



# Havens of the Great Bay



by Ed Stark  
For Players of All Levels

Advanced Dungeons & Dragons®

# BIRTHRIGHT®

CAMPAIGN EXPANSION

## Havens of the Great Bay



By Ed Stark



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## credits

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# introduction

As the counts of Massenmarch and Danigau argued over the parceling of territory, the King of Kiergard reiterated his refusal to commit troops to battle until the Princess of Rohrmarch apologized for her thoughtless insult at the occupation feast the previous night. Unknown to all of them, Vos warriors chose that moment to swarm over surprised Brecht warriors and turn the tide to win the Battle of Lake Ladan. The Free League of Brechtür was broken. Its leaders fled to their own kingdoms, their imperial ambitions as crushed as their fractious alliance.

But the Brechts learned from their defeat and discovered ways to focus on their strengths. Today, their ships rule the waves around Cerilia not through warfare, but in trade. Their cities, while smaller than those of the Anuirean states, thrive on commercialism while avoiding corruption. Their peasants live better than certain minor nobles of other cultures. They are still a fractious, freedom-loving people—but some lessons are never learned.

—Karlbrecht the Bard, *Prelude to Empire*

Curious people in love with their freedom, the very first Brechts migrated to Cerilia across the ancient land-bridge that once linked Aduria to the northern continent. Rather than settling in the southern regions under Anuirean or Basarji overlords, they pressed northward, discovered the Krakennauricht, then sailed their ships through the Thaelasian Passage and into the Great Bay. There, they settled on both coasts and built a thriving society based on trade and burgeoning capitalism.

## how to use this book

*Havens of the Great Bay*, in the style of *Ruins of Empire* from the BIRTHRIGHT® boxed set, outlines domains and holdings for player characters to rule, explore, and conquer. Each realm surrounding the Great Bay of Cerilia is presented in detail, but with plenty of room for player and Dungeon Master expansion.

Also included in this booklet are new rules for trade, the new guildier character class for PCs and NPCs, and details about some of the mysteries of the Great Bay, including the

Krakenstaur and the strange awnshegh known as the Kraken.

Should the winds of war sweep over the lands of the Great Bay, new War Cards are packaged with this set. Included are typical Brecht troops as well as unique units of the area. The six cardsheets in this box offer details of the Zweilund islands, the cities of Blackgate and Allesrecht, Brecht troops, and a player's domain map of the Great Bay.

To use this campaign expansion, you need the *DUNGEON MASTER® Guide and Player's Handbook*, the *MONSTROUS MANUAL™* accessory, and the BIRTHRIGHT boxed set. The *Blood Enemies* accessory will also be helpful, as well as either the *Cities of the Sun* campaign expansion or the *Naval Battle Rules: The Seas of Cerilia* supplement.

Before continuing with this campaign expansion, you may wish to review the material regarding the Brecht lands in the *Atlas of Cerilia* included in the BIRTHRIGHT boxed set. Although everything you need to know about Brechtür is included in this sourcebook, a review of the basic material found in the *Atlas* might prove useful.

## domain descriptions

*Havens of the Great Bay* includes detailed information for each of the realms of the Brechts (and other races) surrounding the Great Bay of Cerilia. Brechtür is divided into four distinct regions: the Western Reaches, the Western Basin States, the Eastern Basin States, and the Overlook. Each chapter that follows opens with a general description of the region and includes a map of the area, then treats each domain in detail, providing vital statistics about the ruler, provinces, ratings, holdings, and terrain. Most realms are presented in two or three pages; generally, the realms with longer descriptions are identified as "Recommended for PC Use," while other realms are reserved for use by the DM.

Note: In the descriptions of Anuirean, Khinasi, and Rjurik domains in other accessories, the focus of the realm descriptions usually lies with the province ruler. This focus tends to shift in presentations of the various Brecht realms. Often, the most important or most interesting power in the land is not the province ruler; thus, the prominent individuals

are given greater treatment. As a result, PCs may choose to play regents other than the domain ruler, and instead control power through other holdings in the land. In some cases, domains listed as "Not recommended for PC use" include certain holdings that *are* appropriate for PC play. Of course, players and their DM should discuss what is appropriate to their campaign; the use of certain holdings or political positions may not serve the DM's vision for the campaign.

Each realm is treated in a similar fashion throughout this sourcebook. Other than the shortest domain descriptions, all domains are described according to a specific set of terms.

**Alignment:** This refers to the general tendencies of the realm. The regent may be of a different alignment, as may individual people. But overall, this alignment represents the general nature of the domain. A lawful neutral realm recognizes certain customs and laws as constant, while not favoring good or evil. A chaotic evil realm teeters on (or may be steeped in) anarchy and depravity.

**Status:** A realm identified as *Recommended for PC use* indicates that a player can probably assume any position within the realm without violating the game rules or the setting. If the realm is *Not available for PC use*, however, conditions exist that make the domain unsuitable for PCs; taking over an awnshegh's domain or assuming control of a chaotic evil realm, for

example, would severely alter the setting and change the dynamics of the region.

**Provinces/Holdings:** This overview provides an at-a-glance reference to the realm. It may include a few political details or a small bit of history. The table identifies all regents of each type of holding within the domain, as well as the strength of each holding. Principle regents are further identified in the notes following the table:

- ◆ **Law:** Is the realm controlled by the regent, his agents, or by marauding bandits or humanoids?
- ◆ **Temple:** What are the major religions in the area?
- ◆ **Guild:** Who qualifies as an economic power in the realm?
- ◆ **Source:** If magic is controlled, who are the major players?

**Regency Generated/Accumulated:** The first number following this entry is the number of RPs the ruler of the realm generates every domain turn. The second number lists how much he has saved from previous turns.

**Note:** Some regents gain RPs from holdings in other domains or vassals who pay them homage. This is noted in each entry.

**Treasury:** This figure reflects the number of Gold Bars (GB) the regent has in his treasury.



Sometimes a regent has sources of income other than normal taxation; when this is the case, these means are listed in this entry.

**Army:** Nearly all landed regents have some sort of standing army under their command. Each type of armed unit currently in force is listed, along with notes concerning special considerations (for example, the dwarf king of Daikhar Zhigun pays only half the normal maintenance cost for his dwarven guard units because they are not considered special units in his kingdom). Naval units are also listed.

**Regent:** The ruler of the realm is identified in this entry. Multiple regents who rule a single Brecht realm or regents who rule multiple domains are also noted.

◆ **Lieutenants:** If a regent has identifiable assistants, they are listed in this section. Many Brecht regents employ vassals—regents recognized as the rulers of their domains, but who pay homage or tribute to an overall ruler.

**Important NPCs:** In most domains, dozens of important characters live and may potentially interact with the PCs. In this entry, a few of the most important and most interesting NPCs are presented, so that the DM may introduce them to PCs venturing into, or ruling, the domain. The DM can use them in the campaign or merely consider them examples of the kind of personalities encountered in the region.

**Description:** A few important points about the realm are summarized here. The description may include notes of social, cultural, or geographical significance, or may present interesting role-playing challenges for the PCs.

◆ **Cities:** Any cities within the realm (or any notable settlements) are described here. The DM should feel free to create other interesting settlements or cities within the domain as needed.

**Allies:** The domain (or regents within the domain) may have allies in other areas. Sometimes allies are other realms that won't interfere in the plans of the stated regents or realm. In other cases, they are helpful allies who put forth their best efforts to assist the regents of the domain.

**Enemies:** Outside domains (or regents of other domains) may be at war or carry a grudge against the described realm. Enemies are identified in this entry, along with the reasons for their enmity.

## identifying regents

A line of statistics is used to identify regents and important characters. For example, under the *Law* entry for Berhagen, the Baron Ludwig von Schaeffen's name is followed by a line of abbreviations:

(MBr; F9; Br, great, 42; LN)

This means the Baron of Berhagen is a male of Brecht descent, a 9th-level fighter, carries a great bloodline derived from Brenna with a bloodline strength of 42, and is of lawful neutral alignment.

For a character of mixed ethnic background, both nationalities are listed, with the father's culture listed first. Thus, the designation (MRj/Br) shows that Pieter Astridsen's father was Rjurik and his mother was Brecht.


Abbreviations used in these statistics follow.

Bloodline	Class	Race
An: Anduiras	B: Bard	A: Anuirean
Az: Azrai	D: Druid	Aw: Awnshegh
Ba: Basaia	F: Fighter	Br: Brecht
Br: Brenna	<b>Gu: Guilder</b>	D: Dwarf
Ma: Masela	M: Magician	E: Elf
Re: Reynir	P: Paladin	EE: Half-elf
Vo: Vorynn	Pr: Priest	<b>EH: Ehrshegh</b>
	R: Ranger	G: Goblin
	T: Thief	<b>Gn: Gnoll</b>
	W: Wizard	Hlf: Halfling
		Kh: Khinasi
		M: Monster
		<b>Or: Orog</b>
		Rj: Rjurik
		V: Vos

**Note:** Entries in boldface type are new to this accessory.

## the domains await

**T**he domain descriptions provided in this booklet identify the current states of the realm's affairs. They are not intended to remain static within a BIRTHRIGHT campaign. Rather, every description is meant as a jumping-off point for the DM and players. These realms await players to see that alliances are made and broken, whole domains are scrapped and rebuilt, and borders are erased or redefined.



**W**hile most historians are in agreement that the Masetians were the first human settlers in Cerilia, considerable debate rages as to whether the Brechts, Rjurik, Anuireans, or Vos were the next settlers to flee Aduria and set foot on Cerilia. Considering the size of both Cerilia and Aduria, all four groups could have settled within days of each other, each completely unknown to the rest. To some, the debate as to who arrived first is not nearly so important as the simple fact that they *did* arrive and settle distinct areas of the continent.

With regard to the Brechts, a second debate simmers. Did these accomplished seafarers simply sail up the coast of Cerilia, through the Thaelasian passage, and into the Krakennauricht, until they discovered lands that suited them? Or did some of the Brechts escape Aduria on foot, cross the region now controlled by the Anuireans, discover the Krakennauricht, and subsequently sail in search of easier passage? No artifacts exist to support the theory of continent-crossing (objects would have been dropped, broken, or discarded along such a journey), and many scholars argue that since the Brechts inhabited the western coast of Aduria, crossing so far to the east seems unlikely. Other researchers point to numerous possible paths out of Aduria, across the pre-Deismaar land bridge, and up to the shores of the Krakennauricht. Whatever the case (we may never know the correct answer), the evidence is clear that the majority of Brechts arrived by ship, having undertaken the treacherous voyage of more than 1,500 miles.

The Brechts came to Cerilia by sea over a span of perhaps 40 to 80 years. The first settlers around the Great Bay were probably those whose descendants are still the pure-bred Brechts—those who bear the physical traits recognized as characteristic to the Brechts today. They set sail in spring across the Sea of Storms and through the Thaelasian Passage—avoiding the militaristic and imperial Anuirean settlements to the south—and found the mouth of the

Krakennauricht

in summertime, when the pale blue sea stayed calm and clear.

They had time to explore the Great Bay and settle where they would. Most historians and sages agree that the first permanent Brecht settlements were in the lands that are now Massenmarch and Müden.

Unlike the Anuireans, the original Brecht settlers avoided contact with the elves. Few of the elves of the Coullabhie took issue with the seafaring Brechts, and allowed them to settle along the shores of the Great Bay (but watched them closely all the while). The early Brechts feared the great forest to the south and seldom made incursions into it, unknowingly winning favor with the elves as a result.

From what historians have pieced together, the next Brecht settlers were probably the

ancestors of the scattered pockets of Rjurik-Brecht half-breeds. These Brechts followed their predecessors around the Thaelasian Passage and into the Great Bay, but their timing was poor. They arrived late in a particularly cold autumn, as the mouth of the Krakennauricht was becoming choked with treacherous ice. Much of the shoreline was already frozen, and the middle waters were choppy and dangerous. Some of the smaller ships in the convoy foundered and broke on the ice; the second wave of immigrants was forced to land on the nearest navigable shores. If not for the hospitality shown by the nomadic Rjuven, all of the Brechts on that convoy would have surely perished.

Despite the importance of the escape from Aduria, many of the early Brechts also came to Cerilia lured by tales of rich lands and open plains. The mountains and fjords of Danigau and Grabentod, however, hardly matched their expectations. Many settled on the rocky shores for the winter, but a few made their way inland and found refuge in sheltered valleys and natural caverns. Many say that the dwarves of Daikhar Zhigun encountered early Brecht settlers in Grevesmühl and aided them, but neither race's histories provide definitive accounts of this.

The last major wave of Brecht settlers came a decade or two later, just before and just after the Battle of Mount Deismaar. Said to be the last of the humans fleeing Aduria,

## part I: history of the havens



they struggled through the Sea of Storms fearfully, having heard tales of monsters and cannibals in the woods of the southlands and nothing but frozen death waiting for them along the shores of the Thaelasian Sea.

Legends speak of these latecomers settling in Thaele when they could not cross the Thaelasian Passage in the height of winter, but it is more likely that these Brechts harbored in the cold northern continent only until the advent of spring. Certainly, a few made it as far as tiny Svinoy Island before giving up the winter passage; ruins of a tiny settlement can be identified on the island even today.

These latecomers spread themselves thinly among the Brecht lands, probably choosing the first hospitable places they laid eyes on, but their numbers were great enough to swell the populations of a great many Brecht kingdoms. Müden benefited greatly by gaining the hardiest of these newcomers—the ones who wintered on the northwestern tip of the Great Bay did not give up their quest for fertile lands easily, and continued south in the summertime.

Other late arrivals found homes in the lands along both sides of the Great Bay; the latest of these peoples barely finished the trip into the Great Bay before being forced by weather to give up their journey. It may be an unfair observation, but many of the denizens of the Basin States believe their stock to be better and more pure than the northern Brechts because their ancestors made the longest journeys. Of course, the settlers of the Western Reaches and the Overlook states hold the exact opposite view—they see the southerners as softer and more sheltered because they endured less hardship in their journeys.

## the anuirean occupation

Unfortunately for the Brechts, their hardships did not help them avoid the wars of the southlands. The Anuirean Empire stretched out its arms over nearly all of Cerilia; before it disintegrated, the Empire dominated almost all of the Brecht nations.

During the Anuirean occupation (from about -961 MR to 0 MR), the Brecht peoples proved themselves to be industrious and generally compliant. In the long run, this prag-

matic acceptance of the Anuirean overlordship worked greatly to their benefit. While other nations fought the Anuireans, the Brechts survived, adapted, and absorbed their overlords. Within a few generations, most of the Anuirean nobles and soldiery sent to rule and dominate the Brechts became Brecht in all but name. Anuireans married into Brecht families, and their children became more Brecht than Anuirean, generally lighter in hair and skin coloration and speaking the Brecht tongues first and the Anuirean language second.

Of course, this rebellion-by-absorption happened over many years. In some countries, it took place very slowly, while in others, almost not at all. Kiergard (currently under the shadow of the Gorgon and cut off from Anuire by several hostile kingdoms) has remained under the threat of war throughout its history—even the Anuirean soldiers and governors there never knew peace. At that time, the Gorgon sent test-strikes against their defenses, and yet another Brecht rebel sprang up periodically and tried to overthrow Anuire's lords (who never truly had firm control).

Massenmarch achieved similar notoriety as a country not to be dominated. Plagued with incompetent or cruel Anuirean lords, the Brecht peoples chafed at their yokes. One of the most promising of the Brecht nations, Massenmarch turned wild and unkempt—a fact made more obvious by comparison with its close neighbor Müden.

Separated from Massenmarch by the thinly settled forest colony of Treucht, Müden became the Brecht jewel in the Anuirean occupation's crown. But it, perhaps, resisted the most heartily in true Brecht fashion. The Müdenites refused to fight the occupation forces, but instead continued to hearken to their own noble families. Within two short generations, the Anuirean occupational government practically yielded power to the hereditary Count of Müden (once the King of Müden, but the title was changed to soothe the Anuirean ego), and the bureaucracy stayed on as his staff. The Anuirean governor served more as liaison between the Count and the Emperor of Anuire, making sure that the annual tribute was always paid and ruling in name only.

## the leading dissenter

During the long Anuirean occupation, only one Brecht realm remained free and intact. The nation of Danigau, in the far north of the Western Reaches, maintained autonomy throughout its entire history. The Urga-Zai goblins could not overrun it, the Gorgon's minions could not weaken it, and the Anuirean army and navy combined could not overcome Danigau's resilient forces.

But Danigau, curiously enough, never claimed overlordship—even in exile—of the Brecht people. The original Count of Danigau was one of the first Brechts in the second wave to settle around the Great Bay. Although his fortress city of Blackgate could not rival the cities of the Basin States in size, it maintained a watchful eye over the only safe harbor in Danigau.

The next Count of Danigau worth noting, Wulf Danig, fought at the Battle of Mount Deismaar. He and his surviving soldiers returned north to the Great Bay after the great war and, when the Anuireans occupied most of the rest of Brechtür, he held his country against their invasion. He disappeared soon after, possibly lost at sea. Some say he lives still, blessed with a blood ability that gives him near-immortality, but his descendants rule Danigau now, in his name.

Perhaps this storied history kept the Anuirean empire from ever exerting itself fully on Danigau. That theory certainly soothes Anuirean egos, but it may not be the whole truth. Always a militaristic line, the Danigs kept their realm safe through intense training of their armies and a practice of personal sorcery that continues today.

## the anarchy of the overlook

On the eastern shores of the Great Bay, the wild realms of the north resisted the Anuireans as well, but their successes were mixed with failure. Grabentod, once a realm as storied and stable as Danigau, fell into anarchy several times, and wild Grevesmühl and fragmented Rzhlev became killing grounds for Anuirean armies and Brecht freedom fighters.

Eventually, Grevesmühl's nobility did bend its knee to the Emperor of Anuire, though most of the populace refused to yield. To this day, the leadership of Grevesmühl has never been fully accepted by its people, and many say this event lies at the root.

## throwing off the yoke

When the last Emperor of Anuire fell at the hands of the Gorgon, the Anuirean Empire shattered and all its vassal-states strove for freedom. In Brechtür, independence came easily. Müden already ruled itself. Berhagen's Anuirean governor chose to cede power to the Count of Müden rather than fight her own people and their allies from the neighboring realm. Treucht, of course, remained so thinly populated that no doubt about its allegiance ever arose.

All around the Great Bay, the bloodless rebellion continued, except in troubled Kiergard. Hoping to maintain a toehold in Brecht lands, the last of the true Anuirean overlords fled to Kiergard and made a stand. The fight for freedom in Kiergard became long and bloody, with Anuireans and Brechts fighting on either side. In the end, forces from Massenmarch and Rohrmarch settled the matter, coming to the aid of the Kiergardian and Brecht forces. The remaining Anuirean overlords died in Kiergard or fled into the Sielwode or over the Iron Peaks, never to be seen in Brechtür again.

Unfortunately, the blood-fever still ran high in Kiergard. The new regent, a member of a cadet branch of Kiergard nobility, saw herself as weak and her hold on power tenuous. She had scores of Anuirean peasants (some of whom fought on the side of the Brechts during the war) put to death or imprisoned, and she paid the forces of Massenmarch well to patrol her lands for her, not trusting the captains of her own armies to keep her on the throne.

## the brecht league

Most of the Brecht nations spent the next 150 years recovering from Anuirean overlordship and cementing the borders of their realms. Relatively few border disputes arose, except between Kiergard

and Massenmarch, and several buffer states emerged.

Treucht, a protectorate of Müden at this time, became an important boundary between the richest of the Brecht realms and Massenmarch, one of the most warlike. Berhagen became a free state, and explorers and settlers began to carve out the land that would later become Rzhlev.

Mining and forestry quickly became primary occupations in the realms along the eastern and western coasts of the Great Bay. In the Overlook, the Brechts formed an understanding with the dwarves of Daikhar Zhigun and chose to limit themselves to surface-mining and forestry rather than risk a conflict. In the Western Reaches, the humans learned from the Khurin-Azur dwarves and traded with them until at last many of the Brecht nations accepted the strange, stunted folk as citizens—or, at least, as allies. The Basin States encountered a halfling nation for the first time, but strictly avoided the deep forests and the elves of the Coulladaraight.

But the borders, inevitably, had to constrict. Bored with internal matters, the Counts of Müden, Danigau, and Massenmarch, along with nobles from the other Brecht realms, formed the Free League of Brechtür (also known simply as the Brecht League). The League's stated mission was to resolve border and trade disputes between all the realms of Brechtür and defend the Great Bay against outside incursion.

In reality, however, the Brecht League became a mechanism for young nobles to lead armies inland against their less-developed neighbors. Around 164 MR, a large force of Brecht warriors made incursions into open land to the north of Berhagen—land populated “only by barbarians and animals.” They thought to establish a western Brecht empire while the other peoples of Cerilia were still recovering from the destruction of the Anuirean Empire.

But the “barbarians” to the north had other ideas. The Vos, although a comparatively barbarous and scattered people, knew an invasion when they saw one. After a few easily won victories, the Brecht leaders (mainly younger sons from Massenmarch, Kiergard, Berhagen, and Müden who practically sat the war out because it took place entirely on land) squabbled over the spoils and those they expected to gather after future battles.

The Vos, meanwhile, assembled under a great hero, the Tsarevic (“over-warlord”) Basil

Zariyatam. Basil, formerly a Vos trader to Berhagen, kept the leaders of the Brecht League bickering by surrendering valuable land in favor of strategic holdings. As the Brecht forces divided and held their positions (more against each other than him), he harried and harassed his foes in turn, provoking the nobles with well-aimed taunts and precision strikes.

Eventually, the Brecht League reassembled its forces and pursued the tsarevic. He refused to stand and fight, using his minor forces to harry the Brechts and annoy them rather than cause them any real damage. He led them to Lake Ladan, one of the more fertile regions in the Vos lands, then disappeared.

Almost immediately, the Brecht nobles bickered with each other over this new prize. The tsarevic left them to it, then waited for winter. When the coastal Brechts found themselves suddenly caught in an inland blizzard, he and his *kaerevesk* (“ice warriors” or “frost legions”) attacked, scattering the Brecht host and destroying the Brecht League once and for all, dismantling their leadership and sending the surviving nobles home like whipped dogs.

Unfortunately—or, perhaps, fortunately—for the Vos, the tsarevic died in the final battle. He desired only to defend his land from the Brecht invaders. His marauding chieftains, however, saw a gift in their victory and took it. They plowed toward the Great Bay, overrunning Rzhlev and Berhagen and nearly destroying Grevesmühl's capital city. Only timely assistance from the dwarves of Daikhar Zhigun saved Grevesmühl, and the Royal Marines of Müden eventually drove the Vos out of Berhagen and back over the mountains. Still, few of the original Brechts of Rzhlev remained in the bounds of that realm, and the Vos hold it to this day.

## brechtür today

**T**he Brecht love of independence continues even today. No league of Brecht nations exists around the Great Bay, and nearly all of the realms continue to evince a self-sufficiency rarely seen throughout Cerilia. Most holdings and domains recognize realm borders, though some inter-realm holdings do exist.

The Brechts gained renown as seafarers and travelers during the Anuirean occupation. Since that time, they have extended their influence across the seas of Cerilia like no other race. Individual Brecht realms trade with nearly every coastal realm on Cerilia and even beyond. If not for Brecht explorers and traders, the Cerilians' limited knowledge of Thaele, Aduria, and other lands beyond the five seas might not exist at all.

True, the Khinasi silk merchants and sailors provide some refined trading techniques that the Brechts initially lacked, but the people surrounding the Great Bay of Brechtür more than match the energy and curiosity of the southlanders at every turn. While the Brechts may not rule the waves of Cerilia militarily, they certainly hold title to many secrets.

So the Brechts remain independent, and in love with sea-venturing and sea-trading. They have a familiarity with war on land and sea, but no real taste for either. If the Brechts ever form an empire or a free league again, it will be a trading empire, not a military one. They could be tremendously successful at such a venture if they ever united under one banner or plan.

The Brechts remain pragmatic and, for the most part, open-minded. They think of all humans of Cerilia as their cousins—often, their poorer, more barbarous, or ignorant cousins, but relations nonetheless. They seek to find profit in every venture, whether it be trade, adventuring, or rulership, and they seldom ignore any avenue that might lead to profit merely because of an ancient grudge or prejudice.

## brecht languages

Something can always be learned of a culture from its language, and the Brechts are no exception. The Brecht people have two major languages, though one might simply be considered a derivation of the other.

The hereditary language of the Brechts is called *high* or *ancient Brecht*, or *Altenbrechlen* in the old tongue. High Brecht, as it exists today, may be one of the few cultural relics the Brechts preserved from the days before the

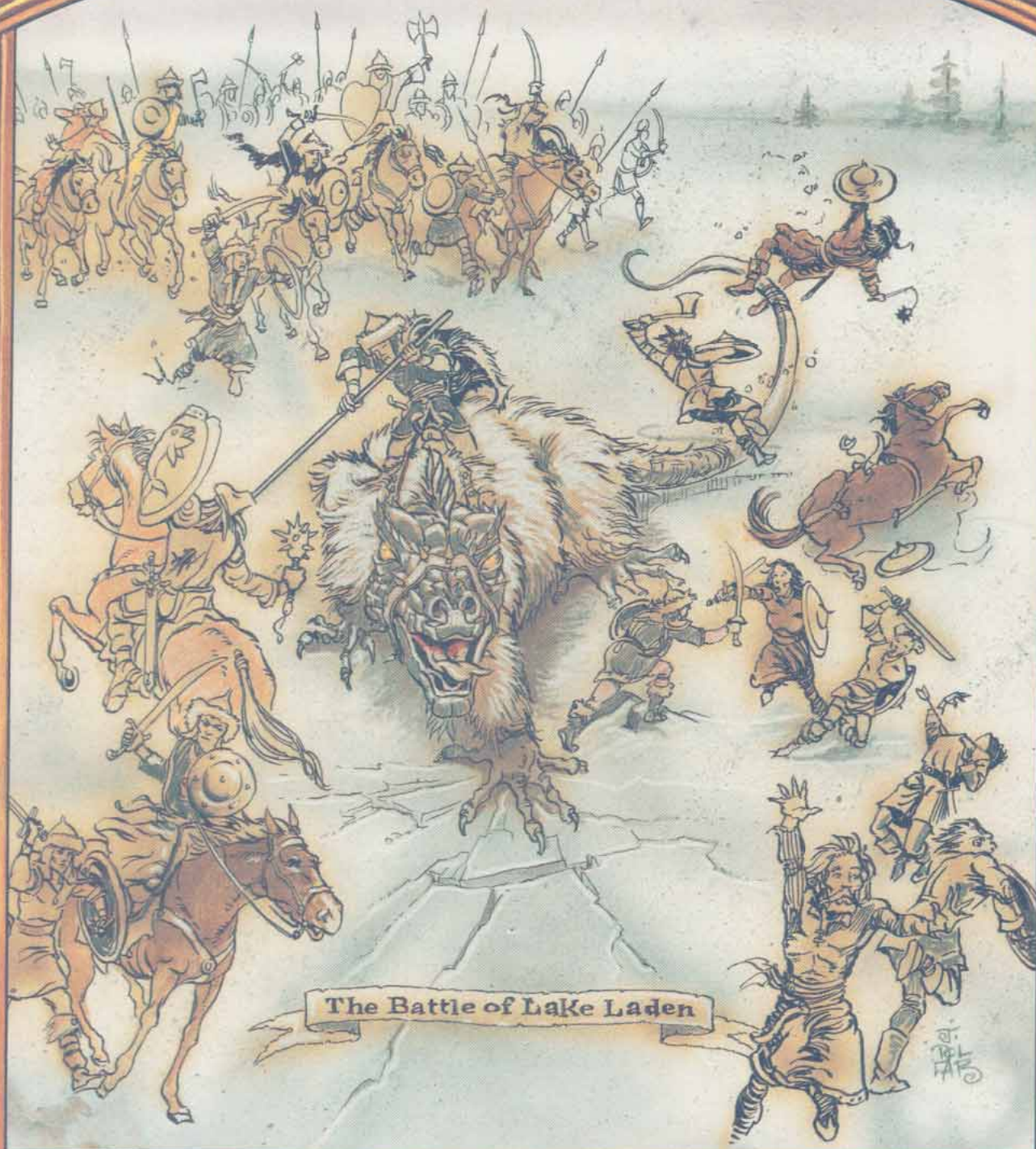
Anuirean occupation, when most Brecht children and adults began speaking Anuirean or Andu in order to adapt to their new occupied society.

Few people speak high Brecht fluently. Scholars, sages, and Brecht wizards tend to know the written language well, and some of the temples around the Great Bay conduct services in Altenbrechlen on high holidays or even on a regular basis. In some lands where the old families still rule, such as Danigau or Müden, enough practitioners exist to keep both the spoken and written language alive. In other newer kingdoms, or ones in which the Anuirean occupation (or recent circumstances) caused the most damage, such as Kiergard and Grabentod, high Brecht has all but vanished from memory.

*Low* or *modern Brecht* retains many of the words and language rules that exist in high Brecht, but many things have been simplified. In addition, Anuirean and Rjurik words have mixed with Altenbrechlen pronunciations and meanings, and the language has become as eclectic and adaptable as the Brechts themselves. The written form of low Brecht incorporates some dwarvish runes (adapted from the runes used by the dwarven miners of Dauren and Daikhar Zhigun), and even contains a few elvish and Khinasi symbols. Many of the geographic names in Brechtür, especially the provinces, reflect the versatility of low Brecht. Many names sound as if they have roots in Anuirean, Khinasi, elvish, or dwarvish languages, but to the Brechts, these names are their own.

Low Brecht, like the people surrounding the Great Bay, continues to adapt. The Brechts often employ words, phrases, or usages they encounter on their travels to foreign lands. As a result, a foreigner who learns low Brecht in Wierech and then travels to Berhagen may be surprised by the differences in the same language there. Linguists within and without Brechtür claim they can determine a Brecht's origin, right down to the province, by listening to his speech and accent. While most Brechts have no difficulty understanding each other, they accept that this speculation is probably true.

But the evolution of the Brecht language does not stop there. Nearly all Brechts know at least a smattering of a second or even a third tongue. It will never be said that a Brecht merchant let a deal go sour just because he didn't know the right language. The higher a Brecht's position in society (especially a member of the merchant class) the more likely he is to know three or even four other languages—written, spoken, or both.



The Battle of Lake Laden

1911  
H. H. H.

## nobility and the brechts

Compared to the rest of Cerilia, the Brechts have a strange attitude regarding nobility. Most of them respect the few ancient titles and noble houses that still exist within Brechtür, but they do not immediately bow to nobility the way some other races do. If anything, the Brechts show respect for truly hereditary titles but find other nobility curious and amusing rather than awe-inspiring.

The Anuirean occupation is largely responsible for this attitude in the Brecht population. Most of the ancient noble lines of the Brechts became mingled with those of commoners or Anuirean overlords during that time, and a good portion of the noble titles were changed or lost in the annals of time. The title of *count*, a seemingly Anuirean order of nobility, was once *Grafensteller* in high Brecht (*Graf* in low Brecht). Both meant "king of the land" or simply "king" once upon a time, but the Brechts now regard this title as the highest true order of Brecht nobility.

Most regents carry some sort of noble title recognized throughout the land, but not all are counts. The rulers of Danigau and Müden are generally regarded as the highest-ranking nobles around the Great Bay, mainly because their ancestors kept their kingdoms together (in one way or another) and their bloodlines pure throughout the Anuirean occupation and thereafter. Both hold the title of *Graf*, or count.

But little rhyme or reason follows the assignment of noble titles beyond that. The Duke of Grevesmühl, for example, claims his title not from noble Brecht ancestors, but from the overlord of Anuire who last ruled the realm (also his ancestor). This has not won him any additional respect within the realm (nor did it win respect for his ancestors), but the duke and his predecessors refused to give up what they perceived as their "higher" Anuirean title.

Other Brecht lords came by their titles in even less reputable ways. The King of Grabentod, for example, descends from a short line of pirates who claimed the abandoned regency of the realm after many years of anarchy.

If he has even heard the high Brecht title *Grafensteller*, he does not choose

to assume it now.

The pragmatic approach eventually took over in some quarters. Virtually all the realms in Brechtür (with the notable exception of Danigau) came to sell noble titles to wealthy commoners with enough money and desire. Some even gained responsibility and distinction within the realm as a result. In Müden, for example, to this very day, only distinguished servants of the crown may buy orders of nobility; even then, only the very lowest titles are granted and only after the most arduous testing process. Other realms merely grant a coat-of-arms with a noble flourish and a boost to the recipient's ego (as in Grevesmühl).

Noble appointments existed within Brechtür for countless generations, even before the Anuirean occupation, but the Anuireans were largely responsible for the shift in the Brecht view of titles. The Anuirean overlords often appointed notable and loyal Brechts to minor noble roles and granted them license and responsibility to better rule their charges, and the Brechts continue the custom today. Unfortunately, some of the appointments are frivolous (the former Countess of Alben in Grabentod was a talented dancer in the previous king's private entourage), but most appointments serve political purpose.

In summary, noble titles may not hold the importance they seem to represent. A baronet or even a knight of Müden would certainly have more power and responsibility than the aforementioned Countess of Alben; the title "Baron of Blackgate" (a currently vacant post in Danigau) demands such loyalty and prestige that it occupies the fanciful dreams of half the youth of Brechtür.

## the common classes

Unlike most other races of Cerilia, the Brechts maintain more than two major class distinctions. The nobility have divisions within their order, but to refer to those outside this category as commoners is an error. Although the distinction between those who have noble titles and those who do not is important, equally as significant is another order of class within Brechtür.

The independent, pragmatic, and mercantile nature of the Brechts, combined with their storied history, produced a new major social class previously unknown to Cerilia: the merchant, or middle class. Made up primarily of

prosperous merchants, successful traders, affluent miners, and other working-class commoners, this middle class makes up the majority of Brecht population.

This class distinguishes itself from other, similar classes in other parts of the world primarily by its size and influence. In Khinasi lands, for example, the artisan, merchant, or craftsman class is almost an elite group of commoners. It outnumbers the nobility, but pales in comparison to the lower classes, peasants, or common folk.

In Brechtür, most people belong to the middle class. Perhaps the scattered settlement patterns of most Brecht lands has helped this situation evolve. Virtually any peasant with the desire who wished to leave his lord's land, mine, or city could do so with little repercussion. In addition, Brecht nobles routinely shun serfdom, having been under the Anuirean yoke themselves for so long. As a result, tradesmen were able to form powerful guilds and pick their leaders based on merit rather than birth. They in turn rewarded faithful workers with shops, land, or claims, as appropriate, and power became diffused into the people. If another overlord were to arise in Brechtür, he would have a difficult time grasping all power for himself.

Of course, not all realms are identical in this regard. Danigau and other "old-style" realms still maintain more power within the nobility than the emerging middle classes, and domains such as Kiergard, Massenmarch, and Grabentod crush upstarts who think they might wrest any of the reins of power from the mighty. But the more enlightened realms—Müden, Dauren, and even strife-ridden Rohmarch—allow some of the power to trickle down to the masses.

The lower classes, then (the poor and the serfs), actually make up the minority of most realms' populations. On average, about one-third of the Brecht people can be considered true peasants, while more than half maintain middle class status. And a majority of lower class people have the means to achieve this envied position in society, with a lot of luck and hard work; no class-prohibitive laws currently exist in any of the "free" Brecht realms.

## money

A popular old legend in Brechtür tells of a powerful wizard who closed the ports of Brechlen and Saarmen in Müden when an Anuirean

overlord (a duchess, it is said) refused to pay him a large tribute. According to the story, he disrupted the normal water levels in their bays for nearly a month, preventing water from flowing in and beaching most of the Anuirean-Müdenite fleet in the process.

Whether the wizard got his money is a matter for continual historical debate, but the adage "Money makes the tide roll in" still circulates on the Brecht coast and is understood by all—even those who never heard the story of the wizard, the duchess, and the gold.

The Brecht preoccupation with money results in a number of curious practices. Each realm, for example, has at least one official currency. In Müden, it is the *marck*: One marck is the equivalent of an Anuirean gold piece. In Dauren, where silver is mined in abundance, the silver *earl* (named somewhat frivolously after an overlord of the realm) is worth half a gold piece (because of its purity and size, no doubt). Copper and platinum pieces, as well as ordinary silver pieces, exist around the Great Bay as well, though not all realms mint all denominations.

Some realms allow guild and temple holdings to mint coinage for a fee. The Wierech "C.G." piece (commonly called a *seegee*), a coin of blended copper and gold worth about as much as a standard gold piece, appears more often than the realm's own archaic coinage. It is minted by the Copper & Coke miners' guild.

In general, the Brechts accept the coinage of most Anuirean and Khinasi realms without blinking. They tend to observe an unfavorable rate of exchange (a foreigner getting 80% of his money's value is standard), but they'll rarely let a deal go by. From realm to realm, a traveler must beware false coinage and unrespected mints, however—a Grabentod "king's head" isn't worth more than a tenth of a gold piece in most other Brecht realms, though it looks to be a fine, fat coin to the uninitiated.

The only universal coinage in Brechtür comes from the gemstone mines of Danigau and Wierech. Plagued with an overabundance of large, nearly worthless gemstones, an old mining guildmaster in Danigau hit upon an idea. The large, rough gems were suitable to be cut, polished, and imprinted with both the seal of the Count of Danigau and their exact worth. These coin-sized (or slightly larger) gems then bore irrefutable proof of

their worth and became accepted within the realm as coinage.

The idea became very popular, and soon the old guilds of Wierch (now defunct) began manufacturing these gems as well. When the new guilds rebuilt the industry in the realm, they sought and obtained permission for the Count of Danigau's appraisers and gemcutters to oversee the practice once again. Now, a "gem-coin" standard exists in the Western Reaches and is recognized in most other realms of the Great Bay.

In general, since the practice of imprinting each gem flaws the stone's face, only large, relatively low-value gems are used. Gemstones marked 50 gp are rare, but those marked 10, 20, and 30 are common. No gem-coins exist for denominations below 10 gp, for the simple fact that imprinting small, low-value gems is not cost-effective. This does not stop would-be forgers from trying to dupe the incredulous with 5 gp glass-stones.

## arms, armor, and clothing

Virtually all the items listed in Chapter 6 of the *Player's Handbook* (except those specifically excluded in the *BIRTHRIGHT Rulebook*) are available in most Brecht cities and larger settlements. Prices vary depending on terrain

and the character of the realm—in Brechlen, Müden, for example, a large, affluent trading city, nearly everything can be had for a price, but that price might be inflated to as much as 150% of the normal cost.

Some types of armor and weapons are scarce in the realms around the Great Bay. Plate and chain armor, for example, are unpopular in most coastal provinces. Since these armors tend to be made only in large cities, and most large cities in the region are port cities, they are unpopular and costly.

Rapiers, mains-gauches, daggers, cutlasses, spears, and pole arms tend to be the favored weapons of warriors in the Basin States; in the Overlook and the Western Reaches, hand axes and double-bladed battle axes of the dwarven style are also favored. The Brechts prefer lighter, elegant weapons that can be used on land and sea with equal effect. The axes that became popular along the northern realms are the result of Rjurik and Vos influence.

Because of the generally cool climate surrounding the Great Bay, heavy woolen clothing and armor (leather and studded leather armor being the most popular) are common through most of the year. Sailors tend to wear loose-fitting clothing or layered Khinasi silks (when they can afford them); if they fall





overboard, they can shrug off such garments easily. This fashion extends inland because it is considered comfortable and stylish.

## transportation

While the Brechts thrive on sea-based trade and most consider themselves as comfortable on a ship as on land, few respect the important benefits of land-based transports. Carts and pack animals are common across the realms, especially in open lands. In the mountains, donkeys are indispensable for carrying mining equipment and supplies up rough trails. Even domesticated mountain goats sometimes carry packs for trappers and prospectors living in the Overlook and the Western Reaches.

But horsemanship has always eluded the Brechts. True, most of the larger kingdoms have knight or cavalry units, but in many cases, the only riding animals in a province might be used only by these units. Few native Brechts outside of the military have the desire or opportunity to take up equestrian studies.

As a result, most transport between provinces, cities, and realms is accomplished by sea. Small keelboats run along most coastal waters, hugging the shoreline and navigating dexterously around and over reefs and shallows. These ferries carry small goods and passengers almost daily. Larger cogs and roundships sail the Great Bay as well, avoiding the dangers of the Krakenstaur and the Black Ice Traders, carrying goods and passengers between the realms.

Inland, people tend to walk along underdeveloped roads or ride in ox or donkey carts. Goods are almost always transported directly to the nearest river or coast for pick-up and shipment to cities. It might seem humorous to an Anuirean or Khinasi merchant (or mystifying to Rjurik or Vos traders and trappers), but a trapper in southeastern Grevesmühl would probably prefer walking her goods to one of the coastal "pick-up" areas and catching a Müdenite roundship or a Berhagen cog north past the Zweilunds and up into Daugren, rather than trekking half the distance overland to the capital herself. To the Brechts, however, this is perfectly reasonable.

## brecht characters

Perhaps more adventurers come out of Brecht lands, proportionately, than any other culture on Cerilia. Most of the explanation for this is simple: The emerging middle class can afford to send its younger sons and daughters off to explore the world and, with luck, bring back new-found fortune for the family or business.

## warriors

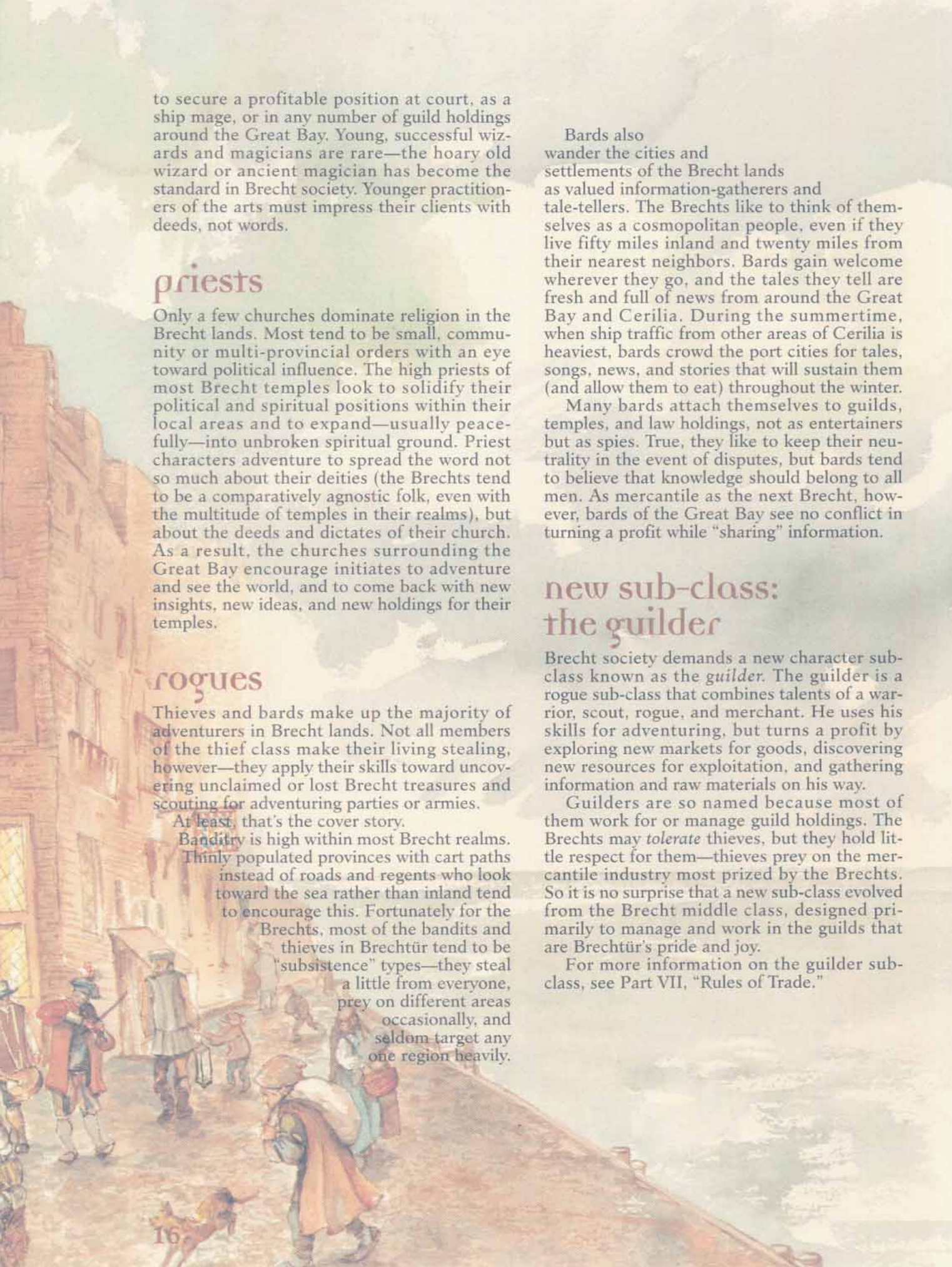
While most law regents and province rulers of Brechtür tend to be warriors, adventuring warriors are perhaps less common than in other cultures. Most talented warriors become bodyguards or scouts for nobles or guilds, or enlist in the army or navy; a more certain profit can be turned in that manner. Most adventuring warriors tend to walk a less-than-straight-and-narrow course to success; they are often the leftovers, outsiders, and cast-offs from "respectable" society.

## wizards and magicians

The Brechts know the value of magic and treat it as a commodity. Brecht merchants and regents value specialists in the elemental schools of air and water for their abilities to affect sea travel. All persons who pursue wizardly arts have the potential to command high salaries.

But wizardry is a competitive life for a Brecht. Talented magicians use their illusion and divination talents to impress their lords; in fact, magicians are more common among Brecht lands than in any other realm. True magic, while highly revered, is a more difficult study—and unlike Khinasi and Anuirean lands, no colleges exist to teach emerging wizards or magicians.

As a result, many wizards and magicians turn to adventuring to gain knowledge that can be used later in life



to secure a profitable position at court, as a ship mage, or in any number of guild holdings around the Great Bay. Young, successful wizards and magicians are rare—the hoary old wizard or ancient magician has become the standard in Brecht society. Younger practitioners of the arts must impress their clients with deeds, not words.

## priests

Only a few churches dominate religion in the Brecht lands. Most tend to be small, community or multi-provincial orders with an eye toward political influence. The high priests of most Brecht temples look to solidify their political and spiritual positions within their local areas and to expand—usually peacefully—into unbroken spiritual ground. Priest characters adventure to spread the word not so much about their deities (the Brechts tend to be a comparatively agnostic folk, even with the multitude of temples in their realms), but about the deeds and dictates of their church. As a result, the churches surrounding the Great Bay encourage initiates to adventure and see the world, and to come back with new insights, new ideas, and new holdings for their temples.

## rogues

Thieves and bards make up the majority of adventurers in Brecht lands. Not all members of the thief class make their living stealing, however—they apply their skills toward uncovering unclaimed or lost Brecht treasures and scouting for adventuring parties or armies.

At least, that's the cover story.

Banditry is high within most Brecht realms.

Thinly populated provinces with cart paths instead of roads and regents who look toward the sea rather than inland tend to encourage this. Fortunately for the

Brechts, most of the bandits and thieves in Brechtür tend to be "subsistence" types—they steal

a little from everyone, prey on different areas occasionally, and seldom target any one region heavily.

