

# DUNGEONS & DRAGONS®

Official Game Accessory

## The Western Countries

























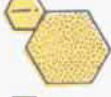




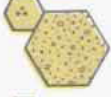
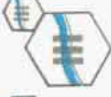








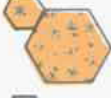




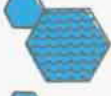














# TRAIL MAP





# THE WESTERN COUNTRIES

Scale: one hex equals 8 miles

	PALACE		LIGHT HOUSE		HILLS WITH FOREST		REEF		TRAIL SHIPPING LANES
	CASTLE		VOLCANO		GRASSLAND OR STEPPE SAVANNA VELDTC		COAST LINE		BRIDGE
	FORT		MOUNTAINS		SWAMP OR MARSH		RIVER		FORD
	TOWER OR KEEP		CLEAR PASTURELAND FARMLAND		MOOR OR BOG		STREAM		MOUNTAIN PASS
	RUINS		HILLS		DESERT OR SEA SAND		WATER FALL		EXT. BORDER (KINGDOM, NATIONAL, COUNTRY)
	CAPITAL		BARREN OR BROKEN LAND		ROCKY DESERT		GREATER CATARACT (RAPIDS)		INT. BORDER (FIEF, DISTRICT, DOMINION)
	CITY		PLATEAU OR CLIFF		OASIS		MEDIUM CATARACT (RAPIDS)		SNOW FIELDS
	TOWN		LIGHT FOREST		BADLANDS		LESSER CATARACT (RAPIDS)		GLACIERS
	VILLAGE		HEAVY FOREST		WATER		CANAL		ICE FLOE
	CAMP		JUNGLE		SEA FLOOR OR LAKE CONTOURS		ROAD		BATTLE FIELD
	GIANT HOME TREES		GOOD MAGIC POINTS		BAD MAGIC POINTS		POST HOUSE		HORSE FAIR SITES
	POOR GRAZING LANDS		CHOICE GRAZING LANDS						

FORTERESSE D'YLOURGNE









WENDARIAN RANGES

MT. AMADOR  
ALT. 14,550 FT.

UIGMUIR

ADLERTURM

BERGEN

VORSTADT

LEENZ

FORT NORDLING

SCOTCH BREACH

MORLAY

GRAEZ

OSTBRUCK

GLENMOORLOCH

AALBAN

LINDEN

CROWNGUARD

RITTERBURG

ALCENDORF

BERGDHOVEN

KLANTYRE

MALINBOIS

KOPSTAR

TAVISH

COLOSSUS





# PRINCIPALITIES OF GLANTRI

GLANTRI CITY

GLANCIAN ALPS  
Alt. 25,100 ft

VALLEY OF RHYR  
Alt. 3,000 ft

BROKEN LA...  
Alt. 600 ft

SILVER SIERRAS

TROLLHATTAN  
Alt. 10,000 ft

BUGBURBIA  
Alt. 4,200 ft

LAURENZE

BELCADIZ

BLACKHILL

EREWAN

AL SYLAIRE

SINGHABAD

Mt. SI...

BERRYM

BRAASTAR

DUNVEGAN

DIGNE

COURAINE

LES HIBOUX

ISOILE RIVER

VESUBIAN RIVER

FEV RIVER

SKULLHORN  
PASS CAMP

WESTHEATH

HIGHTOWER

NEW ALVAR

RED RIVER

RED RIVER

NYRA

FORT MONTELEONE

VOLNAY

ERIADNA

ERENDYL

GIANO

WYLON

SILVERSTON

HULEDAIN

ELLEROVYN

CRINCAN

PLAC...

