many of the humanoids are shamans or clerics of Atzanteotl and can use their Immortal-granted spells to feed the city's inhabitants.

Earlier this year, the commanders turned their attention to direct attacks on Oenkmarr. This proved difficult; the city floats on a lake of lava in an enormous cavern perpetually filled with steam. Early tests with magical *lava rafts* (laboriously created by dwarf priests and craftsmen) were promising, but the *lava rafts* proved unreliable when used for more than a few passen-

gers at a time. Two months of scrupulous planning and preparation—including carving holes in the cavern's ceiling—preceded the current attack.

Meanwhile, dwarves continued to mine the gold and other precious metals and gems in nearby caverns. There have been many skirmishes with Broken Lands humanoids, and a few full-scale attacks by humanoid tribes intent on driving the dwarves out of their territory. But the humanoids, lacking a strong leader since Thar left the Broken Lands, are too busy bickering among themselves to pose a serious threat.

What the PCs Can Do: Player characters may take part in the assault on Oenkmarr or remain in the surrounding caverns, guarding against other humanoids in the Broken Lands.

Thaumont 24: Reinforcements Arrive

Location: Oenkmarr, Broken Lands.

Description: As the city of Oenkmarr passes under the dwarf-carved holes once more, the assault on the humanoid city begins anew. A thousand more dwarves rappel into Oenkmarr



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(new ropes replacing those cut or burned by the city's flying forces), as squads of skinning riders and humanoid archers wreak as much havoc as they can during the dwarf warriors' descent. (See **Th. 23**; **Tb. 27**.)

What This Means: The lava currents carry Oenkar on a slow, clockwise, circular path about six miles in diameter. A full circle takes about 18 hours, so the dwarves can attack the city from above once every 18 hours. In addition to roughly 2,000 dwarf miners and adventurers, there are 5,000 trained dwarf soldiers from Rockhome's standing army gathered in the Broken Lands. But as most of this force waits in the caverns above for an opportunity to assault Oenkar, the dwarves' losses in Oenkar will be horrific.

Thaumont 27: *Farseeker* Sets Sail

Location: North Polar Ice Pack, Outer World.

Description: As the edges of the north polar ice pack begin to thaw, the Karamaikon exploration vessel *Farseeker* breaks free of the ice and heads for Qeodhar. (See **Va. 11**; **El. 28**.)

What This Means: The *Farseeker* left Karamaikos in Klarmont of AC 1010. Once they reached the northern ice pack, seven expedition members remained with the *Farseeker* while the others took supplies and dog sleds onto the ice. The last communication the *Farseeker* received from the expedition was a message via a *scroll of communication* on Fyrmont 4 of AC 1011. (*Scrolls of communication* are enchanted scrolls that come in pairs; anything written on one scroll appears magically on the other. The message disappears on command.)

With that message, the expedition leader claimed to have found the north polar opening. He reported it to be enormous beyond belief. The expedition party had found itself in darkness as the sides of the polar opening blocked the light of the sun. The leader also reported his decision to press on to attempt to verify the inner sun of the Hollow World.

It's been nearly eight months since that message; the captain of the *Farseeker* fears the expedition lost. The crew leave the last of their spare supplies in a shelter, along with another *scroll of communication* for which they keep the mate. They hope the lost expedition members will find the supplies and the scroll, and

use it to summon the *Farseeker* from Qeodhar.

Thaumont 27: Fighting Continues

Location: Oenkar, Broken Lands.

Description: By now, four thousand dwarf warriors have inflicted heavy casualties on the humanoid defenders in Oenkar. The humanoid city's trained force of two thousand warriors has been cut to 500; many humanoid civilians fighting for their city have also lost their lives. Able Oenkarians (discounting the very young, the very old, and the infirm) number nearly ten thousand. The brutal fighting continues. (See **Th. 24**; **Fl. 1**.)

What This Means: Humanoids have long been the bane of Rockhome's dwarves. The warriors here are committed to eradicating Oenkar's inhabitants to ensure the humanoid city can never become a powerful force in the Known World. Nearly a thousand dwarves perished in the perilous descents into the city; another thousand have died in ground fighting. The remaining dwarves fight for honor, the safety of the civilized world, and for gold.

Thaumont 28: Ambassadors in Skyfyr

Location: Skyfyr, Blackrock, Esterhold Peninsula.

Description: An ambassadorial delegation sent by Emperor Zandor arrives in Skyfyr today. They apologetically explain to King Xanthus that Zandor assumes the people of the Esterhold Peninsula have recognized him as the true Emperor of the New Alpathian Empire and that he expects annual tribute from the nation of Blackrock. The ambassadors warn the king that Zandor is acting a little irrationally and may very well order an invasion of Esterhold if his expectations aren't met.

The ambassadors find themselves locked in King Xanthus's dungeons for their troubles. (See **Fl. 19**, **Kl. 8**.)

What This Means: The very existence of the Alpathian colonies on the Esterhold Peninsula had escaped Zandor's mind for two years. But now that he's remembered the Alpathian kings and commoners on the peninsula, he fully expects them to become part of his New Alpathian Empire.

King Xanthus, in the meantime, has no intentions of giving up his independence—he's enjoying his free rein over Skyfyr and its surrounding terrain entirely too much to let a half-mad "Emperor" spoil it all.

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Flaurmont, AC 1012

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 Birth-day (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: Defense League Meets

Location: Selenica, Darokin.

Description: Representatives from member nations of the Western Defense League—Darokin, the Five Shires, Karameikos, Rockhome, and Ylaruam—meet in Selenica today. The meeting's agenda includes the alarming activity of the shadow elves, a proposal for a free trade agreement among member nations, a course of action concerning the Empire of Thyatis, and the athletic games scheduled for Fyrmont 15 through 28. (See **Th. 9, Th. 27; Fl. 2.**)

What This Means: The Western Defense League formed in AC 1010 in response to the potential threats of Thyatis in the east and the Desert Nomads in the west. The five member nations agreed to mutual aid in times of grave crises or war. Since that historic agreement, League members have considered other areas of cooperation. Darokin proposed annual League-sponsored athletic and military games—with athletes invited from the world over—to promote peace and an exchange of knowledge and culture. Karameikos recently proposed a free trade agreement (removing tariffs and trade restrictions) between member nations.

But the most pressing business at hand is the shadow elves' disturbing activity. The Rockhome representative reports numerous attacks on a dwarf mining operation in the Broken Lands. (He neglects to mention the existence of Oenkmar, a fact that does not escape the Darokin representative, whose ties with the Darokin Diplomatic Corps grant him access to all sorts of information.) By the end of the day, the representatives agree to coordinate intelligence gathering efforts and to prepare for a possible military response to the situation.

Flaurmont 2: Talks Continue

Location: Selenica, Darokin.

Description: During today's meeting of the Western Defense League, the Rockhome representative announces startling news: dwarves of Rockhome are currently assaulting a city of humanoids deep beneath the Broken Lands.

The dwarf describes a city of incredible architecture, floating by virtue of some unknown magic on a lake of lava. He promises full disclosure by dwarf scholars—once study of the city begins—in return for military assistance from the League. He makes it very clear, however, that the city itself—and any artifacts within it—are to belong to Rockhome, and will be viewed as payment for the dwarves' lives lost in taking the city. (See **Fl. 1; Fl. 3.**)

What This Means: Last night, the Darokin diplomat took the dwarf representative aside to suggest more honesty in upcoming meetings. The news of Oenkmar comes as a surprise to Ylaruam, Karameikos, and the Five Shires. But even Darokin hadn't known the dwarf offensive had started in earnest. The situation makes the other representatives uneasy—especially as the dwarves had withheld this vital information for so long. They send word to their respective governments requesting instructions.

Flaurmont 2: Imperial Granaries Robbed

Location: Thyatis City, Thyatis.

Description: Troops in charge of transporting grain from the Imperial Granaries to the Imperial Bakeries are mystified to discover the main granaries empty of every sack of grain. The granaries are under heavy guard (measures adopted during recent riots), but the guards claim to have seen and heard nothing. The only clues are some rat droppings and bits of fur left behind. (See **Th. 15; Ya. 18.**)

What This Means: Wererats from the Big City of wererats deep beneath Thyatis stole the grain with the help of some *silence* spells cast by wererat shamans. The wererats are desperately hungry, as the garbage they relied upon from the city is now eaten by the famished Thyatian citizens.

What the PCs Can Do: Player characters may be sent to investigate the theft; they could discover the new tunnel that leads to the Big City of wererats deep beneath Thyatis. The wererats will be determined to destroy the PCs before word of the Big City gets out.

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Flaurmont 3: Shadow Elves Attack

Location: Lower Broken Lands.

Description: Dwarves in the tunnels surrounding Oenkmarr's cavern come under attack by shadow elves. Fighting is fierce, as 1500 shadow elves attempt to drive a thousand dwarves from the area. The dwarves fight with determination, knowing that the combined forces of shadow elves and humanoids would be enough to drive the dwarves from Oenkmarr. Meanwhile, enterprising humanoids from nearby tribes pick off stragglers and steal their weapons and armor. (See **Th. 9, Fl. 2; Fl. 5.**)

What This Means: The dwarves assume the elves are here to relieve Oenkmarr's defenders from the assault. The elves of Aengmor consider Oenkmarr rightfully theirs and have come to drive out both the dwarves and the humanoids. This is the first wave of shadow elves to arrive; more are on the way.

What the PCs Can Do: If the PCs are scouting for any of the nations curious about the situation in the Broken Lands, they'll want to get word of this latest development back to their employers as quickly as possible.

Flaurmont 4: Prince Kol Protests "Invasion"

Location: Glantri City, Glantri.

Description: Prince Kol, speaking before Glantri's Council of Princes, protests the invasion of New Kolland by "hooligans" bent on hunting down new species of monsters. The trouble is that many don't seem entirely clear on the definition of new, and have been harassing honest citizens of the Principality.

Kol demands restitution and the enactment of a law protecting New Kolland's inhabitants from this invasion. Kol's proposed solution includes a registration and permit process intended to regulate monster hunts.

The Council agrees to outlaw unauthorized forays into the Great Crater. The issue of restitution is another matter; they argue all day over the validity of Kol's claims. The Princes finally agree to turn the matter over to Parliament, where the various nobles of Glantri can dicker over which claims will be honored and which will be disallowed. (See **Va. 18.**)

What This Means: Ever since the introduction of the spitting worm to Glantrian scholars at the Monster Fair, mages and scholars and



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adventurers have overrun the Great Crater in search of other new monsters. Some of Kol's claims for damages are exaggerated, however.

What the PCs Can Do: PCs adventuring in the Great Crater must apply for permits (and pay high fees!) if they wish to hunt monsters legally.

Flaurmont 5: Malachie Receives News

Location: Morlay-Malinbois, Glantri.

Description: Prince Malachie's spies have recently uncovered some very interesting information. According to the private records of Lady Margaret of Fenswick's personal physician, the dear lady was barren; Princess Dolores Hillsbury could not possibly be her daughter. His suspicions confirmed, Prince Malachie sets his spies to the task of discovering who Princess Dolores *really* is. (See **FL 27**.)

Flaurmont 5: Victory in Oenkmarr

Location: Oenkmarr, Broken Lands.

Description: Battle-weary dwarves in the city of Oenkmarr are surprised today when a company of humanoids approach their command post waving a white flag. The group's leader, a hideously ugly man, introduces himself as Angus McClintock, a human mage. He explains the citizens of Oenkmarr will surrender if they are assured they may keep their lives. He then launches into a speech about the high degree of civilization reached by the Oenkmarians, indicating the magnificent architecture all around them to prove his point. He begs the dwarves not to destroy the Oenkmarians and all that they stand for.

The dwarf commander accepts the surrender and promises no more harm will come to the city or its citizens. (See **FL 3**; **FL 6**.)

What This Means: This sudden turn of events is in response to the loss of two key Oenkmarr leaders: Lord Zotl, commander of the Defenders of Oenkmarr, who fell in battle yesterday, and Xilochtlil, High Priest and ruler of Oenkmarr. In a dream last night, the Immortal Atzanteotl told Xilochtlil to flee Oenkmarr. The old orc did so, taking with him the Great Temple's sacred *blue knife* (a *dagger* +1). (Atzanteotl hopes that if the shadow elves regain Aengmor, some will worship him once more.) With the sudden disappearance of their High Priest and the collapse of the military, Oenkmarr's citizens decided to surrender.

Angus McClintock was once Professor Emeritus at the Great School of Magic in Glantri. (He failed to mention that, since the dwarves of Rockhome hate Glantrian mages even more than they hate humanoids). He has lived in Oenkmarr, studying the city and its inhabitants, for decades. He's unaware of the city's true history, and believes the history taught by Oenkmarr's priests—that the ancestors of the humanoids of Oenkmarr built the city.

Flaurmont 6: Dwarves Request Help

Location: Selenica, Darokin.

Description: During today's League meetings, Rockhome's representative describes a grim situation in the Broken Lands: Shadow elves are pouring into the area, seriously threatening the dwarves' position there. He requests immediate military assistance from the League's member nations, warning that a possible alliance between the shadow elves and the humanoids of the Broken Lands poses a threat to the entire Known World.

The representative of Darokin offers the opinion, based on intelligence gathered by Darokin forces, that the shadow elves are intent on the same goal as the dwarves—the capture of Oenkmarr. He adds that there is evidence the elves believe Oenkmarr to be an ancient city sacred to their beliefs, and that there is no evidence of any pending alliance between the elves and the humanoids. However, he agrees with the need for military action in this matter, regardless of the shadow elves' motives. Their disrespect for Darokin's borders (evidenced by shadow elf troops tramping across Darokin) cannot be tolerated.

The other representatives agree to request aid from their respective governments to curtail the shadow elf menace. (See **FL 5**; **FL 8**.)

What This Means: The dwarf representative does not yet know that the dwarf forces control Oenkmarr. Nevertheless, the situation in the tunnels surrounding the lava-filled cavern is grave; the shadow elves have nearly overrun the dwarf defenders. More troops are on the way from Rockhome, but they will not arrive for another five days.

Flaurmont 7: Ambassadors in Freiburg

Location: Freiburg, Heldannic Territories.

Description: Ambassadors from Norwold meet with Wulf von Klagendorf, High Cleric of

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Vanya, in Freiburg today. They deliver a message from their King: if Heldannic troops attack Alpha or press farther north than Oceansend, the people of Norwold will fight fiercely to defend their land. Von Klagendorf replies that the Heldannic Knights shall do as their patron Immortal desires—which does not, at the moment, seem to include an attack on Alpha.

What This Means: Although nominally a single nation, Norwold has never been more than a collection of allied communities that mostly ignored one another. With Norwold's communities and resources scattered over a large area, the Heldannic Knights found it relatively easy to annex Landfall in AC 1010 and to conquer Oceansend in AC 1011. King Ericall hopes to retain what little is left of Norwold—the lands around the Great Bay by Alpha.

Von Klagendorf hopes to strengthen the Heldannic Knights' position as an active power in the Known World. Although he would like to claim all of Norwold for the Heldannic Territories, he's willing to bide his time. He's especially interested in seeing what comes of Thyatis's troubles; if the Empire crumbles he intends to add the northern tip of the Isle of Dawn to his territory.

Flaurmont 8: Shadow Elf Assault

Location: Oenkmarr, Broken Lands.

Description: Shadow elf warriors today drive back the dwarves defending the entrances to Oenkmarr's cavern. Meanwhile, other shadow elves assault Oenkmarr itself, using magic and skinwings brought up from their lands deep underground. (See **Fl. 6; Fl. 9.**)

What This Means: The dwarves in Oenkmarr, not yet recovered from their week-long fight with the humanoids, must now face an all-out assault by fairly fresh troops. The shadow elves are better trained than the humanoids the dwarves defeated, and include many mages in their ranks. The dwarves are now fighting for their lives as well as for possession of Oenkmarr.

Flaurmont 9: Unlikely Alliance

Location: Oenkmarr, Broken Lands.

Description: Faced with a powerful army of shadow elves, the dwarf commander in Oenkmarr comes to a daring decision. In hurried talks with Angus McClintock and high-ranking Oenkmarians, he proposes an alliance

between the dwarf troops and the citizens of Oenkmarr. Only together can they repel the shadow elf invasion. Dwarves and humanoids are soon fighting side by side against the shadow elves. The combination of the dwarves' military tactics and the humanoids' knowledge of their city prove enough to drive off the attackers. (See **Fl. 8; Fl. 11.**)

What This Means: This alliance is born of a combination of brilliance and desperation. Angus McClintock helps convince Oenkmarr's leaders that cooperating with the dwarves is the only way to survive. In return, the dwarves' commander agrees to extend more favorable terms to the Oenkmarians. He even promises to discuss the possibility of the Oenkmarians keeping their city (although Rockhome will insist on undisputed mineral rights to the surrounding area).

Flaurmont 10: Mission of Revenge

Location: Seashire, Five Shires.

Description: Jaervosz Dustyboots, Sheriff of Seashire and War Leader of the Five Shires, announces his resignation. He recommends Joam Astlar as the new War Leader, citing his heroic efforts in the war against the Black Eagle. (See **El. 8.**)

What This Means: Jaervosz has vowed to bring Ludwig von Hendriks back to the Five Shires to face execution. The halflings of Seashire will need to elect a new sheriff; Joam Astlar will be officially named War Leader of the Five Shires.

What the PCs Can Do: Jaervosz will welcome any halfling heroes (especially halfling clerics) who ask to accompany him on his hunt for the Black Eagle. Jaervosz intends to use a combination of magic (consulting with wizards and priests with access to *crystal balls* or *divination*) and scouting to find the Black Eagle. There are rumors that the Black Eagle has been seen in the Broken Lands, and Jaervosz wants to investigate them.

Flaurmont 11: Troops Arrive

Location: Tunnels surrounding Oenkmarr, Broken Lands.

Description: Relief troops from Rockhome converge on the disputed territory around Oenkmarr. They provide welcome relief to the beleaguered dwarves, who have been pinned down by shadow elves since Flaurmont 8. The

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shadow elves find themselves driven back in numerous skirmishes through the cramped passageways and caverns beneath the Broken Lands. (See **Fl. 9**; **Fl. 23**.)

Flaurmont 11: *Princess Ark* at Skyfyr

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: The *Princess Ark* puts in at Skyfyr today. Prince Haldemar arranges a berth in Skyfyr's skyship yards—easily done, as skyship traffic has dropped to almost nil since the war. He then sets out to find his friend, Favian Vern. To his dismay, Haldemar learns that Favian is currently being held by King Xanthus of Blackrock on charges of treason. His inquiries attract the unwanted attentions of Skyfyr's city guard, who seem suspicious until Haldemar laughingly tells them that Favian Vern owes him money. (See **Th. 18**; **Fl. 12**.)

What This Means: Haldemar needs Favian Vern to help him save the *Princess Ark*. But before he takes any further action, Haldemar will learn what he can of King Xanthus and the circumstances surrounding Favian's arrest.

What the PCs Can Do: If the PCs are part of the *Princess Ark's* crew, they may be sent on scouting missions to pry into the political and social goings-on in Blackrock. PCs residing in Esterhold may find themselves investigating Haldemar, either on the orders of King Xanthus or on the side of underground rebels who wish to know if Haldemar can help them overthrow Xanthus and end the horrid enslavement of Jennites in Blackrock.

Flaurmont 12: Dinner in Skyfyr

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: King Xanthus invites Prince Haldemar to an informal dinner tonight with the city's elite. As Jennite slaves serve course after course of expertly prepared dishes, the king enquires after Haldemar's business.

Haldemar explains that he's been touring the far-flung reaches of the Alphatian Empire. He describes the attack on the *Princess Ark* "by unknown assailants," and admits that the magics used against his skyship are beyond his powers to combat. "I had heard Favian Vern, once of Sundsvall, may be here," Haldemar continues. "I hoped his experience with skyships and priestly magics might help."

"Unfortunately, Favian Vern is currently under suspicion of treason," Xanthus replies. "There is evidence he has been teaching magic to Jennite slaves and other rebellious lowlife. It might be possible, however, to lend the rogue's services to you for a while—under guard, and restrained by a *geas*..." (See **Fl. 11**; **Fl. 16**.)

What This Means: King Xanthus has heard of the *Princess Ark*—and covets the skyship. Releasing Favian Vern from the dungeons may accomplish two goals. Favian Vern can help restore the *Princess Ark* to her full glory (Xanthus has no use for a rotting skyship), and having the old scoundrel moving about in public with only a light guard may provide the bait Xanthus needs to catch other rebels.

Flaurmont 14: Pirates on the Prowl

Location: Minaean Strait, Bellissarian Coast.

Description: Pirate season begins again in the waters east of Bellissaria as Minaean pirates prowl the sea in search of booty. King Rolando of Spearpoint and King Villiun of Horken send as many ships as they can spare to patrol the strait. Even so, many merchant vessels fall to the pirates. (See **Th. 6**; **Ya. 3**.)

What This Means: The Minaeans have long been the bane of Bellissarian shipping. But the booty they capture this spring is largely disappearing. Many Bellissarian merchants are concentrating on shipments of grain and foodstuffs bound for Thothia and Thyatis, where such cargoes fetch premium prices.

What the PCs Can Do: Bellissaria's kings will pay well for information concerning pirate activities, and they have offered bounties on pirates brought to trial. They also issue charters and commissions to ship captains who volunteer to hunt pirates. These commissions grant a number of privileges, including the right to keep all the booty found aboard captured pirate ships.

Flaurmont 15: Emperor Thincol I Dies

Location: Thyatis City, Thyatis.

Description: One week short of his 74th birthday, Emperor Thincol I of Thyatis dies. The cause of death is old age complicated by prolonged illness. (See **Th. 19**, **Ya. 18**; **Fl. 22**.)

What This Means: The news of Thincol's death, although not unexpected, will rock the Empire. The curse that destroyed his health extends into death—resurrection is impossible.

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Prince Eusebius, Thincol's heir, is ready to take his father's place. For more than a decade he has cultivated allies and friends in strategic positions, knowing that certain Thyatian senators and powerful citizens would oppose his succession. He immediately calls on his allies to support him.

Flaurmont 16: Progress in Skyfyr

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Favian Vern tells Haldemar that the magic weakening the *Princess Ark* is an enhanced version of the *age object* spell known to some priests. It was probably designed to be used against skyships; Favian refers to it as an *age magic item* spell. It was meant to crumble the *Princess Ark* to dust, but the skyship's unique enchantments and the fact that the ship has a mind and a soul prevented it from taking full effect. Favian estimates it will take at least six weeks to dispel the effects and restore the skyship to full health without damaging any of the *Princess Ark's* enchantment.

Later in the day, Haldemar notices a Jennite slave making furtive gestures within Favian's view. The old priest-mage replies with subtle gestures of his own, punctuated by a barely perceptible shake of his head. The two guards assigned to escort Favian at all times seem oblivious. (See **FL 12; Ya. 3.**)

What This Means: Haldemar and Favian have not seen each other for decades (they were friends before a time-warp flung Haldemar 34 years into the future). The guards flanking Favian make private conversations impossible, but working together on the *Princess Ark* has reaffirmed their friendship. Haldemar guesses that Favian is indeed involved in a rebellion and that his friend just sent word to his fellow rebels that a rescue attempt would be too dangerous. The *geas* on Favian prevents him from attempting escape or using his magic for anything but repairing the *Princess Ark*, but not from using hand signals.

Flaurmont 19: Zandor Receives Tribute

Location: Seashield, Aquas, New Alphatian Sea.

Description: Commander Broderick returns to Seashield today to report that the situation on Bellissaria is now resolved. He tells Zandor that he took the liberty of appointing Rolando

Rutherford King of Surshield. The commander extends King Rolando's greetings, pledge of loyalty and obedience, and gifts to Zandor.

The Emperor announces his acceptance of the new ruler, then informs Broderick of his new plans to consolidate his Empire. The kings of the Esterhold Peninsula have been lax in sending homage to their Emperor. He sent some ambassadors to inquire into the matter, but has not yet heard from them; they've probably bungled the situation. Accordingly, the Emperor will send the only man he can trust to do the job right—Broderick. Zandor also orders Broderick to find and capture the *Princess Ark*—such a fine skyship deserves to belong to the Emperor of the New Alphatian Empire.

When Broderick proclaims that his Emperor's will shall be done, Zandor lays a hand on the kneeling commander's head. "I know, Broderick my dear," he chuckles. "One more thing—if you ever hear anything concerning the survival of Alphatia or my mother, or anything about me journeying to the Hollow World, you will forget it immediately."

Zandor takes Rolando's gifts to his rooms. He's delighted by the miniature silver soldiers, and he spends the rest of the afternoon moving them through *hallucinatory terrain* with *telekinesis*. (See **Th. 6, Th. 28; Ya. 11.**)

What This Means: Zandor doesn't want his military commander to learn of Prince Haldemar's true mission or of the fact that Empress Eriadna is alive again—he knows Broderick's loyalty is to the Alphatian Empire rather than to himself. And he backed his command to forget anything said about the matter with a *geas*.

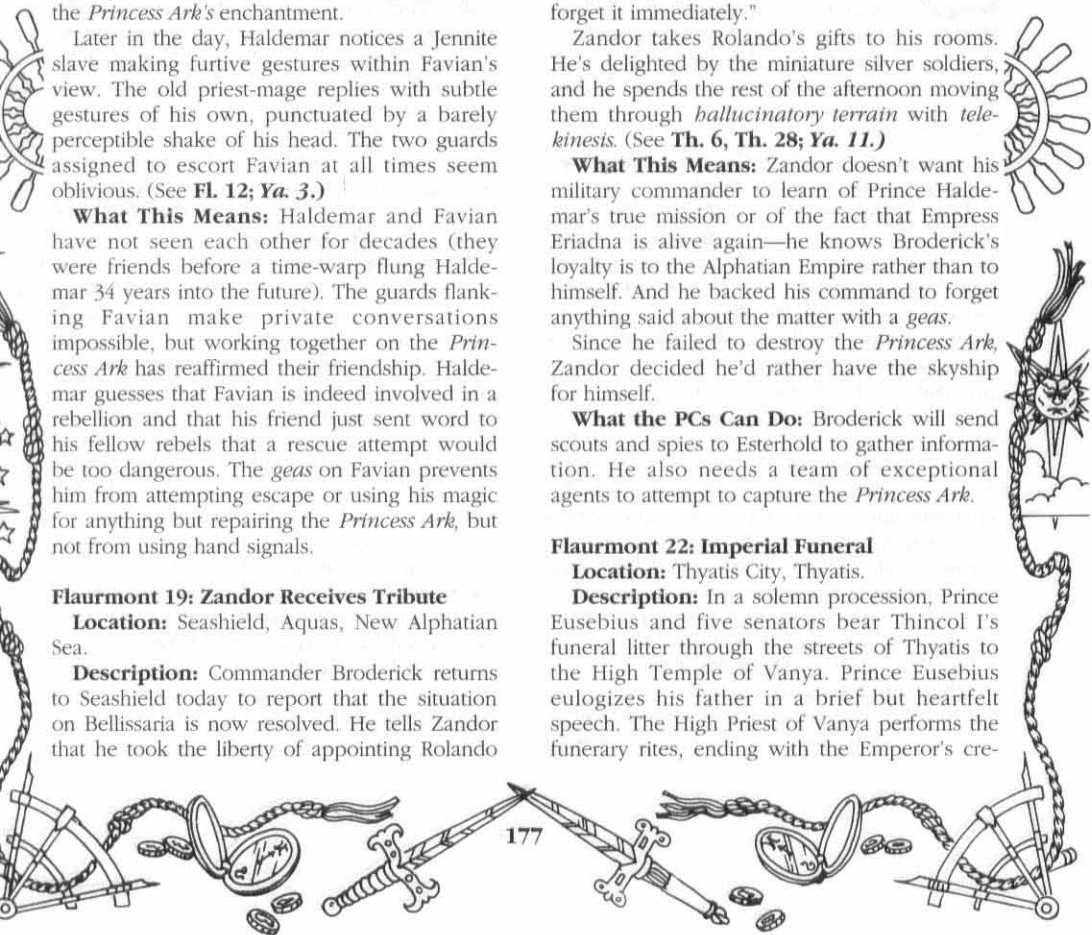
Since he failed to destroy the *Princess Ark*, Zandor decided he'd rather have the skyship for himself.

What the PCs Can Do: Broderick will send scouts and spies to Esterhold to gather information. He also needs a team of exceptional agents to attempt to capture the *Princess Ark*.

Flaurmont 22: Imperial Funeral

Location: Thyatis City, Thyatis.

Description: In a solemn procession, Prince Eusebius and five senators bear Thincol I's funeral litter through the streets of Thyatis to the High Temple of Vanya. Prince Eusebius eulogizes his father in a brief but heartfelt speech. The High Priest of Vanya performs the funerary rites, ending with the Emperor's cre-



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mation on a funeral pyre. Bells ring throughout the city, their death tolls echoed by bells across the Thyatian mainland. (See **FL 15; FL 27.**)

What This Means: Eusebius chose to have a simple but moving funeral for his father, knowing this would give a good impression. With the hardships recently faced by the Thyatian people over the past few years, an elaborate funeral would have seemed an extravagant waste of public funds, even if paid for by the Torion family's private funds.

Flaurmont 23: Darokin Calls for Peace

Location: Rafielton, Aengmor.

Description: Members of Darokin's Diplomatic Corps approach Princess Tanadaleyo to propose a meeting between representatives of Aengmor and Rockhome to talk peace in the Broken Lands. They're told to mind their own business and get Darokin's spies and troops out of the Broken Lands or risk all-out war with Aengmor. (See **FL 11; Ya. 1.**)

What This Means: Darokin had hoped to bring a quick end to the conflict over Oenkmarr through diplomacy. Failing that, they'll increase their own military patrols around the Canolbarth Forest—until such time as the shadow elves are open to negotiation.

Flaurmont 27: Eusebius Crowned Emperor

Location: Thyatis City, Thyatis.

Description: Prince Eusebius is crowned Emperor of Thyatis today. Although the Senate pressured him to hold lavish ceremonies, the new Emperor insisted the festivities be inexpensive and tasteful. He allows the senators to sponsor a day's worth of games and spectacles at the Coliseum, however. Eusebius also leads a procession through the city at the head of a division of cavalry brought in from the Duchy of Kerendas. The new Emperor cuts a fine figure on his prancing steed. Behind the cavalry come palanquins bearing Eusebius's wife, Lucianna, and his two sons, Coltius and Gabronius. Behind them march palace slaves who throw wooden tokens to the crowd. This puzzles the people lining the streets, as they were hoping for coins—until they realize the tokens can be redeemed at the Imperial Bakeries for loaves of bread. (See **FL 22; Ya. 1.**)

What This Means: Eusebius is trying to impress the common people of Thyatis with his restraint and compassion. Meanwhile, behind

the outward appearance of full support by the Senate and powerful citizens of Thyatis, a battle of politics, spies, and power struggles rages. Senators and wealthy citizens who thought to oppose Eusebius are finding that the Prince has many more friends and supporters than anyone realized. The 1st and 2nd Imperial Cohorts (the Emperor's own guard) stand behind Thincol's son, as does much of the Thyatian military. Eusebius is also becoming popular among the common folk of Thyatis, due in part to the work Eusebius's agents started three weeks ago.

Flaurmont 27: Return to Castle Amber

Location: Château de Morlay, Principality of Morlay-Malinbois, Glantri.

Description: Prince Malachie du Marais receives disturbing reports of odd occurrences at Château Sylaire in New Averoine. The exact nature of these occurrences is unclear (his spies give conflicting accounts), but Malachie's curiosity and concern are both aroused. The reports are clear on one matter—d'Ambrevilles from all over Glantri have returned to the Château. Even Dame Catherine, Étienne's wife, is said to have returned from Thyatis, where she held an important ambassadorial post. Malachie himself has experienced odd dreams of the château and the old homeworld of Averoine from which he and the d'Ambrevilles came. He decides to investigate the matter personally. (See **FL 5; Ya. 4.**)

What This Means: The d'Ambreville family has always been prone to behavior ranging from to charmingly eccentric to to outright insane. But this is more than the usual d'Ambreville strangeness. A mysterious force within Château Sylaire is calling to every member of the d'Ambreville family. Dame Catherine, far away in Thyatis, felt the call as an urge to return to Château d'Ambreville (Castle Amber), the family's ancestral home—despite the fact the original castle was destroyed years ago.

Other nobles from old Averoine feel the call as well. Like Malachie du Marais, they dream of the world they left behind when they came to Glantri. Dame Geneviève de Sephora, Comtesse de Touraine and Malachie's old enemy, is also drawn to Château Sylaire, as are Dame Diane Moriamis (once Vicomtesse de Malinbois, now retired from politics) and Sire Gilles Grenier, an alchemist whose potions tend to be *cursed*.

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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: Fighting Continues

Location: Oenkmarr, Broken Lands.

Description: Reinforced by troops from the City of the Stars deep underground, the shadow elves renew their attack on Oenkmarr. Elven magic helps them bypass the dwarves' troops protecting the entrances to Oenkmarr's cavern. The dwarves and humanoids in Oenkmarr repel the elven assault once more, but only after hours of fierce fighting.

Meanwhile, troops from Ylaruam and the Five Shires converge on Fort Nell, joining Darokinian troops in their endeavor to keep shadow elves from marching across northern Darokin. (See **Fl. 23; Ya. 10.**)

What This Means: The member nations of the Western Defense League agree that shadow elf armies marching through Darokin pose a real threat. Only Karameikos has not yet sent troops. Although Karameikan troops stand ready to march up the King's Road into Darokin, King Stefan still urges a diplomatic solution.

What the PCs Can Do: Right now, northern Darokin and the Lower Broken Lands offer plenty of opportunities for spies, mercenaries, and adventurers.

Yarthmont 1: Eusebius Calls for Action

Location: Thyatis City, Thyatis.

Description: As one of his first acts as the Emperor of Thyatis, Eusebius I announces his intent to send ships and messengers to every friendly nation in the Known World with gold to buy the grain the Empire needs and to hire healers to combat the mummy rot plague.

Meanwhile, the first of Eusebius's enemies finds himself under arrest—his personal estate and wealth are confiscated and added to the Imperial Treasury. (See **Fl. 27; Kl. 17.**)

What This Means: Eusebius knows that nothing will endear him to the Thyatian citizens more than ending plague and famine in Thyatis. He'll let his enemies finance the effort.

Yarthmont 2: Messengers Reach Senkha

Location: Tarthis, Nithia, Hollow World.

Description: Messengers sent by Pharaoh Ramose IV secretly meet with Senkha. They reveal that the Pharaoh is not dead, and is in fact returning to Nithia. Senkha reacts first with amazement and obvious joy, then with growing suspicion and disbelief. In the end, she bids the messengers leave. (See **Th. 2; Ya. 17, El. 1.**)

What This Means: Ramose's messengers survived attacks by Jennite tribesmen, wild beasts, and Nithian robbers on their way to Tarthis. Once within the city, they had a great deal of trouble getting to Senkha without revealing who they were or why they were in Tarthis. Now they must get back to Ramose to report on the changes in Nithia, including Senkha's assumption of the Pharaoh's power.

Senkha was glad to learn Ramose is still alive—until the secret voices in her head warned her this was a plot to allow an imposter to gain control of Nithia. (These secret voices belong to two near-Immortal Burrowers, creatures allied with the Immortals of Entropy.)

What the PCs Can Do: PCs acting as Ramose's messengers must leave Tarthis before Senkha's secret voices advise her to have the imposter's messengers arrested and executed.

Yarthmont 3: Haldemar and Favian Talk

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Haldemar manages to speak privately with Favian Vern—helped by a *mass charm* that convinces the guards to enjoy some drinks at the nearest inn and a *screen* spell to fool casual observers. Favian warns him that Xanthus is a tyrant, and is not to be trusted. Since Alphatia was destroyed, Blackrock's king has tossed aside Imperial Law and instituted his own laws. Abuses against Jennite slaves—and even against Alphatian commoners—are now everyday occurrences. There's a growing rebel force, comprised of Jennite slaves and Alphatians who, like Favian Vern, condemn Xanthus's tyrannical grip on Blackrock's populace. But the rebels aren't yet ready to act.

Haldemar promises to do what he can to free Favian from Xanthus's grasp. He decides to leave the *geas* Xanthus laid on Favian in place for now rather than risk Xanthus discovering he has lost that control over the priest-mage. (See **Fl. 16; Ya. 19.**)

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Yarthmont 3: Pirate Captain Captured

Location: Minaean Strait, east of Bellissaria.

Description: The *Sea Stalker*, a Bellissarian vessel newly commissioned to hunt pirates, brings Firebrand, an infamous Minaean pirate captain, to bay. The *Sea Stalker's* crew out-fights and out-spells the crew of the pirate ship *Stormrider*, taking three dozen pirates prisoner and earning a hefty amount of booty from the *Stormrider's* cargo holds. (See **FL 14; Ya. 19.**)

Yarthmont 3: Expedition Leaves Arctic

Location: Beastmen Wastes, Northwestern Iciria, Hollow World.

Description: Following a frozen river south through the arctic wastelands of the Hollow World, the Karameikan explorers find an end to the ice at last. Below them lies a forested valley sheltered by hills to the east and a long escarpment to the northwest. They gratefully enter the valley, where some gather firewood while others take the dogs into the forest in search of game. (See **Va. 11; Ya. 23.**)

What This Means: The expedition members must decide whether to return through the north polar opening (a prospect none of them

relishes) or to press on. The *scroll of communication* they counted on to link themselves to the outer world no longer functions. (The Worldshield blocks the scroll's magic.) For any information they learn in the Hollow World to be of use to King Stefan, the Karameikans must find a way back to the surface world.

Yarthmont 4: White Wolf Declared Dead

Location: Glantri City, Glantri.

Description: Princess Dolores of Fenswick startles Glantri's Council of Princes with news that Prince Malachie is dead. She displays the magnificent pelt of an enormous white wolf, claiming it to be the pelt of the White Wolf of Morlay—an infamous werewolf, none other than Prince Malachie himself. Dolores says she splashed an alchemical oil on the White Wolf to lock him in wolf form—even through death. She claims the White Wolf was trespassing within Fenswick's borders.

The Council orders an investigation. Few of the Princes doubt Dolores, however. The Council knows that Malachie was the White Wolf of Morlay. And Dolores says she got the alchemical oil from Dame Geneviève de Sephora,

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whose obsession with pinning the White Wolf's pelt above her fireplace is well known. (See **FL 27; Ya. 11.**)

What This Means: This is one of Dolores's plots to destroy Malachie. She's considered Malachie an enemy since he helped Isidore destroy Prince Henri last year. Dolores heard of Malachie's disappearance and is taking the opportunity to cause as much trouble for him as she can. At the same time, she's sent agents to Château Sylaire to find out what's going on—and, if possible, to kill Prince Malachie.