Bards also wander the cities and settlements of the Brecht lands as valued information-gatherers and tale-tellers. The Brechts like to think of themselves as a cosmopolitan people, even if they live fifty miles inland and twenty miles from their nearest neighbors. Bards gain welcome wherever they go, and the tales they tell are fresh and full of news from around the Great Bay and Cerilia. During the summertime, when ship traffic from other areas of Cerilia is heaviest, bards crowd the port cities for tales, songs, news, and stories that will sustain them (and allow them to eat) throughout the winter.

Many bards attach themselves to guilds, temples, and law holdings, not as entertainers but as spies. True, they like to keep their neutrality in the event of disputes, but bards tend to believe that knowledge should belong to all men. As mercantile as the next Brecht, however, bards of the Great Bay see no conflict in turning a profit while "sharing" information.

## new sub-class: the guilder

Brecht society demands a new character sub-class known as the *guilder*. The guilder is a rogue sub-class that combines talents of a warrior, scout, rogue, and merchant. He uses his skills for adventuring, but turns a profit by exploring new markets for goods, discovering new resources for exploitation, and gathering information and raw materials on his way.

Guilders are so named because most of them work for or manage guild holdings. The Brechts may *tolerate* thieves, but they hold little respect for them—thieves prey on the mercantile industry most prized by the Brechts. So it is no surprise that a new sub-class evolved from the Brecht middle class, designed primarily to manage and work in the guilds that are Brechtür's pride and joy.

For more information on the guilder sub-class, see Part VII, "Rules of Trade."

# part II: the western reaches

*"The song and smell of the sea filled me, but I desired nothing so much as firm land beneath my feet again. But when at last we sailed around the northern cusp, I despaired. Every foot of coastline, for as far as the eye could see, was rocky and pitted. Many of our number gave up hope and turned toward the harsh, uncharted land to the north. (Since that time, I have heard it called Thaele by those who knew of it.) What happened to my desperate compatriots, I know not.*

*"We turned southward into what we presumed was the bay our people had discovered in their overland trek. We soon came upon an island—a tiny, wind-blown sand bar nearly twenty miles across. My men would have sailed on, but I saw the calm waters of the fjord there, so we sailed along this arm of land. There we were protected, so we built a fortress. I later called it Blackgate, for its walls are dark stone, but the land I call Danigau, after my father, Lors Danig, who died fighting the shadow of Aduria so that we could escape."*


—From the ancient histories of Danigau, as laid down by its first count

**T**he first realm founded in the Western Reaches might have been Danigau, but its settlers were not the first Brechts to reach the lands of the Great Bay. Some of the oldest settlements in Brechtür exist in the rocky Western Reaches, and some of the proudest peoples of Brechtür live there.

Historically, most of the Western Reaches Brechts were second-comers who followed other Basin State peoples. The ethnic blood of Western Reaches Brechts mingles with the people of the Rjurik Highlands even today; historically, the Brechts also mixed with some of the Anuireans who accompanied them on their long voyage through the Sea of Storms and around the Thaelasian Passage.

As a result, the Brechts of the Western Reaches tend to be a little taller, fairer, and leaner than their southern and eastern relatives—with the exception of the noble houses





of Danigau. The descendants of Wulf Danig continue to epitomize the features of a classical Brecht: dark hair and eyes, pale skin, and stocky build.

Life is hard but rewarding in the Western Reaches. Mining is the primary industry, and all the guilds maintain some tie to the deep mountains of the land. Defense is a major industry as well. The Urga-Zai goblins threaten to sweep down from the north every few years, and the Gorgon's threats have grown increasingly more serious in the recent past. All the cities in the Western Reaches are fortified—many are built almost entirely out of stone, forsaking the southern Brecht's love of wooden architecture.

## the rjurik lands

**B**ecause of the Gorgon, the Urga-Zai, and the mountains, the Brechts of the Western Reaches have minimal contact with most Rjurik lands. The nomadic Rjurik contrast sharply with the Brecht settlers anyway, so little room is left for cultural bonding or conflict. Kvigmar, which borders the northernmost of the Reaches states, trades with Danigau and other Brecht realms, but only sparsely.

## the gorgon

**O**nly the Gorgon, of all the awnshegh-lien, has so much influence as to directly affect three of the five human cultures. His grip can be felt in all of the Western Reaches, and his shadow falls especially long across Wierech. The Gorgon has taught the Brechts of these shores many valuable lessons about pride and the futility of resisting such a powerful enemy in his own territory. The Gorgon, on the other hand, has learned that the Brechts may seem like a peaceful, mercantile people, but they can fight as fiercely as Anuirean or Rjurik warriors when pressed. Still, he has gained a puppet-state in Kiergard and looks toward the other realms of Brechtür as possible targets for expansion.

## danig arm

**T**he inlet to Blackgate that the original founders of Danigau found so welcoming is now known universally as the Danig Arm. The mountains to the north protect the seaway from the winter weather, and fishermen ply the coasts of the Arm's three "fingers" even during the harshest winters.

Some say that the Danig Arm is not a natural harbor, but that it was carved out by some intelligence thousands of years before the Brechts arrived in this region. Whether dwarves, gods, or other creatures caused it to take shape is a mystery that the pragmatic Brechts are in no hurry to solve.

## dauren arm

**T**he other major inlet of the Western Reaches contrasts sharply with its brother. On most maps, the Dauren Arm looks open and inviting, whereas the Danig Arm appears craggy and narrow. But the opposite is true, as any skilled mariner of Brechtür will happily tell.

Violent, underwater earthquakes and the occasional volcano cause great upheavals throughout the Dauren Arm, making passage through its waters unpredictable and dangerous. Great reefs are sometimes heaved upward to remain uncharted until some unlucky captain grounds his ship off the coast of Dauren and must await rescue by the mariners of Banenbach or be preyed upon by the minions of the Gorgon in Kiergard.

## the krakenstaur

**R**eputedly the home of the undersea awnshegh known as the Kraken, the Krakenstaur may be home to something else as well. Very few explorers venture out to the volcanic isle in the middle of the Great Bay, to seek adventure or legendary treasure—predictably, even fewer come back. Tales of amphibious creatures and dark cults worshiping even darker sea gods highlight most of the survivors' stories, while others tell of a barren mountain-island with no life on it whatsoever.



# the KRACKENNAURICHT

- Warzlau 6/1
  - Zweilund 6/1
  - Uelzau 6/1
  - Anzlau 2/5
- the ZWELIUND

Krackenstaur

## DAUREN ARM

## MASSEN MARCH

# danigau

**Alignment:** Neutral.

**Status:** Recommended for PC use.

**Provinces/Holdings:** One of the few remaining dynasties in Brechtür, the Danig family has ruled this realm since about two hundred years before Deismaar. The rocky, unforgiving geography has helped to shape its people.

Province	Law	Temples	Guilds	Sources
Blackruft (5/2)	ED (5)	DW (3)	IR (3)	ED (2)
	—	—	VR (2)	—
Caebstrech (4/2)	ED (3)	DW (2)	IR (3)	ED (2)
Èvershruden (4/3)	ED (2)	DW (1)	IR (1)	ED (3)
	—	—	VR (2)	—
Höklep (3/4)	ED (3)	WH (1)	VR (1)	—
Kantswach (2/5)	ED (1)	DW (2)	VR (1)	ED (5)
Starkhundert (4/3)	ED (2)	WH (2)	IR (3)	—
Talhundert (4/3)	ED (2)	WH (2)	IR (1)	—
	—	—	VR (1)	—
Wiergau (3/4)	ED (3)	DW (2)	VR (2)	ED (3)

**Abbreviations:** ED=Erik Danig (Count of Danigau); DW=Darold Wohlkern (Sera's Perfekt Symmetry); WH=The White Hand (Kriestal's Temple); IR=Ilse Redbedtehr (Burgundy Tolsted); VR=Volve Redbedtehr (Burgundy Slepsid)

- ◆ **Law:** Erik Danig (*MBr; W11; Br, great, 54; LN*), Count of Danigau, rules all of Danigau as if it were an empire. Despite his sorcerous training, in his breast beats the heart of a military man, and his somewhat draconian laws have kept his realm safe from the Urga-Zai goblins and the pirates of the Great Bay.
- ◆ **Temples:** Sera's Perfekt Symmetry clings to what little religious observation still exists in Danigau. Although ninety percent of the realm's citizenry attend regular services of the Symmetry, most are casual followers at best. Fortunately, the count sees the Symmetry as a useful tool, so devotion has risen slightly over the last decade. Out on the eastern spur, however, a secret cult to Kriestal, the Ice Lady, threatens to infect the spiritual well-being of Danigau.
- ◆ **Guilds:** Ilse (*FBr; Gu5; Br, minor, 13; LN*) and Volve (*MBr; Gu8; Br, minor, 19; N*) Redbedtehr may be brother and sister, but there is no love lost between the mining and shipping guilds. Ilse held the count's attention (as well as his ear) before he married, but a scandal developed after his honeymoon; this cooled their

friendship.

The most recent

blow to the mining guild

comes from an unexpected surprise.

Against all precedence, Erik Danig has given Volve permission to build, staff, and own his own ships instead of leasing them from Danigau's fleet, as had been the practice for many years.

- ◆ **Sources:** The count controls all the source holdings in the land and has already brutally quelled two attempts by rival wizards who have tried to move into his territory. Every province in the realm is linked by a ley line to the count's most powerful source in Kantswach.

**Regency Generated/Accumulated:** 51/102 RP. The count receives RP as vassalage from all the regents of the realm. The total number of RP received varies, depending on current demands, but it is always at least 15 RP.

**Treasury:** 77 GB. The count receives a total tribute of 12 GB each domain turn from the other regents of the realm.

**Army:** The count is always in preparation for war with the goblins of Urga-Zai, and cannot trust his neighbors to the south to hold off the Gorgon forever.

- ◆ 3 Daniguard (elite infantry)
- ◆ 3 Blackgate Stormlords (knights)
- ◆ 2 artillery
- ◆ 4 infantry
- ◆ Navy: 4 roundships, two cogs

**Note:** By law, every adult in Danigau must be trained in the use of weapons and small unit tactics. As a result, the Count of Danigau can raise normal infantry units at the same cost as levies, though these infantry units will fight effectively as infantry for only one domain turn at a time. If such units are maintained for more than one domain turn (or any three action rounds), they must be converted to levies.

**Regent:** Erik Danig has been Count of Danigau for many years. He remains in his prime and recently married Katherine Gauren (*FBr; F1; Br, great, 47; LN*). Katherine's family once ruled the former realm of Gaurenstadt, which is now the Rjurik domain of Hjorig. Rumors of an heir-on-the-way are not considered premature.

**Important NPCs:** The Countess of Danigau,

Katherine Gauren Danig, remains the most beautiful lady in the realm. Although nearly a decade younger than her husband, she still remembers tales of her homeland. She does not hate the Rjurik, however—she sees Cerilia as a brutal, demanding world in which only strength can preserve beauty and nobility. As a result, the countess respects her husband greatly, though she may not love him deeply.

The two guildmasters of the realm, the brother and sister Redbedtehr, have no respect for each other and fear the count. Both grew up as lieutenants to their mother, the former guildmaster, who believed they could become partners when she retired. This was not to be. Ilse and Volsé tolerated each other only while their mother was alive, and now they despise each other. Still, both recognize each others' talents. Ilse, having spent long years in the mines, can spot a hidden vein of valuable ore better than most dwarves; Volsé's trading expertise surpasses all but the most conniving Brecht merchants. Since Ilse needs her brother to ship her iron, coke, and copper south and around the bay to market, and Volsé needs something to fill his holds, they work together. Still, each cannot resist the urge to disparage the other in front of the count.

**Description:** "Danigau holds its own." That phrase, in ancient High Brecht, appears on Danigau's coat of arms. The count does not believe in the conquest of lesser peoples (which is fortunate for Wierech and Kvigmar), only in the defense of his own. Even the goblins of Urga-Zai cannot goad him into a fruitless, genocidal war. Instead, he has a talent for making them pay when they cross his borders.

The country does not rely on trade for subsistence; the count has made certain of that. He sponsors educational journeys for all of his nobles' sons and daughters to visit Müden, Dauren, Wierech, and Grevesmühl, but does not encourage new settlers in his domain. The fishermen of Danigau work for their realm, as do the small farms. The common people, however, are rewarded well for their efforts, and Danigau, among all the Brecht lands, has the highest percentage of what some may call a "middle class."

**Cities:** Blackgate continues to be the only large city in Danigau, and it is truly a fortress. Complete with four sets of outer walls, Black-

gate relies on no outside support to feed or clothe its populace. Because of the thriving mines and the vigorous ship trade, many luxuries are available to the city-dwellers—but they pay for this privilege with high taxes.

**Allies:** The count keeps good relations with the other noble houses of Brechtür—Müden and Berhagen most notably. Wierech, the weak neighbor to the south, might someday become a protectorate.

**Enemies:** The Urga-Zai humanoids have sworn to obliterate Danigau and spear the count's head on their standard, but they have not set one clawed foot inside the country without paying a terrible price. Kvigmar and Hjolvar, the Rjurik domains to the north, had a history of invading the Brecht border land, but no recent enmity exists. The Count of Danigau supported the invasion of Grabentod by the Royal Marines of Müden, but pays little attention to that fractured realm any more.

**Special Considerations:** Katherine Gauren Danig possesses a necklace known as *Brenna's Favor* that increases her bloodline by 25 points (beyond the number listed earlier) and grants a powerful, secret blood ability. She faked the theft of this necklace a number of years ago, but actually retains possession of *Brenna's Favor*. Attempts to steal it were becoming more frequent and more bold (despite laws dictating that thieves caught in Danigau are thrown to the Kraken); she instigated the ruse to safeguard the heirloom. Katherine hides this jewelry under her clothing when attending state functions.

While the count does not wish to stir up the Urga-Zai humanoids or the Gorgon, he offers a standing reward for information on the activities of either. Misinformation presented in the form of intelligence is considered the same as stealing, and bears the same penalty (above).

# dauren

**Alignment:** Neutral.

**Status:** Recommended for PC use.

**Provinces/Holdings:** Although one of the richest of the mining realms, Dauren remains a relatively uncivilized domain. The mountains of Dauren protect its citizenry from the shadow of the Gorgon's Crown, but the threat exists.

Province	Law	Temples	Guilds	Sources
Bugbear's Watch (3/4)	CC (1)	DW (3)	CC (3)	—
Cornelius' Landing (3/4)	CC (2)	DW (2)	CC (2)	—
Daurengate (3/4)	CC (3)	DW (2)	CC (3)	—
Faestadt (3/4)	CC (1)	DW (3)	CC (1)	Fa (?)
Garten Pass (3/4)	CC (3)	DW (2)	CC (3)	—
Gorgon's Claw (1/8)	—	—	CC (1)	—
Hoarladt (1/8)	—	KT (1)	—	Fa (?)
Zilber (1/8)	—	KT (1)	CC (1)	Fa (?)

**Abbreviations:** CC=Colier Caernson (Impras Siluhhra); DW=Darold Wohlkern (Sera's Perfekt Symmetry); KT=Kirche's Tundarr (Karl Tehrbach); Fa=Fae (Ehrshegh)

◆ **Law:** Colier Caernson (*MBr; Gu10; An, major, 31; NG*) controls law holdings only because his people desire law beyond the rules of the guild. So far, no serious challenges to his leadership as a law holder have cropped up—though he may be attracting the attention of other regents in the area.

◆ **Temples:** High Priest Darold Wohlkern's (*MBr; Pr7, Sera: Re, major, 27; CG*) church, Sera's Perfekt Symmetry, was once the premiere religion on the western coast of the Krakennauricht. It may still be the largest temple, but it lacks its former influence of domination. The High Priest would rather go on adventures and quests than manage his temple holdings, it seems, and the Symmetry has lost spiritual ground as a result. Kirche's Tundarr, a new warrior cult, has moved across the border from Wierech.

◆ **Guilds:** Colier Caernson's guild holdings are his pride and joy. He organized them out of the ruins of the old domain, and he now controls the most valuable silver mines in Brechtür. Now, if he can only tame the mountains. . .

◆ **Sources:** The Fae is a legendary ehrshegh rumored to live in the Hoarfell mountains. Her mythical powers may be one reason the Gorgon is loath to push into Dauren and Wierech. Little is known of the Fae, except that she appears, on occasion, as a beautiful elf maid.

**Regency Generated/Accumulated:** 34/38 RP.  
**Treasury:** 96 GB.

**Army:** Colier's standing army is sparse, but the miners have historically shown their willingness to fight. All levies are treated as mercenary infantry for purposes of combat statistics.

- ◆ 3 units of infantry
- ◆ 2 units of dwarf guards (half maintenance cost; see below)
- ◆ Navy: 3 cogs, 1 roundship

**Regent:** As mentioned, Colier Caernson is the reluctant ruler of Dauren. He would much rather devote his time and efforts toward delving deeper and better mines to find more silver, but he has not been given that luxury by his people. Recently, he set up a guild council (the *Fünfenlotarr*), made up of the five most prominent miners in the realm (one for each province with a law holding). Rumor has it that he may turn the actual rulership over to them.

◆ **Lieutenants:** All the council members qualify as Colier's lieutenants. However, one of them stands out. Morwe Singawe (*FA/Kb; Gu7; Ba, tainted, 8; LN*) shows a particular talent for diplomacy and decision-making. She often sits in Colier's seat at the *Fünfenlotarr*, and could become his official heir.

**Important NPCs:** Kobaul Rukkhaewan (*FDw; Gu5; NG*) represents a dwarven contingent originally from Mur-Kilad. Distressed and unhappy with the situation there, they fled through Kiergard toward Baruk-Azhik. But upon meeting fierce resistance (stirred up, no doubt, by the Gorgon's spies), they turned north and arrived in the Hoarfell Mountains. There, they believed they could make a new home for themselves. Unfortunately, Colier and his miners had just repulsed an invasion of orogs and gnolls from the east and were ready to fight any invaders. The dwarves and miners nearly came to blows.



Kobaul stepped forward and offered herself as hostage to the silver guild. In a short time, she taught the miners more about stone shaping and silver mining than they ever believed they'd know. Now, the contingent of dwarves (about 1,000) live among the miners of Dauren in peace.

As former refugees, they contribute enthusiastically to Dauren's mining and defenses. Kobaul has become one of Colier's trusted advisers and is an excellent candidate to become a lieutenant. She urges him to extend his law holdings into the Gorgon's Claw, Hoarladd, and Zilber to create a larger buffer area against the Gorgon.

**Description:** Dauren is still a human realm, and the Brechts refuse to live underground for the entire year. In the two most brutal months of the winter, dwarves and humans share the mines as living and working quarters. That the humans move above ground for the remainder of the year puzzles the dwarves, but leaves them plenty of space in their underground villages during the summer months.

As one might expect, this leads to many clashes over property and personal rights. Surprisingly, the most serious cases seldom involve both races. Apparently, the dwarves and humans both err on the side of caution during most disputes, and do not wish to disturb the delicate balance they have created. Still, close quarters do not preclude dwarf/dwarf or human/human disputes.

Rather than impose draconian laws or harsh penalties on his hard-working miners or dwarven allies, Colier has simplified things with a single decree: If you can't live together, live apart. During the winter, this means troublemakers get sent to live on the surface (which is not inhospitable, merely lonely and uncomfortable). During the summer, petty criminals must be confined to the roughest underground camps. Serious criminals are punished more severely—exile, mutilation, and capital punishment are not unknown—but the laws of Dauren are still subject to much interpretation.

**Cities:** Greugarten, the northernmost city, is the more civilized of the realm's two cities. Sheltered from weather and enemies by the Hoarfell mountains, Greugarten is blessed with a safe harbor and pleasant climate. Most of the trade in Dauren goes through Greugarten, and several trade routes have

been established between Garten Pass and the outside world.

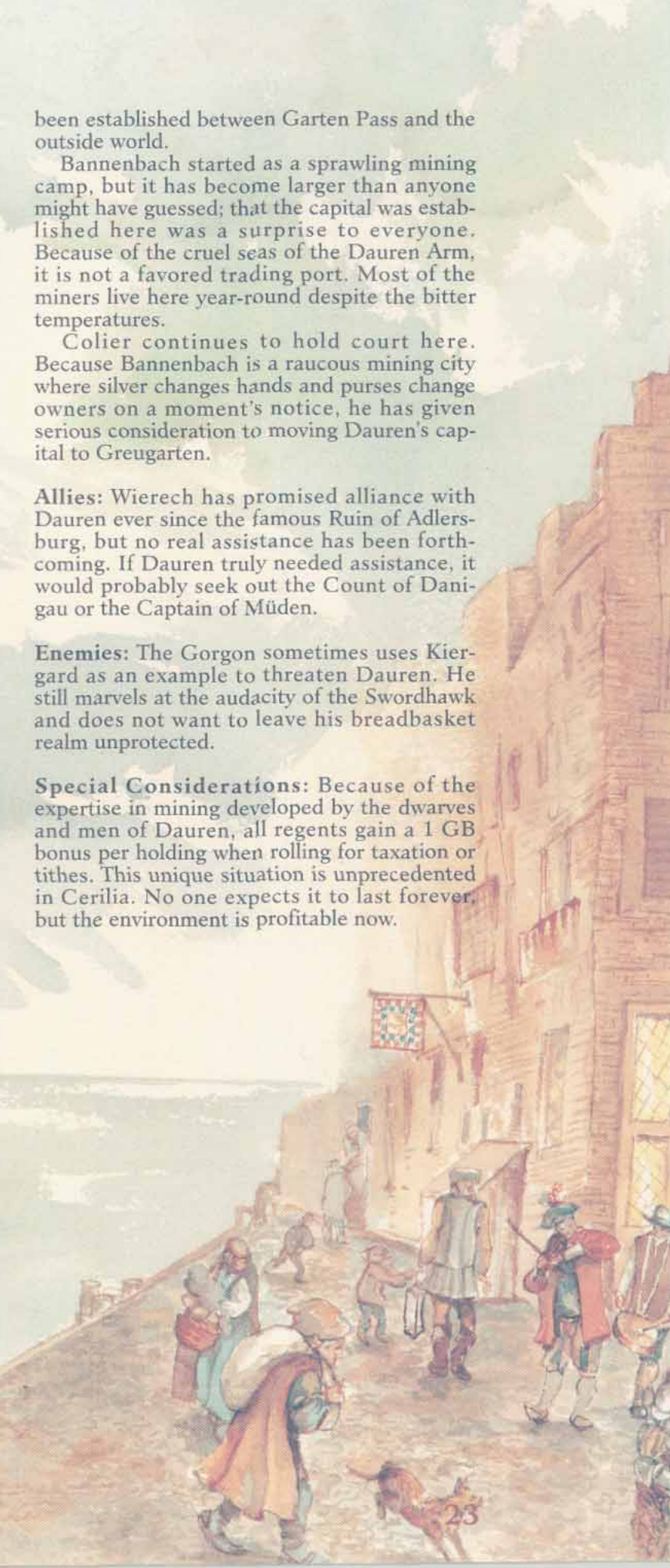
Bannenbach started as a sprawling mining camp, but it has become larger than anyone might have guessed; that the capital was established here was a surprise to everyone. Because of the cruel seas of the Dauren Arm, it is not a favored trading port. Most of the miners live here year-round despite the bitter temperatures.

Colier continues to hold court here. Because Bannenbach is a raucous mining city where silver changes hands and purses change owners on a moment's notice, he has given serious consideration to moving Dauren's capital to Greugarten.

**Allies:** Wierech has promised alliance with Dauren ever since the famous Ruin of Adlersburg, but no real assistance has been forthcoming. If Dauren truly needed assistance, it would probably seek out the Count of Danigau or the Captain of Müden.

**Enemies:** The Gorgon sometimes uses Kiergard as an example to threaten Dauren. He still marvels at the audacity of the Swordhawk and does not want to leave his breadbasket realm unprotected.

**Special Considerations:** Because of the expertise in mining developed by the dwarves and men of Dauren, all regents gain a 1 GB bonus per holding when rolling for taxation or tithes. This unique situation is unprecedented in Cerilia. No one expects it to last forever, but the environment is profitable now.



# Kiergard

**Alignment:** Chaotic evil.

**Status:** Not available for PC use.

**Provinces/Holdings:** The once-proud realm of Kiergard now lies at the feet of the Gorgon. Its formerly fertile provinces now barely grow enough food to support its slave populace.

Province	Law	Temples	Guilds	Sources
Auchsward (4/2)	OS (3)	FOA (1)	SD (3)	—
	—	—	BM (0)	—
Coullibaird (1/4)	OS (1)	FOA (1)	SD (1)	CB (2)
Daubreisch (5/2)	OS (5)	FOA (5)	SD (5)	—
Esmersdan (1/6)	OS (0)	—	—	—
Fauffell (3/2)	OS (2)	FOA (1)	SD (0)	—
Gaugonsbaet (2/5)	OS (1)	FOA (1)	SD (1)	—
Kierholme (3/2)	OS (0)	FOA (0)	SD (2)	—
Lausruf (2/3)	OS (1)	FOA (1)	SD (1)	—
Meklsburg (4/3)	OS (4)	FOA (0)	SD (1)	—
Torinaur (5/2)	OS (2)	—	SD (1)	CB (2)
	—	—	BM (3)	—

**Abbreviations:** OS=Onwen Späkhart (Regent of Kiergard); BM=Brand Mournsinger (Kiergiyarden); FOA=Fingers of Azrai; SD=Slave Drivers; CB=Camyrnynd Bullahrie (Sayer of Coullabhie)

◆ **Law:** Onwen Späkhart (*MA*n; *F7*; *An*, *minor*, 17; *LE*) rules Kiergard as a puppet for the Gorgon. He may be replaced soon, however—Brand Mournsinger (*MBr*; *R12*; *An*, *major*, 33; *LG*), an heir to the supposedly-destroyed royal house of Kiergard, has resurfaced in the Thuringode Forest and has begun a guerilla war against the realm's overlords.

◆ **Temples:** The Fingers of Azrai comprise a cult of worshipers under the indirect control of the Hand of Azrai (see the entry for the Gorgon in the *Blood Enemies* accessory or for the Gorgon's Crown in *Ruins of Empire*). The temple has a high priest and a central temple located in Daum.

◆ **Guilds:** The Slave Drivers are gnoll, orog, and human servants, all hand-picked by the Gorgon. They control bands of slaves that work the fields of Kiergard and fish along the coast. Virtually all the food produced is shipped to Daum and then sent by ship to Fellport.

◆ **Sources:** No wizard has dared to claim source holdings in Kiergard since the Gorgon took control of the territory—until recently. The Sayer of Coullabhie, for no known reason, has extended a ley line into Torinaur and built up a source holding. It is unlikely the Gorgon knows of its existence.

**Regency Generated/Accumulated:** 44/20 RP. Virtually all the RP produced by the realm are passed on to the Gorgon. The Gorgon then decides what portion of his influence to turn back to Kiergard.

**Treasury:** 15 GB. An additional 10 GB are hidden in Onwen's special "retirement fund" in Meklsburg.

**Army:** The Gorgon pays and maintains the armed units of Kiergard out of the tribute he receives from its provinces. Onwen supposedly commands these troops, though in time of serious troubles, the Gorgon sends one of his more trusted lieutenants (like the Hand of Azrai) to oversee the following military units:

- ◆ 2 dwarf crossbows
- ◆ 4 goblin infantry
- ◆ 2 goblin cavalry
- ◆ 2 gnoll infantry
- ◆ 1 orog infantry
- ◆ 2 mercenary cavalry
- ◆ 2 scouts
- ◆ Navy: 2 roundships, 1 galleon

**Regent:** Onwen Späkhart knows the Gorgon watches his every move in Kiergard, and he desperately wishes Brand Mournsinger had chosen to wait another twenty or thirty years before causing trouble in the realm. Basically a coward and a conniver, Onwen gained the regency of Kiergard after proving (to the Gorgon's satisfaction) that the last regent took more than his fair share of the Slave Driver's profits before shipping them back east. That unfortunate ruler's skull still moans silently from the pinnacle of Overwatch Tower in Daum.

**Important NPCs:** The leader of the Slave Driver's guild is an orog named Skaviks Red-furrow (*MOr*; *F6/T7*; *Vo*, *minor*, 17; *NE*). If anyone in Kiergard feels secure in his position, it is Skaviks. He gained his surname by staining the tilled earth of Kiergard with the blood of slaves who collapsed under his foremen's whips. He milks as much profit out of Kiergard's blasted land as possible.

On the rebel side of Kiergard's conflict, Brand Mournsinger may or may not be a descendent of Kiergard's lost nobility, but he inspires Kiergardians to rebel like no captain ever has. Against all odds, he raised a small band of warriors (some from as far away as Berhagen and Danigau) and escaped slaves, and led them against the fortress of Esden (on the edge of Kiergard *opposite* from his center of power). Esden is now a smoking ruin, and Onwen has yet to regain complete control of the province.

Some say Brand is one of the few humans who has ventured into the Coulladaraight and returned safely. If that rumor is true, then it would explain the Sayer of Coullabhie's expansion into Kiergard.

The temple leader of the Fingers of Azrai is Mal Puiren (*MV; Pr4, Belinik & Azrai; Ma, minor, 14; NE*). He spies on Onwen for the Gorgon and uses the threat of spiritual vengeance to keep the few "free" peasants of Kiergard from getting out of line. While he lacks the personal power to act out his threats, several minor priests of Azrai work under his command, and their abilities are frightening.

**Description:** Kiergard fell to the Gorgon's armies over 200 years ago, but the struggle over the realm has never ceased. A member of the Free League of Brechtür, Kiergard has a history of resisting outside rulership. Now that the people are enslaved or beaten down, the land itself rebels. Earthquakes are common occurrences in the past three decades. Some say the Gorgon fears to take a source holding in this land because it might corrupt the power of his other source holdings.

But the Gorgon sees no reason to give up his Basin realm. It shields him from the Swordhawk and closes off any safe passage that might exist between Brechtür and Anuire. Besides, a blasted and ruined Kiergard pleases him much more than a free and thriving enemy realm. His gnoll and goblin armies use the area to train and work off excess energy by slaughtering peasants—which keeps the troops from fighting each other.

**Cities:** Since the fall of Esden, Daum is the only city in Kiergard to survive. Twisted and evil, Daum stands as a symbol of the Gorgon's corrupting power. Those few honest Kiergardians who survive in the city must keep their heads down and their mouths shut.

Kier itself, once located in Kierholme province, is only a ruin and a memory. Onwen has begun building a small, coastal retreat in Meklsburg—probably to escape the watchful eyes and ears of the Gorgon's spies.

**Allies:** Kiergard, as the Gorgon's puppet, has many allies. The dwarves of Mur-Kilad pay tribute in metals and warriors to the Gorgon; some of this is passed on to Kiergard. The Gorgon's Crown, of course, can be counted on for military support, and even troops bearing the shield of Markazor have been seen in this realm within living memory.

Kiergard, as a resisting realm, has no open alliances. Whether the rumors are true or not, Brand and his guerrillas cannot yet count on help from the Coulladaraight, and Rohrmarch has its own problems without adopting any of Kiergard's. Müden might become an open ally with some serious prompting, but even the powerful Royal Navy would think hard before challenging the Gorgon directly.

**Enemies:** Massenmarch, under the Swordhawk, has declared itself an enemy of Kiergard—but with the regular disasters that plague Karl Bissel, no threat has materialized. Periodic rumors come out of the Vampire's Hold about a northern invasion, but no serious threat can be perceived.

**Special Considerations:** Although the overlords of Kiergard have ruled the realm in the Gorgon's name for over 200 years, it is a land on the brink of explosion. Brand Mournsinger has lit the fuse, but he needs help to bring about the explosion. Otherwise, the Gorgon can afford to wait him out—eventually, Brand will either make a mistake or simply die of old age.

# wierech

**Alignment:** Lawful neutral.

**Status:** Recommended for PC use.

**Provinces/Holdings:** The least mountainous of the western realms, Wierech maintains its independence through vigilance and discretion. Its provinces are thinly populated and its people are wary of strangers.

Province	Law	Temples	Guilds	Sources
Adler (2/3)	Ki (1)	KT (2)	CC (2)	—
Two Giants' Tread (4/3)	Ki (1)	DW (4)	CC (2)	Fa (?)
	—	—	MS (2)	—
Ulbrun (5/2)	Ki (5)	DW (3)	CC (3)	Fa (?)
	—	—	MS (2)	—
Wasser's Reach (4/3)	Ki (3)	KT (3)	CC (1)	—
	—	—	MS (2)	—

**Abbreviations:** Ki=Kiel Adler (Baronet of Wierech); DW=Darold Wohlkern (Sera's Perfekt Symmetry); KT=Kirche's Tundarr (Karl Tehrbach); CC=Copper & Coke (Darlure Smoothface); MS=Moon Shine Sailors (Siele the Fisherman); Fa=Fae (Ehrshagh)

◆ **Law:** All law in the realm, such as it is, answers to the baronet Kiel Adler. He does not depend on his noble title (originally from Danigau) to defend his right to rule—instead, he answers challenges to his power with his spear-tipped axe.

◆ **Temples:** Darold Wohlkern of Sera's Perfekt Symmetry (*MBr; Pr7, Sera; Re, major, 27; CG*) makes his home in Wierech (his court is in Aulbrunn), but travels extensively up and down the western coast. As a result, a new temple, Kirche's Tundarr, led by the paladin Karl Tehrbach (*MBr; P9, Kirche; Ma, major, 26; CG*) has assumed the mantle of spiritual protector for many people in the realm.

◆ **Guilds:** Darlure Smoothface (*FD; F6/T7; Ba, minor, 19; NG*) controls the Copper & Coke miners and remains on good terms with the dwarves in Dauren (she was once a Mur-Kilad refugee). The Moon Shine Sailors, a thieves' guild led by the mysterious Siele the Fisherman, have learned not to prey on the miners, though they often waylay trade caravans and rich merchants on the coast.

◆ **Sources:** The Fae is believed to control sources in this domain.

Originally, a cult of wizards dedicated to Ruornil lived in the mountains, but they were betrayed and destroyed by one of their number—an evil Brecht wizard named Sirena. She has not claimed their source network, however—perhaps for fear of the Fae.

**Regency Generated/Accumulated:** 25/18 RP.

**Treasury:** 12 GB.

**Army:** Kiel Adler cannot seem to build a decent army. Perhaps his requirements are too high and his purse too shallow. The following units are currently under his command.

- ◆ 2 elite infantry
- ◆ 2 knights
- ◆ 1 artillery
- ◆ Navy: 2 cogs, 1 roundship

Fortunately, the temple of Kirche has begun raising troops (with Kiel's permission); their holy warriors do their best to keep Adler and Two Giants' Tread clear of enemies.

- ◆ 2 archers
- ◆ 2 infantry
- ◆ 1 knight—the "Thunder of God" battalion (Adler assisted the temple in raising this unit from his own forces.)

**Regent:** Kiel Adler (*MBr; F7; Re, minor, 19; LN*) aggressively defends his small realm from the incursions of the Gorgon and the predations of the Black Ice Traders. He has increased his bloodline strength over the years by personally dispatching would-be usurpers, though he does not go hunting for bloodkill. He has yet to win the respect of many of the other Brecht rulers, however (the Count of Danigau being the most prominent), and he resents this mightily.

◆ **Lieutenants:** Originally, Darold Wohlkern was one of Kiel Adler's chief lieutenants. Adler respected the priest's desire for adventure and daring. But when Darold was unexpectedly granted the temple regency, he used his preoccupation with adventuring to avoid responsibility. Adler now has no lieutenants, though he greatly desires a trusted assistant.

**Important NPCs:** Karl Tehrbach serves as a ferocious ally to Kiel Adler. Both are warriors and leaders raised up from the common folk (Karl did not discover his noble lineage until he was well into his twenties), and they have the respect of their subjects, if not their peers. Tehrbach would lay down his life and the lives

of his  
entire fellow-  
ship in the defense of  
Wierech. The pair first became  
recognized in the region during the  
Ruin of Adlersburg.

Darlure Smoothface, the tall (for a dwarf) leader of the Copper & Coke miners, commands great respect among her small band of followers. She came from Dauren some 20 years ago (just after the Ruin of Adlersburg) and built the guild out of the ashes of an old organization. Recently, she has made overtures to Dauren regarding a partnership with the guilds there, and an alliance may not be far off.

**Description:** Like most of the western realms, Wierech is wild and mostly unsettled. For a brief time, it rivaled northern Danigau in strength and prestige, but pride brought about its downfall. The old Duke of Wierech (a hereditary title dating to the days before the Free League) established the fortress at Adlersburg to keep watch on the Gorgon. He paid the dwarves of Baruk-Azhik and the stonemasons of Danigau well to build an indestructible fortress, and nearly succeeded.

Nearly.

After only a scant dozen years, Adlersburg reported incursions into Wierech by orogs and goblins presumably under the Gorgon's command. The Knights of Adlersburg, armed with steel lances and wearing armor forged in the dwarven mines, rode out and destroyed them. Again and again the Gorgon tested the forces of Adlersburg and, again and again, he was defeated.

The Duke grew proud. He relocated his court to Adlersburg. Certainly, the rolling plains of the interior province were preferable to the rocky bay of Aulbrunn. He built a new wall outside the fortress and tried to make the settlement as self-sufficient as the settlements in Danigau.

Again, he *nearly* succeeded.

In the winter of that year, bands of marauders stormed up the coast into Dauren and destroyed the outlying settlements. Only the timely arrival of the Royal Marines of Müden saved Bannenbach from obliteration. The Urga-Zai humanoids besieged Danigau's cities, leveling one and being driven from Blackgate only at great cost. Isolated and alone, Wierech had to stand fast.

It could not. The Gorgon bent his will on Adlersburg. Winter frost, plague, and famine racked the city. Those who fled the outer wall were chased by wolves across Two Giant's Tread and died within sight of Aulbrunn. Any who retreated to the Hoarfell mountains were

consumed by the winter wind.

Then the enemy returned.

At the height of a winter storm, the Gorgon used his power to raise undead legions from the dead of Wierech, Danigau, and Dauren. He directed them at Adlersburg, heedless of cost. When they were destroyed, the Gorgon next sent wolves and goblins, followed by gnolls and evil men. The orogs of Urga-Zai finally finished the job, however, and the royal family of Wierech died in the tower the duke had built. The duke's body, it is said, was hurled from the pinnacle, and it shattered against the rocks below—it froze solid on the way down.

Despite this conquest, the Gorgon could not hold Dauren. Its dwarf allies fought bitterly in the mines, and refugees from Dauren and Danigau's armies refused to yield at the gates of Aulbrunn. When winter gave in to spring, so did the Gorgon's troops. Only a few scattered creatures returned to the Crown, Urga-Zai, and Kiergard.

**Cities:** Aulbrunn remains a fortified city—the only one in Wierech. No attempt has been made to resettle Adlersburg, but the occasional adventurer travels to the ruins to look for gold or treasure. More often than not, they find death—either at the hands of roaming orogs or the undead that still haunt the walls and towers.

**Allies:** Wierech may be able to count on Danigau for assistance, but not respect. Danigau will help Wierech only in time of great need, though the reverse is not necessarily true. The dwarves of Dauren may come to the realm's aid depending on the severity of the threat (or promises of reward), and relations are improving between Dauren and Wierech.

**Enemies:** The Gorgon is Wierech's bitter enemy, though he may not know it. More likely, he considers the realm just another accomplishment—he achieved the destruction of the noble house of Wierech and the obliteration of Adlersburg—and gives the small realm no further thought.

**Special Considerations:** If Wierech can strike a trade alliance with Dauren, it may be able to benefit financially by learning some of the dwarves' secrets. Wierech would like to become the breadbasket of the western coast, assuming it can protect its farmland from the Gorgon.

## other domains

**G**eographically the roughest and most dangerous of the lands surrounding the Great Bay, the Western Reaches have become hardy realms where immense profit can be turned for those strong enough to take it.

## temples

Religion in the Western Reaches crosses many borders and even racial lines. One of the most influential temples, Sera's Perfekt Symmetry, has nevertheless experienced some decline in recent years. Still, it continues as the largest organized religion on this side of the Great Bay.

## sera's perfekt symmetry

**Alignment:** Neutral good.

**Status:** Recommended.

**Summary:** At one time, Sera's influence spread throughout the Brecht lands, but over the past few generations, other religions have pushed supposedly "outdated" doctrines out of the more civilized realms. Still, in the Western Reaches, where religion and trade must work hand in hand to survive, Sera's dominion remains strong.

Holding	Level	Province (Rating)	Domain/Ruler
Temple	3	Blackruft (5/2)	Danigau/Danig
Temple	2	Caebstrech (4/2)	Danigau/Danig
Temple	1	Evershruden (4/3)	Danigau/Danig
Temple	2	Kantswach (2/5)	Danigau/Danig
Temple	2	Wiergau (3/4)	Danigau/Danig
Temple	2	Two Giants' Tread (4/3)	Wierech/Adler
Temple	3	Ulbrun (5/2)	Wierech/Adler
Temple	3	Bugbear's Watch (3/4)	Dauren/Caernson
Temple	2	Cornelius' Landing (3/4)	Dauren/Caernson
Temple	2	Danrengate (3/4)	Dauren/Caernson
Temple	3	Faestadt (3/4)	Dauren/Caernson
Temple	2	Garten Pass (3/4)	Dauren/Caernson

**Regency Generated/Accumulated:** 30/50 RP.

**Treasury:** 25 GB. Much of the temple's treasury comes from the private hoard of its regent.

**Regent:** The adventuring priest

Darold Wohlkern (*MBr*; *Pr7*, *Sera*; *Re*, major, 27; *CG*) was granted the leadership of Sera's temples in the Western Reaches after the assassination death of his predecessor. Unfortunately, Darold never felt ready to give up his life of wandering and adventuring (and preaching Sera's word to the uneducated masses) in exchange for the responsibilities of temple maintenance and political maneuvering. Many of Darold's old adventuring comrades hang around Aulbrunn, ready to coax him away on any fool quest they hear about. Darold allows himself to be coaxed quite often. As a result, the already-shrinking influence of Sera's temples in the politics of the Western Reaches threatens to disappear completely.

**Description:** When the Brechts first settled the Western Reaches and began prospecting and mining in the high mountains, they did so primarily as individuals and small groups. Quarrels over claims and feuds over food and supplies imported from the south led to entire settlements being wiped out by their neighbors. When the religion of Sera, the Lady of Fortune and Goddess of Wealth, came to the region, it helped stop all that.

The careful arbitration of disputes lies within the responsibilities of Sera's priests. The folk of the Western Reaches accepted Sera's Perfekt Symmetry in the hope that its priests might bring an end to disputes over claims and fortunes in the land. Before any guilds were formed, and while the domain rulers could concern themselves with little more than external defenses, Sera's temples offered a place where any dispute could be settled peacefully.

Sera continues to be worshiped throughout Brechtür, but mostly as a household or urban goddess. In the Western Reaches, her temples still hold some of the power they once did, but they are now looked upon as advisers rather than arbitrators. Still, with a strong leader and some careful political backing, the extensive temple holdings of Sera's Perfekt Symmetry could reawaken the glorious days of old.

Other temples of the Western Reaches (including their total holdings in each domain):

- ◆ The White Hand (Kriestal's Temple) Danigau (5)
- ◆ Kirche's Tundarr (Karl Tehrbach) Wierech (5)  
Dauren (2)
- ◆ Fingers of Azrai (The Gorgon)\* Kiergard (10)

\*Also has holdings in Anuire

## guilds

The guilds of the Western Reaches tend to focus on mining and shipping. The import of foodstuffs, tools, and luxury goods from the south remains a secondary market, though some guilds threaten to make a go of it. One of the most profitable of the mining guilds makes its money by shipping goods all over the continent.

### copper & coke

**Alignment:** Neutral.  
**Status:** Recommended.

**Summary:** While gold, silver, and precious gems all lie beneath the Hoarfell Mountains, the most reliable minerals to come out of Wierech and Dauren remain copper and coal. The Copper & Coke miners inherited the industry from hundreds of predecessors and, like those ancestor-guilds, they turn a profit more often than not.

**Regency Generated/Accumulated:** 19/25 RP. The regent gains RP from both guild and temple holdings, because of special arrangements with vassals.

**Treasury:** 42 GB. The guild gains much of its wealth through its temple holdings and by smuggling contraband past the Royal Navy.

Holding	Level	Province (Rating)	Domain/Ruler
Guild	2	Adler (2/3)	Wierech/Adler
Guild	2	Two Giants' Tread (4/3)	Wierech/Adler
Guild	3	Ulbrun (5/2)	Wierech/Adler
Guild	1	Wasser's Reach (4/3)	Wierech/Adler
Guild	3	Bugbear's Watch (3/4)	Dauren/Caernson
Guild	2	Cornelius' Landing (3/4)	Dauren/Caernson
Guild	3	Daurengate (3/4)	Dauren/Caernson
Guild	1	Faestadt (3/4)	Dauren/Caernson
Guild	3	Garten Pass (3/4)	Dauren/Caernson
Guild	1	Gorgon's Claw (1/8)	Dauren/none
Guild	1	Zilber (1/8)	Dauren/none



**Regent:** An unusual guildmaster leads this successful organization. Darlure Smoothface (*FD; F6/T7; Ba, minor, 19; NG*) holds the predominately human-populated guild in true dwarven fashion. She spends no money or time on frivolity, makes sure her workers have all they need to accomplish their tasks, and rewards her faithful in accordance with their successes. Still, Darlure has made many compromises for the benefit of the humans who rule the areas around her guild holdings. She often sends gifts of fine copperworks to the rulers of Wierech, Dauren, and even Danigau. She aggressively pursues any new opportunities to expand her holdings, while keeping in mind the powerful resentment a rival guild holder (especially a human) could harbor at her success.

Other guilds of the Western Reaches (including their total holdings in each domain):

◆ Moon Shine Sailors (Siele the Fisherman)	Wierech (6)
◆ Burgundy Tolsted (Ilse Redbedtehr)	Danigau (11)
◆ Burgundy Slepsid (Volve Redbedtehr)	Danigau (9)
◆ Slave Drivers (Skaviks Redfurrow)	Kiergard (15)

## SOURCES

Few wizards find safe haven in the fjords of the Western Reaches. The land remains underdeveloped and rich with mebhaighl, but competition for control is as fierce as the land itself. The Gorgon, across the mountains, does not tolerate source holders whom he cannot dominate—instead, he tries to destroy them. The wizard regents of the Western Reaches have survived the Gorgon's best efforts.

### the fae

**Alignment:** Unknown.

**Status:** Not available for PC use.

**Summary:** The Fae (*FEb; W?; ???; ?G*) holds several sources in Wierech and Dauren, and may be a new champion in the region against the magical influence of the Gorgon. She has protected her sources against all forms of detection and destruction, and is careful

not to reveal the true extent of her powers.

Unbidden, she has come to the aid of both Dauren and Wierech against raiding orogs, goblins, and gnolls from the Gorgon's Crown; the raiders of Kiergard know they attack Dauren at great risk.

**Regency Generated/Accumulated:** ??

**Treasury:** Unknown. Most experts believe it unlikely that the Fae maintains any significant treasury; some speculate that she gains the gold necessary for realm spells from her enemies when she requires it. She may even have access to her own secret veins of ore or gems that she mines magically.

**Regent:** The Fae is one of the mysterious ehrsheghlien that populate Cerilia, silently balancing the evil of the awnsheghlien. Like many of her kind, she keeps a low profile. She may have been a noble elf woman of surpassing beauty. Now, those who know tales of the Fae believe she is a creature of crystal beauty, winged and magical.