SOTH-KABREE

UDHGAR

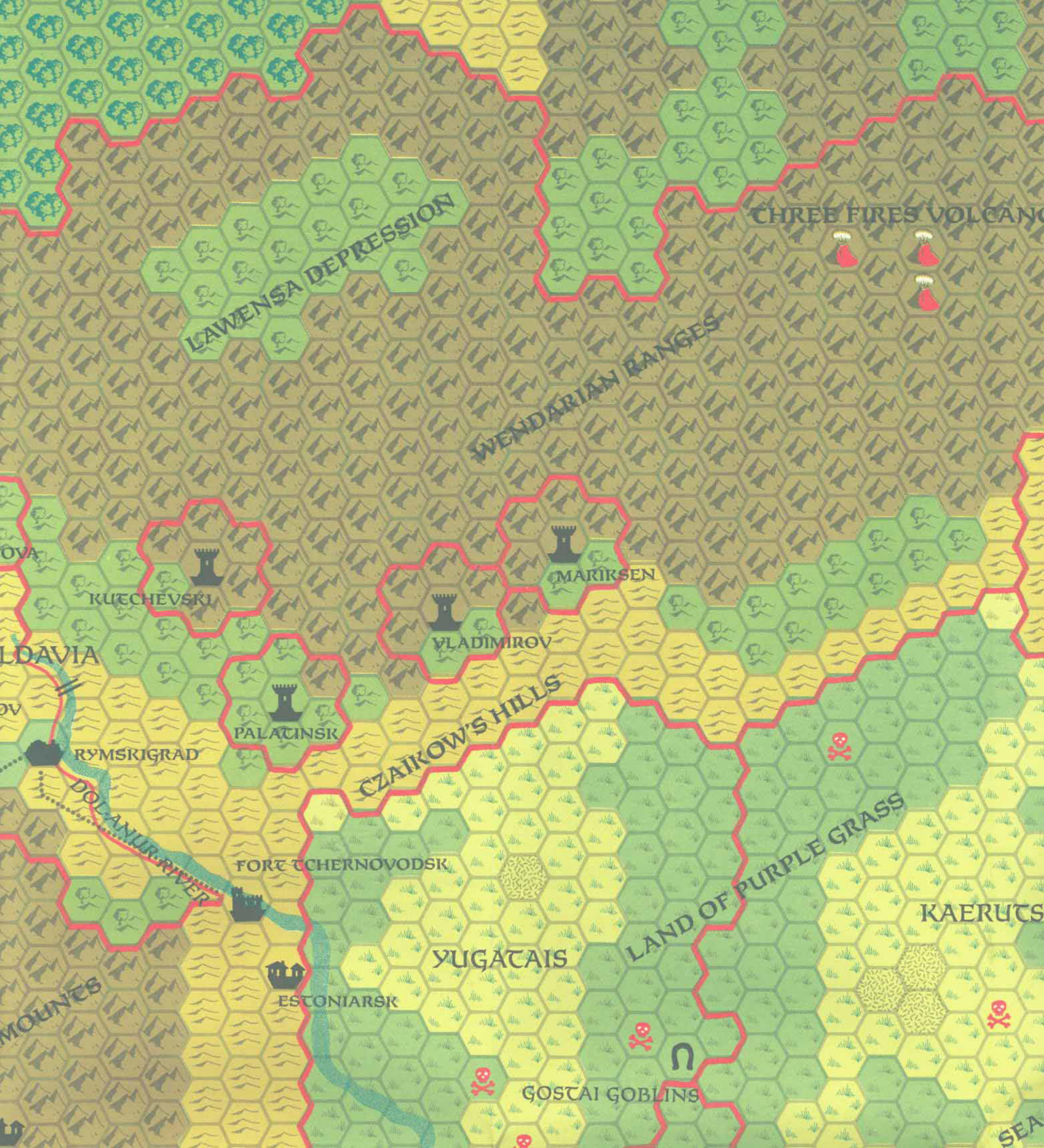
RUZZO PEAK

NACHRAC

HULEDAIN CAMP

10,000 FT





LAWENSA DEPRESSION

THREE FIRES VOLCANO

WENDARIAN RANGES

OVA

KUTCHEVSKI

MARIKSEN

LD AVIA

VLADIMIROV

OV

PALACINSK

CZAIKOW'S HILLS

RYMSKIGRAD

FORT CHERNOVODSK

YUGATAIS

LAND OF PURPLE GRASS

KAERUTS

MOUNES

ESTONIARSK

GOSTAI GOBLINS

SEA





ETHENGAR KI

BLOEFELD

KULLHORN

18,530 ft

CAMP BRAMYRA

BRAMYRA

DOLANUR RIVER

TAIJITS

KULLHORN PASS

GLENARGYLL

SCREEEL RIVER

HIGH GOBLINY

HOBGOBLAND

THE MUCKS

TAIJITIDA - AC 996

AKKILA'S THRONE  
Alt. 650 ft

OF ZYRD

SOUTH GNOLLISTAN

YELLOW ORKIA

SUN'S ANVIL  
Alt. 800 ft

GRUKK

ORCLAND

DWARFGATE

BLACK HILLS  
Alt. 450 ft

CRAG

NATOKA'S GRAVE  
Alt. 2,500 ft

BLACKWATER

CRED VERN



# GLANTRIAN HOROSCOPE

Star Sign	Time of Birth	Ascendancy
.....Manticore	Week #1 of month	.....Sun
.....Hydra	Week #2 of month	.....Land
.....Centaur	Week #3 of month	.....Sea
.....Basilisk	Week #4 of month	.....Sky
.....Chimera		
.....Gorgon		
.....Griffon		
.....Dragon		
.....Salamander		
.....Pegasus		
.....Warrior		
.....Giant		

Planets	Influences
Sun is up	.....Winds of Law
Moon is up	.....Winds of Chaos
Both up or down	.....Winds of Wisdom
Birth during Twilight	is an omen of great luck or hardship for newborns

# SOLAR TIME

Time	Places
10:00 AM	Sind Desert, central point
11:00 AM	Port Tenobar, Known World
11:30 AM	Specularum, Known World
Noon	Thyatis, Known World
12:30 PM	Oceansend, Norwold
01:00 PM	Dunadale, Isle of Dawn
02:00 PM	Sundsvall, Central Alphatia

Thyatian Year: 12 months of 28 days, or 48 weeks of 7 days, or 336 days. Each month equals one full moon cycle.

born in Thyatis at 4:50pm on the 4th Lunadain of old live under the sign of the Sky Warrior. Winds of his fate, with an omen of great luck or hardship as his life. Only Immortals would know more than this.







LAKE TALKAI

MURKITS

MAGHURTAI - AC 986

LAND OF BLOSSOM

MURKITS

KIYATS

RIVER

LAKE BALBAK

KIYATIDA - AC 991  
CHAGON-NAH

TROLLS

HOOPLAK HOBGOBLINS

HOBGOBLINS

THE DENWARF SPUR

SCYRDAL ROAD

FORT DENWARF

KLINTEST LOWLANDS  
LAKE KLINTEST

TERRITORY

SCYRDAL VALLEY

STAHL

FERRY WAY

LAKE STAHL

SCAHL ROAD

ROCKHOME

DENGAR

SMAGGET

SCAHL





### MAIN WEATHER CHART

Cities	Altitude	Winter		Spring		Summer		Fall	
Aasla	300ft	45	35	55	45	70	60	60	50
Aegopoli	0-100ft	70	60	75	65	85	70	80	70
Alfheim*	250ft	45	35	55	35	75	60	60	40
Alpha**	0-250ft	35	20	40	30	55	45	45	35
Atruaghin	2,700ft	55	30	65	50	85	70	70	55
Corunglain	1,800ft	35	15	45	30	65	50	45	35
Darokin	1,200ft	40	25	55	35	75	60	55	40
Dengar/Evemur	4,500ft	25	15	45	30	65	50	45	35
***		P15/D15		P20/D25		P25/D30		P20/D25	



Dunadale	0-250ft	30 25	35 30	50 40	40 35
Ethengar	1,800ft	25 05	40 25	75 55	45 30
Farend **	0-150ft	15 0	30 20	45 40	35 25
Freiburg **	0-200ft	25 10	35 25	60 50	40 30
Glantri City	4,800ft	25 15	45 30	65 50	50 35
Helskir **	0-100ft	20 10	35 20	55 45	40 30
Ierendi **	0-100ft	65 55	70 60	75 65	75 65
Landfall **	0-150ft	25 15	35 25	55 45	40 30
Minrothad **	0-100ft	65 55	70 60	75 65	70 60
Newkirk	0-200ft	40 30	50 40	65 55	55 45
Norrvik **	0-250ft	30 20	40 30	65 55	45 35
Oceansend	0-350ft	20 15	35 20	50 40	40 25
Sayr Ulan	900ft	45 35	70 60	95 80	75 65
Selenica	1,800ft	40 25	55 35	75 60	40
Shireton	300ft	45 35	55 45	70 60	60 50
Soderfjord **	0-100ft	25 20	45 35	65 55	50 40
Specularum	150ft	45 35	55 45	70 60	60 50
Sundsvall	700ft	25 20	50 35	75 55	55 40
Surra-Man-Raa	500ft	75 65	80 70	105 90	85 75
Tel Akbir	0-100ft	65 55	70 60	85 75	75 65
Thanegioth	n/a	70 65	75 65	85 70	80 70
Thyatis	150ft	50 40	55 45	70 60	60 50
Trollhattan**	0-100ft	25 15	40 30	55 45	45 35
Wendar	2,500ft	35 20	60 45	75 55	65 50
Ylaruam	250ft	70 50	75 55	110 80	95 65
Zeaburg	0-250ft	35 25	50 40	65 55	55 45
** ***		P40/N45	P50/N40	P30/N30	P50/N40

Altitude is already taken into account for temperatures in the listed cities.