Yarthmont 8: Glantri's Canals Drying Up

Location: Glantri City, Glantri.

Description: Despite the spring thaws, the water levels in Glantri's canals have dropped alarmingly. Some city canals are so silted up as to make gondola traffic impossible. The drop in water level is particularly puzzling as the Isoile and Vesubia rivers continue to flow normally—right down to their junction in Glantri.

What This Means: A mage researching elemental magic accidentally let loose a number of earth and water elementals beneath Glantri City. After being summoned by the mage's experimental spell, the elementals broke the mage's control—killing him in the process. They have been unable to return to their native planes and are running amuck beneath the city. Half mad from the pain they suffer on the Prime Material Plane, the elementals battle one another, and the earth elementals have created cracks in the sewers and beds of the underground rivers to drain Glantri's water (and the water elementals) deep into the earth.

What the PCs Can Do: City officials may hire the PCs to investigate. This can lead to a dungeon crawl through sewers and dank underground passageways. Eventually, the PCs will find the elementals locked in battle. They can return the elementals to their native planes by destroying each elemental's "shell" (its body while on the Prime Material Plane) or through the use of *dismissal* spells. Once the elementals are dealt with, Glantri's mages can repair the damage to the canals and riverbeds.

Yarthmont 9: Leaders Meet on Isle of Dawn

Location: Newkirk, Grand Duchy of Westrouke, Isle of Dawn.

Description: The rulers of Helskir, Redstone, Dunadale, West Portage, and Kendach

meet with Duke Thrainkell Firestorm at Castle Firestorm in Newkirk. They're here to discuss the death of the Emperor of Thyatis, the threat of Thothia, and the fate of their territories.

Asteriela Torion, Queen of Helskir, emphasizes that she and her husband Eruul Zaar intend Helskir to remain independent, with no ties to Thyatis or Thothia. Her brother Eusebius has assured her that he is content with Helskir as an ally rather than a subject dominion—but he can't spare any troops to protect Helskir unless it is part of the Empire.

Duke Firestorm announces his intention to declare Westrouke's independence—something he did not do earlier out of respect for Emperor Thincol. He's concerned that Westrouke can't stand alone against Thothia should Pharaoh Ramenhotep decide to attack.

Stefania Torion, Countess of Redstone, believes peace with Thothia is possible, but only if the northern nations of the Isle of Dawn show a united front. In her opinion, it doesn't matter whether they're united in the name of the Thyatian Empire or as a league of independent nations similar to the Western Defense League formed a few years ago.

But General-Governor Edmondo Tiberia of Dunadale and Countess Marie Kendach vehemently assert that abandoning the Empire would be nothing short of treason; they refuse to go along with any such plans. Baroness Periandra Docerius of West Portage remains silent. (See **Ya. 15.**)

Yarthmont 10: Diplomats Try Again

Location: Rafielton, Aengmor.

Description: A delegation of diplomats from the Darokin Diplomatic Corps and from King Stefan in Karameikos gain an audience with Princess Tanadaleyo in Rafielton. They request a cessation of all military activity concerning the Broken Lands, both above and below ground. They also propose a meeting between Rockhome and Aengmor, to be hosted by the Darokin Diplomatic Corps in Selenica. After some deliberation with her top advisors, Princess Tanadaleyo agrees to a truce—and to the summit meeting. (See **Ya. 1; Ya. 15.**)

What This Means: The shadow elves are unused to diplomatic solutions, having always taken what they wanted. But they didn't expect the dwarves to resist their attack on Oenmar so strongly; they expected to have their sacred

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city back by now. Tanadaleyo is willing to try this diplomacy thing. After all, if it doesn't work, the truce will at least give her warriors a chance to rest and prepare for a renewed assault.

What the PCs Can Do: The dwarves and elves must get word of the truce to the troops in the Broken Lands. PCs may act as couriers. Even with a temporary halt to hostilities between the shadow elves and the dwarves, the Broken Lands are a dangerous place to be. Humanoid tribes in the area are likely to attack any vulnerable intruders they find in their territory, although the undisciplined and far from united humanoids avoid tangling with any obviously superior forces.

Yarthmont 11: Spies in Esterhold

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Commander Broderick's spies arrive in Skyfyr to determine what became of the ambassadors Zandor had previously and to gather information that will help Broderick subdue the Esterhold Peninsula. (See **Fl. 19; Ya. 19, Kl. 4.**)

Yarthmont 11: Awards Festival Begins

Location: Glantri City, Glantri.

Description: The Council of Princes declares Prince Malachie du Marais of Morlay-Malinbois dead without an heir. According to Glantri law, the current Archduke gains the title of Prince. Archduke John Beaumarys-Moorkroft is more than happy to accept, and begins moving his household and staff to his new dominion.

In domino fashion, the move triggers a series of openings within Glantri's nobility. Princess Dolores, Duchess of Fenswick, declines to compete for the title of Archduke of Westheath, leaving the way clear for Duke Eachainn McDougall of Hightower. The Marquises of Glantri campaign for the votes they need to qualify for the title of Duke of Hightower; Counts look forward to gaining the title Marquis, and so on. (See **Ya. 4; Ya. 14.**)

What This Means: After a cursory investigation, the Council of Princes accepted Dolores's proof of Malachie's death. During the Awards Festival, vacant titles will cascade down through the ranks as long as the noblemen vacating the titles do not have any qualified (i.e., magic-using) heirs.

Yarthmont 12: Colony Ship Lost

Location: Sea of Dread.

Description: The Sea of Dread is infamous for sudden squalls and dangerous storms. One such squall overtakes a Thyatian ship overloaded with colonists hoping to find a new life in the Hinterlands. The ship and all on board are lost.

Yarthmont 14: Prince Malachie Returns

Location: Glantri City, Glantri.

Description: Furious to discover what has happened in his absence, Prince Malachie—newly returned from Château Sylaire—storms into a session of the Council of Princes and challenges Princess Dolores Hillsbury to a duel. The shocked princes demand to know what's going on. Some insist Princess Dolores explain herself and her obviously false claim of Malachie's death; others demand proof from Malachie that he is who he says he is.

Princess Dolores stammers her apologies to Prince Malachie, explaining that it was obviously some sort of mistake. She displays the white wolf pelt to Malachie and repeats the story of a white werewolf marauding through the Duchy of Fenswick. "I'm so sorry, my dear Malachie," she concludes; "I simply assumed it was you." (See **Ya. 11; Kl. 15.**)

What This Means: Princess Dolores (the dragon Synn) didn't expect Prince Malachie to return so soon, and hoped her agents could prevent him from returning at all. Nevertheless, the situation is far from hopeless. Most of the Princes accept her explanation.

Malachie, caught off guard by Dolores's act, gallantly accepts her apology. He then excuses himself from the Council, claiming a great deal of business to attend to back in his Principality.

Archduke John Beaumarys-Moorkroft resigns himself to returning to Westheath; Duke Eachainn McDougall halts his own preparations to move; and many other Glantrian nobles stop spending enormous amounts of gold trying to buy votes and favors in the Awards Festival.

Yarthmont 15: Consensus Reached

Location: Newkirk, Grand Duchy of Westrouрке, Isle of Dawn.

Description: The leaders of the Isle of Dawn's Thyatian territories today agree their dominions will remain loyal to the Thyatian Empire and to Emperor Eusebius I. Helskir,

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which has known independence since AC 1008, agrees to become a subject nation of the Empire, although Eruul Zaar and Asteriela Torion will keep the titles of King and Queen. (See **Ya. 9**; **Ya. 27**.)

What This Means: The rulers gathered in Castle Firestorm agreed they must present a united front to deter Thothia from attacking. Helskir and Westrouke realized even a weakened Empire could strengthen their position on the Isle of Dawn. After negotiating with Emperor Eusebius in Thyatis (using magical means of communication), Helskir agreed to join the Empire in return for the Northern Territories of Dawn (mostly wilderness north of the Grand Duchy of Westrouke) and part of northern Dunadale. Duke Firestorm was assured his Grand Duchy could remain autonomous, its status as a subject nation primarily a formality. Eusebius grants Dunadale the status of Duchy, with Governor-General Edmondo Tiberia the new Duke.

Yarthmont 15: Fighting Halts

Location: Oenkar, Broken Lands.

Description: In response to the truce called a week ago, fighting between shadow elves and dwarves in the Broken Lands grinds to a halt. Meanwhile, King Everast XVI of Rockhome and Princess Tanadaleyo of Aengmor meet in Selenica to discuss a peaceful solution. (See **Ya. 10**; **Ya. 22**.)

Yarthmont 17: Ramose Receives Report

Location: Headwaters of Yudh River, west of Nithia, Hollow World.

Description: Ramose's messengers meet with their Pharaoh by the headwaters of the Yudh River. They describe the situation in Tarthis and Senkha's reaction to Ramose's message. The Pharaoh is saddened and angered by his wife's betrayal. He immediately begins preparations for his entry into Nithia. (See **Ya. 2**; **Kl. 23**.)

What This Means: Ramose must prove that he is no imposter. This will be difficult, especially as his patron Immortal, Rathanos, still refuses to grant the Pharaoh any spells.

What the PCs Can Do: Ramose will send his messengers (and other spies) into Nithia for more information. He will also instruct them to spread rumors of his imminent return.

Yarthmont 18: Heldannic Knights Send Aid

Location: Thyatis City, Thyatis.

Description: Wulf von Klagendorf, High Cleric of the Heldannic Knights, sends his best wishes and two dozen of his highest-ranking clerics to Emperor Eusebius of Thyatis. They join the swelling ranks of clerics bent on eradicating mummy rot and famine from Thyatis. (See **Fl. 2**, **Fl. 15**, **Fl. 27**; **Fy. 1**.)

What This Means: Vanya, the patron Immortal of Thyatis and of the Heldannic Knights, has finally relented and will now allow Thyatis to begin a recovery. She had *cursed* Thincol for refusing to obey Anya, her avatar, and had done nothing to help Thyatis in the struggle against famine and mummy rot. But with Thincol's death, Vanya no longer feels the burning desire for revenge. She has instructed her clerics—especially the Heldannic Knights—to do what they can to stop the plague and end famine in Thyatis.

Yarthmont 19: Raid on Chernok

Location: Chernok, Surshield, Bellissaria.

Description: Minaean pirates attack the village of Chernok in Surshield and take a dozen villagers prisoner. They send word to King Rolando in Spearpoint that they will exchange their hostages for Captain Firebrand, and warn they will kill their prisoners if they don't receive a reply within two weeks. (See **Ya. 3**.)

What the PCs Can Do: King Rolando will send a party of adventurers to free the prisoners, rather than bargain with the Minaeans. PCs will have to find the pirates' hideout and get the hostages away safely. A frontal assault wouldn't be wise; the pirates are prepared to kill their prisoners if they get so much as a hint of an attack.

Yarthmont 19: Thieves on the Princess Ark

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Under the cover of darkness and *invisibility*, Broderick's agents board the *Princess Ark* as she lies half-asleep in a skyship cradle in Skyfyr's yards. There's a moment of panic when they first encounter one of the magical wards and enchantments designed to discourage intruders—their invisible boots leave glowing footprints on the deck. A *dispel magic* makes the footprints disappear and their *rings of flying* circumvent the problem entirely.

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Within moments, the crew members assigned to guard the *Princess Ark* fall prey to *wands of paralyzation*. Two agents fly to the *Ark's* bow, where a magic circle enchanted with *teleportation* provides the only known means of access to the command module *levitating* above the skyship's bow. Using the command word their informant swore was the correct one, they activate the teleporter.

They reappear on the command module's lowest deck. According to their informant, the hatch leading up to the next deck is *wizard locked* and enchanted with a *magic mouth* alarm. One agent casts a *silence* spell while the other casts a *knock* spell. The hatch leads to the next deck, a library and map room. Stairs lead up to the next deck, the lower bridge.

As they attempt to *fly* up the stairs, *magic mouths* scream "Intruders!" over and over again. There's a brief scuffle with two Imperial Boltmen standing guard here; Broderick's agents leave the unconscious guards where they fall and *fly* to the upper command bridge.

Here, two ornate chairs face toward the front of the transparent nacreous dome that shelters the commanders' deck. A stand with a small crystalline ball sits between the two seats. According to their informant, officers touch the ball to command the skyship.

One agent places his hand on the crystal. He cries out in pain and fear. A moment later, Prince Haldemar *teleports* onto the bridge, eyes blazing anger. The other agent claps a hand on his companion's shoulder and speaks a *word of recall*, leaving a fuming Haldemar alone on the bridge. (See **Ya. 3, 11; Kl. 5, Kl. 18.**)

What This Means: Berylith came fully awake when a stranger touched her control-crystal; she sent a searing image of an enraged sky wyrm into the agent's mind. There's little Haldemar can do but arrange a search for the intruders.

Yarthmont 22: Summit Breaks Down

Location: Selenica, Darokin.

Description: Princess Tanadaleyo and her entourage storm out of the Darokin Diplomatic Corps' offices in Selenica after an entire day of shouting, cursing, and fist-pounding on the part of both Tanadaleyo and King Everast XVI. The shadow elves return to Rafielton, where Tanadaleyo issues orders to end the truce in the Broken Lands. (See **Ya. 15; Ya. 28.**)

What This Means: The summit meeting started out well enough; Tanadaleyo and Everast seemed willing to discuss peaceful solutions to the Oenkmar situation. Things broke down halfway through the first day, however, when Tanadaleyo insisted that Oenkmar was an ancient city sacred to the shadow elves. With equal vehemence, King Everast of Rockhome insisted the city was a product of humanoid ingenuity—the elves therefore have no claim to it. Although Everast offered Tanadaleyo the same access to Oenkmar's mysteries Rockhome had offered to the member nations of the Western Defense League, the princess would accept nothing less than the return of the sacred city of "Aengmor" to her people.

When Everast continued to insist that Oenkmar has no connection to the shadow elves whatsoever, Tanadaleyo broke off the talks completely. This reinforces the dwarves' opinion that the shadow elves are arrogant, stuck-up, vile creatures with no honor (the records the dwarves have found in Oenkmar prove the humanoid claim). Everast returns to Rockhome and commits more dwarf forces to the conflict.

Yarthmont 23: Expedition Meets Beastmen

Location: Beastmen Wastes, Hollow World.

Description: A band of beastmen come upon the Karameikan explorers as they struggle southward through a great swamp. The Karameikans have never seen such a collection of odd humanoids before. The variations in skin color, body shape, and external details are impressive. One beastman is short and squat, with four horns curling from its skull; another is tall with scales and a spiked tail; yet another appears nearly human except for the luxurious golden fur covering its body.

Startled by the beastmen's sudden appearance, the expedition members remain calm but alert. Within a few minutes it seems clear the beastmen are curious rather than hostile. One of the expedition's clerics attempts a *speak with monsters* spell, but it seems to have no effect. The expedition's leader falls back on gestures and exaggerated body language to communicate friendly intent to the beastmen. After a period punctuated by puzzled grunts or exclamations of understanding, the beastmen signal the humans to follow, and lead them through the swamp to their village. (See **Ya. 3; Kl. 16.**)

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Yarthmont 25: Assassination Foiled

Location: Zeaburg, Ostland, Northern Reaches.

Description: An assassin attempts to stab Queen Yrsa Svalasdottir in her sleep tonight. His plans are foiled when Yrsa's son, Finn, hears a suspicious noise and rises to investigate it. The assassin stands with knife poised for a fatal blow when the young prince bursts into his mother's room. Finn dispatches the would-be assassin with a single slash of his sword.

What This Means: Although there is no way of proving it, Yrsa suspects her rival, Asgrim the Bowed, is behind this attempt to assassinate her. She regrets that Finn killed the assassin before they could learn anything from the man, but she's very proud of her son.

Yarthmont 25: Sixth Army Recalled

Location: Monster Island, New Alpathian Sea.

Description: The bedraggled troops of the Sixth Army of Seashield watch with a mixture of disbelief and joy as naval vessels from Aquas—including submersibles—arrive at the shores of Monster Island to take them home.

What This Means: Zandor ordered the Sixth Army of Seashield to take and hold Monster Island for the New Alpathian Empire in Yarthmont of AC 1010. He then forgot about them, leaving them stranded as their naval transport was diverted to other projects. The Sixth Army has struggled to stay alive on a monster-infested island. Mercenaries and adventurers drawn by rumors of treasure in the abandoned city of Denwarf-Hurgon helped curb the most dangerous beasts, but caused problems of their own (fistfights between soldiers of Seashield and "gold-grubbing mercs" were common).

Commander Broderick never forgot about them, however. Using the "recalcitrant kings of Esterhold" as an excuse, he convinced Zandor the Sixth Army should be recalled.

Yarthmont 27: Redstone Suggests Treaty

Location: Edairo, Thothia, Isle of Dawn.

Description: Pegasus-riding messengers from Countess Stefania Torion of Redstone arrive in the Thothian capital today. They invite Pharaoh Ramenhotep XXIV to Redstone Castle to discuss a possible treaty between the Empire of Thyatis—represented by the rulers of Dunadale, Helskir, Kendach, Redstone, West

Portage, and Westroucke—and mighty Thothia. (See **Th. 1, Th. 2, Ya. 15; Kl. 5.**)

What This Means: Eusebious asked his sister Stefania to initiate steps toward a treaty with Thothia, knowing that he would erode his own credibility and the Empire's strength if he made the first move. He would have preferred to wait until Ramenhotep stepped forward to request a formal end to hostilities, but some of the rulers in the northern Isle of Dawn felt the matter couldn't wait. They also pointed out that Ramenhotep *had* made the first move by proposing informal agreements with Kendach, Redstone, and Westroucke.

Yarthmont 28: Fighting Resumes

Location: Oenkmar, Broken Lands; Fort Nell, Darokin.

Description: Intense fighting resumes in the underground territories surrounding Oenkmar and in northern Darokin. Ground forces attempt to block shadow elf reinforcements from leaving Aengmor, while combined forces of dwarves and Oenkmarians fight off renewed assaults by the elves deep underground.

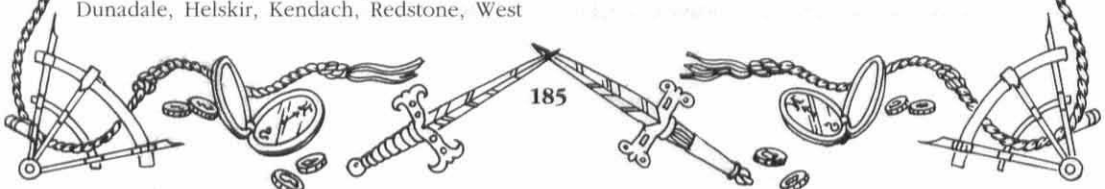
Meanwhile, more troops arrive at Fort Nell from the Five Shires, Rockhome, and Ylaruam. Karameikan troops finally cross the border into Darokin to lend their assistance to the situation.

The Darokin Diplomatic Corps keeps a careful watch on developments, looking for another opportunity for diplomacy. They're under pressure to find a solution to the conflict by the end of Klarmonth; Corwyn Mauntea, Chancellor of Darokin, doesn't want anything to interfere with the World Games slated for Fyrmont. (See **Ya. 22; Kl. 2.**)

Yarthmont 28: New Port Established

Location: Neuhafen, Heldannic Territories.

Description: The port of Neuhafen, newly established on the coast between Landfall and Freiburg, is now open to shipping and merchant vessels. The port's facilities include an impressive building that can accommodate up to three large sailing ships in drydock at once. Five lumber camps situated in the nearby forest send timber down river to Neuhafen, where shipwrights labor to fulfill Wulf von Klagen-dorf's expectations of launching a new ship every month. (See **Fe. 13.**)



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Klarmont, AC 1012

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), *Tbing* (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: Crown Tourney

Location: Ierendi Island, Ierendi.

Description: In Ierendi's Crown Tourney, the winners of the Royal Tournament of Adventurers become King and Queen for a year. Reston of Akesoli wins the King's crown for the fifth time. (One enterprising merchant makes a good profit on tiny flags proclaiming "Reston King for Life.") Kira Madir, a Makai native to Roister Island, becomes Queen.

What This Means: Last year, Ierendi got a new queen for the first time in years—Lillian, an Alphatian mage. Queen Lillian abdicated after only four months, claiming personal business elsewhere. The incident fueled a push by some Ierendi natives to abolish the Crown Tourney and return to a more stable government. But the merchants and others who profit from the influx of adventurers competing in the Royal Tournament oppose any such change.

What the PCs Can Do: The Tournament is open to contestants of any nation and any race. Competition is always fierce, but you may allow one or two player characters to win instead of Reston or Kira.

Klarmont 1: Heldannic Recruiting Drive

Location: Freiburg, Heldannic Territories.

Description: Wulf von Klagendorf orders his Knights to search for likely candidates for the Heldannic Orders. These recruiters can promise some of the best training for knighthood or priesthood in the Known World, as well as glory in the name of the Immortal Vanya.

What This Means: Although the Heldannic Knights recently conquered Norwold's communities of Oceansend and Landfall, they have little control over the surrounding wilderness. Wulf von Klagendorf wishes to establish settlements and forts loyal to the Heldannic Knights

in this new territory. He's issued orders for the Knights to recruit more fighters and clerics into their ranks, and will reward veteran Knights with dominion over those lawless areas.

What the PCs Can Do: The Knights are known for their bravery and skill in battle, and offer adventure aplenty for PCs who join them. Fighting continues with guerrilla forces in Norwold, and there's ample wilderness to explore within the newly acquired territories. Particularly promising recruits may be assigned to one of the Heldannic Knights' flying Warbirds. But life with the Knights is hard; the order demands strict discipline and obedience.

Klarmont 2: Battle in the Black Hills

Location: Black Hills, north of Fort Nell, Northern Darokin.

Description: Late this evening, scouts from Fort Nell spot an army of a thousand shadow elves marching across the Black Hills toward the Broken Lands. Fort Nell's commander orders his forces into the field. By midnight, League troops from Darokin, Ylaruum, the Five Shires, and Karamaikos block the elves' path.

The elves halt in the face of the much larger army. A group approaches Fort Nell's commander, and demand to be allowed to pass. The commander refuses. A short time later, the elven army begins to move, attempting to go around the opposing army. When they find their way blocked again, they attack.

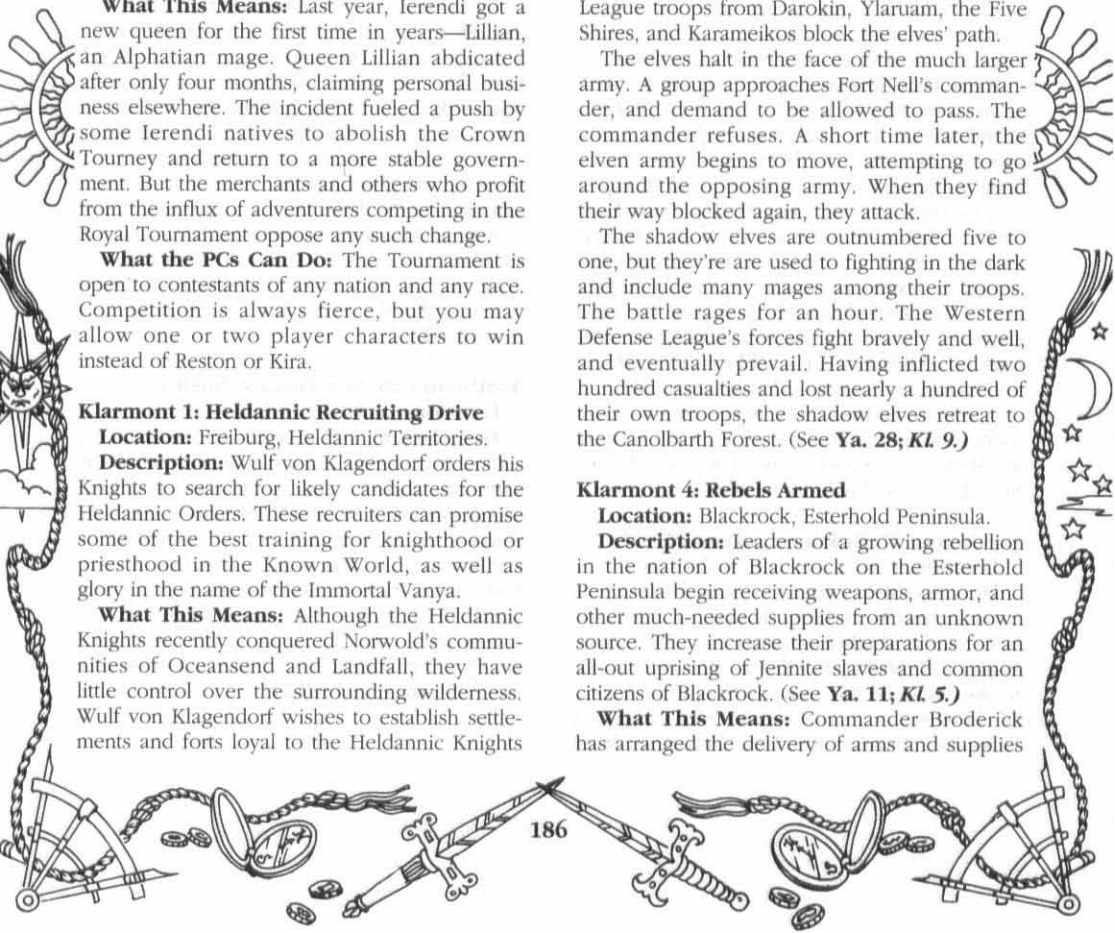
The shadow elves are outnumbered five to one, but they're used to fighting in the dark and include many mages among their troops. The battle rages for an hour. The Western Defense League's forces fight bravely and well, and eventually prevail. Having inflicted two hundred casualties and lost nearly a hundred of their own troops, the shadow elves retreat to the Canolbarth Forest. (See **Ya. 28; Kl. 9.**)

Klarmont 4: Rebels Armed

Location: Blackrock, Esterhold Peninsula.

Description: Leaders of a growing rebellion in the nation of Blackrock on the Esterhold Peninsula begin receiving weapons, armor, and other much-needed supplies from an unknown source. They increase their preparations for an all-out uprising of Jennite slaves and common citizens of Blackrock. (See **Ya. 11; Kl. 5.**)

What This Means: Commander Broderick has arranged the delivery of arms and supplies



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to the rebels. Broderick has decided to take advantage of the growing rebel movement to weaken King Xanthus's position before bringing his own forces to bear on the problem.

Klarmont 4: Ragnar Is Heard

Location: Soderfjord, Soderfjord Jarldoms, Northern Reaches.

Description: For years, Ragnar the Stout has worked toward unifying the jarls of Soderfjord under a single king—himself. The annual *thing*, a combination political meeting and drinking fest held in Soderfjord, offers a good forum for Ragnar to pursue his goal. With all of Soderfjord's jarls gathered here, Ragnar has spent the past few days cashing in favors, offering bribes, and making threats to drum up support.

This afternoon, the jarls agree to hear his proposal. In an inspired speech that takes full advantage of his charisma, Ragnar warns that Soderfjord is doomed to mediocrity unless the jarls choose a king to lead them to glory. He cites the trouble with humanoids in the west and the land-grabbing policies of the Heldannic Knights in the north as the most serious problems the Northern Reaches face today. Ragnar claims that Vestland, whose people are closer to the Heldanners in both distance and temperament, cannot be counted on as a buffer between the Jarldoms and the Heldannic Knights. Without a strong leader, the Jarldoms are nothing. With a strong leader—with himself, Ragnar, as King—Soderfjord would become a nation to be reckoned with.

The jarls agree to put Ragnar's proposal to a vote before the *thing* is over. (See **Kl. 7.**)

Klarmont 5: Chaos in Skyfyre's Shipyards

Location: Skyfyre, Kingdom of Blackrock, Esterhold Peninsula.

Description: A group of rebels armed with a surprising number of magic items raid Skyfyre's skyship yards. They manage to grab Favian Vern, but Xanthus's troops appear suddenly and block their escape. Swords flash and spells fly as the scene erupts into a battleground. More troops flood the area; Favian and the rebels retreat to the *Princess Ark*. As the Skyfyre troops try to storm the skyship, Haldemar and the Imperial Boltmen on board the *Princess Ark* use non-lethal magic to hold them off.

The sudden arrival of King Xanthus—with a company of mages dressed for combat—breaks

the stalemate. There's a quick exchange of powerful spells, then Haldemar orders the *Princess Ark* into the sky.

Before the skyship's hull clears the top of the cradle that holds it, Xanthus's mages swarm aboard and engage Haldemar in a battle of spells. Xanthus casts a *lower resistance* spell on the *Princess Ark* (to reduce her magic resistance), followed by a *geas* that forces Berylith to sleep for an hour. While the skyship sinks back into the cradle, one of Xanthus's mages overcomes Haldemar with a *feeblemind* spell; another *paralyzes* Favian Vern with a wand. The rebels and the rest of Haldemar's men are quickly subdued. (See **Ya. 19, Kl. 4; Kl. 8.**)

What This Means: The raid was arranged by Haldemar and a prominent rebel he contacted after speaking with Favian on Yarthmont 3. Haldemar removed the *geas* on Favian with a *wish* this morning (using the last charge of a *ring of wishes*). The raid was timed to occur when Favian was not on the skyship, so the priest-mage could be rescued without casting suspicion on Haldemar. But Xanthus learned of the plan in time to implement his own.

Haldemar and Favian awaken in Xanthus's dungeons, as do many of the *Princess Ark*'s crew (arrested as they enjoyed shore leave). Berylith awakens to find herself under Xanthus's *domination*.

What the PCs Can Do: Talasar, Haldemar's first officer, and others of his crew escape the troops' search of Skyfyre. They plan to rescue Haldemar, but will need help. Player characters in Skyfyre may join them.

Klarmont 5: Treaty Talks Begin

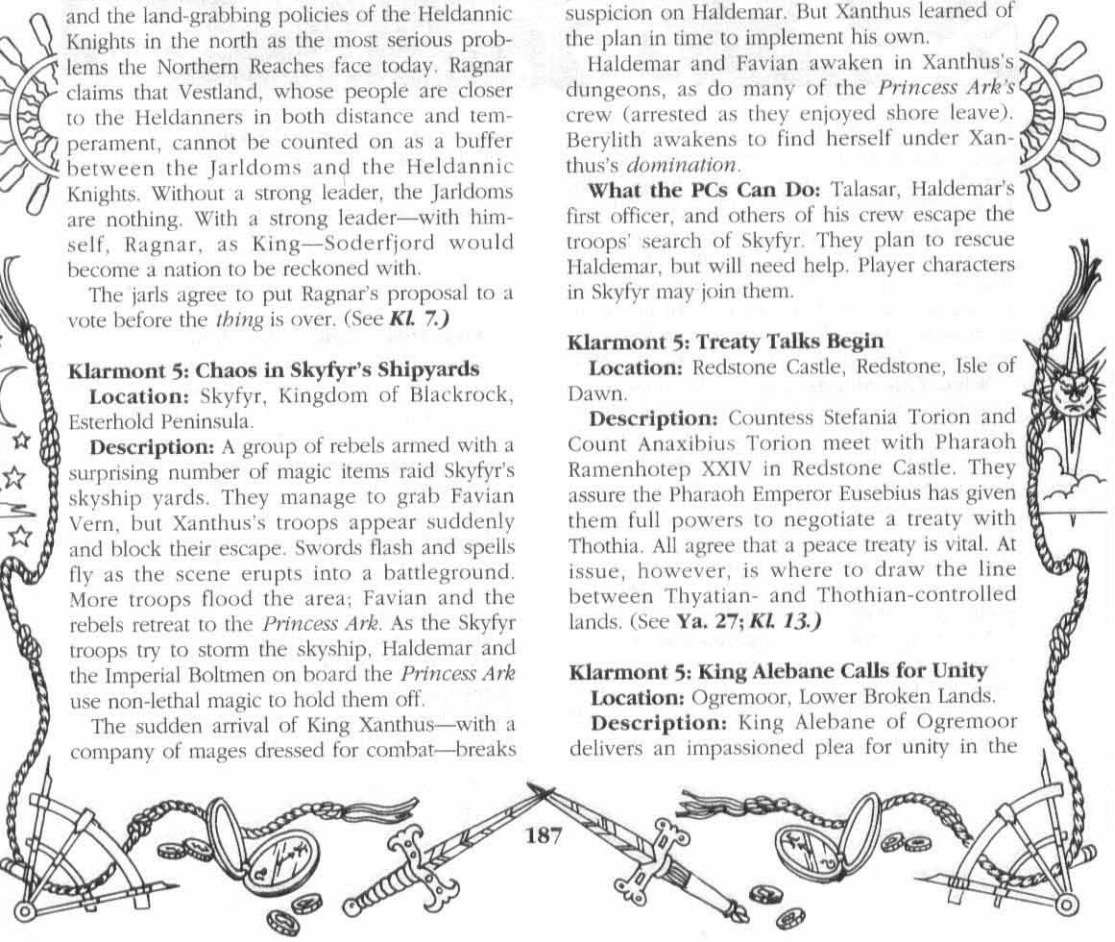
Location: Redstone Castle, Redstone, Isle of Dawn.

Description: Countess Stefania Torion and Count Anaxibius Torion meet with Pharaoh Ramenhotep XXIV in Redstone Castle. They assure the Pharaoh Emperor Eusebius has given them full powers to negotiate a treaty with Thothia. All agree that a peace treaty is vital. At issue, however, is where to draw the line between Thyatian- and Thothian-controlled lands. (See **Ya. 27; Kl. 13.**)

Klarmont 5: King Alebane Calls for Unity

Location: Ogre Moor, Lower Broken Lands.

Description: King Alebane of Ogre Moor delivers an impassioned plea for unity in the



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King Alebane Calls for Unity

Lower Broken Lands. He recalls the glorious days when King Thar ruled and few outsiders dared to invade. Now, the tribes living in the Lower Broken Lands are disorganized and uncooperative. This is why armies of dwarves and shadow elves have run roughshod through humanoid territory all year. It's time to reunite the tribes of the Broken Lands, Alebane shouts. It's time to take back our homes and our pride. It's time to drive the invaders out! (See **KI 28**.)

What This Means: Few of the humanoids who knew life under King Thar remain in the Lower Broken Lands. (Many migrated to the Great Crater with Kol and Thar in AC 1007.) Of the original tribal leaders in the Lower Broken Lands, only Alebane of OGREMOOR and Mistress Haa'k Hordar of Trollhattan remain. Humanoids driven from surrounding nations flocked into the depopulated Broken Lands, bringing old prejudices and rivalries with them.

Uniting the tribes is a difficult task, even in the face of a common enemy. The fact that Alebane and his tribe met with ignominious defeat in a raid against Rockhome last year does little to inspire confidence or respect for the ogre.

Klarmont 7: Victory for Ragnar

Location: Soderfjord, Soderfjord Jarldoms, Northern Reaches.

Description: In a historic decision, the jarls agree to unite under Ragnar the Stout as King of Soderfjord. Overwhelmed by the vote of confidence, Ragnar drinks heavily and passes out. (See **KI 4; Fe 5**.)

What This Means: Although this is a victory for Ragnar, the jarls have their own ideas of a king's duties and privileges—and intend to place restrictions on their new king's powers.

Klarmont 8: Escape from Skyfyf

Location: Skyfyf, Kingdom of Blackrock, Esterhold Peninsula.

Description: Xanthus's troops march into Skyfyf's merchant district to deal with a sudden insurrection by Jennite slaves. They quickly and brutally squash the revolt.

Meanwhile, rebels and some officers and crew of the *Princess Ark* storm Skyfyf's dungeons and free the prisoners. In the chaos that follows, Xanthus's men recapture many of the prisoners. Haldemar, Favian Vern, and three

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men claiming to be Zandor's ambassadors are among those who escape. (See **Th. 28, Kl. 5; Kl. 26.**)

What This Means: The insurrection was a diversion staged by the rebel leaders (although the slaves involved didn't know that). Despite the diversion, the rebels took heavy casualties in storming the dungeons. Favian Vern decides to stay in Skyfyr to help direct the rebellion, while Prince Haldemar and the crew of the *Princess Ark* scatter into the countryside, taking refuge with rebel sympathizers.

Haldemar vows to regain the *Princess Ark*. He still has a telepathic link with Berylith and knows she fights valiantly against Xanthus's domination—but to no avail. Her anguish is a constant murmur in his mind.

Klarmont 9: Investigators in Oenkmarr

Location: Oenkmarr, Broken Lands.

Description: An investigative team sent by the Darokin Diplomatic Corps arrives in Oenkmarr via a stolen *lava raft* today. They use magic to remain anonymous and undiscovered as they explore the city, looking for clues to its true origins. (See **Kl. 2; Kl. 16.**)

What This Means: This investigative team is unauthorized by the Western Defense League. (Rockhome refused to agree to any such investigation, claiming they've offered all the proof needed of Oenkmarr's origins.) The DDC hopes to determine which claim has more merit—the humanoids or the shadow elves—and use that information in future negotiations for peace.

What the PCs Can Do: PCs investigating Oenkmarr's origins will be faced with many difficulties. Discovery by either the humanoids or the dwarves could lead to disaster, including the possibility of a "diplomatic incident" between Darokin and Rockhome, so the investigators must remain disguised.

The information the PCs are looking for is locked in a crypt below the City Library. High priests of Oenkmarr ordered all books proving orcs were not the original builders to be hidden here. Traps and wards and humanoid warriors guard the crypt. Once they have the books, the PCs still have to get out alive.

Klarmont 9: Beast-Man Grave Discovered

Location: The Village of Verge, Karameikos.

Description: A farmer, plowing a recently cleared field, discovers an unusual skull. Dig-

ging deeper, he uncovers a complete skeleton surrounded by pottery shards and other grave goods. A local sage announces the remains are those of an ancient beast-man (legendary wolf-headed creatures that nearly destroyed the people of ancient Traldar).

What This Means: This discovery sparks the interest of scholars, who journey to Verge to search for more graves. The discovery of another grave (containing gold jewelry) sparks the interest of amateur treasure-seekers. Soon scholars and treasure hunters will overrun the tiny village of Verge.