Holding	Level	Province (Rating)	Domain/Ruler
Source	?	Faestadt (3/4)	Dauren/Caernson
Source	?	Hoarladt (1/8)	Dauren/Caernson
Source	?	Zilber (1/8)	Dauren/Caernson
Source	?	<i>Two Giants' Tread</i> (4/3)	Wierech/Adler
Source	?	Ulbrun (5/2)	Wierech/Adler

Other wizards of the Western Reaches (including their total holdings in each domain):

◆ Sayer of Coullabhie (Camyrnynd Bullahrie)	Kiergard (4)*
◆ The Count of Danigau (Erik Danig)	Danigau (15)

\*Also in the Western Reaches, Eastern and Western Basin States



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*Blessed with an abundance of resources, the Western Basin States have nevertheless been cursed with cruel or incompetent leaders, civil wars, and natural disasters throughout their histories. The elves of the Coulladaraight persevere in isolation, it is said, within their closed realm to the east, but theirs is a guarded peace—the best that can be expected in these troubled realms.*

—Lady Melirma of Müden, historian

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**S**ince their early beginnings, the realms along the southwestern shore of the Great Bay have endured a troubled and sometimes tragic history. Massenmarch, Rohrmarch, and the land called the Vampire's Hold once offered themselves to the Brechts as fertile and inviting. Now, only Rohrmarch still holds promise, and its rulers have begun a civil war that may not end until the forests and plains of that state have been devastated, becoming either a southwardly reflection of war-torn Massenmarch or a shadowed mockery of the Vampire's Hold. Only Treucht, isolated and alone, stands firm against the curse of the Western States.

Some historians postulate that Massenmarch never had a chance to become a stable realm. The settlers who landed on that once-fertile shore lost their ships to the fickle seas of the Dauren Arm and to the unforgiving shoals southwest of the Krakenstaur. They were forced to live off the land right from the start, with no support from their brethren to the east. Fear of the Boar and other terrors of Thuringode Forest kept them away from Kiergard; the elves wandering the domain that would later become Treucht warned them away from that forest. When the Anuireans invaded, the people of Massenmarch suffered nearly as much as their neighbors in Kiergard—and broke to the weight of overlordship no more easily.

When the Anuirean yoke was finally thrown off the Great Bay, Massenmarch had become a nation of commoners with a strong military tradition. They helped free their neighbors in Kiergard, and organized a government in their realm quickly. Unfortunately, they allowed themselves to get caught up in the Free League's dream of empire, and never recovered from the broken alliances and military setbacks of that warlike time. When Britter Kalt (former assassin and emerging awnshegh)

took over, the few nobles of the realm had neither the strength nor the will to resist him.

Currently, Rohrmarch remains the only Brecht realm with an outlet to the southern seas. Were it not cut off from the rest of Brechtür by madmen and enemies, it might have become one of the foremost trading centers of the continent. Instead, it remains a rural realm, always looking to defend its borders and hoping that the larger, more dangerous realms around it do not choose to gobble it up. Rohrmarch is in a perfect position to improve its lot, but instead of uniting and taking advantage of tensions in the region, its law holders war for dominance

in the realm.

Treucht is ever an enigma. This forest realm turned away from Müden, once its overlord, and still resists the military incursions of Massenmarch. The small buffer nation somehow survives on its own between two realms that hunger for each others' blood.

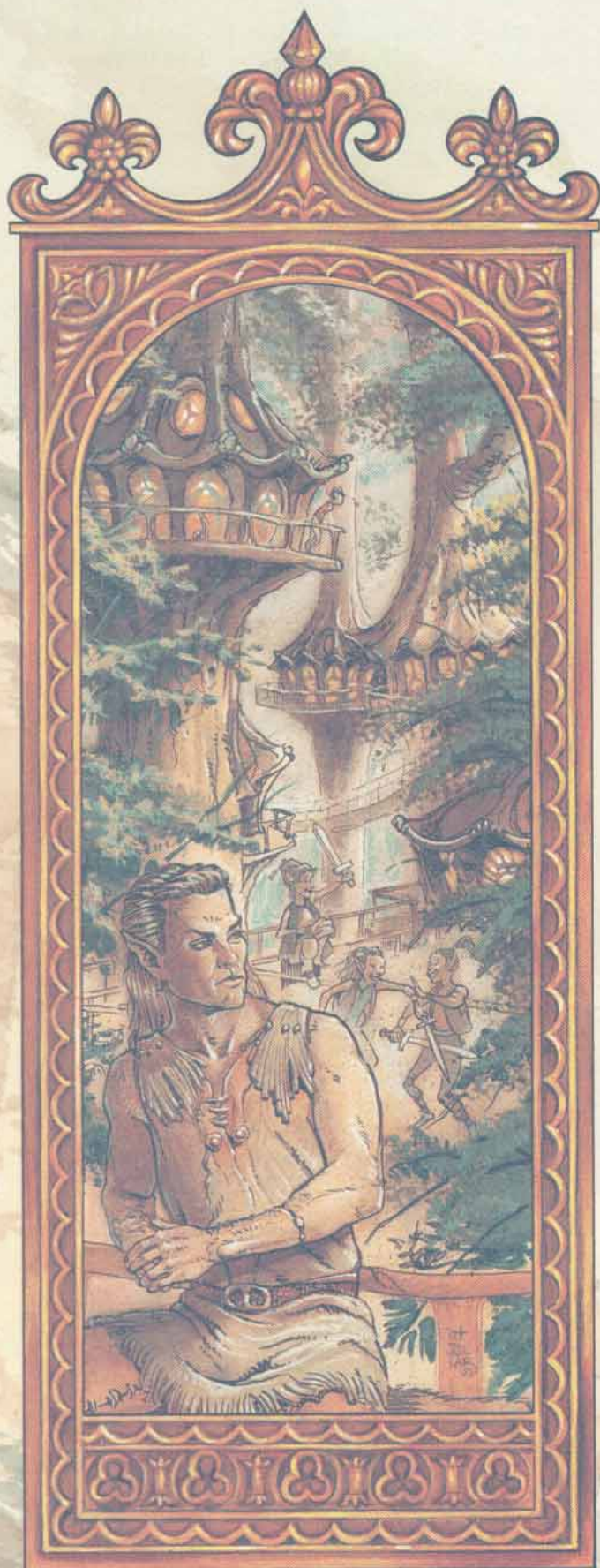
## part III: the western basin states

### the awnsheghlien

**T**he Western Basin States neighbor their share of awnsheghlien. The Vampire, slayer of the Sinister, maintains a terrifying realm smack in the center of the region. His aura of fear extends beyond his borders to such a degree that refugees who escape his terror are often shunned and go unaided by his enemies.

The Boar jealously guards Thuringode Forest against all invaders. That forest, it is said, still contains some godly residue left over from Deismaar, and the Boar protects it. In truth, the trees from Thuringode make the finest lumber in the land—if one is brave enough to try to take it from its guardian. Rumors also tell that the Boar allows certain rebels from Kiergard free passage within its small sphere of influence, but those men may have merely found a way to elude or placate the awnshegh.

The Swordhawk remains the most terrible awnshegh in the region.



Although not as fearsome as the Vampire or as mindlessly vicious as the Boar, Britter Kalt retains his human intelligence and cunning, and uses his awnshegh power to back it up. A military strategist and dictator with an unnatural life-span, the Swordhawk longs to take over the Basin States and become a power than can challenge the Gorgon for dominance on Cerilia.

## elves of the coulladaraight

**F**ortunately for both the elves and the Brechts, the forest-dwellers of Coullabhie have never come into conflict with the seafarers. From the start, the Brechts considered themselves a sea-people and harbored a mild fear of forests. In Rohrmarch and Treucht, it is true that these prejudices have been overcome, but only in recent years. In that time, the elves of Coullabhie have learned to warn the humans when they get too close.

The elves remain a major force in Brechtür, though they are usually a silent, watching force. They enjoy their immortality within their forests and have little contact with the outside world. They may be one of the reasons that the Swordhawk has been unable to conquer more territory in his tenure as regent of Massenmarch, but this is difficult to judge. The elves do not wish mortal enemies, but have no need of allies, either.

## the dual borders

**T**he Western Basin States border both Khinasi and Anuirean lands. Fortunately, the Khinasi prefer their warm, southern climate and their open plains to the northern, forested lands of the Brechts, so little or no friction has arisen there. In the time since the destruction of the Anuirean Empire, no force of southern soldiery has been capable of breaching or bypassing the buffer states to the southwest—Baruk-Azhik, the Sielwode, and Chimaeron.

As far as the Brechts are concerned, Anuire might as well be on a different continent. Even Rohrmarch, the realm nearest to the ancient oppressors, trades only by sea with Anuirean realms. The Khinasi are closer to the Brechts, but Sendoure and Binsada have little contact with war-torn Rohrmarch at present.



# coullabhie

**Alignment:** Neutral.

**Status:** Recommended for PC use.

**Provinces/Holdings:** The forest realm of Coullabhie is all that remains of a vast elven empire. It has always been a land of mystery and seclusion—a secret in the center of the human incursions.

Province	Law	Temples	Guilds	Sources
Angbryn (3/9)	Rh (1)	—	—	CB (9)
Caerpriddy (3/9)	Rh (1)	—	—	CB (8)
Erystwyth (2/9)	Rh (2)	—	—	CB (8)
Llandrae (1/9)	Rh (1)	—	—	CB (9)
Milfynn (1/7)	Rh (1)	—	—	CB (6)
Mythelwyd (1/7)	Rh (1)	—	—	CB (7)
Newyth (2/9)	Rh (2)	—	—	CB (9)
Nob Heath (3/9)	Rh (3)	—	—	CB (6)
	—	—	—	RG (3)
Treuchlyn (5/9)	Rh (5)	—	FH (4)	CB (6)
Wyndil (6/9)	Rh (6)	—	FH (5)	CB (5)

**Abbreviations:** Rh=Rhiana Waymuun (Protector of the Coulladaraight); FH=Fin Haeaellyn (Fin's Harvesters); CB=Camyrnydd Bullahrie (Sayer of Coullabhie); RG=Rheulaan Greencloak (Wizard of Rheulgard)

◆ **Law:** Though the grand elven empire of ancient eras is now but a memory, the elves of Coullabhie roam their forest realm steeped in tradition. The Protector, Rhiana Waymuun (*FE; R11; An. great, 43; LN*), tries to maintain some order over her kingdom, but hallows the freedom of the legendary past.

◆ **Temples:** Not surprisingly, no temple holdings are found in Coullabhie.

◆ **Guilds:** Fin Haeaellyn (*M½E; T9; Br, major, 31; NG*) is head of a small group of elves and half-elves who wish to interact with the outside world. His Harvesters trade elven cloth and foodstuffs with Treucht and a few other human realms. Mainly, they use the guild as an excuse to leave the Coulladaraight every decade or so.

◆ **Sources:** The Sayer of Coullabhie, Camyrnydd Bullahrie (*FE; W9; Re, major, 28; N*), has been the only source holder in the forest for centuries. She has been Sayer longer than Rhiana has been alive and desires Coullabhie to be completely cut off from the outside world. It is her

influence that

keeps the province levels

in the realm at low numbers (in

spite of the fact that as an elf wizard, these levels do not reduce the magic she can tap).

Recently, the mysterious Rheulaan Greencloak (*M?; W?; ???; ?*) has managed to divert some of the magic potential of the land into his domain, but the Sayer has yet to react.

**Regency Generated/Accumulated:** 50/105 RP.

**Treasury:** 80 GB.

**Army:** Rhiana's standing army consists mostly of rangers and scouts, but virtually all the elves of Coullabhie can fight if necessary.

◆ 3 units of Gruenlaef Giuaryd (scouts)

◆ 2 units of Moonsilver Spayr (archers)

◆ 3 units of Stayrshuynwydden (pikes)

**Note:** Because Coullabhie is an elven realm, Rhiana pays less for her armies than normal costs stated in the *Rulebook*. Each unit of scouts costs 1 GB to maintain per domain turn; archers and pikes must be maintained only during domain turns that incorporate War Moves, at normal cost for pikes and half cost for archers.

Rhiana allows the Sayer of Coullabhie to maintain a small force of elves dedicated to the protection of the forests. Camyrnydd pays to equip and maintain the following units:

◆ 1 Sayer Spayr (archers)

◆ 1 Sayer Giuaryd (scouts)

**Regent:** Rhiana Waymuun had barely reached adulthood when the regency of the realm was passed to her. No one in the domain expected this quiet, introspective elf to become Protector of the Coulladaraight, but the land chooses its own regent in Coullabhie.

Rhiana built up the law holdings in her two central provinces, and each shines as if with moonlight from another age. The fringes of the realm's forests are patrolled by her Gruenlaef Giuaryd, but she allows her people great freedom in the outer forest. Rhiana enjoys reflecting on past days and what might have been, but she does have a keen eye for the present.

◆ **Lieutenants:** While Fin Haeaellyn is not an officially-recognized lieutenant, members of his family of half-elves (his elf father married a human; his elf paternal aunt also married a human) have advised Protectors for more than two centuries. Fin continues to urge Rhiana to look outward—especially toward Treucht.

### Important NPCs: The

Sayer of Coullabhhie is the most

important NPC in the Coulladaraight

and perhaps the whole Basin. She has carefully nurtured and maintained a network of source holdings and ley lines that is impressive by any standards. Completely devoted to the protection of the Coulladaraight and the elven kingdom, she has turned her magic toward securing the realm of the elves. As a result, few humans ever cross the borders of the forest and come out alive.

The Sayer does have a fascination with the halflings of the Burrows. Unbeknownst to anyone in the elven realm, the Sayer has actually allowed small groups of halflings, particularly Edvara Garrelban (the Standish of Ambles) to visit the realm on more than one occasion. The Sayer has actually left Coullabhhie (twice!) to secretly visit the halflings.

This all began when a small group of halflings led by Edvara visited the Sayer in her own forest stronghold. The halflings passed through the elven defenses as if they did not exist, and politely (if firmly) asked the Sayer to withdraw her source holdings from the Burrows. Impressed and intrigued, the Sayer recognized that the halfling domain (which she had previously overlooked) would prosper, and her magical holdings would be pushed out by the increase in province power anyway. She agreed to withdraw. The Sayer has studied the halflings carefully ever since.

Fin Haaealfyn has Rhiana's ear, and although he does not know it, her heart. Fin, unlike most elves of the realm, does not look to the past for happy memories, but eagerly anticipates each new day. He has traveled all over the Basin lands and even through Sendoure and into the Khinasi lands. His mother was human, as was his uncle, and Fin takes pride in his mixed heritage. Charming and energetic, he seems to be unable to get on anyone's bad side—even his enemy-in-council, the powerful Sayer.

**Description:** Long ago, before the humans arrived, the Coulladaraight spread far and wide to join with the Sielwode in the west, the Rhuannadaraight in the east, and even the Grovnekevic Forest to the north. Now, the elves of the Sielwode are few and insular, those of the Grovnekevic have all but died out, and the Lamia sits in the midst of the once-great Rhuannadaraight. Only the Coulladaraight remains as a memorial to the ancient elven forest kingdoms of the past—at least, that's how

most of the elves of Coullabhhie see it.

**Cities:** The two most populous provinces, Treuchlyn and Wyndil, could be called elven cities. Elves in Cerilia have never believed in tearing down trees to construct settlements, but instead live in great, ancient tree-homes or in temporary dwellings on the forest floor. Since most of the elves of Coullabhhie cling to the past through their memories, elaborate homes and cities are not necessary. Only Rhiana's court resembles any sort of human dwelling, and even it is a tree-tower, magically shaped by the Sayer long ago.

**Allies:** Coullabhhie, in its isolation, has no true allies. The Sayer could probably call on aid from the halflings if needed, but even that amount of dependence might be beyond her. Of the human kingdoms, only Treucht is looked on with any type of favor. No one, other than Fin and his Harvesters, has any real communication with that human kingdom.

**Enemies:** Rheulgard and Rohrmarch are forested human kingdoms, but the elves deplore the way they treat their woodland home. In the eyes of the elves, the humans' seasonal plantings do not make up for the burnings, lumber-culls, and conflicts between the three realms that flare up every decade or so. The elves protect themselves from the Swordhawk to the north (whom they see as a human problem), but do not fear the Vampire or his undead minions to the northwest.

**Special Considerations:** A human character would be hard-pressed to win admittance to Coullabhhie, and even more challenged to get out alive. Even elves from other realms are looked upon with suspicion. The elves of the Coulladaraight have little experience with dwarves, though there are legends of stunted people living deep below the mountains in the north.

While the Sayer believes in isolationism, she has been known to use her most powerful sources as guild holdings on rare occasions (see *The Book of Magecraft* accessory). It is rumored that many of the finest wizards in Khinasi lands secretly trade magical items and spells with her—but always on her terms, and they are seldom, if ever, allowed under the forest eaves.

# massenmarch

**Alignment:** Neutral evil.

**Status:** Not recommended for PC use.

**Provinces/Holdings:** The realm truly reflects the regent. Once a rough but prosperous domain, Massenmarch has become harsh and unforgiving. Wilderness frays the edges of civilization.

Province	Law	Temples	Guilds	Sources
Auchlaken (4/3)	SW (3)	—	—	—
Duringhuhl (5/2)	SW (4)	—	—	—
Ebbingtruch (3/6)	SW (1)	TC (2)	—	CB (5)
Leipzur (5/2)	SW (5)	—	FZ (4)	—
Massenhode (2/7)	SW (0)	TC (?)	FZ (2)	CB (6)
Narzür (4/3)	SW (4)	—	FZ (3)	—
Surtafel (4/1)	SW (4)	—	FZ (3)	—
Thuringode (0/9)	SW (0)	—	FZ (0)	CB (3)
	—	—	—	GU (6)

**Abbreviations:** SW=The Swordhawk (Karl Bissel of Massenmarch); TC=Hap Prechlen Thelma est Chauchen (Noble Priestess of the Treucht Chauchen); FZ=Fazouk Zuarim (Fossilumbren); CB=Camyrnynd Bullahrie (Sayer of Coullabhie); GU=Golbrag Untswahl (Kiergard's Broken Saver)

◆ **Law:** Karl Bissel, the Swordhawk (*MAw; F18; Az, major, 39; CE*), seized power over two hundred years ago (in 331 MR), but still hasn't completely pacified his realm. The efficient brutality he possessed as an assassin struggles against the chaos in his awnshegh blood, and his wild rampages spawn as much revolution as they destroy rebels.

◆ **Temples:** The Swordhawk outlawed religion in Massenmarch nearly 100 years ago, after the debacle of the Sceptre Wars nearly destroyed his kingdom. Still, at least two temple holdings exist secretly. Through them, Massenmarch rebels receive aid from the Treucht Chauchen.

◆ **Guilds:** Most people think Massenmarch is a completely closed kingdom, but some inter-domain traffic still exists. Fazouk Zuarim (*MKb; T5; Ba, tainted, 7; NE*) became guildmaster of the Swordhawk's pet guild, the Fossilumbren, when the awnshegh realized he could use the harvest of Thuringode Forest's lumber and the Massenmarch Mountains' ores as a means of spying on his enemies.

Fazouk operates without interference, trading in the Brecht lands and collecting information for his lord and master.

◆ **Sources:** The Sayer of Coullabhie seized a few of the realm's source holdings after the Swordhawk eviscerated his last court wizard some three decades ago. Golbrag Untswahl (*MOr; W9; An, minor, 16; LE*) survives in Kiergard and seems to have some influence with the Boar of Thuringode.

**Regency Generated/Accumulated:** 50/90 RP.

**Treasury:** 65 GB.

**Army:** The total strength of Massenmarch's armies can only be estimated. The Swordhawk maintains at least the following units:

◆ 2 Talons (elite infantry)

◆ 2 Wings (knights)

◆ 3 Claws (pikes)

◆ 1 Gnoll Marauder (refugee unit from Kiergard)

◆ **Navy:** 1 roundship, 1 galleon (*Der Schwarzenflügel—The Black Wing*)

**Regent:** As every Brecht boy and girl knows, Karl Bissel's evil began long before he became a royal assassin for Massenmarch's last corrupt king. As a bandit and warlord, he undermined the leadership of Kiergard and made it an easy target for the Gorgon. Some say Bissel, now calling himself the Swordhawk, was promised the throne of Kiergard by the Gorgon for this service, but if that were true, the awnshegh betrayed the assassin. The Swordhawk was forced to create his own kingdom in Massenmarch; gnolls and orogs roam Kiergard's once-rich lands now.

Seizing Massenmarch wasn't difficult. The Swordhawk performed courtly assassinations with eager hands. He cut the throats of any who threatened the security of Massenmarch's throne, and when he had eliminated all the king's real or imagined enemies (most of Massenmarch's hereditary nobility), he killed his master and became the regent.

At least one of the Swordhawk's noble victims had a strong bloodline of Azrai, however, and the infusion of the ancient Massenmarch blood pushed Karl Bissel's humanity out of his being. Unlike many of the lesser awnsheghlien, however, the Swordhawk embraced his new "heritage," and now strives to become an even more powerful disciple of Azrai.

As a result, few blooded characters survive in Massenmarch. Bissel goes on regular hunts (the *Blutjagen*, his terrified people call it), seeking out scions to contribute to his blood strength.

Minor scions sometimes become his servants (like the Khinasi thief Fazouk), but most die at his hands.

The true nature of the Swordhawk's transformation is still a matter of speculation. He retains a humanoid shape, though he is nearly eight feet in height. In his black and silver armor, he is an imposing sight. He may possess huge, black-feathered wings, or his face may have twisted into the shape of a mighty hawk-beast, but none can (or will) say this for certain. Even the Swordhawk's most trusted servants fear to breathe word of his appearance to outsiders.

**Important NPCs:** Fazouk Zuarim survived the Blood Hunt of Massenmarch by making himself useful. At the point of a sword, the Khinasi bandit convinced the Swordhawk he could raise enough gold to finance the regent's armies and avoid the cyclic rebellions and desertions the awnshegh had experienced in the past. As an experiment, the Swordhawk gave Zuarim permission to organize inter-domain trade—on the condition that Zuarim's Fossilbren would provide the regent with accurate information about the strengths and weaknesses of neighboring domains. Zuarim provides the Swordhawk with valuable knowledge about many of the Brecht domains, including Kiergard, Rohrmarch, Rheulgard, and Treucht.

**Description:** When the Swordhawk seized power, he had only a few units of infantry under his command. None of the minor nobles and captains of the old kingdom would bow to an assassin and a bandit, but Bissel's brutality and cleverness broke each of his enemies as they debated with each other over who should rule Massenmarch when the Swordhawk was dead.

That was two hundred years ago.

Now, Massenmarch remains a domain in turmoil. The Swordhawk rules from his military camps—no capital city remains from the old kingdom. Coastal settlements supply the Swordhawk's armies with food, while the interior provinces mine iron and forge steel for their lord. Every so often a hero or a horde challenges the Swordhawk's power, and the domain runs with blood as he destroys the upstarts.

The only land in Massenmarch that the Swordhawk does not truly control is Thuringode Forest. The bestial awnshegh known as the Boar lives there, and while the Swordhawk does not fear the creature, he cannot destroy it. Every few months the Boar rampages through neighboring provinces, and the Swordhawk must deal with those disasters as well.

**Cities:** As mentioned, no true cities exist in Massenmarch, the former breadbasket of Brechtür. If the old kings had not proven corrupt and the Swordhawk had not managed to seize power in the realm, there is no doubt that Massenmarch would now have at least two cities to rival the strength of Müden, their ancient ally.

**Allies:** The Swordhawk has no true allies. He once had an agreement with the Vampire, but both sides proved too evil and chaotic to continue anything but a guarded peace. The people of Massenmarch, however (those who wish to throw off the yoke of the Swordhawk), have an ally in Treucht, the forest domain to the east.

**Enemies:** In his arrogance and anger, the Swordhawk declared himself an enemy of the Gorgon. Perhaps he was betrayed by the most powerful of all awnsheghlien, but this declaration seemed to all a foolish move. Of course, that was more than two centuries ago, and the Swordhawk still rules his realm, though Kiergard occasionally strikes at his western borders.

The Swordhawk hates and fears the Royal Navy of Müden—perhaps something in his awnshegh nature makes him fear the sea. The only vessel the Swordhawk will venture to sea in is his *Black Wing*, and then only in extreme circumstances. His own navy has never been strong. Müden's Royal Marines harass his coasts regularly, and have, on occasion, taken whole provinces out from under his influence for as long as a generation.

For this reason, it remains a mystery that Treucht, a known enemy of Massenmarch, remains free. If Treucht could be conquered, the Swordhawk could ignore Müden's navy and assault the kingdom directly. But Treucht stands firm, though it supplies Massenmarch's rebels and holds a temple within the Swordhawk's domain.

**Special Considerations:** The Swordhawk longs to conquer the Basin of Brechtür, but cannot even control his own realm. Just as he seems to solidify his domain, something else thwarts him—Kiergard invades, the Boar rampages, or some other event distracts him. The regent remains convinced that these setbacks are only bad luck that keep him from taking over the southern coast of the Great Bay, but whispers of a conspiracy against the awnshegh sometimes circulate.

# rohrmarch

**Alignment:** Chaotic neutral.

**Status:** Recommended for PCs.

**Provinces/Holdings:** Since the death of King Wilhelm I, Rohrmarch's predatory neighbors have depleted its holdings and frightened its populace, fueling its civil war.

Province	Law	Temples	Guilds	Sources
Alklund (4/1)	Al (3)	HW (3)	SL (3)	—
Boerenbach (2/7)	Al (1)	HW (2)	FB (2)	CB (4)
Edel (4/5)	Al (1)	HW (2)	FB (3)	CB (3)
Friedlund (4/3)	Al (1)	HW (2)	FB (2)	—
Nunkappel (5/0)	PO (2)	SS (0)	SL (1)	—
	Al (5)	SS (1)	SL (4)	—
Osternord (3/6)	—	HW (3)	—	—
	PO (1)	SS (2)	FB (3)	—
Rohrgaard (4/5)	PO (4)	SS (4)	SL (2)	—
	—	—	FB (1)	—
Werthangen (2/7)	PO (1)	SS (1)	FB (2)	CB (5)

**Abbreviations:** Al=Alaric I (King of Rohrmarch); PO=Prince Oden (Prince Regent of Rohrmarch); SS=Stormlord Seerbrand (Kurt Warkinde); HW=Haelyn's Warriors (Her Grace Delma Fussen); SL=Siegfried Lessen (Steelbenders' Guilden); FB=Frederick Buchassen (Frodrik Foresstannen); CB=Camyrnynd Bullahrie (Sayer of Coullabhie).

◆ **Law:** Two regents compete for the law of the land. The new king, Alaric I (*MBr; R8; Br, major, 26; NG*), claims the rulership of the southern provinces. Prince Oden (*MBr; F6; Br, major, 22; LN*), the son of the former king, holds the northern provinces under his sway. Neither rules the hotly-contested province of Friedlund.

◆ **Temples:** Her Grace Delma Fussen (*FBr; Pr8, Haelyn; An, minor, 13; LG*) brought the worship of Haelyn over the mountains to Rohrmarch and currently supports King Alaric's bid for the throne. Meanwhile, the Stormlord Seerbrands, led by Kurt Warkinde (*MBr; F3/Pr7, Kirche; Br, great, 32; CN*), defends the older faith and stands behind Prince Oden.

◆ **Guilds:** The Steelbenders' Guilden forges swords and armor for both sides in Rohrmarch's conflict, while the Frodrik Foresstannen guild supplies lumber and leather to anyone with the coin to pay.

◆ **Sources:** The Sayer of Coullabhie, Camyrnynd Bullahrie (*FE; W9; Re, major, 28; N*), takes advantage of the lack of source holders in Rohrmarch.

**Regency Generated/Accumulated:** 26/22 RP (Alaric); 15/18 RP (Oden).

**Treasury:** 18 GB (Alaric); 28 GB (Oden).

**Army:** Alaric controls the following troops:

◆ 3 units of scouts

◆ 4 units of infantry

◆ 2 units of elite infantry

Delma Fussen also contributes two units of levy to Alaric's cause.

Prince Oden's forces are primarily entrenched around the city that bears his name.

◆ 2 units of cavalry

◆ 1 unit of knights

◆ 2 units of elite infantry

Kurt Warkinde has hired two units of mercenary infantry and has raised two units of levy to plague Alaric's troops.

**Regent:** Alaric I, younger brother of Wilhelm I, has ruled the southern provinces since Wilhelm was killed by the Boar six years ago. Prince Oden, Wilhelm's son, rules the northern provinces. Rumor has it that Alaric, a ranger of some reknown, doesn't want to be king, but fears that Kurt Warkinde secretly holds sway over young Prince Oden. Alaric does not want his forest domain to be devastated by the war Warkinde wishes to wage on Kiergard.

**Important NPCs:** Kurt Warkinde deftly manipulates Prince Oden's hot blood and longs for rulership of the domain. If not for Her Grace Delma Fussen's protective magic, he probably would have siezed control already. Another distraction to Warkinde's goal is his preoccupation with Kiergard. For some reason, Warkinde has primed the Stormlord Seerbrands to despise Kiergard's people with an irrational hatred. His occasional forays into the northern realm systematically deplete his forces and allow King Alaric to recover from the prince's sometimes brutal attacks.

**Description:** Rohrmarch has had a troubled history. Even during the days of the Brecht League, Rohrmarch suffered the most from disasters and internal strife. Some say the royal family—or the bloodline itself—is cursed, while others believe Rohrmarch's buffer position



between four great powers (Anuire, Khinasi, Brechtür, and the Gorgon) is to blame.

The one peace in the realm exists between the two guilds; Siegfried Lessen (Steelbenders' Guilden) and Frederick Buchassen (Frodrik Foresstannen) have no enmity for each other whatsoever and seem content to supply both sides of the civil war. Rumors run rampant that Buchassen still seeks vengeance against Kurt Warkinde for the death of his father, Frodrik. No proof exists, but many believe the old king of Rohrmarch intended Frodrik to become Prince Oden's chief adviser. The guild holder died suddenly and suspiciously just after the king, and Warkinde took his place in the Prince's councils.

The land itself remains hospitable. Strong forests and rolling plains withstand earthquakes and battles. Those who believe in the land's curse also believe in the land's protectors; Ruornil, the Old Father of Forests, or some other force must protect Rohrmarch from its enemies and itself.

**Cities:** Twin capitals are both the pride and bane of the realm. In the days of Wilhelm I, Rohrmarch's cities thrived and trade prospered. But those days were all too brief. Now, Oden (once called Rohkiel) has become an

armed and walled city, little more than a fort with a tall tower in its center. Kiedel, on the other hand, is still a low, wood-and-stone settlement that depends on its location (hills above plains) and King Alaric's scouts for defense.

**Allies:** The Chimaeron trades regularly with both guilds, and both regents are careful not to antagonize the relatively peaceful awnshegh. The Chimaera refuses to take sides in the civil war, however—at least so far.

**Enemies:** Kurt Warkinde has made an enemy of Kiergard's free peoples (scattered as they are). Some of Kiergard's remaining nobles suspect the Stormlord Seerbrand of courting the Gorgon with their warlike actions.

**Special Considerations:** Within the last year, both the Boar and the Apocalypse were sighted in Rohrmarch. While both apparently lack the intelligence or will to rule a domain, they may be puppets of some other force—perhaps the Gorgon or even the Swordhawk.

Rohrmarch has also, within recent months, been wracked with great earthquakes. Some say these quakes are the Boar's Tread as it stalks the royal house of Rohrmarch. Others believe the rumblings are the land's response to a war between the blooded.



# treucht

**Alignment:** Neutral good.

**Status:** Recommended for PC use.

**Provinces/Holdings:** Treucht's holdings are loosely controlled, but unusually secure. Once considered nothing more than a wild buffer zone between Massenmarch and Müden, Treucht is showing signs of becoming something more.

Province	Law	Temples	Guilds	Sources
Deusei (4/5)	BE (1)	TC (2)	—	TC (3)
Muellan (3/6)	BE (2)	TC (3)	—	TC (2)
Musbrahlen (3/6)	BE (2)	TC (1)	—	TC (4)
Treumar (4/5)	BE (4)	TC (1)	—	TC (5)
	—	PA (2)	—	—
Treustap (2/7)	BE (1)	PA (1)	—	TC (5)
	—	—	—	RG (2)

**Abbreviations:** BE=Belinda Ehrsdottal (Lawmaker of Treucht); TC=Hap Prechlen Thelma est Chauchen (Noble Priestess of the Treucht Chauchen); PA=Pieter Astridsen (Old Father of Forests); RG=Rheulaan Greencloak

◆ **Law:** Belinda Ehrsdottal (*F½E; R6; Ba, great, 40; NG*) watches over the law in Treucht, such as it is. No one doubts, however, that Hap Prechlen Thelma—Belinda's mother—really guides the direction of the realm.

◆ **Temples:** An emerging ehrshegh, Hap Prechlen Thelma est Chauchen (*FBr; W13/Pr15, ?; Ba, great, 62; NG*) established her own religion in Treucht many years ago. She temporarily forsook her wizardly powers and became a priestess. Now, her combined abilities keep Treucht safe from its enemies. Her Treucht Chauchen co-exists peacefully with the Old Father of Forests.

◆ **Guilds:** No guilds of any kind exist in Treucht. Once, Müden exported lumber from the wild realm, but that has been outlawed. The last guilds to be dismantled belonged to the Banshegh (Justina), and they were removed only a few months ago.

◆ **Sources:** Hap Prechlen Thelma controls the majority of the magic sources in the land and has been working to increase her power in

this region.

Rumor has it that she is negotiating with the Sayer of Coullabhie to learn some way of maintaining magical power as civilization increases; the elves, of course, know the secret of populating a land without depleting its mebhaighl.

**Regency Generated/Accumulated:** 26/80 RP. Although Belinda is technically a vassal of Thelma, the Hap Prechlen supplements her daughter's RP accumulation with her own.

**Treasury:** 18 GB.

**Army:** Treucht has only a minimal standing army. It relies on the Hap Prechlen ehrshegh to protect it.

◆ 2 units of scouts

◆ 1 unit of Treuchlen Giyarden (elite infantry)

**Regent:** Belinda Ehrsdottal, Lawmaker of Treucht, considers herself guardian and guide to her people. Treucht's population is thinner than most of the Basin realms, but the communication network between small settlements and the capital is second to none. Belinda, a beautiful half-elf in her prime, is in position to rule Treucht for many years to come—if nothing sinister occurs.

Belinda may be the first true regent Treucht has ever had. When the realm became independent of Müden during Massenmarch's Sceptre Uprising nearly 100 years ago, Belinda's mother fortified the realm but never really became a law holder. When Belinda came of age, she gained control of some of the law in the region and began to civilize the area little by little. Treucht maintains its independence through Belinda and Thelma's efforts.

**Important NPCs:** Hap Prechlen Thelma guards the small realm against outside meddling. Her mastery of realm and battle magics—of both priestly and wizardly nature—keeps out the Massenmarch invaders. Her nets of magical protection are rivaled only by those of Coullabhie to the south.

Thelma is a mystery. Until she married an elf from the Coulladaraight (whose name and heritage are unknown), she was a talented, if reclusive, wizard. She spent some years wandering the forest with her husband; among those who know her, no doubt exists that he helped formulate her current attitude toward Treucht, the forest, and the gods of Cerilia.

No one knows the fate of Thelma's husband, but shortly after Belinda was born, he disappeared. A few years later, Thelma took up the priesthood of the Treucht Chauchen (roughly translated as "The Church Of and For Treucht") and abolished the marketing of "her" forest. The last of the guild holdings were finally removed in the spring of last year. Those who study religion believe her church holds both Ruornil and Erik in high esteem, but neither is the center of her religion.

In recent years, Thelma has helped her daughter rise to power and lead the emerging kingdom, while Thelma has become more and more reclusive. Her transformation into an ehrshegh has begun—when last seen by human eyes, Hap Prechlen Thelma was a creature of translucence and light. She has come to be known as *Aurichlacht* (the Golden Light).

Morkad Wotenfür (*MHlf*; T9; An, major, 27; NE) prowls the forests of Treucht, the last of the would-be guild holders. He has evaded capture and banishment by both Belinda and Thelma, and schemes to overthrow both. Unfortunately, the halfling's evil plans in this regard are not as impossible as they may seem.

Exiled from the Burrows over a dozen years ago, Morkad has resurfaced within the Basin kingdoms many times, always turning a profit. Now, some say he has made an alliance with the Swordhawk, and seeks to probe the power of the emerging ehrshegh through his endeavors. He has a small band of evil men and goblins that consistently escapes any nets set to capture them. Some say Morkad has an even greater understanding of the Shadow World than most halflings.

**Description:** A man could walk from Treumar to the northern coast and never see another human. Or, he could stop at a dozen small settlements on his way, receiving hospitable greeting after hospitable greeting. If anything, Treucht is a haunting reminder of the elven legends of the time before humans came to Cerilia—except that humans take the place of elves in this realm. But it is a human kingdom, with all of the burdens and benefits.

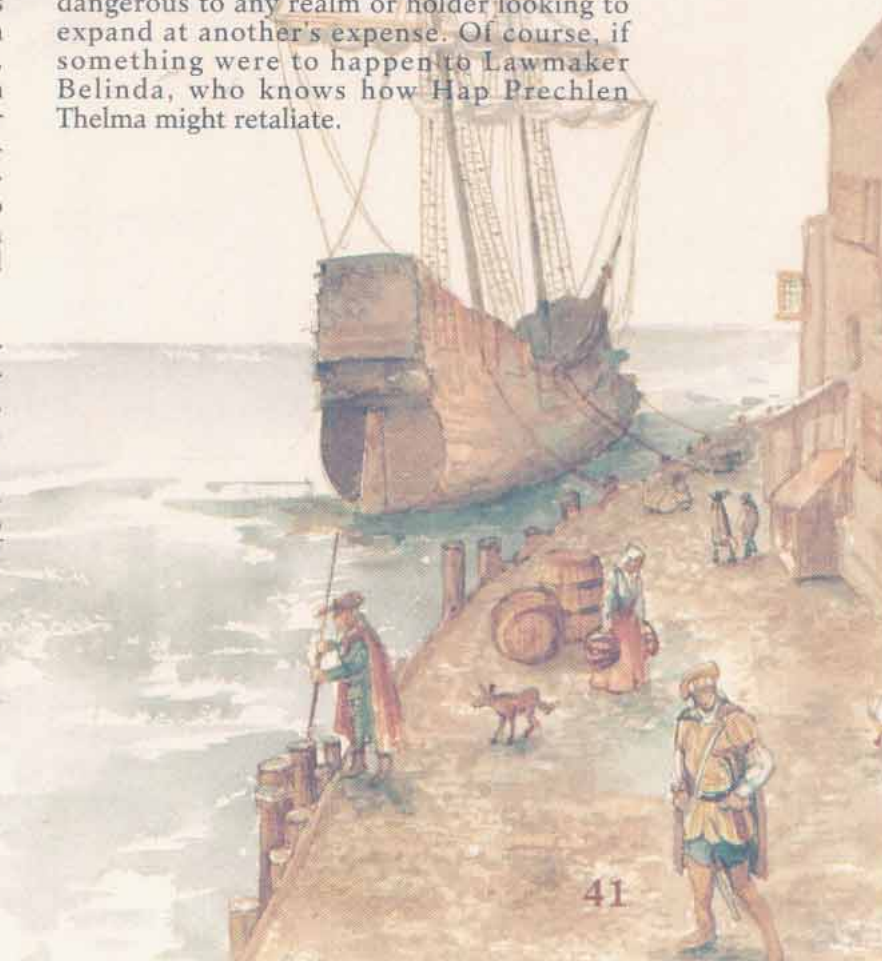
Occasionally, foragers from Massenmarch or Rheulgard cross the borders, and even the Müdenites have been known to violate forest law. Conflicts almost always arise at these trespasses.

**Cities:** Treumar is a human city, and while it does not export goods to the outside world, it keeps in contact with Müden and a few other realms through the Mueller River. Visitors to Treumar can be easily spotted—the people of Treucht are tall and willowy and seldom fall prey to human ailments or diseases.

**Allies:** Treucht has no definite allies, but it supports the rebellion efforts of a few free folk in Massenmarch. It also maintains relations with Coullabhie—as friendly as possible for a human kingdom. Because of its forest law, it maintains a watchful peace with its other neighbors.

**Enemies:** The Swordhawk is a natural enemy. Once, Massenmarch was green and fertile, even moreso than Treucht. The Lawmaker uses that kingdom as an example of what could happen to Treucht if the watchful border were ever broken.

**Special Considerations:** Having an ehrshegh (even an emerging ehrshegh) as a protector makes Treucht a kingdom to be reckoned with. Even though it has no real standing army, it manages to discourage imperialist thoughts even in the aggressive Swordhawk's mind. The fact that Treucht can sympathize with much of the rest of the world (the covert aid it lends Massenmarch's rebels) makes it dangerous to any realm or holder looking to expand at another's expense. Of course, if something were to happen to Lawmaker Belinda, who knows how Hap Prechlen Thelma might retaliate.



# the vampire's hold

**Alignment:** Chaotic evil.

**Status:** Not available for PC use.

**Provinces/Holdings:** Three provinces exist in the Vampire's Hold. The names they bore before the Vampire came are forgotten.

Province	Law	Temples	Guilds	Sources
Bloodshroud (4/5)	Va (4)	Al (2)	Vp (3)	—
	—	Kr (2)	—	—
Landsborough (3/6)	Va (3)	Al (2)	Vp (1)	—
Ruapacht (3/6)	Va (1)	Kr (1)	Vp (1)	—

**Abbreviations:** Va=The Vampire (Britter Kalt); Al=Black Church of Alenecht (Gustaf Kremler); Kr=Temple of the White Hand of Kriestral (Karyana Darnov)

- ◆ **Law:** The Vampire (*MAw; F10; Azrai, great, 49; CE*) has three generals who rule his provinces for him. While he pretends to be a creature of law (evil though he may be), he is too chaotic in nature to rule on his own.



- ◆ **Temples:** Two cults unique in Brechtür have sprung up in the Vampire's Hold. The Black Church of Alenecht is one of the few temples to the Prince of Terror in the region; the Temple of the White Hand is its sister-church.
- ◆ **Guilds:** The Vampire controls what little trade he permits in his realm. Few trade routes have ever been formed between this domain and the outside world, however.
- ◆ **Sources:** The Vampire secretly fears wizards and magic—he may believe wizardly magic will someday be his downfall. He permits no source holders in his domain and has discouraged even the Sayer of Coullabhie.

**Regency Generated/Accumulated:** 16/40 RP.  
**Treasury:** 16 GB.

**Army:** The Vampire's army units are always scattered throughout the domain, watching the terrified populace. Since most citizens are criminals or refugees from other realms, he has little need to worry about them escaping to Rohrmarch or beyond. But he keeps a close eye on his subjects through his armies. When gathered together, they form the following units:

- ◆ 3 units of infantry
- ◆ 1 unit of cavalry

The Vampire also has a special army of bats and creatures of the night that he can lead through the Shadow World to attack enemies at their weakest points. Recently, he has begun using his temples as sources of undead legions as well.

**Regent:** The Vampire, once known as Britter Kalt, rules through his lieutenants. No doubt exists in the minds of those who know him that the Sinister's dark blood drove Kalt mad. But he survives. He drinks blood like a true vampire, and some theorize that he managed to increase the overall strength of his bloodline (from major to great) by draining blooded victims.

**Important NPCs:** The Vampire has three generals who serve as his lieutenants, as well as other important NPCs in the domain. These are outlined in detail in the *Blood Enemies: Abominations of Cerilia* sourcebook. New NPCs include Threefinger Kall and Amara the Wizard.

Threefinger Kall (*MHlf; T11; Vo, minor, 17; N*) comes from the Burrows on a secret mission. A supposed refugee from the halfling

council's justice, he has been sent to investigate the

Vampire's incursions into the Shadow World. Though he would never reveal this to anyone, Threefinger and his employers are worried that the Vampire may breach the veil between the Shadow World and the real world, causing great harm and destruction in both.

Amara the Wizard (*FKb; M6; NG*) came to the realm on another mission, but teamed up with the halfling spy out of convenience and curiosity. She believes she was born to rule a source domain, but was cheated out of her bloodline. Hearing that the Vampire's provinces were completely empty of wizards and wizardly magic, she came here, hoping somehow to gain a bloodline and gain control of an unclaimed source. While not the most rational of ambitions, Amara is not the most rational of people. Now, she uses her minor magical powers to shield herself and Kall from the Vampire's spies, and they do their best to disrupt the Vampire's grip on his domain. The pair is an unlikely team, but they are the only unknown opposition to the awnshegh.

**Description:** The mountain ranges and deciduous forests that cover the Vampire's domain are shrouded in shadow throughout all the seasons. Small pockets of cleared land exist for farming, and a few people in the realm are able to ignore the threat of their regent and make a good life for themselves. But more and more often, the Vampire's troops seize profitable harvests or liberate farm workers for their own purposes, and misery spreads like a black wave throughout the realm.

**Cities:** Bloodshroud is a dark city built in the manner of older Brecht towns. Long, low-roofed buildings and winding, cobblestone streets make up the settlement. Generously placed lanterns provide the only dim, reddish illumination at night (and sometimes, even during the day).

**Allies:** No one in the world is the Vampire's ally, though most of the surrounding domains "tolerate" him. His position in the region keeps Kiergard and Massenmarch from invading war-torn Rohrmarch, and the fact that the Vampire is too chaotic to ally with either the Swordhawk or the Gorgon helps the free kingdoms of the Basin more than it hurts them.

**Enemies:** Kiergard worries about a sneak attack from the Vampire, and rightly so. The Vampire sees the open, blasted area to the northwest as virtually unprotected—the Gorgon's armies notwithstanding. At some point, Britter Kalt's pride and the Vampire's insanity may unite and force an invasion of Kiergard—probably at the worst possible time for the Gorgon's erstwhile lieutenants.

**Special Considerations:** When alchemists and magicians from across Brechtür, Anuire, and Khinasi petitioned the Vampire for permission to explore the Vicissitude Mountains, they hoped to uncover new secrets within the Vampire's Hold about the nature of magic. When the Vampire granted this permission, they were overjoyed—knowledge that might aid millions across Cerilia might be found.

When they hoped for this, they underestimated the Vampire.

All expeditions uniformly ended in disaster. An earthquake here, a flood there, and a few "bandit" attacks eliminated all but a few explorers. The few sages who escaped with their lives brought back little to the outside world.

But rumor has it that the Vampire's lieutenants hold a few of those explorers and sages in the regent's own dungeons. They want the knowledge gleaned from the Vicissitudes for themselves, and they are not subtle about extracting it. The Vampire still welcomes small parties of explorers into his domain—but a safe return is doubtful.



## other domains

The troubled Western Basin States continue to be closed realms. Even the peaceful, free realm of Treucht guards its borders carefully, lest the hordes of the Swordhawk overrun it. As a result, few of the landless domains cross the borders of the realms in this area.

## temples

Locked in conflict and desperate to survive, the temples of the Western Basin States reflect those desires in the few free realms. One such temple strives to forge its own destiny among the peoples of Brechtür.

### stormlord seerbrand

**Alignment:** Chaotic neutral.

**Status:** Recommended for PCs.

**Summary:** An ancient religion in Brechtür, the church of Kirche led the Rohrmarch resistance against the Anuirean occupation centuries ago. It encouraged its people to fight the invaders with their hearts and minds, and whenever possible, with their swords. Now, the invaders long repelled, the priests of Kirche look for new enemies on which to focus their aggression. Once, they preached for the liberation of Kiergard—now, they fight on one side of a bloody civil war.