\* Only rains during night hours.

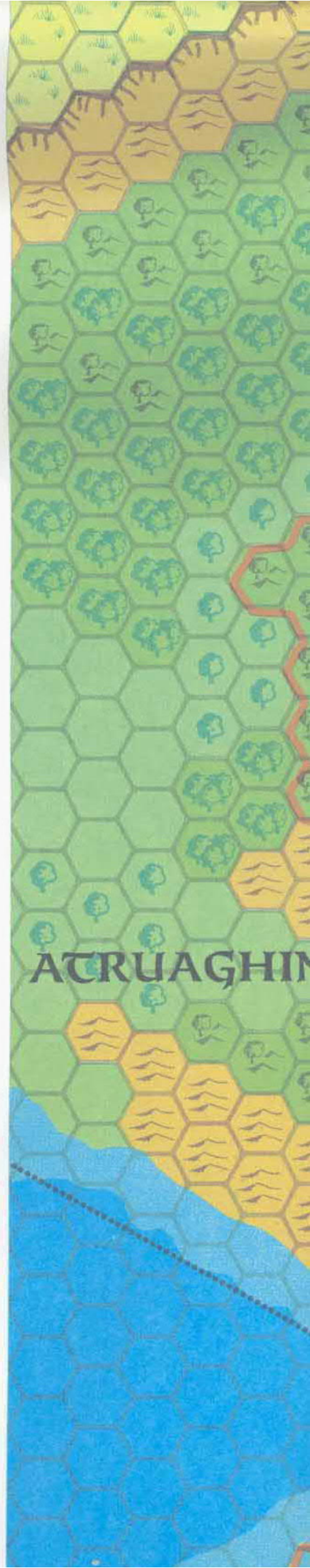
\*\* On overcast days, fog lasts all day.

\*\*\* Add one to die roll on Wind Strength.

## CHECKING THE WEATHER

Roll 1d%, and an extra d10. Then check the following:

**Hi-Lo Temperatures:** Cross reference the season and city entries in the *Main Weather Chart*. The first line in the box indicates High and Low temperatures. High temperature is assumed to be early in the afternoon, Low temperature just before dawn. For more flexibility, add the result on the extra ten-sided die to Summer and Spring temperatures, or subtract from Fall and Winter temperatures. As an option, drop temperature 6 degrees for every 1,000' altitude in nearby mountain areas.







OGREMOOK  
THE YAKS SPUR

FORT FLETCHER

FORT RUNNELS

ESLIBAN RIVER

AMSORAK RIVER

ARDELPHIA

SILVER SIERRASI

BRONSDALE

RENNYDALE

RAZAK'S ROCK

REPUBLIC OF DAI

GREENLEAF ISLAND

CROWLERD

ARGORROS

SCREEEL RIVER

ANSIMONT

ELSTRICH RIVER

WRASSELDO

MOND RIVER

DAROKIN

ELSTRICH

HENDRY





HENDRY

ARBANDRINE RIVER

MALPHEGGI SWAMP

ACHENOS CANAL

MAR

CRUCH MOUN

NETHLO

BROORBANK

SAT

HEARTSH

PORT TENOBAR

ACHENOS

RATTLECAR

FLAGONFORD

CLANS

MALPHEGGI BAY

SOUTHSHIRE

TOOTHMEER

BRAMBLEROSE

RUNDEG

THE SHIRE COAST

FLETCHER REEF

FLETCHER I



KORSAK





CORUNGLAIN

FORT NELL

BLACK LAKE

MISTHAVEN

CANOLBARTH FOREST

AIN SUN

JEW DROP

RIVER OF MONSTERS

THORNBUSH

MEALIDOR

ELLEROMYR

KINGDOM OF ALFHEIM

KOKIN

IRONBARK

ALFHEIM TOWN

DESNAE

GOBLIN PARK

FOESCOP RIVER

ALFWINE RIVER

RIVER

SOUTH FLOOD

DREAM LAND

SHIELDTREE

CURNCLAW

GOWER

LITTLE WINE RIVER

DRAGON TREE

DOLOS

FORT CRUCH

CRUCH MOUNTAINS

ADRIAN PEAK

Alt. 5,250 ft

ORCS

MYSKMYR FALLS

BECK RIVER

BLACK





GRAYHARE RIVER

LONGEASK

AERGRUTH

FIRE ROCK

HIGHSHIRE

WERESKALOT

ACHELOS WOODS

RIVERFORK KEEP

HINMEET

OBER'S MIMBUR

RINGRISE

LAKE HIADIM

BRIDLE

EASTSHIRE

MALLOWFERN

RIVERFORK WOODS

ARWIN

WARDLYSTONE

WARDLE

BLIGHT SWAMP

SHADOWGATES

LEAFKINDLE

NOB'S BOOTS

ROLLSTONE KEEP

LUEN

MUINZIR

FISHTICKLE BRIDGE

DEEPMOSS

SEASHIRE

COASTFOLLOW ROAD

FORT DOOM

EKA

RE

MOON HILL

CHANCABBAR

BLACK EAGLE BARONY

STILLPOOL

SHIRETON & Port Shireton

GULF OF HALAG

BURNY

HINGULF

THE FIVE SHIRES

SAFARI ISLAND

NORTH TOWER

ISLAND

CALATUPOS

MT. BOANGA

SANDY REEFS

WALT





XORG

GREENSTON

STAHL LOWLANDS

SHADOWDOWN

ROCKHAVEN RIVER

LAKES OF SELINAR

FEADOR

ALGORN'S LAST STAND

BUGBEARS

FORT HOBART

SELENICA

NEMISTON

ARMSTEAD

REEDLE

DUKE'S ROAD KEEP

CASTELLA

TEPES MOUNTAINS

DAROKIN TUNNEL

NORDEN RIVER

LARODAR RIVER

NICHIA RIVER

GOBLINS

GOBLINS

ALTAN T...