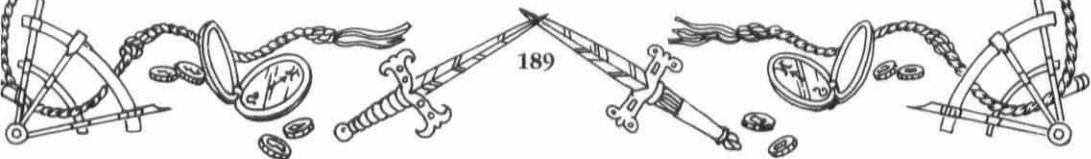
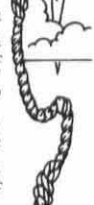
These graves are not those of the beast-men (gnolls) that overran Traldar many centuries ago. They are the remains of Hutaakans, a jackal-headed race that acted as mentors and masters to the Bronze-Age Traldar.

What the PCs Can Do: The PCs may be drawn to Verge as well, either as treasure-seekers or as mercenaries hired to protect scholars and the grave-sites they've uncovered. A rash of crime will erupt in the village (a treasure-seeker who fails to find any tombs turns to robbery), while bands of treasure hunters will tromp through the woods and fields stirring up wild animals and other trouble. PCs may stumble upon an ancient Hutaakan tomb. Its outer chambers have become home to monsters (orcs, gnolls, an ogre, or whatever you like); traps and ancient Hutaakan magic guard its inner chambers.

Klarmont 13: Treaty Signed

Location: Castle Redstone, Redstone, Isle of Dawn.

Description: After much debate, Pharaoh Ramenhotep XXIV and Countess Stefania Torion sign the Isle of Dawn Treaty. The Empire of Thyatis agrees to give up all claim to the Great Escarpment (also known as the Thothian Plateau) and to Aeria of the Alatian Islands. In return, Thothia agrees to relinquish all claims to the northern "head" of the Isle of Dawn (including the territories belonging to Dunadale, once part of the Alpathian Empire), to the western and southern coasts at the base of the Escarpment, and to Aegos of the Alatian Islands. The treaty also requires the Empire of Thyatis to remove all troops and administrative officials from the island of Gaity. Any Thyatian citizens who choose to stay in Gaity's newly created dominions may do so, but Gaity will



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officially be independent from either Thyatis or Thothia—as will Ne'er-do-well. Thyatians living on the Great Escarpment may choose to leave or stay under Thothian rule. Alphatians living in Dunadale are given a similar choice. (See **Kl. 5; Kl. 21, Fy. 3.**)

What This Means: The new border starts on the eastern coast, in the hills north of East Portage. It slants southwest along the hills to the old border between Thyatian- and Alphatian-controlled territories, and follows that old border south, then southeast, then south again along the western sides of the Kendach Plateau and the Great Escarpment.

Klarmont 15: Night of the Red Moon

Location: Glantri.

Description: Tonight, the moon over Glantri turns blood red. Although this is an annual occurrence, the red moon's effects seem particularly strong this year. More than the usual number of mages go mad tonight—babbling incoherently, giggling uncontrollably, and experiencing hallucinations. In Glantri City, several mages think they see Prince Étienne d'Ambreville, presumed dead since the war.

Out in the countryside, the White Wolf of Morlay-Malinbois finds himself in a spot of trouble. Dame Geneviève de Sephora is out hunting werewolves, and the potent effects of the Red Moon have trapped the White Wolf in wolf form. After a harrowing chase that lasts all night, the exhausted White Wolf eludes his horseback pursuers in the swampy lands south of the hills of Les Perdus. (See **Ya. 14; Ei. 14.**)

What This Means: Rumors of wolf-poaching activities had drawn Prince Malachie into the forested hills southeast of the Principality of Free Wolves two days ago. He suspected it was a trap laid by his old enemy, but he hadn't expected any difficulties eluding Dame Geneviève. The Red Moon hindered his plans by trapping him in wolf form for the night.

Klarmont 16: Expedition Takes Leave

Location: Beastmen Wastes, Hollow World.

Description: After spending twenty-one sleepers with the Beastmen, the Karameikan explorers depart from their hosts. They take with them a rudimentary understanding of the Neathar language as well as food and supplies. They leave behind some small personal effects given in trade and friendship. Some of their

dogs stays behind as well—the daughter of the Beastman chief fell in love with the friendly, face-licking creatures. (See **Ya. 23; Fe. 12.**)

Klarmont 16: Chaos Continues

Location: Oenkmarr and environs, Lower Broken Lands.

Description: Fighting over the possession of Oenkmarr continues between dwarves and Oenkmarians on the one hand and shadow elves on the other. Shadow elf reinforcements arrive daily, via ancient but dangerous underground routes from the City of the Stars and newly dug tunnels beneath the Canolbarth Forest. Dissension in their ranks hamper Oenkmarr's defenders—the Oenkmarians and their dwarf conquerors-turned-allies find it difficult to get along. Meanwhile, attacks by humanoid from the nearby caverns are on the increase. Although none of the humanoids attack Oenkmarr itself, dwarves and shadow elves found in the caves surrounding the lava cavern are fair game. (See **Kl. 9; Kl. 18.**)

Klarmont 17: Helenites Osteropolus Killed

Location: Thyatis City, Thyatis.

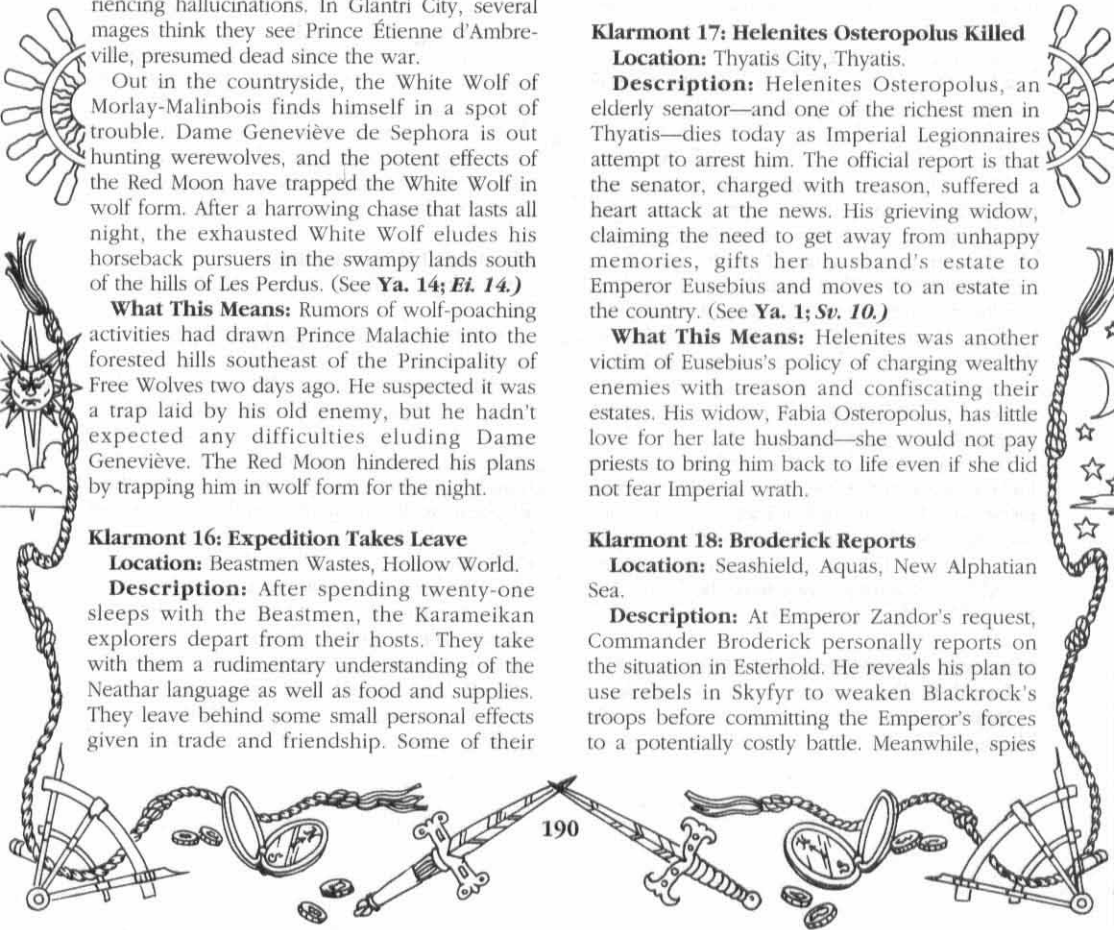
Description: Helenites Osteropolus, an elderly senator—and one of the richest men in Thyatis—dies today as Imperial Legionnaires attempt to arrest him. The official report is that the senator, charged with treason, suffered a heart attack at the news. His grieving widow, claiming the need to get away from unhappy memories, gifts her husband's estate to Emperor Eusebius and moves to an estate in the country. (See **Ya. 1; Sv. 10.**)

What This Means: Helenites was another victim of Eusebius's policy of charging wealthy enemies with treason and confiscating their estates. His widow, Fabia Osteropolus, has little love for her late husband—she would not pay priests to bring him back to life even if she did not fear Imperial wrath.

Klarmont 18: Broderick Reports

Location: Seashield, Aquas, New Alphatian Sea.

Description: At Emperor Zandor's request, Commander Broderick personally reports on the situation in Esterhold. He reveals his plan to use rebels in Skyfyr to weaken Blackrock's troops before committing the Emperor's forces to a potentially costly battle. Meanwhile, spies



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gather vital information and Seashield's forces maneuver into positions from which they can easily strike Skyfyf. Zandor approves.

Broderick then relates the bad news—the *Princess Ark* is still at large. The commander has learned that the skyship is a sentient being, with her own will and personality. He doubts she would serve the Emperor willingly, as long as Prince Haldemar is alive. Recent intelligence reports indicate that King Xanthus has stolen her and is controlling her through *domination* spells, but Broderick doesn't think that will work for long. Nevertheless, he admits concern that Xanthus could use the *Princess Ark* against the Seashield forces.

Zandor, furious at this news, passionately decrees that if *he* can't have the *Princess Ark*, no one will. He orders the skyship destroyed.

Later, Queen Zynnica catches Broderick alone. The commander leaves the encounter with a blazing headache and the disturbing feeling that Zynnica had something important to say—but he can't for the life of him remember what it was. (See *Ya. 19*; *Fy. 7, Fy. 10.*)

What This Means: Queen Zynnica realizes that Broderick must be under a spell that makes him forget any mention of Haldemar's mission to take Zandor to his mother, for this is not the first time she's tried to tell him. But she hasn't the means to remove the spell herself, and hesitates to ask someone else to do so—it would too easily incur Zandor's wrath.

Klarmont 18: Further Assaults on Oenkmar

Location: Oenkmar, Broken Lands.

Description: Shadow elves break through the dwarf line guarding the entrances to Oenkmar's cavern and assault the floating city itself. Once more, the city's dwarf and humanoid defenders drive the elves back. This time, repelling the shadow elf forces takes longer and costs many lives. (See *Kl. 16*; *Kl. 22.*)

Klarmont 20: Gratia Sets Out for Skyfyf

Location: Port Marlin, Esterhold Peninsula.

Description: Gratia of Surshield boards a merchant vessel bound for the city of Skyfyf today. An Alpatian commoner from Blackrock



The White Wolf Eludes Pursuit

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traveled to Port Marlin to seek out anyone who might be willing to support the rebel faction in Skyfyre; she found a willing listener in Gratia. (See **Th. 1; Fe. 8.**)

Klarmont 21: Colonization Increases

Location: Thyatian Territories, Isle of Dawn.

Description: In accordance with Emperor Eusebius's wishes, the Ministry of Colonization steps up its activities involving colonization of the Isle of Dawn. The Ministry recruits more settlers and hires more merchant captains to transport colonists to the Isle. (See **Kl. 13.**)

What This Means: Eusebius intends to ship as many colonists to the Isle as possible. Those who survive the rigors of establishing new communities will strengthen Thyatis's position on the Isle of Dawn, while every colonist who emigrates from the Thyatian mainland helps relieve the overpopulation that plagues Thyatis.

What the PCs Can Do: Prominent player characters may be offered land and titles—either by Eusebius or by the rulers of the Isle of Dawn—in return for establishing Thyatian settlements. (There will soon be many new baronies in the Thyatian Territories.) The Ministry of Colonization will also hire experienced adventurers to solve problems settlers have with monsters, bandits, or pirates.

Klarmont 21: Daring Plan to Battle Plague

Location: Thyatis City, Thyatis.

Description: Breindel Tzuriel, an Alphatian mage, presents a daring plan to the Emperor. He claims to be a member of the Alphatian Center for Disease Control—a secret cadre of mages charged with the task of eliminating diseases, especially magical ones. The ACDC's facilities were well protected and may have survived the earthquake that destroyed Alphatia. Breindel suggests the Emperor authorize and fund an expedition to explore the site—now under water—to recover books and equipment. With those and the help of Thyatian mages and scholars Breindel feels he could develop a cure for mummy rot. (See **Am. 15.**)

What the PCs Can Do: PCs sent to raid the ACDC's secret laboratory will have to find it. The lab is now underwater in an area that suffered a major earthquake. The ACDC's magical wards, designed to prevent diseases from escaping the laboratory, effectively keep air in and the seas out. Unfortunately, the earthquake

damaged many of the facility's internal safeguards. Lab animals of all sorts are now loose, as are some very unusual diseases.

Klarmont 22: Dwarves Ask for More Help

Location: Selenica, Darokin.

Description: At continued meetings of the Western Defense League, Rockhome requests more aid for its military actions in the Broken Lands. It's not enough for the League's troops to patrol the surface areas around Aengmor and the Lower Broken Lands—the dwarves need help underground as well. The dwarves report that shadow elves now move their troops via underground routes. The League must take a hard stand and drive the elves from the Broken Lands. Until then, the rich resources, history, and culture of Oenkmar will be jeopardized.

The assembled representatives listen politely, but when the matter is put to vote the result is a unanimous no. (See **Kl. 18; Kl. 26.**)

What This Means: Engaging in "maneuvers" and patrols on the hills and plains of northern Darokin is one thing. Committing troops to a deadly war fought in the cramped tunnels and rough terrain of the caverns surrounding Oenkmar is another thing entirely. The Darokinian and Karameikan representatives urge Rockhome to pursue a diplomatic end to the situation, rather than to continue fighting.

Klarmont 23: Petty Nithian Noble Robbed!

Location: Tarthis, Nithia, Hollow World.

Description: Saau-ur Uhem, a petty Nithian nobleman, is robbed of his change purse in the streets of Tarthis. The nobleman chooses not to bring the incident to the attention of Tarthis's authorities. (See **Ya. 17; Fe. 3.**)

What This Means: Saau-ur Uhem is actually Ramose IV in disguise. (Ramose and his followers secretly entered Tarthis a week ago. Ramose was astonished and insulted when he realized a common pickpocket had robbed him, but dared not draw attention to himself by pursuing the matter.)

Klarmont 26: Truce Called

Location: Rafielton, Aengmor.

Description: Members of the Darokin Diplomatic Corp and diplomats from King Stefan of Karameikos convince Princess Tanadaleyo to agree to another truce. They cite new evidence and proposals they wish to bring to the peace

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talks between Aengmor and Rockhome. (See **Kl. 22; Fe. 1.**)

Klarmont 26: Village Destroyed

Location: Village of Whitewaters, Kingdom of Blackrock, Esterhold Peninsula.

Description: Acting on information that Prince Haldemar was seen in the village of Whitewaters, some twelve miles northeast of Skyfyr, King Xanthus boards the *Princess Ark* and orders her to the site. His troops search the village. They find signs that the village recently harbored some fugitives, although there is no sign of Prince Haldemar, any of the *Ark's* right-hand crew, or any rebels now.

Xanthus orders the *Princess Ark* to use her *lightning bolt* breath weapon to destroy the buildings around the village square. Fighting the compulsion, Berylith hesitates, then obeys. Xanthus's troops use the skyship's powerful weapons to *disintegrate* the village; casks of burning oil thrown overboard set fields ablaze.

When he returns to Skyfyr, Xanthus orders town criers to announce that Whitewaters is to serve as an example of what happens to those who harbor rebels. (See **Kl. 8; Fe. 12.**)

Klarmont 27: Thyatian Ships Turn Pirate

Location: Village of Tephtah, Aeria, Alatian Islands.

Description: At dawn, two sailing ships stand off the shores of a large village on Aeria in the Alatian Islands. Marines wearing Thyatian Imperial battle dress ransack the village, seizing foodstuffs and all the valuables they can find.

What This Means: On the orders of Admiral Helena Daphnotarthius, the Thyatian 20th Fleet began to withdraw from Gaity and Aeria three days ago. The crews of two of those ships, tired of short rations and long periods between pay-days, have deserted the Navy and turned pirate.

Klarmont 28: Humanoids Amass for Attack

Location: Oenkmarr environs, Broken Lands.

Description: Humanoids from the Lower Broken Lands gather today into a huge army commanded by King Alebane of OGREMOOR. The Ogre King looks in disgust at the rag-tag assembly and loudly laments the good old days when the humanoid legions knew the meaning of discipline. Shoving his doubts aside, Alebane assembles the leaders of the tribes and begins going over his battle plans. (See **Kl. 5; Fe. 2.**)

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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: Peace Talks Resume?

Location: Selenica, Darokin.

Description: Tanadaleyo of Aengmor and Everast XVI of Rockhome meet again in Selenica to discuss possible peace. At the meeting, the Darokin representative presents startling evidence gained by an investigative team he admits secretly entered Oenkmarr. The evidence supports the elven claim that Oenkmarr is indeed the ancient city of Aengmor, built by shadow elves more than two millennia ago.

This time it's Everast who storms out of the summit meeting. He furiously commands his own advisors to investigate the matter. Have his own generals lied to him? Or has Darokin sided with the shadow elves for reasons of their own? (See **Kl. 26; Fe. 2.**)

Felmont 2: Humanoids Attack

Location: Oenkmarr and environs, Lower Broken Lands

Description: In separate attacks against dwarf and shadow elf troops, two thousand humanoids join the war in the Lower Broken Lands. Wave after wave of humanoids drive the main body of dwarves from their current positions. A large number of elves, too, are driven back from the positions they held—into the dwarf army. Much of the fighting involves smaller groups, however. The underground terrain makes serious troop maneuvers next to impossible. (See **Kl. 28, Fe. 1; Fe. 3.**)

What The PCs Can Do: The PCs can act as frontline troops, spies, or messengers. Daring PCs may lead counterattacks into the humanoid tribal territories. This could provide valuable information about the humanoids' resources and plans, and may draw a good portion of the humanoid troops back to defend their homes.

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Felmont 3: Shadow Elves Withdraw

Location: Oenkmarr and environs, Lower Broken Lands.

Description: The shadow elf troops in the lower Broken Lands disengage from the humanoids and the dwarves they've been fighting. By the end of the day, the last surviving shadow elf has retreated to the Canolbarth Forest via secret underground routes. (See **Fe. 2; Fe. 4.**)

What This Means: Garafaele Galeifel, the Radiant General, realized his troops couldn't fight both Alebane's forces and the dwarves of Rockhome. The general hopes Alebane's humanoids will weaken themselves while eliminating the dwarves in the Broken Lands, so that the shadow elves can move back in on Oenkmarr when the time is right.

Felmont 3: Ramose Meets Old Friend

Location: Tarthis, Nithia, Hollow World.

Description: In a secret meeting, Pharaoh Ramose IV reveals himself to Permon, a member of the high priesthood of Rathanos and a close personal friend. While Permon readily believes Ramose is who he says he is, there is little he can do to help his friend regain his position as Pharaoh. (See **KL 23; Am. 4.**)

Felmont 4: Betrayal in Oenkmarr

Location: Oenkmarr, Broken Lands.

Description: Oenkmarians turn on the dwarves in their city, breaking the uneasy alliance formed to defend Oenkmarr against the shadow elves. The attack decimates the dwarves, who retreat to the Citadel, a fortress they have held since Oenkmarr surrendered to them. They dig in while they consider their options and try to arrange an orderly retreat from the city. (See **Fe. 2, Fe. 3; Fe. 5.**)

Felmont 5: Dwarves Demand Troops

Location: Selenica, Darokin.

Description: In another meeting of the Western Defense League, the dwarves of Rockhome describe a desperate situation in the Lower Broken Lands. Their troops are under fierce attack by rampaging humanoids. All routes of retreat are now blocked. Thousands of dwarves are trapped in Oenkmarr. The entire dwarf army will be wiped out if the Western Defense League refuses to commit troops to the underground battle.

Using *scrolls of communication* (pairs of magical scrolls that allow communication between distant points) and other magic, the League representatives contact their respective governments for instructions. After much discussion, they announce their nations' decisions. The Karameikan representative is first to speak—under no conditions shall King Stefan agree to send troops underground. The other representatives follow, each with a resounding no. (See **Fe. 4; Fe. 7.**)

What The PCs Can Do: The dwarves will put out a call to arms to mercenaries and adventurers brave enough to face the terrors of fighting in the Lower Broken Lands. They offer gold in return for help in opening a path of retreat for the dwarves trapped in Oenkmarr and its environs. PCs can join the rescue efforts.

Felmont 5: Ragnar Crowned King

Location: Soderfjord, Soderfjord Jarldoms, Northern Reaches.

Description: In ceremonies echoing those of Ostland and Vestland, the jarls of Soderfjord crown Ragnar King of Soderfjord. Feasts and freely flowing ale and mead follow. (See **KL 7; Fy. 20.**)

Felmont 7: Fighting in the Broken Lands

Location: Oenkmarr and environs, Lower Broken Lands.

Description: Although hampered by adverse fighting conditions—darkness and rough terrain among them—bands of mercenaries and adventurers valiantly support dwarf troops in their push through the Lower Broken Lands to Oenkmarr. In countless skirmishes, human and dwarf warriors drive humanoids aside as they push toward the few areas still held by dwarves. (See **Fe. 5; Fe. 8.**)

What the PCs Can Do: PCs can scout the safest routes to areas still held by dwarves or gather information on humanoid troop strengths and movements. The PCs may be able to rescue small groups of dwarves from humanoid attackers. Or they may become lost amid the twisted terrain of the Lower Broken Lands.

Felmont 8: Dwarves Sue for Peace

Location: Oenkmarr, Lower Broken Lands.

Description: Under a flag of truce, a group of dwarves from the Citadel approach General Tlatepetl, the Oenkmarrian leading the human-

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oid warriors. With Angus McClintock as interpreter, they ask Tlatepetl to halt his attack on the Citadel. If he does, the dwarves will leave Oenkmarr at their earliest opportunity. If he refuses, they will fight to the death.

General Tlatepetl refuses. (See **Fe. 7**; **Fe. 10**.)

What This Means: The dwarves are trapped in the floating city, and cannot hold the Citadel forever. Their earlier conquest of Oenkmarr was due in part to the panic and confusion caused by the death of Lord Zotl, commander of the Defenders of Oenkmarr, and by the desertion of Xilochtli. The Oenkmarians are now united under a strong leader—Tlatepetl.

Felmont 8: Gratia Arrives in Skyfyr

Location: Skyfyr, Blackrock, Esterhold.

Description: Gratia of Surshield, using the name Gracinha Vasilli, arrives in Skyfyr today. After arranging for a room in a private boarding house, the former queen goes to a certain tavern, orders a certain type of wine from the barkeep, pays with a certain coin, and waits. An hour later, a shadowy figure gestures to her from the doorway; she rises and follows.

For the next few hours, "Gracinha Vasilli" submits herself to questioning by suspicious members of the growing rebellion of Jennite slaves and Alphatian commoners. Although she refuses to reveal her true identity, she does admit she was once Alphatian nobility—but that she is appalled at the state of affairs in Blackrock. Finally, the rebels tell her they'll be in touch, and let her return to the boarding house. (See **Kl. 20**; **Fe. 28**.)

Felmont 10: Rescue Forces Make a Stand

Location: Oenkmarr and environs, Lower Broken Lands.

Description: Having pushed their way through to the troops pinned down near Oenkmarr, the dwarf rescue troops—the last troops Rockhome can possibly commit to the fighting in the Broken Lands—dig in to hold their current position. Crack troops make forays into nearby tunnels and caverns to drive away any humanoids massing for an attack. The dwarves' commanders meet with the leaders of the supporting mercenaries and adventurers to discuss ways of getting the surviving dwarves out of Oenkmarr. (See **Fe. 8**; **Fe. 11**.)

What the PCs Can Do: PCs acting as spies or couriers for the rescue forces may be sent in

to Oenkmarr to scout the situation in the floating city. Player characters with fighting abilities can guard the perimeter or go on special combat missions to discourage Alebane's troops from attacking the rescue forces' main troops.

Felmont 11: Exodus from Oenkmarr

Location: Oenkmarr, Lower Broken Lands.

Description: The dwarves in Oenkmarr try to evacuate the city as best they can. Some raid skinwing stables; others steal magic items to get out, despite the risk of malfunctions caused by the dwarves' natural magic resistance. The troops holding the tunnels above the cavern's ceiling lower ropes down to the city as it passes beneath them and haul up whatever grabs hold. (While many dwarves are rescued this way, the troops also haul up some daring humanoids, who cause chaos when they emerge with their weapons swinging.)

A private adventurer with a *carpet of flying* risks his life transporting nearly forty dwarves to the relative safety of the dwarf-held caverns. Gusztav Miksa, a Karameikan mage, uses *fly*, *teleport*, and *teleport without error* spells to save the lives of more than fifty dwarves. Unfortunately, Gustav makes a fatal error with his final *teleport* spell. He and the dwarves he is transporting perish when they *teleport* into solid rock.

Many brave heroes of Rockhome volunteer to remain behind, guarding their brethren's escape. In the end, fewer than two thousand dwarves escape the city. (See **Fe. 10**; **Fe. 12**.)

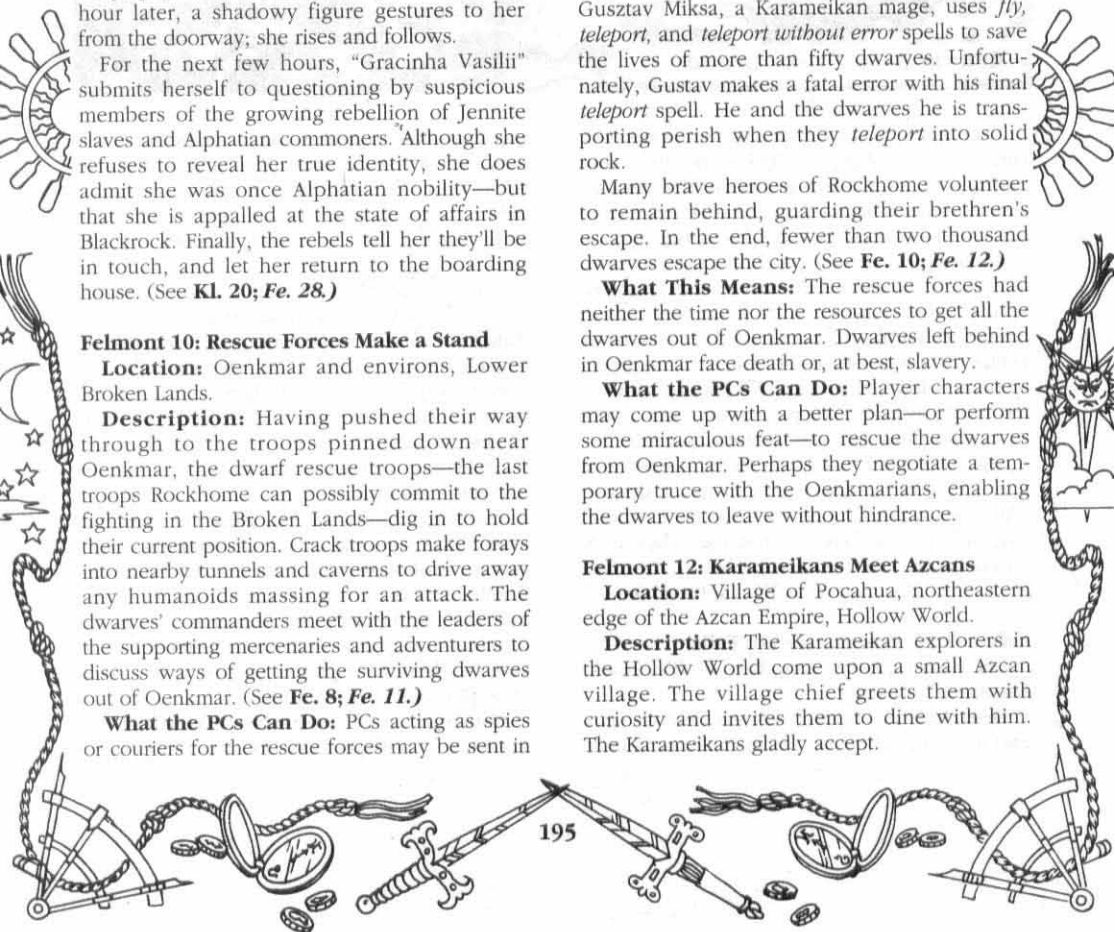
What This Means: The rescue forces had neither the time nor the resources to get all the dwarves out of Oenkmarr. Dwarves left behind in Oenkmarr face death or, at best, slavery.

What the PCs Can Do: Player characters may come up with a better plan—or perform some miraculous feat—to rescue the dwarves from Oenkmarr. Perhaps they negotiate a temporary truce with the Oenkmarians, enabling the dwarves to leave without hindrance.

Felmont 12: Karameikans Meet Azcans

Location: Village of Pocahua, northeastern edge of the Azcan Empire, Hollow World.

Description: The Karameikan explorers in the Hollow World come upon a small Azcan village. The village chief greets them with curiosity and invites them to dine with him. The Karameikans gladly accept.



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Retreat from Broken Lands

They spend a number of pleasant hours with the chief, feasting on fruits and nuts and exchanging information in the Neathar tongue. The expedition leader explains they came from a distant land, crossing the arctic wastelands on a mission of exploration. The chief, in turn, tells the expedition members of the greatness of the Azcan Empire, and of the magnificent cities and temples found closer to the Empire's center. When some of the Karamaikans begin to politely hide their yawns behind their hands, the chief declares a sleeping period and invites his guests to use his own sleeping quarters.

The chief's wife awakens them a short time later, whispering that they're in grave danger. The chief plans to give them to his overlord, and they will be slaves—or worse. They have barely enough time to escape before the chief returns with his men. (See **KL 16; Fy. 11.**)

Felmont 12: Rescue Attempt Fails

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Prince Haldemar, Favian Vern, and a team hand-picked from Haldemar's crew

sneak into the skyship yards to rescue the *Princess Ark*. A combination of stealth and magic gets them past Xanthus's security measures. While the team deals with the guards on board the *Princess Ark*, Haldemar teleports himself and Favian Vern directly to the command bridge. The priest-mage casts a *protection from evil* spell on the skyship, temporarily blocking Xanthus's *domination* of Berylieth. The skyship joyfully launches herself into the skies. As they speed away from Skyfyr, Haldemar explains his plan to cast a *domination* spell of his own. He hopes the spell, combined with Berylieth's bond to Haldemar, will allow the sky wyrm to break Xanthus's *domination*.

But when Favian Vern's *protection from evil* spell fades, the conflicting *domination* spells threaten to tear Berylieth's mind apart. Haldemar grimly focuses his will on controlling the *Princess Ark*, trying to ignore the agony it causes. Xanthus's *domination* proves too strong, and at last Haldemar is forced to break his own attempt to *dominate* Berylieth.

Haldemar and his team flee, taking a flying *lifeboat* with them. The *Princess Ark*, once

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again obeying the King of Blackrock, speeds back to Skyfyr. (See **Kl. 26; Fe. 28.**)

What This Means: Xanthus has been keeping the *Princess Ark* in Skyfyr's shipyards to facilitate his study of her enchantments and magical weapons. Xanthus orders his troops to redouble their efforts to find Haldemar, his crew, and any rebels who may be involved.

Felmont 12: Retreat from Broken Lands

Location: Oenkmar and environs, Lower Broken Lands.

Description: The rescue forces and the dwarves they rescued begin a fighting withdrawal through the Broken Lands. (See **Fe. 11; Fe. 18.**)

What This Means: It will take a week for the main body of troops to withdraw from the Lower Broken Lands and make their way to safety in northern Darokin. Small bands of dwarves, mercenaries, or adventurers are sure to be cut off from the main body. These troops will face nearly impossible odds in their attempts to escape.

Felmont 13: Trouble in Neuhausen

Location: Neuhausen, Heldannic Territories.

Description: Wulf von Klagendorf of the Heldannic Knights receives word that the lumber camps that supply the Neuhausen shipyards are experiencing difficulties harvesting timber. For weeks now, animals and other denizens of the forest have harassed the loggers, chasing them from the timber stands and delaying or diverting logs as they float downriver toward Neuhausen. Although no lumbermen have been killed—yet—the attacks are increasing in frequency and intensity. (See **Ya. 28.**)

What the PCs Can Do: Wulf von Klagendorf will send a team of troubleshooters to solve the problem. Player characters will need to explore the forests to determine the true cause of the attacks. The forest denizens involved could include centaurs, dryads, gnomes, nymphs, satyrs, and other freedom-loving creatures defending their beloved forest from the clear-cutting lumber techniques employed by the Heldannic Knights. (There may be a druid involved as well.) Alternatively, the woods could be full of nasty creatures—ettercaps, ogres, lycanthropes, and carnivorous plants that view the loggers as prey (in which case there have been casualties among the loggers).

Felmont 15: Heirs Announced

Location: Mirros, Karamaikos.

Description: King Stefan of Karamaikos officially announces his choice of heirs. Upon his death, his daughter Adriana will become Queen (making her husband, Prince Devon Hyraksos, Royal Consort). (See **Sv. 1.**)

What This Means: This announcement infuriates Queen Olivia, who has been pushing her husband to name her darling youngest son, Prince Valen, as Crown Prince. Most Karamaikian nobles consider this a wise decision, as it directs the royal line officially towards Lucien, Stefan's eldest grandson.

Felmont 16: Thar Eludes Hunters

Location: Makkres Mountains, Vestland, Northern Reaches.

Description: For four months now, Thar has eluded all hunters' attempts to bring his head before the king of Vestland in Norrvik. While hundreds of soldiers, adventurers, and bounty hunters comb the mountains in search of humanoid lairs, Thar and his top aides plan traps and ambushes. Hunters returning from the Makkres Mountains rarely claim more than a half-dozen bounties; the paltry sums they receive don't even cover their expenses. Many hunters don't return at all. (See **Th. 14.**)

Felmont 18: Spies in Oenkmar

Location: Oenkmar, Lower Broken Lands.

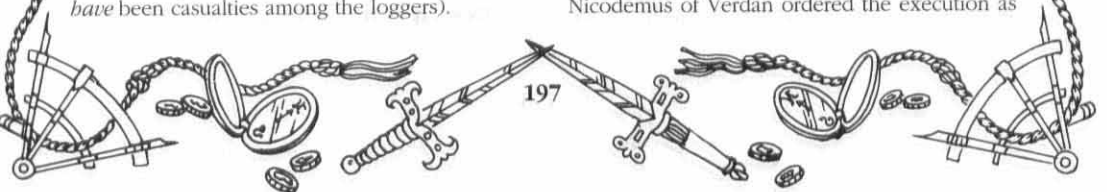
Description: Using *lava rafts* and other equipment abandoned by Rockhome's forces, a dozen humanoids under King Alebane's command sneak into Oenkmar to investigate the city and its defenses. (See **Fe. 12; Fe. 28.**)

What This Means: Humanoids inhabiting the Lower Broken Lands thought Oenkmar was only a legend (perpetual steam filling the city's cavern hid it well). Now Alebane wants to conquer Oenkmar for himself. The ogre king saw the trouble the dwarves and elves had, so wishes to gather intelligence data before committing his troops to an assault on the city. Alebane's forces have a distinct advantage—they can pass as natives of Oenkmar.

Felmont 19: Jennite Prince Executed

Location: Faraway, Verdan, Esterhold.

Description: A captured Jennite prince is executed by Faraway's military today. King Nicodemus of Verdan ordered the execution as



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a warning to both the free Jennite tribes and the Jennite slaves of the Esterhold Peninsula that rebellions and attempts to liberate Jennite slaves will not be tolerated. (See **Fe. 20**.)

What This Means: Soldiers caught the prince and his tribesmen after they raided a gold mine near Fort Halvor on Verdan's southeastern border in an attempt to free the Jennite slaves who worked the mine. The tribesmen were slaughtered to the man. The prince was brought to Faraway for public execution.

Felmont 20: Rare Magical Mineral Found

Location: Monster Island, New Alpathian Sea.

Description: Adventurers on a long expedition in the depths of a cave system north of Denwarf-Hurgon stumble upon an amazing discovery. Running low on water, they camp beside a natural spring. When the party's mage memorizes his spells upon awakening, he finds he can memorize more spells than usual.

Investigating the surroundings with a *detect magic* spell, the mage detects moderate magic emanating from the sandstone-like rocks surrounding the pool. While his companions guard the spring, the mage begins experimenting with the unusual mineral. (See **Fy. 4**.)

What This Means: After some experimentation, the mage will find that powdering this magical rock and mixing it with water produces a potion with the same effects as the fourth-level spell *Rary's mnemonic enhancer*.

The *mnemonics mineral* is a natural mineral with magical properties. Drinking a potion made by dissolving the mineral in water lets the mage memorize three additional spell levels (or retain the memory of one spell of 3rd level or less after casting). A second potion used the same day wipes the mage's memory clean of all spells of 1st through 3rd level. Both these effects are easily discovered; the mage confirms them within the next few days.

There's a serious, as yet undiscovered side effect—the mineral is poisonous. The poison is too weak to be discovered with a *detect poison* spell. Every time a mage drinks a *mnemonics mineral potion*, the poison accumulates in his body. Once a character has used thirty potions, the DM should secretly roll a save vs. poison every time the character drinks another *mnemonics mineral potion*. If the saving throw is successful, the potion acts normally. Other-

wise, the poison takes effect; the mage loses all ability to memorize spells of *any* level. (An *elixir of health* can cure this condition.) Once the poison takes effect, additional potions of *mnemonics mineral* will make the mage deathly ill. (A *neutralize poison* spell can cure this illness, but cannot reverse the fact that *mnemonics mineral* potions are now poisonous to that character.)

For now, the mage experimenting with the mineral remains unaware of its dangers. He sets about mining the mineral and making potions.

Felmont 20: Jennites Rebel

Location: Faraway, Verdan, Esterhold.