Holding	Level	Province (Rating)	Domain/Ruler
Temple	0	Friedlund (4/3)	Rohrmarch/Oden
Temple	1	Nunkappel (5/0)	Rohrmarch/Alaric
Temple	2	Osternord (3/6)	Rohrmarch/Oden
Temple	4	Rohrgaard (4/5)	Rohrmarch/Oden
Temple	1	Werthangen (2/7)	Rohrmarch/Oden

**Regency Generated/Accumulated:** 8/25 RP. (Whenever the high priest wishes, he can gain RP from Prince Oden, his ally and near-vassal.)

**Treasury:** 25 GB. The temple usually gains tithes from the guild and law holdings, and uses its influence with the law regent to make certain everyone pays their fair share.

**Regent:** Kurt Warkinde (*MBr*; F3/Pr7, *Kirche*; Br, great, 32; CN) comes from a background similar to that of his predecessors. A warrior in the service of Rohrmarch and a devout worshiper of Kirche, Haelyn's champion, Warkinde saw himself in his youth as the defender of Rohrmarch. As the years pro-

gressed, family squabbles consistently handicapped the effectiveness of the crown. Warkinde, an educated noble, knew the cursed history of Rohrmarch's law regents. He chose to do something about the disintegration of his homeland.

Warkinde joined the priesthood late in life, but priests of Kirche gain renown as much for tactical and military prestige as attention to the faith, so he gained fame quickly. Warkinde demonstrated skill on the battlefield against raiders from Kiergard and ologs out of the Iron Peaks, and he strengthened the diminishing influence of the temple within the land.

Since King Wilhelm I died at the tusks of the Boar, Warkinde has all but controlled Prince Oden, the heir to Wilhelm's throne. He now urges the prince to make Rohrmarch a strong and secure realm under one ruler. Unfortunately, Warkinde's irrational hatred of all things Kiergardian and his unending battle-lust keep him from making friends with Rohrmarch's people. Kurt Warkinde and Prince Oden must instead subdue the people they cannot otherwise rule—and the Stormlord Seerbrand's energies often are turned against the people they once protected.

**Description:** The Stormlord Seerbrand urges young men and women to enlist in Rohrmarch's armies or levies and teaches them that strength through battle proves honor and truth. While they do not persecute other faiths (not even the church on the other side of the civil war, Haelyn's Warriors), the Stormlord Seerbrand's followers do see most other religions as soft and complacent in their peaceful views.

## other temples

A few isolated temples also call the Western Basin States home. Their holdings follow.

- ◆ Haelyn's Warriors (Her Grace Delma Fussen) Rohrmarch (12)
- ◆ The Treucht Chauchen (Hap Prechlen Thelma) Massenmarch (?)
- ◆ Black Church of Alenecht (Gustaf Kremler) Vampire's Hold (4)
- ◆ Temple of the White Hand (Karyana Darnov) Vampire's Hold (3)

## guilds

Though a few guilds exist within the Western Basin States, few truly prosper. In Massenmarch, one particularly despicable guild not only prospers, but flourishes.

### fosslumbren

**Alignment:** Lawful evil.

**Status:** Not available for PC use.

**Summary:** Thuringode Forest, home of the Boar, continually produces the most sought-after wood in the land, and the Swordhawk has used this fact to create a guild where profit is not the singular motive. The Fosslumbren ships Thuringode timber all over Brecht lands and it pries precious gems from beneath the craggy peaks of the Massenmarch Mountains, but this guild is dedicated to providing the Swordhawk with information about the outside world.

Holding	Level	Province (Rating)	Domain/Ruler
Guild	4	Leipzig (5/2)	Massenmarch/Swordhawk
Guild	2	Massenhode (2/7)	Massenmarch/Swordhawk
Guild	3	Narzür (4/3)	Massenmarch/Swordhawk
Guild	3	Surtafel (4/1)	Massenmarch/Swordhawk
Guild	0	Thuringode (0/9)	Massenmarch/Swordhawk

**Regency Generated/Accumulated:** 12/0 RP. The Swordhawk takes all RP generated by his vassal holdings, but returns as much as necessary to carry out his plans.

**Treasury:** 0 GB. This guild turns all profit over to its lord. The Swordhawk does keep his spies and guilders happy, however—though he has other ways of discouraging treachery.

**Regent:** The Swordhawk's vassal, Fazouk Zuarim (MKb; T5; Ba, tainted, 7; NE), avoided death at the Swordhawk's hands by proposing the spy guild as a clever alternative. In the years since his appointment, the renegade Khinasi merchant has made himself comfortable in the realm of Massenmarch, and his efforts have pleased the Swordhawk on many occasions. Of course, Fazouk knows he need displease his lord only once, and then his bloodline will enhance the Swordhawk's own.

For Fazouk's part, he trades with as many nations around the Great Bay as he can, sending his merchants and spies to every port. He spends most of his time gathering information for the Swordhawk—though he does not turn over *everything* to his lord as he gets it. Fazouk wisely stores up information for the times when his lord demands it.

Other guilds of the Western Basin States (including their total holdings in each domain):

◆ Steelbenders' Guilden (Siegfried Lessen)	Rohrmarch (10)
◆ Frodrik Foresstannen (Frederick Buchassen)	Rohrmarch (13)
◆ Fin's Harvesters (Fin Haeaellyn)	Coullabhie (9)
◆ The Vampire (The Vampire)	Vampire's Hold (5)

## SOURCES

Only one wizard maintains source holdings in the Western Basin States, and she controls them utterly. A few remote sources remain untapped within these realms, but squeezing in could be a dangerous enterprise at best.

### the sayer of coullabhie

**Alignment:** Neutral.

**Status:** Not available for PC use.

**Summary:** Once, the elves of the Coulladaraight controlled all the magical holdings within the ancient forest, and many more besides. They appointed one leader, a Sayer, who would govern the use of magical energies within the tree-realm. Now, with the elves' influence over Cerilia much diminished and magic very much changed, the Sayer of Coullabhie keeps control of as much mebhaighl as she can in order to protect her realm and keep it out of the hands of mortal wizards.



Holding	Level	Province (Rating)	Domain/Ruler
Source	9	Angbryn (3/9)	Coullabbie/Rhiana
Source	8	Caerpriddy (3/9)	Coullabbie/Rhiana
Source	8	Erystwyth (2/9)	Coullabbie/Rhiana
Source	9	Llandrae (1/9)	Coullabbie/Rhiana
Source	6	Milfynn (1/7)	Coullabbie/Rhiana
Source	7	Mythelwyd (1/7)	Coullabbie/Rhiana
Source	9	Newyth (2/9)	Coullabbie/Rhiana
Source	6	Nob Heath (3/9)	Coullabbie/Rhiana
Source	6	Treuchlyn (5/9)	Coullabbie/Rhiana
Source	5	Wyndil (6/9)	Coullabbie/Rhiana
Source	5	Ebbingtruch (3/6)	Massenmarch/Swordhawk
Source	6	Massenhode (2/7)	Massenmarch/Swordhawk
Source	3	Thuringode (0/9)	Massenmarch/Swordhawk
Source	4	Boerenbach (2/7)	Rohrmarch/Alaric
Source	3	Edel (4/5)	Rohrmarch/Alaric
Source	5	Werthangen (2/7)	Rohrmarch/Oden
Source	4	Beuraben (0/9)	Rheulgard/none*
Source	2	Torinaur (5/2)	Kiergard/Mournsinger†
Source	2	Coullabaird (1/4)	Kiergard/Mournsinger†

\*Located in the Eastern Basin States

†Located in the Western Reaches

**Regency Generated/Accumulated:** 107/65 RP. The Sayer's moderate bloodline limits her to collecting only about one-fourth of the RP available to her each domain turn.

**Treasury:** 22 GB. The Sayer has access to the realm's treasury, though she seldom casts realm spells and therefore needs little money.

**Regent:** The Sayer of Coullabbie, Camyrynyd Bullahrie (*FE; W9; Re, major, 28; N*), has been the regent of this source network for longer than most of the elves of Coullabbie have been alive. She remembers the coming of humanity to the Great Bay region, and she knows the history of every kingdom surrounding the Great Bay. If she had chosen, she could have used her magical powers to repel or dominate the Brechts when they were weak and alone—or she could have assaulted them after their defeat at the hands of the Vos at Lake Ladan. But the Sayer sees the humans for what they are and what they could become. Instead of warring with them, she uses her magical powers to keep them away from her protectorate while she contemplates the past—and the future.

Other wizards of the Western Basin States (including their total holdings in each domain):

- ◆ Kiergard's Broken Stave (Golbrag Untswahl) Massenmarch (6)
- ◆ Wizard of Rheulgard (Rheulaan Greencloak) Coullabbie (3)\*

\* Also located in the Eastern Basin States



# part IV: the eastern basin states

*"If ill fortune plagues the Western Basin States and speckles their history with tragedy and betrayal, the Basin States of the East own the rights to luck and good fortune." So goes a favorite saying of residents of the Eastern Basin States; they do not even worry about tempting fate by repeating the phrase.*

*"An easterner's luck" remains one of the most popular metaphors throughout Brechtür. And when a gambler takes the favorite in a bet, especially one backed by good odds, he "takes the east against the west" and has a hard time finding takers on the opposite side.*

—Merchant Master Kellorgan, free trader and sometime philosopher

Contrary to popular opinion, the Eastern Basin States did not rely on luck or the blessings of the gods to become what they are today. Müden led the way to prosperity during the initial settlement of the Basin States by laying out its borders carefully. While other lords and disorganized immigrants grabbed more land than they could develop or hold, the settlers of Müden carved out a small keystone of civilization along the shores of the Black Ice Bay. While other emerging Brecht realms seemed content to hunt, fish, and trap to survive, the Müdenites plotted their provinces into farmland and communities.

Perhaps the good fortune of the Eastern Basin States began with this careful planning. Even though Treucht and Berhagen (long-time colonies of Müden that gained their independence only after the Anuirean Occupation) have not developed into realms as civilized or cosmopolitan as Müden—the "cornerstone state" of Brechtür—they do have peace and civilization, after a fashion.

Treucht maintains a careful balance between civilization and the wild, while Berhagen struggles—and succeeds—in a land once thought too tough to tame.

To the south, in Rheulgard, the strongest conflicts arose during colonial times. Settled by explorers and the military lords of Müden during the days of the Free League of Brechtür, Rheulgard became a human-occupied forest realm living side-by-side with one of the great remaining elf domains in Cerilia. Fortunately, the Rheulgard peoples either decided to leave the elves of the Coulladaraight alone, or felt greater animosity toward their human neighbors and chose not to start something they couldn't finish.

## the halfling realm

The only halfling realm on Cerilia, the Burrows remains a peaceful enigma on a continent torn by war. Considering the geographical position of this nation, it is hard to imagine this tiny realm enjoying the peace it has known for generations. With the most warlike of the free Brecht peoples to the north, the awnshegh realm of the Sphinx to the south, and the reclusive elven domain of Coullabbie to the northwest, one wonders how the Burrows has survived and even prospered over the years.

But it has. Holdings in the Burrows flourish within the tiny domain. The leadership, a high council consisting of a mix of hereditary lordship and merit achievement, keeps the Burrows safe and protected from the outside world. Unlike the elves of Cerilia, the halflings do not shut their borders to travelers, trade, or other races. And mysteriously, the most predatory of other nations somehow seem to avoid or overlook the halflings.

## the banshegh

The luck of the Eastern Basin States extends even to the most problematic of subjects. While every other region of Cerilia finds itself plagued with predatory or destructive awnsheghlien, the Eastern Basin States have somehow escaped with only Justina, the Banshegh, as their "token" awnshegh. Justina, a just and fair ruler without designs for conquering other lands, is all but unaware of her evil counterpart, the Banshegh, and rarely succumbs to the pull of Azrai's blood. Her intentions are truly with the good of her people, and she therefore poses no threat to her neighbors.



# berhagen

**Alignment:** Neutral good.

**Status:** Recommended for PC use.

**Provinces/Holdings:** The thinly populated barony of Berhagen serves as a cornerstone and buffer region for the breadbasket states of the Brecht lands. It is a rough realm, and its people are a reflection of their land.

Province	Law	Temples	Guilds	Sources
Bierlev (2/5)	LS (1)	PA (2)	TL (2)	RG (3)
Cluhagen (2/5)	LS (1)	PA (1)	TL (2)	RG (1)
Elfhaven (3/6)	LS (2)	PA (2)	TL (3)	RG (1)
Holstadt (4/4)	LS (4)	MF (3)	TL (2)	—
Ilfressen (3/4)	LS (3)	MF (2)	TL (2)	—
Karljappen (2/6)	LS (1)	MF (1)	KA (2)	—
Molabrech (1/6)	LS (0)	MF (1)	KA (1)	—
Sevlakol (2/5)	LS (1)	PA (1)	TL (1)	RG (1)
Tiess (1/6)	LS (0)	—	KA (1)	—
Ulfsted (2/5)	LS (1)	—	KA (1)	—

**Abbreviations:** LS=Ludwig von Schaeffen (Baron of Berhagen); MF=Matilend Freiss (Fortune's Forethought); PA=Pieter Astridsen (Old Father of Forests); TL=Tanbeir Lossen (Fürveldt Trepkin); KA=Kelda Auslawsen (Mountain Brigands); RG=Rheulaan Greencloak (Rheulgard)

◆ **Law:** The baron Ludwig von Schaeffen (*MBr; F9; Br, great, 42; LN*) keeps a tight rein on the meager law holdings of Berhagen. All his holdings are fortified, and he continually guards against invasion—both military and political—from Molochev and Rzhlev, his sworn enemies in the Vos lands.

◆ **Temples:** Two temples see to the health of the spirits of the Berhagen people. Fortune's Forethought, led by Matilend Freiss (*FBr; Pr4, Sera; Br, minor, 13; LN*), looks over the coastland settlers, while the scattered followers of Erik worship under Pieter Astridsen (*MRj/Br; Pr5, Erik; An, minor, 15; NG*) of the Old Father of Forests.

◆ **Guilds:** The trappers and fur traders of Berhagen control the legal guild holdings, and are, in turn, controlled by the baron.

Ludwig's chief vassal is a young Brecht trader named Tanbeir Lossen (*MBr; T2; Br, major, 30; NG*) who shows potential as a merchant and a conniver. Traders in the realm endure predations by the Mountain Brigands, led by Kelda Auslawsen (*FBr; T8; Ba, major, 23; NE*).

◆ **Sources:** Berhagen's magical energy remains, for the most part, untapped. Rheulaan Greencloak (*M?; W?; ???; ?*) of Rheulgard controls some of the energy. The death of the old High Mage of Berhagen has recently left many sources untapped.

**Regency Generated/Accumulated:** 36/52 RP. The baron receives 4 RP from the Fürveldt Trepkin and 2 RP from Fortune's Forethought every turn.

**Treasury:** 36 GB.

**Army:** The baron does not allow anyone other than himself to muster military units in his domain. His standing army is always well trained.

- ◆ 3 elite infantry
- ◆ 2 cavalry
- ◆ 2 Schaeffrich Welchen (knights)
- ◆ 2 archer
- ◆ 1 levy (*Berkannen*)
- ◆ Navy: 2 roundships, 1 keelboat

**Regent:** The Baron of Berhagen, Ludwig von Schaeffen, does not rely on his noble title to defend his right of rulership—he relies on his sword. Ludwig, like his father before him, inherited a wild, sparsely populated domain, and he keeps it as he found it.

**Important NPCs:** Kelda Auslawsen leads the Mountain Brigands and does everything possible to plague the baron's waking moments and give him nightmares when he is asleep. A daring, cunning outlaw, she comes out of the high Biergaard Mountains only to make precision strikes on the Fürveldt Trepkin and the baron's own holdings. Some say she can muster as much as one levy unit and two archer units, but it is unlikely she will ever do so. The baron's crack troops long for the day when they can meet her in open battle.

Matilend Freiss leads the temple of Sera; her sect, known as Fortune's Forethought, looks after the Berhagen coast-dwellers' spiritual needs. Matilend is a light-hearted, live-and-let-live type of regent. While she respects the sacrifices Ludwig von Schaeffen makes for his barony, she believes him to be woefully grim and often antagonizes him with her flippant manner.

Perhaps Matilend's attitude is what keeps the temple of Erik popular in the forests of Berhagen. The Coulladaraight, once heavily populated by elves but now reduced in elven population to the realm of Coullabbie, now shelters scattered handfuls of humans along its

fringes. Pieter

Astridsen, a half-Brecht, half-Rjurik priest, leads the Old Father of Forests temple and protects the trees and the beasts. Many of the woodsmen and trappers in the Coulladaraight support Pieter. Although he does not pay tribute to the baron of Berhagen, the high priest respects the warrior regent.

**Description:** Even during the Anuirean occupation, Berhagen was an independent-minded, anarchistic domain. Its overlords lived on the coastlands, fearing the elven woods and the high mountains. The baron hardly fears either region, but he has little use for the uncivilized provinces of his domain except as a valuable buffer between his kingdom and the Rjurik lands.

Hunting, trapping, and fishing are the major occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the *berkannen*, or Berhagen levy. As a result, any raider that crosses the mountains or braves the forest to attack Berhagen's coastlands finds a population ready to fight back.

**Cities:** Holstadt was built by Anuirean overlords to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months. Holstadt offers safety, but residents must live with less freedom than their neighbors in Müden.

**Allies:** Ludwig von Schaeffen depends on no one. For emergencies, he has trained his people to fall back to the coastal fortifications and fight until he can organize a naval retreat. The baron is respected throughout the basin kingdoms, especially in Müden, where the captain and the count value both his strength and leadership.

**Enemies:** Ever since Rzhlev reverted to the Vos, the baron has felt pinched from both the north and south. Molochev's reavers often infiltrate southern provinces, and Rzhlev's coastal raiders test Berhagen's defenses on a seasonal basis.

**Special Considerations:** The Baron of Berhagen *wants* an ally and a friend, but his sense of responsibility wars with his personal needs. As a result, honorable allies and would-be friends find him gruff to the point of rudeness. If an honorable regent from a strong domain were to withstand Ludwig's testing of his patience, he might gain a strong friend.



# the burrows

**Alignment:** Lawful good.

**Status:** Recommended for PC use.

**Provinces/Holdings:** Nestled amid several warring realms and a powerful awnshegh, the Burrows remains a calm island in a sea of conflict.

Province	Law	Temples	Guilds	Sources
Ambles-on-Hillsfair (5/0)	EG (5)	EF (5)	JI (3)	—
	—	—	HB (2)	—
Coarsewell (3/4)	EG (3)	EF (2)	HB (1)	—
Fellrock (2/5)	EG (2)	EF (1)	JI (0)	RG (4)
Greenlock (4/3)	EG (3)	EF (3)	HB (3)	RG (3)
Westwold (6/0)	EG (5)	EF (4)	JI (3)	—
	—	—	HB (3)	—

**Abbreviations:** EG=Edvara Garrelban (Standish of Ambles); EF=Elan Fairbairn (Land's Protector); JI=Jollid Innkeeper (Breadfruit North-South); HB=Hollisande Burnlaffen (Burnlaffen, Childe, and Tallrow); RG=Rheulaan Greencloak (Wizard of Rheulgard)

◆ **Law:** The Burrows' law holdings, while efficient, are only loosely controlled by the elected Standish of Ambles. Currently, Edvara Garrelban of Fellrock (*FHlf*; F6; *An*, major, 32; *LG*) holds that position. She takes counsel from the Quintain, a body of prominent halflings from each of the five provinces. Edvara has held this position for nearly 22 years (longer than any other halfling in Burrows history, save one) and is looking for a likely successor.

◆ **Temples:** Halflings in Cerilia are not especially religious, but the Burrows has its own unique view of the spiritual world that reflects their special tie with the land and beyond. The Land's Protectorate is a group of halfling priests led by Elan Fairbairn (*MHlf*; Pr5, *Land's Protectorate*; Br, major, 26; *CG*). Their entire religion centers on respect for the land and the barriers between this world and that of shadow.

◆ **Guilds:** Jollid Innkeeper (*MHlf*; G9; *Ma*, great, 38; *LN*) runs the ancient trading guild known as Breadfruit North-South. Hollisande Burnlaffen

(*FHlf*; G5; *Ba*, minor, 17; *LN*) controls

the new consortium of Burnlaffen, Childe, and Tallrow. Both seem to coexist with each other peacefully, but that might be more a function of the Quintain's watchful eye than a willingness on either side.

◆ **Sources:** Rheulaan Greencloak (*M?*; *W?*; *???*; *?*) pledged to protect the Burrows from wizardly interference when he claimed sources here. So far, the mysterious wizard has lived up to his word.

**Regency Generated/Accumulated:** 38/22 RP.

**Treasury:** 42 GB.

**Army:** Under Edvara's direction, the halflings of the Burrows have formed the following military units:

- ◆ 2 Quintain Guardians (elite infantry)
- ◆ 3 Quintain Watchers (archers)

**Regent:** Edvara Garrelban expanded the Burrows nearly 40 years ago by leading settlers into the jagged hills and wild forests of Fellrock. She insisted upon forming a standing army of halflings to protect the small realm, and was responsible for stripping control of magical sources from the Sayer of Coullabbie. A businesslike and grim halfling, she has made it her mission in life and her goal as standish to fortify and protect the Burrows from those who would exploit it. Now, as she looks forward to her retirement, others revere her for the great progress she has made.

**Important NPCs:** Each of the five members of the Quintain Council is an important person in his or her own right, but one stands out, even in Edvara's shadow. Corben "Flint" Hauptstahl (*MHlf*; T8; *Vo*, minor, 12; *LN*) is one of only two scions on the council, and thus may succeed Edvara by default if she dies without naming a successor.

Outside the Quintain, Elan Fairbairn is considered the second most important halfling in the Burrows (behind Edvara). In part, this is certainly due to the mystique surrounding the halflings' religion. Although the halflings recognize no god or goddess as their patron but instead worship the balance between the land and people, they do gain priestly spells. Some human scholars believe Erik, the Old Father of Forests, hears their prayers, while others maintain it must be Sera (who reveres balance) answering their call. Regardless of which god or goddess grants their clerical spells, Elan and his followers do not rely on spiritual powers alone

to accomplish their mission of protection. Warriors, rogues, and priests alike go to the Land's Protectorate for training in the use of the halfling's special Shadow World abilities, and that makes them a fearsome force to those who do not understand.

The Burrows' pair of guildmasters mirror each other in power and influence, but not in attitude. Jollid Innkeeper comes from one of the original halfling families to establish themselves in this region; his food export guild has been a fixture in the region since the Burrows was a protectorate of Sendoure.

On the other side of the coin, Hollisande established her food *import* guild only a decade ago and has already cut into Jollid's influence. A traveler and adventurer, Hollisande found she enjoyed southern fruits and coastal fish, and now spices up the meals of her countrymen with such fare. The Food Wars, as they have been nicknamed by the gaffers and gamblers of the region, are heating up.

**Description:** Halflings have always been scarce in Cerilia, and may or may not have inhabited Aduria (no one remembers, except possibly the halflings themselves, and they decline comment). The Burrows is Cerilia's only halfling domain, and it is a jewel among the realms of the continent. Peaceful and well ruled, it has survived countless wars and incursions without serious difficulty.

The Burrows originally stood as a protectorate of Sendoure, but with trouble from the Sphinx and the Tarvan Waste plaguing that Khinasi kingdom, the little land was soon forgotten. Now, the halflings depend on other realms to overlook them to ensure their prosperity.

But they do not merely sit by and hope for the best. Local legends tell that the Sayer of Coullabhie, eager to amass magical power in the region, built up magical sources in the region to such an extent that the halflings grew uncomfortably aware of the power percolating under their soil.

So it was that the then-young Edvara Garrelban of Fellrock, along with a small contingent of Land's Protectorate priests and guards, ventured into the Coulladaraight to ask the Sayer if she would mind retracting her influence.

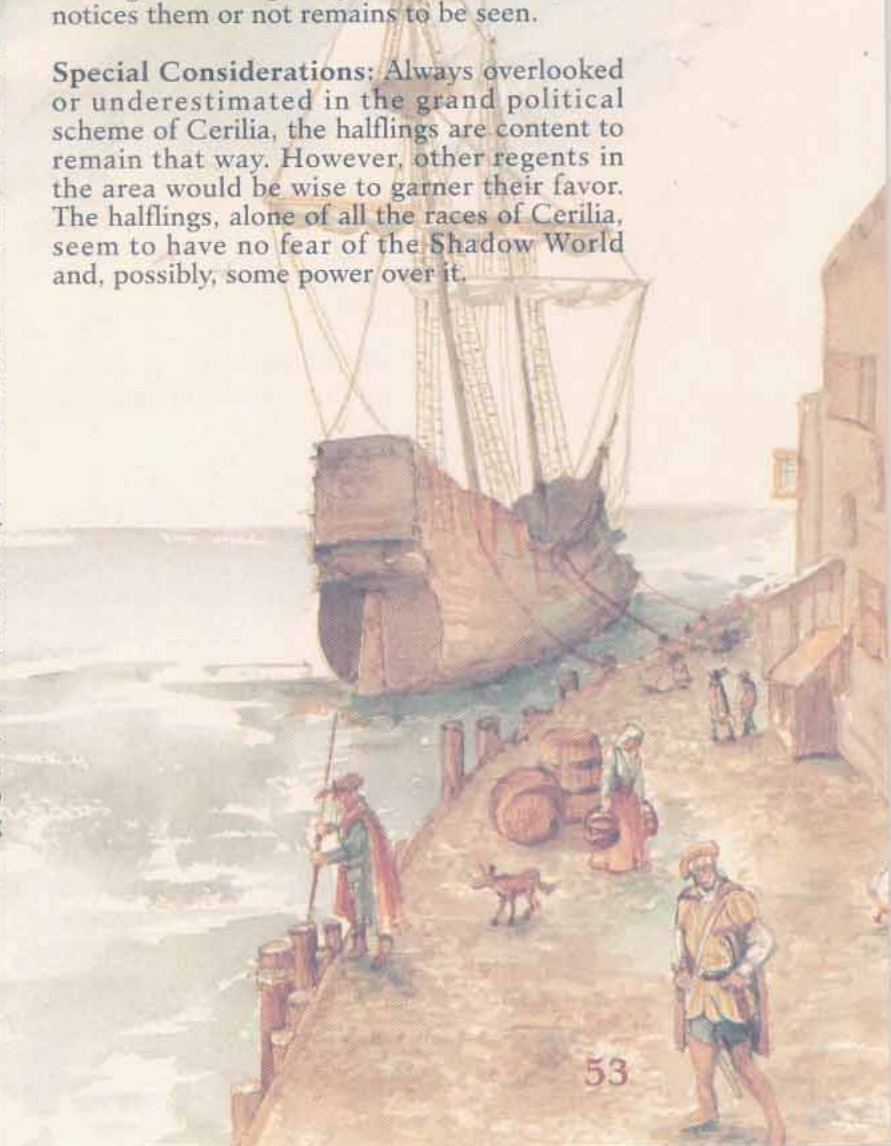
Khinasi wizards and human warriors have invaded that forest with both peaceful and warlike intentions for centuries; few have returned. The halflings were in and out of the woods in a fortnight, and the Sayer's source holdings dried up in no more than two months.

**Cities:** Many small villages and towns lie within the Burrows, but halflings dislike large cities. Most towns lie at the center of clusters of large and small farms, and only sprang up because the halflings desired each others' company. In Fellrock, the mountainous province, the halflings live in homes carved out of the rock-faces of sheer cliffs.

**Allies:** Rheulgard is a certain ally of the Burrows. Sendoure, when it remembers the halflings, is well-disposed toward them. Even with the recent conflict between the Sayer of Coullabhie and the Burrows, the elves seem to harbor no evil intentions toward the halflings.

**Enemies:** The halflings grow increasingly concerned with the power of the Sphinx, which is one reason that Edvara insisted upon maintaining a standing army. Whether the Sphinx notices them or not remains to be seen.

**Special Considerations:** Always overlooked or underestimated in the grand political scheme of Cerilia, the halflings are content to remain that way. However, other regents in the area would be wise to garner their favor. The halflings, alone of all the races of Cerilia, seem to have no fear of the Shadow World and, possibly, some power over it.



# the banshegh

**Alignment:** Neutral good.

**Status:** Not recommended for PC use.

**Provinces/Holdings:** Pashacht, or the Banshegh's Domain as it is more commonly known, undergoes a radical transformation every night. The mountains and forests transform from pleasant to darksome and dangerous in the span of a few minutes.

Province	Law	Temples	Guilds	Sources
Pashacht (2/7)	Ju (2)	—	Ju (2)	GR (6)

**Abbreviations:** Ju=Justina (The Banshegh); GR=Gastus Reigart (The Banshegh's Wizard)

- ◆ **Law:** Justina Heulough (*FE; F9; Azrai, minor, 33; CG*) rules the small number of humans and elves who live in the shadow of the Mountains of the Silent Watch—at least during the day. At night, the Banshegh (*FAw; F11; Azrai, minor, 33; CE*) takes over and terrorizes the scattered settlements.
- ◆ **Temples:** Currently, no temples exist within the realm, though the Old Father of Forests has sent rangers and a few druids to the small domain.
- ◆ **Guilds:** Justina oversees the limited trade transactions between Pashacht and Müden.
- ◆ **Sources:** Gastus Reigaart (*M½E; W13; Ba, major, 20; NG*), Justina's lieutenant, oversees the one powerful source holding.

**Regency Generated/Accumulated:** 8/20 RP. Justina gets some RP from her guild holdings in Müden and from Gastus.

**Treasury:** 35 GB.

**Army:** As part of Justina's tax upon her people, every adult must spend some time in the military. In this way, she keeps her monetary taxes very light, and her military costs down. Every military unit she keeps costs only about half its normal value.

- ◆ 2 infantry units (militia)

Justina also has specially-trained troops (Healers, Constabulary, and the Patrol), but they do not go to war.

Collectively, they may be treated as one unit of Elite Infantry.

**Regent:** Justina

Heulough may have come from the Coulladaraight. Perhaps when her bloodline of Azrai manifested, she fled that forest realm rather than face the truth that she is an awnshegh.

If so, that would explain much of her personality. She is fiercely independent, and carved her tiny realm out of land unprotected by Rheulgard. The Rheulgardians have never forgiven her for that. They spread the rumor that the Banshegh is the true ruler of Pashacht, and that Justina is merely a facade devised by the evil creature to fool her enemies.

Justina, of course (as explained in the *Blood Enemies* accessory), believes that she and the Banshegh are separate entities. The people of her realm are of mixed mind on the subject, but all of them fiercely love their ruler and have learned to avoid the Banshegh's howl.

- ◆ **Lieutenants:** Derf Greenfields and Trebor Terazzal serve as Justina's lieutenants. Derf oversees the militia; Trebor, as Master of the Patrol, is in charge of domestic peacekeeping. Both are 10th-level warriors who are completely devoted to their regent.

**Important NPCs:** Gastus Reigaart qualifies as Justina's primary lieutenant, although she refers to him as a wizard ally and adviser. Gastus's main official function is to keep Rheulgard from taking back the territory Justina won from them years ago. Rheulgard does not want to offend Müden or fight a prolonged war with a creature of the Banshegh's power, however, so this has not proved arduous of late.

In reality, Justina's closest friend and confidant spends most of his waking moments serving his regent in another capacity. On those rare nights when Justina falls sleep (she is an elf, after all), the Banshegh emerges and threatens to destroy everything Justina works for during the day. Gastus then earns his position—and then some—by protecting the realm from its most deadly foe, the Banshegh herself. Gastus loves Justina like a niece, however, and to his shame, has sacrificed peasants and nobles to the Banshegh in exchange for Justina's safe return in the morning.





**Description:** Pashacht was once a province of scattered hunting villages. When Justina came to the outlying Rheulgardian province, it garnered no protection and no real notice from its rulers. She helped the people build villages and a few roads, and set up a cooperative government with herself at its head. The land proved surprisingly fertile and the people hard working. It is now one of the most serene domains along the Basin.

**Cities:** The two largest villages, Southbridge and Tabre Mountain, approach the dimensions of a small city, but do not rival even the smallest cities of the Basin realms.

**Allies:** Müden continues to support Pashacht independence, though the current Count of Müden has tried to warm relations between his realm and Rheulgard.

**Enemies:** Rheulgard still smarts from losing the tiny province many years ago. It has learned to adjust, however, and now only the occasional band of heroes sets off into the mountains to seek the evil Banshegh. Meson the Wolfman sometimes stirs up trouble between the two realms, but even those occurrences have started to wind down.

**Special Considerations:** As Justina/the Banshegh increases her bloodline strength (which doesn't happen often), the blood of Azrai takes its toll. Gastus Reigaart has observed (secretly—he will not force Justina to face the truth) that every time Justina's bloodline jumps a little (from the Banshegh's killing of a blooded character or by conversion of RP), the Banshegh gains control for a slightly longer time each night. Also, under certain circumstances—when Justina feels particularly stressed or worried, or after the regent has not slept in a long time—the Banshegh gains control for longer periods of time.

# müden

**Alignment:** Lawful neutral.  
**Status:** Recommended for PCs.  
**Provinces/Holdings:** As in many of the Brecht lands, a few regents hold much of the power. Unlike the other Brecht nations, Müden is a cosmopolitan realm amid rough country.

Province	Law	Temples	Guilds	Sources
Allesrecht (6/1)	RT (2) MR (4)	SN (4) QF (1)	Th (4) QF (1)	—
Cohrtab (7/0)	RT (2) MR (4)	SN (3) QF (2)	Th (3)	—
Gölbrag (6/1)	RT (1) MR (4)	SN (3) QF (2)	Th (4)	—
Hauptrehr (7/0)	RT (3) MR (4)	SN (3) QF (4)	Th (4) QF (3)	—
Kostwode (2/5)	RT (0)	—	Th (2)	RG (2)
Marchbehr (1/6)	RT (0)	—	—	RG (4)
Nodarch (3/3)	RT (3)	—	Th (1)	GR (2)
Ruelshegh (4/3)	RT (2)	PA (3)	Th (2) Ju (1)	RG (2)
Trestahlen (4/3)	RT (2)	—	Th (3) Ju (1)	—
Ubalmulen (1/6)	RT (0)	PA (1)	Th (1)	GR (3)
Wesbralen (7/0)	RT (2) MR (5)	SN (2) QF (4)	Th (5) QF (2)	GR (0)

**Abbreviations:** RT=Richard Talbehr (Count of Müden); MR=Melisande Reaversbane (Captain of the Royal Fleet); SN=The Sailing Song of Neira; QF=Éla's Quick Fingers; PA=Pieter Astridsen (Old Father of Forests); Th=Theofold (Brecht Seelundkaufen); Ju=Justina (The Banshegh); GR=Gastus Reigaart (The Banshegh's Domain); RG=Rheulaan Greencloak (Rheulgard)

♦ **Law:** The Count of Müden and the Captain of the Royal Fleet of Müden share the law holdings in the realm. Many holdings lie unclaimed, since neither wishes to rule the land with an iron fist.

♦ **Temples:** The people of Müden are not godly folk, but Éla, Goddess of Night and Sister of Thieves, and Neira, Goddess of the Sea and Lady of Mourning, have significant followings. A few worshipers of Erik can be found in the south, since Erik is recognized as the Old Father of Forests all over Cerilia.

♦ **Guilds:** The Brecht Seelundkaufen runs most of the lumber and shipping interests in Müden, while Éla's Quick Fingers controls the illegal commerce of the land—though they do so secretly.

♦ **Sources:** Most of the magical sources in this land are plumbd by its neighbors, the Banshegh's lieutenant Gastus Reigaart (*M/E; W13; Ba, major, 20; NG*) and the mysterious Rheulaan Greencloak (*M?; W?; ???; ?*).

**Regency**  
**Generated/**

**Accumulated:** 28/60 RP (the count); 55/22 RP (the captain).  
**Treasury:** 35 GB (the count); 15 GB (the captain).

**The Army:** The count commands, through many lesser captains and noble family leaders, the following units:

- ♦ 4 units of cavalry
- ♦ 2 units of infantry
- ♦ 2 units of Royal Müden Infantry
- ♦ 1 unit of Royal Müden Knights
- ♦ 1 unit of dwarven guards (hired from Baruk-Azhik)
- ♦ Navy: 2 roundships, 1 keelboat

The captain's troops train specifically for seafaring combat. She commands:

- ♦ 4 units of Royal Marines
- ♦ 2 units of archers
- ♦ Navy: 6 Royal Müden Roundships, 3 keelboats, 2 cogs, 4 coasters, 1 Anuirean galleon

**Regent:** Richard Talbehr (*MBr; F4; Br, major, 30; LG*) and Melisande Reaversbane (*FBr; F9; Br, minor, 13; LN*) share the law holdings in Müden—and do so quite amicably. Both find themselves interested in different aspects of the wide, prosperous realm, and therefore seldom come into conflict. Richard, the hereditary Count of Müden, concerns himself most with the inland provinces and relations between Müden and its nearest neighbors, while Captain Melisande is a self-made regent ostensibly in charge of the Royal Fleet of Müden, and thereby concerned primarily with the domain's seaward interests and defenses.

When friction does develop between the two regents, each remembers the other's strengths. The count holds the hereditary title and controls the food- and lumber-producing lands, while the captain commands the captains and navy that keep Müden safe from its enemies and prosperous with its friends. The count and the captain make a potent combination.

♦ **Lieutenants:** The count's foremost lieutenant is also the primary guilder in Müden—a halfling guildmaster named Theofold (*MHlf; T9; Ma, minor, 18; LN*). Theofold took over the Brecht Seelundkaufen guild a few years ago, turning a dispirited, broken trading guild into a viable enterprise—with the count's full support.

The captain has her own lieutenants, but most are sea captains who travel the world in their wooden ships. Rumors hold that she has connections with Éla's Quick Fingers, but no one knows for sure.

**Important NPCs:** Theofold's niece, Fulda Spiritwalker (*FHlf; Pr6, Éla; Ma, major, 32; N*), is secretly the leader of Éla's Quick Fingers. She leads the temples while an unknown lieutenant leads the thieves' guild (a typical arrangement for Éla's followers), and Fulda somehow maintains an appearance of innocence. Theofold, an occasional worshiper of Éla, may know of Fulda's true position, but has not revealed it to anyone. For her part, Fulda carefully monitors her temple's guild holdings so as not to encroach on her uncle's interests.

Alaric Pinemast (*MBr; F5; LN*) is the captain's second in command and leader of the Royal Müden Marines. He sometimes grows impatient with Melisande, secretly wishing she would supplant the "royal dandy" on the throne of the realm.

King Albrecht Graben (*MBr; F5/T6; Vo, major, 23; NE*) of Grabentod is a prisoner of the court of Müden. Although the count treats him with courtesy (but the captain treats him with contempt), he proves himself rude and obnoxious at every opportunity. He would do anything to escape the court, short of acting like a civilized person.

**Description:** Since Kiergard fell under the sway of the Gorgon, Müden has been the strongest and most prosperous of the Brecht lands. Once, Müden, Massenmarch, and Kiergard were the centers of power in the region, ruled by Anuirean overlords and Brecht collaborators. When the Brecht League was formed, these three realms were its heart.

Now, Müden stands as the last of the royal kingdoms. Its aristocracy finds a rival only in Danigau, but Müden's cities and traditions are still older and stronger. Its navy patrols the Great Bay, keeping the pirates of Grabentod from closing the summer passage and trade with the outside world.

In many ways, Müden is a mirror of all things Brecht. Most of its lands, particularly the southern marches, are empty. Large farms and a few mines make up its central provinces, and the Müdenites, always a seaward folk, respect and fear the great forests that surround their pleasant land.

◆ **Capital:** Brechlen has been Müden's capital as long as the history of this land has been written. It is a cosmopolitan city where many languages are spoken and many cultures mingle. Dwarves practice smithing while halflings trade here, and all the races of men come to work on the Brechts' wide ships. Even elves occasionally visit Brechlen, though that is a rare occurrence indeed.

◆ **Other Settlements:** One other major city finds its home in Müden—the eastern coast city of Saarmen. Saarmen is geographically

larger than the capital, but Brechlen is more populous. If Brechlen is the port where people arrive to trade and sail, Saarmen is where goods depart—it serves more as Brechtür's outgoing port. The rich Brecht farms and wealthy mines transport goods to Saarmen for distribution to the northlands and beyond. In addition, Müden's coastline is sprinkled with fishing villages and towns. Indeed, a "town" on the northern tip of Allesrecht known as Halsarm threatens to become a third city if it can keep any more of its coastline from falling into the sea.

◆ **Trade Goods:** Lumber, cotton, and food are Müden's major exports. The Royal Shipyards of Brechlen turn out some of the finest vessels in Cerilia, but these ships seldom sell to non-Müdenites.

**Allies:** The count has many friends throughout Brechtür and beyond. While Baruk-Azhik can hardly be called an ally, its overthane did consent to hiring out a troop of dwarf guards to the count, a fact which impresses most of the nobles of the kingdom. The count is known as an able negotiator and peacemaker, so few antagonize him without good reason.

The most surprising ally the kingdom has is Justina—the Banshegh's alter ego. Charmed by the count and holding a great respect for his prospering realm, Justina and her wizard, Gastus Reigaart, keep a not-so-secret alliance with the hereditary ruler of Müden.

**Enemies:** The pirates of Grabentod are the chief enemies of Müden, and they hold a grudge for Captain Melisande in particular. They have tried to assassinate her more than once, and she merely sends more of their ships to the bottom of the bay in response. Massenmarch, of course, is an enemy to everyone, but even the Swordhawk does not want open warfare with Müden (and perhaps, as part of the package, the Banshegh). Rheulgard and Müden have grown more tolerant of each other; Rheulgard's current regent is more disposed to ignoring the Banshegh as long as she causes no trouble in his realm.

**Special Conditions:** Müden is a well-traveled land, perhaps with more foreign visitors than PCs are accustomed to encountering. The people have grown used to seeing men of all races, as well as humanoids, in their cities and crossing their provinces. As a result, the average Müdenite tends to be less impressed by strangers with unusual abilities or those professing royal blood, but also less suspicious of those from foreign backgrounds.

# rheulgard

**Alignment:** Neutral.

**Status:** Recommended for PC use.

**Provinces/Holdings:** The dark forest domain of Rheulgard provides a striking contrast to the prosperous Brecht nations of the Basin. The provinces are thinly populated, except around cities. Wanderers must take care in this region.

Province	Law	Temples	Guilds	Sources
Beuraben (0/9)	—	KT (0)	—	CB (4) RG (2)
Coulbaragh (4/3)	RK (2) FL (2)	KT (3)	TY (4)	RG (2)
Deuchlach (2/6)	AO (1)	PA (2)	—	RG (3)
Dezeel (2/5)	—	—	—	—
Endlun (5/2)	AO (4)	PA (4)	TY (2)	RG (0)
Eolrab (2/7)	RK (0)	—	—	RG (2)
Nochlauch (4/4)	FL (3) RK (0)	Aa (3)	TY (3)	RG (1)
Podenstahl (5/3)	RK (5)	KT (4)	TY (4)	RG (2)
Unbraustadt (4/4)	FL (4)	Aa (4)	TY (2)	RG (2)
Uptlund (5/0)	FL (1)	Aa (3)	—	RG (0)
Wahlrud (5/0)	—	Aa (3)	—	RG (0)
Wiestod (6/0)	AO (2)	—	—	RG (0)
Wohlers (5/0)	—	—	—	RG (0)
Zedforst (0/9)	—	KT (0)	—	RG (9)

**Abbreviations:** RK=Richard Kaysun (Meister of Poden); FL=Frederika Liebshül (Mater of Unbrau); AO=Alford Oerwinde (Baron of the Stille Wächter); KT=Kort Lap Tunraus (Nachteben); PA=Pieter Astridsen (Old Father of Forests); Aa=Azusena ap-Drin (Wachen an Sonnlacht); TY=Tyrus Yurdivik (Bannalach Spoilers); CB=Camyrnyyd Bullahrie (Sayer of Coullabhie); RG=Rheulaan Greencloak (Wizard of Rheulgard)

◆ **Law:** Rheulgard retains unity only through the cooperation of the three law holders. Richard Kaysun (*MBr; F3; Vo, major, 28; LN*) is the oldest of the three and controls the capital city of Poden and its surrounding provinces. To the east, the hereditary Baron of the Stille Wächter (The Silent Watch), Soldar Alford Oerwinde (*MBr; P11, Kirche; Ba, great, 39; CG*) watches the northeastern reaches. In the southlands, the Khinasi-born but Brecht-blooded Frederika Liebshül (*FBr; F6; Br, minor, 19; LN*) recently became the Mater of Unbrau and law holder of the region.

◆ **Temples:** Pieter Astridsen's (*MRj/Br; Pr5, Erik; An, minor, 15; NG*) druids look out for some of the Rheulgard people, but

most flock to

either the Wachen an Sonnlacht (Watchers of Sunlight) led by Azusena ap-Drin (*FBr; Pr7, Avani; Re, minor, 10; LN*) or the Nachteben led by Kort Lap Tunraus (*MBr; Pr9, Ruornil; Ma, major, 25; N*).

◆ **Guilds:** Rheulgard has never been hospitable to guilds. The land is hilly and rocky, and the forests yield only marginally-acceptable lumber. Still, Tyrus Yurdivik (*MRj; Gu8; Az, tainted, 9; NE*) makes a go of it, making a match of his brutality against that of the land.

◆ **Sources:** Even the inhabitants of Rheulaan Greencloak (*M?; W?; ???; ?*). He has set himself up as the protector of Rheulgard; since then, the predations of Molochev and the bandits of the Tarvan Waste have almost completely stopped. Recently, the Sayer of Coullabhie has gained a source foothold in the land.

**Regency Generated/Accumulated:** 18/22 RP (Richard Kaysun).

**Treasury:** 22 GB (Richard Kaysun).

**Army:** Each of the three law regents commands armies. Since these units tend to work as one army against a common foe, however, they are listed here as one group:

- ◆ 2 units of Stille Wächter (elite infantry)
- ◆ 3 units of scouts
- ◆ 3 units of Foresters (irregulars)
- ◆ 2 units of Unrau Garten (cavalry)

**Regent:** The three regents are nearly equal in power. Each rules the provinces in which they have law holdings (or the majority of law holdings). Usually, the two younger law holders defer to the Meister of Poden when conflicts arise. Soldar Alford has little interest beyond his mountain watch, while Frederika spends most of her influence encouraging trade and diplomacy between Rheulgard and Sendoure.

**Important NPCs:** Tyrus Yurdivik seems determined to make a profit in Rheulgard, whatever the cost to its people. His Bannalach Spoilers were formed out of desperate fisher-folk living on the northern banks of the Bannalach, and, as a tightly-controlled guild, they follow Tyrus on whatever profit-making schemes he devises. Rumor has it that Tyrus secretly trades with the bandits of the Tarvan Waste, selling them wood (for arrow and spear shafts) that they can't get in their arid domain. Of those who have heard the rumor, none are surprised; Tyrus has said

himself that he will do anything to turn a profit. The law holders in the area show no signs of wishing to stop him.

The half-elf twins Mursa and Kur serve Rheulaan Greencloak and regularly visit the courts of the three law holders. Almost as mysterious as their master, they travel abroad for the wizard, and have been spotted in the Burrows, Treucht, Berhagen, and Rohrmarch. Little is known of the half-elves, but they seem to avoid the Coulladaraight—or, their ventures there are so secret that none know of their passing. Their appearance is unlike other half-elves—shorter, thinner, and darker than most—though this could mean their human parent was a short Vos or a stocky Khinasi.