PEAR MOUNTAINS

MT PAVEL

SHUC CURGAD

DE HILLS





MT. PAVEL  
Alt. 5,800 ft

THE LOST  
VALLEY OF  
HUCAARA

LOWLANDS  
ELLOS RIVER

FOAMFIRE  
RIVER

THRESHOLD

VERGE

WINDRUSH RIVER  
(RIVER WATERHOLDEI)

HIGH FORGE

HILLFOLLOW RIVER (RIVER)

PENHALIGON

ESTATE OF  
PENHALIGON

CASTELLAN RIVER  
HIGHREACH RIVER  
(RIVER VOLAGA)

THE MOOR

KELVIN

BARONY  
OF KELVIN

RADLEBB WOODS

RIFLIAN

CALLARII ELVES

ORISZEGY KEEP

RADLEBB KEEP

WESCRON ROAD

KRAKATOS

SPECULARUM

GOBLINS OF THE  
DYMRAK FOREST

RUGALOV VILLAGE

EASTCRON ROAD

MARILENEV VILLAGE

ESTATE OF MARILENEV

GULF OF MARILENEV

SULESCU VILLAGE

BARONY OF VORLOI

ESTATE OF DMITROV

AND DUCHY OF KARAMEIKOS

SEA OF DREAD

VORLOI VORLOI BAY

NORTH ISL

WHOOSTER'S TOWER



**Precipitation:** The second line in the box indicates the chance of Precipitation. P35 indicates a 35% chance of rain (on the percentile dice). If there is precipitation, temperature governs whether it is rain, melting snow, or snow. Adding the two dice indicates the duration of the precipitation in hours. The last digit in the percentile score indicates the intensity of the precipitation, if any (see *Precipitation Chart* below); the extra ten-sided die always indicates wind strength, whether precipitation occurs or not. A roll of "00" indicates a Hurricane, Tornado, Damaging Hail, or some extreme temperatures for the region (up to the DM).

### Precipitation Chart

Die Roll	Precipitation	Snow Accumulation	Wind Strength
1-2	Drizzle, or Flurries	Traces	Little or none
3-6	Light Rain, or Snow	1-6" total*	Moderate Breeze
7-9	Heavy Rain, or Snow	1" per hour*	Strong Breeze
10+	Thunderstorm, or Snowstorm	2" per hour*	High Winds

- \* Double snow accumulation in hilly areas
- \* Triple snow accumulation in mountain areas

*For Example:* Specularum in Winter has a P35. If the percentage dice roll is 30, rain occurs that day. The duration would be 3 + 0 = 13 hours. The last digit is 0 (10), indicating a thunderstorm (which will turn into a snowstorm when temperature falls below 30 degrees). The extra ten-sided die scored a 7, indicating a strong breeze.

**Timing Precipitation:** Multiply the result on the ten-sided die by two. This indicates at what time precipitation starts (if any). Precipitation can carry over to the next day. The timing of the second day's precipitation should then be counted from the end of the previous day's precipitation, rather than the beginning hour of the day (12 am). If this moves the starting time of the second day's precipitation into the third day, then the second precipitation does not occur at all — the sky simply remains overcast during the second day. Check for the third day's weather normally.

*For Example:* Today's thunderstorm goes on for 13 hours, and the score on the ten-sided die was 7. The thunderstorm starts at 2 pm today, and lasts until 3 am tomorrow. If any precipitation occurs tomorrow, start counting from 3 am instead of 12 am.

**Fog:** Check the number following the Precipitation Indicator in the chart. The letter D indicates Fog at dawn and dusk hours only. The letter N indicates fog during the night hours as well. The number that follows gives the percentage chance of fog rising each day (switch the two percentile dice around to obtain a new percentage score). Multiplying the numbers on both dice gives the distance in feet to which vision is limited. Fog usually lasts 1d4 hours. Precipitation automatically ends any fog; freezing temperatures produce frost as well.

*For Example:* D15 means there is a 15% chance of fog at dusk and at sunrise. The original percentage score of 13 becomes 03 when switching the numbers on the dice — when multiplying the two dice scores, the result becomes 30 (10x3 = 30). There was no precipitation at dawn that day, so an early morning fog rises and vision is limited to 30".

**Winds:** If fog exists, then assume winds are absent during those hours. Otherwise, follow the result on the *Precipitation Chart* (see above). High winds always indicate violent weather. Reduce temperature 10-15 (1d6 + 9) degrees when high winds are blowing. For example, high winds could turn a snowstorm into a blizzard (treat as Fog, as far as vision is concerned), or cause a storm at sea. Roll for winds at +1 when 24 miles or more away from any coast. Roll for winds again each time precipitation or fog status changes.

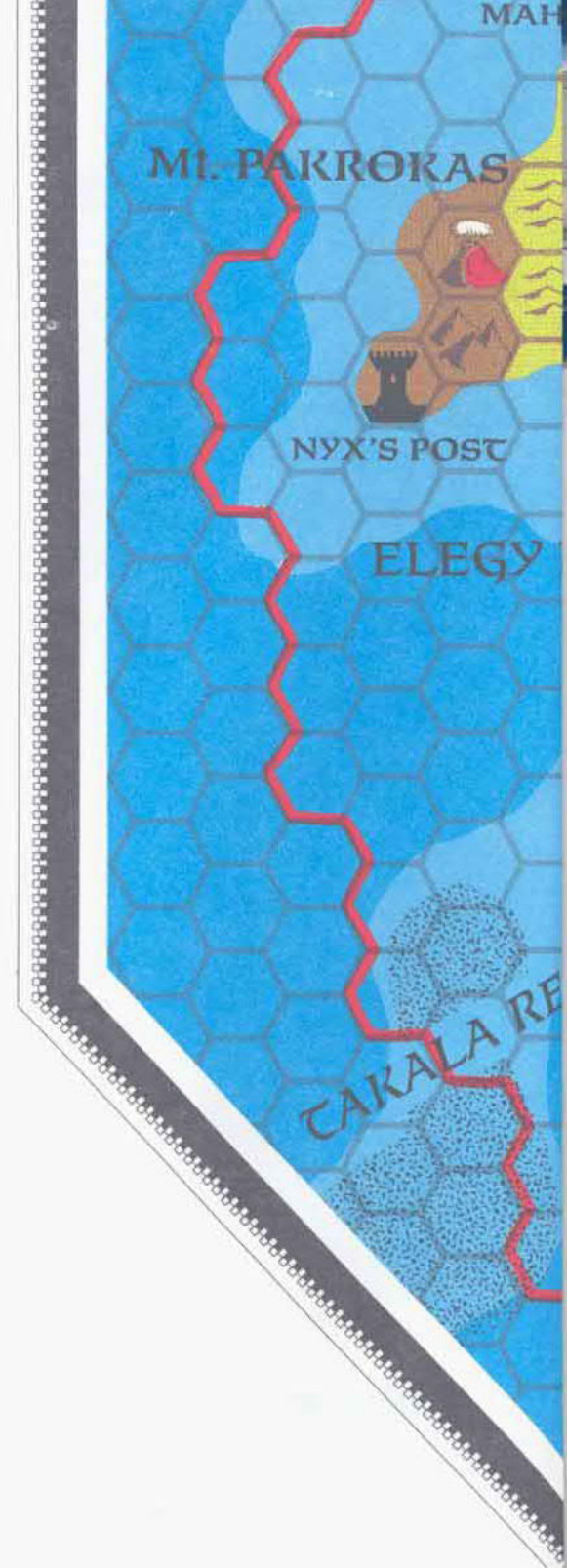
### WIND VARIATIONS\* (Roll 1d20)

1-11:	Dominant Wind as above	17:	Shift two, counter-clockwise
12-13:	Shift one, clockwise	18:	Shift three, clockwise
14-15:	Shift one, counter-clockwise	19:	Shift three, counter-clockwise
16:	Shift two, clockwise	20:	Opposite wind

\* Add 1 to Precipitation Roll when non-dominant wind blows from a coastal area within 50 miles (unless Dominant Wind for that region already does so). One shift equals 1 hexside.