Description: Early this morning, a Jennite youth kills his sleeping master with the master's own sword. Word spreads like wildfire throughout the city of Faraway. Jennite slaves inspired by hope of revenge and freedom grab whatever weapons they can—from kitchen knives to stones—and turn on their masters. Although many slaves remain too cowed to rebel, Jennites joining the rebellion outnumber the city's military troops by five to one. The fighting plunges the city into chaos. (See **Fe. 19**; **Fe. 28, Am. 2**.)

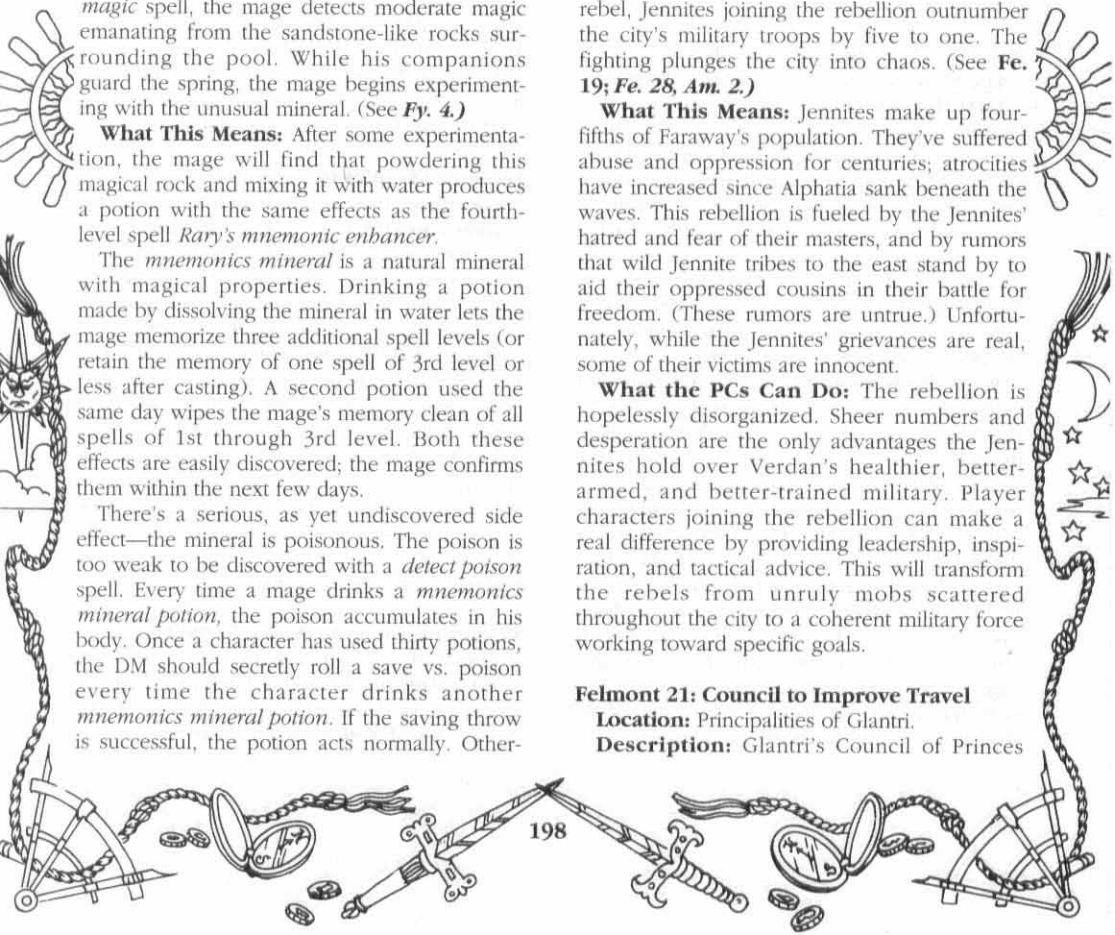
What This Means: Jennites make up four-fifths of Faraway's population. They've suffered abuse and oppression for centuries; atrocities have increased since Alpathia sank beneath the waves. This rebellion is fueled by the Jennites' hatred and fear of their masters, and by rumors that wild Jennite tribes to the east stand by to aid their oppressed cousins in their battle for freedom. (These rumors are untrue.) Unfortunately, while the Jennites' grievances are real, some of their victims are innocent.

What the PCs Can Do: The rebellion is hopelessly disorganized. Sheer numbers and desperation are the only advantages the Jennites hold over Verdan's healthier, better-armed, and better-trained military. Player characters joining the rebellion can make a real difference by providing leadership, inspiration, and tactical advice. This will transform the rebels from unruly mobs scattered throughout the city to a coherent military force working toward specific goals.

Felmont 21: Council to Improve Travel

Location: Principalities of Glantri.

Description: Glantri's Council of Princes



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announces the intention to improve travel conditions within the nation. The Council offers substantial rewards to anyone who blazes new routes through Glantri's many mountains, provided the trails prove safe and can be kept that way. Even more substantial rewards are offered for mages who can introduce reliable methods of magically transporting goods or travelers within the nation.

What This Means: Dolores Hillsbury opposed this decision, stating that current travel routes were perfectly adequate. (Her long-range plans require Glantri's continued isolation.) Prince Brannart McGregor of Klantyre and Prince Morphail Gorevitch-Wozslany also objected, on the grounds that safer travel within Glantri will jeopardize the privacy of wizards who count on difficult roads and wilderness to protect them from intrusions. The other Council members argue in favor of improvements. Prinz Jaggar von Drachenfels of Aalban votes for improvements as well, as proper transportation routes are essential to efficient military operations. Jaggar comes to regret his vote, however; Princess Dolores snubs him for the remainder of the Council session.

What the PCs Can Do: Player characters can try their hand at exploration and trail blazing. Obstacles include dangerous terrain, ravenous monsters, and rival trailblazers. A PC who successfully leads a team to blaze a safe trail through Glantri's wilderness may be awarded his or her own barony—with the attendant duties and obligations to construct a fort and protect travelers using the newly forged trail.

Felmont 22: Princess Igrid Kidnapped

Location: Zeaburg, Ostland, Northern Reaches.

Description: Igrid Yrsasdottir, Princess of Ostland, is discovered missing today. Yrsa immediately orders a thorough search of the royal compound, then of the surrounding fort, and finally of the city itself. The search fails.

One citizen remembers seeing a golden-haired girl—dressed rather plainly in a common smock—boarding a knarr at Zeaburg's pier in the company of an armored man (the citizen thinks he was a foreigner). The girl may have been Igrid. (See *Am. 11*.)

What This Means: Eleven-year-old Igrid wasn't kidnapped—she went off on her own. Igrid hopes to become a great adventurer, then

return to Zeaburg to protect her mother. She convinced a gullible foreigner that "bad men" were after her—he agreed to help her escape to "relatives" in Vestland. There are no such relatives, at least none that Igrid knows about. She's heard that Vestland is having trouble with humanoids, and thinks that will be a good place to start her adventuring career.

What the PCs Can Do: If the PCs are in Zeaburg, Igrid will approach them with her story. Player characters who help the girl will find themselves chased and tracked across the ocean, through Vestland, and anywhere else they take the girl. If the PCs discover the truth, they'll have to figure out how to return Igrid to her mother—without being executed!

Felmont 28: Rebellion in Skyfyr

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: The daily routines of Skyfyr's citizens are shattered this morning as rebellious Jennite slaves—joined by many Alpathian freemen—paralyze the city's normal transport and communications. In brilliantly organized and executed moves, well-armed rebels block major thoroughfares, storm the estates of the city's key administrators (kidnapping many top government officials), and march on the palace.

Meanwhile, Favian Vern and four rebels secretly enter Xanthus's palace. They find the king in the throne room, surrounded by his personal guard of experienced fighters and mages. The air in the throne room crackles with the sudden release of powerful spells. The rebels disable a number of Xanthus's guards, but the king and two of his mages *teleport* away. The remaining guards rally, forcing Favian and his comrades to flee the palace.

Moments later, the *Princess Ark* leaves Skyfyr, Xanthus and his guards on board. (See *Fe. 8*, *Fe. 12*, *Fe. 20*; *Fy. 2*.)

What This Means: King Xanthus's forces were caught off guard—recent intelligence indicated the rebels were as disorganized as their counterparts in distant Faraway. But the leaders of the Skyfyr rebellion have been planning their revolution for years. Rebel agents carefully placed within Xanthus's government have fed the King misinformation concerning rebel strengths and actions. (A week ago, the rebel leaders discovered Xanthus's agent within their own ranks. Xanthus no longer has access to

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that particular source of information.) The revolt in Faraway promises to keep Verdan's troops busy, so King Xanthus can't count on his allies for help. With arms and armor supplied by a mysterious benefactor (Commander Broderick) and expert tactical advice provided by Gracinha Vasilii (Queen Gratia), the Skyfyr rebels now have a chance to overthrow King Xanthus and his oppressive regime.

Felmont 28: Final Summit Meeting

Location: Selenica, Darokin.

Description: In a final summit meeting between Princess Tanadaleyo of Aengmor and King Everast XVI of Rockhome, Rockhome and the Western Defense League formalize the end of hostilities with the shadow elves over territories in the Broken Lands. The Darokinian ambassador to Aengmor, also present, extends Darokin's permission for shadow elves to travel through Darokin, provided they do so in groups of fewer than fifty elves. Princess Tanadaleyo icily thanks the ambassador, stating that such permission won't be necessary—her people can find better routes.

In a separate meeting, Darokin denies Rockhome access to the Broken Lands via its northern lands. King Everast XVI receives strong warnings against continuing mining or military operations in the Broken Lands on pain of expulsion from the Western Defense League. In a fit of fury—citing the thousands of dwarves who died because the League refused to commit troops to the underground rescue attempt—Everast declares that Rockhome no longer desires to be a member of the Western Defense League. He and his entourage storm out of the council chambers and head for home. (See **Fe. 18; Fy. 17.**)

What This Means: The League was formed for the protection and cooperation of its member nations, not to further any nation's "imperialistic" goals. The remaining League members agree that Rockhome acted wrongly by stirring up all this trouble in the Broken Lands. Most League representatives assume that, once he's had time to regain his composure and rethink matters, King Everast XVI can be persuaded to rejoin the League. A few wonder how the shadow elves will react to the dwarves' withdrawal and the apparent weakening of the Western Defense League.

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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: Famine and Plague Ease

Location: Thyatian mainland.

Description: The latest census reports indicate that deaths from famine and mummy rot are on the decline. Although the mood is still grim in Thyatis, an early (and uncontaminated) harvest has considerably eased famine in the countryside. (See **Fl. 2, Ya. 18; Fy. 3, El. 1.**)

What This Means: Time, effort, and money spent on the problem are finally taking effect. Prince Eusebius's policies of importing foreign clerics and foodstuffs have greatly helped the situation. Thyatians are beginning to speak of their new Emperor with approval and pride.

Fyrmont 2: Skyships Strike

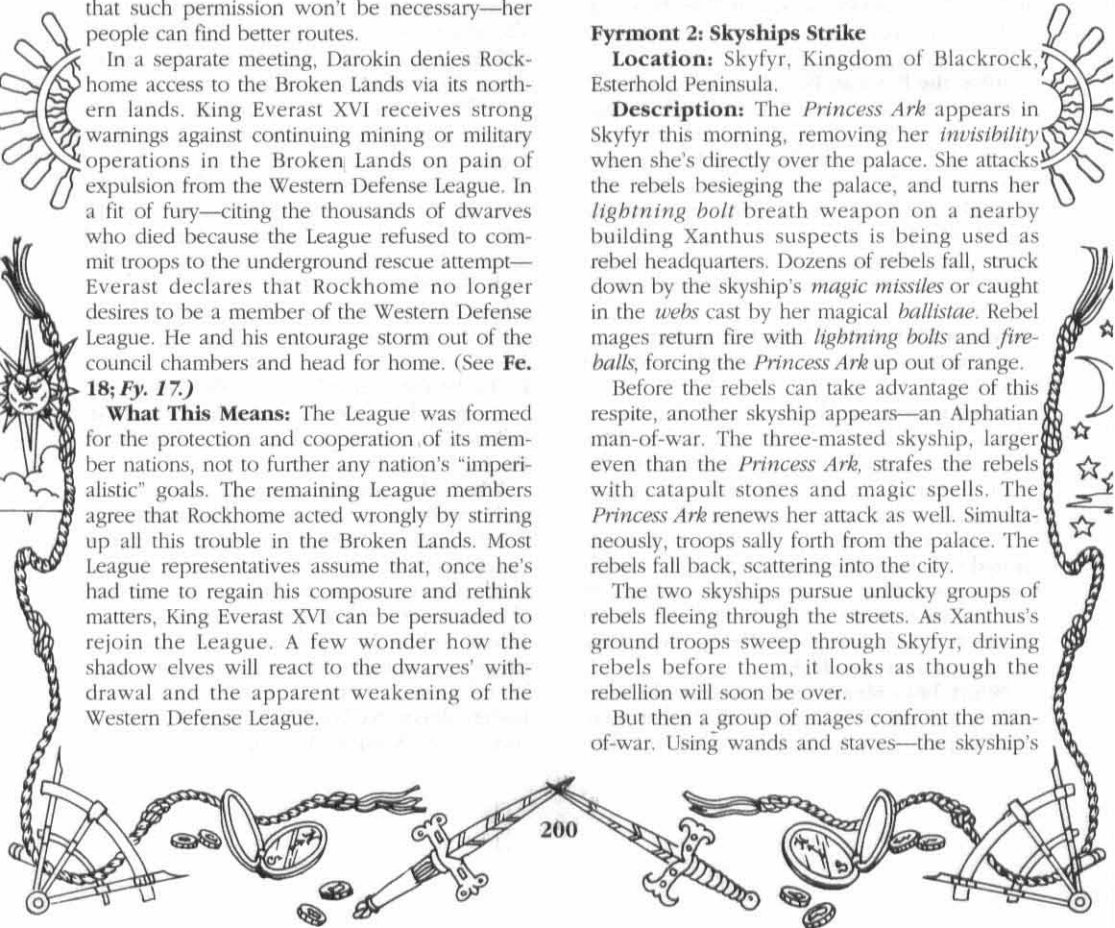
Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: The *Princess Ark* appears in Skyfyr this morning, removing her *invisibility* when she's directly over the palace. She attacks the rebels besieging the palace, and turns her *lightning bolt* breath weapon on a nearby building Xanthus suspects is being used as rebel headquarters. Dozens of rebels fall, struck down by the skyship's *magic missiles* or caught in the *webs* cast by her magical *ballistae*. Rebel mages return fire with *lightning bolts* and *fireballs*, forcing the *Princess Ark* up out of range.

Before the rebels can take advantage of this respite, another skyship appears—an Alphanian man-of-war. The three-masted skyship, larger even than the *Princess Ark*, strafes the rebels with catapult stones and magic spells. The *Princess Ark* renews her attack as well. Simultaneously, troops sally forth from the palace. The rebels fall back, scattering into the city.

The two skyships pursue unlucky groups of rebels fleeing through the streets. As Xanthus's ground troops sweep through Skyfyr, driving rebels before them, it looks as though the rebellion will soon be over.

But then a group of mages confront the man-of-war. Using wands and staves—the skyship's



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hull is enchanted with *spell turning* to protect it from normal spells—they release a barrage of *fireballs*, *lightning bolts*, and *ice storms*. The skyship reels under the attack. Listing badly, one mast broken and its sails in flames, the skyship flees.

The mages then *fly* to the district the *Princess Ark* is currently harassing, and attack her as well. Xanthus orders Berylith to use her breath weapon—the last *lightning bolt* she has today. The blast hits one of the mages, killing him outright. Another rebel mage is killed and two more injured by spells cast by wizards accompanying Xanthus. The remaining rebel mages continue their attack, doing enough damage to the *Princess Ark* and the crew to force Xanthus to order a withdrawal.

The mages next turn their attention to the ground troops in Skyfyr. With their air support gone, Xanthus's troops are no match for the rebels. By the end of the day, the last of Xanthus's soldiers has withdrawn from the city; the rebels control Skyfyr. (See **Fe. 28; Fy. 7.**)

What This Means: It's now obvious to King Xanthus that someone has been arming and training the rebels. Worse, more mages support the rebellion than Xanthus had imagined, even in his most pessimistic and paranoid moments. Even the ace he held in reserve—his man-of-war, one of few that survived the war with Thyatis and Glantri—proved ineffective. The king retreats to a secret base in the hills to rally his forces and plan his next move.

Even the rebel leaders are surprised by the support they received from Alphatian mages. When the dust has settled, they discover that Gracinha Vasilii is partly responsible for the new recruits. She met Tristilia of Gaity in Skyfyr, and, through her, some of the Alphatians relocated from Rainbow Park last year. Many of the Gaity refugees were already considering joining the rebellion; Gracinha's enthusiasm for the rebel cause and moral outrage at the state of affairs in Blackrock persuaded them to act.

Fyrmont 3: Thothian Cure Provided

Location: Thyatis City, Thyatis.

Description: Thothian clerics sent by Pharaoh Ramenhotep XXIV arrive in Thyatis today. They bring the knowledge needed to create a potion to cure the mummy rot disease that has struck so many Thyatians. As their reception is mixed—many Thyatians know

Thothia is responsible for the contamination of last year's wheat harvest, and hate them for it—Emperor Eusebius orders an honor guard for the duration of the Thothians' stay in Thyatis. (See **Kl. 13, Fy. 1; Ei. 1.**)

What This Means: This is a peace offering and apology of sorts, meant to strengthen the treaty signed in Redstone almost two months ago. Thothian saboteurs managed to infect many Thyatian wheat fields with a magically created form of mummy rot last year—a tactic that was quite effective in weakening Thyatis's hold on the Isle of Dawn.

Fyrmont 4: Adventurers Replenish Supplies

Location: Monster Island, Alphatian Sea.

Description: The adventurers who discovered the *mnemonics mineral* return to Sanctuary, a makeshift town that serves as a staging area for the adventurers and mercenaries on Monster Island. Low on supplies, they trade five *potions of mnemonics* for food, oil, and mining tools. They then head north, back to the cave system containing the magical mineral, with the intention of mining as much of the mineral as they can. (See **Fe. 20; Fy. 10.**)

What This Means: Unbeknownst to the adventurers, their actions spark intense interest among thieves (who smell a profit) and wizards (who smell magic) on Monster Island. Once the truth is known, there'll be a rush to find and mine the magical mineral.

Fyrmont 7: Princess Ark Attacked

Location: Kingdom of Blackrock, Esterhold Peninsula.

Description: Prince Haldemar is startled from sleep early this morning when a dreadful shriek of surprise and pain resounds through his mind. The shriek came from Berylith, the sky-wurm whose soul and life force inhabit the *Princess Ark*. Haldemar paces his temporary quarters in an abandoned mine now used as a rebel base. He's deeply concerned, but sees no way to help Berylith—even if he knew what was wrong.

Some time later, Haldemar feels Berylith calm down enough for him to get more than pain and anger through the telepathic link they share. He's appalled to learn that someone touched her with a *rod of cancellation*—a terrible thing for a sentient magic item to endure. (See **Kl. 18, Fy. 2; Fy. 10.**)

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What This Means: Broderick's best scout tracked the *Princess Ark* to Xanthus's secret base and got close enough to touch the skyship with a *rod of cancellation*. Berylioth resisted the rod's effects, though its touch was agonizing.

Xanthus is hard pressed to maintain control of Berylioth as she bolts away from her attacker. The king *teleports* onto the command bridge, but even with the *domination* spell it takes him most of the morning to make the skyship return to the base. He finally convinces Berylioth with promises that servants will scrub and polish every inch of her hull while his mages and engineers continue repairing damage suffered in the fighting five days ago.

Xanthus orders his men to find the intruder who did this, but there's no trace of the culprit.

Fyrmont 10: Broderick Makes a Deal

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Using information and contacts established by his spy network, Commander Broderick arranges a meeting with one of King

Xanthus's top aides—a mage named Bargle. (Broderick has the feeling he's heard of this mage before, but can't quite place him.) He explains that Seashield's military is poised to strike in Blackrock. A dozen *submersible galleys* await orders in Skyfyr's harbor, while ships bearing a substantial number of troops have ranged themselves off Blackrock's coasts—under cover of magical fog and *invisibility*.

Commander Broderick tells Bargle that, if the King of Blackrock will acknowledge Zandor as his Emperor (with the payment of appropriate tribute and three years' worth of taxes), the Seashield military stands ready to aid the king against the rebel forces occupying his city. If not, Broderick will order his army to help the rebels secure the Kingdom of Blackrock under a new ruler. (See **Kl. 18, Fy. 7; Fy. 11.**)

Fyrmont 10: Mineral Rush Is On!

Location: Monster Island, New Alpathian Sea.

Description: A veritable *mnemonic mineral* rush begins on Monster Island. Would-be min-



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ers converge on the site. While the original discoverers protect their prize spring and nearby mineral deposits, the newcomers stake out their own claims over other deposits in the area. (See **Fy. 4; Fy. 26, Am. 8.**)

What the PCs Can Do: PCs on Monster Island are sure to be caught up in the rush for *mnemonics mineral*—an event similar to gold rushes experienced elsewhere. The news will quickly spread to other nations, as well.

Fyrmont 10: Behemoth Sighted

Location: Sea of Dread, between Kastelios of Davania and N'Goro of Yavdlom.

Description: A merchant vessel making the crossing from Kastelios to N'Goro encounters the behemoth, a miles-long monster that plagued the waters around the Isle of Dawn throughout AC 1011. The creature suddenly surfaces four miles from the merchant ship. It thrashes violently, then abruptly dives back under the waves. Fierce waves caused by the monster's struggles nearly swamp the merchant vessel. When the turbulence dies down, the merchant captain orders his lookout to scan the area for any signs of the beast, but it does not appear again. (See **Am. 8.**)

What This Means: The Behemoth was loosed on the world when Alphatia sank, ripping apart the underwater cave in which the monster had been trapped. Now the Behemoth is in the Sea of Dread. The creature is large enough to swallow ships whole—entire *fleets*, if you listen to the tales of seafarers.

Fyrmont 11: Xanthus Agrees

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Using Bargle as messenger, King Xanthus invites Commander Broderick to discuss an alliance in the comfort of his secret base. Broderick allows Bargle to *teleport* him there. They discuss the terms of their agreement, including the amount of tribute and taxes due. Xanthus balks when Broderick demands the *Princess Ark* as part of the tribute, but at last agrees. They make the necessary arrangements to have their forces act in concert, then Bargle returns Broderick to his flagship. (See **Fy. 10; Fy. 12.**)

What This Means: Xanthus will promise almost anything to get Broderick's help against the rebels. (After all, promises can be broken.)

Giving up the *Princess Ark* isn't as horrendous a sacrifice as he pretends. The king has realized Beryllith will eventually break his *domination*, and would love that to occur while the skyship was in "Emperor" Zandor's possession.

Broderick dislikes siding with Xanthus (his personal sympathies lie with the rebellion) but it seems the most expedient way to fulfill his Emperor's orders. There will be time, later, to use his influence to improve conditions on the Peninsula. In the meantime, Zandor must be kept satisfied or Broderick may lose everything.

Fyrmont 11: Karameikans Meet Gentle Folk

Location: Hllfands of the Gentle Folk, northern Iciria, Hollow World.

Description: The Karameikan expedition wearily stumbles into a secluded valley deep in the forest east of the Azcan Empire where they find the Gentle Folk. These elven philosophers and pacifists open their modest homes and larders to the explorers, offering them a chance to rest and recover. (See **Fe. 12; Am. 9.**)

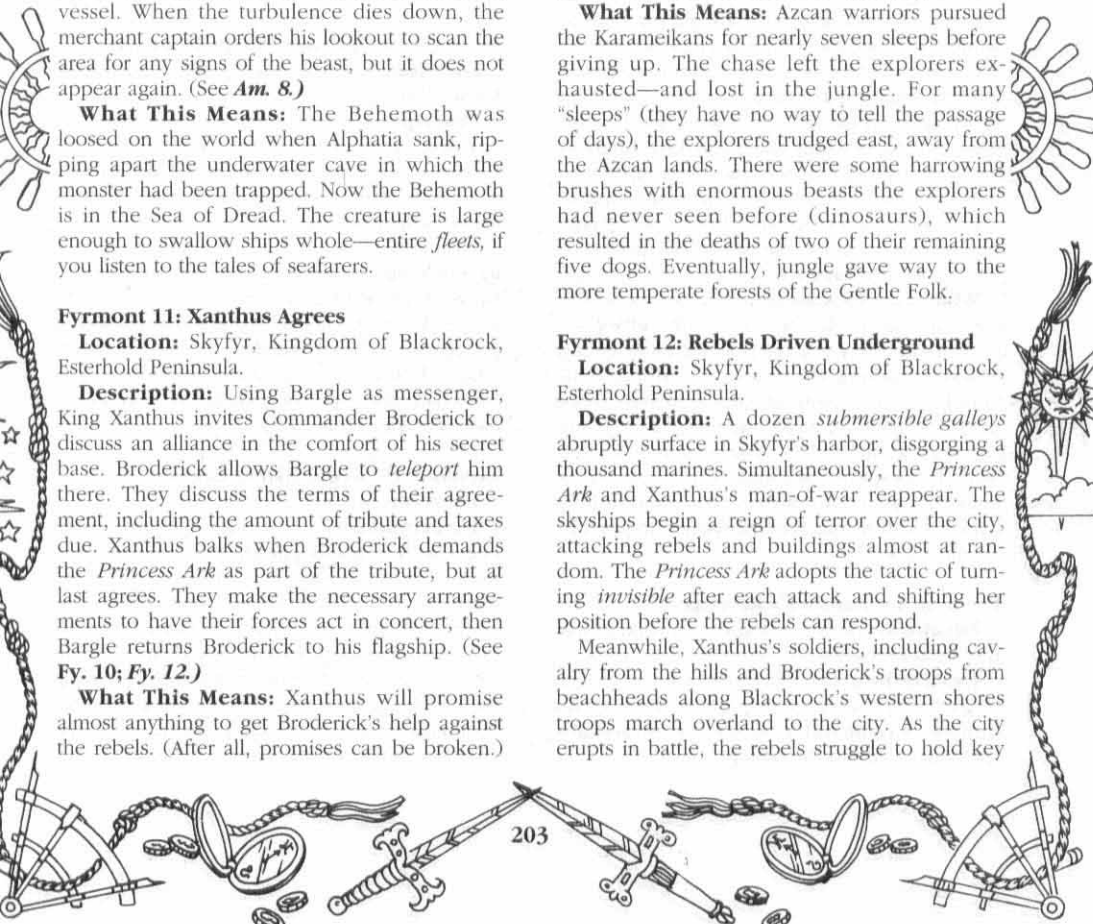
What This Means: Azcan warriors pursued the Karameikans for nearly seven sleeps before giving up. The chase left the explorers exhausted—and lost in the jungle. For many "sleeps" (they have no way to tell the passage of days), the explorers trudged east, away from the Azcan lands. There were some harrowing brushes with enormous beasts the explorers had never seen before (dinosaurs), which resulted in the deaths of two of their remaining five dogs. Eventually, jungle gave way to the more temperate forests of the Gentle Folk.

Fyrmont 12: Rebels Driven Underground

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: A dozen *submersible galleys* abruptly surface in Skyfyr's harbor, disgorging a thousand marines. Simultaneously, the *Princess Ark* and Xanthus's man-of-war reappear. The skyships begin a reign of terror over the city, attacking rebels and buildings almost at random. The *Princess Ark* adopts the tactic of turning *invisible* after each attack and shifting her position before the rebels can respond.

Meanwhile, Xanthus's soldiers, including cavalry from the hills and Broderick's troops from beachheads along Blackrock's western shores march overland to the city. As the city erupts in battle, the rebels struggle to hold key



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buildings and thoroughfares, including the palace grounds. But the aerial attacks and well-trained troops prove too much for the rebels. By nightfall, most of the rebellious Jennites and their Alpathian supporters melt into the city, taking their rebellion underground again. (See **Fy. 11**; **Fy. 13**.)

What This Means: King Xanthus has 1,500 troops (including 750 Faraway mercenaries on permanent assignment in Blackrock). Broderick brought 4,000 troops with him (including mercenaries on the Empire's payroll), although only half of them join the fight in Skyfyr. Both forces include spellcasters, negating some of the advantage the rebels gained when Tristilia of Gaity and her friends joined the rebellion.

The rebellion isn't over, though. Rebels still hold many Skyfyr officials captive, and most of the rebel leaders survived today's fighting.

Fyrmont 12: Fire in Dymrak Forest

Location: Dymrak Forest, Karameikos.

Description: Callari elves in the Dymrak Forest of Karameikos have fought an unusual number of small forest fires lately. One of those fires threatens to rage out of control, endangering fifty square miles of ancient oak forest and many elven communities. The elves do what they can to contain the fire—building fire breaks to halt its progress and using *affect normal fires* and similar spells. A messenger astride one of the Callari's famous white horses gallops to Krakatos to enlist the aid of the School of Magecraft. (See **Fy. 14**.)

What the PCs Can Do: PCs can try to find the cause of the forest fires, as the elves suspect arson. They will face a relentless enemy unlike anything they've encountered—the mindless, all-consuming fire. It drives forest denizens before it, including deer, bears, boars, and even goblins, elves, and centaurs. PCs may hear the desperate screams of a dryad whose ancient oak is threatened by encroaching flames. Or they may find themselves trapped by a wall of fire.

Fyrmont 13: Xanthus's Revenge

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: King Xanthus orders a sweep of Skyfyr to round up suspected rebels. At his request, Commander Broderick reluctantly lends his troops to the search.

At noon, a soldier relays a message from the rebels—give up the search or officials held hostage will die. Xanthus orders the sweep continued. By nightfall, five hundred suspected rebels are either dead (killed while resisting arrest) or imprisoned. As the rebel leaders have not been found, Xanthus orders the search continued through the night. (See **Fy. 12**; **Fy. 16**.)

What This Means: Broderick has ordered his troops to use nonlethal means to capture rebels. He intends to hold Xanthus to Imperial Law, and will do all he can to ensure that imprisoned rebels are treated well and receive fair trials. In the meantime, the rebel leaders are well hidden and—with the help of spellcasters such as Gracinha Vasilii (Gratia of Surshield)—well protected.

What the PCs Can Do: Player characters in Skyfyr can spend most of their time avoiding Xanthus's patrols, whether they're actually involved in the rebellion or not. (The soldiers aren't too particular as to whom they call "rebels.")

Fyrmont 14: Callanya Village Destroyed

Location: Callanya Village, Dymrak Forest, Karameikos.

Description: Forest fires, now raging out of control, overwhelm the elven village of Callanya in eastern Karameikos. Although the elven inhabitants were safely evacuated, the fire destroys their homes.

Meanwhile, elven and human firefighters—including many faculty and students from the Karameikan School of Magecraft—continue to battle the flames. They're gradually making progress in containing the fire to the west, where it threatens another elven village, but have had little luck controlling the blaze in the east. (See **Fy. 12**; **Fy. 17**.)

Fyrmont 15: World Games Begin

Location: Selenica, Darokin.

Description: The First Annual World Games open with a grand parade featuring athletes from all over the Known World. Ebony-skinned warriors from Yavdlom in leopardskin loin-cloths and brilliant feather cloaks march next to dour-faced dwarves from Rockhome, while Ylari horsemen prance their desert steeds along the cobblestoned streets. Trumpets blare, drums beat, and men of Klantyre in Glantri amaze the crowd with the stirring sounds of bagpipes.

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The athletes soon get down to business. Competitions include archery, wrestling, footraces, horseback races, javelin throwing, and swimming. In the evening, athletes and spectators indulge in informal contests: drinking, arm-wrestling, and fisticuffs. (See **Fy. 18.**)

What This Means: Darokin has been preparing for these athletic competitions for two years. Messengers went to every nation in the Known World with invitations to attend the games. The athletes know they represent not only themselves, but their nations as well—competition is fierce.

The games will last for two weeks. Darokin expects to profit from the money participants spend in their efforts to impress judges, spectators, and other athletes. The nation's merchants will profit from the money spent by spectators drawn to Selenica to witness the Games.

What the PCs Can Do: This is a good opportunity for player characters to meet athletes from distant countries, make friends (and possibly an enemy or two), and even compete in the Games themselves. (Entry fees are 5 gp per contest entered; they are open to anyone who swears to compete honestly and honorably.) PC spectators can be caught up in all sorts of trouble associated with the Games, from feuding athletes to pickpockets.

Fyrmont 16: Xanthus Stalls

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Commander Broderick brings up the subject of tribute and appropriate gifts for Emperor Zandor in a meeting with Xanthus today. The King of Blackrock protests that he cannot attend to such matters until the last rebel is in custody. He most especially cannot give up the *Princess Ark*, as he'll need the unique skyship to suppress further uprisings. Xanthus promises to honor his side of their bargain once the situation is fully under control. (See **Fy. 13;** **Fy. 27.**)

What This Means: Broderick realizes King Xanthus is stalling—he expected no less—but can afford to be patient a while longer. His troops continue to aid the hunt for rebels, with strict orders to avoid deadly force. His officers assist in questioning those arrested. (Their methods are far gentler than those employed by Xanthus's jailors.) Broderick has arranged to free a number of those imprisoned, due to lack

of evidence against them. When with Broderick, Xanthus he agrees that Imperial Law is good and just and must be followed in this matter. In private, he fumes at the interference.

Fyrmont 17: Alebane Storms Oenkmarr

Location: Oenkmarr, Lower Broken Lands.

Description: Using the same techniques (and abandoned equipment) the dwarves used to storm Oenkmarr, King Alebane's humanoid forces swarm into the floating city. Oenkmarr once again experiences the chaos of street fighting—this time with humanoids fighting humanoids. (See **Fe. 28;** **Fy. 21.**)

Fyrmont 17: Cause of Fire Discovered

Location: Dymrak Forest, Karameikos.

Description: Adventurers combing the Dymrak Forest for clues to the cause of the forest fires discover a pack of hell hounds in the area. It's obvious that, for the health of the Dymrak forest and its inhabitants, the hell hounds must be destroyed. (See **Fy. 14;** **Fy. 20.**)

What the PCs Can Do: This may start out as a simple monster hunt for any player characters involved, but will quickly turn into more. The hell hounds have established many lairs, each with hell hound puppies that also must be dealt with if they're not to grow up to cause forest fires themselves. Once the PCs deal with all the hell hounds (either destroying them or capturing them), there's still the question of where the hell hounds came from. The PCs should look for whoever summoned the hell hounds to the Prime Material plane, and deal with *him*, as well, or hell hounds and forest fires may become a recurrent problem.

Fyrmont 18: Ethengar Mare Wins Race

Location: Selenica, Darokin.

Description: In a dazzling display of speed and agility, Kazuko, a chestnut mare from the Ethengar Khanates, outruns 37 other horses from a dozen countries in a 10-mile race over rough terrain. Kazuko's closest rival, a desert-bred stallion from Ylaruam, crosses the finish line a full two minutes behind the winner. After proudly receiving the gold medal awarded by World Game officials, Kazuko's rider takes the mare back to his camp outside Selenica's walls. There, the mare is reunited with her month-old colt Jiro, born on the long journey from Ethengar to Darokin. (See **Fy. 15;** **Fy. 25.**)

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Fyrmont 20: King Ragnar Leads Expedition

Location: Hardanger Mountains, Kingdom of Soderfjord, Northern Reaches.

Description: King Ragnar, War Leader of Soderfjord, leads a veritable army of Soderfjord warriors into the Hardanger Mountains to make war against the kobolds, who have united under a kobold leader named Psa'gh. This military campaign is in response to kobold raids into the southern territories of Soderfjord—raids that, for the last decade, have steadily increased in frequency and ferocity. (See **Fc. 5; Am. 3.**)

What This Means: Ragnar, newly crowned king of Soderfjord, hopes to put a decisive end to the raids—thereby gaining badly needed support from among Soderfjord's populace. Ragnar has found the duties and privileges of kingship to be quite different from what he imagined. The jarls of Soderfjord forced him to sign a number of documents detailing just what those duties and privileges were (on pain of having his crown stripped from him) and the restrictions placed on his privilege as a lawmaker have Ragnar chafing under the heavy weight of his crown. So Ragnar has turned to the one thing he knows best—war—to prove to himself and to Soderfjord that he is king in more than name.

The kobolds are far better prepared for war than anyone suspects. For fifty years, a kobold named Psa'gh has been working to unite the kobolds of the Hardanger Mountains against humans. Psa'gh possesses a legendary suit of magical armor, which greatly increases its wearer's lifespan and can blind opponents with its shining brightness.

Fyrmont 20: Forest Fires Quelled

Location: Dymrak Forest, Karameikos.

Description: Firefighters in the Dymrak Forest quell the last of the fires threatening elven communities in the area. Their success is due to the heroic efforts of hundreds of volunteers. Brief but heavy downpours yesterday and today helped as well. (See **Fy. 17.**)

Fyrmont 21: More Fighting in Oenkar

Location: Oenkar, Broken Lands.

Description: The fighting in Oenkar has been bloody, brutal, and prolonged—and it still continues. All of Alebane's troops are now in the city. They hold most of West Bend and the Enclave (Oenkar's slums). The remnants of

Oenkar's military forces hold the Citadel, Temple Hill, and the Religious Quarter. Fighting is fierce in the downtown areas. (See **Fy. 17; Am. 12.**)

What This Means: It will be a while before either side gains a clear advantage in this latest fight for possession of Oenkar. Much of the combat involves deadly games of hide-and-seek through the maze of Oenkar's narrow, winding streets.

Fyrmont 25: Scandals at World Games

Location: Selenica, Darokin.