An old crone named Dame Wither is rumored to live in the Coulladaraight with her three sons. If the legends speak truly, she acts as a seer, midwife, and magician for hire. (See the last chapter of the *Blood Enemies* accessory for more description of Wither and her sons.)

**Description:** Where the beautiful Coulladaraight stretches into Rheulgard, the forest turns dark. The trees become twisted, and once-mighty oaks lie rotting on the damp floor. Whatever magic permeates the forest within Coullabie and protects it is absent in Rheulgard. Even the most dim-witted of observers will notice the difference almost immediately.

But the people of Rheulgard thrive, in their own fashion. The realm is often in a state of minor strife, since no single individual holds real power. Yet the land is nowhere near approaching a state of civil war. Stories abound of the Wizard of Forest Island (as Rheulaan Greencloak has been called on occasion) pulling strings between the regents, and he may be part of the reason that the domain holds together as well as it does.

**Cities:** The three major cities in Rheulgard are completely different in character. The oldest city is Edlenna, a fortress-town positioned to overlook the Mountains of the Silent Watch to the northwest and the Molochev border to the east. It sends guards to the Berhagen Pass, but no infiltrators have come from that direction in written history. The *Stille Wächter*, led by their Soldar, maintains vigilance above all.

The capital of Rheulgard, Poden, wraps along the shores of the Bannalach. A rustic city, it spreads along the lakefront and extends into the water on piers. Much river traffic passes between Poden and the southlands,

extending down the Asarwe River all the way to (and, some say, *through*) the Harrowmarsh.

The city of Unbrau was founded only a few decades ago by a Khinasi wizard. Looking to retire to the green eaves of the southern Coulladaraight, he settled here with many followers; almost before he knew it, a city was born. Many of his citizens were of mixed Khinasi-Brecht blood, and the styles of the city reflect the southlands. Currently, Frederika Liebshül (a niece of the city's founder) is Mater of Unbrau. She keeps both cultures alive within its bounds.

**Allies:** Rheulgard's allies are the law regents' allies. The *Stille Wächter* shares intelligence reports with Berhagen and could call upon them for assistance. The Mater of Unbrau maintains many Khinasi ties; she might be able to persuade Sendoure to come to her aid in time of need. Relations between Poden and Treucht have always been cool; assistance from it might be conditional. Müden, despite its nearness, remains isolated on the other side of the Mountains of the Silent Watch.

**Enemies:** Coullabie has sent elves into Rheulgard on occasion, but never with friendly intent. The Banshegh causes trouble for the domain periodically, and Rheulgard always fights back—that feud has been simmering for years. To the east, Molochev is a volatile Vos kingdom with no love for the Brecht nation.

**Special Considerations:** Meson the Wolfman, an unpredictable awnshegh, lurks in the Coulladaraight, especially near the borders of Treucht and the Banshegh's domain. He seems to have a dislike for Rheulgardians, and has even attacked organized military units and then faded back into the forest.

Local legend states that Rheulaan Greencloak originated in another world or plane of existence. Perhaps the wizard arrived in Cerilia from the Shadow World (which might explain his friendship with the halflings); maybe he comes from somewhere else entirely.



## other domains

The temples and guilds of the Eastern Basin States respect the borders of their realms almost without exception. As a result, the most influential of these domains lie in the most powerful realms.

## temples

The Brechts of the Eastern Basin follow many different orders of religion, most of them small and divided by realm. However, one temple in particular transcends physical boundaries and carries the teachings of Erik to all the people of the Eastern Basin States.

### old father of forests

**Alignment:** Neutral good.

**Status:** Recommended for PCs.

**Summary:** Though the Brechts consider themselves a pragmatic, mercantile people, some still find solace in the peacefulness of nature. Erik's priests teach tolerance and acceptance, and provide protection and comfort to those who would live in harmony with nature. Ruling this domain should prove challenging and rewarding, since its holdings are small and spread across many realms.

Holding	Level	Province (Rating)	Domain/Ruler
Temple	2	Bierlev (2/5)	Berhagen/von Schaeffen
Temple	1	Cluhagen (2/5)	Berhagen/von Schaeffen
Temple	2	Elfhagen (3/6)	Berhagen/von Schaeffen
Temple	2	Deuchlach (2/6)	Rheulgard/Oerwinde
Temple	4	Endlun (5/2)	Rheulgard/Oerwinde
Temple	3	Ruelshegh (4/3)	Müden/Talbehr
Temple	1	Ubalmulen (1/6)	Müden/Talbehr
Temple	2	Treumar (4/5)	Treucht/Ehrsdothall
Temple	1	Treustap (2/7)	Treucht/Ehrsdothall

**Regency Generated/Accumulated:** 18/22 RP.  
**Treasury:** 5 GB. The temple seldom demands mandatory tithes from its followers; rather, it gains donations from the rulers of the realms in which it holds influence.

**Regent:** The half-Rjurik, half-Brecht druid Pieter Astridsen (MRj/Br; Pr5, Erik; An, minor, 15; NG) maintains the custodianship of the Old Father of Forests druids. A young, quiet man, he believes all faiths can exist peacefully within the forests of Cerilia. Some of the older druids and rangers of the temple believe he may be too peaceful at times, and are concerned

that the more aggressive temples and nonreligious domains may expand their influence at the cost of Erik's temple in Brechtür.

**Description:** The Old Father of Forests temple may be as old as Brechtür itself. It has survived many permutations over the centuries, disappearing for a time, but reappearing with the same name and with, remarkably, the same philosophies. This sect can be traced back to the arrival of the third wave of settlers to the Great Bay region, likely brought by the early Rjurik men and women who mingled with the larger Brecht population.

Of late, Pieter Astridsen has devoted the Old Father of Forests' resources toward building a lasting peace within the Basin. His rangers and druids probe the Banshegh's Domain, aiding its people, and they work to protect the forests of Rheulgard and Müden from guilds that might abuse it. Astridsen maintains that his faith can coexist with civilization as long as the people of Brechtür maintain a healthy respect for things they may not understand (particularly nature).

The Eastern Basin States are also home to a few isolated holdings of other religions.

Temple/Leader	Domain/Total Holdings
◆ Sailing Song of Neira (Chanty Emma Trulacht)	Müden (15)
◆ Éla's Quick Fingers (Fulda Spiritwalker)	Müden (13)
◆ Fortune's Forethought (Matilend Freiss)	Berhagen (7)
◆ Nachteben (Kort Lap Tunraus)	Rheulgard (7)
◆ Wachen an Sonnlacht (Azusena ap-Drin)	Rheulgard (13)
◆ Land's Protector (Elan Fairbairn)	The Burrows (15)

## guilds

Many guilds prosper within the fertile lands of the Eastern Basin States. Most focus on trading and shipping, though a few pursue less sterling occupations. One of the most interesting guilds lies wholly within the realm of Müden, but is looking to expand its influence.

### éla's quick fingers

**Alignment:** Neutral.

**Status:** Recommended.

**Summary:** A secret thieves' guild run by the high priestess of Éla, goddess of thieves and the night, this remarkably successful venture evolved in tandem with the legitimate temple holdings of the priestess. Only in Müden, the most cosmopolitan of Brechtür's realms, could such a peculiar synergy exist.

Holding	Level	Province (Rating)	Domain/Ruler
Guild	1	Allesrecht (6/1)	Müden/Reaversbane
Temple	1	Allesrecht (6/1)	Müden/Reaversbane
Temple	2	Cohrtab (7/0)	Müden/Reaversbane
Temple	2	Golbrag (6/1)	Müden/Reaversbane
Guild	3	Hauptrehr (7/0)	Müden/Reaversbane
Temple	4	Hauptrehr (7/0)	Müden/Reaversbane
Guild	2	Wesbralen (7/0)	Müden/Reaversbane
Temple	4	Wesbralen (7/0)	Müden/Reaversbane

**Regency Generated/Accumulated:** 19/25 RP. The current regent gains RP from both guild and temple holdings because of arrangements with vassals.

**Treasury:** 42 GB. The guild gains much of its wealth through its temple holdings and by smuggling contraband past the Royal Navy.

**Regent:** Fulda Spiritwalker (*FHlf*; *Pr6*, *Éla*; *Ma*, *major*, 32; *N*) leads the temple and the guild holdings of the same name. She uses her religious influence as a cover for her more mercantile endeavors. Often, Fulda the priest declares new religious ceremonies or rites that depend upon goods or practices that can be provided by only Fulda the guild. The most amusing thing about this arrangement is that, during winter months when sailors are stranded in port and looking for distractions, the temple of Éla's Quick Fingers is more profitable than the guild of Éla's Quick Fingers.

Other guilds are also found in the Eastern Basin States. Their total holdings follow.

◆ Brecht Seelundkaufen (Theofold)	Müden (29)
◆ Fürveldt Trepkin (Tanbeir Lossen)	Berhagen (12)
◆ Mountain Brigands (Kelda Auslawsen)	Berhagen (5)
◆ The Banshegh (Justina)	Pashacht (2)
◆ Bannalach Spoilers (Tyrus Yurdivik)	Rheulgard (15)
◆ Breadfruit North-South (Jollid Innkeeper)	The Burrows (6)
◆ Burnlaffen, Childe, and Tallrow (Hollisande Burnlaffen)	The Burrows (9)

## SOURCES

While wizards in the Basin states do not hold much influence within their realms, several extremely powerful spellcasters inhabit this region.

## rheulaan greencloak

**Alignment:** Unknown.

**Status:** Not recommended for PC use.

**Summary:** The extensive source holdings maintained by the Wizard of Rheulgard should intimidate any would-be magical invader. Ley lines connect each source to another, and only the mysterious Rheulaan Greencloak (*M?*; *W?*; *???*; *?*) can decipher the bizarre pattern.

Holding	Level	Province (Rating)	Domain/Ruler
Source	2	Kostwode (2/5)	Müden/Talbehr
Source	4	Marchbehr (1/6)	Müden/Talbehr
Source	2	Ruelshegh (4/3)	Müden/Talbehr
Source	3	Bierlev (2/5)	Berhagen/von Schaeffen
Source	1	Cluhagen (2/5)	Berhagen/von Schaeffen
Source	1	Elfhaven (3/6)	Berhagen/von Schaeffen
Source	1	Sevlakol (2/5)	Berhagen/von Schaeffen
Source	2	Beuraben (0/9)	Rheulgard-none
Source	2	Coulbaraigh (4/3)	Rheulgard-Kaysun
Source	3	Deuchlach (2/6)	Rheulgard-Oerwinde
Source	0	Endlun (5/2)	Rheulgard-Oerwinde
Source	2	Eolrab (2/7)	Rheulgard-Kaysun
Source	1	Nochlauch (4/4)	Rheulgard-Liebskül
Source	2	Podenstahl (5/3)	Rheulgard-Kaysun
Source	2	Unbraustadt (4/4)	Rheulgard-Liebskül
Source	0	Uptlund (5/0)	Rheulgard-Liebskül
Source	0	Wahlrud (5/0)	Rheulgard-none
Source	0	Wiestod (6/0)	Rheulgard-Oerwinde
Source	0	Wohlens (5/0)	Rheulgard-none
Source	9	Zedforst (0/9)	Rheulgard-none
Source	4	Fellrock (2/5)	The Burrows-Garrelban
Source	3	Greenlock (4/3)	The Burrows-Garrelban
Source	2	Treustap (2/7)	Treucht-Ehrsdottal
Source	3	Nob Heath (3/9)	Coullabhie-Waynmun

**Regency Generated/Accumulated:** 49/?.

**Treasury:** Unknown. The rulers of Rheulgard and Müden may subsidize Greencloak's income, but not even an estimate of his total wealth can be attempted.

**Regent:** Rheulaan Greencloak appeared in Brechtür over a century ago. He slowly built up his sources, keeping his identity almost a complete secret. He amassed power by acquiring the holdings of Brecht wizards who died without passing their sources to heirs.

Rheulaan seldom engages in outright confrontation, and has used his magics to disrupt military and magical attacks between realms of the Eastern Basin States. Recently, he has become involved in a minor dispute with the Sayer of Coullabhie over some source holdings, but no magical blows have been struck... yet.

**Special Note:** Within the last year or so, rumors about Rheulaan's origin have begun to circulate. Some supposed experts speculate that he could be from a place other than Cerilia—perhaps Aduria, Thaele, or another world entirely. No evidence exists to confirm this rumor, but it does add to the mystery surrounding the Wizard of Rheulgard.

Two other wizards also wield influence in the Eastern Basin States. Their holdings follow.

◆ Sayer of Coullabhie (Camyrnynd Bullahrie)	Rheulgard (4)
◆ Gastus Reigaart (The Banshegh's Domain)	Müden (5) Pashacht (6)

\*Also wields control in the Western Basin States and the Western Reaches.

# part v: the overlook

*The Overlook realms defy definition. Tiny, independent kingdoms and organized bits of anarchy, they hover on the edge of ruin, yet stand firm against the warring tribes of the east. Even Grabentod and Grevesmühl, kingdoms that resisted the Anuirean Occupation, remain hedgerow realms with would-be kings vying for control.*

—Boeric Sellsword, adventurer and mercenary

**I**n a world in which scions and regents war over tiny tracts of land and monstrous awnsheghlien prey on defenseless domains, the Brecht Overlook kingdoms survive by being too stubborn and fractious to conquer. Many an enemy has tried and failed.

Centuries ago, Rzhlev, once a Brecht kingdom under a forgotten name, fell to Vos raiders. The Vos held off the feeble attempts made by Berhagen and Grevesmühl to recapture the kingdom. After a time, Berhagen and Grevesmühl were discouraged by their defeats and gave up on their neighbor. Rzhlev has remained virtually uncontested since then.

Grabentod, one of the few Brecht lands to avoid occupation by the Anuireans, fell into ruin several hundred years ago and reverted to the control of orogs and goblins. It rose again from the rubble some eighty-five years ago, under the leadership of the pirate Ulrich Graben who claimed royal Grabentod blood. The current freebooter king, Albrecht Graben, sits imprisoned in Müden's dungeons, and the temporary rulers of the realm wonder whether they should try to get him back.

## the dwarven realm

**O**f all the Overlook realms, Daikhar Zhigun alone has changed little over the centuries. The dwarves of the Twin Fortresses guard their kingdom carefully against the gnolls, the Vos, and even the Brechts. They welcome trade with other realms, but only a little at a time and after much negotiation. The dwarves have marched forth to defend other nations of the Overlook from aggression, but only

at great need. Not surprisingly, the dwarves do not see themselves as part of the Great Bay kingdoms.

## hag and wolf

**N**either of these awnsheghlien make regular forays into neighboring kingdoms, but they make their presence known in the Overlook. The Wolf must defend his hunting grounds against Rjurik, Brecht, and Vos incursions, and may be peaceful or savage on a whim.

The Hag is consistent, although consistently savage. She carefully plots her revenge against the kingdoms she despises. Grabentod feels her wrath every few decades, and Drachenward fears her as well. Her kingdom remains closed to outsiders; a few adventurers have braved the nets and webs she weaves, but many have gone to their doom at her hand—some, it is said, must serve her before their deaths.

## the island wizard

**C**olin Shaefpaete rules the Zweilunds and tolerates no incursions. Chaotic but not evil, he involves himself sporadically in the politics of the Overlook, but spends most of his time alone in his domain. His pirates, led by fearsome Black Adara, closed the passage between the islands and the mainland long ago. He may be of a mind to cut off traffic on that side of the Krakenstaur altogether. He would then be in a position to sell safe passage to all nations at very high prices. Even the Royal Navy of Müden respects Colin's strength.

## the black ice bay

**C**old and unforgiving, the waters of the Black Ice Bay may get their chill from the otherworldly magic of the Kraken, or they might just be impossibly deep. The pirates that work the shallows here avoid the deeps, sticking to the shores around the Dwarfhome and the Rzhlev-Berhagen inlets. Dozens of legends surround this foreboding body of water.

In the dead of winter, when the mouth of the Krakennauricht nearly freezes solid, most of the southern waters remain navigable. The Black Ice Bay freezes—but only in part. Black, invisible sheets of ice form and move as if guided by some hostile intellect, spearing small ships and breaking hulls with unnatural skill. Even the careful mariners of Müden and the skillful pirates of the Zweilunds spend this time of the year in warmer waters.





# daikhar zhigun

**Alignment:** Lawful neutral.

**Status:** Recommended for PC use.

**Provinces/Holdings:** Less insular than their brethren to the east, the dwarves of Daikhar Zhigun still view outsiders warily. All the holdings of the realm belong to dwarven regents.

Province	Law	Temples	Guilds	Sources
Daikhar (5/2)	KP (4)	ME (4)	DU (5)	CL (1)
Zhigun (4/3)	KP (4)	ME (3)	DU (3)	—

**Abbreviations:** KP=Kallen Pickbiter (King of Daikhar Zhigun); ME=Morathos Everdark (Bright Ember's Darkness); DU=Dorin Utterlund (Deep Steel Miners); CL=Caliene Llwllyn (Grevesmühl Wizard)

- ◆ **Law:** King Kallen Pickbiter (*MD; F7; Ba, minor, 16; LN*) rules the Twin Fortresses of Daikhar Zhigun by virtue of being the leader of the largest clan under the mountains. Pickbiter defers most decisions to his council of clan advisers, but has the ability to impose his will over all when he deems necessary.
- ◆ **Temples:** Bright Ember's Darkness is a temple to the dwarven god Moradin. Morathos Everdark (*MD; Pr8, Moradin; Vo, great, 38; LN*) leads the church and supports dwarven isolationism.
- ◆ **Guilds:** Dorin Utterlund (*FD; T6; Re, major, 20; NG*) runs the small but profitable Deep Steel Miners guild. They control all organized trade in the kingdom and trade with other realms.
- ◆ **Sources:** The Grevesmühl wizard Caliene Llwllyn (*FB; W5; Re, minor, 16; LN*) controls the only source holding in the realm. She has a ley line extended into Zhigun as well.

## Regency

**Generated/Accumulated:**

37/44 RP. (Some of King Pickbiter's RP come from Grevesmühl.)

**Treasury:** 46 GB.

**Army:** All of the holdings in the realm are fortified. The population is over 90 percent dwarven, so troops considered "special" in other domains are available to the dwarf king at half the normal maintenance costs.

- ◆ 3 Daikhar Doomwarden (dwarf guards)
- ◆ 2 Zhigun Graybolts (dwarf crossbows)
- ◆ 2 infantry (dwarven units equal to human infantry)

In times of war, the regent of Daikhar Zhigun can immediately raise two more units of infantry without paying for the first domain turn, since all the dwarves of the Twin Fortresses are trained in the use of weapons and basic military discipline.

**Regent:** King Kallen Pickbiter is a dark-haired, dark-mooded dwarf of ancient heritage. He can trace his lineage back to the centuries before humans came to Cerilia; he sometimes dwells on those days, especially when he thinks about the gouging traders of Grevesmühl. He leads the Pickbiter clan, which accounts for nearly 30 percent of the dwarves in the Twin Fortresses.

- ◆ **Lieutenants:** By Twin Fortress law, the leader of the second largest clan (currently the Stonebreakers) becomes Everdark of Moradin and the king's first adviser and lieutenant. This makes Morathos not only the high priest of the realm, but Kallen's lieutenant. Dorin Utterlund also serves as her lord's lieutenant, though she seldom agrees with the Everdark on any counsel.

**Important NPCs:** Morathos Everdark and Dorin Utterlund are the most important people in the land, with the exception of the king himself. As leader of the second-largest clan in Daikhar Zhigun, Morathos wields considerable influence in council. He pledged the priesthood of Bright Ember's Darkness to the service of King Pickbiter when he took control of the holdings.

Still, Morathos has his own mind. He favors shutting Daikhar Zhigun off completely from the outside world—much as Baruk-Azhik in far-off Anuire has. Kallen, however, still remembers alliances with the Brecht kings of old and hopes they will re-assert themselves someday.

Dorin Utterlund cares nothing for alliances—she grasps at more profitable trade. Still a young dwarf (she's just over one hundred years old), she spent much of her adolescence adventuring in the Brecht lands. She knows how valuable dwarven smithwork is to the outside world, and she sees her guild someday dominating Overlook trade. As a means to this end, she encourages dwarves of the smaller clans to staff her outdoor pine-hewing guilds and her shallow coal mines along the Gnoll Fell Ridge. Dorin hopes that some of these dwarves will gain a taste for outdoor life and wandering, and that they will "infect" some of their kin.

Ghus Feuerscorn (*MGn: Pr4, Yeenoghu; Az, minor, 19; LE*) of Yeenoghu's Dark Curse in the Gnoll Fells may not have a temple holding in Daikhar Zhigun, but he has significant impact on the realm. Gnoll raiders venture over the Gnoll Fell Ridge to the east of Daikhar Zhigun every spring and summer, hoping to catch dwarf lumberjacks and miners unawares. Every year, this leads to a few minor skirmishes and a sortie or two through Hjorig. Ghus actually hopes the dwarves grow angry enough with him to send an army across neutral Hjorig; he looks forward to seeing the bandit jarl of the Rjurik kingdom deal with a group of angry dwarves.

**Description:** Evergreen forests cover the low hills and sloping mountains of Daikhar Zhigun, then rise up to become the Gnoll Fell Ridge. In the winter, these lands look all but abandoned, but in the summer, groups of dwarves can be seen moving through the woods, digging coal and shale along the mountainsides. Long, low earthen huts dot the landscape and wisps of gray smoke wind their way skyward. Small groups of dwarves patrol the land with surprising stealth. Outsiders should know to avoid the Twin Fortresses unless they have good reason.

**Cities:** Both provinces hold underground dwarven cities. Of old, it is said that Zhigun was the larger and deeper, but the Battle of Mount Deismaar so shook the land that all but the shallowest halls were destroyed. Even today, dwarf miners of Zhigun still unearth ancient bones and relics from that long-ago time.

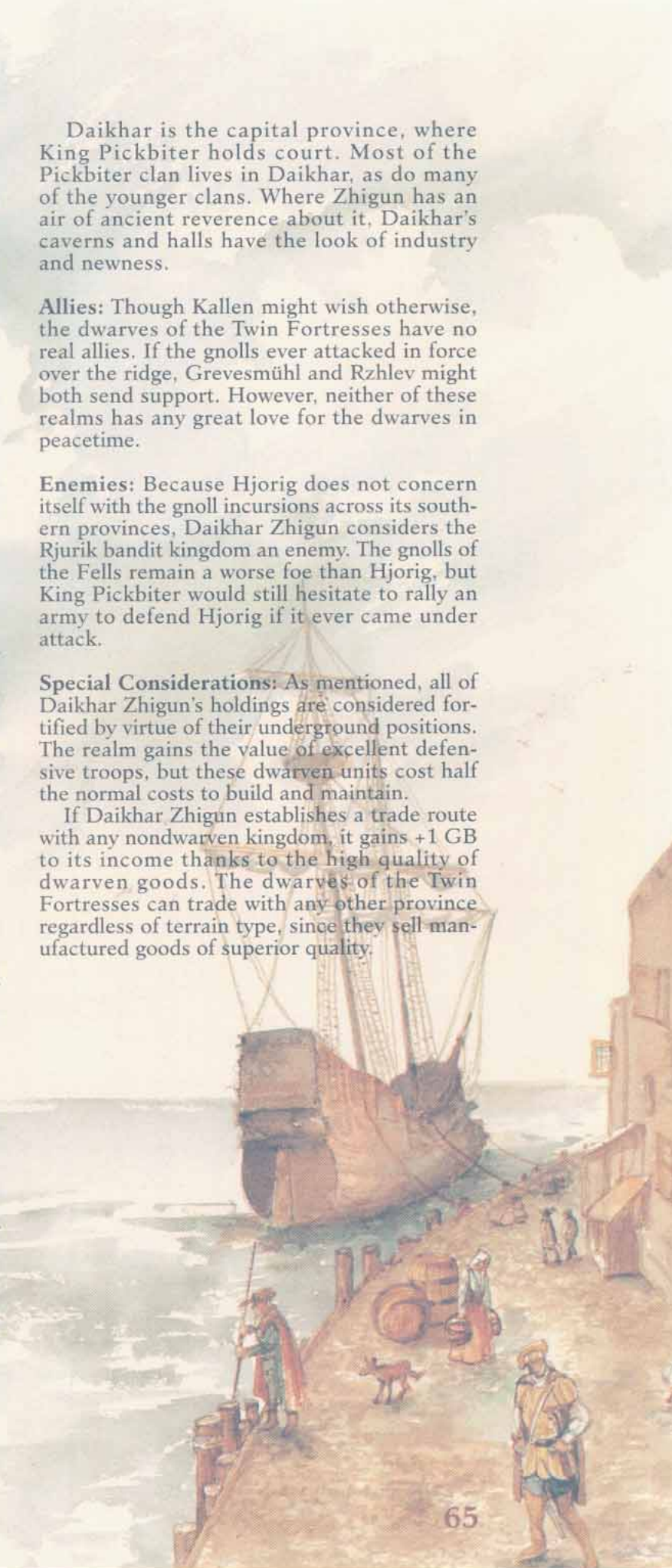
Daikhar is the capital province, where King Pickbiter holds court. Most of the Pickbiter clan lives in Daikhar, as do many of the younger clans. Where Zhigun has an air of ancient reverence about it, Daikhar's caverns and halls have the look of industry and newness.

**Allies:** Though Kallen might wish otherwise, the dwarves of the Twin Fortresses have no real allies. If the gnolls ever attacked in force over the ridge, Grevesmühl and Rzhlev might both send support. However, neither of these realms has any great love for the dwarves in peacetime.

**Enemies:** Because Hjorig does not concern itself with the gnoll incursions across its southern provinces, Daikhar Zhigun considers the Rjurik bandit kingdom an enemy. The gnolls of the Fells remain a worse foe than Hjorig, but King Pickbiter would still hesitate to rally an army to defend Hjorig if it ever came under attack.

**Special Considerations:** As mentioned, all of Daikhar Zhigun's holdings are considered fortified by virtue of their underground positions. The realm gains the value of excellent defensive troops, but these dwarven units cost half the normal costs to build and maintain.

If Daikhar Zhigun establishes a trade route with any nondwarven kingdom, it gains +1 GB to its income thanks to the high quality of dwarven goods. The dwarves of the Twin Fortresses can trade with any other province regardless of terrain type, since they sell manufactured goods of superior quality.



# drachenward

**Alignment:** Neutral.

**Status:** Recommended for PCs.

**Provinces/Holdings:** A huge realm, Drachenward remains mostly unpopulated. No mountains protect the land from the north winds, and glaciers cover many coastal provinces.

Province	Law	Temples	Guilds	Sources
Arochlep (0/7)	—	—	—	Dr (4)
Auslauf (0/7)	—	—	—	Dr (3)
Buchen (3/4)	MD (2)	DC (1)	—	—
Colroch (0/7)	—	—	—	Dr (2)
Colrochteb (1/6)	MD (1)	—	—	Dr (2)
Drachenwehr (4/3)	MD (3)	DC (2)	MH (2)	—
Drauch (3/4)	MD (2)	DC (2)	MH (1)	—
Dreidachs (2/5)	MD (2)	DC (1)	MH (1)	—
Euchen (0/7)	MD (0)	—	—	Dr (4)
Froschschloss (1/6)	MD (1)	—	—	Dr (2)
Hlossroch (0/7)	—	—	—	Dr (3)
Innsroch (0/7)	—	—	—	Dr (2)
Jarstoldt (3/3)	MD (3)	DC (2)	MH (3)	—
Kearn (3/3)	MD (2)	DC (0)	MH (3)	—
Loch Shel (2/5)	MD (1)	DC (0)	MH (2)	—
Morbuch (1/6)	—	—	MH (1)	—
Östwode (2/5)	MD (0)	—	MH (1)	Dr (2)
Woderoch (1/6)	—	—	MH (0)	Dr (4)
Zürtrode (2/5)	MD (0)	—	MH (1)	Dr (1)
Zwesslerlund (0/7)	—	—	—	Dr (6)

**Abbreviations:** MD=Mor Drachen (Soldat of Drachenward); DC=Drachenchauchen (Drachen Champions); MH=Morjägers (Mor's Head Hunters); Dr=The Dragon

◆ **Law:** Drachenward's law holdings have been in decline for decades. The Hag's predations and the harsh, wintery clime have forced the once-proud line of kings to fight a losing battle against anarchy. Mor Drachen (*MBr; R7; Brenna, minor, 17; NG*) cannot seem to stem the tide of time.

◆ **Temples:** The Drachenchauchen (Drachen's Champions) Church devotes itself to the worship of Kirche and the preservation of Drachenward. The Soldat of Drachenward is the traditional leader, but he has let the leadership fall to Gelda Fresmund (*FBr; Pr4, Kirche; Re, minor, 16; CG*), a young priest with good intentions but little leadership experience.

◆ **Guilds:** In ancient times, the Drachenfleissers (Drachenward Head Hunters) drove the gnolls out of the forests of Drachenward and kept the borders secure. They were a true army then. Now, the Morjägers (Mor's Head Hunters) endeavor to recapture some of that mystique as a mercenary company in the employ of the Soldat. The Head Hunters also make a profit hunting, fishing, and trapping in the woods and along the glacier known as the Klessberg.

◆ **Sources:** The Dragon (??; ??; ?, ?, ?; N) may be the only practicing wizard in Drachenward, and no one has ever seen his, her, or its face. The most persistent rumor claims that the Dragon is actually a Cerilian dragon with the ability to use the mebhaghil of Drachenward's sources in the same manner as a blooded wizard.

**Regency Generated/Accumulated:** Mor Drachen collects 45 RP from his own holdings and province rulership (he rules every province not covered by the Klessberg) and an additional 6 RP from his two lieutenants/vassals.

**Treasury:** 12 GB. This should increase since both of Mor's vassals have started turning over half their profits every domain turn.

**Army:** Drachenward's army reflects its sparse population.

- ◆ 3 units of Mor's Head Hunters (mercenary infantry)
- ◆ 3 units of Mor's Head Hunters (scouts)
- ◆ 2 units of levies
- ◆ 2 units of Drachen's Champions (elite infantry)

Because of the Klessberg, which covers nearly all of Drachenward's northeast coastline year-round, Drachenward has no real navy. One roundship, used almost exclusively for trade purposes, spends most of its year in the safe harbor in Drauch.

**Regent:** The Soldaten (loosely translated as "the King's Soldiers" in Drachenward's high Brecht dialect) have ruled Drachenward for generations, ever since the Hag kidnapped the last royal heir of Drachenward generations ago. Elected by a council of advisers, Mor Drachen will rule until he dies, resigns, or is pushed out by dissatisfied nobles. So far, he has done no worse as a regent than most of his predecessors, and shows an energy and vitality uncharacteristic in Drachenward's recent rulers. Mor Drachen has traveled extensively in the southlands. Now a grizzled veteran

nearing the end of his fourth decade in life, he wields like a club his determination to see Drachenward recover.

♦ **Lieutenants:** The leader of Mor's Head Hunters, Dremmin Slyzky (MV; R5; Vo, major, 22; NG), comes from the Vos lands to the southeast but serves Drachenward as his homeland. He does not fear the manipulations of the Hag, the raiders of Hjorig, or the gnolls of the Fells. His guild of mercenaries, trappers, and foresters has started to bring in money for Drachenward's depleted treasury. He secretly hopes that the Soldat will order his men to start taking a few of the eastern provinces of Grabentod and that he will be made regent of the area. Dremmin feels that a buffer state, especially one on the southwestern side of the Drachenauro Mountains, could provide Drachenward with much more security and income.

Gelda Fresmund is the Soldat's first cousin and heir. She shows little interest in politics, however, and maintains her leadership of the Drachenchauen only through his support. An attractive young woman, she secretly loves Dremmin and wishes he would notice her. She could benefit from his aggressive nature when dealing with her own holdings, in fact—many of the Drachen's Champions' worshipers want to join with the Head Hunters and invade Grabentod.

**Important NPCs:** Llebruch (F½E; R8; NG) leads the contingent of Mor's Head Hunters in Loch Shel. Rumor has it that she is descended from the ancient race of elves that once lived in Grovnekevic Forest before the gnolls, orogs, and brutal Vos destroyed all the elven domains but Tuar Annwn. She pledged her loyalty to Drachenward three generations ago, and remains young and beautiful, but very cold. On the few occasions when she appears at court, she acts in a gracious and distinguished manner, but in battle with the gnolls and other creatures that plague Drachenward, she can be ruthless and brutal.

Another half-elf, Talron Blüch (M½E; W7; Ma, minor, 13; N), has other interests. Occasionally appearing before the regent's court or meeting with the Soldat's lieutenants, he has provided detailed maps and information on the provinces covered by the Klessberg. He seems enamored of the great glacier, and studies it incessantly. Some say he may have had contact with the Dragon, though he refuses to answer direct questions on the matter. Talron disappears for months, sometimes years, at a



time, only to reappear with new findings about glacial shifts, new monsters he's sighted, and reports on the Dragon's source holdings (though how he learns this information remains a mystery).

The Hag continues to plague Drachenward, but she seems to have focused more on Grabentod in recent years. If the Soldat succeeds (against all odds) in rebuilding Drachenward's status as a viable realm, this may change.

**Description:** Drachenward encompasses the northern and eastern reaches of the Drachenaaur mountains. The only province that gains any real protection from the northern weather is Drauch, and that area has, in the past, been targeted for special attention by the skirmishers of Grabentod and the manipulations of the Hag. The great pine forests of the interior remain snowcovered throughout the year, and the Klessberg keeps any hopes of fishing or agriculture far from the minds of Drachenward's people.

Drachenward also has other problems. The dragon rampant emblem on its nobles' coat-of-arms didn't find its way there by accident; four of Cerilia's very rare dragons are believed to make their homes in the Drachenaaur Mountains or, perhaps, in the Klessberg. Drachenward may be home to the only dragon known to be able to cast realm spells as well. These facts, combined with the harsh climate, does not make the realm a target for ambitious immigration. In spite of this, Drachenward has kept its dignity through the years—not falling prey to the traps of Grabentod. Pirates, bandits, and lawbreakers meet harsh justice in Drachenward, so they steer clear.

**Cities and Settlements:** Drachenward no longer has any cities. The provinces of Drauch, Buchen, Jarstoldt, and Kearn could probably support small cities, but such civilizations have proven impractical in the past. People instead spread themselves out, in large communities or shared farmsteads, to make hunting and foraging for food in the wintertime easier. Drachenward's people reckon themselves among the survivors in the northlands, and are fiercely loyal to their leaders and homeland.

**Loch Shel:**

Legend has it that this lake was once home to a fairy (or perhaps an elf) king, and it was enchanted never to freeze during even the harshest of seasons. More likely, it is fed by deep hot springs or volcanic activity of some kind, but regardless of the cause, Loch Shel never freezes. Unfortunately, this makes the province home to every monster and nasty creature within a hundred miles (at least during the winter), so the local inhabitants must live in small, fortified settlements year-round. The Soldat has devised a plan to rid the province of the worst of the monsters, but hardy adventurers do not exactly grow on trees in the northlands.

**Allies:** Drachenward has an emotional ally in Danigau, but that realm is unable to provide much aid. The Soldat, before becoming ruler of Drachenward, impressed the count of Danigau and his wife while visiting the Western Reaches, and they became friends. Unfortunately, Danigau has its own problems; sending ships or armies to Drachenward's aid would prove problematic at best. Still, if Grabentod would ever decide to attack the Soldat's provinces, Danigau might supply a second front against the pirate kingdom.

**Enemies:** While Grabentod has never officially declared war on Drachenward, they've been at each others' throats since the Hag began her rule in Kordan. The gnolls of the Fells hate and fear Drachenward's armies, scant as they are. The Soldat has no trust in the Jarl of Hjorig.

**Special Considerations:** While Drachenward's dragon population may discourage immigration and mining in the mountains, it works to play on the fears of would-be invaders. An all-out attack on Drachenward—even a minor skirmish in the wrong place—could awaken one of these sleeping monsters. Everyone on Cerilia has heard tales of the damage an enraged dragon can wreak on an army, regardless of magical protection or mortal power.

# the hag's domain

**Alignment:** Chaotic evil.

**Status:** Not available for PC use.

**Provinces/Holdings:** The windswept, inhospitable province of Kordan, also known as the Hag's Domain, yields little to its bitter regent and holds only trouble and terror for those who might venture within its borders.

Province	Law	Temples	Guilds	Sources
Kordan (2/5)	—	—	—	Ha (5)

Abbreviations: Ha=The Hag (Fulda Geissen)

- ◆ **Law:** The Hag (*FAw*; *W15*; *Az*, *great*, *39*; *CE*) permits no law holdings—in fact, no settlements—within her domain.
- ◆ **Temples:** No temples exist in Kordan; it is unlikely that any will arise while the Hag lives.
- ◆ **Guilds:** No trade exists in the realm.
- ◆ **Sources:** The Hag controls the only existing source in the domain, and has sources and ley lines extended into nearby realms.

**Regency Generated/Accumulated:** 7/12 RP.  
**Treasury:** 2 GB.

**Army:** The Hag has no permanent army. She spends much of her time watching surrounding domains and uses her considerable magical skills to create or summon impressive forces when an enemy attacks.

**Regent:** The Hag seems wholly evil and completely insane in her bitterness. Once a beautiful woman of Grabentod, she always schemed and connived in pursuit of power. Now, her loveliness is gone and her chance for rulership seems lost forever.

The Hag exercises her spite against Grabentod and Drachenward with relish. She brought Grabentod to ruin once, and would do it again. The *Blood Enemies* accessory has more information on her history.

- ◆ **Lieutenants:** Orin Hawk (*MBr*; *R12*; *CG*), a noble of Drachenward, along with his entire entourage, have been enslaved by the Hag. As her puppets, they guard the northern border of her realm. Several rescue attempts by the remaining nobles of Drachenward have failed disastrously, and the situation grows desperate. The Hag may have charmed or imprisoned other individuals within her realm as well.

**Important NPCs:** The Hag inspires fear in her neighbors, but not resistance. Grabentod,

in chaos since the Royal Marines of Müden captured their pirate king, has not made a sortie into Kordan in years. Drachenward's Orin Hawk was the last to lead a successful foray into the Hag's Domain, but he now unwillingly guards Kordan against incursion.

Orin has no relatives or close friends remaining in Drachenward, but one of his entourage may have escaped. Jana Tasha (*FV*; *T8*; *Vo*, *major*, *26*; *NG*) accompanied Orin Hawk and his group on their last foray into Kordan; no evidence of her capture has been found. Most of Drachenward's "Hag scholars" consider this a good sign—Jana, a beautiful and spirited woman, would undoubtedly be one of the Hag's first targets of torment if she were captured. The Drachenward nobles keep her existence a secret, hoping that she may still roam Kordan, seeking to save Orin and his companions.

**Description:** Mountains and scrub forests cover Kordan. Snow comes early and often to the domain; the land bears a haunted look even in the height of summer. Remnants of settlements exist on the northwest border—some say the Hag maintains the ancient ruins to taunt the people of Drachenward.

**Allies:** The Hag once tried to trick the Wolf into helping her against Drachenward. Fortunately, that alliance fell apart immediately, and the two awnsheghlien have never tried to unite since.

**Enemies:** Drachenward is currently the Hag's most bitter foe. That realm occasionally invades her land, presumably for some clue to the fate of their long-lost heir. Drachenward's forces invariably and inexplicably suffer great tragedy.

**Special Considerations:** The Hag's immortality and wizardly spells give her true power, and she knows it. She exists only to punish those she feels are responsible for her current situation. Never mind that her former contemporaries are long dead, or that her own schemes brought her to this disaster. She is bitterness and vengeance personified. Fortunately, her chaotic nature keeps her from planning a truly earth-shaking vengeance.

If Grabentod ever unites under a true ruler, it may find an ally in Drachenward. If so, the Hag's days may be numbered. Unfortunately, she works day and night to ensure both realms suffer from divisiveness and hate.

# Grabentod

**Alignment:** Lawful evil.

**Status:** Recommended.

**Provinces/Holdings:** Disorganized and divided, Grabentod's holdings shift in size and prominence with the season.

Province	Law	Temples	Guilds	Sources
Burning Forest (2/5)	—	—	—	Dr (4)
Cooling Bay (4/4)	AG (1) DN (2)	NW (2) WT (2)	—	Ha (3) Dr (1)
Darres' End (7/0)	KM (3) DN (1) AG (2)	NW (3) SH (4)	NW (1)	—
Drachenjaw (4/3)	DN (3) KM (1)	SH (3) NW (0)	KM (2) NW (0)	—
Kauth (0/7)	—	—	—	—
Roaren (0/9)	—	—	—	Dr (7)
Toothmark (5/2)	AG (4) PB (1)	NW (1) SH (3)	NW (1) KM (3)	—
Westwatch (4/5)	AG (2)	SH (1)	—	Dr (5)
Yulesprech (2/7)	PB (2)	NW (0)	—	Dr (4)

**Abbreviations:** AG=Albrecht Graben (King of Grabentod); DN=Delma Nauren (The Lady of Grabentod); KM=The King's Men (Harlmut the Steward); PB=Parniel Bowspear; NW=The Night Walkers (Haltengabben); WT=Winter Witches (Chesspola Fröschen); SH=Sailor's Home (Sirene Wassercrest); Dr=The Dragon; Ha=The Hag

◆ **Law:** In years past, the King of Grabentod ruled its provinces completely. Now, with King Albrecht held hostage in Müden, the rulership of the provinces is fragmented among the King's Men (ruled by Albrecht's steward) and two other "nobles." Note: Law holdings marked KM (The King's Men) are actually controlled by Harlmut; he pays vassalage to Albrecht.

◆ **Temples:** While the king and the King's Men care little for religion, others in the realm look to a few gods—particularly Éla, Neira, and Kristal.

◆ **Guilds:** The King's Men control the major guilds in Grabentod, but the worshipers of Éla have a few holdings.

◆ **Sources:** Albrecht has not been able to entice a wizard regent to reside in his northern realm, so the only source holders are the Hag and the Dragon.

**Regency Generated/Accumulated:** 23/42 RP. King Albrecht accumulates 18 RP for his holdings and provinces, plus an extra 4 RP from the King's Men and 1 RP in vassalage from Parniel Bowspear, for a total of 23 RP.

**Treasury:** 54 GB.

**Army:** Albrecht commands (through Harlmut and the King's Men) the following troops:

- ◆ 3 units of infantry
- ◆ 5 units of Grabentod Raiders (marines)
- ◆ 3 units of artillerists
- ◆ Navy: 3 roundships, 3 keelboats, 1 cog

Parniel Bowspear has three units of Grabentod Raiders (marines), one unit of artillerists, and two roundships, while Lady Delma's supporters command four units of levies, one unit of Grabentod Raiders, and one roundship.

The Sailor's Home temple has charge of two units of levies and one keelboat. The Winter Witches have two units of levies.

**Regent:** King Albrecht Graben (*MBR; F5/T6; Vo, major, 23; NE*) is the recognized ruler of Grabentod, but since his imprisonment in Müden, his steward Harlmut (*MV; F2/T7; Vo, tainted, 8; LE*) commands in his stead. Some say Harlmut actually turned Albrecht over to the Müden Royal Marines, but this is unlikely; Harlmut has had nothing but trouble keeping the kingdom together for his master.

Two other law regents struggle for control in Grabentod. The first, Lady Delma Nauren (*FBR; F2; Br, minor, 18; LN*), comes from a cadet branch of the Graben royal family. She is actually a puppet, manipulated by a group of powerful commoners and pirate captains. Lady Delma would be content to relax in northern splendor rather than fight these political games.

The other would-be ruler has no such desires. Originally a common sailor, Parniel Bowspear (*MA; F9; Az, major, 33; CE*) slew a minor awnshegh that attacked his ship north of the Drachenaur Mountains. He gained its bloodline, then used his new powers to remove obstacles between himself and rulership. He pledges loyalty to Albrecht and the King's Men (even submitting a few RPs in vassalage), but he is an open opponent of the steward Harlmut.

**Important NPCs:** The Night Walkers, who make up the temple of Éla (as well as the thieves' guild in Grabentod), are led by a woman known only as Haltengabben (roughly translated as "stand and deliver"). She is the High Priestess of the Night Walkers and was, up until his capture, an ally of King Albrecht. Now she seems to sway back and forth in alliance between the King's Men and Parniel Bowspear.

In addition to the Night Walkers, two small temples fight for control of the hearts and minds



of the commoners of Grabentod. The more popular, the Sailor's Home, is devoted to Neira and watched over by High Priestess Sirene Wassercrest (*FBr; Pr7, Neira; Re, major, 36; NG*). All sailors, pirates, and traders in the realm pay at least token homage to her. The Winter Witches, followers of Kriestal, encroach on Grabentod from the east. They are led by High Witch Chespolä Fröschen (*FV; W3/Pr6, Kriestal; Vo, minor, 16; CE*).

The Dragon (*statistics unknown*) may be an awnshegh, an ershegh, or an actual dragon for all anyone knows, but the third choice seems most likely. Although dragons are not known to have bloodlines, scholars believe they could tap the mebhaighl of Cerilia and use it as well as, if not better than, humans or elves. If the Dragon is a dragon, it may be Kappenkriaucheran, a dragon known to inhabit the Drachenaur near the border of Drachenward and Grabentod.

The Hag (detailed in the *Blood Enemies* accessory) has chosen to influence the area again. She gained control of one source holding in recent months, and has ley lines leading into many provinces in Grabentod. Fortunately, the Dragon seems to be at odds with her, so she has not used realm magic to trouble Grabentod.

**Description:** Grabentod is a mountainous, cold domain with a bizarre history. Centuries ago, Grabentod was one of the noble realms of Brechtür. Like its southern cousins, it chafed under Anuirean rule, but unlike the other realms, it threw off this rulership with little bloodshed. Winters closed the ports of "Old" Grabentod as frequently as they do today; the Anuireans trapped in the northern reaches during the final uprising either died fighting or surrendered easily (more the latter than the former). Thus, Grabentod became independent.

But Old Grabentod did not enjoy its independence for long. Intrigue and conspiracy seem to breed in the mountains of the north, and the royal family produced a woman who eventually became one of the most fearsome of the northern awnsheghlien, the Hag. The Hag proved to be the ruin of Old Grabentod; within a few generations of her evils, the realm was sundered. No heir to the throne could be found (some of them went into hiding in fear of their lives), and the kingdom devolved into anarchy. Drachenward and Grabentod have blamed each other for their problems ever since.

Some 85 years ago, however, a pirate sailed into one of Grabentod's harbors. He declared he was the true heir to the Grabentod throne, giving his name as Ulrich Graben. His outlaw fleet had been driven from the Zwellunds, but he claimed that he now pursued his heritage.

He faced serious resistance. Several small

settlements existed in Grabentod, and few relished the idea of a pirate king. But Ulrich was armed with a small fleet of ships and a large group of desperate men. They burned the forests and villages in Darres' End and killed the leaders of the resistance. To this day, the ghosts of those battles haunt the Burning Forest. On clear winter nights, fires can still be seen among the treetops.

Because of these hauntings, King Ulrich founded the city of Alber in the sheltered northern harbor. This proved fortuitous, since volcanic activity in the Drachenaur Mountains (some say it is the dragons shifting and roaring in their sleep) heats the Alber Inlet, keeping it free of ice all year. Alber stays comparatively warm as well; the settlers grow winter wheat on the plains outside the city.

"New" Grabentod remains a realm in flux. At no time in its history have its rulers been free of opposition. Some say that if a true heir to Old Grabentod were to return and slay the Hag, the shadow over the realm would be lifted, the pirate-kings would be driven out, and the iron and silver would be restored in the mines of the north. Now, however, evil and strife rule the land, and no one truly hopes for much better.