### SEASONAL TRENDS (Optional\*)

d10	Effect on Seasonal Weather
1	Very Cold: Temp. -10, Precip. +10%**
2-3	Colder: Temp. -5, Precip. +5%**



REGIONS	TRAILS	F
Alfheim	Fair	U
Atruaghin	Poor	n
Broken Lands	Bad	n
Darokin, central	Good	F
Darokin, eastern	Fair	F
Darokin, northeast	Bad	n
Darokin, southern	Poor	F
Darokin, western	Fair	U
Ethengar	Poor	U
Five Shires	Good	F
Glantri	Fair	F
Heldann Freeholds	Poor	n
Ierendi	Fair	F
Isle of Dawn	Fair	F
Karameikos	Fair	F
Minrothad	Fair	P
Norwold	Poor	



1	<i>Very Cold:</i>	Temp. -10, Precip. +10%**
2-3	<i>Colder:</i>	Temp. -5, Precip. +5%**
4-7	<i>Seasonable:</i>	no change
8-9	<i>Warmer:</i>	Temp. +5, Precip. -5%**
10	<i>Very Hot:</i>	Temp. +10, Precip. -10%**

\* Roll 1d10 on this chart once per season.

\*\* Minimum Precipitation is 1%; maximum is 90% in all cases.

## HIGHEST MOUNTAINS

Mountain Range & Type of Rock	Average* Altitude	Highest Peak & Location	Altitude
Altan Tepes, <i>Granite</i>	8,950ft	Mt Tarsus, Thyatis	11,380ft
Black Peak Mnts, <i>Basalt</i>	4,500ft	Mt Pavel, Karameikos	5,800ft
Broken Lands, <i>Sandstone</i>	10,000ft	Unknown	
Colossus Mnts, <i>Schist</i>	18,500ft	Stoneface, Glantri	24,350ft
Cruth Mnts, <i>Hornblende</i>	4,000ft	Adrian Peak, Karameikos	5,250ft
Glantrian Alps, <i>Schist</i>	20,250ft	Mt de Glace, Glantri	25,100ft
Hardanger Range, <i>Limestone</i>	10,000ft	Odharjokull, Soderfjord	15,750ft
Icereach Range, <i>Gneiss</i>	14,000ft	Mt Einrick, Norwold	21,050ft
Ierendi Uplands, <i>Trachyte</i>	9,000ft**	Mt Kikapua, Ierendi	12,100ft
Kerother Mnts, <i>Granite</i>	19,740ft	Mt Eriadna, Alphatia	24,450ft
Kurish Massif, <i>Marlstone</i>	12,500ft	Urapurda, Sind Region	18,250ft
Makkres Range, <i>Granite</i>	13,800ft	Steel Fang, Rockhome	15,720ft
Diamond Spurs, <i>Feldspar</i>	4,500ft**	Gold Needle, Minrothad	5,200ft
Silver Sierras, <i>Phyllite</i>	17,000ft	Adruzzo, Darokin	18,820ft
Wendarian Range, <i>Basalt</i>	11,300ft	Mt Lea, Glantri	16,550ft

\* 16 miles away from foothills.

\*\* Mountains form a ridge at the indicated altitude.

## TRAIL & ROAD CONDITIONS

### TRAILS

**Bad Trails:** barely visible; branch off occasionally into dead ends; dangerous sections (cliffs, narrow passages, unstable terrain); treat as clear terrain for movement; useless trail after any heavy rain or snowfall of 3 hours or more, or light rain of 6 hours or more (requires a full week of clear weather to dry up); trail wide enough for two horses abreast; no bridges; no advisable water sources, caravansaries, taverns, or safe camping sites known near trail; rarely patrolled if at all; banditry and humanoid raids likely. Traffic: one very large, heavily armed caravan every two to four weeks.

**Poor Trails:** treat as clear terrain for wagons or other wheeled transportation; otherwise treat as bad trail after any heavy rain or snowfall of 6 hours or more, or light rain of 12 hours or more, as far as movement, trail width, and patrols are concerned (six days of clear weather needed to dry up); bridges unsafe if any; trail wide enough for two horses abreast; very few water sources, caravansaries, taverns, or safe camping sites available near trail; patrolled once a week; banditry and humanoid raids possible. Traffic: one medium-sized caravan, armed, every one or two weeks.

**Fair Trails:** treat as poor trail after heavy rain or snowfalls of 12 hours or more for movement, width, and patrols (requires four days of clear weather to dry up); occasional bridges; safe river fords; trail wide enough for six horses abreast; some water sources, minor caravansaries, taverns, and camping sites available near trail; patrolled once every other day; some rare banditry. Traffic: small or medium-sized caravans, possibly armed, every three of four days.

**Good Trails:** treat as fair trail after heavy rain or snowfalls of 12 hours or more for movement, width, and patrols (needs three days of clear weather to dry up); bridges common, or easily fordable rivers; trail wide enough for twelve horses abreast; water sources, minor caravansaries, taverns, and camping sites commonly found on trail; patrolled once or twice a day. Traffic: caravans of any kinds and sizes, armed or not, up to one or two a day.

Karameikos	Fair
Minrothad	Fair
Norwold	Poor
Ostland	Poor
Rockhome	Good
Sind Region	Poor
Soderfjord	Bad
Southern Alphatia	Fair
Thyatis	Good
Vestland	Fair
Wendar	Fair
Ylaruam	Poor

### ROADS

**None:** no known roads exist, besides  
**Unpaved Roads:** Local authorities or however, trails one category better than horse ride, that portion of highway

**Partial Roads:** Sections of roads end are paved (see Paved Roads below);  
**Good Trails.**

**Paved Roads:** Highways covered with accumulated snow renders a road unusable (required to clear a paved road). One small hamlets, easily found and reached. Directions and road signals common after winter in colder regions, or after

**Major Highways** are paved roads covered (more). Wide enough for eight horse traffic: dozens of caravans of any sort of

The remaining paved roads are centers of less than 15,000 inhabitants; raids very rare. Traffic equivalent to