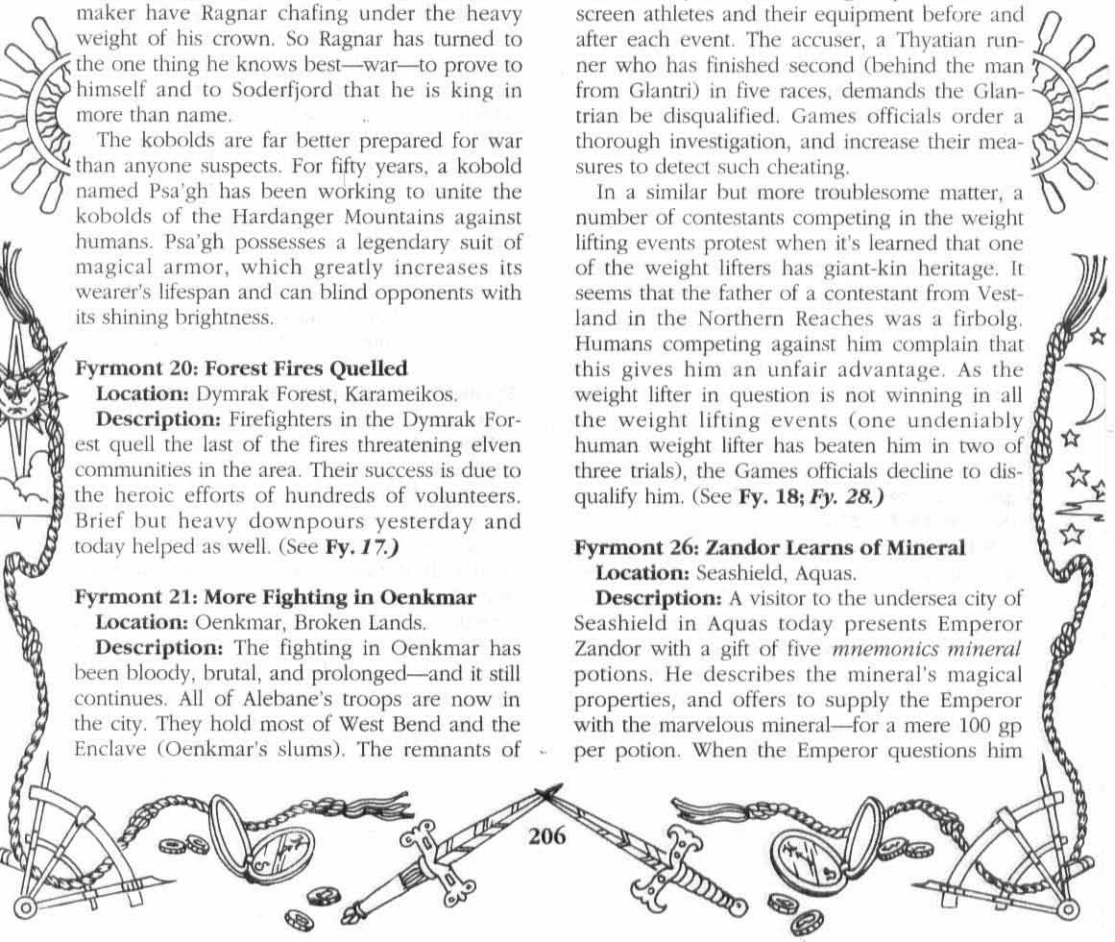
Description: Darokinian officials in charge of the first annual World Games are faced with a problem they expected but hoped to avoid—one athlete accuses another of using magic to gain an unfair advantage. The athlete in question, a Glantrian man, is alleged to have used weak versions of *vitality* potions to recover between foot races. The potions' effects were helpful, but weak enough to avoid being detected by the *detect magic* spells used to screen athletes and their equipment before and after each event. The accuser, a Thyatian runner who has finished second (behind the man from Glantri) in five races, demands the Glantrian be disqualified. Games officials order a thorough investigation, and increase their measures to detect such cheating.

In a similar but more troublesome matter, a number of contestants competing in the weight lifting events protest when it's learned that one of the weight lifters has giant-kin heritage. It seems that the father of a contestant from Vestland in the Northern Reaches was a firbolg. Humans competing against him complain that this gives him an unfair advantage. As the weight lifter in question is not winning in all the weight lifting events (one undeniably human weight lifter has beaten him in two of three trials), the Games officials decline to disqualify him. (See **Fy. 18; Fy. 28.**)

Fyrmont 26: Zandor Learns of Mineral

Location: Seashield, Aquas.

Description: A visitor to the undersea city of Seashield in Aquas today presents Emperor Zandor with a gift of five *mnemonics mineral* potions. He describes the mineral's magical properties, and offers to supply the Emperor with the marvelous mineral—for a mere 100 gp per potion. When the Emperor questions him



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as to the source of these marvelous waters, the man declines to answer, claiming it's a "trade secret."

Zandor orders the man taken in chains to a cell, where professional interrogators can encourage him to reveal his "trade secrets." (See **Fy. 10; Fy. 27, Am. 1.**)

Fyrmont 27: Broderick Recalled

Location: Skyfyf, Blackrock, Esterhold.

Description: Commander Broderick today receives word from Emperor Zandor that he is to return to Aquas immediately. No reason is given. The Seashield commander relinquishes command of the forces in Skyfyf to his second-in-command, Captain Sheemus Tayg of the Third Army of Seashield, and boards a *submersible* bound for Aquas. (See **Fy. 26; Am. 1.**)

Fyrmont 28: World Games End

Location: Selenica, Darokin.

Description: After two weeks of fantastic feats and friendly (and not-so-friendly) competition among the world's greatest athletes, the first annual World Games come to an end. The closing celebrations are even more spectacular than the opening celebrations. The final thrilling spectacle is a nighttime display of pyrotechnics and magical *illusions* provided by a team of mages that includes faculty from both the Great School of Magic in Glantri and the Karameikan School of Magecraft. Feasting, dancing, cheerful boasting, and some reluctant good-byes continue throughout the night.

Meanwhile, negotiations are already under way to determine who will host the next World Games. Karameikos is determined to hold the games in Mirros next year. But King Reston of Ierendi—who insisted he be allowed to participate in this meeting—hopes to persuade the other nations to allow Ierendi to host the Games next year. After all, they already have appropriate facilities for thousands of contestants and spectators. (See **Fy. 25.**)

What This Means: Darokin and the member nations of the Western Defense League have been involved in the World Games since Corwyn Mauntea of Darokin first proposed it in AC 1010. Now that it looks like the Games really will be an annual event (and very much an international one), other nations will want the chance to host the Games—especially when they learn how profitable it was for Darokin.

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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 (Ierendi, 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: Zandor Becomes Impatient

Location: Seashield, Aquas, New Alphatian Sea.

Description: Emperor Zandor, impatient for Broderick's arrival, demands to know where the Seashield commander is. Queen Zynnica assures her half-brother that the commander is on his way—but that it will take some time for him to reach Aquas, even in a *submersible*.

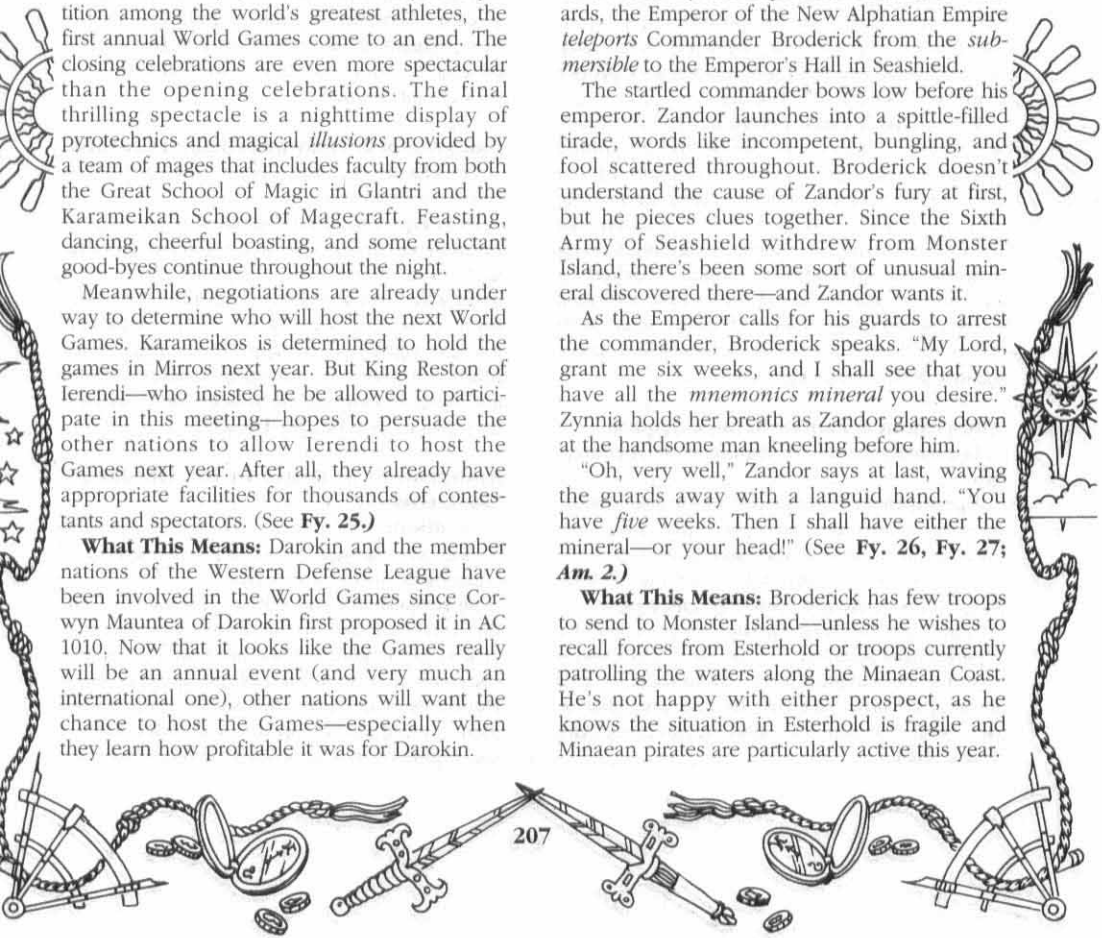
Fuming, Zandor claims he can't wait that long. Using a *crystal ball* and a unique spell researched by the Alphatian Council of Wizards, the Emperor of the New Alphatian Empire *teleports* Commander Broderick from the *submersible* to the Emperor's Hall in Seashield.

The startled commander bows low before his emperor. Zandor launches into a spittle-filled tirade, words like incompetent, bungling, and fool scattered throughout. Broderick doesn't understand the cause of Zandor's fury at first, but he pieces clues together. Since the Sixth Army of Seashield withdrew from Monster Island, there's been some sort of unusual mineral discovered there—and Zandor wants it.

As the Emperor calls for his guards to arrest the commander, Broderick speaks. "My Lord, grant me six weeks, and I shall see that you have all the *mnemonics mineral* you desire." Zynnica holds her breath as Zandor glares down at the handsome man kneeling before him.

"Oh, very well," Zandor says at last, waving the guards away with a languid hand. "You have *five* weeks. Then I shall have either the mineral—or your head!" (See **Fy. 26, Fy. 27; Am. 2.**)

What This Means: Broderick has few troops to send to Monster Island—unless he wishes to recall forces from Esterhold or troops currently patrolling the waters along the Minaean Coast. He's not happy with either prospect, as he knows the situation in Esterhold is fragile and Minaean pirates are particularly active this year.



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What the PCs Can Do: Broderick will send scouts to Monster Island, using whatever magic he has at his disposal to speed them on their way. PCs working for Broderick will find themselves dumped into the middle of the mineral rush with orders to gather as much information and *mnemonics mineral* as they can.

Amyrmont 1: Tayg Gives Ultimatum

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Captain Sheemus Tayg of Seashield gives King Xanthus an ultimatum—surrender the *Princess Ark* and the agreed-upon tribute and taxes within a week or suffer the consequences.

Xanthus replies that the restraint in dealing with the rebels insisted on by Commander Broderick has hampered his efforts to quell the revolt in Skyfyr. The situation would be well in hand by the end of the week—if Tayg allows him to deal with the rebels as he sees fit.

Captain Tayg stands firm—Imperial law must be obeyed. There will be no executions without proper trial, and no suspected rebels may be held for more than a week without proper evidence. (See **Fy. 27; Am. 5.**)

What This Means: Before he left, Broderick instructed Tayg to secure Skyfyr and the tribute (including the *Princess Ark*) for Zandor by the end of Amyrmont. Sheemus Tayg knows the emperor's patience is unlikely to last much past the end of the month. While continuing to seek a diplomatic solution with Xanthus (backed by the threat of the Seashield forces now stationed within Skyfyr), the captain initiates contact with the rebel forces to discuss a possible alliance against Blackrock's king.

Amyrmont 2: Zandor Refuses Request

Location: Seashield, Aquas, New Alphatian Sea

Description: Commander Broderick, hoping to stave off any trouble Captain Tayg may have with Xanthus, requests permission to send a flying man-of-war to Skyfyr in Esterhold. Zandor flatly refuses, saying that every man-of-war is needed in the war against the marauding invaders on Monster Island. Besides, Zandor reasons, the situation in Esterhold must be well in hand by now. After all, he told Broderick to deal with that problem months ago. (See **Am. 1; Am. 10.**)

What This Means: Broderick is on thin ice, and knows it. The Emperor expects more and more from him, and tolerates fewer setbacks. Broderick must regain Monster Island, cement the agreement with Xanthus, and continue to command the loyalty of the kings and queen in Bellissaria—or lose his head. The alternative is to remove Zandor from the scene—an alternative Broderick has been carefully preparing for. But he needs a way to cripple the Emperor's spellcasting abilities, his magic items, and the guards who remain fanatically loyal to him.

What the PCs Can Do: Broderick will hire more adventurers and mercenaries (with his own personal fortune, to avoid Zandor's wrath should the Emperor decide the commander is too free with the Imperial Treasury) to tighten his hold on Esterhold and on Monster Island before they slip from his grasp entirely.

He needs more scouts, spies, and, if he can find them, adventurers brave enough to tackle the *Princess Ark*. Broderick doubts that the king of Blackrock will actually give up his captive skyship. Whether Xanthus fulfills that end of their bargain or not, the *Princess Ark* must be brought to Aquas for Zandor to deal with as he sees fit—or destroyed.

Amyrmont 2: Faraway Rebellion Crushed

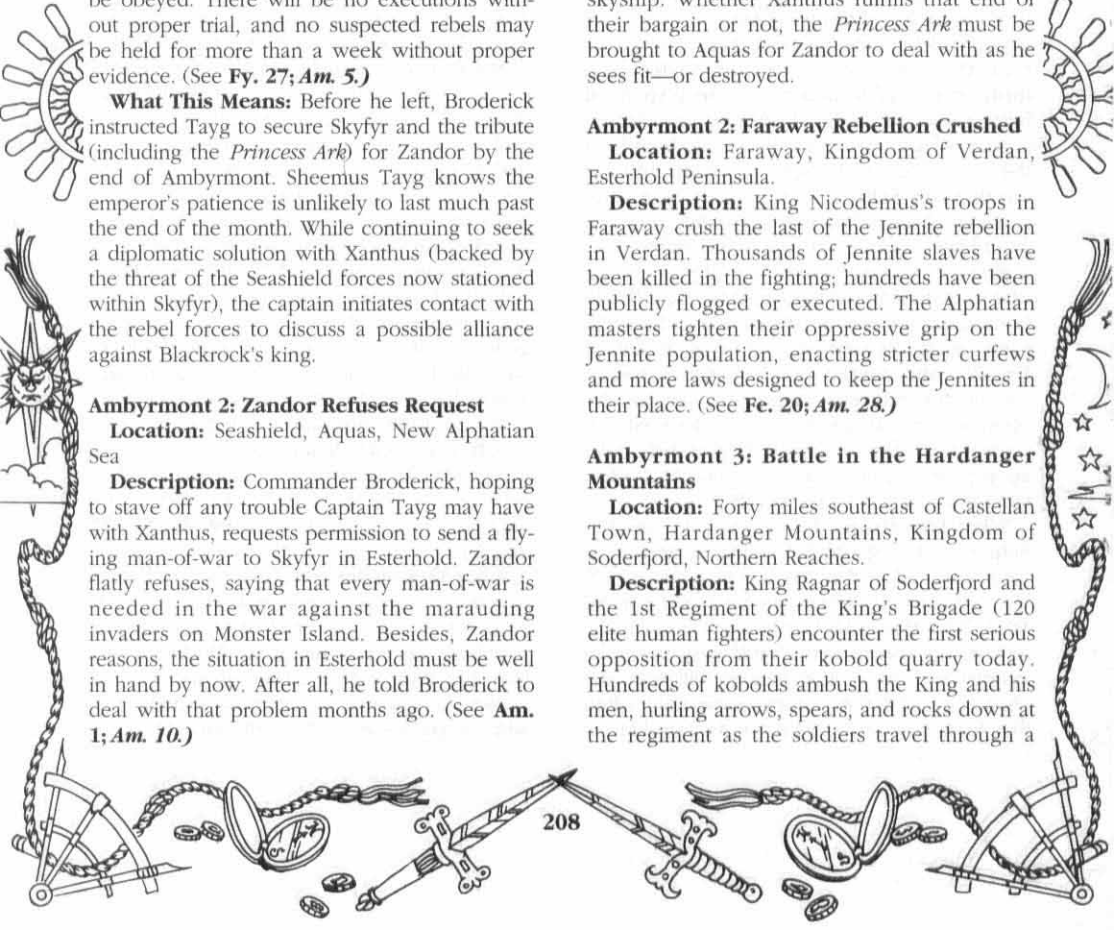
Location: Faraway, Kingdom of Verdan, Esterhold Peninsula.

Description: King Nicodemus's troops in Faraway crush the last of the Jennite rebellion in Verdan. Thousands of Jennite slaves have been killed in the fighting; hundreds have been publicly flogged or executed. The Alphatian masters tighten their oppressive grip on the Jennite population, enacting stricter curfews and more laws designed to keep the Jennites in their place. (See **Fc. 20; Am. 28.**)

Amyrmont 3: Battle in the Hardanger Mountains

Location: Forty miles southeast of Castellan Town, Hardanger Mountains, Kingdom of Soderfjord, Northern Reaches.

Description: King Ragnar of Soderfjord and the 1st Regiment of the King's Brigade (120 elite human fighters) encounter the first serious opposition from their kobold quarry today. Hundreds of kobolds ambush the King and his men, hurling arrows, spears, and rocks down at the regiment as the soldiers travel through a



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narrow valley. The 1st Regiment is forced to retreat to last night's encampment, where the 2nd through 6th Regiments await Ragnar's orders. (See **Fy. 20**; **Am. 25**.)

What This Means: Ragnar the Stout had assumed the kobolds would be easy to find, and even easier to eradicate. But the King's Brigade saw no sign of the kobold raiders—except for a small-scale ambushes encountered by scouting parties. So Ragnar ordered most of the Brigade to wait while he took a smaller force deeper into the mountains in search of the kobold lair.

Unfortunately for Ragnar, there is more than one kobold lair in the Hardanger Mountains, and most are cooperating with Psa'gh. The ambush—which resulted in the loss of a dozen fighters, with many more wounded—indicates there's more involved than a few kobold raids.

What the PCs Can Do: Ragnar will proceed more cautiously now, sending out scouts and spies to determine the location and strength of kobold forces in the area, and to determine who or what may be directing their actions.

Ambyrmont 4: Ramose Gains Support

Location: Tarthis, Kingdom of Nithia, Hollow World.

Description: Pharaoh Ramose IV, in the guise of the petty noble Saau-ur Uhem, arranges to see Nikita-Ahmed, Vizier of Internal Security in Tarthis. The meeting is public, as Nikita-Ahmed is a very busy woman. But when Saau-ur Uhem requests a private meeting, something about the petty noble intrigues the Vizier. She agrees.

Once Ramose is assured their meeting is indeed private, he reveals his true identity. Nikita-Ahmed is astonished, but Ramose convinces her of the truth by revealing secrets no one but the Pharaoh and the Vizier of Internal Security should know. Nikita-Ahmed invites Saau-ur Uhem to be a personal guest in her house. The two engage in many private conversations. (See **Fe. 3**; **Ka. 26**.)

What This Means: Nikita-Ahmed, head of Nithia's secret police, is practical, intelligent, and devoted to Nithia's safety. She has long suspected outside influences were trying to destroy her beloved nation. The supposed death of the Pharaoh and Queen Senkha's subsequent influence in Nithian affairs had strengthened her convictions. Although none of

Senkha's decrees has appeared harmful in themselves (many are designed to curb violent crimes and disturbances in Nithia's cities), Nikita-Ahmed has been disturbed by the overall trend toward more restrictions and fewer rights for the Nithian people since Senkha became Pharaoh.

Now she discovers that Ramose IV is still alive, and much changed from the brooding, ill-tempered, impulsive man who left more than a year ago. She immediately starts making plans to restore Ramose as Pharaoh and to set Nithia back on a course toward law and justice.

Ambyrmont 5: Rebel Base Attacked

Location: Rebel base, Kingdom of Blackrock, Esterhold Peninsula.

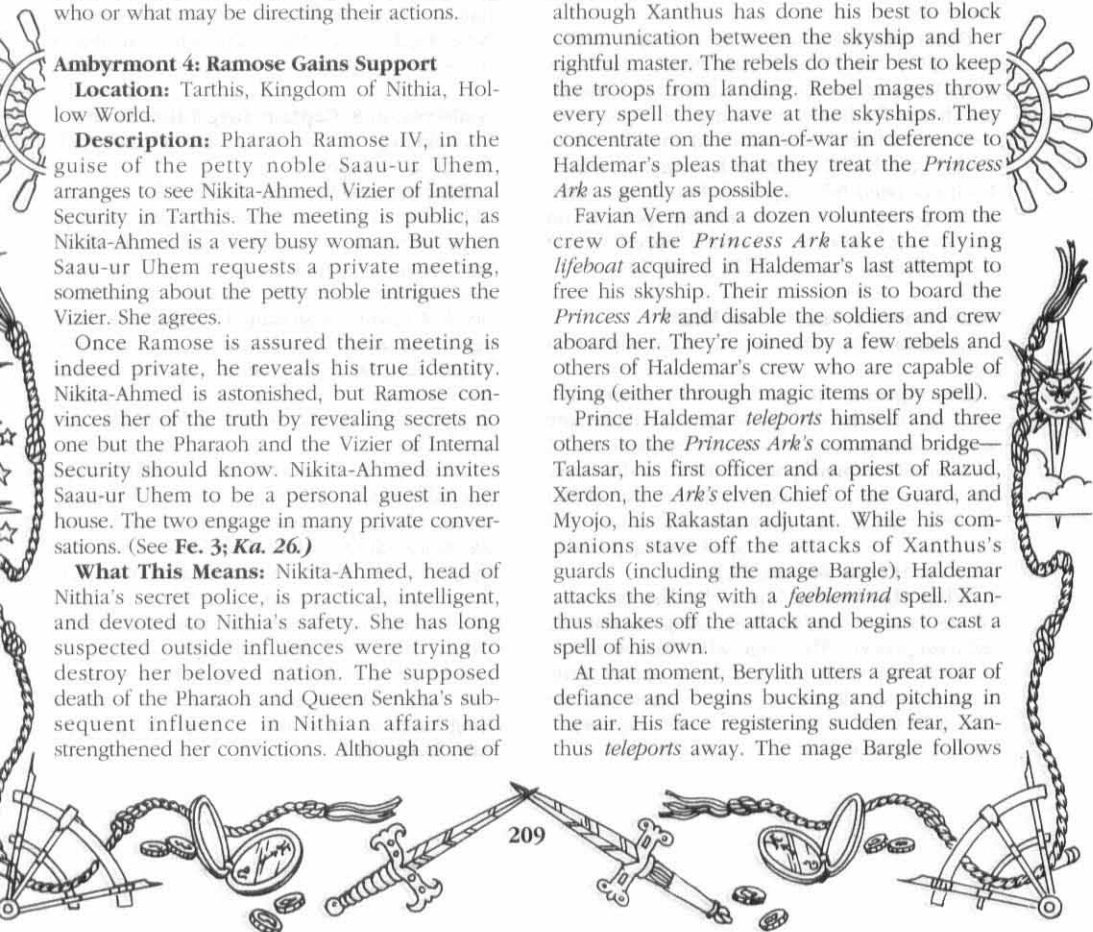
Description: King Xanthus oversees an attack on a rebel base discovered in an abandoned mine. Xanthus's man-of-war and the *Princess Ark* transport troops to the site.

Haldemar's telepathic link with Berylith provides him with some warning of the attack, although Xanthus has done his best to block communication between the skyship and her rightful master. The rebels do their best to keep the troops from landing. Rebel mages throw every spell they have at the skyships. They concentrate on the man-of-war in deference to Haldemar's pleas that they treat the *Princess Ark* as gently as possible.

Favian Vern and a dozen volunteers from the crew of the *Princess Ark* take the flying *lifeboat* acquired in Haldemar's last attempt to free his skyship. Their mission is to board the *Princess Ark* and disable the soldiers and crew aboard her. They're joined by a few rebels and others of Haldemar's crew who are capable of flying (either through magic items or by spell).

Prince Haldemar *teleports* himself and three others to the *Princess Ark's* command bridge—Talaras, his first officer and a priest of Razud, Xerdon, the *Ark's* elven Chief of the Guard, and Myojo, his Rakastan adjutant. While his companions stave off the attacks of Xanthus's guards (including the mage Bargle), Haldemar attacks the king with a *feeblemind* spell. Xanthus shakes off the attack and begins to cast a spell of his own.

At that moment, Berylith utters a great roar of defiance and begins bucking and pitching in the air. His face registering sudden fear, Xanthus *teleports* away. The mage Bargle follows



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suit, abandoning Xanthus's other guards to Talasar, Xerdon, and Myojo. Haldemar rushes to the command chair and places his hands on the skyship's control crystal.

Meanwhile, Favian Vern and his companions narrowly avoid being knocked out of the sky as the *Princess Ark* rolls on her side, dumping scores of soldiers and crewmen overboard. When the ship rights herself, Favian and the others make quick work of those left on board.

When the *Princess Ark* breathes a lightning bolt across its bow, the man-of-war strategically withdraws. (See **Am. 1; Am. 6, Am. 8.**)

What This Means: Xanthus didn't realize Haldemar was at the rebel base or he would have had second thoughts about bringing the *Princess Ark*. Weeks of frustration at being dominated, combined with the stress of her two masters battling, enabled Berylith to break Xanthus's hold over her mind.

Ambyrmont 6: Haldemar Heads for Home

Location: Kingdom of Blackrock, Esterhold Peninsula.

Description: Unwilling to risk any further damage to the *Princess Ark*, Prince Haldemar takes leave of Favian Vern and his rebel friends and heads for home in Floating Ar. (The *Princess Ark* suffered a number of injuries while under Xanthus's command, many of which have not been fully repaired. But at least she's no longer aging due to the terrible spell cast on her—Favian Vern successfully cured her of those effects.) (See **Am. 5; El. 5, El. 7.**)

Ambyrmont 8: Mage Loses Magic

Location: Monster Island, New Alpathian Sea.

Description: The discoverer of *mnemonics mineral* finds he can no longer memorize any spells. Linking this loss with his frequent use of *mnemonics mineral* potions since his discovery six weeks ago, the mage halts his use of the mineral until he can determine the cause—and the cure—of his loss of spellcasting powers. (See **Fy. 10; Am. 10, Am. 27.**)

What This Means: This is the first indication of the dangers involved with using *mnemonics mineral* potions. The mage who discovered the mineral has been using it on a nearly daily basis since its discovery. Other mages who are also avid users of the mineral soon experience similar losses of their spell-casting powers.

Ambyrmont 8: Survivors Wash Ashore

Location: Orji, Divinarchy of Yavdlom.

Description: A large, battered metal cylinder washes ashore near the village of Orji on Thanegia Island. Villagers drawn to the unusual sight are startled when part of the cylinder splits open, revealing a door. Even more alarming are the creatures that emerge: man-shaped things with horribly distorted one-eyed heads and loose, shiny black skin.

Most of the villagers run away in fright. The man-things remove their misshapen heads, revealing normal—albeit pale-skinned—human heads underneath. After some frustrating false starts, the pale-faced visitors communicate their need for food, water, and a healer; three of them are wounded. The villagers help the six people back to Orji and call for a Seer of Yav. (See **Fy. 10; El. 25.**)

What This Means: The cylinder is a magical submersible craft, damaged beyond repair. Its occupants are adventurers who survived being swallowed by the behemoth, although just barely. Their startling appearance was due to water-tight leather suits with magical *air masks*; necessary equipment on a leaky submersible.

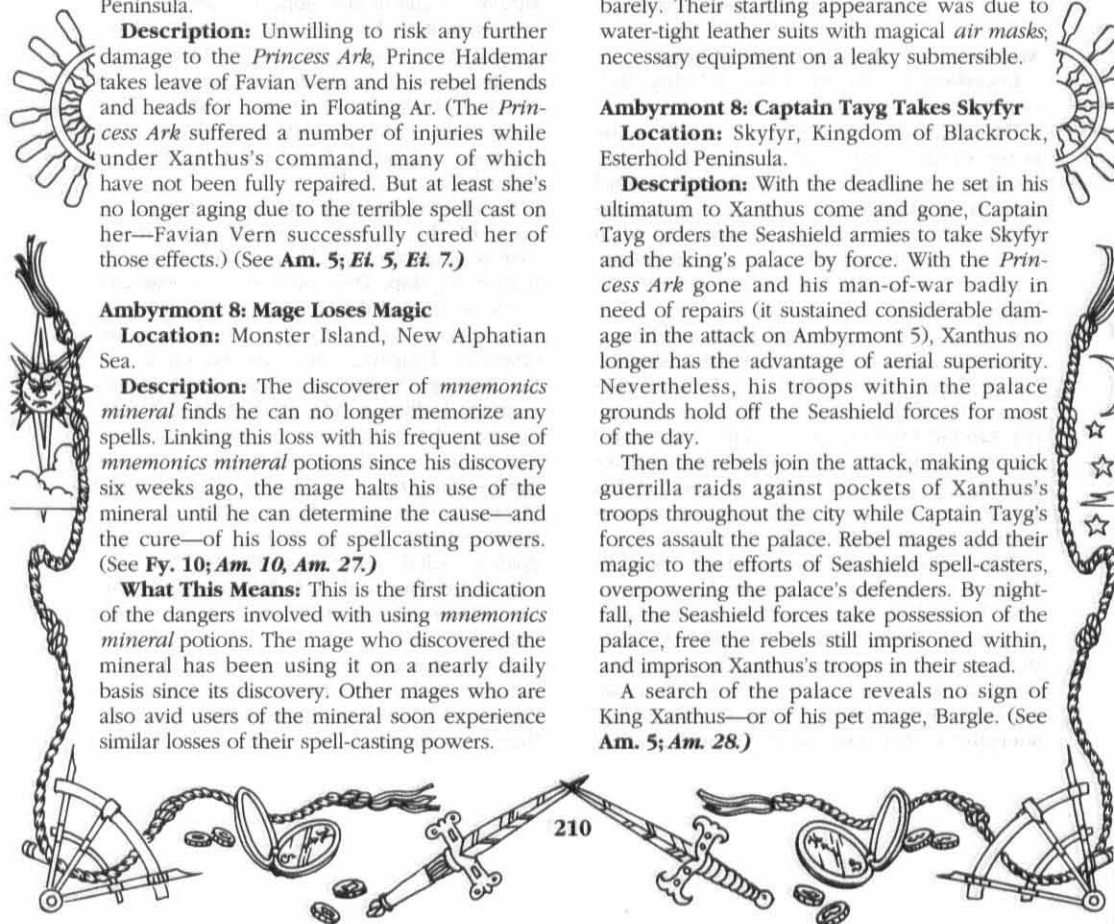
Ambyrmont 8: Captain Tayg Takes Skyfyr

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: With the deadline he set in his ultimatum to Xanthus come and gone, Captain Tayg orders the Seashield armies to take Skyfyr and the king's palace by force. With the *Princess Ark* gone and his man-of-war badly in need of repairs (it sustained considerable damage in the attack on Ambyrmont 5), Xanthus no longer has the advantage of aerial superiority. Nevertheless, his troops within the palace grounds hold off the Seashield forces for most of the day.

Then the rebels join the attack, making quick guerrilla raids against pockets of Xanthus's troops throughout the city while Captain Tayg's forces assault the palace. Rebel mages add their magic to the efforts of Seashield spell-casters, overpowering the palace's defenders. By nightfall, the Seashield forces take possession of the palace, free the rebels still imprisoned within, and imprison Xanthus's troops in their stead.

A search of the palace reveals no sign of King Xanthus—or of his pet mage, Bargle. (See **Am. 5; Am. 28.**)



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What This Means: The rebel leaders initially rebuffed Captain Tayg's attempts to form an alliance. But when the Seashield forces made their move, the rebels felt the chance to drive Xanthus out of Skyfyre would be worth the risk.

Tonight, Captain Tayg meets with top rebel leaders, including Favian Vern, to discuss Skyfyre's future. Tayg explains he needs treasure to please Emperor Zandor, and that whoever rules in Skyfyre must acknowledge Zandor as his overlord. If the rebels' goals can be met at the same time, he'd be happy to cooperate.

Someone suggests that Favian Vern could be king; the startled priest-mage says he'll have to think about it.

Ambrymont 9: Karameikans Meet Neathar Tribesmen

Location: Alphatian Neatharum, northern Icria, Hollow World.

Description: The Karameikan explorers encounter a band of Neathar tribesmen on their way home from a successful hunt for dinosaurs. Some of the tribesmen are riding trained triceratops. When the expedition leader expresses peaceful intentions and admiration for the Neathar mounts, the tribesmen invite the foreigners to join in festivities in their village. (See **Fy. 11**; **Sv. 15**.)

What This Means: The Karameikans stay for a number of sleeps, during which they learn of a town to the northwest, called Haldemar, and that people calling themselves Alphatians live there. The astonished explorers take advantage of their hosts' hospitality to reprovision themselves for a journey to Haldemar.

Ambrymont 10: Seashield Forces Land

Location: Monster Island, New Alphatian Sea.

Description: Seven *submersible galleys*—all that Broderick could requisition from Aquas's pool of forty—surface in the bay near Denwarf-Hurgon on Monster Island. The Fifth and Sixth Armies of Seashield disembark. (Each galley carried two hundred marines—twice their normal capacity). The Sixth Army, none too pleased to be back on Monster Island, leads the way up the steep, tortuous road to Denwarf-Hurgon. (See **Am. 8**; **Am. 24**.)

What the PCs Can Do: Broderick sends scouts ahead to determine the current state of affairs in Denwarf-Hurgon and in Sanctuary, the

supply town that's become a boomtown in the mineral rush. They're also to make contact with scouts Broderick sent weeks ago.

Ambrymont 11: Princess Igrid Returned

Location: Zeaburg, Ostland, Northern Reaches.

Description: A month and a half after Princess Igrid first disappeared, Queen Yrsa receives an anonymous note naming a place (a secluded area outside Zeaburg) and time (dusk today) for a meeting—and demanding the Queen tell no one, and come alone.

Leaving Zeaburg unnoticed proves difficult. Twice, the Queen must elude men she suspects of following her on Asgrim's orders. She arrives at the appointed place an hour late and waits nervously, hoping she's not too late.

A hooded man emerges from the shadows and demands to know if Yrsa was followed. She answers truthfully—that she was, but thinks she eluded them. The man leads the queen around a rocky hill to a firelit camp. There, Yrsa sees her daughter Igrid, safe and sound.

The girl sheepishly apologizes to her mother, explaining that she wasn't kidnapped at all—she tricked her new friends into taking her away from Ostland. Yrsa listens in amazement, but is happy to grant forgiveness and amnesty to the people involved. (See **Fe. 22**.)

Ambrymont 12: Oenkmarransacked

Location: Oenkmarr, Lower Broken Lands.

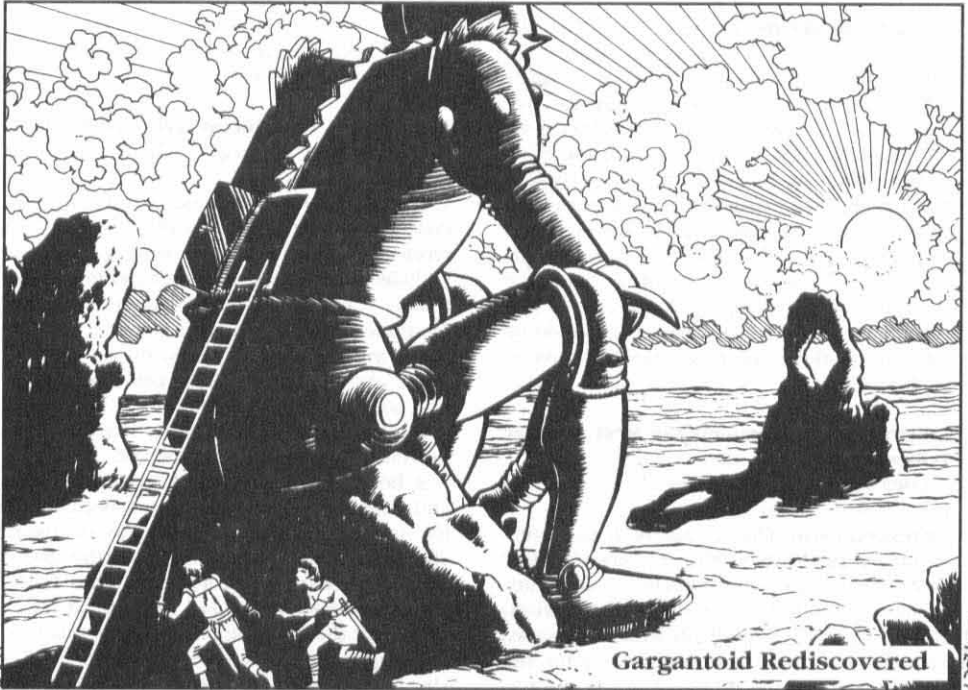
Description: King Alebane's humanoid hordes finally break the Oenkmarran defenses and run amuck through the city, looting and pillaging and murdering many of the city's inhabitants. Alebane now controls most of the city—only the Great Temple and the Citadel are still under Oenkmarran control. (See **Fy. 21**; **Am. 14**.)

Ambrymont 14: Shadow Elves Strike

Location: Oenkmarr, Lower Broken Lands.

Description: Into the midst of the turmoil in Oenkmarr come the shadow elves, determined to claim Oenkmarr for their own. No longer concerned about opposition from Rockhome or the Western Defense League, the elves hurl nearly every soldier they have at the floating city. Their magic makes it relatively easy for the shadow elves to strike into Oenkmarr—and retreat again when necessary.

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Gargantoid Rediscovered

The humanoids in the city have no such option. They fight off wave after wave of shadow elves, with no means of retreat. Once again, the Oenkmarians reluctantly join forces with a recent enemy against the shadow elves. But the humanoids in Oenkmarr have been seriously weakened by prolonged fighting. The shadow elves advance through the city, driving the humanoids back step by step. By the end of the day, surviving humanoids are barricaded within the Great Temple or the Citadel, where they make their stand. (See *Am. 12*; *Am. 16*.)

Ambyrmont 15: Imperial Hospitaliers Established

Location: Thyatis City, Thyatis.