**Allies:** Some say Ulrich made a pact with the Hag all those years ago, and this doesn't seem too far-fetched. The Hag nurses a hatred of old Grabentod and knows the prophecies involving the return of a true heir, so she may have agreed to support Ulrich and his descendents.

The gnolls of the Gnoll Fells have a trade alliance with the King's Men. The creatures load lumber and minerals onto Grabentod's ships in return for armor and weapons the pirates plunder from their victims.

**Enemies:** Most of the seafaring people of Cerilia are enemies of the Grabentod pirates, but Müden stands out among the crowd.

**Special Considerations:** The law regents of Grabentod are searching for a wizard regent ally. If the King's Men can gain a powerful court wizard, they can probably wipe out dissenters in the kingdom. Since Albrecht's capture by Müden, Harlmüt has stopped paying him RP in vassalage and instead uses the RP generated by the King's Men's holdings to defend the realm. If Harlmüt can contact Graben (not a difficult task—just time consuming), he can have access to the rest of his sire's RP—if he can convince the king that this isn't an attempt at a coup.

# grevesmühl

**Alignment:** Neutral good.

**Status:** Recommended for PCs.

**Provinces/Holdings:** Still a frontier realm after all these years, Grevesmühl needs a strong leader with a vision.

Province	Law	Temples	Guilds	Sources
Dubeswald (3/4)	SK (1)	LH (2)	AA (2)	CS (4)
Eiresmachen (2/5)	SK (1)	—	—	CS (5)
Gredaur (3/4)	SK (3)	LH (3)	AA (3)	CS (4)
Haldwaren (4/3)	LH (0)	LH (3)	AA (4)	CL (2)
Jardwessen (2/5)	—	—	AA (2)	CL (4)
Mjöllinar (3/4)	KP (1)	ME (2)	DU (1)	CL (3)
Rulsfeg (6/1)	KP (3)	LH (3)	AA (4)	CL (1)
	—	ME (3)	DU (2)	—
Steppsig (5/0)	SK (5)	—	AA (3)	—
	—	—	DU (2)	—
Tyrtep (4/5)	KP (3)	GF (3)	DU (3)	CL (3)
Westriet (5/2)	SK (3)	ME (1)	AA (3)	CL (1)
	—	GF (1)	DU (2)	—
Woettap (3/4)	SK (1)	GF (3)	—	CS (4)
Zhylenkal (3/4)	—	GF (3)	—	CS (4)

Abbreviations: SK=Shaemes Karlburgher (Duke of Grevesmühl); KP=Kallen Pickbiter (King of Daikhar Zhigun); LH=Luther Helmsen (Ruornil's Silver Guard); ME=Morathos Everdark (Bright Ember's Darkness); GF=Ghus Feuerscorn (Yeenoghu's Dark Curse); AA=Arlinda Aldor (Black Ice Traders); DU=Dorin Utterlund (Deep Steel Miners); CS=Colin Shaefpaete (the Island Mage); CL=Caliene Llwelyn (Grevesmühl Wizard)

- ◆ **Law:** Two regents rule the law in Grevesmühl. Unfortunately, one of them is Shaemes Karlburgher (*MBr; F1; An, great, 40; N*), Duke of Grevesmühl, Lord of the Zweilunds, and Scourge of the Black Ice Bay. Grevesmühl has been cursed since the end of the Anuirean occupation with incompetent, greedy, or disinterested rulers; Shaemes is definitely all three.

Kallen Pickbiter (*MD; F7; Ba, minor, 16; LN*), king of the Daikhar Zhigun dwarves, also controls some law holdings in the provinces nearest to his realm.

- ◆ **Temples:** Temples devoted to three deities are represented in the realm. The humans who subscribe to religion follow Ruornil. Members of Ruornil's Silver Guard maintain battle readiness at all times or contribute to the support of those able to fight. They also support the Grevesmühl Guard, a band of

rangers

famed throughout

Brechtür's history. This temple is currently led by the half-elf

Luther Helmsen (*M½E; R5/Pr5, Ruornil; An, major, 23; CG*).

Dwarves who live or work in the realm follow the teachings of Moradin; Morathos Everdark leads Bright Ember's Darkness.

The gnolls who cross the mountains to make camps and plague the scattered domains worship the dark god Yeenoghu.

- ◆ **Guilds:** The Black Ice Traders employ ruthlessness and cunning by slipping into Daikhar Zhigun and western Grevesmühl, cutting lumber, and selling it back to the dwarves at a steep price.

The Deep Steel Miners can hold their own against the Black Ice Traders. Their iron ore, coke, and copper are smelted to make fine weapons that the warriors of the realm need to hold off incursions of the gnolls.

- ◆ **Sources:** Colin Shaefpaete (*M½E; W8; Br, major, 28; CN*) seldom leaves the Zweilunds, but he has a network of sources and ley lines in Grevesmühl. Caliene Llwelyn (*FBr; W5; Re, minor, 16; LN*) controls several inland sources; the two mages have been known to clash.

**Regency Generated/Accumulated:** 35/45 RP.

**Treasury:** 22 GB.

**Army:** Shaemes commands the following forces in defense of the realm:

- ◆ 3 units of infantry
- ◆ 2 units of archers
- ◆ Navy: 1 roundship, 2 keelboats

The human temples and guilds have always been allowed to have their own forces (at least, in living memory). Ruornil's Silver Guard can muster three levies on demand, as well as a special scout unit of rangers known as the Grevesmühl Guard. The Black Ice Traders have three keelboats and a roundship plus two marine units.

The dwarves of Daikhar Zhigun help defend the realm against the gnolls (thereby also protecting their own interests) by providing:

- ◆ 4 units of dwarf guards
- ◆ 4 units of dwarf crossbows

Since the gnolls must summon all their forces out of the Gnoll Fells and move them through Hjorig (they know better than to brave the passes of Daikhar Zhigun), they can muster only one unit of gnoll marauders when needed.

**Regent:**

Shaemes Karlburcher is the selfish, immature regent of Grevesmühl, though his influence hardly extends beyond the capital of Daugren and the northern inlet settlements around Trie. No heirs to the dukedom currently exist, nor are any likely. It is said Shaemes has no taste for the idea of marriage or children.

**Important NPCs:** Shaemes is a fool of a regent who may become regent of nothing if Graevas Resketch (*FBr; F2/T7; Vo, major, 23; NE*) has anything to say about it. Graevas once sailed with the pirates of Grabentod and learned her trade as a reaver. Now, she frequents the court of Grevesmühl, looking for a chance to dispose of Shaemes and seize control. She is attempting to enlist the aid of Arlinda Aldor (*FBr; T9; Ba, minor, 17; LE*) of the Black Ice Traders.

Arlinda may have her own designs on the throne of Grevesmühl. She originated in the logging camps of Rulsfeg, where she learned to fight the dwarves and gnolls as soon as she could hold an axe. Now, she cuts trees out of Daikhar Zhigun, gouging the dwarves with her high lumber prices.

But Kallen Pickbiter and his dwarf lords—Morathos Everdark (*MD; Pr8, Moradin; Vo, great, 38; LN*) and Dorin Utterlund (*FD; T6; Re, major, 25; NG*)—may not stand for this poaching any longer. Kallen works on Shaemes every day to outlaw this practice, while Morathos, the high priest of Bright Ember's Darkness, is beginning to inject a little xenophobia into his sermons. Dorin, the guildmaster of the Deep Steel Miners, is the only dwarf who doesn't really care about Arlinda's price gouging—it "justifies" the exorbitant prices she charges for ore and tools out of the mountain. As Dorin says, "Wood is a luxury, but steel and coal fuel Grevesmühl and keep the gnolls at bay."

The gnolls' presence in Grevesmühl is significant enough for them to be represented by the church of Yeenoghu's Dark Curse, led by Ghus Feuerscorn (*MGN; Pr4, Yeenoghu; Az, minor, 19; LE*). He was sent to Grevesmühl with several gnoll marauders to set up an invasion. Unfortunately, Daikhar Zhigun and Hjorig block the way into Grevesmühl, and Ghus is growing disheartened.

**Description:** Grevesmühl's provinces are wild and overgrown, except near the cities of Daugren and Trie. The locals are an independent sort, living in small communities and clannish extended families more typical of the Vos and the Rjurik than the Brechts. Still, Grevesmühl's inhospitable climate and appearance keep it from being raided by Grabentod. The mountains that cut it off from the rest of the continent (and keep the bad weather in) make it an unappealing target for any would-be conquerors.

**Trie:** This city is the one bright spot in a dismal realm. Even the decadent Daugren cannot rival Trie for excitement. Grabentod's raiders, Müden's Royal Marines, and dwarf and human traders of Grevesmühl come to Trie to forget their differences and take the chill off. The burgher of Trie once boasted that a party of gnolls, driven from the mountains by dwarf troops, wandered into the city. Before they knew it, they'd spent their booty on wine and food and had to take jobs as tavern drudges to pay their debts.

**Daugren:** Once a cosmopolitan trading port with every possible luxury good passing through its docks, the city has fallen into decline. Pirates, bandits, gamblers, and every type of ruffian make up its populace.

**Allies:** The realm has no true allies. If the Black Ice Traders didn't gouge the dwarves of Daikhar Zhigun so fiercely, they might have friends there, but Arlinda Aldor seems to harbor a strong prejudice against nonhumans.

**Enemies:** The gnolls of the Fells would like to take over Grevesmühl, but they are not a serious threat. In the past, Rzhlev has made a few cutlass-rattling overtures, but the Royal Marines of Müden would not take kindly to a Vos realm invading any part of Brechtür.

**Special Considerations:** Grevesmühl is wild, open, and above all, neutral. It will seldom ally with anyone for a long period of time, though its leaders occasionally choose sides. This is particularly true of the wizard Caliene Llwyn, who sees the wildness of the countryside as a waste—even though she, as a source holder, benefits from its lack of development.

# rzhlev

**Alignment:** Neutral evil.

**Status:** Recommended for PC use.

**Provinces/Holdings:** The Groll Ridge mountains shield the Rzhlev valley from the north winds, and the Rzhlev Range protects the plains provinces from the icy clime of Black Ice Bay, but nothing can ward the Vos kingdom from the enmity of its nearest neighbors.

Province	Law	Temples	Guilds	Sources
Duarlavka (3/4)	Ts (3)	NB (2)	Gr (3)	Ts (4)
Edarlaskyy (4/3)	Ts (3)	NB (2)	Gr (1)	Ts (1)
	—	Ay (1)	—	—
Evuarr (4/3)	Ts (1)	Ay (2)	Gr (1)	—
Feyulfsky (3/4)	Ts (3)	NB (3)	Gr (2)	Ts (3)
Lazzgrad (2/5)	—	—	—	—
Molevof (4/3)	Ts (3)	NB (2)	Gr (0)	Ts (1)
	—	Ay (2)	—	—
Nyurehv (3/4)	Ts (1)	Ay (1)	—	—
Nyurskyy (3/4)	Ts (1)	Ay (2)	—	—
Rzhlevskyy (5/2)	Ts (5)	NB (4)	Gr (5)	Ts (2)
Steppegrad (3/4)	Ts (3)	NB (3)	Gr (3)	Ts (3)

**Abbreviations:** Ts=Tsarina Marisha (Tsarina of Rzhlev); NB=Nikoli Brokeslav (Belinik Tsarevic); Ay=Ayairdan Vierkleven (Ayairda's Cleansing Home); Gr=Grovnikk Glössevik (Grovnikken Stohlevskyy)

◆ **Law:** Tsarina Marisha Rodelovisk (*FV; F4/W11; Vo, great, 38; LE*) rules all of Rzhlev like a kingdom under siege. Won from the Brecht people after the Battle of Lake Ladan nearly four hundred years ago, the only Vos kingdom bordering the Great Bay holds its own in enemy territory.

◆ **Temples:** The Tsarina of Rzhlev "encourages" her people to follow the teachings of Belinik through her vassal Nikoli Brokeslav (*MV; Pr5, Belinik; Ba, major, 23; NE*). She punishes those she finds worshiping at the scattered and secret churches of Ayairda. No known high priest exists in Ayairda's Cleansing Home, but its clerics wander the land preaching the value of beauty and love over war and death.

◆ **Guilds:** No single guild ever controlled Rzhlev's internal trade before the renegade dwarf Grovnikk Glössevik (*MD; T8; An, major, 24; LE*) came south out of Daikhar Zhigun with a band of exiled dwarves. Working with the tsarina and the remnants of the old guilds,

they introduced advanced mining and metallurgical techniques to the Vos kingdom; the Vos kingdom introduced them to the idea of slave labor.

◆ **Sources:** Marisha became a warrior to honor her father's wishes, but she learned the ways of a wizard to increase her power. Despite her advanced level of experience with conventional magic, she has only rudimentary knowledge of realm magic and began creating source holdings just recently.

**Regency Generated/Accumulated:** 69/10 RP.

**Treasury:** 23 GB.

**Army:** Tsarina Marisha maintains a large standing army, some of which comprises soldiers impressed out of the populace. All of her levies and irregulars have been conscripted, and they have poor morale (they *always* rout when hit), but she needs to pay them only half their normal maintenance costs. Some of these forces become regular infantry after successful battles, but most are merely rewarded with their freedom and whatever booty they can carry off.

- 4 units of levies
- ◆ 2 units of irregulars
- ◆ 2 units of elite infantry
- ◆ 2 units of Varsk riders (knights)
- ◆ 1 unit of archers
- ◆ 1 unit of artilleryists
- ◆ **Navy:** 1 roundship, 3 longships, 2 keelboats

Most of the Marisha's navy spends its time patrolling the coastline of the northern and southern borders, but she does, occasionally, order raids launched against her neighbors or distant realms.

**Regent:** Marisha Rodelovisk never should have become regent of Rzhlev. Her father, Rodel, had three sons and a daughter—all older than Marisha, and all of whom he favored over his youngest, brooding daughter. But fate—or something darker—took a hand. All of Marisha's older brothers died in battle with the Brechts, and Marisha's older sister disappeared with her husband two weeks before the death of Tsar Rodel. Marisha became tsarina when her father died of heart failure, and has now ruled Rzhlev for almost three decades. Some might say she compensates for her lack of diplomatic and courtly skills with out-and-out cruelty and cunning—and they would be right. And then they would be dead.

● *Lieutenants:*

The tsarina appointed three lieutenants upon ascending to the throne of Rzhlev. The first and most successful was Nikoli Brokeslav, a war priest of Belinik. He assumed the leadership of the temple after a disastrous raid against Müden's coastlands cost the former high priest his life. Since then, Nikoli has spent his tenure whipping Rzhlev's warriors into a frenzy against any enemy his tsarina names.

Dimas Lowstar (*MV; F9; NE*) has been only a middling success as Belevic (war chief) to the Rzhlev forces. Excellent in defense, he attacks Rzhlev's neighbors only warily, and this displeases Tsarina Marisha greatly. Still, since she appointed him Belevic, no Brecht forces have crossed into Rzhlev and gotten away intact.

Birgitta Jarlsbane (*FR; F?; ???; ??*) turned out to be a dismal failure. Originally a warrior assassin for the tsarina, Birgitta "found" religion with the temple of Ayairda. Defecting to the tsarina's most tenacious enemies, Birgitta now plagues her former ruler's dreams and waking moments—and protects the outlaw temple from the regent's machinations.

**Important NPCs:** Grovnikk Glössevik, guildmaster of the Grovnikken Stohlevvskyy, wields surprising influence in the normally xenophobic Vos realm. He contributes gold to the upkeep of Rzhlev's armies, and has established a few trade routes to the distant Vos realms. An outlaw in Daikhar Zhigun, however, he avoids the dwarves of the Twin Fortresses completely.

When Grovnikk came to Rzhlev, he avoided becoming enslaved only by the narrowest of margins. Now, he controls the guilds of the land and owns (in the tsarina's name) many slaves himself. Even a few dwarven adventurers and wanderers have become his slaves, though he keeps them close and treats them better than he does his nondwarven slaves. Grovnikk does not do this out of love for his fellow dwarves; rather, he does not want to risk word of his activities reaching the ears of the dwarves of the Twin Fortresses. Right now, Daikhar Zhigun leaves him alone, as long as he does not trespass into that small realm. If word got back to the dwarf king that Grovnikk kept dwarves of Daikhar Zhigun as slaves, Rzhlev would never be at peace until he, the tsarina, and most of the rest of the Vos were dead.

It's no secret that Birgitta Jarlsbane has

murdered many a Brecht and Rjurik noble at the tsarina's order. Rumor has it that Birgitta first entered Marisha's service way back when the future tsarina needed to remove a few obstacles between herself and the throne (Marisha's second brother's death had no witnesses, and no one knows what happened to her sister and brother-in-law).

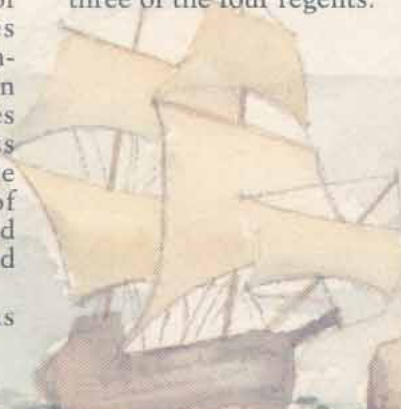
But Birgitta has, reportedly, reformed. She now uses her skills as a warrior and assassin to protect the church of Ayairda. Some say she may be the wife or lover of the high priest—though such romances often attach themselves to the Goddess of Beauty's temple.

Birgitta's most notable success against her former employer came in Molevof, once a stronghold of the tsarina's power. Simultaneously, she engineered such a rebellion within the church of Belinik and the guilds of Grovnikk that both holdings lost power and the church of Ayairda gained more than a foothold in the province. The tsarina has set a price on Birgitta's head so great that the errant assassin cannot show her face in any civilized region of the Vos realm.

**Description:** The Brechts held the realm known as Rzhlev since the original invasion of Cerilia and throughout the Anuirean occupation. They lost it only when they decided to take land away from another people.

The rich plains between Rzhlev's northern and southern mountain ranges burned long into the night as Brecht forces retreated south into Berhagen and north into Grevesmühl after the disaster of Lake Ladan. Now, those same mountain ranges make it nearly impossible for the Brechts to achieve their desire for a Great Bay Empire, but they also keep the Vos kingdom contained and unable to mount a sweeping offensive on its neighbors.

**Cities:** Rzhlev is the only true city in this wild realm. Surrounded by thick forests and resting a few miles from the Berhagen Inlet and River, it maintains a careful watch on the southern border of the realm. The walled city thrives on the trade of all the provinces of the realm and is home to the courts of three of the four regents.



**Allies:** Cut off from other Vos realms, Rzhlev has few allies. Some say the Black Ice Traders (the pirates of Black Ice Bay), have an alliance with the Vos realm, and they may be right. Certainly, Colin Shaefpaete of the Zweilunds occasionally trades with Rzhlev, but he maintains no official alliance with them.

**Enemies:** Berhagen and Rzhlev clash often. Forays from the Vos realm meet resistance in the mountains between the two kingdoms, and even the Mountain Brigands of Berhagen fight the invaders. Grevesmühl also exhibits more than a little hostility toward Rzhlev—though open warfare between the two realms has not existed for nearly a decade.

**Special Considerations:** Rzhlev's tsarina is well into middle age, and she wants to make a name for herself as both a warlord and a wizard. She may begin ordering her Belevic to attack whatever realm seems the most handy, even if it means a Vos expedition into the Mistmoor. Meanwhile, if Marisha begins running ley lines into any of her neighbors' realms, it could mean mass destruction for these unfortunate kingdoms.

## wolfgaard

**Alignment:** Neutral.

**Status:** Not available for PC use.

**Provinces/Holdings:** Wolfgaard includes three provinces: Holde, Nourne, and Sorfeet, all of which used to belong entirely to Hjorig. Hjorig still maintains some control over the land, but the Wolf does not take interference kindly.

Province	Law	Temples	Guilds	Sources
Holde (2/5)	—	TE (2)	—	LR (3)
Nourne (1/6)	EK (1)	TE (1)	—	LR (5)
Sorfeet (2/5)	—	TE (0)	—	LR (2)

**Abbreviations:** EK=Jarl Einar Kuppel (Regent of Hjorig); TE=The Tor of Lirorn (Tor Elke); LR=Lianna Rünjoral

- ♦ **Law:** Jarl Einar Kuppel (MRj; F7; Ba, major, 23; NE), ruler of Hjorig, controls the provinces of Wolfgaard, but only from afar. Only one small settlement exists within Wolfgaard, and it may not survive the next winter.
- ♦ **Temples:** The Tor of Lirorn bolsters the hearts and souls of many Wolfgaardian woodsmen. The Tor herself was born in Wolfgaard and respects the Wolf's power.



adventurers and prefers to stay in the wild rather than take a few days' ease in one of the northern cities.

**Description:** Wolfgaard's pine forests and rocky coastline make excellent hunting grounds for the Wolf. In truth, this terrain protects the small human population as well. Jarl Einar sees little profit in controlling the land and seldom collects significant taxes from any of the provinces.

The Wolf seldom, if ever, preys on humans or humanoids in the forest, and his pack does the same. The hunters and fishermen of Wolfgaard live relatively peaceful, if none too relaxing, lives. Dangers other than the Wolf also lurk in the mountains, but that could be said of anywhere in Cerilia.

**Allies:** The Wolf may have a few allies in Hjorig. The Tor of Lirorn came to Hjorig years after the jarl drove out or destroyed the Brecht nobility after the Battle of Lake Ladan. Despite her rough religion, the Tor preaches fairness and oneness with nature—and the Wolf seems to be (despite his bloodline) a nature creature who is peaceful as long as he is not provoked. It was the old Tor, before Elke, who convinced the jarl to cease military excursions into Wolfgaard to pursue the Wolf.

**Enemies:** None.

**Special Considerations:** The Jarl of Hjorig holds Wolfgaard by a thread finer than spider silk. If a leader came to the provinces and convinced Shaeron and the Wolf of peaceful intentions, the small realm might be built into a respectable domain. The Hag remains content with her machinations against Grabentod and Drachenward, and Hjorig would be unable to resist a strong leader in the area.

◆ **Guilds:** No guilds exist within Wolfgaard; outlying trading posts supply the scant populace.

◆ **Sources:** Young Lianna Rünjoral (*FRj*; *W3*; *Re, major*, 27; *NG*) maintains the ley lines and sources she inherited within Wolfgaard, but seldom makes her presence felt within the realm.

**Regency Generated/Accumulated:** 6/4 RP.

**Treasury:** 0 GB.

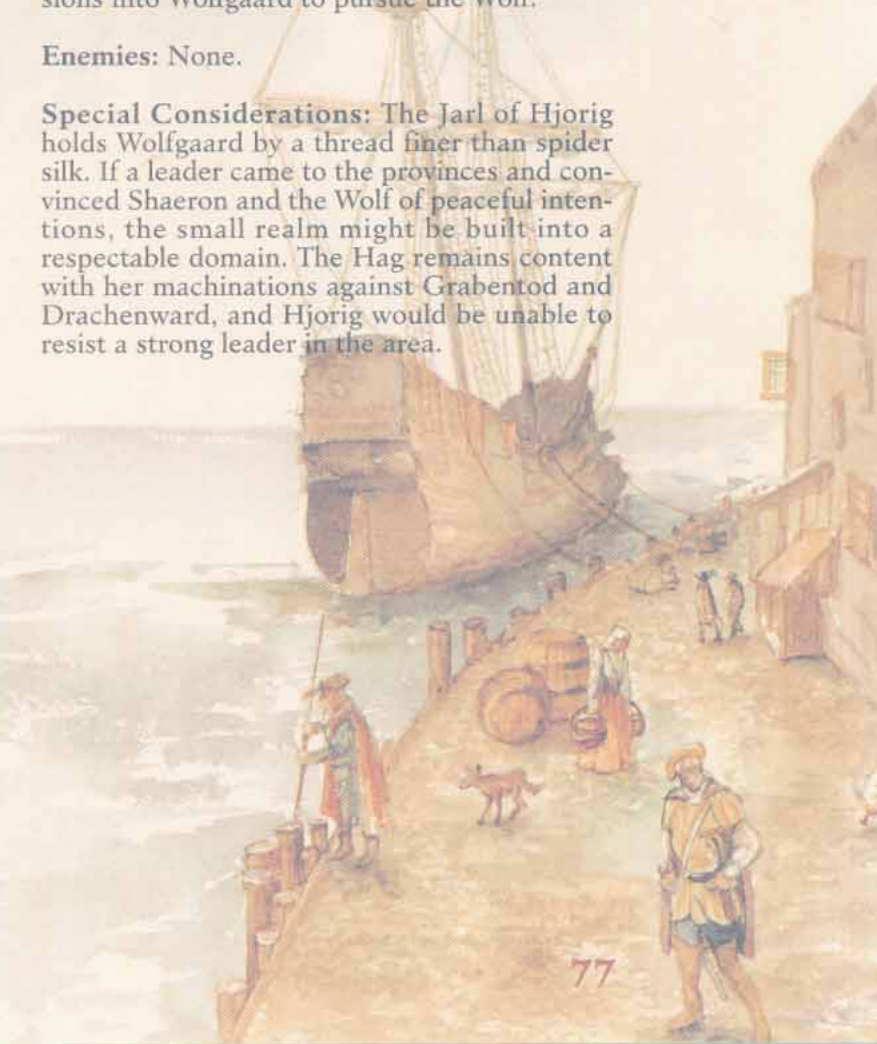
**Army:** While the Jarl is very careful (now) not to infringe upon the Wolf's hunting grounds, he does keep one unit of scouts in Nourne.

**Regent:** Jarl Einar Kuppel rules the provinces in Wolfgaard, but only through the Wolf's sufferance. If the Wolf had any interest in rulership, he would probably use the Anuirean Shaeron (*FAn*; *M6*; *CN*) to rule for him, but the Wolf is truly a Wolf, and is not interested in human dominion. The Jarl of Hjorig maintains a careful watch over his stray provinces.

**Important NPCs:** Shaeron loves the Wolf with disturbing obsession. She can communicate with the creature, and the pack of wolves led by the Wolf consider her a member of their pack (see the *Blood Enemies: Abominations of Cerilia* accessory for more information). Currently, her greatest desire is for a permanent *polymorph* spell so she can assume wolf form and be her lord's mate.

A group of mixed-race adventurers entered Wolfgaard some months ago. Led by a scion known only as Sweisnechlen (low Brecht for "Black Knife"), the adventurers have pursued the Wolf and Shaeron for an undisclosed reason. Rumor has it that Sweisnechlen (*MBr*; *R7*; *An, minor*, 15; *NG*) sees the Wolf (which is an awnshegh) as a perversion of nature and has taken on the personal quest of killing the creature and "freeing" Shaeron. The Jarl of Hjorig gleefully supplies the group with gear and food, though Sweisnechlen hardly trusts the old raider lord.

No one knows much about the other adventurers. One may be an elf or half-elf female carrying a legendary bow—some say it fires bloodsilver arrows and is bound to her bloodline. Another may be an Anuirean or Brecht wizard trained in Khinasi who has forsaken his oaths to the Khinasi wizards and now hides in the wilderness to escape their vengeance. Nothing more is known of the party, except that the group seems reticent around other



# the zweilund islands

**Alignment:** Chaotic neutral.

**Status:** Not recommended for PC use.

**Provinces/Holdings:** The barren, dark Zweilund Islands are a mystery to the peoples of the Great Bay. That anyone can exist on these islands is a tribute to perversity.

Province	Law	Temples	Guilds	Sources
Anzlau (2/5)	CS (1)	—	—	CS (5)
Uelzau (6/1)	CS (2)	—	—	CS (1)
	HR (2)	—	—	—
Warzlau (6/1)	CS (2)	TS (3)	CS (4)	CS (1)
	HR (2)	—	—	—
Zweilund (6/1)	CS (5)	TS (3)	CS (4)	CS (1)

**Abbreviations:** CS=Colin Shaeffaete (the Island Mage); TS=Talis Sheklen (Red Sword Striking); HR=Hubrik Raeslund (Red Sword Guarding)

**Special Note:** Because Colin Shaeffaete (*M½E; W8; Br, major, 28; CN*) is of elven heritage, he can develop source holdings to their maximum level (7) regardless of the levels of the provinces. Unfortunately, holdings on the islands belonging to nonelf regents restrict his maximum source holdings. The maximum ratings of his sources are equal to the magic potential of the province minus the single largest interfering holding. Thus, on Zweilund, Shaeffaete cannot raise his source above a 4.

◆ **Law:** Colin Shaeffaete does his best to control the law on the Zweilunds, but his chaotic and introverted nature keeps him out of touch with his people. As a result, two followers of Kirche have moved in. One is Hubrik Raeslund (*MBr; P7; Re, major, 22; CG*), a charismatic leader trying to tack the pirates of the Zweilunds away from their ill wind.

◆ **Temples:** Talis Sheklen (*MBr; Pr5; Ba, minor, 18; CG*) is Kirche's priest on the islands and the leader of the small Red Sword Striking temple. A few of Colin's subjects subscribe to Kirche's teachings, mainly because the god is chaotic and relishes battle and conflict. Talis has been urging the pirates to follow Hubrik's lead and turn their skills toward good.

◆ **Guilds:** The Island Mage controls the only guild holdings on this island,

which are merely warehouses and distributors for his pirates' plunder. Occasionally,

Colin sets up a trade route with one of the other guilds of the Great Bay, but invariably forgets about it during one of his long "study periods." Still, the guild does remarkably well—the pirates of the Zweilunds make a healthy profit from their adventures.

◆ **Sources:** Despite interference from the Red Sword holdings and Caliene of Grevesmühl, Colin Shaeffaete controls nearly all the magical energy available on the islands, and he has ley lines leading to the mainland as well. The barren, rocky islands are suffused with magical energy, and Colin knows how to exploit it.

**Regency Generated/Accumulated:** 49/12 RP.  
**Treasury:** 19 GB.

**Army:** No one knows how many army units the Island Mage controls. It is well known that he can summon undead creatures to do his bidding—seemingly at will. The following is a guess at the Island Mage's real troops, though it is probably shy in its estimation.

- ◆ 4 units of infantry
- ◆ 4 units of Island Marines
- ◆ 2 units of artilleryists
- ◆ 2 units of mercenary reavers
- ◆ Navy: 2 roundships, 1 keelboat

One of Colin's roundships, *The Black Lion*, definitely has magical enhancements. He probably has more hidden in his bay caverns.

**Regent:** Since Colin Shaeffaete is the primary regent of the Zweilunds, all citizens look to him for direction. Unfortunately, he's not always there. Recently, while the Island Mage was engaged in arcane experiments, Hubrik and Talis moved in. Colin has not attempted to oust them from their toehold on the Zweilunds . . . yet.

◆ **Lieutenants:** The Island Mage's lieutenants are truly talented. They must manage the realm when their lord is otherwise occupied. They must deal with his chaotic, often surly, manner. And above all, they must know when to brave their lord's "do not disturb" signs when he is researching spells inside his tower.

First lieutenant Black Adara (*FKb; F9; LE*) is an ebon-skinned, beautiful pirate from the Sea of the Golden Sun. Black Adara did not get her name because of her skin, however—her cruelty to her foes is legendary among the kingdoms of the Black Ice Bay. Rumors float about the islands concerning Black Adara's true relationship with her lord, but none speak of it to her face.



Garth Sukenhold (MBR; T7; LN) tempers Black Adara's vicious nature and keeps Colin's guilds running in his absence. Cautious and greedy, Garth has been known to venture onto the mainland to serve his lord's interests as well as his own. He is a violent opponent of Talis Sheklen (he sees the temple of Kirche as a subversive influence on the citizenry), and he thinks Hubrick is a blustering fool.

**Important NPCs:** The Island Mage and his lieutenants are unusually good at spotting potential problems among the populace—that is, prominent people—and eliminating or recruiting them quickly. Hubrik and Talis are noteworthy because they came from the mainland; they did not grow up in pirate families on the islands.

One individual of potential importance lives on the tiny island of Anzlau. Only a few pirates brave this treacherous, cliff-faced land mass in order to see her. She is known as the Ice Goddess (F?, Pr?, ???; CN), and she is a priestess of the Shifting Sea. It is said that the Ice Goddess has some control over the weather in the Black Ice Bay and can commune with the Kraken and beg its mercy. Whatever the case—whether she is just an ancient hermit who knows a few unusual spells or a true cleric of an unknown deity—she knows more about the Zweilund Islands, the Black Ice Bay, and the Kraken than all the scholars of the mainland combined.

**Description:** Cold, hilly, and barren—this describes the Zweilunds perfectly. At no time in their history have the Zweilunds known warm days or been free of a chill breeze. In the summertime, when the Black Ice Bay warms and shines in the sunlight, north winds still break along the Zweilunds' northern coast. In the winter, when the entire Krakennauricht threatens to freeze solid and the black ice forms, only a crazy man would venture outdoors or onto the Zweilunds' hills.

Then how can anyone survive there?

Visitors are not welcome on the Zweilunds, but many trespassers and pirates have been captured and transported (some have retired) to the mainland. They all keep their mouths shut about life on the tiny islands (out of fear of the Island Mage, no doubt), but rumors still spread. Many say that the hidden ship caverns on the Zweilunds (of which there are many) lead to tunnels carved out of the dormant volcanoes that thrust the Zweilunds upward long centuries ago. The tales go so far as to describe

great dwarven halls hewn from the rock and heated by a still-active volcano, then held in check by the Island Mage's magic.

Some believe the pirates of the Zweilunds are just desperate and crazy, and they flee to Grabentod or the empty forests of Grevesmühl during the coldest months.

**Cities:** Zweilund, the largest of the four islands, holds a great docking cavern and a small city beneath a rock shelf. Lichtstadt (The Lantern City) never sees the light of day. Whale oil and *continual light* torches illuminate the darkness, but the settlement never sleeps. Keelboats, owned by individual pirates (who pay tribute to the Island Mage) sail in and out under the great shelf that overhangs the harbor. They expel their stolen goods and weary crews out onto the docks at irregular intervals. At times when *The Black Lion* is in port, the city comes truly alive and the cavern dances with light and shadows, music and laughter, and shouts and screams.

**Allies:** The Zweilunds have no true allies, though they are friendly with the mountain kingdoms along the western coast of the Krakennauricht. The pirates sail across the Great Bay and sell the miners of the mountains luxuries they would not otherwise see. Occasionally, they come back with miners or the children of miners as apprentices to a new, more worldly craft.

**Enemies:** Colin Shaeffaete has forbidden assaults on royal vessels. As a result, Müden's galleons and Danigau's silver fleet are immune to the pirate's predations—and those two powerful realms ignore the Zweilund pirates' other activities. Colin is careful not to prey too heavily on the shipments out of the dwarven settlements in Grevesmühl or the dried meats and lumber coming from Berhagen, so he does not make enemies there either. If the Island Mage has any true enemies, they are Caliene Llwelyn, a rival mage from Grevesmühl, and the pirates of Grabentod, whom Black Adara sees as competitors and her rightful prey.

**Special Considerations:** The Lord of the Zweilunds plays the distracted ruler to the hilt. He disappears for months at a time, emerging from his tower on Zweilund only to snarl at his lieutenants and eat a little food. However, when Lord Shaeffaete turns his attention to a project (like the destruction of an enemy), he plows ahead, full steam, until his goal is realized.

## other domains

Each of the realms of the Overlook stands on its own. Alliances rarely last more than a few short seasons, and the stability of the human realms remains ever in doubt. This situation may be less than ideal for the nations and people of the Overlook, but the area provides some rare opportunities for a strong and ambitious leader.

## temples

Most of the religions of the Overlook hearken back to the older, more brutal days of Brechtür. The survival of any temple depends on the strength of its worshipers, and only a few Overlook religions have existed for more than a few generations. Temples must struggle to maintain ancient traditions while surviving in today's desperate political climate.

## ruornil's silver guard

**Alignment:** Chaotic good.

**Status:** Recommended for PCs.

**Summary:** Ruornil never gained a large following in Brecht lands until the Anuirean occupation. Even then, the Brechts remained unwilling to accept an "outside" religion. In Grevesmühl, however, Ruornil's everlasting war against darkness and shadow caught on, and his priests have defended the realm for generations. Now they may be the only true nobility in the realm, since the Duke of Grevesmühl shows himself to be craven and unworthy at every turn.

Holding	Level	Province (Rating)	Domain/Ruler
Temple	2	Dubeswald (3/4)	Grevesmühl/Karlburgher
Temple	3	Gredaur (3/4)	Grevesmühl/Karlburgher
Temple	3	Haldwaren (4/3)	Grevesmühl/Helmsen
Temple	3	Rulsfeg (6/1)	Grevesmühl/Pickbiter

### Regency

#### Generated/Accumulated:

15/15 RP. Included in this total are 4 RP the regent gains for ruling the province of Haldwaren in Grevesmühl.

**Treasury:** 9 GB. The temple is not compensated for guarding the borders of the realm but this may change; the Duke of Grevesmühl grows lax in his contributions to Ruornil's faithful.

**Regent:** Luther Helmsen (*M½E; R5/C5, Ruornil: An, major, 23; CG*) may be the last in a long line of Silver Guard captains if things do not improve dramatically within Grevesmühl. Men and women of his faith fight the Shadow where they find it, and this is a growing problem within the realm. But recently, the Duke of Grevesmühl withdrew all but the most superficial support from the temple. The duke discourages the temple's practices and disdains the use of the Silver Guard in any real military fashion. He even disdains the private guard granted to him by tradition and right.

Helmsen struggles, meanwhile, with his role as regent. Sworn to protect Grevesmühl from the Shadow, the Silver Guard follows Helmsen without question. Once, this meant these warriors followed the ruler of Grevesmühl as well. But they've seen evidence of Karlburgher's degeneration, and Helmsen wonders whether he should move to seize control of the realm before others less scrupulous do so first.

**Description:** Founded by an ancient Anuirean hero, the Silver Guard made the first moves to unite the Brecht and Anuirean peoples in Grevesmühl against a common enemy. Under the Anuirean Empire, resistance to overlordship in Grevesmühl became fierce and vengeful. When the followers of Ruornil joined Brecht warriors to unite against a common foe, they dispelled much of the bad feeling between the two peoples and created something lasting. Now, the Silver Guard roams the land, fighting incursions of the Shadow where it finds them, but more often than not, the Silver Guard also wars against pirates and gnolls who look to destroy the already-suffering realm.

Other temples of the Overlook (including their total holdings in each domain):

◆ Bright Ember's Darkness (Morathos Everdark)	Grevesmühl (6) Daikhar Zhigun (7)
◆ Yeenoghu's Dark Curse (Ghus Feuerscorn)	Grevesmühl (10)
◆ The Night Walkers (Haltengabben)	Grabentod (6)
◆ Winter Witches (Chesspola Fröschen)	Grabentod (2)
◆ Sailor's Home (Sirene Wassercrest)	Grabentod (11)
◆ Belinik Tsarevic (Nikoli Brokeslav)	Rzhlev (16)
◆ Ayairda's Cleansing Home (Ayairdan Vierklevven)	Rzhlev (8)
◆ Red Sword Striking (Talis Sheklen)	The Zweilunds (6)
◆ Tor of Lirorn (Tor Elke)	Wolfgaard (3)*

\*Also in Hjorig, in the Vos lands

## guilds

Many Overlook guilds maintain perfectly legitimate holdings within the boundaries of their realms. But just as many subsist by preying on the trappers, traders, merchants, and sailors who try to survive on the eastern coast of the Great Bay.

### black ice traders

**Alignment:** Neutral evil.

**Status:** Recommended.

**Summary:** Ostensibly a lumber guild formed by the humans of Grevesmühl to supply the dwarves of Daikhar Zhigun with much-needed wood, the Black Ice Traders take a bite out of any trading, lumbering, or trapping in Grevesmühl, the Dwarfhome Bay, and Black Ice Bay. Over the past few years, the Black Ice Traders have expanded their ruthless "trading" to include piracy, although they stick to the shallows of Black Ice Bay and avoid Müden and the Zweilunds religiously. Conflicts occur between the Black Ice Traders and Black Adara (of the Zweilunds) with increasing frequency.

Holding	Level	Province (Rating)	Domain/Ruler
Guild	2	Dubswald (3/4)	Grevesmühl/Karlburgher
Guild	3	Gredaur (3/4)	Grevesmühl/Karlburgher
Guild	4	Haldwaren (4/3)	Grevesmühl/Helmsén
Guild	2	Jardwessen (2/5)	Grevesmühl/none
Guild	4	Rulsfeg (6/1)	Grevesmühl/Pickbiter
Guild	3	Sleppsig (5/0)	Grevesmühl/Karlburgher

**Regency Generated/Accumulated:** 21/12 RP. Arlinda Aldor has spent much of her energy forming a small pirate navy to protect her investments on land and prey upon more of her enemies.

**Treasury:** 22 GB. The guild maintains several trade routes with other guilds around the Great Bay region. They smuggle goods in and out of the most restricted states, including Müden and Danigau.

**Regent:** Arlinda Aldor (*FBr; T9; Ba, minor, 17; LE*) grew up in the logging camps of Grevesmühl and took over the guildmastership after the passing of the former regent. Since then, she has raised lumber prices almost 500%. She is currently expanding her interests beyond the land borders of Grevesmühl. Her tiny navy, while nowhere near as impressive as that owned by Colin Shaeftaete of the Zweilunds, is a match for any small vessels sailing out of Grevesmühl or Rzhlev.

Part of Arlinda's desire for expansion must come from the former freebooter Graevas Resketch, a "noble" of the realm. Graevas, a hard, middle-aged woman with designs on the throne, wants to use Arlinda and her Black Ice Traders in her schemes. Arlinda plays along for now, gaining Graevas's hard-won trust, but has her own plans for Grevesmühl and the surrounding sea lanes.

Other guilds of the Overlook (including their total holdings in each domain):

◆ Deep Steel Miners (Dorin Utterlund)	Grevesmühl (10)
◆ The Night Walkers (Haltengabben)	Grabentod (2)
◆ The King's Men (Harimut the Steward)	Grabentod (5)
◆ The Island Mage (Colin Shaeftaete)	The Zweilunds (8)
◆ Grovnikken Stohlevskyy (Grovnikk Glössevikk)	Rzhlev (15)

## SOURCES

A few wizards compete for the rich, coastal source holdings along the Overlook. Only one seems to feel any sort of good will toward the region itself. The rest either wish to dominate the area or have mysterious motives unknown to the rest of the world.

## caliene llwelyn

**Alignment:** Lawful neutral.

**Status:** Recommended for PCs.

**Summary:** Ley lines carefully connect all the source holdings of the wizard Caliene Llwelyn, forming a protective web across the land of Grevesmühl. The ley lines are a new phenomenon in the region, allowing Llwelyn to use the sources to protect the land and impose order. Caliene Llwelyn wanders the land herself, protecting her sources and the land from those who might wish to destroy or dominate it.

Holding	Level	Province (Rating)	Domain/Ruler
Source	2	Haldwären (4/3)	Grevesmühl/Helmsen
Source	4*	Jardwessen (2/5)	Grevesmühl/none
Source	3	Mjöllinar (3/4)	Grevesmühl/Pickbiter
Source	1	Rulsfeg (6/1)	Grevesmühl/Pickbiter
Source	3	Tyrtep (4/5)	Grevesmühl/Pickbiter
Source	1	Westriet (5/2)	Grevesmühl/Karlburgher
Source	1	Daikhar (5/2)	Daikhar Zhigun/Pickbiter

**Regency Generated/Accumulated:** 15/33 RP.  
**Regent:** Caliene Llwelyn (*FBr*; *W5*; *Re*, *minor*, *16*; *LN*) holds the sources of Grevesmühl with the interests of order. She aids those who wish to help Grevesmühl recognize its long-

squandered promise of prosperity, and she hinders those who wish it ill. Of late, she has been forced to do more hindering than helping. The Black Ice Traders, Colin Shaeftaete, and the Duke of Grevesmühl all stand as enemies to her cause in one way or another. Sometimes, Caliene despairs over the futility of her personal quest, but on other occasions, she puts forth great effort and expands her influence and power considerably.

If Caliene ever gets her way, Grevesmühl's pirates, bandits, and voracious human predators will be pushed into the Great Bay. Unfortunately, the young wizard may not live to see her dream.

Other wizards of the Overlook and their total holdings in each domain follow.

◆ The Island Mage (Colin Shaeftaete)	The Zweilunds (8) Grevesmühl (21)
◆ Tsarina of Rzhlev (Tsarina Marisha)	Rzhlev (14)
◆ Wizard of Hjorig (Lianna Rünjoral)	Wolfgaard (10)*
◆ The Hag (Fulda Geissen)	The Hag's Domain (5) Grabetod (3)
◆ The Dragon	Grabetod (21)*

\*Also in the Vos lands



# part VI: personalities

**T**raders, mariners, and merchants, the dominant personalities of the Brecht lands, stand out in any crowd. Around the Great Bay, characters make names for themselves by achievement rather than heritage. The people listed in this section have made themselves worthy of notice.

Many of these characters hold positions that might put them in contact with adventurers exploring the lands surrounding the Great Bay. Their experience levels, magical items, and other details may be adjusted as necessary to fit into individual campaigns. Remember, none of these characters will remain static in a continuing campaign—they made themselves notable by performing actions that affect their entire home region.

## melisande reaversbane

*Captain of Müden,  
a 9th-level Brecht fighter*

S: 17  
D: 16  
C: 14  
I: 15  
W: 10  
Ch: 11

AL: LN  
AC: 4  
hp: 72  
MV: 12  
THACO: 12  
#AT: 2/1  
Dmg: 1d6+2

(Specialist with rapier)

**Bloodline:** Brenna, minor, 19.

**Blood Ability:** Detect lie.

**Equipment:** Rapier +2, main gauche +2, mariner's leather armor +1 (wearer suffers no armor encumbrance underwater), sextant.