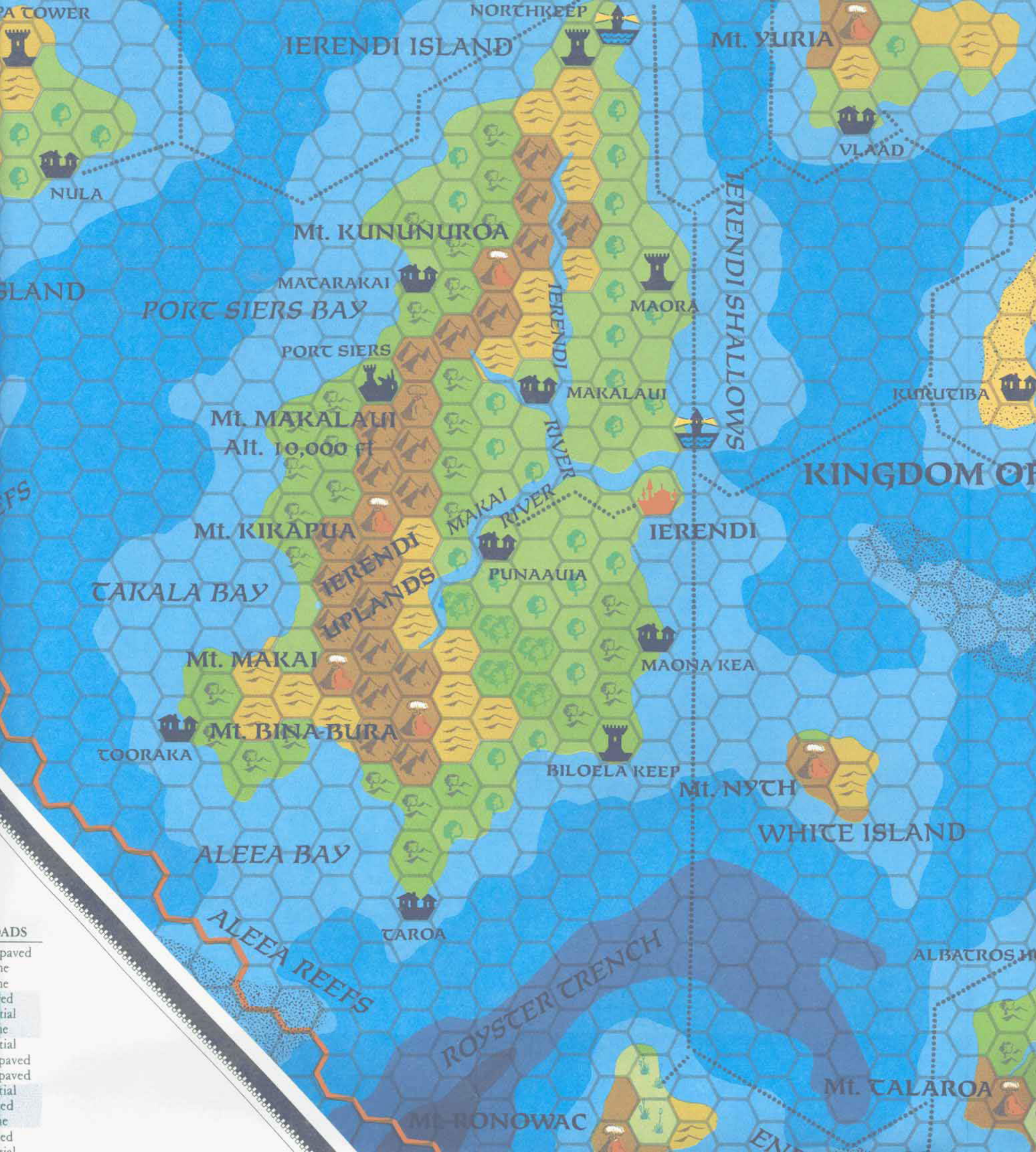
### MAJOR NA

River & Region	From
Amsorak, Darokin	Ako
Elber, Heldann F.H.	Men
Great Flow, Alfheim	Mea
Hrap, Rockhome **	Lake
Isoile, Glantri	Vyo
Ithypool, Shires	Fish
Landersfjord, Vestld.	Ran
Marsfjord, Vestland	Lan
Mesonian, Thyatis	Foot
Otofjord, Soderfjord	Whi
Saltfjord, Soderfjord	Sor
Streel, Darokin	Cor
Streel, Ethengar	(any
Styrdal, Rockhome **	Lake
Vestfjord, Vestland	Rho
Vesubia, Glantri	Leen
Volaga, Karameikos	Kelv
Alphas (South)	Adia
Ambur (Northwest)	Crys
Fris (Far North)	Shie
Greenlake (South)	Vert
Llyn & Easthollow	Citac
Randel (Southeast)	Errol
Thera (Deep South)	Bigo

\* Halve navigation speed going

\*\* Strong current prevents going  
Double speed going down river





PA TOWER

IERENDI ISLAND

NORTHKEEP

MT. YURIA

VLAAD

NULA

MT. KUNUNUROA

MACARAKAI

PORT SIERS BAY

MAORA

PORT SIERS

IERENDI RIVER

MAKALAUJI

KARUTIBA

ISLAND

MT. MAKALAUJI

Alt. 10,000 ft

KINGDOM OF

PS

MT. KIKAPUA

MAKAI RIVER

IERENDI

TAKALA BAY

IERENDI HIGHLANDS

PUNAAUIA

MT. MAKAI

MAONA KEA

MT. BINA-BURA

TOORAKA

BILOELA KEEP

MT. NYTH

WHITE ISLAND

ALEEA BAY

TAROA

ALEEA REEFS

ROYSTER TRENCH

ALBATROSS

ROADS

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paved  
paved  
tial  
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ne  
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tial

MT. NONOWAC

MT. TALAROA

ENE



artial  
 paved  
 one  
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 unpaved  
 artial  
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 artial  
 paved  
 unpaved



trails.  
 Older maps may identify some highways as roads; these are, in the usual local trails. If a town is within one or two day's equivalent to a Good Trail (at best).

g/starting at cities (centers of 15,000 inhabitants or more) sections lying between two smaller centers are equivalent to

stone slabs or cobblestone, unaffected by rain. A foot of snow (a day of clear weather per accumulated foot of snow is for two patrols day and night. Water sources, caravansaries, and found at intersections. Expect road works slowing traffic serious downpours.

connecting to at least one city (center of 15,000 inhabitants or more) abreast. Banditry and humanoid raids very unlikely. Traffic individual travellers every day.

**Minor Highways** (any paved road stretching between two cities). Wide enough for six horses. Banditry and humanoid raids very unlikely. Good Trail, with common individual travellers.