Description: By decree of Emperor Eusebius of Thyatis, the mage Breindel Tzuriel is named Prefect of the new Imperial Hospitaliers in Thyatis. The Hospitaliers are charged with investigating reports of outbreaks of disease, educating the public on sanitation and other measures to prevent disease, and researching known diseases to discover causes, treatments, and cures. To that end, the Emperor assigns a

number of Thyatian mages and clerics to report to Breindel Tzuriel, and allocates monies for staff and equipment. (See *Kl. 21*; *El. 1*.)

What This Means: The expedition sent to the ruined Alpathian Center for Disease Control was successful—Breindel recovered a great deal of equipment and, more importantly, hundreds of volumes of research notes and reports. The Hospitaliers will use this equipment, as well as more traditional healing practices, to combat mummy rot and other diseases.

Ambyrmont 16: Slaughter in Oenkmarr

Location: Oenkmarr, Lower Broken Lands.

Description: The shadow elves break the defenses of both the Great Temple and the Citadel today, driving the humanoids out. Shadow elf soldiers advance through the city streets, driving humanoid soldiers to the edges of the city—and then over the edge, into the lava below. The shadow elves break the last organized resistance by the end of the day. Thousands of humanoids have perished by sword or spell, or have fallen from Oenkmarr's cliffs to their deaths. Only a few humanoids

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escape, either by magic or on skinwings. Others hide in Oenkmar's sewers and tenements, only to be hunted down by squads of shadow elf soldiers bent on driving every humanoid from the city. (See **Am. 14; Sv. 1, Sv. 15.**)

What This Means: The shadow elves have no pity for their enemies—especially enemies who would deny them their holy city. Just as they felt no compunction against driving the elves of Alfheim from Canolbarth, they feel no remorse at driving the humanoids from Oenkmar. The fact that the humanoids have no way to escape is no concern of theirs.

One inhabitant of Oenkmar does have a means of escape, however—Angus McClintock. Realizing there's nothing he can do to stop the destruction of his beloved city, the mage flees Oenkmar and returns to Glantri.

Ambyrmont 23: Gargantoid Rediscovered

Location: Kurish Massif, northwest of the Great Crater, Glantri.

Description: Adventurers exploring the rim of the Great Crater stumble upon a gigantic metal construction shaped like a 50-foot-tall man. It's sitting on a large boulder, staring blankly into the distance. The adventurers approach, and discover an open doorway set in its lower back. The construction's interior is a maze of access corridors, spiral staircases, and rooms filled with equipment—levers, pulleys, gears, strange magical engines, and the like.

The adventurers' exploration of the strange contraption is interrupted by the return of its owner. Ferdynand Lillipot storms up to the nearest intruder and begins belaboring him with his staff, shouting "Out! Away! Foul thieves! Help, Help! Call the guard!"

After an apology and hasty explanations, the adventurers convince Ferdynand that they had no intention of stealing the Gargantoid. Ferdynand invites them to lunch and offers them a grand tour of the Gargantoid and its workings. The adventurers accept on both counts.

What This Means: Ferdynand Lillipot, a Glantrian mage (20th-level), created his Gargantoid to aid his nation in the war against Alphatia. Unfortunately, his prize creation wasn't ready for battle until just last year—a little late for the war. In Ambyrmont of AC 1011, Ferdynand misplaced his Gargantoid (it disappeared from Alexander Platz in Glantri

City). When he'd recovered his creation, he decided to use it to explore the world. He was on his way to Sind when it malfunctioned, and he had to set down in the mountains.

If you use the gargantoid in your campaign, you will need to develop game statistics for it. The Gargantoid should have at least 20 HD. Its Move is 18, it can swim at the same speed, and can also fly at Move 24. 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).

What the PCs Can Do: Ferdynand lacks the materials and special components he needs to repair the Gargantoid. Not wishing to lose his creation again, he refuses to leave it alone. He'll ask the PCs to fetch the needed materials for him (some are in his laboratories deep within the Colossus Mountains to the northeast; others can be procured only after perilous adventures) or to guard the machine while the mage fetches the necessary items himself.

Ambyrmont 24: Denwarf-Hurgon Secured

Location: Denwarf-Hurgon, Monster Island, New Alphatian Sea.

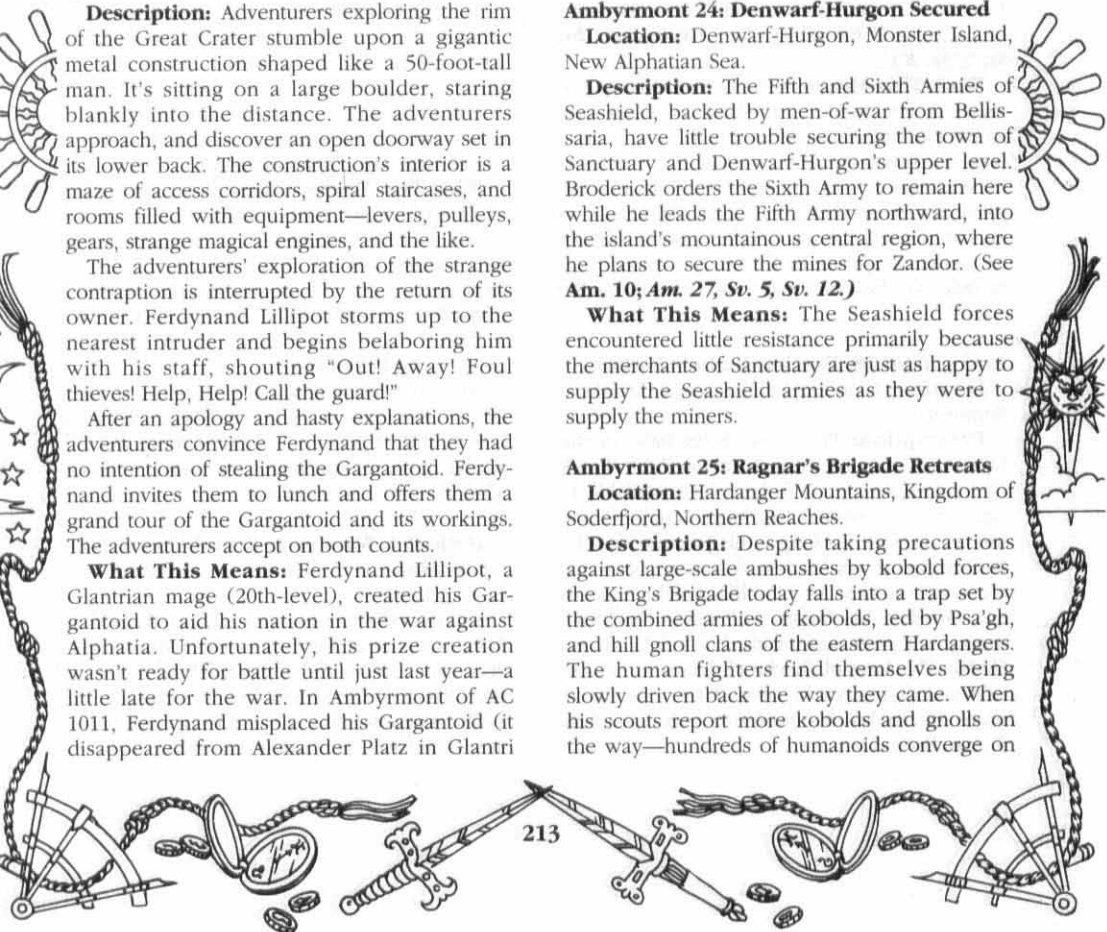
Description: The Fifth and Sixth Armies of Seashield, backed by men-of-war from Bellisaria, have little trouble securing the town of Sanctuary and Denwarf-Hurgon's upper level. Broderick orders the Sixth Army to remain here while he leads the Fifth Army northward, into the island's mountainous central region, where he plans to secure the mines for Zandor. (See **Am. 10; Am. 27, Sv. 5, Sv. 12.**)

What This Means: The Seashield forces encountered little resistance primarily because the merchants of Sanctuary are just as happy to supply the Seashield armies as they were to supply the miners.

Ambyrmont 25: Ragnar's Brigade Retreats

Location: Hardanger Mountains, Kingdom of Soderfjord, Northern Reaches.

Description: Despite taking precautions against large-scale ambushes by kobold forces, the King's Brigade today falls into a trap set by the combined armies of kobolds, led by Psa'gh, and hill gnomish clans of the eastern Hardangers. The human fighters find themselves being slowly driven back the way they came. When his scouts report more kobolds and gnomes on the way—hundreds of humanoids converge on



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the battle from three directions—Ragnar reluctantly gives the command to retreat. (See **Am. 3; Sv. 9.**)

What This Means: Ragnar never expected resistance like this from the kobolds. The King's Brigade will pull back out of the mountains entirely over the next few days. They'll make camp in the foothills, awaiting reinforcements from Soderfjord.

Ambyrmont 27: Mineral-Related Magic Loss Becomes Widespread

Location: Monster Island, New Alpathian Sea.

Description: More and more mages on Monster Island begin to experience the side-effects of overusing the *mnemonics mineral* potions. Other mage-miners, not fully understanding what's happening, rush to take advantage of their rivals' sudden loss of spellcasting abilities to strengthen their own claims over mineral deposits. In other lands, mages who managed to purchase *mnemonics mineral* potions from enterprising merchants also begin to succumb to the effect. (See **Am. 8, Am. 24; Sv. 5, Sv. 8.**)

What This Means: Cooperation among the mage-miners on Monster Island has been next to nonexistent; this now seems to have been a mistake. When the discoverer of the *mnemonics mineral* sees other mages losing their ability to memorize spells or becoming deathly ill (as he did when he drank another potion, hoping to regain his spells), he'll form a research team to help him find the cause and the cure of the effect.

Ambyrmont 28: Xanthus Gathers Forces

Location: Kingdom of Blackrock, Esterhold Peninsula.

Description: From his secret base in the hills outside Skyfyr, King Xanthus of Blackrock directs the gathering of the forces available to him. His man-of-war has been repaired, and mercenaries are flocking to his promise of gold. Nicodemus of Verdan has also sent troops that are now on their way to Blackrock. Xanthus has called in his favors, and many Blackrock mages are now supporting his bid to regain Skyfyr. The king of Blackrock has also requisitioned a flying yacht owned by a reclusive mage on Blackrock's eastern border. (See **Am. 2, Am. 8; Sv. 1.**)

Sviftmont, AC 1012

This month's annual events include Birth of Dandin (Sind, Sv. 3), New Year's Day (Ethen-gar, Sv. 6), Best Wishes of Krondahar (Glantri, Sv. 6), Vanya's Day (Heldannic Territories, Thy-atias, Sv. 8), Wine Festivals (Alphatia, Sv. 8–15), Birthday of Tarasfir (Shadow Elves, Sv. 13), Raising the Walls (Glantri, Sv. 15), Day of Counting (Ethen-gar, Sv. 23), Day of Naming and Welcoming (Ethen-gar, Sv. 24), King Stefan's Birthday (Karamaikos, Sv. 28).

Sviftmont 1: Seashield Troops Recalled

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Captain Sheemus Tayg of the Third Army of Seashield receives word from Emperor Zandor of the New Alpathian Empire that—as the Seashield forces have surely settled the situation in Esterhold by now—the Second through Fourth Armies of Seashield are to return to Aquas immediately.

The Captain fears the Emperor's wrath if he protests these orders or admits the campaign in Esterhold has not been entirely successful. He orders his troops to ransack the palace and retreat from Skyfyr. The Seashield Armies board *submersibles* and sailing vessels and head for home. (See **Am. 28; Sv. 6, Sv. 15.**)

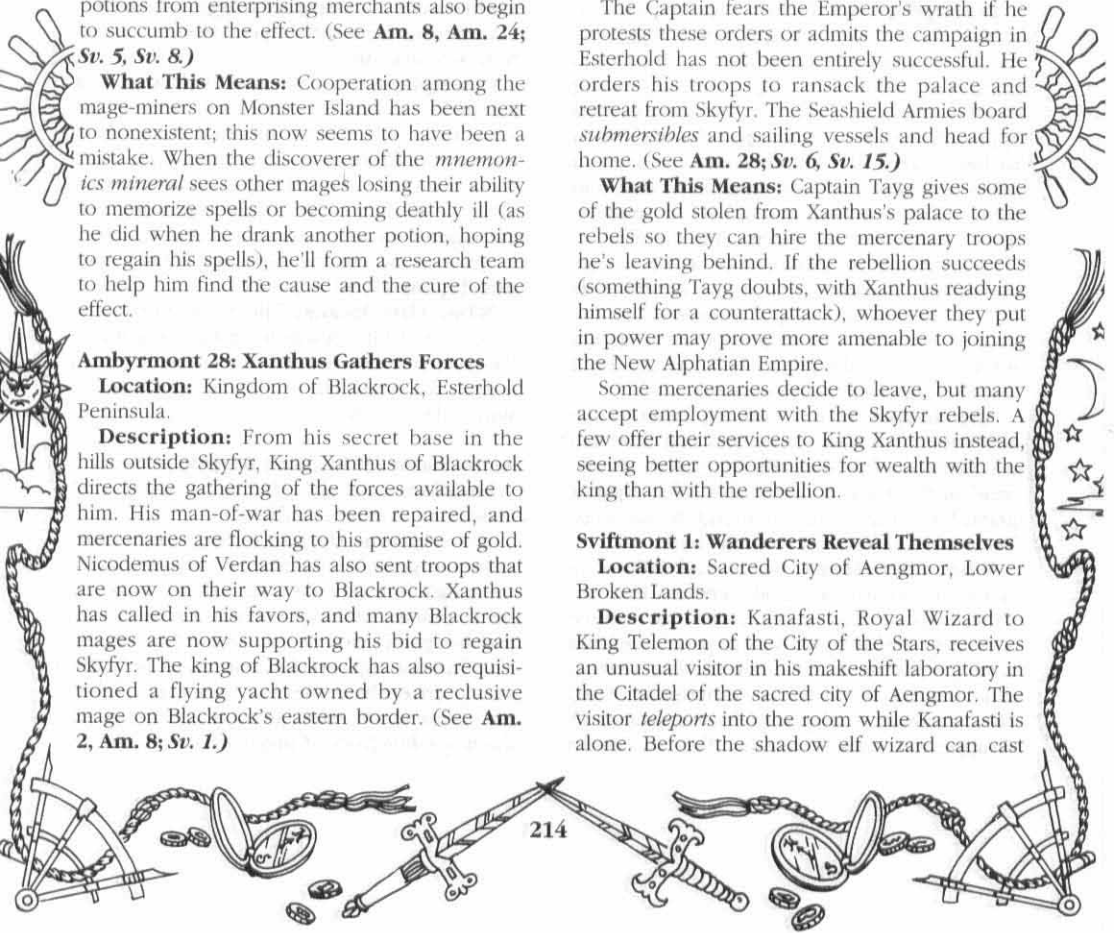
What This Means: Captain Tayg gives some of the gold stolen from Xanthus's palace to the rebels so they can hire the mercenary troops he's leaving behind. If the rebellion succeeds (something Tayg doubts, with Xanthus readying himself for a counterattack), whoever they put in power may prove more amenable to joining the New Alpathian Empire.

Some mercenaries decide to leave, but many accept employment with the Skyfyr rebels. A few offer their services to King Xanthus instead, seeing better opportunities for wealth with the king than with the rebellion.

Sviftmont 1: Wanderers Reveal Themselves

Location: Sacred City of Aengmor, Lower Broken Lands.

Description: Kanafasti, Royal Wizard to King Telemon of the City of the Stars, receives an unusual visitor in his makeshift laboratory in the Citadel of the sacred city of Aengmor. The visitor *teleports* into the room while Kanafasti is alone. Before the shadow elf wizard can cast



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any spells, the visitor holds up a weathered, wrinkled hand and speaks the shadow elf word for "peace."

Intrigued, Kanafasti offers his visitor a seat and invites him to state his business. The visitor astounds him by introducing himself as Felestralor, a shadow elf Wanderer who left the City of the Stars nearly a century ago. Felestralor reveals that a community of Wanderers—nearly a hundred of them—have been living in Oenkmar, and have much knowledge to share with their shadow elf brethren. (See **Am. 16; Sv. 28.**)

What This Means: The shadow elves have a custom in which every elf reaching his 800th year becomes a Wanderer—destined to travel a path ordained by the Immortal Rafiel, never to retrace his steps. (Many shadow elves assume this to be a holdover from ancient times when food was too scarce to waste on less productive members of society.) Some Wanderers made their way to Oenkmar, where they blended in with the humanoid inhabitants (aided by magic and by the fact that very old elves don't look markedly different from very old goblins).

These Wanderers dedicated themselves to learning as much as they could of the sacred city of Aengmor. Their knowledge is available to Kanafasti—provided he dares disobey the Immortal Rafiel's prohibition of any contact between Wanderers and younger shadow elves.

Kanafasti, himself a mere two years from becoming a Wanderer, promises to do all he can to integrate the Wanderers into shadow elf society here in Aengmor.

Swiftmont 1: Rumors in Mirros

Location: Mirros, Karameikos.

Description: Nasty rumors that Queen Olivia and King Stefan have taken to sleeping in separate chambers begin circulating through Mirros. According to the rumors, the Queen hasn't spoken to her husband, except in public situations which could not be avoided, since Stefan announced his choice of heirs to the throne of Karameikos. (See **Fe. 15.**)

What This Means: The rumors are true, although Olivia hasn't moved to other quarters because she disagrees with her husband's choice of heir. The king's snoring has worsened with age, and the Queen simply didn't want to put up with it any more.

Swiftmont 5: Mineral Mines Secured

Location: Monster Island, New Alpathian Sea.

Description: After a number of skirmishes—some mineral miners are very protective of their claims—the Seashield Armies secure the most productive *mnemonics mineral* mines. Commander Broderick sets up patrols throughout the mines and the surrounding area. He announces a new mining policy; any miner who wishes to continue mining a claim may do so, but half of all the mineral they recover will be confiscated for the Emperor of the New Alpathian Empire. Any miners unwilling to meet this demand are strongly encouraged to leave. (See **Am. 27; Sv. 8.**)

What the PCs Can Do: Player characters on Monster Island can find ample employment as miners or as guards defending the mines from monsters and illegal mining.

Swiftmont 6: Xanthus Strikes

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: King Xanthus of Blackrock maneuvers his forces into position around Skyfyr. Xanthus's man-of-war and the flying yacht harass the rebels within the city. The main force camps outside the walls, out of range of arrows and most spells.

Xanthus sends a messenger to the rebels in Skyfyr, demanding their surrender. They reply they will not surrender, and ready themselves for the inevitable attack. (See **Sv. 1; Sv. 13.**)

What This Means: At first glance, the two forces poised to battle over Skyfyr seem evenly matched. With the addition of mercenary troops augmenting their forces, the rebels outnumber Xanthus's troops two to one—but the king's troops are better trained and better armed. The skyships offer a great advantage for Xanthus's side, but rebel mages stand ready to counteract them. Unfortunately for the rebellion, Xanthus now has many more mages supporting him.

Swiftmont 8: Broderick Discovers Secret

Location: Monster Island, New Alpathian Sea.

Description: Broderick's aides admit a mage into the commander's makeshift office near the mineral mines today. The mage claims to know something important about the *mnemonics mineral*. He explains that he and his friends

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were the original discoverers of the mineral, and that he has been studying its uses for two months now. He's recently uncovered some unpleasant side effects of prolonged use of the mineral, and is unsure what to do about it. He fears utter chaos when the miners find out that the mineral is poisonous, and can actually destroy a user's spellcasting ability. He begs Broderick to shut the mines down.

Commander Broderick offers to supply the mage with a fully equipped laboratory in which to continue his studies of the mineral, with the goal of discovering a cure for the unwanted side effects. He also promises to enlist the aid of other mages who have used the mineral extensively, and to strictly regulate any further mining. (See **Am. 27, Sv. 5; Sv. 12.**)

What This Means: As Broderick listens to this startling news, he realizes *mnemonics mineral* is the key he needs to complete his plans. The commander issues orders to find every miner who has been on Monster Island for a month or more, and to make them comfortable in Denwarf-Hurgon. Any who are also mages are to be pressed into service as researchers, reporting to the mage who originally discovered the mineral. They are all to be kept under strict supervision. No word of the nature of their work is to get out.

Broderick announces that all *mnemonics mineral* henceforth belongs to Emperor Zandor of the New Alphatian Empire—but that all who continue to mine the mineral will receive high pay for their labors.

Sviftmont 9: War in the Hardangers

Location: Hardanger Mountains, Soderfjord, Northern Reaches.

Description: King Ragnar of Soderfjord leads his forces back into the Hardanger Mountains to begin an all-out war against the kobolds and gnolls there. In addition to reinforcements from the capital city of Soderfjord, several jarls have answered the war-leader's call to arms. The men of Jarl Vandrad of Ozurfold boast that they'll kill more kobolds than Jarl Solvi of Castellan's men ever could. Similar cheerful rivalry springs up throughout the Soderfjord forces. (See **Am. 25; Sv. 23.**)

What the PCs Can Do: Player characters may be put to use as scouts or spies or as crack troops sent into humanoid lairs to drive the kobolds or gnolls out to the waiting army.

Sviftmont 10: Senator Imprisoned

Location: Thyatis City, Thyatis.

Description: Angelarian Canolocarius, a famous senator of Thyatis, is arrested on charges of treason and imprisoned in Blackrock Prison—Thyatis's most infamous dungeon—to await trial and execution. (See **Kl. 17; El. 17.**)

What This Means: Angelarian is the latest victim of Eusebius's ruthless policy of eradicating his enemies and confiscating their wealth. Unfortunately, Angelarian is innocent of all charges. One of the men responsible for finding traitors within the Senators' ranks framed Angelarian in retaliation for the senator's refusal to allow his daughter to marry a "mere government official." This is not an isolated incident—more than one official has been using the purge to rid themselves of their own enemies.

What the PCs Can Do: Angelarian's relatives may hire the player characters to collect evidence of the senator's innocence—or to break him out of Blackrock Prison and spirit him away to safe haven. The PCs are bound to make powerful enemies along the way. If they prove the guilt of the officials behind the illegal arrests, they will gain an even more powerful ally—Emperor Eusebius himself.

Sviftmont 12: Mineral Shipment Arrives

Location: Seashield, Aquas, New Alphatian Sea.

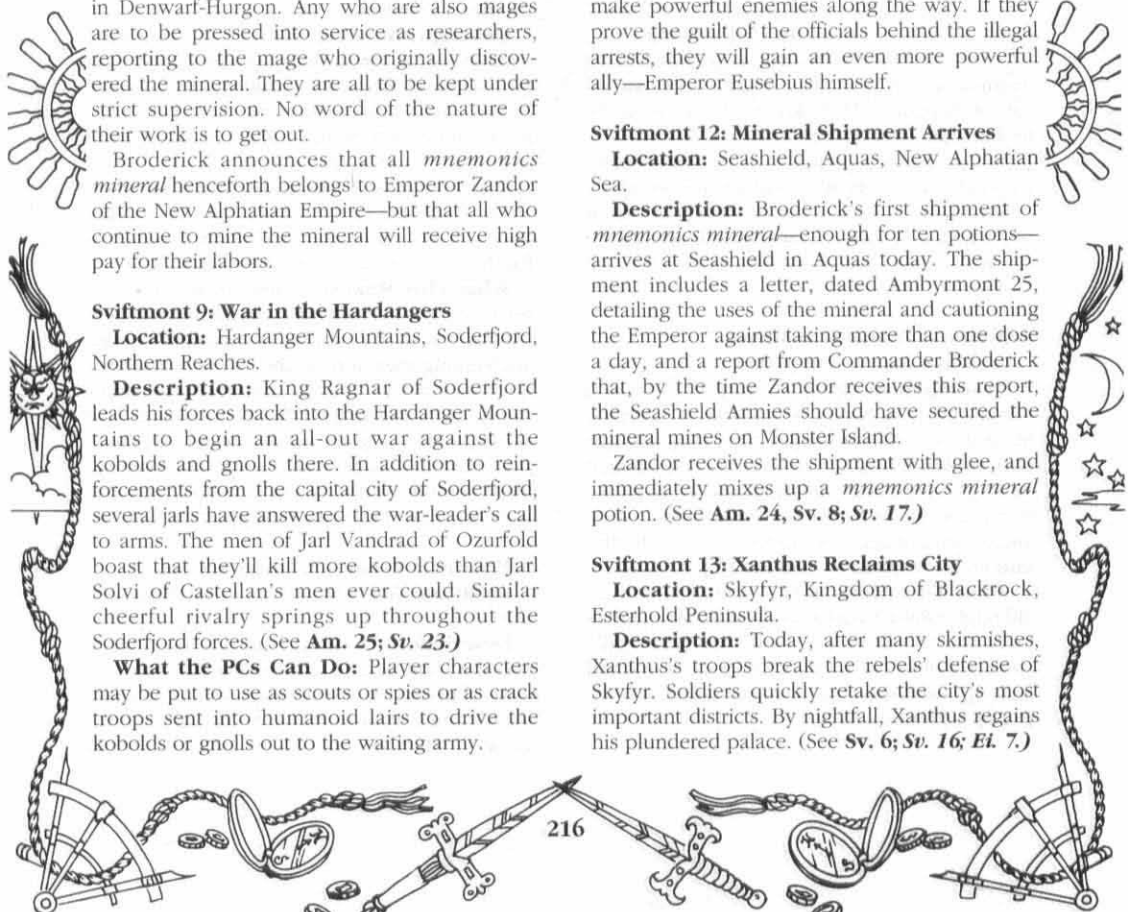
Description: Broderick's first shipment of *mnemonics mineral*—enough for ten potions—arrives at Seashield in Aquas today. The shipment includes a letter, dated Ambyrmtont 25, detailing the uses of the mineral and cautioning the Emperor against taking more than one dose a day, and a report from Commander Broderick that, by the time Zandor receives this report, the Seashield Armies should have secured the mineral mines on Monster Island.

Zandor receives the shipment with glee, and immediately mixes up a *mnemonics mineral* potion. (See **Am. 24, Sv. 8; Sv. 17.**)

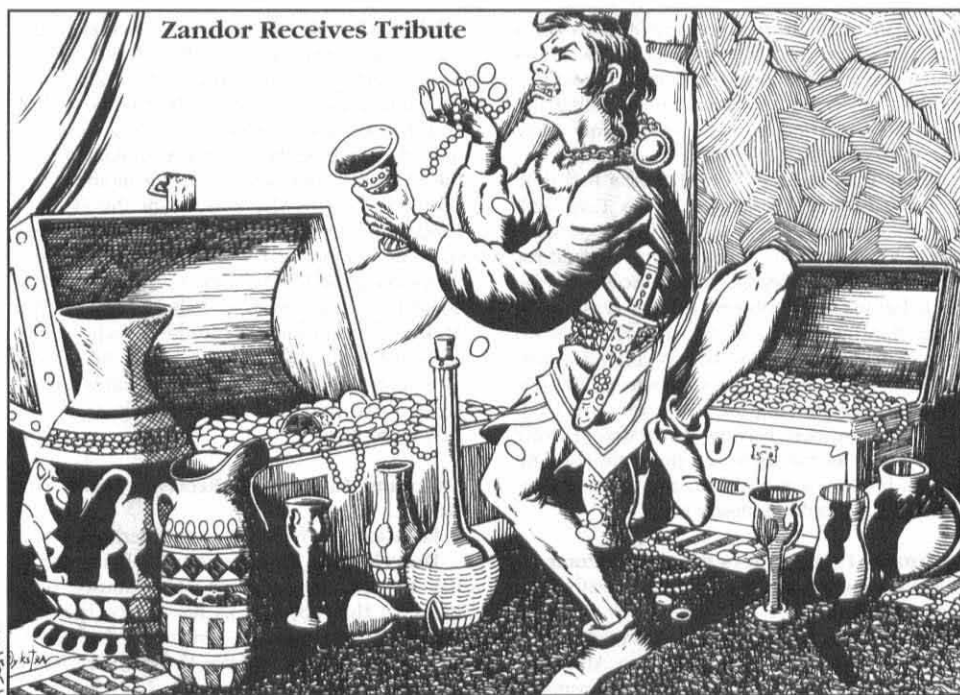
Sviftmont 13: Xanthus Reclaims City

Location: Skyfyr, Kingdom of Blackrock, Esterhold Peninsula.

Description: Today, after many skirmishes, Xanthus's troops break the rebels' defense of Skyfyr. Soldiers quickly retake the city's most important districts. By nightfall, Xanthus regains his plundered palace. (See **Sv. 6; Sv. 16; El. 7.**)



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What This Means: Xanthus's two skyships, heavily defended by mages stationed aboard, were instrumental in breaking the rebel forces. Once more, troops scour the city in search of rebels—but this time, the Seashield forces aren't here to enforce Imperial Law. Many rebels escape, hiding or fleeing the city. But many more are captured or killed.

Rebel leaders, including Favian Vern, retreat to a relatively safe hiding place deep within the city's sewer system. They make plans to minimize their losses in the massacre Xanthus has ordered and grimly discuss their options. It's now clear that the rebellion is doomed—unless Xanthus can be permanently removed.

Swiftmont 14: Emperor Eusebius Attacked

Location: Thyatis City, Thyatis.

Description: As Eusebius mounts the steps of the Imperial Senate Building to address the senators assembled inside, an arrow whistles through the air and strikes him. Half a dozen Imperial Legionnaires crowd around their emperor, shielding him with their bodies as they hustle him into the building. Others,

shouting and gesturing to one another, search the square for the unknown bowman. One legionnaire spots someone racing across the rooftop of a nearby ministerial building, and the chase is on.

What This Means: Eusebius isn't seriously hurt; the arrow caught in the folds of his cloak, inflicting a superficial wound to his left shoulder. He is angered, however, and orders his Legionnaires to redouble their efforts to find out who's behind this latest of several attempts to assassinate him.

Swiftmont 15: Troops and Tribute Arrive

Location: Seashield, Aquas, New Alpathian Sea.

Description: The Seashield troops sent to Esterhold return to Aquas. Captain Sheemus Tayg of the Third Army of Seashield presents Emperor Zandor with a number of exquisite tapestries, miscellaneous treasures of great value, and a dozen chests filled with gems and jewelry and coins—tribute, he explains, from King Xanthus of Blackrock in Esterhold.

Zandor is delighted by the offering and dis-

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misses the Captain with congratulations on a job well done. He spends the next few hours dancing among the treasure, running his fingers through the coins and gems and fondling the exquisitely crafted goblets, vases, and other treasures. (See **Sv. 1; Sv. 16.**)

What This Means: Now that he's had time to think it over, Captain Sheemus Tayg isn't sure that leaving Skyfyr was such a good idea. While his deception seems to have worked for now, the captain dreads Zandor discovering the truth behind the "tribute"—that it was stolen from Xanthus's palace, and Esterhold is no more a part of the New Alphatian Empire than it was before Zandor sent Commander Broderick to bring the region back into the fold. Sheemus considers leaving the Seashield Army and going as far away as possible, but he knows his troops would bear the brunt of Zandor's wrath should he desert them.

Sviftmont 15: Explorers Reach Haldemar

Location: Haldemar, Alphatian Neatharum, Hollow World.

Description: The Karameikan explorers arrive in the town of Haldemar in Alphatian Neatharum. They discover a thriving community of some 15,000 people, mostly Alphatians and Neathar tribesmen who have embraced urban life. The explorers do their best to blend into the crowds, posing as traders from a distant land. (They have goods they received from both the Gentle Folk and the Neathar tribesmen they met to support this claim.) The explorers are careful to speak only Neathar, although the expedition leader can speak Alphatian fluently. They find a room at the inn and settle in for some baths and food. They spend the evening in the inn's aleeproom, trying to learn as much as they can about these Alphatians and how they came to be here. (See **Am. 9; Sv. 16.**)

Sviftmont 15: Increase in Humanoid Raids

Location: Darokin, Ethengar, Glantri, Rockhome.

Description: There is a sudden increase in humanoid raids in lands bordering the Lower Broken Lands. Homesteads all along the border—in Glantri and Darokin especially, but in Rockhome and Ethengar as well—come under attack by humanoids intent on stealing as much food, weapons, and armor as possible. (See **Am. 16; Ka. 1.**)

What This Means: This is a reaction to the chaos experienced in the Lower Broken Lands. Many humanoids living in the caverns beneath the surface are abandoning their homes—they fear that the shadow elves controlling Oenkmar may decide to strike against all humanoids in the Broken Lands. As these humanoids move their families to the surface of the Broken Lands, they displace humanoids already living there as hunters and herders. Many humanoid tribes decide to leave the area altogether. While some flood New Kolland, others head for the Makkres Mountains in Vestland (where, it's rumored, King Thar may be found). Regardless of where they go, they need food and weapons to get there, and raiding homesteads is an easy way to get them.

Sviftmont 16: Xanthus Receives Thank-You Note

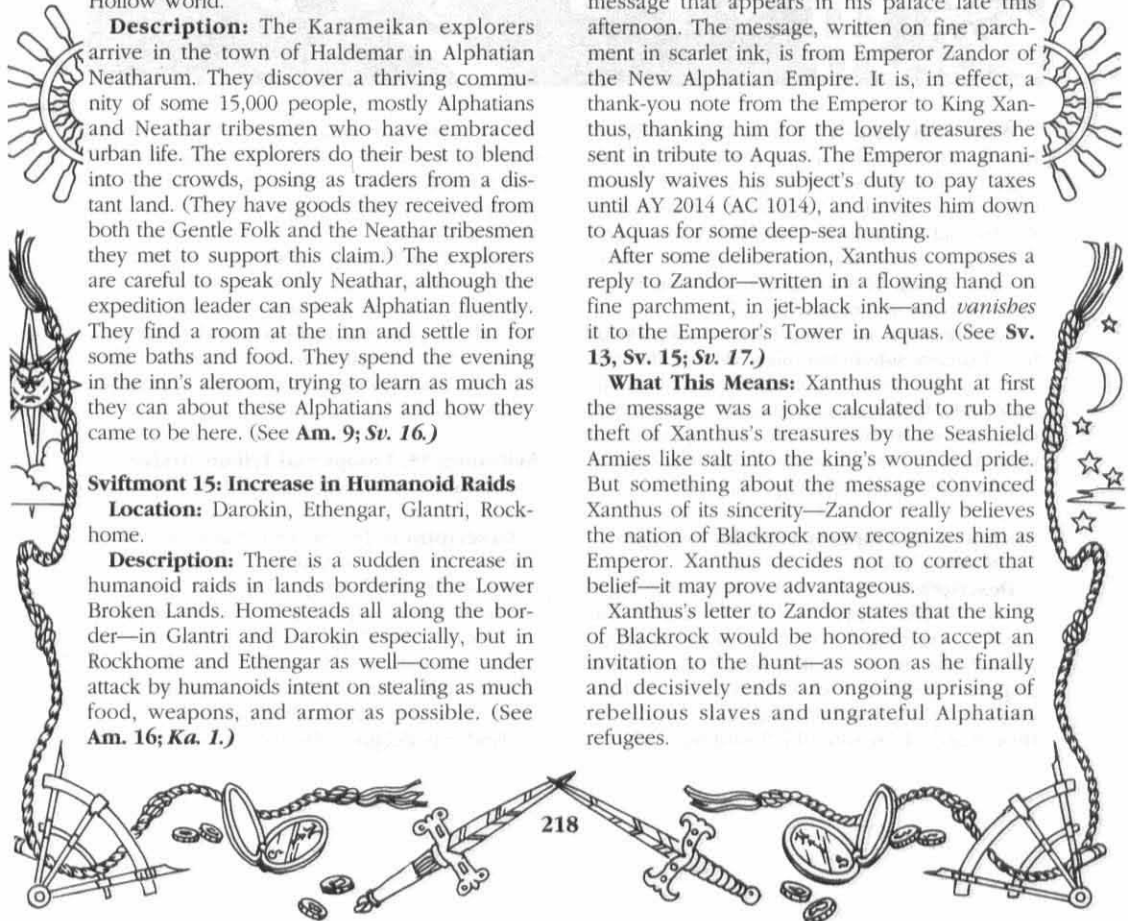
Location: Skyfyr, Blackrock, Esterhold.

Description: King Xanthus of Blackrock is first startled, then angered, then amused by a message that appears in his palace late this afternoon. The message, written on fine parchment in scarlet ink, is from Emperor Zandor of the New Alphatian Empire. It is, in effect, a thank-you note from the Emperor to King Xanthus, thanking him for the lovely treasures he sent in tribute to Aquas. The Emperor magnanimously waives his subject's duty to pay taxes until AY 2014 (AC 1014), and invites him down to Aquas for some deep-sea hunting.

After some deliberation, Xanthus composes a reply to Zandor—written in a flowing hand on fine parchment, in jet-black ink—and *vanishes* it to the Emperor's Tower in Aquas. (See **Sv. 13, Sv. 15; Sv. 17.**)

What This Means: Xanthus thought at first the message was a joke calculated to rub the theft of Xanthus's treasures by the Seashield Armies like salt into the king's wounded pride. But something about the message convinced Xanthus of its sincerity—Zandor really believes the nation of Blackrock now recognizes him as Emperor. Xanthus decides not to correct that belief—it may prove advantageous.

Xanthus's letter to Zandor states that the king of Blackrock would be honored to accept an invitation to the hunt—as soon as he finally and decisively ends an ongoing uprising of rebellious slaves and ungrateful Alphatian refugees.



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Sviftmont 16: Explorers Summoned to Palace

Location: Haldemar, Alphatian Neatharum, Hollow World.

Description: The Karameikan explorers in Haldemar find themselves surrounded by Alphatian guardsmen as they finish their first meal of the waking period. The guardsmen politely ask them to accompany them to the King's palace. Seeing little choice, they obey.

The guards escort the Karameikans to King Dogrel's audience hall. The king receives them politely, questioning them in the Neathar tongue as to their origins and intentions. When the expedition leader reiterates his claim of coming from a "far-distant land," King Dogrel rebukes him for attempting to deceive him.

"Where are you from?" Dogrel demands. "Thyatis? No? Where, then? Karameikos? Ah, that's it! Welcome, welcome! Welcome to the Hollow World!"

King Dogrel offers to host the explorers in his palace, provided they entertain him with the tale of their journey here. (See **Sv. 15; Sv. 20.**)

What This Means: Although Dogrel is genuinely interested in what the explorers have to say—knowledge is power, and Dogrel likes nothing better than gaining more power—he is also following Empress Eriadna's instructions to detain anyone from the outer world. The Empress doesn't wish interference from outsiders in the Hollow World, and doesn't want Alphatia's survival to become widely known in the outer world. When Dogrel sends a message to Eriadna that a number of Karameikans have shown up at his doorstep, the Empress orders Dogrel to transport the explorers via skyship to the Floating Continent of Alphatia.