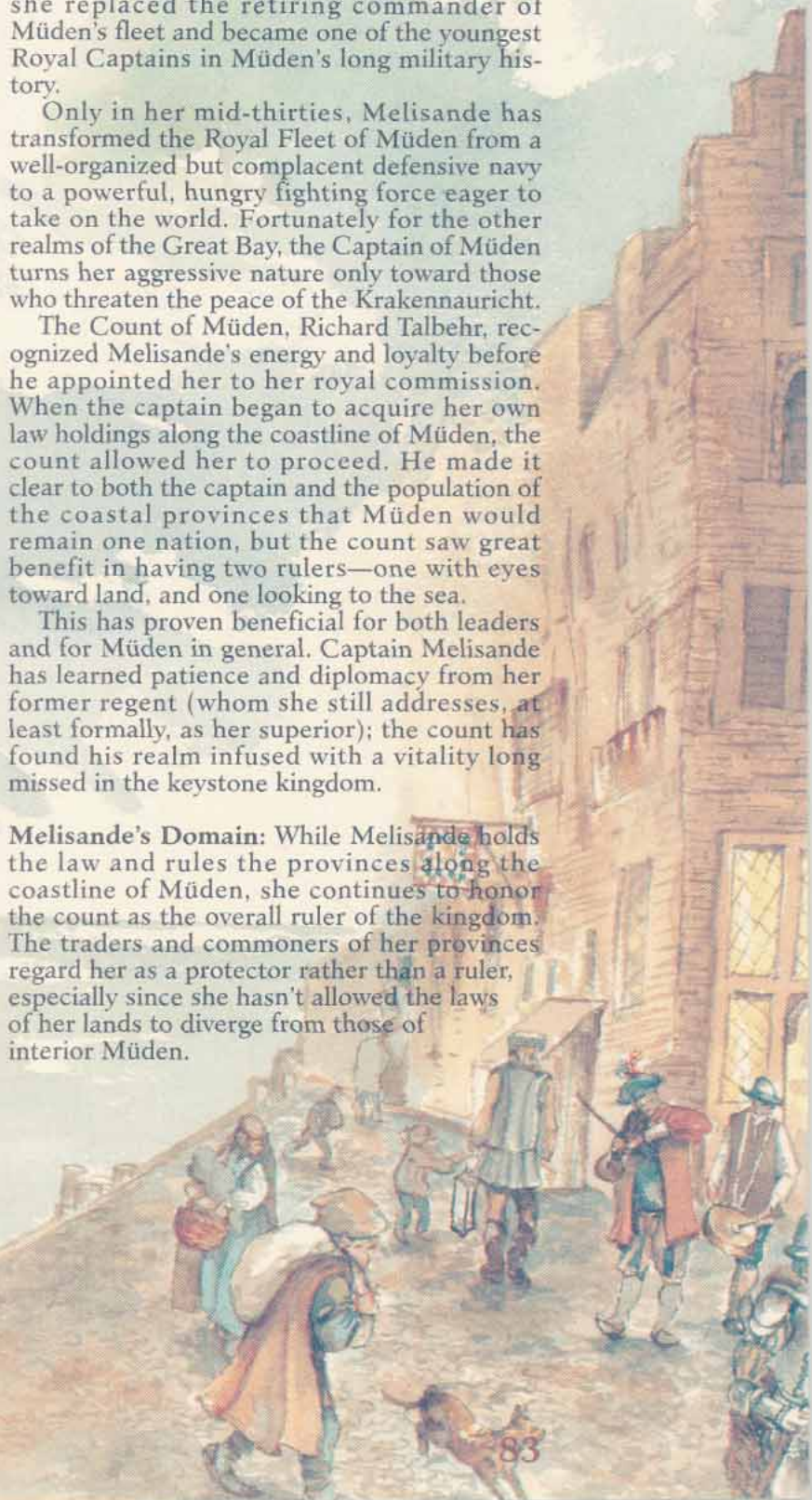
**Description/History:** Born to a minor noble family in Müden, Melisande earned her commission in the Royal Navy as a marine. After several successful raids against the pirates of Grabentod and a heroic defense of the Six Ships of Müden against the forces of the Island Mage, she earned a command and her present surname. Within a few years, she replaced the retiring commander of Müden's fleet and became one of the youngest Royal Captains in Müden's long military history.

Only in her mid-thirties, Melisande has transformed the Royal Fleet of Müden from a well-organized but complacent defensive navy to a powerful, hungry fighting force eager to take on the world. Fortunately for the other realms of the Great Bay, the Captain of Müden turns her aggressive nature only toward those who threaten the peace of the Krakennauricht.

The Count of Müden, Richard Talbehr, recognized Melisande's energy and loyalty before he appointed her to her royal commission. When the captain began to acquire her own law holdings along the coastline of Müden, the count allowed her to proceed. He made it clear to both the captain and the population of the coastal provinces that Müden would remain one nation, but the count saw great benefit in having two rulers—one with eyes toward land, and one looking to the sea.

This has proven beneficial for both leaders and for Müden in general. Captain Melisande has learned patience and diplomacy from her former regent (whom she still addresses, at least formally, as her superior); the count has found his realm infused with a vitality long missed in the keystone kingdom.

**Melisande's Domain:** While Melisande holds the law and rules the provinces along the coastline of Müden, she continues to honor the count as the overall ruler of the kingdom. The traders and commoners of her provinces regard her as a protector rather than a ruler, especially since she hasn't allowed the laws of her lands to diverge from those of interior Müden.



## albrecht graben

Pirate-king of Grabentod, 5th-level fighter/  
6th-level thief of Brechtür

S: 18/33  
D: 16  
C: 10  
I: 12  
W: 8  
Ch: 8

AL: NE  
AC: 8  
hp: 34  
MV: 12  
THAC0: 16  
#AT: 1  
Dmg: 2d4/1d6+1



**Bloodline:** Vorynn, major, 23.

**Blood abilities:** Unreadable thoughts, resistance (major).

**Equipment:** All of Albrecht's equipment is stored in the armory of Müden, to be returned upon his release. He typically carries a *morning star* +2 named *Druachlau* (low Brecht slang for "Dragon Mauler") and wears *leather armor* +3.

**Description/History:** Albrecht claims descent from the first kings of Grabentod (no one has been able to prove or disprove this), but he certainly lacks the nobility of his ancient "ancestors." A brute of a man, Albrecht muscled his way to the throne after two elder brothers and a younger sister (all favored over him) died in battle or at sea. Supposedly, Albrecht blames the deaths of his siblings on the navies of Müden and Danigau, but no one has seen him grieve much.

Grabentod's pirate-kings have made a living on the Overlook for generations by preying on the free traders of Brechtür and—even more profitably—on the sea traders of other lands. Always striking quickly and from a point of strength, the pirates of Grabentod practically seal off the Great Bay at times, but only on rare occasions. Earlier kings never risked angering the navies of the southern realms or the Island Mage who also traffics in piracy.

But Albrecht overextended himself. Cruel, greedy, and full of his own power, he laid down an ultimatum to the other regents of the Krakennauricht: Pay tribute or watch Great Bay shipping shut down indefinitely. He trusted his pirates to evade or defeat any offensive by Müden or Danigau, and he saw the distraction of the Island Mage as their weakness.

Lured into a trap by his enemies, Albrecht saw the bulk of his pirate fleet destroyed and his men killed or captured. Captain Melisande Reaversbane of Müden captured him personally, and he has been imprisoned in Müden's royal dungeons.

Albrecht currently sits in prison, waiting to be either ransomed or rescued. He turns his mind toward plots and schemes to effect his release and to inflict his revenge on the Royal Navy as soon as possible.

**Albrecht's Domain:** Chaos rules Grabentod. As detailed previously (see Part V: The Overlook), the King's Men still regard Albrecht as their leader, but other pirates and rebels threaten his tenuous hold on the regency. The longer King Albrecht is kept away from Grabentod, the harder it will be for him to return. The one hope the pirate-king has is in his reputation: His aggressive nature and relative bravery made Grabentod wealthy. Many of the more comfortable pirates—nobles, in Grabentod—feel reluctant to give up on a safe bet.

## erik danig

Count of Danigau,  
11th-level Brecht wizard

S: 15  
D: 12  
C: 16  
I: 18  
W: 14  
Ch: 15

AL: LN  
AC: 0  
hp: 37  
MV: 12  
THACO: 17  
#AT: 1  
Dmg: 1d6/1d6



**Bloodline:** Brenna, great, 54.

**Blood abilities:** Bloodmark, character reading, travel.

**Equipment:** Wizard's staff of Danigau (acts as a ring of spell storing and bestows 10% magic resistance on the wielder), bracers of defense AC 2, ring of the kraken (acts as a ring of protection +2 and ring of swimming), spellbook of the Danigs (contains most known wizard spells, both conventional and realm, along with battle spells—see *The Book of Magecraft* accessory).

**Description/History:** The current Count of Danigau comes from an unbroken line of Danigs that can be traced past the Battle of Mount Deismaar (Wulf Danig was a hero of that battle) to the first wave of settlers in the Great Bay region. Even the royal house of Müden cannot boast as clear and unbroken a lineage.

Tradition lies close to the heart of the current count. His bearing and demeanor broadcast his nobility, and he takes his role as the head of Danigau's royal house seriously. He studied magic when he would have preferred going to war alongside his younger siblings, and he maintained a secure and safe realm when he longed to lead a foray into Urga-Zai.

Many who do not know the Count of Danigau suppose he is a martinet or an unbending military leader. In fact, Erik prizes the noble arts of civilization; Blackgate, the capital city of Danigau, maintains some of the most beautiful artistic treasures in Brechtür.

Erik does, however, let his contempt for base or ignoble acts show through, much to the distress of would-be courtiers. He has no patience for sycophants and cannot seem to hide his distaste for representatives of realms that do not live up to his exacting standards of nobility. The countess, Katherine, tries to temper his stern behavior, but with marginal success.

**Erik's Domain:** Erik Danig rules not only the law and provinces in his realm; he controls the sources within his borders absolutely. He may have ley lines extended into Khurin-Azur, Kvigmar, and Wierech; he *definitely* maintains lines into the nearest Urga-Zai provinces.

Danigau is one of the safest realms around the Great Bay. Despite minor encroachments by the White Hand of Kriestal temple, little has threatened this realm in decades. All the Danig rulers study magic to some degree, and their battle magics and realm spells are used to remind would-be invaders of the price they would pay for attacking Danigau.

But Danigau is not a comfortable realm. Blackgate, the walled, dark city of the north, stands like a fortress in a war zone. All the count's holdings are fortified, and he prizes defense over everything. While he permits the import of luxuries by his guildmasters, he often discourages such "excesses" by heavy taxation.

**B**rechtür and the lands of the Great Bay have survived and prospered over the centuries through vigorous trade, but this has not always been true. After the end of the Anuirean occupation (circa 0 MR), the Brecht realms tried their hands at conquest. The Brecht League (or Free League of Brechtür as it was sometimes known) became a loose coalition of the greatest of the Brecht nations. Ostensibly formed to protect Brecht lands from conquest, the League provided the unity the Brechts needed to fulfill their imperial desires.

But the Brechts were always a fractious lot. The Brecht League survived less than a decade before it met disaster at the Battle of Lake Ladan at the hands of the Vos hero Basil Zariyatam. The Brechts lost the League, one of the Overlook nations (now Rzhlev), and their desire for imperial conquest.

So the Brechts turned their attentions to trade. Already accomplished seafarers, the Brechts built cogs, invented the roundship, and sailed the Great Bay and beyond. They made contact with faraway lands and brought back riches to their prosperous kingdoms. They explored and sometimes settled—and conquered foreign nations not through force of arms, but through trade.

## the guilders subclass

**W**hile warriors, priests, and wizards developed as adventuring classes in other nations, the Brechts evolved the guilders. Built from the less-civilized thief class, the guilders are an adventuring trader—an individual who braves expedition into unknown territory primarily for love of money. The guilders makes deals, trades, and explores in the name of capitalism—a philosophy the Brecht nations have embraced wholeheartedly.

## guilders

Ability Requirement: Intelligence 9, Wisdom 9

Prime Requisite: Intelligence

Races Allowed: Any (see below)

Guilders specialize in trade, profit, marketability, arbitrage, and monetary concerns. They capitalize on nonweapon proficiencies that help them practice in a commercial venue.

In Cerilia, the guilders also represents a new social class: the middle class.

Guilders can be nobles or commoners, but they generally fall into the middle

# part VII: rules of trade

layers of income (in that incredibly wide gap between royalty and peasant landowners). While

only blooded

characters can be regents, unblooded guilders can accumulate sizeable fortunes and significant influence.

But guilders are not simply merchants or tradesmen. A blacksmith or a wool merchant is not automatically considered a guilders, regardless of how talented he may be. Just as knowing how to shoot a bow or swing a sword does not make a person a warrior, possessing a marketable skill does not make a character a guilders.

Only adventurous people of a certain mettle can become guilders. Guilders manage or work in guilds and perform trade, but they can also adventure like fighters, clerics, thieves, and wizards. Their primary interest, however, lies in turning a profit *consistently*. While a warrior might believe that slaying a band of orogs and taking their treasure is a fine way to turn a profit, a guilders might choose to negotiate with the orogs and give them something in return for not disrupting his future business interests. Such an arrangement could be more profitable in the long run.

Many Brechts become guilders in careers as sailors, merchants, farmers, and more. Unblooded guilders tend to progress within established guilds and become lieutenants, sea captains, and trade emissaries. Blooded guilders may work to become regents of their own guilds, and strive to establish their personal and regency power in the thriving mercantile lands around the Great Bay.

Non-Brechts sometimes become guilders if they have had extensive adventuring or life experience within the area of the Great Bay. Since the guilders class is unique to this region,



Khinasi, Vos, Anuirean, and Rjurik guilders are unusual.

Dwarves make excellent guilders; elf guilders are all but unheard of; and half-elves tend to fit well in this class. Halflings make exceptional guilders as well—the Burrows is a source of many unblooded guilders within the Great Bay region.

Guilders follow the general rules (experience levels, hit point progression, etc.) for thieves. Nonhuman guilders respect the same class-level limitations as they would for thieves.

A guilder with an Intelligence score of 16 or greater receives a 10% bonus to experience points. DMs who award bonus experience points for role-playing or individual success should consider granting bonuses for guilders who create or facilitate trade routes between guilds in which they have an interest.

As mentioned, guilders should be considered adventurers just like thieves and wizards. Guilders fight as well as thieves, but are allowed a better selection of weapons and armor; guilder characters may use *any* weapon or armor found in Cerilia, although they tend to avoid heavy armor (especially when seafaring) in all but extreme cases.

Like other classes, guilders receive special benefits as they progress in level. Guilders are granted the thief skill to read languages at a base of 20% plus 5% per level of experience (maximum 95%). This ability extends to all nonmagical languages. Guilders gain non-weapon proficiency slots at the same rate as thieves; in addition, they gain a *bonus* slot for every level of experience they achieve. Guilder regents may learn the nonweapon proficiencies listed in the *BIRTHRIGHT Rulebook*.

Guilders are not allowed other thief skills (such as pick pockets or move silently) since that is not the focus of the guilder class.

Guilder regents gain benefits when performing certain domain actions. Whenever a guilder regent performs any of the following actions, he gains a +1 bonus to his die roll.

#### Bonus Guilder Actions

Build	Exploratory Trade‡
Contest	Ply Trade
Create Holding*	Sea Trade Route**
Decree†	Rule*
Diplomacy†	Trade Route
Espionage	Trade Chain‡

\* Applicable only to guild holdings owned by the guilder character.

\*\* Found in the *Cities of the Sun* campaign expansion.

† Applies only when the action directly affects trade or guild holdings.

‡ New domain action detailed in this section.

Guilders can be of any alignment, although they tend toward law and neutrality; chaotic guilders do not work well in organizations, may have trouble building a stable reputation, and are often loners or freelancers loosely affiliated with guilds (scouts for new trade areas, etc.).

Finally, guilders cannot learn spells and can use only scrolls and other magical items useable by rogues. Obvious exceptions include weapons and armor not normally allowed to rogues, since guilders can use all weapons and armor. A guilder, for example, could use a *rod of lordly might* since it functions as a combination of magical weapons useable by guilders.


A few magical items are of no use to guilders; the *manual of stealthy pilfering*, for example, does not help guilders since they do not practice standard thievery. Guilders, unlike thieves, *never* gain the ability to use wizard or priest scrolls.

## the sharpest sword

Over the centuries, the Brechts have developed a style of sword fighting generally unknown in other parts of Cerilia. This special, two-weapon defensive style makes the most of light armor and weapons. (This is similar, but not identical, to the ranger's two-weapon style presented in the *Player's Handbook*.) By using one weapon normally and the other as a sort of shield, a Brecht in light armor can stand up against a warrior with heavier weapons and armor, and often beat him.

The Brechts call their unique method of sword fighting *klauenstrichen*, or "strike-and-block." Characters from other cultures who observe or learn it often call it the "black strike" technique or "black fencing," for it is considered by most to be a distinctive style of fencing.

To learn the black strike style, a character must have a Dexterity score of no less than 12, and must find an instructor willing to teach him. Usually, Brechts have no trouble finding instructors in their homeland. Characters from other cultures may need to seek out instructors in the course of adventuring.



The fencing student must first spend one weapon proficiency slot learning the use of the rapier. This is a common weapon in Brechtür, mainly because of the black strike technique. The student must also spend a weapon proficiency slot learning the use of a secondary weapon such as the dagger or main-gauche. Talented fencers sometimes learn multiple secondary weapons such as cloaks or small clubs. The secondary weapon must be no heavier than the rapier and must be useful for parrying; even small shields or bucklers are sometimes used.

The student then must spend a third weapon proficiency slot to learn the black strike combination moves. This style incorporates an aggressive thrusting technique as well as complex footwork and dodges. It does not, however, allow a character additional attacks per round for wielding two weapons.

In *melee*, a character using black strike relegates his secondary weapon to a defensive role. The secondary weapon improves his Armor Class by one point for every three levels of experience the character has achieved (in addition to other modifiers provided by the secondary item, such as a shield).

In addition, the character subtracts his Reaction Adjustment (if any) from his AC—as long as this adjustment is not higher than his level bonus. This modifier can be applied only against a single *melee* attack every round. (The Black Strike style has no effect on missile attacks.) The character gains this defensive maneuver and still attacks using his main weapon at *no penalty* during the same round.

For example, Martel Schaubel is a 4th-level rogue. He knows black strike and fights using a rapier and main-gauche. He has Dexterity 18 and wears no armor, resulting in AC 5 (4 points for his *Defensive Adjustment* and 1 point for wielding a main-gauche—see the Equipment section of the *BIRTHRIGHT Rulebook*). He has a Reaction Adjustment of +2.

Two orogs attack Martel. The first leaps in with a scimitar, so Martel uses his main-gauche to parry. His black strike ability lowers his AC from 5 to 3; he gains a -1 bonus because he has achieved 4th level, and gains another -1 bonus because of his Reaction Adjustment (he could gain a -2 if he were 6th level or higher, but his Reaction Adjustment cannot exceed his level bonus).

When the other orog attacks Martel, he cannot use black strike, so his AC is 5. If one of the

orogs chose to drop back and throw rocks at him (or use some other missile attack), his AC would be 6; both his main-gauche and black strike ability would be useless.

Characters who wish to use the black strike fencing style may not do so while wearing heavy armor. Like rangers who use a two-weapon fighting style, practitioners of black strike cannot wear armor heavier than studded leather or elven chain mail. Magical armor may be possible, but only with the DM's permission.

## new domain actions

As master traders to the world, the Brechts have developed specialized domain actions over the centuries. Other regents may use these actions if they become familiar with them through contact with the Brechts.

**Exploratory Trade** Success: 20+  
Type: Domain, Character Base Cost: 1 RP, 5 GB

Any regent with a guild holding in the same province as a seaport (a coastal province rated 4 or higher) can use this domain action to take a speculative leap into the unknown realm of exploratory trade. The regent loads trade goods (represented by the total number of GB invested) onto a ship or group of ships and sails away or sends them off, hoping to encounter someone on a distant shore who is willing to trade for goods that are rare and valuable to the guildholder. A regent can engage in exploratory trade *no more than once* in four domain turns from a single province (a regent with guild holdings in multiple seaports may attempt this once per four domain turns from each province).

Certain modifiers apply to these efforts:

- ◆ *Members of the guilder subclass receive an automatic +1 to the success roll for this venture.* (This action represents what guilders do best.)
- ◆ *If the regent accompanies the voyage, he gains a +2 bonus to the roll.* Personal attention in negotiations is beneficial.
- ◆ *If a guilder lieutenant accompanies the ship, add a +1 bonus to the roll.* This modifier counts only if the regent does not travel with the ship. Multiple guilder lieutenants do not increase the modifier further.

Unlike most domain actions, many outcomes are possible. The regent can spend RP and GB to practically ensure the success of the voyage, but the action is quite risky.

On a natural roll of one, disaster occurs. The ship or ships sink, are attacked, or disappear along with all cargo. The regent returns safely after two months, but lieutenants and ships are probably lost (DM's fiat).

If the die roll fails, the voyage fails to produce a profit. Perhaps no one could be found to buy the merchandise, or perhaps the goods could not be sold for a profit. The GB invested in the cargo (but not the voyage) are returned after two months. Any GB and RP spent to influence the die roll and ensure a successful voyage are lost.

If the die roll beats the success number, the regent's gamble pays off. The regent receives a profit: Multiply the level of the seaport by the number of GB invested. The regent receives that number of GB from the voyage after two months of exploring and trading.

**Note:** The exploratory trade domain action requires two months to be resolved. The ships must travel great distances to make such expeditions pay off, and sometimes must stop several times to bargain, restock, and refit. As a result, if a regent accompanies a voyage personally, he should be considered out of touch with his domain during that time. He cannot perform domain actions or resolve random events for two months. His lieutenants and vassals, however, can act on his behalf.

**Example:** Theofold, guildmaster of Müden's Brecht Seelundkaufen, decides to hire a ship and send his wares on an exploratory trade mission. He sends the ship out of Allesrecht, a level 6 province. Theofold can afford to fill a standard Brecht roundship with 6 GB of cargo. He spends his initial 5 GB and 1 RP to initiate the voyage, 6 GB on cargo, and another 10 RP to ensure success. Theofold also sends a guildler class lieutenant on the voyage. He adds a total of 10+1 (or +11) to the success roll. He needs a 9 or higher on the die to succeed.

Theofold rolls a 14; the voyage is a success. Two months later, his lieutenant returns with a ship packed full of rare herbs, silks, and gemstones—all unheard of in Brecht lands. By multiplying Allesrecht's province rating of 6 by the number of GB invested in cargo (also 6), Theofold determines that his ships return with 36 GB of rare merchandise. Considering he invested 7 GB and 11 RP in the project, that's a healthy profit.

The DM is encouraged to describe the ships' voyage to the players, detailing ports the ships visit and persons encountered. DMs may also opt to abandon the die roll mechanic altogether and create an adventure around the exploratory trade action.

### Trade Chain

Type: Domain

Success: 10+

Base Cost: 2 RP, 2 GB

Regents with established trade routes may use the trade chain action to extend their reach across the continent of Cerilia and beyond.

To create a trade chain, a regent forges a new trade route originating from the terminus of an existing trade route. This extra link increases the value of the trade route and may increase the distance a trade route can reach. Under normal circumstances, a sea trade route cannot extend more than 30 maritime areas; the trade route is limited by the time required to sail between the two points. In a trade chain, multiple cities, each 30 or fewer maritime areas away from each other, can be linked in a long, unlimited series of trade links.

**Example:** Theofold has holdings in the seaport province of Allesrecht, in Müden. Leivika, in Svinik (on the western coast of the Rjurik lands), is a city about 30 maritime areas from Allesrecht and roughly the limit of Theofold's sea trade route. But Theofold wants to trade with the City of Anuire in Avanil (on the southern coast of Anuire). He cannot reach the City of Anuire with a conventional trade route, but he can create a trade chain.

Theofold forges a sea trade route between Allesrecht, a province (6), and Leivika, a province (4). This nets Theofold 5 GB per domain turn. Theofold spends his next domain action building a trade chain from Leivika to Anuire. For the cost of 2 RP and 2 GB, he has a chance to link the City of Anuire to his trade route from Allesrecht.

To determine the value of any trade chain, calculate the average of all provinces involved in the chain, then add 1 GB for every province beyond the second. In the example above, Theofold linked three provinces: Allesrecht (6), Leivika (4), and the City of Anuire (10). The average is 7 (20 divided by 3, rounded up). One province is added beyond the second, so the 7 is increased to an 8. Thus, Theofold (who initiated the route) gains 8 GB every domain turn. In addition, the guilders who agreed to the trade routes collect 1 GB per province beyond the second each domain turn.

If another province is linked to the three already joined (at an additional cost of 2 RP and 2 GB), all *four* province ratings are averaged, then 2 GB are added to the result.

Like a simple trade route, the provinces involved in a trade chain must be of different terrain types or belong to different cultures (Brecht and Rjurik, or Anuirean and dwarven, for example). The DM may also allow links between provinces separated by great distances (signifying extreme changes in climate or conditions).

Trade chains are vulnerable to conditions in all connected provinces. If one of the trade links is eliminated (for example, the guild holding in Anuire is contested successfully in two consecutive actions), they all suffer. The original trade route from the guild regent's home province would survive, but all forward trade links dissolve. In the case of Theofold's three-link example, the contesting of Anuire would leave the Allesrecht-Leivika route intact. If Leivika or Allesrecht were contested, however, the entire trade chain would dissolve.

## advances and secrets

**N**atural explorers and traders, the Brechts excel at borrowing what they can learn from other cultures and combining it with their own knowledge. Often, this has provided technological, magical, and social advances seen nowhere else on Cerilia.

## the mirror sextant

Developed recently by the Royal Fleet of Müden's best engineers, the Brecht mirror sextant has made the Royal Fleet and its allies incomparable navigators on virtually all the seas of Aebrynis. By noting the relationships of celestial bodies to the seas, the users of the mirror sextant can find their exact positions and chart their courses with near-flawless accuracy.

The mirror sextant of Müden remains a closely-guarded secret of the Royal Fleet. While some of Müden's allies have the use of it, only royal sailors (who are loaned or leased to individual ships for short terms of service), know how to operate the device. The use and manufacture of the mirror sextant is such a closely-guarded secret that when a device travels on board a vessel, a

small contingent of

Royal Marines accompany the navigator to safeguard it. Every navigator entrusted with a mirror sextant is sworn to throw the device overboard (or otherwise destroy it) if a chance exists that the sextant might be taken by force.

Few mirror sextants exist, and many non-Brechts and common Brechts think these are magical devices. Certainly, its operators give no clues as to the use of the mechanism. Many navigators even perform bizarre rituals when using the device to confuse those who might want to spy on its manipulation.

Currently, the mirror sextant can be used only by characters with the navigation non-weapon proficiency who trained under a skilled teacher in Müden. Except in very rare cases, every user must be a trusted member of the Royal Fleet or approved for training by Captain Melisande Reaversbane, the commander of the Royal Fleet. No sextants have been awarded personally to any individuals as yet—all are considered the property of Müden.

The mirror sextant measures the distance between any two points, such as the sun and the horizon. It can be used at night or during the day by a skilled user, but extremely cloudy weather can make it virtually useless.

Successful use of the device adds a +5 bonus to a skilled user's nonweapon proficiency rating. The sextant works on land as well as sea, and has been used to chart most of the Great Bay's landmarks with extreme accuracy. The trained mapmakers of the Royal Fleet, provided with information gathered using the mirror sextant, have created the most accurate maps that have ever been seen in Cerilia.

## the tower ships

According to historians, the first of the Brechts' tower ships were constructed in the shipyards of Danigau and Müden just before the Battle of Mount Deismaar. Essentially tall siege engines with sails, the tower ships maneuvered as well as the Masetian galleys that belonged to the individual who is now the Serpent. The battle may have gone differently if the tower ships, their hulls cracked and sails burning, had not blasted the Vos and renegade Masetian vessels with searing fire even as they paid the ultimate price themselves.

Few realms have attempted to build tower ships since the great battle. During the days of the Free League of Brechtür, Müden's shipwrights again pledged themselves to the task, but

the then-count of the realm grew disillusioned with the League's imperialistic goals, and the work was never completed.

Today in Brechtür, only a few shipyards have the knowledge and resources to build the floating siege engines: Müden and Danigau, certainly, and perhaps Dauren. Some say Grabentod's King Albrecht let himself be captured by Müden's Royal Marines so he could learn the secrets of the tower ships, but no one wants to see the pirates of Grabentod gain a weapon of such power.

**Rebirth of the Tower Ships:** In order to build one of these sailing fortresses, a regent would first need to learn the secrets of their construction from a knowledgeable shipwright. This might require an adventure, diplomacy action, or other activity determined by the DM.

Only a realm with a seaport in a province rated 5 or higher could attempt to build a ship. The build domain action would be required to attempt this task, with a success number of 10. The base cost of the attempt is 20 GB (the price of the ship). Both RP and GB can be contributed to improve the chance of success.

If the regent succeeds, he produces an extraordinarily tall vessel that looks something like a galleon with a tall tower in its center. The great sails of the vessel jut out along the sides, and the ship has four levels of oars in lower decks. Most of the ship's construction is wood, but steel plates line the sides to protect it from enemy fire. The ship can carry up to four units of soldiers and has a cargo capacity of 8 GB.

The tower ship is Maneuverability Class B (1), Hull code 7 (nearly twice that of an Anuirean galleon), and Seaworthiness 17. On a war card, the vessel has an awesome Defense 6, Boarding 5, Missile 4, and three Morale icons (swords, pennant, and shield). With each successful hit, the vessel loses 1 point from its Missile rating. On the second hit and third hits, its MC degrades 1 point.

The power and prestige of such a ship are reflected in the cost to maintain it. Table 4 in the *Cities of the Sun* accessory and *Naval Battle Rules* list the costs for maintenance of a navy (the numbers do not reflect the cost per ship). In addition to these maintenance costs for a navy, the owner of a Brecht tower ship must pay an additional 5 GB per domain turn for this vessel. These costs reflect special care and maintenance that go into the ship's upkeep and armament, as well as certain magical spells that must occasionally be cast to keep the vessel from degrading. If this cost is not paid, the vessel degrades at double the normal rate.



The veneer of civilization across the realms surrounding the Great Bay of Brechtür does not delude me any more. A dangerously capable people, the Brechts can trade you into bankruptcy, fight you on land or sea, and take your best weapons to turn against you. A remarkably adaptable people, I am only glad that the mysteries of the Krakennauricht and the dangers they have brought upon themselves will keep them busy for generations to come. . . .

—Captain Roarke Eberstrude of the Anuirean tradeship *Spider's Pride*

## part VIII: adventure sites

**M**any dangers surround the Great Bay of Brechtür, and many lie within it. Some, the Brechts have created themselves: the Hag, the Island Mage, Black Adara the pirate queen, and the Swordhawk. Others, even the Brechts cannot take the blame for: the Kraken and the Gorgon, to name a few.

Still, these dangers make the Great Bay region one of the most interesting and unique adventuring areas on Cerilia. Even when you start at civilization—the bustling port of Brechlen or the awesome fortress of Blackgate, for example—and sail or walk in any direction for a day or two, you can find yourself in a world of trouble even a Brecht merchant couldn't bargain out of.

This section introduces dangers of the Great Bay region that are not already covered somewhere else in this text. Any of them will provide mystery and adventure for the lowest or highest level characters—commoner, scion, and regent alike.

## the krakenstaur

**N**o one can talk about the Great Bay without mentioning the Kraken and its legendary home. Resting in the middle of the Krakennauricht, the Krakenstaur is believed to provide a dwelling and refuge for the bizarre awnshegh known only as the Kraken. A giant beast rivalled in size only by the Leviathan, it possesses a genius intellect and seems to be motivated by a will and desire known only to itself.

The island itself poses many mysteries. A few adventurers have made it to the Krakenstaur and returned, seldom telling any details of their visits beyond a description of the seemingly barren isle. Mountainous and apparently deserted, the island boasts little vegetation and no confirmed inhabitants—probably because, during the stormiest seasons, it can be all but drowned by the waves.

But tales do circulate. Some mariners claim to have seen fires and movement on the island of the Kraken, especially during clear, early-winter nights when the stars shine brightly in the sky. Others, usually madmen, say they have visited the island (either intentionally or by accident) during times of great fog and rain to witness manlike creatures that defy description, but walk the shore, breathe underwater, and worship the Kraken as their god.

If these tales are true, there may be more to the Krakenstaur—and the Kraken—than anyone alive may know.

## the mysterious natives

Inhabitants of the Krakenstaur do exist. They have been the bane of more would-be Brecht settlers than anyone in the region might guess.

Long before the first wave of Brecht settlers came to the region, the Kraken swam the waters of the Great Bay. Where it came from, none can say—it may have forgotten that detail itself. Some guess that it may have been one of the old gods, banished from the ancient pantheon long before humans ever walked the surface of Aebrynis. Others believe that one of the

old gods  
(perhaps Masela or  
even Azrai) summoned the  
Kraken from another plane of existence  
entirely, giving it mighty powers long before it  
became an awnshegh, then turned the creature  
upon the god's enemies.

If this happened, then the Kraken probably  
betrayed its master. It did not involve itself,  
except peripherally, in the Battle of Mount  
Deismaar, but nonetheless gained a mighty  
bloodline. (For more information on the  
Kraken and its origins, see the *Blood Enemies:  
Abominations of Cerilia* accessory.)

Regardless of the creature's origins, the  
Kraken is not alone in the Great Bay. A race of  
amphibious creature lives beneath the waves, in  
the twisting tunnels below the Krakenstaur.  
They encountered the early Brecht settlers and  
drove them off the island, but avoided the main-  
land with an almost superstitious fear. These  
creatures have no name in high or low Brecht  
(since their existence has never been con-  
firmed), but they call themselves the *sahuagin*.

#### Sahuagin in a BIRTHRIGHT Campaign

These creatures, uncommon in most  
AD&D® game worlds, are extremely  
rare in the seas of Cerilia. They  
evolved differently here, perhaps  
because of the interference of the  
early gods, perhaps for other reasons.  
For game purposes, use the basic  
description and statistics of the sahuagin  
presented in the MONSTROUS  
MANUAL tome, modified by the details  
that follow.

Long ago, mighty undersea cities thrived  
along the coasts of Cerilia. Some may have been  
populated by sahuagin, others by creatures long  
lost to the ravages of time. The sahuagin, per-  
haps the last undersea sapient race to survive  
near the continent of Cerilia, retreated to the  
sheltered waters of the Great Bay, fleeing a dan-  
ger possibly as great as that faced by the humans  
during the Flight from Shadow.

The sahuagin either destroyed an ancient civ-  
ilization inhabiting the waters of the Great Bay,  
or their own civilization collapsed. This hap-  
pened long before the Brechts arrived in the  
region, although evidence of their existence still  
remains even to this day. The landscape of the  
fjords of the Western Reaches looks more than

a little artificial (especially the three fjords of  
the Danig Arm), and the waters are unnaturally  
deep. When the Brechts first encountered the  
dwarves of Daikhar Zhigun, in fact, the dwarves  
thought these men arriving by sea might be  
descendants of the amphibians they fought so  
many centuries ago.

The Brechts never encountered the sahuagin  
themselves, and so considered the stories  
of the eastern dwarves to be mere winter tales.  
The first wave of Brechts settled the Basin  
States and explored the Great Bay without  
ever encountering the creatures.

Or so they thought.

Legends surrounding the lonely island at  
the center of the bay soon arose among the  
first and second waves of Brecht settlers. They  
began to avoid the rocky spur, telling stories of  
fish-men and human sacrifice to their chil-  
dren. The scholars of the Brechts, recognizing  
a scare tactic, discounted these tales. They  
argued that the island was uninhabitable  
because of its tendency to literally sink below  
the waves every few years.

When the awnshegh known as the Kraken  
claimed the Great Bay region, the Brechts  
found another reason for avoiding the island.  
They named it the Krakenstaur, for they consid-  
ered it the Kraken's home. In reality, it remained  
the primary home of the sahuagin and the site of  
their dark temple—but the Kraken did find the  
deep, underwater caverns comfortable.

The Kraken subjugated the sahuagin, who  
once preyed on lesser kraken for food. The  
sahuagin soon found themselves worshiping  
the Many-Limbed Sea God and making offer-  
ings to it rather than the deity they once  
revered. The Kraken rewarded them by  
destroying their larger undersea cities and  
ensuring their civilization's collapse.

Now completely predatory, primitive, and  
vicious, the sahuagin of Cerilia are deep sea  
amphibians living in huge underwater caves,  
and occasionally on the shores of the Kraken-  
staur. They've devoted themselves entirely to  
the Kraken, and do his bidding when he com-  
mands them.

A typical sahuagin has blackish green  
scales covering its back and gray fins  
along its spine. It has a smooth, gray  
belly and long, stringy arms and  
legs. Each has a short tail used  
primarily as a rudder while  
swimming. The creatures also  
have long hands and feet,  
with fingers and toes  
webbed with tough  
skin. Their  
heads are

diamond shaped, almost like a snake's, and they have several rows of sharp fangs in their wide mouths. Bulbous eyes bulge just above their flaring nose-holes.

Males and females look nearly identical—indeed, it would be unlikely that any non-sahuagin could identify these creatures by sex, except by size. Individuals range from six to nine feet in height, with the females falling to the shorter end of the scale. Young hatchlings and adolescents look much like large fish—giant carp, perhaps—until they develop legs and arms two years after hatching.

The sahuagin of the Great Bay live primarily in the deeps of the Krakennaurcht and the Black Ice Bay. They love the cold, deep water, and rigorously avoid the coastline. In summer, they live primarily underwater—either under the surface of Black Ice Bay or in the submerged caverns of the Krakenstaur. Their cities now lie in ruins and the Kraken has forbidden the construction of new towers and underwater castles, so they are forced to find natural shelter.

In the fall and winter, the sahuagin enter coastal waters—primarily around the Krakenstaur—and actually live for days at a time on land. Once, they may have even lived on the island northwest of Müden and on the Zweilunds, but they fear and hate humans too much to try again.

Many also live in the caverns under the Krakenstaur, tending to the needs of the Kraken and guarding its treasure. They sometimes waylay unwary ships during dark winter nights, killing all aboard and sinking the vessel so that no evidence remains. They bring any treasure they find back to the Kraken's treasure caves.

The sahuagin breed during the winter months, and most of their eggs hatch prior to spring. This is important because the Kraken consumes any eggs left unhatched at the first turning of the tides, and often eats young sahuagin not ready to make the summer migration to the deeper waters.

Some older sahuagin, especially those in the priesthood, remain under the Krakenstaur year-round; not all the caverns fill with water every year, and the priesthood guards the treasury and temple from outside incursion. Stories still circulate along the Brecht coast of caves filled with ancient treasure, just waiting for the right person to find it.

### Sahuagin and the Outside World:

The sahuagin look on all other sapient species as enemies and threats to their existence. If they had a choice, they might try to destroy some of the smaller Brecht nations, or at least raid some of the coastal areas during early spring or late fall—but they do not. The Kraken, through the sahuagin priests, forbids such open aggression, though even the highest priests of his temple do not know why. Certainly, the Kraken feels no compassion for the Brechts (or any other humans), so it must have some other plan in mind.

**Temple of the Many-Limbed God:** The worship of the Kraken yields the sahuagin little but their continued survival. The awnshegh forbids travel northward (out of the Great Bay area) and destroys those who rebel. He allows them to attack humans only when the sahuagin can easily destroy all witnesses to the assault (foundering ships are a favorite target), and he has forbidden the sahuagin from walking upon any land other than that of the Krakenstaur, even though the amphibians once aspired to coastal settlements.

Somehow, the Kraken is able to grant sahuagin shamans clerical spells. Tales of the Kraken being from another world might account for this power—or it could be that the power of Azrai courses through the Kraken's veins even more than expected. Regardless, the Kraken exacts a heavy price for its gifts: it consumes many sahuagin young every year, and kills others as it wishes. It demands offerings on a regular basis, but does not allow the sahuagin to range far to gather their tribute. The Kraken forces the sahuagin to guard its treasure, though few have ever dared try to find it. The Kraken does not allow the fishermen to use any treasure they find on their own. Somehow, the Temple of the Many-Limbed God controls sahuagin society.

One of every ten sahuagin is a priest of the Temple. Eighty percent of these priests never advance beyond first level, but the rest progress quickly or die trying. Shamans of second and third level make up about fifteen percent of the priestly population, while the rest might ascend as high as ninth level.

No one knows if the sahuagin have bloodlines, so priest realm spells may be beyond their reach. Certainly, scions and even regents have met their deaths at the hands of the sahuagin, so the top of the race's hierarchy may actually be blooded.



## black ice bay

**I**n addition to the dangers of the sahuagin, the Black Ice Bay threatens Brecht mariners in other ways. Unfathomably deep, the waters of this region never rise much above freezing temperatures except along the coastline. Some legends say the fish-men or "deep creatures" (meaning, no doubt, the sahuagin) have enchanted the waters to keep them cold year-round. Others simply believe the Black Ice Bay's depths are nearly endless.

Other creatures are sometimes rumored to swim the waters of the Black Ice Bay—creatures found nowhere else in Cerilia. Few of these creatures ever make contact with humans who limit themselves to exploring on the surface, but these meetings have occurred. Following are some reports of creatures found in the area (along with a few, possibly contradictory, descriptions).

**Selkie:** Commonly referred to as "man-seals" or "sepphund." Legends of selkies living around the Black Ice Bay spice up many a bard's tales. In fact, selkies *do* live in secret coves around the Black Ice Bay, where they enjoy the cold waters, fighting with sahuagin, and swimming up the Berhagen-Rzhlev Inlet and sometimes even the Dwarfhame. If any selkies live on land, they probably inhabit the sparsely-populated coastal regions of Berhagen and southern Grevesmühl.

**Sirene:** Reports of the "sea children" or *vols-madden* have not been heard around the Black Ice Bay in centuries. Once, mariners sought out these reclusive creatures, drawn by their haunting songs and incredible beauty. Now, if any remain, they hide from men and sahuagin alike.

**Squid, giant:** The *krakenkinder* find refuge in the depths of the Black Ice Bay. Occasionally driven to the surface by the predations of the sahuagin or the hungry Kraken, these sea monsters may attack Brecht vessels sailing too far out in the bay. Brecht warships, specially equipped by the shipyards of Müden, sometimes hunt the creatures, thinking them to be beloved by the Kraken and desiring to expunge them from the world.

**Sea Lions:** These giant fish-feline creatures once haunted the coastlands surrounding the Great Bay, but they have been hunted to near-extinction in the region. Some say Neira, the Goddess of Mourning and the Sea, still weeps for the deaths of the majestic sea lions, and that the roaring of the coastal surf, especially between Massenmarch and Müden (where the creatures were most populous), is the roar of the lost sea lions.

Other Cerilian creatures may also swim in the depths of the Black Ice Bay. The Kraken itself may use its magical abilities to change normal creatures such as fish, squid, and other aquatics into angry sea-devils meant to plague the Brechts settled around the Black Ice Bay.

## the northern glaciers

**M**uch of northeastern Drachenward lies frozen beneath great glaciers. In the northernmost fringes of the Drachenaur Mountains and beyond the northern edge of the Grovnekevic Forest, frigid climes prevent all but the hardiest men and women from trespassing.

Still, the Drachenwarders tell tales of adventurers brave (or foolish) enough to explore the shifting ice of the Klessberg. The Klessberg itself presents many dangers to even seasoned and wary adventurers. The denizens of the region offer even more.

## creatures of the klessberg

The following creatures can be found among the frozen mountains of ice in northern Drachenward. In particularly bitter winter months, when the mouth of the Krakennauricht all but freezes solid, these denizens of the Klessberg venture out of the Drachenaur mountains and as far south as Grabentod and even Grevesmühl.

**Bear, Polar:** These white giants live in the lower reaches of the Klessberg, hunting marine animals (seals and large fish). They have become surprisingly aggressive over the centuries. Hunted by the ice giants and orogs for their meat and furs, the bears treat all creatures other than their own kind as enemies (and sometimes prey). In most cases, polar bears flee under ice floes to escape hunters, but over the past few decades (and with alarming regularity), some larger, older bears stay and fight. Even a lone ice giant isn't a match for a few angered polar bears.



**Elephant, Mammoth:** While most Cerilians believe that tales of giant mammals with snakelike noses and huge, ivory tusks are the result of too much wine, such creatures may exist in the glaciers and frozen tundra of the north. Bones, tusks, and even whole, frozen bodies of woolly mammoths have been found by adventurers in this region—though only small pieces have been recovered and returned to civilization as evidence. If mammoths do exist in Cerilia, they would find refuge in the Klessberg and in northern Vosgaard, although they may have been hunted to extinction by the ice giants, orogs, and humans living there.

**Ghoul, Ice:** Once thought to be wild men of the glaciers, these undead roam the ice floes and glaciers of the Klessberg region, killing any living creatures they find. Perhaps the product of Shadow World encroachment or perhaps the vengeful spirits of banished Vos or Brecht men and women, these ghouls hunt alone and in packs. More undead may exist in the region, but the ice ghouls of Klessberg are by far the most numerous and the most dangerous.

**Giant, Ice:** The ice giants of Cerilia range over the northern glaciers, keeping mostly to themselves but hunting trespassers with exceptional zeal. During particularly bitter winters, ice giants can be found in virtually all the Brecht realms, though they tend to stay north of Rzhlev (in the Overlook) and Dauren (in the Western Reaches). The ice giants greedily defend their territories and hunting grounds from all intruders. A few ettins may live with the ice giants of the Klessberg, but their place in ice giant society is uncertain.

**Orogs:** While orogs are found almost everywhere in Cerilia, the orogs of the Klessberg have evolved into a particularly vicious breed.

At war with the ice giants, humans, elves, and even each other, the orogs of the icy north surpass their southern cousins in brutality and desperate strength. Fortunately, their chaotic nature (most are chaotic evil) offsets their increased abilities (most are 4 or 5 HD). Typically wearing wolf and bear skins and wielding stone hammers or captured steel weaponry, they hunt the frozen wastes, attacking anything they can in their endless quest for food and violence.

#### **Pudding, White:**

Though nonintelligent, white puddings present a danger that cannot be overstated. Blending perfectly with the snow and ice of the Klessberg, a white pudding traps its victims easily and consumes them quickly. While orogs of the Klessberg tend to be the puddings' most common prey, some adventurers tell tales of orogs using these creatures as camp guards. Somehow, these orogs capture the white puddings, place them in specifically prepared areas, and feed them enough to keep them in place.

**Troll, Ice:** Smaller and more intelligent than their southern cousins, the ice trolls of the Klessberg are, fortunately, not very numerous. Having abandoned their chaotic nature in order to hunt in packs, the ice trolls can now threaten any human, orog, or even ice giant settlement. They breed slowly, fortunately. Legend has it that the ice trolls once roamed as far south as Rzhlev and Rovninodensk, but the armies of Vosgaard tried to exterminate them utterly, and nearly succeeded.

**Wolf, Winter:** Dangerous and clever, the winter wolves of Drachenward rule the realm during the most frigid months. Some say the Wolf of Wolfgaard commands a pack of winter wolves, and sends them to harass Hjorig and the other human domains. In all likelihood, the winter wolves of the Overlook range at their own volition, hunting in packs and killing anything they find.

**Yeti:** These legendary snow apes of the Klessberg do exist. Occasionally captured as novelties and brought into Drachenward's court or as far south as Grevesmühl, the creatures do not survive well in captivity.

In the glacial regions of the north, yeti live in small clans and packs, spending most of their time avoiding contact with other species. Since Vos and Brecht hunters have captured or killed many of these creatures, they react to explorers and trespassers violently. They have been known, however, to show compassion toward lost or stranded humans, bringing them food and using their crude knowledge of healing to keep the unfortunate alive.

Many creatures live comfortably within the region of the Klessberg, though most humans avoid the arctic clime. A human explorer might walk for days along the Klessberg and not see another living thing—or he might encounter animals or intelligent (and dangerous) creatures without warning.

# Brecht timeline

The Brechts adopted a calendar using the Battle of Mount Deismaar as year 0; during the Anuirean Occupation, they began referring to it as Haelyn's Count (HC). Some historians and noble houses of Brechtür use Michaeline Reckoning (MR), a calendar dating from the death of Michael Roele, the last emperor of Anuire, since that event freed Brechtür from domination. Both calendars are currently used by different groups and realms.