## IMPASSIBLE RIVERS

(down to) To \*

os	Darokin
ul Fthills	Sea of Dawn
lor	Alfheim Town
Clintest	Ethengar
nes	Glantri
kle	Shireton
ood	Sea of Dawn
rsfjord	Sea of Dawn
ills	Vanya's Girdle
heart	Sea of Dawn
ld	Sea of Dawn
glain	Sea of Dread
ir. within Ethengar	
stahl	Ethengar
na	Sea of Dawn
	Trintan
n	Sea of Dread
<b>Alphatian Rivers</b>	
n	Aasla
l Lake	Gulf of Qheodar
l Lake	Gulf of Qheodar
ch	Aaslan Gulf
l	Sea of Ester
n	Rardish
	Archport

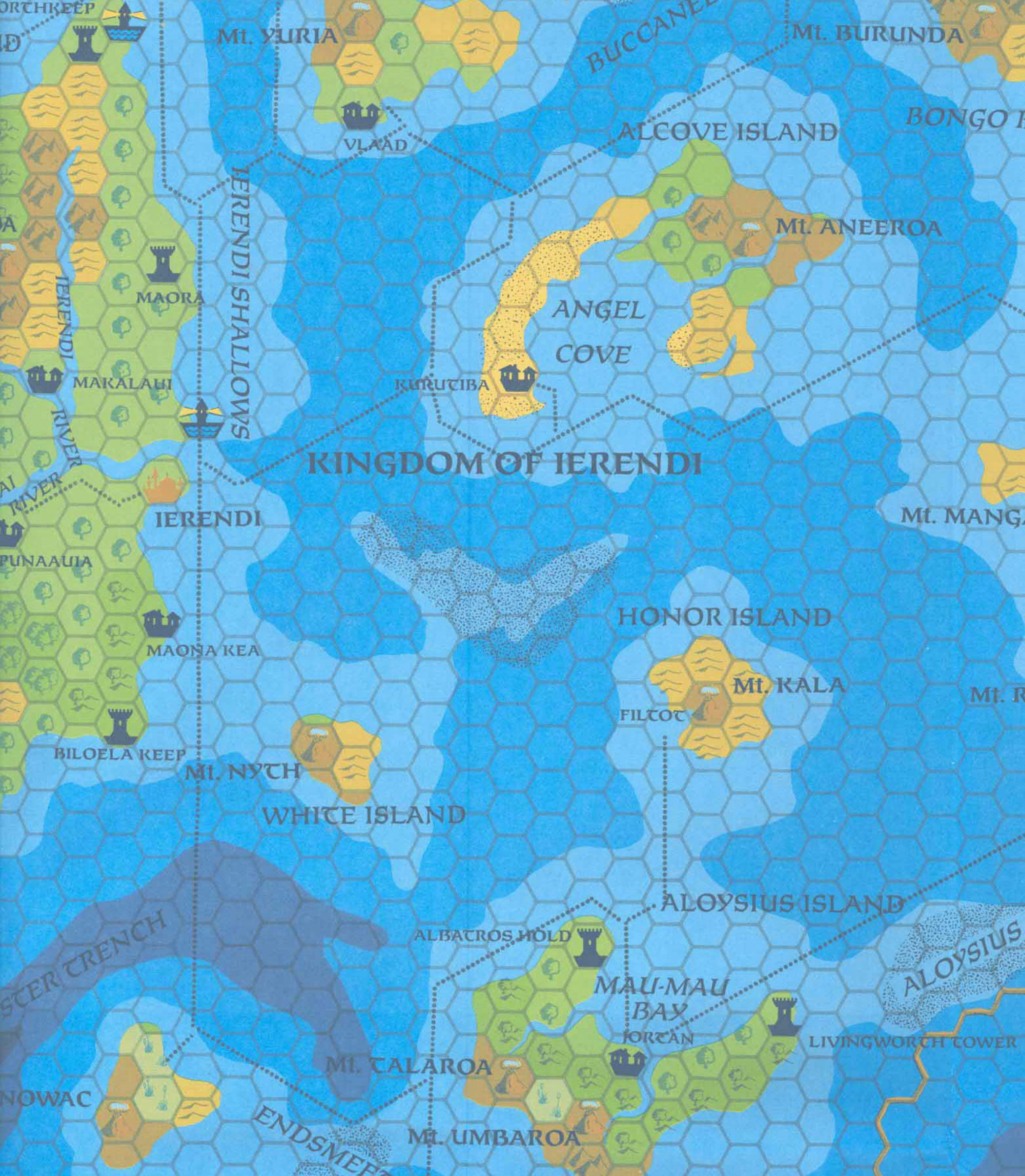
p river.  
 p river.

## TRAVELING RATES

Traveling Mode	Distance Covered per Day					
	Trail(1)	Clear(1)	Hills(1)	Mountains(1)	Sand(1)	Muddy(1)
Foot, no encumbr.	36	24	16	12	16	- 1/2
Foot, lt encumbr.	24	12	8	6	8	- 1/2
Foot, encumbered	12	8	6	4	6	- 1/2
Camel	48	32	24	16	32	-1/4
Donkey, Mule	36	24	16	12	16	- 1/2
Elephant	36	24	12	8	8	-1/2
Draft Horse	24	16	12	8	8	- 1/2
Riding Horse	72	48	36	24	16	- 1/2
War Horse	36	24	16	12	8	- 1/2
Oxen	16	12	10	8	6	-1/3
War Chariot(3)	..... as per carriage, minus 1/4 .....-1/2 -2/3					
Small Wagon(3)	..... as per carriage, minus 1/4 ..... .imp.(2) -2/3					
Large Wagon(3)	..... as per carriage, minus 1/3 ..... .imp.(2) -3/4					
Flying Mount	..... 72 miles per day .....					
Flying Device	..... 120 miles per day .....					
Galley, small	..... 90 miles per day .....					
Galley, large/war	..... 72 miles per day .....					
Longship	..... 90 miles per day .....					
Raft	... 12 miles per day, half against current, double downriver ...					
Riverboat	... 36 miles per day, half against current, double downriver ...					
Sail Ship, small	..... 90 miles per day .....					
Sail Ship, large	..... 72 miles per day .....					

- (1) Distance covered is given in miles. Trails includes roads. Clear includes any flat, solid terrain (grasslands, prairies, savanna, etc), or calm waters for ships. Hills are equivalent to light forest. Mountain is equivalent to broken terrain, heavy forest, forested hills, or any other difficult terrain. Apply the penalty for mud to other terrain if appropriate, except for paved roads. Mud is equivalent to snow; snow does affect paved roads.
- (2) Impassable. Wheeled vehicle either progress very slowly, or are immobilized.
- (3) In muddy or snowy conditions, apply the penalty given for the vehicle rather than the one appearing for the carriage. Penalties for wheeled vehicles and mud/snow are cumulative. Example: a war chariot pulled by a riding horse moves 16 miles per day on clear but muddy terrain. In the same condition a heavy wagon would move 12 miles per day. This assumes a sufficient number of pulling animals are included in the carriage.