Sviftmont 17: Broderick Recalled Again

Location: Monster Island, New Alphatian Sea.

Description: Commander Broderick's *scroll of communication*—his direct tie to Emperor Zandor in Aquas—today bears the command for Broderick to return to Aquas immediately. Wondering what the problem is this time and fearing it bodes no good, the Seashield commander does what he can to secure his plans here on Monster Island before leaving. At nightfall, he boards a *submersible* (loaded with every available scrap of *mnemonics mineral*) and heads for Aquas. (See **Sv. 12, Sv. 16; Sv. 28.**)

Sviftmont 18: Sparkling Spear Rediscovered

Location: Southwestern Highlands, Emirates of Ylaruam.

Description: The Sparkling Spear, a fabled weapon stolen from the Archives of the University of Ylaruam several decades ago, is returned to the Archives by adventurers who found it in the southwestern highlands of Ylaruam.

What This Means: The Sparkling Spear was crafted for the hero Farid when he accompanied Al-Kalim on his quests to other planes. On the Prime Material plane, it's a *spear +4 vs. efreet*. On the Fire plane, the spear is +6 vs. all denizens of the Plane of Fire.

What the PCs Can Do: Player characters may hear of the spear before it is found and set out in search of the valuable weapon. Unfortunately, the spear is in the hands of Magian Fire Worshipers (evil mages specializing in fire magic). Once the PCs get the spear, they may keep it for themselves (in which case Ylari adventurers will stalk them) or return it to the Archives.

Sviftmont 20: Unusual Rain in Zeaburg

Location: Zeaburg, Ostland, Northern Reaches.

Description: Amid a thunderous downpour, thousands of tiny fish rain down on Ostland's capital city. Citizens watch in amazement as the still-flopping fish land on rooftops, in gutters, and in the streets.

What This Means: This is a natural phenomenon. A freak storm funnel sucked up a large amount of seawater—complete with a school of fish—and released it a few miles away over the city. But many Ostlanders see the rain of fish as a sign. Asgrim the Bowed claims the odd rain is an omen of ill fortune; Yrsa insists the fish herald a new age of prosperity.

Sviftmont 20: Explorers Escape

Location: Haldemar, Alphatian Neatharum.

Description: Warned by a Neathar serving-girl that she overheard Dogrel discussing plans to send the Karameikans to Empress Eriadna—as prisoners—the Karameikan explorers slip out of Dogrel's palace. They stealthily make their way through Haldemar to the skyship landing field just outside the city. After some close calls with Alphatian guardsmen, they sneak aboard a small skyship and cut its mooring lines. They're well above Haldemar when a hue and cry

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breaks out. Far below them, Alphatian Airmen scramble to ready their skyships to pursue the escapees. (See **Sv. 16; Sv. 25.**)

What This Means: The expedition leader knows an Alphatian skyship could prove the key to both their immediate problem (escaping from Alphatia's grasp) and their long-term problem of finding a way back to the outer world. Unfortunately, none of the explorers are really sure how to fly a skyship. They spent enough time sailing aboard the *Farseeker* to the north polar region in the outer world that they are not completely at a loss with the miles of rigging and thousands of square feet of sails on an Alphatian skyship, but it takes them some time to figure out how to keep the flying ship on an even keel.

Sviftmont 21: White Horse Crosses Border

Location: Northern border of the Ethengar Khanates, near the headwaters of the Streeel River.

Description: The sacred white stallion's honor guard are dismayed when their charge drives his herd of mares north past the last Ethengar post house and into the hills that separate the Khanates from the Heldannic Territories. They send their best rider at top speed back along the post road to let the shamans with the Great Khan's Court know that the event they feared has occurred. The remaining guards follow the horses across the border. (See **Th. 15; El. 13.**)

What This Means: The sacred white stallion has been traveling north for some time now, while shamans throughout Ethengar debated the meaning of its actions. They've also debated the potential outcome should the horse enter the Heldannic Territories. Some claim such an act would be an omen that the time was ripe for the Great Khan to break the dishonorable treaty with the Heldannic Knights and conquer the Heldannic Territories once and for all. Others fear their sacred horse will come to harm should the Heldannic Knights discover it within their lands. While the shamans argue and debate with one another, one respected shaman—Kaunchi, whose spirit guide is a horse—advises that the horse be followed, watched, and protected, but not interfered with in any way. So far, that's what the sacred white stallion's honor guard has done.

Sviftmont 23: Fierce Fighting in Hardangers

Location: Hardanger Mountains, Soderfjord, Northern Reaches.

Description: King Ragnar's forces continue to meet stiff opposition from well-organized—and well-armed—bands of kobolds and gnolls. The war leader of Soderfjord has had to split his forces, as the full army proved too unwieldy in the treacherous mountain terrain. Although the Soderfjord warriors have met large contingents of kobolds on many occasions, the humanoid armies scatter into the mountains before Ragnar's men can do much damage. The humanoids continue to ambush patrols and small companies of warriors. Many humanoid lairs discovered by Ragnar's scouts are abandoned. So far, scouts have been unable to find the humanoid headquarters—if there is such a thing—or a major lair that would explain where all these kobolds and gnolls are coming from. (See **Sv. 9; El. 26.**)

Sviftmont 25: Pursuit Continues

Location: Skies above Icaria, Hollow World.

Description: The Karameikan expedition in the Hollow World, now aboard a stolen skyship, continue to elude the Alphatian forces pursuing them. They've discovered a band of small floating continents skimming through the atmosphere at an altitude of a few thousand feet, at a latitude of approximately 25°. The belt of rocky islands makes an excellent place to hide from skyship patrols. (See **Sv. 20; El. 3.**)

Sviftmont 28: Broderick Summoned

Location: Seashield, Aquas, New Alphatian Sea.

Description: As Commander Broderick disembarks from the *submersible* that transported him from Monster Island, an aide informs him that Zandor is demanding to see him *immediately*. Broderick hurries to the Emperor's Tower in the center of the Seashield dome. The aide follows, warning the commander that Zandor has been alternating between obviously good spirits and terribly foul moods for the past two weeks; no one knows why. He also briefs Broderick on recent events in Skyfyr—and that Zandor apparently doesn't yet know the truth. The commander tells his aide to have Captain Tayg wait for him at the Seashield Defenders headquarters; he'll want to speak to him as soon as he has a free moment.

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Broderick enters the Emperor's Hall and kneels before Zandor. As Queen Zynnica looks on sympathetically, the Emperor launches into a tirade that puts his outburst of Ambyrmon 1 to shame. Once again, the words incompetent, bungling, and fool figure prominently in Zandor's rantings. So do phrases such as "flies about wherever he pleases" and "enough to drive one mad." The Emperor seethes that "she's too good for him, and if I can't have her, neither can he."

When Zandor mentions Haldemar and the *Princess Ark*, Broderick begins to understand. Zandor is infuriated that the skyship remains in any hands but his own. The Emperor obviously despises Prince Haldemar, although Broderick isn't entirely sure why.

At last the Emperor pauses for breath. "I take full responsibility for what has happened, my lord," Broderick says. "Obviously, I trusted my underlings too fully. I can not ask you to be lenient in this matter, as you have already been more than generous in your response to my mishandling of the Monster Island matter. However, I ask that you accept my abject apologies—and a chest of precious *mnemonics mineral* I've brought from Monster Island—before passing sentence on me."

"Well, yes. Of course. I accept," Zandor says, looking greedily at the large chest being carried in by Broderick's aides. "But what are you going to do about the *Princess Ark*?"

"With your leave, my lord, I shall attend to the matter personally. The skyship shall be yours within six weeks, or she shall be destroyed utterly." (See **Sv. 17; Ei. 1.**)

Sviftmont 28: Shadow Elf Announcement

Location: Rafielton, Aengmor.

Description: Princess Tanadaleyo informs the shadow elves within Rafielton that the shadow elves have reclaimed Aengmor, the ancestral city of her people. The Lower Broken Lands now belong to the shadow elves.

The princess assures the ambassadors that merchant caravans shall be allowed to traverse the trade routes through the Broken Lands, as they always have—but that any incursions into the Lower Broken Lands, by *anyone*, will be dealt with most harshly. Dwarves, especially, will be attacked on sight if discovered in the caves and passageways surrounding the sacred city of Aengmor. (See **Sv. 1.**)

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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: Famine, Plague Officially End

Location: Thyatis City, Thyatis.

Description: The Imperial Hospitaliers today announce that the plague and famine that so devastated Thyatis for the past year is officially at an end. This year's harvest is rich enough to feed everyone in mainland Thyatis, and there is a surplus crop to help restore the Empire's grain stores. And there have been no new cases of mummy rot in more than a month. (See **Fy. 1, Fy. 3, Am. 15.**)

Eirmont 1: Broderick and Zynnica Conspire

Location: Seashield, Aquas, New Alpathian Sea.

Description: Before leaving for Floating Ar, Commander Broderick confides his plans to Queen Zynnica. Zandor must not learn of the harmful side effects of *mnemonics mineral* potions. Broderick and his agents will make their move when the poisonous mineral robs the Emperor of his spellcasting abilities. Although Broderick is uneasy at the thought of killing Empress Erianda's son and legitimate heir, he is convinced that only Zandor's death can save the New Alpathian Empire.

Queen Zynnica suggests that Prince Haldemar may know a better way to deal with Zandor. She points out the Emperor's hatred of the prince, and advises Broderick to approach Haldemar as a possible ally rather than obeying the Emperor's orders to destroy the *Princess Ark*. (See **Sv. 28; Ei. 4, Ei. 9.**)

What This Means: Queen Zynnica realizes the commander is still under some spell that prevents him from learning the truth concerning Alpathia, Empress Eriadna, or Haldemar's mission to return Zandor to his mother. She carefully avoided mentioning any of this while telling Broderick that Haldemar could be an important ally. She thinks it worked.

Although Zynnica recognizes the danger should Zandor discover her involvement in

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such a conspiracy, she's determined to free the people of Aquas from the mad emperor's grasp.

Agents working for Broderick or Zynnica soon receive instructions to ensure that Zandor *doesn't* hear of the mineral's side effects—or of the plot against him. On Monster Island, this involves keeping security around the island as tight as possible, not allowing anyone who might know the mineral's secret to leave. In Aquas, every newcomer is carefully screened to determine if they may have heard rumors of the mineral's side effects—and followed to make sure they don't approach the Emperor.

Eirmont 1: Senkha Legalizes Entropic Cults

Location: Tarthis, Nithia, Hollow World.

Description: Pharaoh Senkha I decrees that the cults of Ranivorus and Thanatos are now legal within the Nithian Empire. Clerics of those Immortals will no longer be hunted down and killed. There are restrictions placed on cult members, however. Anyone who breaks a Nithian law in the name of any Immortal is still subject to arrest and punishment. Members of cults honoring Thanatos or Ranivorus cannot congregate in numbers greater than 50 or perform services in honor of their Immortals within Tarthis's city limits. (See **Ya. 2.**)

What This Means: The voices whispering to Senkha are getting louder. They pointed out the injustice caused when people are wrongfully accused of worshipping entropic Immortals, and suggested legalizing the cults to control cult members' actions. Senkha is uneasy about some of her decisions as Pharaoh, but the mysterious voices say she's doing fine.

Eirmont 3: Skyship Stolen Again—Almost

Location: Neath lands, southeast of Malpheggi Swamp.

Description: The Karameikan explorers in the Hollow World land their skyship in the foothills of the Worldspine mountain range. Leaving two men and a dog to guard the ship, the Karameikans set out into the jungle to find food.

As the hunters return from the successful foray, the frantic barking of the dog left with the ship alerts them to trouble. Breaking into a run, they enter the clearing where the skyship is moored—and see their two companions and the dog about to be overwhelmed by a dozen attackers. Wading into the struggle, the

Karameikans bring the battle to a stalemate. The two parties separate long enough for the expedition leader to suggest a truce and a more civil discussion of the situation.

The attackers' leader introduces herself as General Anna von Hendriks of the Heldannic Knights and demands that the Karameikans relinquish their skyship to her.

After a long and cautious discussion, the two groups arrive at a decision. They will fly the skyship back to the outer world together. (See **Sv. 25.**)

What This Means: Anna von Hendriks and her Heldannic Knights have been trapped in the Hollow World without a skyship since the Alphatians destroyed their Stonehaven outpost in Nuwmont of AC 1011. They've been dodging Alphatian patrols and looking for a way to get home ever since. It was sheer coincidence that they happened to be in the area—investigating rumors of a way to the outer world via the Schattenalfen Caverns—when the Karameikans landed their stolen skyship a few miles from the Heldannic camp.

Eirmont 4: Zynnica Encourages Zandor

Location: Seashield, Aquas, New Alphatian Sea.

Description: Queen Zynnica encourages her half-brother to continue his daily use of *mnemonics mineral* potions, assuring the Emperor that the Seashield Armies on Monster Island will be able to supply the Emperor with all the *mnemonics mineral* he could need for years to come. (See **Ei. 1; Ei. 28, Ka. 7.**)

Eirmont 5: King Qissling's Decree

Location: Floating Ar, New Alphatian Sea.

Description: King Qissling announces the formation of the Land Council, charged with researching and implementing ways to add to Floating Ar's land masses. The mages and scholars involved are to utilize a dual approach to the problem. While some begin research on enlarging the nation's existing floating islands, others tackle the problem of creating entirely new floating land masses—with magic that won't fail on the Day of Dread.

What the PCs Can Do: The Land Council needs adventurers to gather rare components needed for potent magic (components which can be found only on the Plane of Air or in other distant and dangerous locations). PCs

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may venture into the underwater ruins of Alphatia to recover tomes from libraries that may have survived the cataclysm. Prince Haldemar offers to transport adventurers into the Hollow World (when the *Princess Ark* returns to Alphatia), where they can examine the floating continents that orbit the internal sun.

Eirmont 7: Favian and Gratia Visit Ar

Location: Haaken Estate, Floating Ar.

Description: Favian Vern and Gracinha Vasilli (Gratia of Surshield) visit Haldemar at his family estate in Floating Ar.

Favian tells Haldemar of narrow scrapes with Xanthus's rebel-hunting patrols and of the hundreds of Jennites—many unconnected with the rebellion—that have been slaughtered in Skyfyr since the Seashield forces withdrew. Although the loss of so many lives has been a great blow to the rebels, the rebel leaders are more determined than ever to overthrow Xanthus. With Prince Haldemar and the *Princess Ark* on their side, they might have a chance.

Haldemar replies that he's on an important mission that must take precedence. He swears the two to secrecy before informing them that Empress Eriadna and Alphatia survive in the Hollow World, and that the Empress has charged him with bringing her son Zandor to her. Prince Haldemar believes Zandor's removal is vital to the welfare of all the outer-world remnants of the Alpathian Empire—not just to Esterhold. Events in Skyfyr have already cost him valuable time. Final repairs to the *Princess Ark* will be completed within a week, whereupon Haldemar plans to return to Aquas and seize Zandor. Perhaps after Erianda's son is safely in custody, Haldemar could spare some attention for the Skyfyr rebellion.

Favian asks how Haldemar plans to seize Zandor. The prince candidly replies that he doesn't know. Gratia suggests that perhaps they could help Haldemar capture the mad Emperor—in return for Haldemar's promise to aid the rebellion. (See **Am 6, Sv. 13; El. 9.**)

What This Means: Favian and Gratia (who revealed her true identity to the priest-mage) left Skyfyr shortly after Xanthus reclaimed the city, although they've remained in contact (via magic) with the rebel leaders. The situation in Skyfyr is indeed grim. Aiding Haldemar in his mission will cost precious time, but the rebels desperately need the Prince's help.

Eirmont 8: Black Eagle Captured

Location: Kolossopolis, New Kolland, Glantri.

Description: A group of halflings ambush Ludwig von Hendriks, secret advisor to Prince Kol of New Kolland. They attack him with priestly spells and a fishing net as he's making his way through the broken landscape of the Great Crater. Before the Black Eagle can summon help, they pop him into a sack and wind ropes all about him. With the help of a few *silence* spells, they carry the wildly squirming bundle off as quickly and quietly as they can. (See **Fl. 10; El. 12.**)

What This Means: Jaervosz Dustyboots and his companions have been seeking Ludwig von Hendriks since Flourmont. They've come close several times, but the former Baron of the Black Eagle Barony has proven to be elusive. Now that they have them, they'll take him back to the Five Shires as quickly as they can.

Eirmont 9: Broderick Meets Haldemar

Location: Haaken Estate, Floating Ar.

Description: Commander Broderick of Seashield requests permission to dock his small, sleek skyship at the Haaken Estate's skyport. He claims urgent business with Prince Haldemar of Haaken. Haldemar is suspicious of his motives—he assumes Zandor sent him—but agrees to see the Seashield commander.

Once assured that their meeting is private, Broderick candidly tells the Prince of his plot to incapacitate the Emperor of the New Alpathian Empire with *mnemonics mineral* potions. He asks if Haldemar will help when the time comes to move against Zandor. Haldemar readily agrees—Broderick's plan presents an elegant solution to the problem of capturing Zandor.

With Broderick's consent, Haldemar invites Favian Vern and Gratia to join them. Favian expresses doubts of Broderick's sincerity—after all, the Seashield commander fought on the wrong side of the Skyfyr rebellion. Gratia interjects that Broderick is a decent man, and can be trusted to keep his word. Broderick points out that, with Zandor removed, Seashield's forces could be available to aid the rebellion once more; Favian agrees to support the plan.

Then Haldemar tells Broderick that Zandor must be taken alive—and explains why. The commander gets a blank look on his face. "I'm sorry—what did you just say?" he asks. When

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Haldemar repeats himself, he realizes that magic blocks Broderick from understanding what he's saying. Haldemar and Favian persuade Broderick to let them examine him for magical coercion. They soon discover the *geas* and arrange to have it removed. (See **Ei. 1**, **Ei. 7**; **Ei. 28**.)

Eirmont 12: Black Eagle Rescued

Location: Southern lip of the Great Crater, Western Broken Lands.

Description: Kobold warriors ambush the halflings as they carry the bound and gagged Ludwig von Hendriks through the Western Broken Lands. Greatly outnumbered, the halflings lose two of their party before Jaervosz Dusty-boots calls a retreat—leaving the Black Eagle to his kobold rescuers. (See **Ei. 8**; **Ei. 15**.)

What This Means: The kidnapping of Ludwig von Hendriks was not unnoticed. Prince Kol ordered his soldiers to track the kidnapers and rescue his advisor from the halflings. The kobold troops, aided by Broknag the Sly's shamanistic powers, found Jaervosz's party before they crossed the border into Darokin.

What the PCs Can Do: If the PCs are with Jaervosz, they may overcome the kobolds (all 25 kobolds are armed and armored better than the average kobold) and keep their captive, but Kol's forces will try again and do their best to rescue Ludwig von Hendriks. The PCs will find themselves hunted by hordes of humanoids as they try to flee the Broken Lands.

Eirmont 13: Heldannic Knights Confront Ethengar Honor Guard

Location: Heldann Hills, southern Heldannic Territories.

Description: A Heldannic militia squad patrolling the hills north of the Ethengar plains discovers a dozen Ethengar horse warriors well within the Heldannic borders. Led by three Knights on medium war horses, the squad prepares to drive the warriors back to Ethengar.

To their surprise, the Ethengar horse warriors neither wheel their mounts back for the border nor charge to meet the Heldanners. Instead, one warrior breaks away from the group and gallops toward the Heldanners, waving a small



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white cloth, while the others form a protective ring around something behind them. The Knights halt their horses and wait to hear what the Ethengarian has to say.

In halting Heldanner, and with more than a little embarrassment, the Ethengar horse warrior begs the Heldannic Knights' pardon for this intrusion into their territory. He claims that the group's intent does not involve raiding, hunting, or disturbing the Heldanners at all. They're simply following a horse that was let loose in a religious ceremony; the horse is expected to bring good luck and omens to the tribe.

The Heldannic commander is understandably suspicious of this explanation, but decides to simply watch the Ethengarians. He's surprised to see that there really is a horse involved—a magnificent white stallion. And the Ethengarians seem to do nothing but follow it around at a respectful distance. The fact that there are a number of mares with the stallion places more doubt on the explanation the Ethengarian offered, but the Heldanners see no cause for bloodshed at the moment. The patrol settles in for a long watch, keeping their eyes on the Ethengar warriors—who in turn watch both the stallion and the Heldanners. (See **Sv. 21**; **EI. 18**.)

Eirmont 14: Startling News

Location: Château de Morlay, Principality of Free Wolves, Glantri.

Description: Prince Malachie receives some startling news from one of his best spies. The woman followed Princess Dolores Hillsbury on a hunting expedition into the mountains of Fenswick. The Princess excused herself from her hunting party and went alone into a secluded canyon. The spy followed and witnessed the Princess transform into a huge dragon with scales as black as night, then launch herself into the air and disappear over the canyon rim. Although such a sight is not unknown in Glantri, the use of shape-changing magic made the spy suspicious. Examining the spot where the Princess transformed, Malachie's spy found three deep black dragon scales that were cold to the touch. She gives these scales to Prince Malachie as proof of her tale.

At last, Malachie has substantial evidence that Princess Dolores is not what she seems. He ponders ways to bring about Dolores's downfall. (See **KI. 15**; **EI. 19**.)

Eirmont 15: Kol Protests Kidnapping

Location: Glantri City, Glantri.

Description: Prince Kol of New Kolland appears before the Council of Princes in Glantri to protest the stalking of Ludwig von Hendriks by Five Shires military. Kol requests a diplomatic reprimand be sent to Shireton, demanding that the halflings recall all troops from New Kolland's vicinity. (See **EI. 12**; **EI. 24**.)

Eirmont 17: Thyatian Officials Arrested

Location: Thyatis City, Thyatis.

Description: A number of Thyatian officials are arrested today on charges of conspiracy and fraud. They're stripped of office and imprisoned while awaiting trial. (See **Sv. 10**.)

What This Means: Eusebius has learned that some of his officials were arresting wealthy Thyatians on trumped-up charges and confiscating their property in the Emperor's name—while stuffing their own pockets with much of the stolen wealth. The Emperor halts the purge of his enemies, and orders a shakedown of the department in charge of investigating treason.

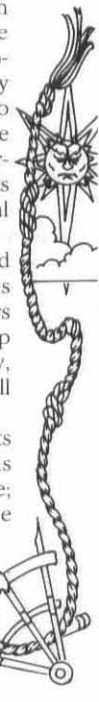
Eirmont 18: Heldanners Insist Ethengars Leave

Location: Heldann Hills, southern Heldannic Territories.

Description: A small company of Heldannic Knights, under orders from the temple at Grauenberg, confront the Ethengarian warriors claiming to be following a white horse through the Heldann Hills. The Knights insist that the Ethengars return to their own lands. The captain of the Ethengar squad protests that they cannot do so unless the horse chooses to return. The Knights gallop toward the white stallion and his mares. The Ethengar horse-warriors interpose themselves between the Knights and the sacred horse. In the skirmish, several fighters on both sides are wounded.

Spooked by the war cries of the Knights and the clash of steel, the white stallion and his small herd race away. The Ethengar warriors break away from the Heldanners and gallop after their sacred horse. The Heldanners follow, determined to make sure the Ethengars ride all the way to the border. (See **EI. 13**.)

What This Means: The Heldannic Knights were afraid the Ethengars were using this "sacred horse" ruse to cover their true purpose; spying. (They're still puzzling over what the



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Ethengars hoped to discover out in these grassy hills.) While they have no desire to provoke an incident that could lead to war, the Heldannic Knights can't allow unauthorized Ethengar warriors in their Territories. The Ethengars didn't want to provoke the Knights, either, but are sworn to protect the horse.

Eirmont 19: Malachie asks Jaggar's Help

Location: Glantri City, Glantri.

Description: Meeting with Prince Jaggar in Glantri City, Prince Malachie asks his fellow prince—a known expert in draconic matters—to identify three small dragon scales he has in his possession. Prince Jaggar becomes excited when his examinations reveal that the scales belong to a type of dragon he has never before encountered. Jaggar returns two of the scales to Malachie, but keeps one for further study. (See **Ei. 14.**)

What This Means: Malachie suspects that Princess Dolores has somehow *charmed* Jaggar, as the Prince of Aalban is one of Dolores's staunchest supporters in the Council of Princes. He requested help in identifying the scales as much to learn how much Jaggar may know of Dolores's true identity as to discover what type of dragon shed the scales. Malachie now suspects that Jaggar knows nothing of Dolores's true identity, and that the Prince is unaware he is being manipulated by a dragon.

Eirmont 20: Canolbarth's Borders Recede

Location: Aengmor.

Description: Despite recent successes elven mages have had with weather magic, the twisted trees of Canolbarth Forest continue to sicken and die. Dying trees along the forest's edges have given way to tough shrubs and grasses from the plains. The forest's southern edge has receded more than a mile in the past year alone. The perimeter of Canolbarth Forest is slowly giving way to grasslands, and Aengmor's borders are shrinking inexorably. (See **Th. 15.**)

What This Means: Princess Tanadaleyo has come to regret the magic used to twist the trees of Canolbarth into parodies of their former selves. It helped drive the Alheim elves out of the forest, and there was something comforting about moving into a forest whose trees resembled those of the underground fungal forests tended by shadow elves for centuries.

But when the Alheim elves fled Canolbarth, they took with them the secret of keeping the magical forest alive. The twisted "blight oaks" haven't the strength to resist a drought.

Shadow elf immigrants have been disappointed by Canolbarth. They'd grown up on stories of how, one day, the beautiful Canolbarth forest—with its green-leaved trees dappling the sunlight—would belong to them. To some, that dream now seems nearly as twisted as the trees themselves.

Eirmont 21: Challenge to Thieves

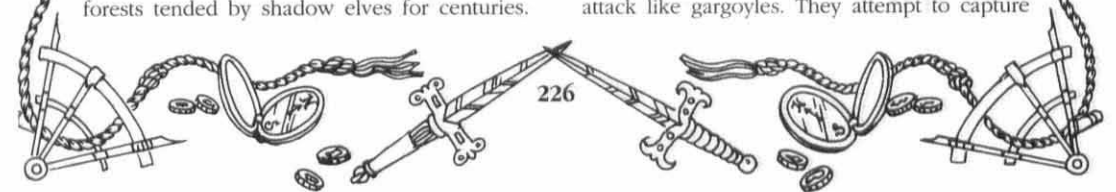
Location: Darokin City, Darokin.

Description: A newly-formed commercial treasury house, the Darokin Trust, offers a reward of 10,000 gold daros to any thief who can penetrate their depository's security.

What This Means: The treasury house's trustees hope to discover (and fix) any loopholes in their security system, and they wish to prove to potential customers who may deposit money and valuables with them that the Darokin Trust's security is second to none.

The Trust's President has an ulterior motive, however. He wishes to find a thief capable of breaking into a mage's house in Glantri (one with similar security measures) to steal documents that could incriminate him in a plot to assassinate Corwyn Mauntea, President of the Merchant's Council. The failed assassination attempt occurred several years ago. The Glantrian mage has been using the incriminating documents to blackmail the Trust's president into supplying him with rare materials and magic items at ridiculously low prices.

What the PCs Can Do: The Darokin Trust has the best security money and magic can provide. Player character thieves will find breaking into the treasury house a great challenge. (It should prove impossible for any thief of less than 9th level, unless that thief is *very* clever or has a lot of help.) The guards are all well paid, honest people, and include retired adventurers; they're not likely to accept bribes or be fooled by simple tricks. The building also houses some well-trained guard dogs protected with leather armor and collars of *spell turning*. Stone gargoyles decorating the building's exterior are enchanted—they will come to life and attack anyone attempting to scale the walls. (These gargoyles are actually golems, but look and attack like gargoyles. They attempt to capture



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rather than kill, however.) The pillars lining the main hall have been enchanted with detection spells (*detect invisible*, *detect evil*, etc.) that raise the alarm if triggered. Most of the magical protections inside the building are designed to raise an alarm or incapacitate anyone violating security—none are designed to be deadly.

PCs who penetrate the central depository's security (or who even come close) will be approached by the Trust's president with another job—raiding a mage's estate in Glantri.

Eirmont 24: Five Shires Denies Responsibility

Location: Glantri City, Glantri.

Description: A human member of the Darokin Diplomatic Corps, speaking on behalf of the Five Shires, informs the Council of Princes that the government of Five Shires has no knowledge of any halfling military activity within the borders of Glantri. If New Kolland is experiencing difficulties with halfling "invaders," it's not due to any activities sanctioned by the Five Shires. (See **EI. 15.**)

Eirmont 25: Behemoth Strikes Again

Location: Northwestern Sea of Dread.

Description: A large convoy of Yavdlom merchant vessels braving the season's rough seas on their way to trade with Sind comes under attack by the dread Behemoth. The monster's gaping maw engulf two ships as it rises from the water; a slap of its tail crushes three more ships as it disappears once more beneath the waves. Every ship in the convoy suffers damage in its wake. (See **Am. 8.**)

What This Means: The Behemoth had not been seen since Fyrmont 10—at least not by anyone who lived to tell the tale. Many people believed the creature dead or gone, especially in light of the story of people who'd survived being in the creature's belly and claimed to have done some damage while there. Perhaps it was recovering from the indigestion they caused; or perhaps it had turned its attention to other prey for a while. Now that it's attacked again, sailors and fishermen will once again live in fear of the dread Behemoth.

What the PCs Can Do: Player characters hearing of the adventurers who survived (albeit just barely) in a submersible machine within the Behemoth may want to try the same tactic to destroy the Behemoth once and for all. The original submersible cylinder is no longer func-

tional, but an Alphatian *submersible galley* might do the trick. Of course, the PCs will have to find one—or something similar—before they can tackle the Behemoth.

Eirmont 26: Scouts Discover Falun Caverns

Location: Falun Caverns, Hardanger Mountains, Northern Reaches.

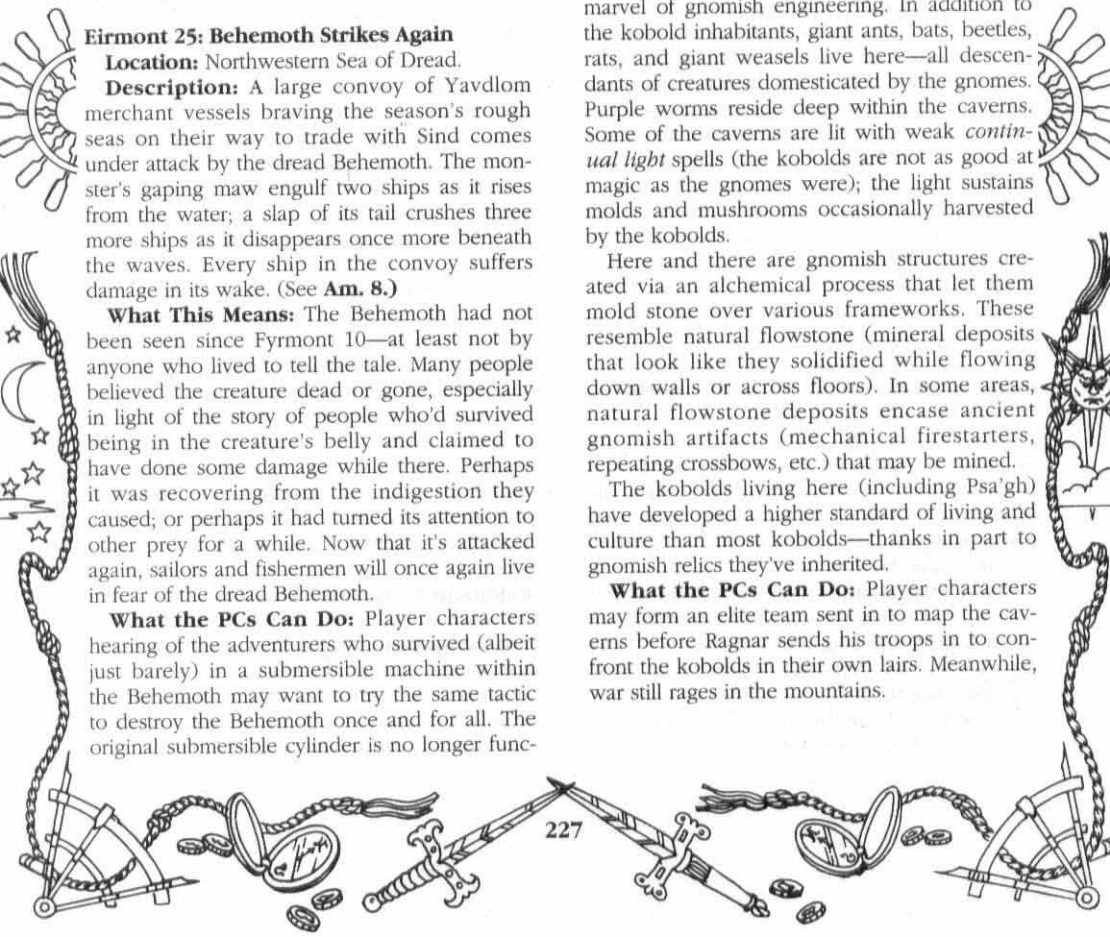
Description: Some of King Ragnar's scouts discover what they believe to be the kobolds' main lair. They make a quick foray into the caverns, trying to estimate how many kobolds may live here—well into the hundreds, from the looks of things. The scouts make their way back through the mountains (now treacherous with ice and snow, as well as kobold and gnoll patrols) to Ragnar's field headquarters. (See **Sv. 23; Ka. 5.**)

What This Means: The Falun Caverns are extensive, stretching more than a mile underground from the main entrance in a cliff wall. Originally inhabited by gnomes massacred by kobold invaders in 490 AC, the caverns are a marvel of gnomish engineering. In addition to the kobold inhabitants, giant ants, bats, beetles, rats, and giant weasels live here—all descendants of creatures domesticated by the gnomes. Purple worms reside deep within the caverns. Some of the caverns are lit with weak *continual light* spells (the kobolds are not as good at magic as the gnomes were); the light sustains molds and mushrooms occasionally harvested by the kobolds.

Here and there are gnomish structures created via an alchemical process that let them mold stone over various frameworks. These resemble natural flowstone (mineral deposits that look like they solidified while flowing down walls or across floors). In some areas, natural flowstone deposits encase ancient gnomish artifacts (mechanical firestarters, repeating crossbows, etc.) that may be mined.

The kobolds living here (including Psa'gh) have developed a higher standard of living and culture than most kobolds—thanks in part to gnomish relics they've inherited.

What the PCs Can Do: Player characters may form an elite team sent in to map the caverns before Ragnar sends his troops in to confront the kobolds in their own lairs. Meanwhile, war still rages in the mountains.



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Eirmont 28: Princess Ark Positioned

Location: In the skies near Aquas, New Alphanian Sea.

Description: Prince Haldemar positions the invisible *Princess Ark* in the skies above the New Alphanian Sea near the undersea kingdom of Aquas. Commander Broderick contacts Queen Zynnina in Seashield to let her know their plans. Zandor has not yet shown any signs of losing his spellcasting abilities. Zynnina will inform Broderick when he does. (See **Ei. 4, Ei. 9; Ka. 7, Ka. 12.**)

Eirmont 28: Trade Route Reestablished

Location: Bear Clan, Atruaghin Plateau.

Description: Since the Toney House purchased the map of the underground route to the top of the Atruaghin Plateau, they have spent many thousands of daros preparing the new trade route, planning to profit handsomely when trade resumes. Toney house hired a group of experienced adventurers and excavators to eliminate dangers and to improve the underground route. They also hired several members of the DDC to conduct the delicate negotiations necessary to reopen the trade route with the Bear Clan. After a few false starts, Powakuan Sleeps-With-Open-Eyes (who managed to regain his leadership when the "Spirits" were defeated) agreed to reopen limited trade with Darokin. (See **Th. 18.**)

What This Means: The Bear Clan is suspicious of foreigners since the "Spirits" were unmasked. PC merchants may find it hard to conduct business at first, and some misunderstandings with hot-headed young warriors may mar the first few weeks of trade.

Eirmont 28: Farseeker Winters in Qeodhar

Location: Farend, Qeodhar.

Description: The Karameikan sailing ship *Farseeker* decides to winter in Qeodhar and return to Karameikos in the spring when the weather will allow ocean travel once more. The *Farseeker's* captain sends word to Mirros of their decision. (See **Th. 27.**)

What This Means: After more than a year with no word from the expedition searching for a north polar opening into the Hollow World, the crew of the *Farseeker* has given up hope that the expedition survives. While it's too late to set sail for home this year, they plan to sail to warmer climes in the spring.

Kaldmont, AC 1012

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, Karameikos, Ka. 15), Blessing of the Golden Khan (Ethengar, Ka. 15), Boldavian Procession (Glantri, Ka. 15), Footmen's Games (Karameikos, 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: New Kolland Requests Aid

Location: Glantri City, Glantri.

Description: Prince Kol petitions the Council of Princes for financial and agricultural aid for New Kolland. The new principality is suffering from an unprecedented influx of refugees from the Lower Broken Lands, and Kol states that he fears the humanoid refugees will spill over into the rest of Glantri if New Kolland can't house and feed them.

Prince Malachie wryly remarks that, despite the request being couched in domestic and altruistic terms, Prince Kol seems to be asking for the Council to fund an expansion of his military forces, as he's been drafting newcomers into his militia. This is not necessarily a bad thing, Malachie adds. The stronger New Kolland is, the better it will be able to withstand any full-scale invasion by displaced humanoids—or by shadow elves setting their eyes on the western Broken Lands.

Despite bitter protests from Princess Carlotina of Erewan, who berates the Council for not granting Erewan aid two years ago when she begged for help in staving off humanoid intruders, the Council agrees to send gold and foodstuffs to New Kolland. (See **Sv. 15.**)

Kaldmont 2: Quest for a Staff

Location: Karakandar, Peshmir, Sind.

Description: Another dream sends Sitara Rohini and Anand Brishnapur back into the mountains of the Khurish Massif—this time in search of a gnarled wooden walking staff lacquered black and shod with gold.

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In the dream, Sitara saw the staff clutched in the claws of a copper-scaled dragon. The voice of the Immortal Gareth spoke to her, saying "Seek ye the lair of Vasilyon the Younger, and claim the Staff of Gareth." Her dream's view pulled back, revealing a copper dragon lounging on a heap of treasure. A cleverly concealed cave opening on a rocky peak was then revealed; and then a mountain range. When she could finally make out Lake Hast and the city of Karakandar, she knew the direction and distance to the dragon's lair—seventy-five miles southeast of Karakandar.

It takes Sitara and Anand a day to gather a party of adventurers and mountaineers to assist them in their quest and to supply themselves for the dangerous journey through the snowy and icy mountains. (See **Th. 12; Ka. 13.**)

What This Means: Sitara Rohini and Anand Brishnapur are by now well used to receiving dreams from the Immortal Gareth that instruct them to journey to a certain place or to perform a certain act. They obey quickly and without question.

What the PCs Can Do: PCs may accompany

Sitara and Anand as employees or as followers of the Immortal Gareth and his prophets. If a particularly holy member of the PC party has evinced any interest in the Immortal Gareth, you may visit the dream on the PC instead of Sitara. In that case, the player character may make any preparations he feels necessary for his quest.

Kaldmont 5: Avalanche in Hardangers

Location: Hardanger Mountains, Kingdom of Soderfjord, Northern Reaches.

Description: The 2nd and 5th Regiments of Soderfjord's 1st Division are caught in a terrible avalanche as they march toward the Falun Caverns. The troops scatter as a wall of snow thunders down the slope toward them, but few manage to outrun or outmaneuver the cascading mass of snow, ice, and uprooted trees. More than two hundred Soderfjord warriors lose their lives to the avalanche's merciless power. (See **Ei. 26; Ka. 8.**)

What This Means: The avalanche was triggered by Psa'gh, who cast a *shout* spell from a scroll. Although Ragnar still has more than a



Avalanche!

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thousand warriors in the mountains, the loss of two regiments is a serious blow to his war efforts.

What the PCs Can Do: Player characters involved in the war between Soderfjord and the humanoids of the Hardanger Mountains may be able to stop Psa'gh from triggering the avalanche or warn the troops, thereby saving the lives of some or all of those who would have been killed.

Kaldmont 7: Zynnica Begins to Despair

Location: Seashield, Aquas, New Alpathian Sea.

Description: Queen Zynnica begins to fear that Zandor is somehow immune to the poisonous effects of *mnemonics mineral* potions. It has been nearly two months since Zandor started using the mineral regularly. She hoped that he would have lost his ability to cast spells by now. (See **EI. 4**, **EI. 7**, **EI. 28**; **Ka. 12**.)

What This Means: Zandor has no special immunity to the effects of the *mnemonics mineral* potions he's been using. However, despite Zynnica's encouragement, he has not been using the mineral every day. Today he drinks his 31st potion—but successfully withstands its poisonous effects.

Kaldmont 8: Ragnar Orders Retreat

Location: Hardanger Mountains, Kingdom of Soderfjord, Northern Reaches.

Description: Warned by priests traveling with the Soderfjord troops that a fierce storm brewing to the west threatens to trap Ragnar's army in the mountains, the new King of Soderfjord reluctantly decides that the kobold problem will have to wait until spring. He orders his troops to withdraw. (See **Ka. 5**.)

What This Means: Although Ragnar's decision postpones any full-scale invasion of the Falun Caverns and terminates the fighting between armies of humans and armies of kobolds and gnolls, this is by no means the end of the war with Psa'gh and his minions. Ragnar will set up forts and military encampments in a line between the Hardanger Mountains and the southern jardoms of Soderfjord, and will leave a good portion of his army to defend this line throughout the winter. In the meantime, Ragnar goes back to Soderfjord, planning to raise a bigger army.

What the PCs can Do: Player characters in

the Hardanger Mountains may choose to stay. Ragnar needs as much information as his scouts and spies can get, so he's leaving many soldiers and mercenaries in the area. Particularly brave (or high-level) PCs may spend the winter in the mountains, scouting the Falun Caverns and other kobold and gnoll lairs—perhaps challenging Psa'gh himself.

Kaldmont 12: Zandor Succumbs to Mineral

Location: Seashield, Aquas, New Alpathian Sea.

Description: This morning, self-styled Emperor Zandor of the New Alpathian Empire calls his half-sister into his chambers. He tells her he isn't feeling well—he has a blazing headache and seems unable to concentrate on the spells he wished to memorize today. He asks her to handle some business for him. She agrees and suggests he get some rest.

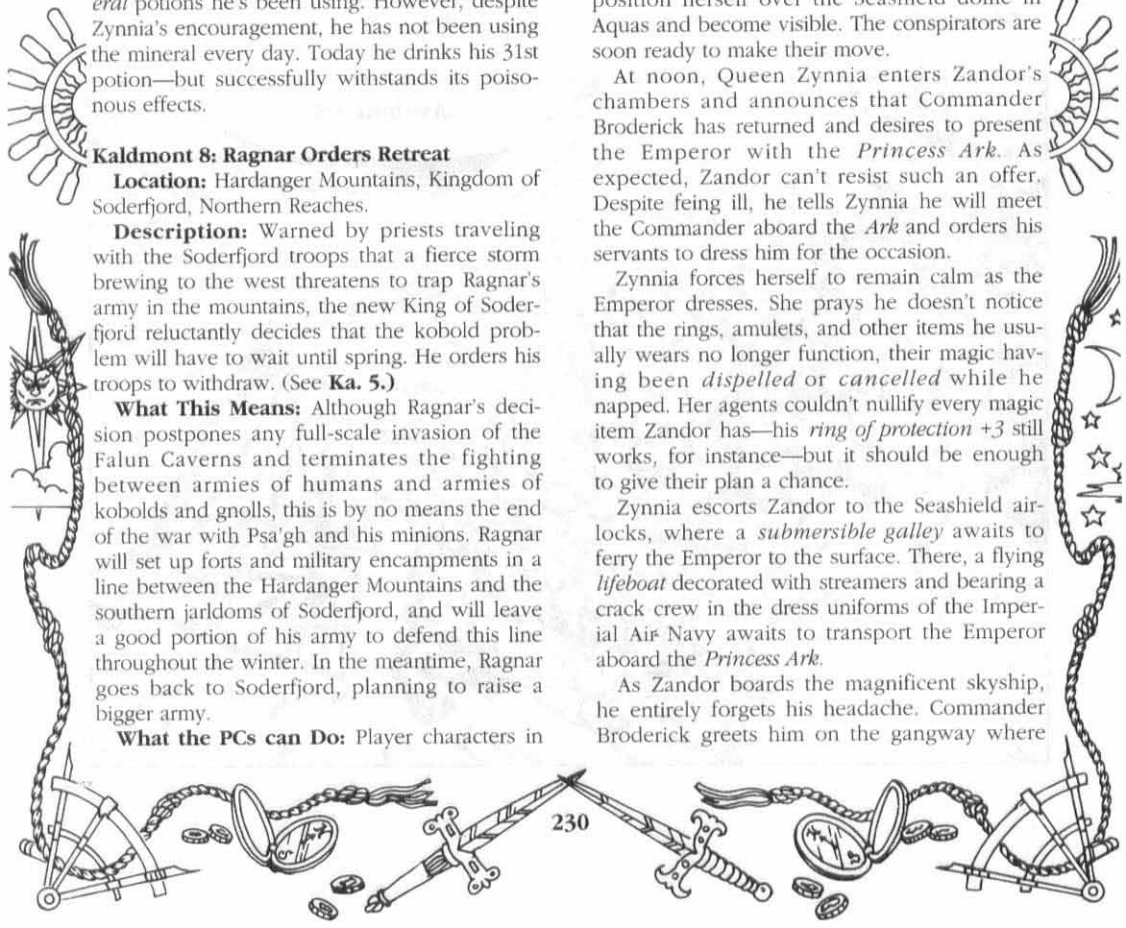
Queen Zynnica sends word to Broderick that the time has come and alerts their agents within Seashield. Haldemar orders the *Princess Ark* to position herself over the Seashield dome in Aquas and become visible. The conspirators are soon ready to make their move.

At noon, Queen Zynnica enters Zandor's chambers and announces that Commander Broderick has returned and desires to present the Emperor with the *Princess Ark*. As expected, Zandor can't resist such an offer. Despite feigning ill, he tells Zynnica he will meet the Commander aboard the *Ark* and orders his servants to dress him for the occasion.

Zynnica forces herself to remain calm as the Emperor dresses. She prays he doesn't notice that the rings, amulets, and other items he usually wears no longer function, their magic having been *dispelled* or *cancelled* while he napped. Her agents couldn't nullify every magic item Zandor has—his *ring of protection* +3 still works, for instance—but it should be enough to give their plan a chance.

Zynnica escorts Zandor to the Seashield airlocks, where a *submersible galley* awaits to ferry the Emperor to the surface. There, a flying *lifeboat* decorated with streamers and bearing a crack crew in the dress uniforms of the Imperial Air Navy awaits to transport the Emperor aboard the *Princess Ark*.

As Zandor boards the magnificent skyship, he entirely forgets his headache. Commander Broderick greets him on the gangway where



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the *lifeboat* docks and offers to escort the Emperor to the bridge. Zandor eagerly agrees.

As Commander Broderick escorts the Emperor to the enchanted *levitation* shaft that will take them to the *Princess Ark's* ceremonial deck, he points out the magnificent woodwork and decorative touches throughout the skyship. He also points out the uniformed crew who stand ready to do the bidding of the *Ark's* new master. They soon arrive at the magic circle that will *teleport* them to the command module.

Broderick respectfully explains that only four people can *teleport* at a time. Zandor, Queen Zynnna, Commander Broderick, and one Imperial Guard step into the circle. Broderick utters the command word to *teleport* them to the matching magic circle in the command module.

Prince Haldemar, Favian Vern, and Gratia of Surshield await them in the command module's lowest deck. As soon as the *teleportation* is complete, Broderick attacks the Imperial Guard accompanying Zandor. At the same time, Queen Zynnna, standing behind her half-brother, casts a *ray of enfeeblement* at the Emperor. Gratia targets Zandor with a *bold person*, while Haldemar casts *domination* and Favian Vern casts *power word, stun*.

Zandor, caught off guard, doesn't get a chance to defend himself. Although Haldemar's *domination* spell fails (Zandor successfully resisted its effects), the *ray of enfeeblement*, *bold person*, and *power word, stun* spells effectively incapacitate the Emperor. While Broderick holds the Imperial Guard, Favian Vern casts a *temporal stasis* spell over the Emperor.

Meanwhile, the other Imperial Guards who accompanied Zandor aboard the *Princess Ark* find themselves surrounded by Broderick's and Haldemar's men. Recognizing impossible odds, they surrender. Victory is not so easy in the domed city of Seashield, however, where Imperial Guards loyal to Zandor fight off attacks by troops loyal to Queen Zynnna or Commander Broderick. Sporadic skirmishes continue throughout the day, but by nightfall Zynnna and Broderick are in complete control of the undersea city. (See **Ei. 28, Ka. 7; Ka. 13.**)

What The PCs Can Do: Any PCs associated with Broderick, Haldemar, Gratia, or Favian Vern may find themselves assisting in Zandor's capture. Zynnna and Broderick assigned some of their agents the task of making sure no one could interfere, so PCs can be kept busy even if

they're not in the command module for the big event.

Kaldmont 13: Alphatian Council Formed

Location: Seashield, Aquas, New Alphatian Sea.

Description: Using *scrolls of communication* whose mates are owned by the rulers of Bellissaria, Queen Zynnna informs the various rulers of the New Alphatian Empire that Emperor Zandor has been deposed and suggests they come to Seashield in Aquas to discuss the future of the Alphatian Empire. She sends mages with *teleporting* capabilities to fetch any monarch not able to arrange his or her own instantaneous transportation to Seashield in Aquas. By late afternoon, everyone has arrived.

Queen Zynnna opens the conference by introducing Prince Haldemar, who explains the events leading up to Zandor's captivity—from Empress Eriadna charging Haldemar with the task of fetching her errant son, to yesterday's successful capture of the self-styled Emperor. The discussion then turns to the future.

Haldemar states that his preference—based on what he feels Empress Eriadna would want—is that the New Alphatian Empire continue as a collection of semiautonomous but unified nations that recognize the Empress as their sovereign leader. Obviously, the fact that communication with Eriadna relies on skyships and other lengthy means of transportation to and from the Hollow World means that the Alphatian nations on the outer world must usually act independently of their Empress. Haldemar suggests that the monarchs of the outer world Alphatian nations form a Council to assume the usual duties and decisions of an Emperor, with each monarch having an equal vote on every matter. He suggests that Commander Broderick be named Commander in Chief and coordinate all military efforts involving more than one Alphatian nation, and that the Commander in Chief be allowed the deciding vote in any matter in which the Council finds itself deadlocked.

After some deliberation, Queen Zynnna and the Bellissarian rulers agree to the proposal. The newly formed Council immediately attends to a number of matters—including King Rolando's abdication of Surshield, restoring Queen Gratia to her crown and a resolution

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that the Council should do what it can to bring all the far-flung remnants of the Alpathian Empire back together. To that end, the new Commander in Chief suggests the Council approve military actions against King Xanthus of Blackrock. Broderick describes the horrendous situation in Skyfyr, then lets Favian Vern and Gratia voice their own appeals. After their eloquent pleas, the Council agrees unanimously to support the Jennite rebellion in Skyfyr.

The Council also votes to send ambassadors to Alpathian rulers in Floating Ar, Qeodhar, Norwold, and Thothia with invitations to join the New Alpathian Empire under better terms than those offered by Zandor. (See **Ka. 12**; **Ka. 15**.)

Kaldmont 13: In the Lair of Vasilyon the Younger

Location: Kurish Massif, Peshmir, Sind.

Description: After a long journey through treacherous mountain terrain, Sitara Rohini, Anand Brishnapur, and their companions locate the lair of the copper dragon Vasilyon the Younger. The dragon is delighted to receive visitors, especially visitors with such delightful wit. After much bantering and swapping jokes and riddles, Sitara Rohini asks Vasilyon if he has in his possession a black-lacquered walking staff shod in gold—and if so, for what price he would part with it.

Vasilyon, intrigued by the question, admits that he does indeed have such a staff. It is obviously of great value, and contains powerful magic. As for a price—if Sitara would fetch for him the head of his mortal enemy, a red dragon named Everdire, she may have the staff. (See **Ka. 2**; **Ka. 16**.)

What This Means: Vasilyon is greatly amused by the situation. He found the staff two weeks ago, lying on an otherwise barren crag ten miles from his den, and had no idea it had any value. Vasilyon is a young adult, inexperienced in the matters of treasure collection—he didn't even think to try to *detect magic* on the staff. If Sitara Rohini and her friends can defeat Everdire, Vasilyon feels the staff would be a small price to pay for freedom from his older, stronger, bully of a neighbor.

Kaldmont 15: Princess Ark Sets Sail

Location: Aquas, New Alpathian Empire.

Description: Her mission in the outer world accomplished—the now harmless Zandor in

her brig under heavy guard, despite being in *temporal stasis*—the *Princess Ark* sets sail on a course for the Sundsvall Maelstrom. Prince Haldemar wishes to test one of Favian Vern's theories—that the Sundsvall Maelstrom has created a corresponding disturbance in the skyshield above the original site of Sundsvall. If Favian is right, the skyshield should be weak enough to allow the *Princess Ark* passage into the Void without the benefit of a tubular breach. That would make it easier for the skyship to journey to the Hollow World, as they would no longer have to fly to Green Bay near the south pole and wait for a tubular breach to manifest. (See **Ka. 13**; **Ka. 18**.)

Kaldmont 15: Last Day of School Year

Location: Karameikan School of Magecraft, Krakatos, Karameikos.

Description: Following a tradition started in Alpathia, the Karameikan School of Magecraft—whose Head Master is an Alpathian mage—closes its doors for the winter. (The school will reopen on Thaumont 15 of next year.) The day is not without incident, however. The exuberance of students going home for a three-month vacation from their studies manifests itself in impromptu magical duels and pranks. Villagers in Krakatos are variously startled, inconvenienced, and annoyed today by the students' tricks.

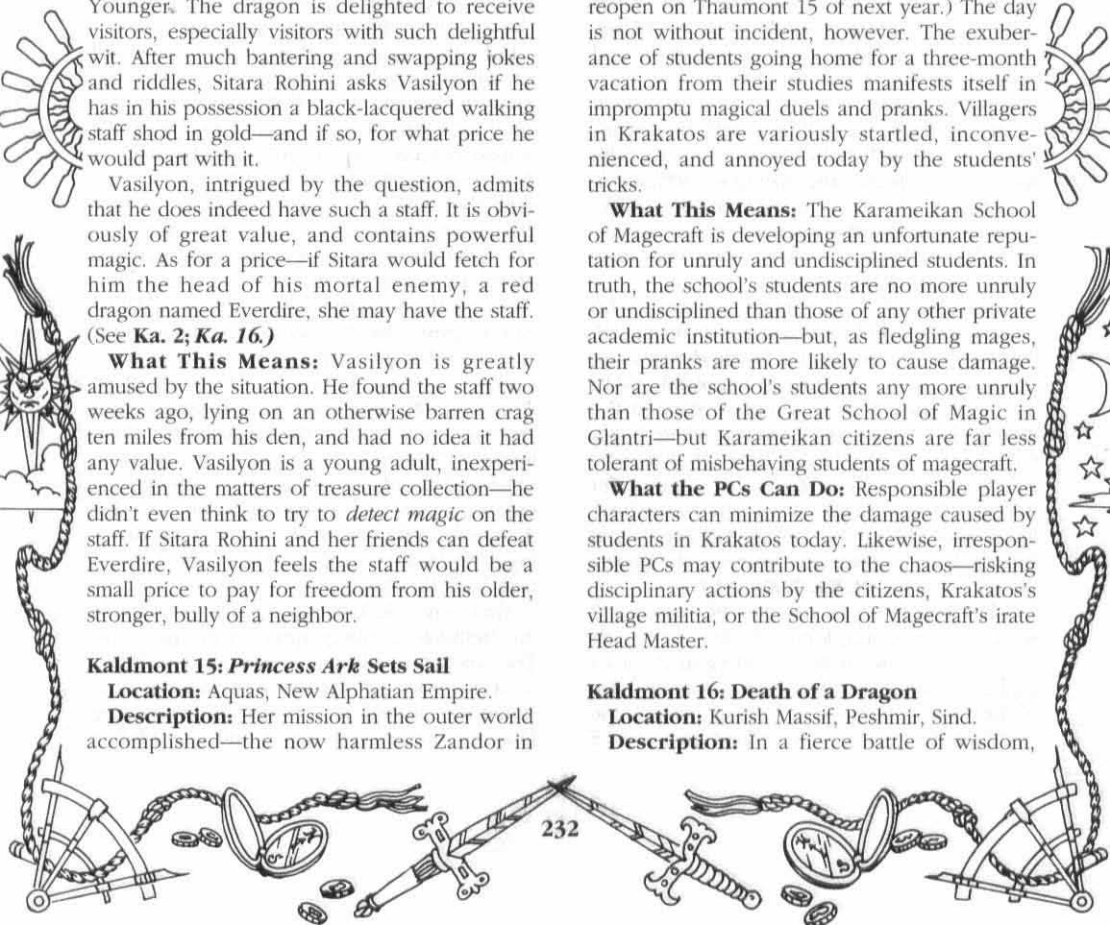
What This Means: The Karameikan School of Magecraft is developing an unfortunate reputation for unruly and undisciplined students. In truth, the school's students are no more unruly or undisciplined than those of any other private academic institution—but, as fledgling mages, their pranks are more likely to cause damage. Nor are the school's students any more unruly than those of the Great School of Magic in Glantri—but Karameikan citizens are far less tolerant of misbehaving students of magecraft.

What the PCs Can Do: Responsible player characters can minimize the damage caused by students in Krakatos today. Likewise, irresponsible PCs may contribute to the chaos—risking disciplinary actions by the citizens, Krakatos's village militia, or the School of Magecraft's irate Head Master.

Kaldmont 16: Death of a Dragon

Location: Kurish Massif, Peshmir, Sind.

Description: In a fierce battle of wisdom,



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magic, strength, and skill, Sitara Rohini and her companions defeat Everdire, an adult red dragon. Their victory is not without its price, however. One of the prophets' most devout followers lies dead; most of those who fought the dragon are injured. Sitara herself was burned by the dragon's fiery breath; Anand Brishnapur suffered some cracked ribs when the dragon's tail swept him aside. (See **Ka. 13; Ka. 18.**)

What This Means: Everdire has plagued Sindhi villages in these mountains for some years now. His depredations worsened as the humanoid population of the Kurish Massif grew—the humanoids have been decimating the herds of deer and other large mammals the dragon depended on for food. The dragon's defeat is a great victory for Sitara Rohini and the followers of the Immortal Gareth. Not only will they receive the gratitude of many villagers when their deed becomes known, but they now have the dragon's treasure to fund their charitable activities—and the dragon's head to trade for the Staff of Gareth.

Kaldmont 18: Return to Vasilyon's Lair

Location: Kurish Massif, Peshmir, Sind.

Description: Sitara Rohini, Anand Brishnapur, and their companions return to the lair of Vasilyon the Younger and present the copper dragon with the gory head of his enemy. True to his word, Vasilyon gifts the Staff of Gareth to Sitara Rhoni—but not until she answers three riddles. (See **Ka. 16; Ka. 28.**)

What This Means: The staff is a relic created by the Immortal Gareth. Its history is unknown; it may even have been created specifically for Sitara and placed where the dragon would find it. The staff is of Lawful Good alignment and will suffer no one not of Good alignment to touch it. Its minor powers include the ability to cast any curing or healing spell once per day (everything from *cure light wounds* through *cure disease to heal*), *detect evil* at will, and *paralyze* at a touch (used whenever someone not of Good alignment touches it or when its wielder strikes an Evil creature). Wielded as a weapon, it acts as a *staff* +3. Its major power is the ability to cast one of the following spells once per day: *regenerate*, *reincarnate*, *restoration*, or *resurrection*. Using the staff's major power causes the wielder to suffer the effects of a *ray of enfeeblement* spell for six turns. Anyone but Sitara who attempts to wield the staff

will suffer the corrupting effects most relics and artifacts have on their wielders (see page 91 of the *DUNGEON MASTER Guide*).

Kaldmont 18: Into the Void

Location: Above the Sundsvall Maelstrom.

Description: The *Princess Ark* sails into the airless Void through a hole in the Skyshield above the Sundsvall Maelstrom in the New Alphatian Sea. (See **Ka. 15; Ka. 27.**)

What This Means: Favian Vern was correct; the same forces that created the Sundsvall Maelstrom have weakened the Skyshield above the site of the destroyed Alphatian capital. The *Princess Ark*, her crew equipped with magical *air masks* to protect them from the dangers of high altitude and the airless Void, was able to fly up to the Skyshield above the Maelstrom. Once there, she fired a *disintegrate* spell from her enchanted catapult, punching a hole big enough for the skyship to sail through before the Skyshield repaired itself. Prince Haldemar now has a new, slightly easier route between the inner and outer worlds.

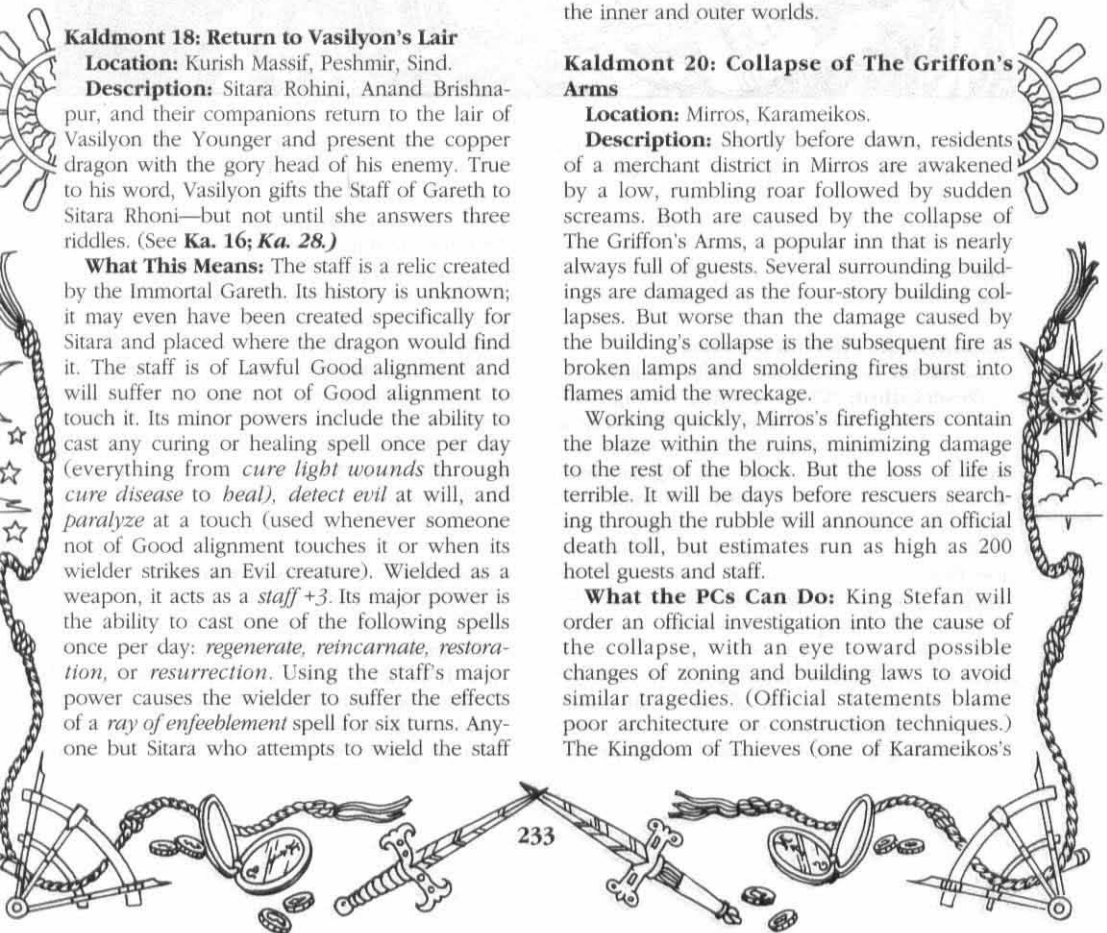
Kaldmont 20: Collapse of The Griffon's Arms

Location: Mirros, Karamaikos.

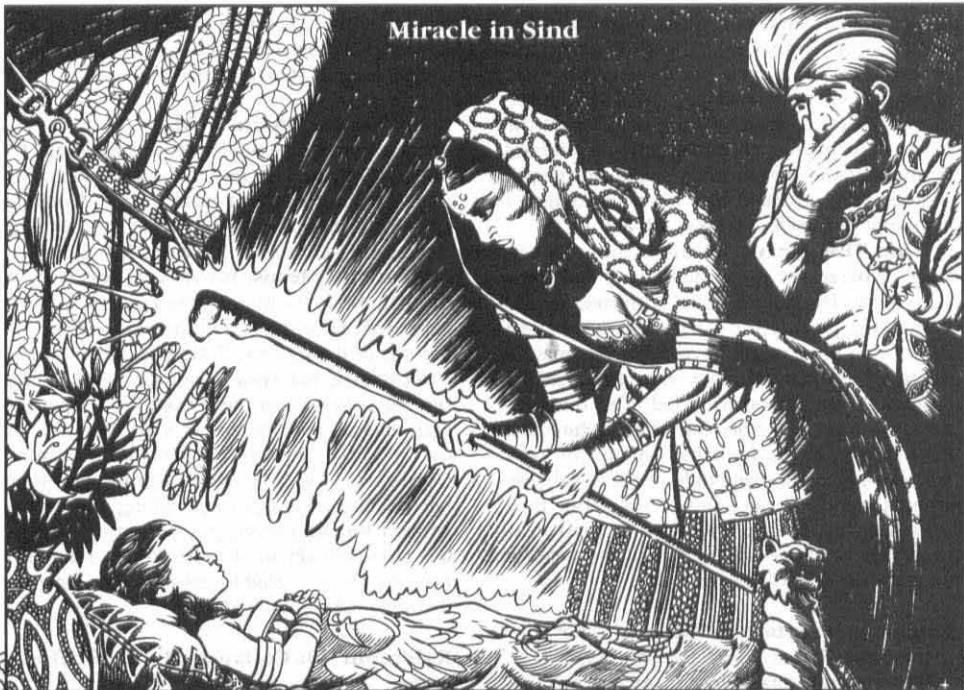
Description: Shortly before dawn, residents of a merchant district in Mirros are awakened by a low, rumbling roar followed by sudden screams. Both are caused by the collapse of The Griffon's Arms, a popular inn that is nearly always full of guests. Several surrounding buildings are damaged as the four-story building collapses. But worse than the damage caused by the building's collapse is the subsequent fire as broken lamps and smoldering fires burst into flames amid the wreckage.

Working quickly, Mirros's firefighters contain the blaze within the ruins, minimizing damage to the rest of the block. But the loss of life is terrible. It will be days before rescuers searching through the rubble will announce an official death toll, but estimates run as high as 200 hotel guests and staff.

What the PCs Can Do: King Stefan will order an official investigation into the cause of the collapse, with an eye toward possible changes of zoning and building laws to avoid similar tragedies. (Official statements blame poor architecture or construction techniques.) The Kingdom of Thieves (one of Karamaikos's



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thieving guilds) also investigates, suspecting that the collapse may have been designed to cover a theft or assassination. The PCs may be involved in either investigation or may be hired by the hotel's owner, who wants his own investigation—he suspects a rival hostility of causing the destruction of The Griffon's Arms.

Kaldmont 26: Pharaoh Revealed

Location: Tarthis, Nithia, Hollow World.

Description: While strolling through the marketplace in the company of his entourage, a petty noble named Saau-ur Uhem is rudely jostled by a Nithian commoner hurrying past with a basket of fruit. The commoner stammers an apology—and then falls to his knees, crying “Hail, oh Pharaoh! Hail, mighty Ramose! Hail to the Pharaoh!” Saau-ur Uhem tries to tell the man he must be mistaken, but it's too late. The cry is taken up by the crowd, as more and more people claim to recognize Pharaoh Ramose IV. Before Saau-ur Uhem and his entourage can hurry out of the marketplace, Pharaoh Senkha's guards rush to intercept them, calling out for the imposter to halt or die.

Nikita-Ahmed, Vizier of Internal Security, reaches the nobleman a heartbeat before the Pharaoh's guards do. She quickly takes Saau-ur Uhem into custody, informing the crowd that Pharaoh Senkha is sure to have the matter investigated. They will have the truth—whether this be Pharaoh Ramose IV, returned from the dead, or an imposter, as the Pharaoh's guards proclaim. (See *Am. 4*.)

What This Means: Ramose didn't intend to be discovered this way, but rumors of his imminent return have been racing through Tarthis in recent weeks. This even forces his hand—he must now prove himself to be Pharaoh Ramose IV or Senkha will soon have him executed as an imposter.

Kaldmont 27: Princess Ark Arrives

Location: New City, Jafilia, Floating Continent of Alphatia, Hollow World.

Description: The *Princess Ark* arrives at the new Imperial palace in Jafilia in the Hollow World today. Prince Haldemar wearily presents Zandor, still in *temporal stasis*, to his mother. He then gives Empress Eriadna a full report of

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the difficulties he encountered in fulfilling his mission—and of the current state of affairs in the outer world.

Eriadna orders her son—who is still in a state of *temporal stasis*—taken to a secure area and guarded carefully until she decides what to do with him. (See **Ka. 18.**)

What This Means: Haldemar had expected to reach Alphatia yesterday, but trouble making it through the north polar opening's *anti-magic* zone delayed the *Ark*. If the *Princess Ark* had been delayed even twelve hours more, she would have been caught flying through the Hollow World's airless Void when the Day of Dread began, crippling her and depriving her crew of working *air masks*. Haldemar promises Berylith he won't cut it so close next time.

Kaldmont 27: Preparations for the Day of Dread

Location: Worldwide.

Description: Throughout the world today, spellcasters prepare for the failure of magic expected to occur at midnight, Glantri time. Mages conducting dangerous research do whatever they can to release the powerful forces (or captive monsters) in a controlled fashion. Some powerful spellcasters leave the Prime Plane to avoid losing their powers and becoming helpless. A few wizards put the finishing touches on experiments to test their favorite theories about the failure of magic.

What This Means: Magical research and clerical *communing* has revealed that the Day of Dread will occur yearly. Many spellcasters have developed schemes designed to get them through the Day of Dread.

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: Magic fails throughout Mystara.

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 retain their powers today. Roll 1d4 for each magical weapon, armor, permanent scroll (such as a

scroll of communication—don't forget to roll for its mate), ring with a permanent effect (such as *protection* or *sustenance*), or other magic item. If the result is greater than the item's Strength (its number of pluses), the item is damaged. (Consider potions or scrolls +1 items; wands or staves as +2 and all permanent items as +3.) Damaged items lose their powers for the day. Undamaged items can not 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—damaged potions are spoiled and useless when magic returns.

Magical monsters may also lose their powers today. Permanent effects affecting only the monster (such as immunity to normal weapons or the ability to fly) still work. Abilities the monster can only use a certain number of times per day or that affect something other than the monster itself (a djinn's spell-like powers or a beholder's eye stalk attacks), it fails.

You may increase or decrease the severity of the Day of Dread's effect in your campaign.

What the PCs Can Do: Fighters and thieves are in high demand today. They may be hired to protect valuable items or spellcasters until magic returns—or to steal or kidnap them.

Kaldmont 28: Miracle in Sind

Location: Karakandar, Peshmir, Sind.

Description: In a bizarre accident, Maharajah Hara Rudraksha's two-year-old daughter falls to her death from a window high in a palace tower. The distraught father summons a priest of Aksyri to restore his daughter's life. But the priest can not—his spells fail him on the Day of Dread.

Then a Rishya woman claiming to be a prophet of a new Immortal asks the Maharajah for permission to tend his daughter. Over the protests of the maharaja's priest of Aksyri—who warns the Maharajah against the contaminating influences of a false Immortal—the desperate father grants his permission to the stranger. With a touch of her gnarled walking stick, the woman restores life to the Maharajah's daughter and slips away before he can thank her. (See **Ka. 18.**)

What This Means: Sitara's staff is a relic created by an Immortal, so it works today. This miracle only enhances the reputations Sitara Rohini and the Immortal Gareth are building.



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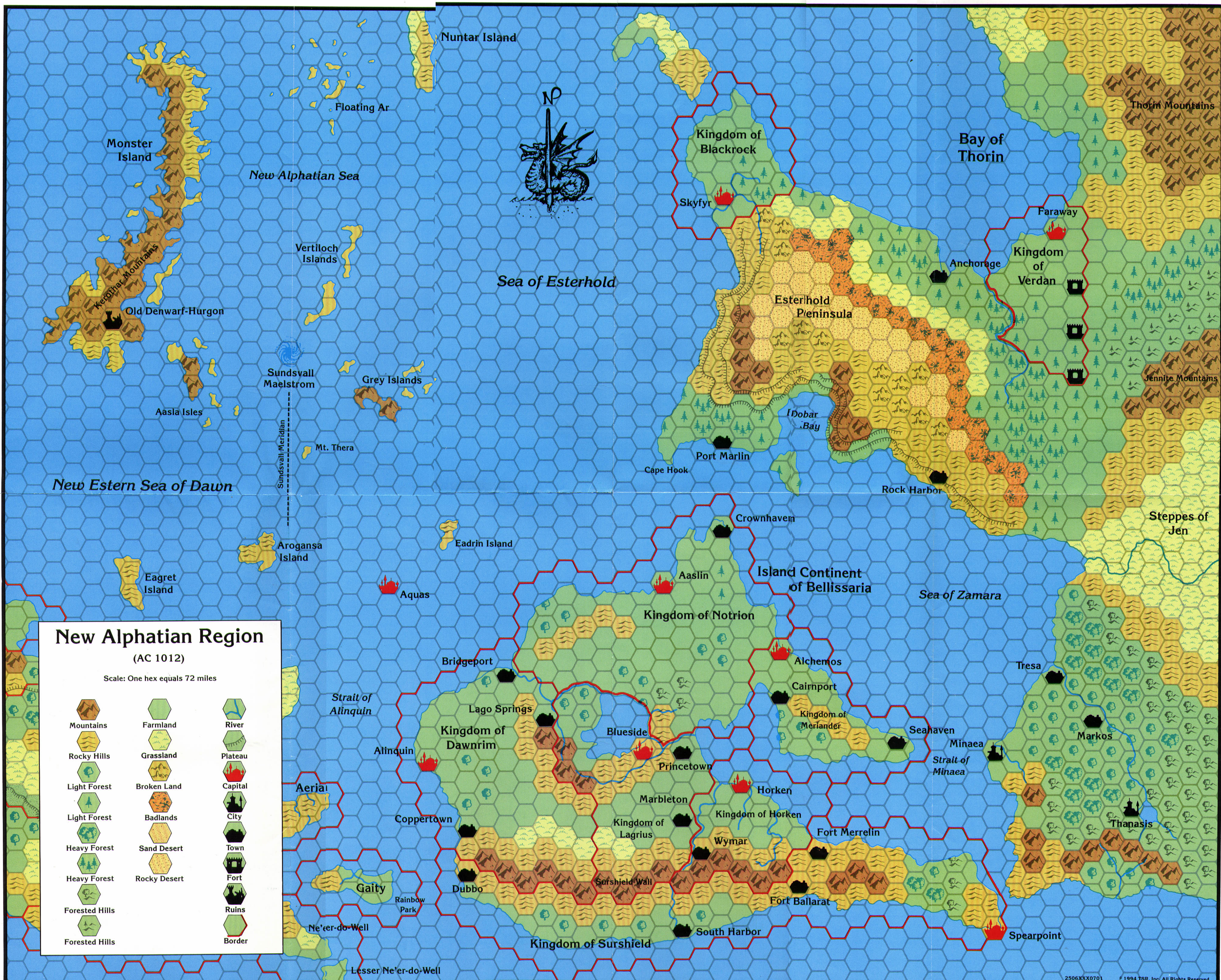
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(AC 1012)

Scale: One hex equals 72 miles

- | | | |
|----------------|--------------|---------|
| | | |
| Mountains | Farmland | River |
| | | |
| Rocky Hills | Grassland | Plateau |
| | | |
| Light Forest | Broken Land | Capital |
| | | |
| Light Forest | Badlands | City |
| | | |
| Heavy Forest | Sand Desert | Town |
| | | |
| Heavy Forest | Rocky Desert | Fort |
| | | |
| Forested Hills | | Ruins |
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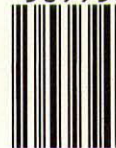
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