MI. YAIRIA

BUCCANEER

MI. BURUNDA

VLAAD

ALCOVE ISLAND

BONGO I

IERENDI SHALLOWS

MI. ANEEROA

MAORA

ANGEL COVE

KURUTIBA

KINGDOM OF IERENDI

MI. MANGA

IERENDI

HONOR ISLAND

MAONA KEA

MI. KALA

MI. R

FILTOT

BILOELA KEEP

MI. NYTH

WHITE ISLAND

ALOYSIUS ISLAND

SCER TRENCH

ALBATROS HOLD

MAU-MAU BAY

ALOYSIUS

LIVINGWORTH TOWER

NOWAC

MI. TALAROA

ENDSMEFT

MI. UMBAROA





### DOMINANT WINDS & SEA CURRENTS

Region	Winds	Currents	Region	Winds	Currents
Agepoli	NE	E	Minrothad	W	NW

Nations  
 Alheim\*  
 Alpha\*\*



# DOMINANT WINDS & SEA CURRENTS

Region	Winds	Currents	Region	Winds	Currents
Aegopoli	NE	E	Minrothad	W	NW
Alfheim	W	n/a	Norwold	NW	S
Alphatia, Upper	NW	(*)	Ostland	W	S
Alphatia, Lower	SW	(*)	Rockhome	W	n/a
Atruaghin	W	W	Sea of Dawn, Western	(**)	S
Broken Lands	SW	n/a	Sea of Dawn, Eastern	(**)	SE
Darokin	W	W	Sea of Alphatia	(**)	S
Ethengar	NW	n/a	Sea of Ester	(**)	N
Farend/Qheodar	NW	W	Sind Region	NW	SW
Five Shires	SW	W	Soderfjord	W	S
Glantri	NW	n/a	Thanegioth	NE	E
Heldann F.H.	SW	S	Thyatis, east coast	W	NW
Ierendi	W	W	Thyatis, west coast	W	S
I. of Dawn, Upper	NW	(*)	Vestland	W	S
I. of Dawn, Lower	SW	(*)	Wendar	NW	n/a
Karameikos	SW	W	Ylaruam	W	S

\* Check appropriate seas for currents.  
 \*\* Check appropriate coastal area for winds.

## IMPERIAL THYATIAN TRAVELERS ADVISORY \*

Region	Cause	Recommendations
Alfheim	Elven snobbism at its worst	Just ignore them, stay at Brutus' Corner
Alphatia	Decadent empire, root of all chaos	Don't fraternize, do not annoy anyone there
Altan Tepe Mts.	Humanoid raids, mountain storms	Travel quickly, be alert, keep dagger handy
Atruaghin	Uneducated scalp hunters, red ants	Bring worthless trinkets and bad beer
Broken Lands	Killer orcs, earthquakes, voodoo	Stick with caravan, don't pick up gri-gris
Cruth Mts.	Orcish raids and highway banditry	Camp on northern side of Darokin trail
Darokin	Greedy merchants, hidden taxes	Inquire about import duties at Consulate
Ethengar	Food is terrible, smelly natives	Hold your nose in both cases
Farend	Port freezes up for six months	Go in summer, leave before fall
Five Shires	Low ceilings, legalized piracy	Watch your head in both cases
Glantri	Clergy illegal, rampant lycanthropy	Don't pray out loud, avoid hairy people
Heldann F.H.	Unstable region, constant warfare	Don't get involved, keep moving
Ierendi	Brawls, weirdos, sharks galore	Stick with the tour leader (blue banner)
Kelven Road	Over-priced service-caravansaries	Bring own spare wagon wheel and food
Landfall	Crock full of thieves, cutthroats	Avoid back alleys and cheesy taverns
Luln	Nasty Barony, major beggar hassles	Go around it, watch your pouch
Malpheggi	Monsters, quicksands, no trails	Just don't go, shoot anything on sight
Minrothad	Legal extortion is a national hobby	Our stuff is better anyway
Nithia	Poor, boring, deserty, weird	Send your in-laws on vacation
Norwold	Wilderness, monster infestations	Bring your army or join the Legion
Oceansend	Brashness at its pinnacle (almost)	We can do it better anyway
Ostland	Cold, damp weather, always foggy	Bring your coat, find a guide
Rockhome	Dwarven racism at its worst	Bring money and gems, be shrewd
Sind Region	Sanctimonious gurus, inhuman piety	Don't sit with fakirs, be respectful
Soderfjord	Unreliable laws, crude barbarians	Bring your sword, attach horns to helm
Specularum	Shoddy ships, smugglers & muggers	Avoid the port area and shady people
Thanegioth	Unfriendly natives, mosquitoes	Bring experienced cleric or druid
Thyatis	Anything and anyone has its price	Never trust anyone, especially your brother
Vestland	Phony tollbooths manned by trolls	Don't brake for trolls, bring oil and torches
Ylaruam	Fervent anti-Thyatis bigotry	Be inconspicuous, don't argue, don't boast

\* Quotes and recommendations from *Rufus Omnibus*, gourmet critic and explorer extraordinaire. Included here with the Gracious Permission of the Imperial Office of Transportation. *In Thyatis*, Year AC 988.

## SUNRISE & SUNSET

Approx. Location	Degrees Latitude	Sunrise				Sunset			
		Winter	Spring	Summer	Fall	Winter	Spring	Summer	Fall
Farend	60 North	8:35AM	7:00AM	2:50AM	4:55AM	3:05PM	5:30PM	9:05PM	7:05PM
Landfall	40 North	7:05AM	6:35AM	4:35AM	5:30AM	4:35PM	5:50PM	7:25PM	6:30PM
Thyatis	30 North	6:40AM	6:25AM	5:00AM	5:35AM	5:00PM	6:00PM	6:55PM	6:25PM
Thanegioth	20 North	6:25AM	6:20AM	5:20AM	5:45AM	5:20PM	6:05PM	6:35PM	6:15PM

Twilight lasts 30 minutes before and after sunset and sunrise.

**S**  
 or Scheduled Stops  
 ve next sunrise)  
 heronikas, Soderfjord  
 endas, Specularum  
 ect  
 burg  
 unglain, Ethengar  
 enica  
 reton, Specularum  
 rokin, Akesoli\*  
 unglain, Shireton  
 heim, Kelven  
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 zzan, Kerendas  
 ect  
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**TIS**  
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 0PM-11:00PM  
 0PM-2:00AM  
 0PM-5:00AM  
 later (earlier if South)

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