Date	Event	Date	Event
<i>Before humans came to Cerilia</i>	The ancestors of the Brechts in Aduria begin explorations by land and sea to find a new home and escape the Shadow.	812 HC (-161 MR)	Eldracht Hoffstugart of Müden leads rebellion against Anuire and wins power for the Brechts.
-515 HC (-1488 MR)	First humans arrive in Cerilia. Brechts explore the western oceans as far north as the land bridge from Aduria to Cerilia.	813 HC (-160 MR)	Prince Eldracht killed by Tarazin the Gray.
-350 to -250 HC	Brecht explorers cross the land bridge but discover the human-elf wars. Some flee and discover the Krakennauricht.	920 HC (-53 MR)	Müden, Treucht, and Berhagen become "free states" under the Anuirean Empire. Brecht and Anuirean leaders share rule.
c. -250 HC	The Brechts try to sail north past Anuire; initial attempts fail.	926 HC (-47 MR)	Massenmarch and Rheulgard become "free states." Treucht is ruled by guardians from Massenmarch and Müden.
c. -200 HC	First wave of Brecht settlers reaches the Great Bay of Brechtür. They settle what will become Müden, Massenmarch, and Kiergard.	938 HC (-35 MR)	Birth of Michael Roele.
c. -190 HC	The Brechts encounter the elves of the Coulladaraight. The two sides form a nonaggression pact; lands are delineated by the edge of the forest. Danigau is settled by second wave of colonists.	973 HC (0 MR)	Death of Michael Roele, end of the Empire.
c. -100 HC	Azrai corrupts the elves and Vos.	976 HC (3 MR)	Müden and Massenmarch achieve independence from Anuire; other Basin states soon follow.
c. -50 HC	Third wave of Brecht colonization. Some arrivals settle in the north, merging with the Rjuven. Danigau's population swells. Some Brechts explore Thaele and venture as far east as Svinoy Island.	c. 1050 HC	The Overlook and the Western Reaches gain independence in coming decades. Berhagen becomes an independent state.
c. -20 H	Basarji colonization begins in earnest. Müden's population increases.	1136 HC (163 MR)	Fulda Geissen of Grabentod marries Kurrel of Drachenward; Kurrel dies in the same year. The Hag appears in Kordan.
-2 HC (-975 MR)	Third wave of Brecht colonization ends with the War of Shadow. Most Brechts fight under Anuirean or Basarji banners. Brecht warships help to turn the tide against Vos raiders.	1137 HC (164 MR)	Brecht League is founded.
0 HC (-973 MR)	Battle of Mount Deismaar. The weakened Masetian Empire is destroyed. Nearly all the Brecht tower ships are engulfed in the final cataclysm.	1140 HC (167 MR)	Brecht "exploration army" moves into "unoccupied" lands to the east. Conflicts with Vos begin.
10 HC (-963 MR)	Rohrmarch founded by Brecht refugees and a few Masetians.	c. 1140 HC	Tsarevic Basil Zariyatam unites Vos tribes and defeat the Brecht League's forces at the battle of Lake Ladan. The Vos overrun and populate the realm now known as Rzhlev. The forces of Müden drive the Vos out of Berhagen and negotiate an uneasy peace. The dwarves of Daikhar Zhigun help protect the people of Grevesmühl.
12 HC (-961 MR)	Founding of Anuire.	1304 HC (331 MR)	Rise of Karl Bissel in Massenmarch. An operative of the Gorgon, Bissel assassinates leaders of Massenmarch and Kiergard, causing anarchy.
c. 40 HC	Roele unifies Anuire, dominates Brechtür and Rjurik.	1320 HC (347 MR)	The Gorgon's armies conquer Kiergard. An overlord (other than Bissel) is appointed. Bissel names himself the Swordhawk and makes himself ruler in Massenmarch; he is recognizable as a budding awnshegh.
38 HC (-935 MR)	Armies of Danigau turn back Anuireans in Wierech three times. Count of Danigau announces that further attacks will force him to "cleanse Cerilia of the Anuirean pestilence." Anuirean forces relent.	1356 HC (383 MR)	Morik von Luftar lands on the Krakenstaur and observes no inhabitants. Other explorers disappear along with their ships.
40 HC (-933 MR)	Grevesmühl, Müden, Massenmarch, and Dauren all bend to Anuirean overlords. Kiergard is in anarchy. Southern Brecht realms are under Anuirean occupation.	1439 HC (466 MR)	Ulrich Graben "returns" to Grabentod and names himself king.
52 HC (-921 MR)	Roele flees Vosgaard after a failed campaign, visits Anuirean lords in Grevesmühl and Müden.	1440 HC (467 MR)	Colin Shaelpaete reveals himself as the Island Mage and closes the Zweilunds to outside incursions. His ships, once confused with the pirates of Grabentod, begin raiding on their own.
60 HC (-913 MR)	Death of Roele. Anuirean overlords in some Brecht lands begin to involve Brecht leaders in government.	1487 HC (514 MR)	Appearance of the Boar of Thuringode. The Swordhawk's armies suffer large numbers of casualties trying to capture or destroy it. A secret power (later identified as the Fae) arises in Treucht.
110 HC (-863 MR)	Civil war in Müden. Quelled quickly, it leads to the eventual establishment of Treucht and Berhagen as separate realms.	1489 HC (516 MR)	The fortress of Adlersburg in Wierech is built, ostensibly to watch over the expanding empire of the Gorgon. Armies of Danigau drive the last of the Urga-Zai goblins out of Danigau.
117 HC (-856 MR)	Uprising in Massenmarch. Assisted by renegade Müdenites, the remaining old families of Massenmarch rise up against Anuirean overlords. Assisted by the occupying armies of Kiergard, Massenmarch's overlord brutally puts down the rebellion. Massenmarch begins its slide into anarchy.	1504 HC (531 MR)	Destruction of Adlersburg in Wierech.
491 HC (-482 MR)	Britter Kalt slays the Sinister and becomes the Vampire.	1518 HC (545 MR)	The Royal Navy of Müden launches an invasion of Grabentod. King Albrecht Graben is captured and taken to Müden as a hostage.
c. 700-800 HC	Anuirean Empire's power is at its height.	1524 HC (551 MR)	Current year.

## Brecht nomenclature

This chart provides players and DMs with proper references to the people and features of the Brecht lands. Residents of awnshegh domains typically identify themselves by province or political association, and therefore, not all are included.

Domain	Resident	Residents plural	Things of this origin
Banshegh's Domain/Pashacht	Pashachter	Pashachters	Pashtig
Berhagen	Berhagener	Berhageners	Berhagen
the Burrows	Halfling	Halflings	Halfling
Coullabhie	Coullabhen/elf	Coullabhens/elves	Coullabhien/elves
Daikhar Zhigun	Dwarf	Dwarves	Dwarven*
Danigau	Daniger	Danigers	Danig
Dauren	Dauren	Daurens	Dauren
Drachenward	Drachenwarder	Drachenwarders	Drachen
Grabentod	Graber	Grabers	Grabig
Grevesmühl	Grevesmühler	Grevesmühlers	Grevesmühlig
the Hag/Kordan	Kordanite	Kordanites	Kordan
Kiergard	Kiergardian	Kiergardians	Kier
Massenmarch	Massenmarcher	Massenmarchers	Massen
Müden	Müdenite	Müdenites	Müenig
Rheulgard	Rheulgardian	Rheulgardians	Rheulig
Rohrmarch	Rohr	Rohrs	Rohr
Rzhlev	Rzhlevian	Rzhlevians	Rzhlevian
Thuringode	Thuringer	Thuringers	Thuring
Treucht	Treuchter	Treuchters	Treucht
Wierech	Wier	Wiers	Wierech
Zweilund Islands	Zweilunder	Zweilunders	Zweilund

\*Dwarves most often identify themselves by clan.



# Winter Ice Formation in the Krakennauricht

## Legend

-  PORT ACCESSIBLE
-  PORT INACCESSIBLE
-  ICE COVERAGE
-  TREACHEROUS ICE FLOES
-  OCEAN CURRENT



sjurik

vosgaard



## Maritime Areas of Cerilia

**Legend**

	COASTAL WATERS
	SEA AREAS
	OCEAN AREAS



Numbers indicate the number of days required to sail across an area.



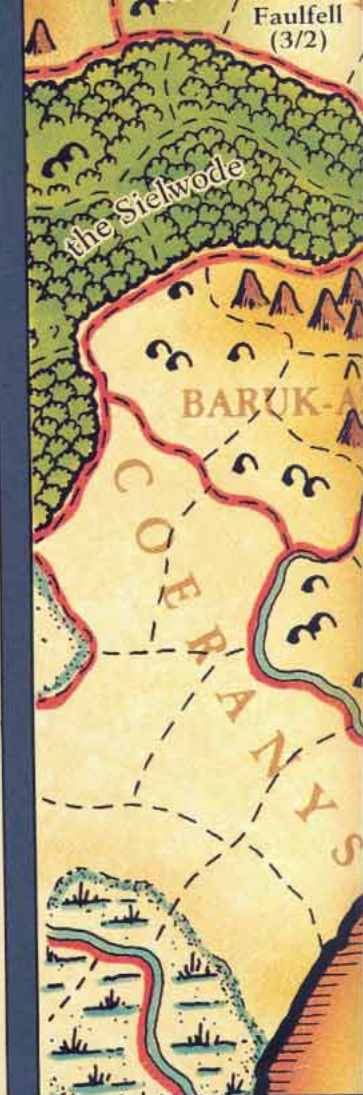
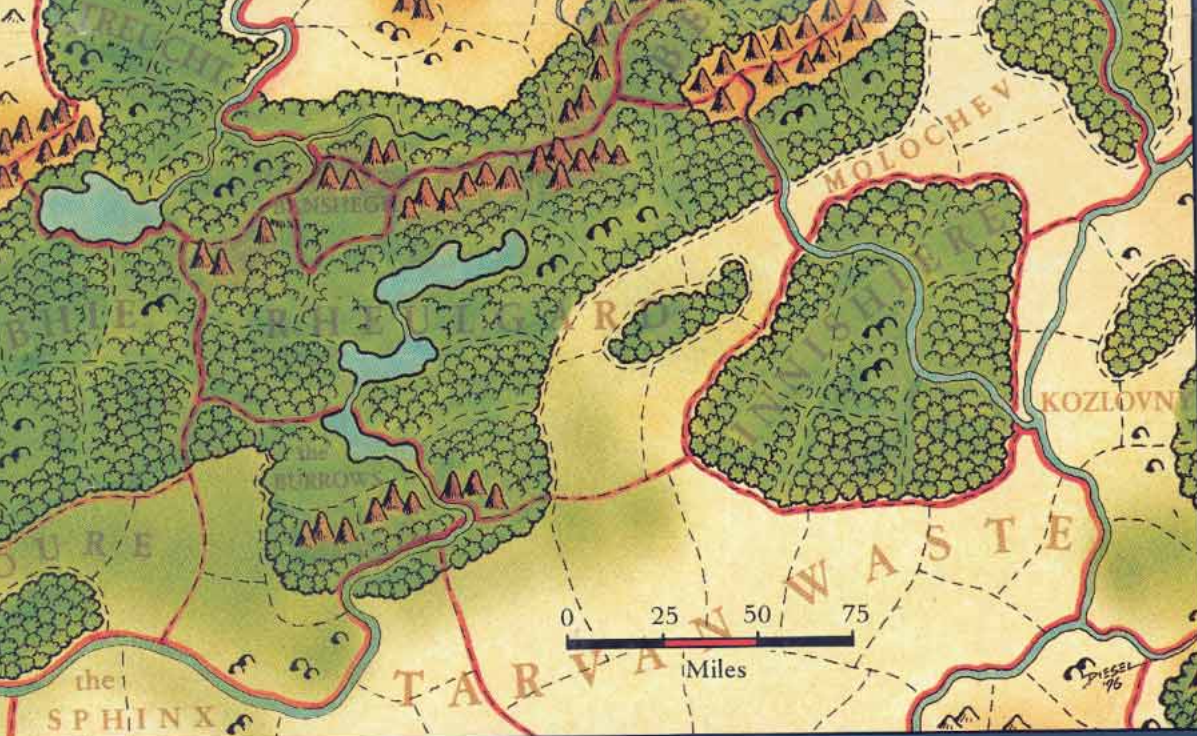


BR

- MOUNTAIN
- HILLS
- HIGHLAND

N





# RECHTÜR

# THAELASIAN S

Svinöy-Island



the KRAKENNAURICHT

Adlersburg 1/8

Zilber 1/8

Anzlau 2/5

Uelzau 6/1

Zweilund 6/1

Warzlau 6/1

Westwate 4/5

Toot 4/5





DAUREN ARM

Krakenstaur

DAUBREISCH  
MEKLSBURG  
LAUSRUF

Thuringode  
0/9

Düringhühl  
5/2

Auchlaken  
4/3

Coullibaird  
1/4

Bloodshroud  
4/5

Landsborough  
3/6

Massenhode  
2/7

Ebbingtruch  
3/6

Musbraklen  
3/6

Treumar  
4/5

Oden  
1/4

Osternord  
3/6

Werthangen  
2/7

Ruapacht  
3/6

Mythelwyd  
1/7

Milfynn  
1/7

Treuchlyn  
5/9

Nob Heath  
3/9

Rohrgaard  
4/5

Friedlund  
4/3

Boerenbach  
2/7

Newyth  
2/9

Wyndil  
6/9

Erystwyth  
2/9

Lyssan  
5/0

Nunkappel  
5/0

Alklund  
4/1

Llandrae  
1/9

Angbryn  
3/9

Caerpriddy  
3/9

Westwold  
6/0

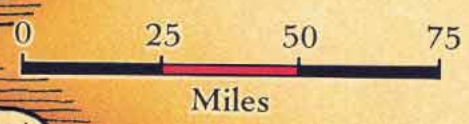
the HARROW MARSH

the SPHINX



SEA

Zwesserlund  
0/7



Colrochtob  
1/6

Dreidachs  
(2/5)

Drachenwehr  
4/3

Colroch  
0/7

Auslauf  
0/7

Arochlep  
0/7

Hlossroch  
0/7

Innsroch  
0/7

Woderoch  
1/6

Zürtrode  
(2/5)

Loch Shel  
(2/5)

Morbuch  
(1/6)

Buchen  
(3/4)

Jarstoldt  
3/3

Kördan  
2/5

Kauth  
(0/7)

Burning Forest  
2/5

Burning Forest

Yulesprech  
2/7

Alber

Roaren  
0/9

Darres' End  
7/0

Drachenjaw  
4/3

Holde  
2/5

Zhylenkal  
3/4

Sorfeet  
2/5

Nourne  
1/6

Westriet  
5/2

Woettap  
3/4

Tyrtep  
4/5

Eiresmachen  
2/5

Daugren

Sleppsig  
5/0

Rulsfeg  
(6/1)

Daikhar  
3/2

Dübeswald  
3/4

Gredaur  
3/4

Mjollinar  
(3/4)

Jardwessen  
2/5

Haldwaren  
4/3

Lazzgrad  
(2/5)

Nyurskyy  
(3/4)

Nyurehv  
3/4

Duarlavka  
3/4

Evuarr  
4/3

Edarlaskyy  
4/3

BLACK ICE

# BLACK ICE BAY



Allesrecht (6/1)  
Cohrtab 7/0  
rechen  
sbralen 7/0

Trestahlen (4/3)  
Nodarch 3/3  
Marchbehr 1/6  
Ubalmulen 1/6  
Ruelshegh 4/3

Mountains of the Silent Watch  
Deuchlach 2/6  
Dezeel (2/5)  
Pashacht (2/7)  
Podenstahl 5/3  
Poden

Wohlers (5/0)  
Zedforst 0/9  
Wahlrud (5/0)  
Uptlund (5/0)  
Unbraustadt 4/4  
Unbrau

Greenlock 4/3  
Fellrock 2/5  
Hillsfair

Steppegrad 3/4  
Edarlaskyy 4/3  
Molevof 4/3  
Rzhlevsky 5/2  
Rzhlev

Illfressen 3/4  
Karljappen 2/6  
Tiess 1/6  
Ulfsted 2/5

Holstadt 4/4  
Holstadt  
Elfhaben (3/6)  
Molabrech 1/6

Kostwode 2/5  
Cluhagen 2/5  
Sevlakol 2/5  
Sviatol

Bierlev 2/5  
Endlun (5/2)  
Edlenna

Wiestod (6/0)

the MISTMOOR  
Kal-Murthan

KALATHOR

MOLOCHEV

WASTE

KOZLOVNY

TARVAN WASTE

PIESEL '96

# THE PEOPLE OF

*Here is a deeper look at the peoples that inhabit Cerilia and the ancient races of the elves and dwarves continue to*



### THE RJURIK

I am named Audric Skapingson, son of Bjorn and grandson of Heore. Our clan has warred for generations against invaders from Stjordvik. We have lost many hunting parties to ravenous beasts and flesh-freezing blizzards. The only safety is in the clan and its numbers. Will you join us to survive, or die alone?



longer d  
Schaeffe  
by the b  
murder  
charged  
weaken  
preserve  
me? I can



### THE ANUIREANS

I am Robert Duerlin, vassal to Darien Avan, regent of Avani. Though





...of Avania. Though  
my forebears became  
coopers, I chose  
to join the  
forces of Avaniil.

I vowed to protect the freedoms my lord won for our people. We must remain vigilant against incursions from the north. Will you lend your strength to our cause?



## THE CHILDREN

### THE DWARVES

I am Muldon Stonesmith of Baruk-Azhik. My people are descended of the mountains and rock, and that is where we make our homes. The anvils of Baruk-Azhik ring loudly today, and it is with the warmth of our forge that I invite you to visit our domain. We seek aid in fighting the treacherous orogs under the mountain, and we could do much with mettle such as yours.



### THE ELVES

I am called Rhoube Manslayer, and I have earned my name in the name of honor among the Sidhelein to be a host. You are human, and therefore a thief: The land of Cerilia is yours, and the day the elves spill human blood on this continent will be the brightest day in fifteen centuries. You are not to enter my realm—but I have an arrow for you just in case. Beware.



## THE FLIGHT FROM

The Continent of Cerilia was once inhabited only by dwarves, elves, and savage humanoid—and then came The Flight From The Shadow. Seeking to escape their evil overlords, the five tribes of humans crossed the land bridge from Aduria to Cerilia, where they met another tribe from across the sea. These charts show the geographic influence of each human culture through time.

- Anuireans 
- Basarji (Khinasi) 
- Rjurik 
- Vos 
- Masetians 
- Brechts 



Year 0 HC



## PEOPLE OF CERILIA

inhabit Cerilia. Humankind comprises five distinct cultures, and they continue to thrive amidst wars, intrigues, and abominations.



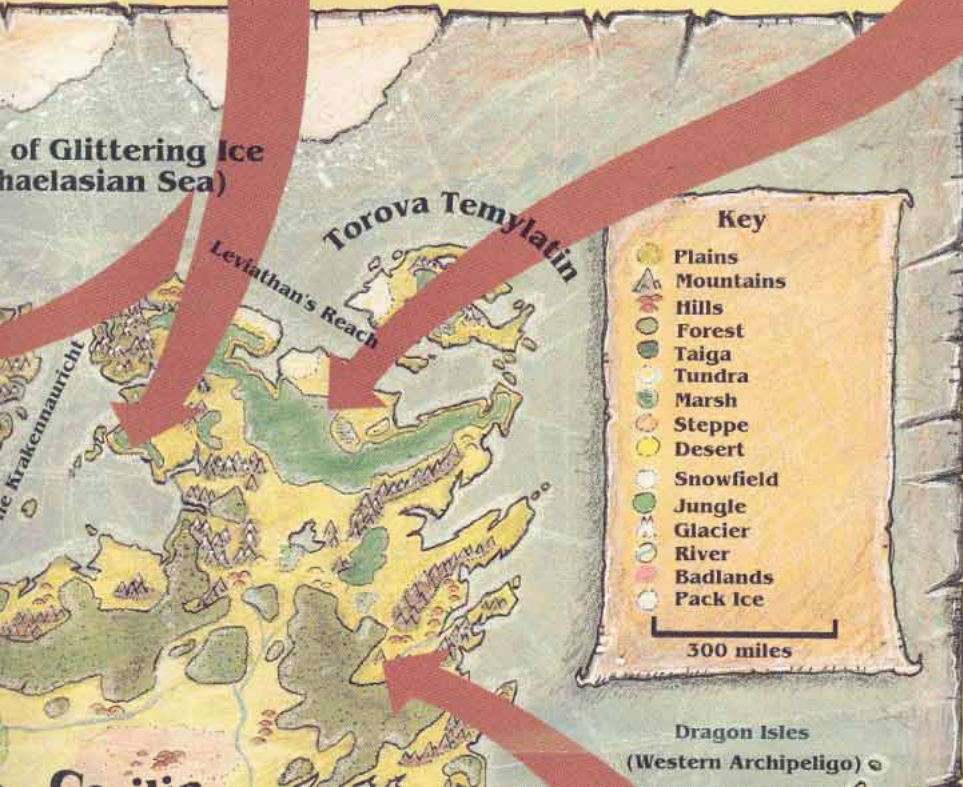
### THE BRECHTÜR

I, Johannes Kirsch, merchant of fine silks and spices, am a member of the Furvelde Trepkin guild. My workers look to me for their best interest, knowing they can no longer depend on Baron Berhagen, Ludwig Schaeffen. It seems our good baron is beset by the brigands of Kelda Auslawsen, the murderess of the Krakennauricht. He has charged me with infiltrating her ranks to weaken her forces. Now I must act to preserve my interest. Will you sign on with me? I can make it worth your while...



### The Vos

Kasimir Petrenko, I am called, and many are those who fear my name. I place no trust in others except those I call my friends. So if you travel in the Land of Darkness, heed my words; the Ice Lady and the Terror God speak to our leaders, who have long abandoned the gods of magic and moon. We are a people as cruel as the humanoids we hunt, but we are not without honor.



**Key**

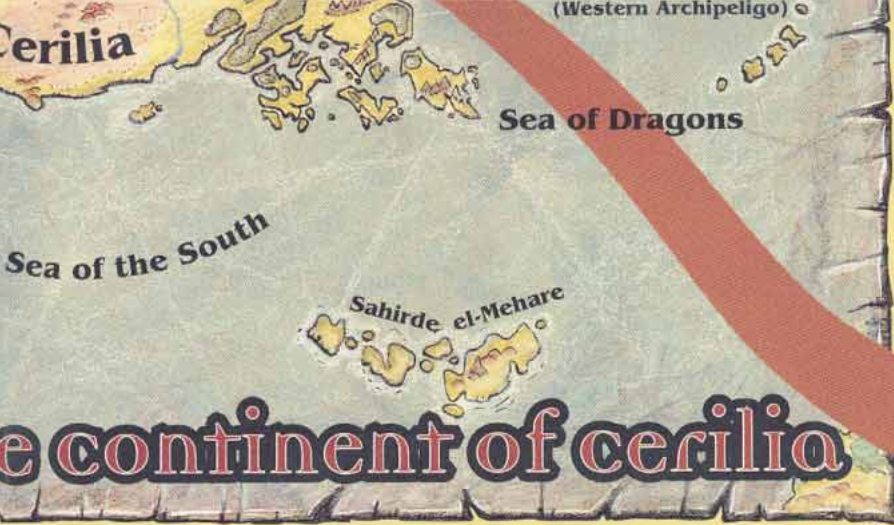
- Plains
- Mountains
- Hills
- Forest
- Taiga
- Tundra
- Marsh
- Steppe
- Desert
- Snowfield
- Jungle
- Glacier
- River
- Badlands
- Pack Ice

300 miles



### THE KHINASI

They call me Salim el-Mesir. I am of the ajazada, a nephew of the regent Yousef ibn-Reghil el-Mesir,



(Western Archipeligo)



Yousef ibn-Reghil el-Mesir, most powerful and mighty mage in the whole of the Zhainge Valley, and brother to Adan, the High Captain of the emir's forces. We are descended from one of the heroes of the Battle of Mount Deismaar. I am sworn to protect my family from the forces of Aftane, and to avenge the murder of my aunt by their evil Brotherhood of Khet. I have need of great magic to achieve my ends.

Who among you can aid me?

# the continent of cerilia

## REN OF CERILIA

slayer, and it is a badge of  
 elin to be counted in my  
 and therefore an invader  
 of Cerilia does not belong  
 the elves spill the last drop of  
 continent will be the  
 n centuries. It is best that  
 m—but I shall name an  
 case. Beware, human!



### THE AWNSHEGLIEN

We are the awnsheghlien, the so-called abominations of Cerilia. We were created at Deismaar when bathed in the essence of Azrai, the god of shadow. Though Azrai was destroyed that day, our creation was a glorious victory for him nonetheless. We now have spread across the land, gathering our power about us; and the day will come soon when we rise to rule all of Cerilia!



*Open the conspectus once more to see an overview of the geography of Cerilia—and some of the most powerful abominations that overshadow the land.*

## FROM THE SHADOW



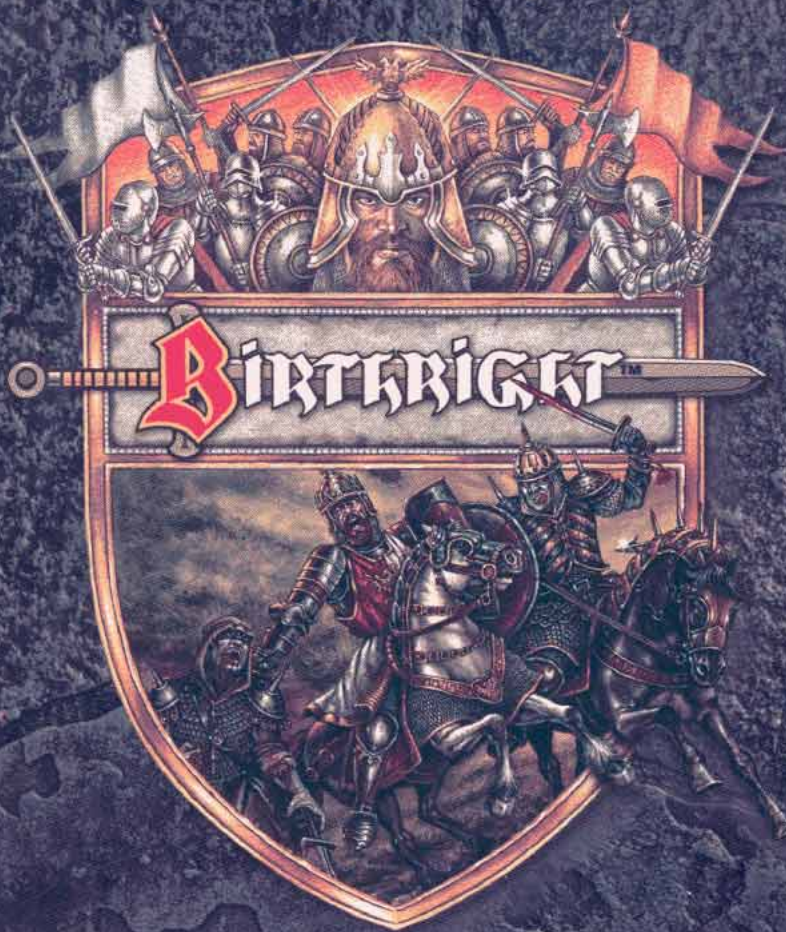
Year 973 HC



Year 1524 HC (current)



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Imagine a world in which the rulers are bound to the land by ties of blood. Kings, prelates, wizards, and guildmasters are not elected, but chosen by divine providence in a very real sense.

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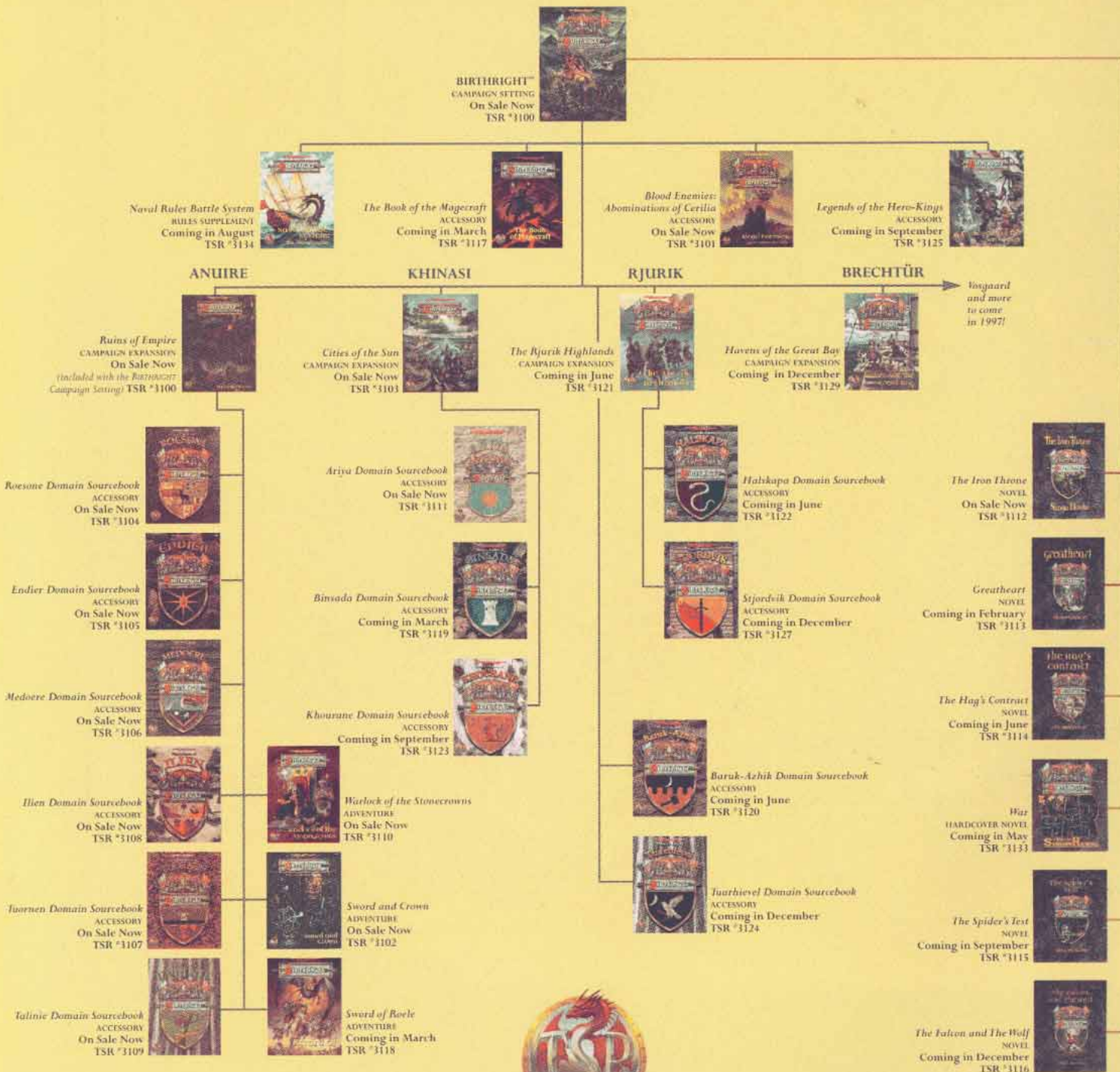


# BIRTHRIGHT

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1995 and 1996 Releases

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TSR has never before created an AD&D® world quite like that of BIRTHRIGHT™. Here you can be a king, noble, prelate, guildmaster, great wizard, or royal herald. You are the leader of your own kingdom and domain. And it is you who has the power to wage war or preserve peace. At a single command, armies march and kingdoms fall. Thus, the BIRTHRIGHT game is a mixture of strategic war gaming and role playing.

The BIRTHRIGHT setting is distinctive in several areas. First, we developed the concept of bloodlines. Bloodlines were created when the heroes of the battle of Mount Deismaar were imbued with the essence of the gods. A character's bloodline is his heritage of divine power. The abilities granted by this heritage can be benign or malign, physical or mental, active or passive. One's bloodline also lends strength of character, and blooded persons rise to positions of power more quickly than others. But beware: this strength can be stolen!

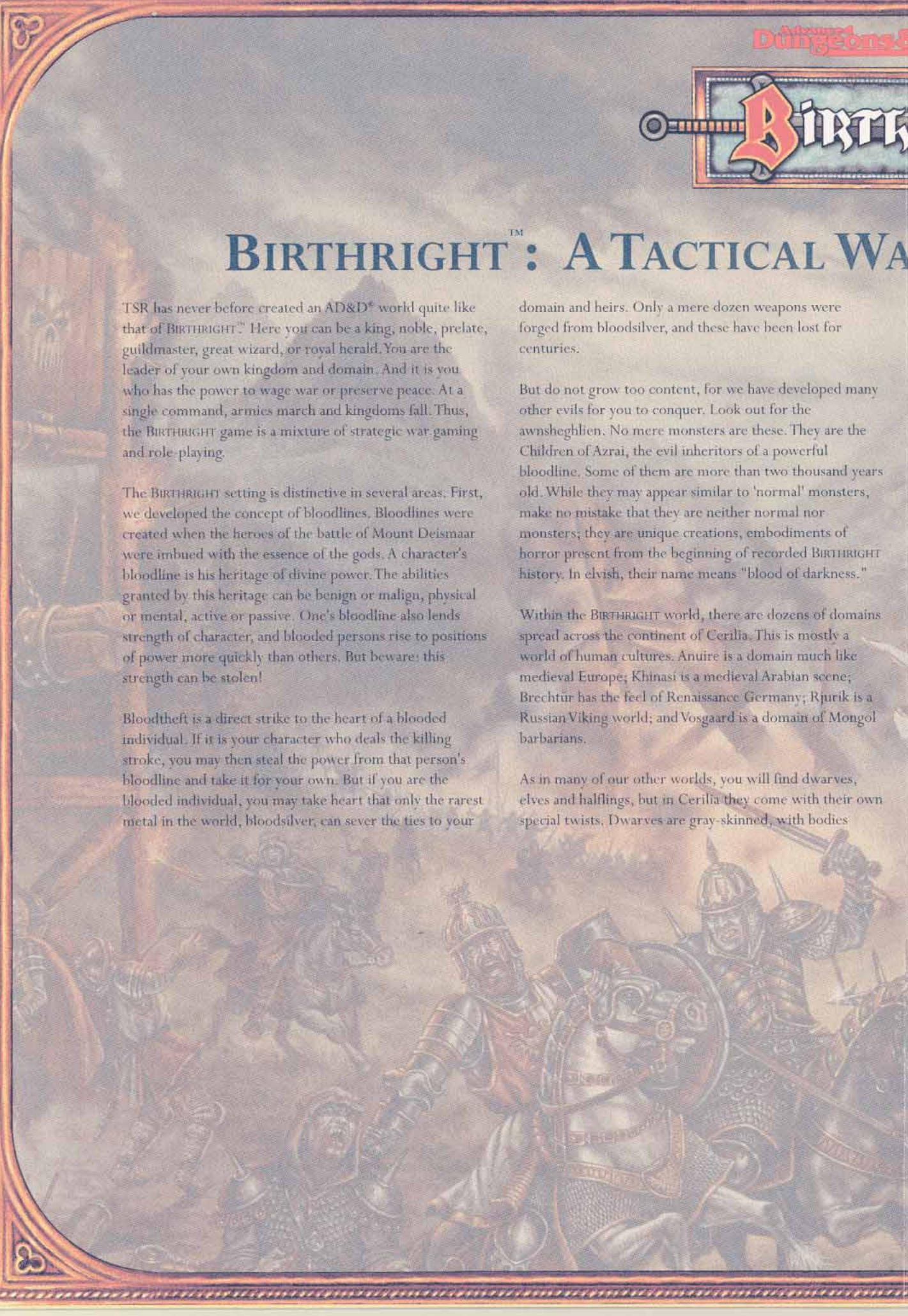
Bloodtheft is a direct strike to the heart of a blooded individual. If it is your character who deals the killing stroke, you may then steal the power from that person's bloodline and take it for your own. But if you are the blooded individual, you may take heart that only the rarest metal in the world, bloodsilver, can sever the ties to your

domain and heirs. Only a mere dozen weapons were forged from bloodsilver, and these have been lost for centuries.

But do not grow too content, for we have developed many other evils for you to conquer. Look out for the awnsheghlien. No mere monsters are these. They are the Children of Azrai, the evil inheritors of a powerful bloodline. Some of them are more than two thousand years old. While they may appear similar to 'normal' monsters, make no mistake that they are neither normal nor monsters; they are unique creations, embodiments of horror present from the beginning of recorded BIRTHRIGHT history. In elvish, their name means "blood of darkness."

Within the BIRTHRIGHT world, there are dozens of domains spread across the continent of Cerilia. This is mostly a world of human cultures. Antuire is a domain much like medieval Europe; Khinasi is a medieval Arabian scene; Brechtur has the feel of Renaissance Germany; Rjurik is a Russian/Viking world; and Vosgaard is a domain of Mongol barbarians.

As in many of our other worlds, you will find dwarves, elves and halflings, but in Cerilia they come with their own special twists. Dwarves are gray-skinned, with bodies



# WAR GAME WITH ROLE-PLAYING

twice as dense as normal beings due to their ties to stone and mountains. Elves are not the cultured demimondes of many other worlds; rather, they are embittered and prone to attack humankind. Halflings have the ability to see into the Shadow World, from whence they came.

The Shadow World is a parallel world to that of reality. Landmarks might be the same, but are often distorted. Only powerful magic or halflings can breach the border between the worlds. The Shadow Lord is ruler of this cold, eternally twilight realm.

Realm Magic, the most powerful kind of arcane power, is tied directly to the land. Wizards who can use this kind of magic are rare and often in positions of great power. Perhaps that will be you.

Lesser magic and true magic, while more common, are still far rarer in this world than in other AD&D settings. The very rarity of magic increases its impact on the world of BIRTHRIGHT and its people. The game becomes more firmly rooted in politics and negotiation than in traditional adventuring. High political drama is the background for everyday activity here in the BIRTHRIGHT campaign world.

Even the nonhuman creatures like goblins, gnolls, orogs,

and giants serve as political animals in this world. Goblins have kingdoms of their own, forging their own treaties and trade agreements with their neighbors. Gnolls (humanoids with doglike features) are mainly wandering marauders and brigands. Orog, fierce warriors who live underground and are allergic to sunlight, come out to raid villages by night; where ice giants fiercely protect their territories. And, while there are only six dragons living in all of Cerilia, they are unique individuals and are greatly feared. Some of the awnsheghlien have created smaller versions of themselves to do their bidding; thus, there are a few common manticores, some gorgons, and so on, but not great concentrations of them.

So listen carefully, for armies are marching into battle as we speak. The banners of noble houses flutter raggedly before the onslaught; some will fall, never to rise again, while others will weather the storm. And somewhere on a muddy battlefield, a common man becomes a hero—and a hero becomes a king.

*It could be you.*



*Open the conspectus for a deeper look at the people and cultures of Cerilia.*



*rjurik*



*vosgaard*



THAELE

THAELASIAN PASSAGE

LEGEND


0 25 50 75 Miles

MIERE RHUANN (SEA OF STORMS)



Roykens

HOGUNN

JANKAPING

HALSKAPA

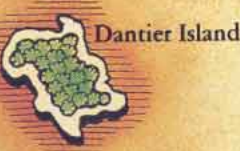
SVINIK

RJUVIK

STJORD

the SIREN

TAEL FIRTH



Dantier Island

Hollingholmen

D



THURA

the Aelvinwood

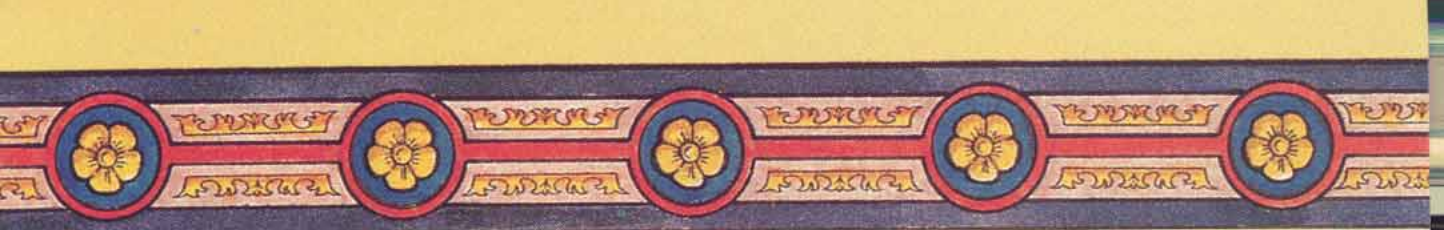
Nowelton

brechtür

khinasi

anvice





# Advanced Dungeons & Dragons



kapa

MARK

REALM OF THE  
WHITE  
WITCH

RJRURIK

the  
BLOOD  
SKULL  
BARONY

LLUABRAIGHT

URGA-ZAI

HJOLVAR

KHURIN-  
AZUR

DANTGAU

the  
GIANTDOWNS

the  
GORGON'S  
CROWN

WIERECH

Hoafell Mountains

the  
TUARHIEVEL

DAUREN

DAUREN ARM

DVIK

HOESONE

Nolien

Sonelind

Furn Throne

Ruide R.

Kal-Saitharak

Adlersburg

Aulbrunn

Blackgate

Kopingdal

Spearmatch

KVI

AU

Blackgate

Aulbrunn

Greugarten

Bannenbach

Fellport



ns & Dragons®

# THRIFHT™



Kal-Murthan





THE CONTINENT OF  
**CERILIA**

BAÏR EL-MEH  
(SEA OF THE GOLDE





Torova  
Temylatin

ATHAN'S

REACH

the  
ICEMARCH

Timoshev

Grovnekevic  
Forest

the  
BATTLE-FENS

LUTKHOVSKY

Petropavinsk

SGAARD

the  
SWORD RUST TRIBES

Rodina  
MELYY

ROVNINODENSK

Orlenaskyy  
Mountains  
Velensk

VELENOYE

the  
MANTICORE

Rovnograd

Lake  
Ladan

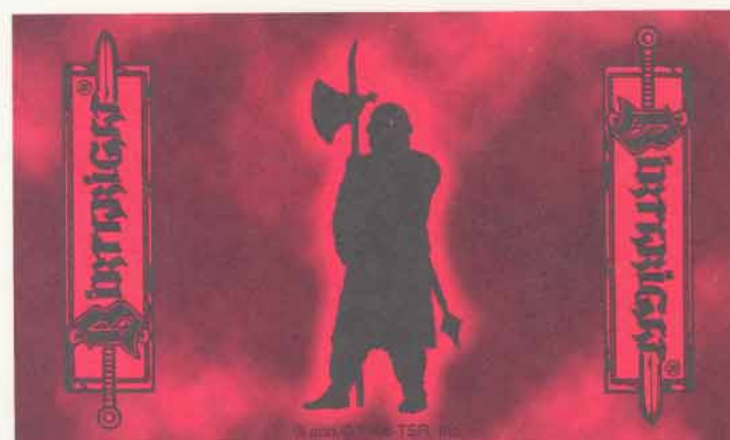
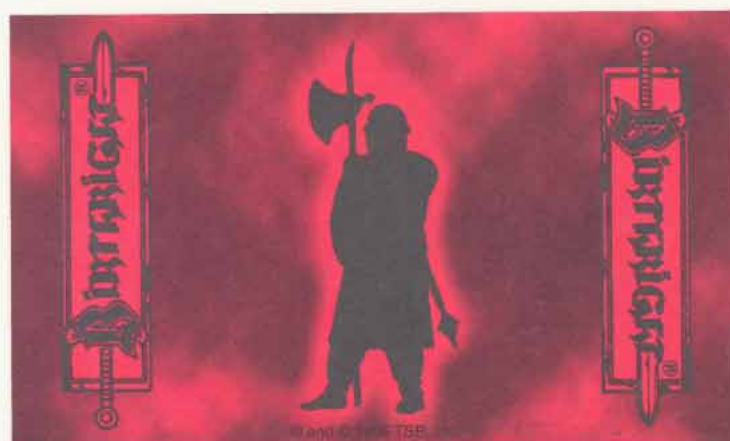
Kal-Murthan

Polovtsiya

ZOLOSKAYA



MEHARE  
(GOLDEN SUN)



### Blackgate Stormlords

Move: 3  
Defense: 4  
Morale: X

#GB49

Melee: 4  
Charge: 6

*May pass freely through hills.*



2 Hits  
Melee: 2  
Charge: 3

1 Hit  
Melee: 3  
Charge: 5

### Mor's Head Hunters

Move: 1  
Defense: 3  
Morale: X

#GB51

Melee: 3



2 Hits  
Melee: 1

1 Hit  
Melee: 2

### Mor's Head Hunters

Move: 1  
Defense: 3  
Morale: X

#GB53

Melee: 3



2 Hits  
Melee: 1

1 Hit  
Melee: 2

### Mor's Head Hunter Scouts

Move: 3  
Defense: 2  
Morale: X

#GB55

Melee: 2  
Missile: 3


*Scouts may move through any terrain freely.*



**Daikhar Doomwarden** #GB41


**Melee: 3**  
*Dwarves ignore R and F results caused by magic.*

Move: 1  
 Defense: 5  
 Morale: X



2 Hits  
 Melee: 1


1 Hit  
 Melee: 2



**Daikhar Doomwarden** #GB42


**Melee: 3**  
*Dwarves ignore R and F results caused by magic.*

Move: 1  
 Defense: 5  
 Morale: X



2 Hits  
 Melee: 1


1 Hit  
 Melee: 2



**Daikhar Zhigun Graybolts** #GB43


**Melee: 2**  
**Missile: 4**  
*Dwarves ignore R and F results caused by magic.*

Move: 1  
 Defense: 4  
 Morale: X



1 Hit  
 Melee: 1


Missile: 3



**Daikhar Zhigun Graybolts** #GB44


**Melee: 2**  
**Missile: 4**  
*Dwarves ignore R and F results caused by magic.*

Move: 1  
 Defense: 4  
 Morale: X



1 Hit  
 Melee: 1

Missile: 3



**Daniguard** #GB45

**Melee: 4**  
*+1 to defense vs. unmounted units.*

Move: 2  
 Defense: 3  
 Morale: X



2 Hits  
 Melee: 2

1 Hit  
 Melee: 3



**Daniguard** #GB46

**Melee: 4**  
*+1 to defense vs. unmounted units.*

Move: 2  
 Defense: 3  
 Morale: X



2 Hits  
 Melee: 2

1 Hit  
 Melee: 3



**Daniguard** #GB47

**Melee: 4**  
*+1 to defense vs. unmounted units.*

Move: 2  
 Defense: 3  
 Morale: X



2 Hits  
 Melee: 2


1 Hit  
 Melee: 3



**Blackgate Stormlords** #GB48


**Melee: 4**  
**Charge: 6**  
*May pass freely through hills.*

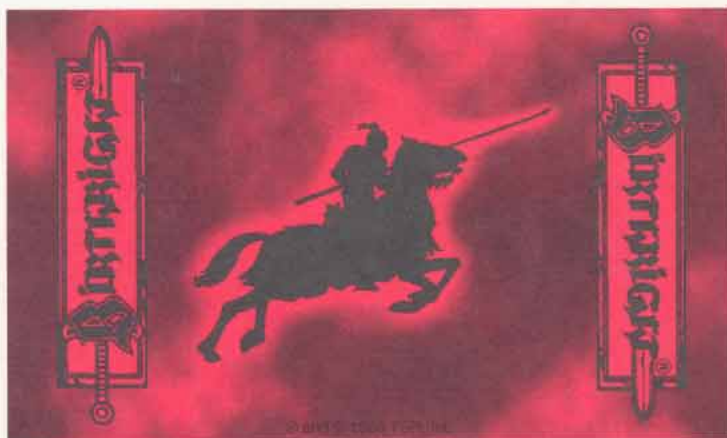
Move: 3  
 Defense: 4  
 Morale: X



2 Hits  
 Melee: 2  
 Charge: 3

1 Hit  
 Melee: 3  
 Charge: 5







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**Moonsilver Spayr** ▲ #GB33

Move: 2  
 Defense: 2  
 Morale: ✕ ▼

Melee: 2  
 Missile: 5

*Elves may pass freely through any terrain except glacier.*



1 Hit  
 Melee: 1  
 Missile: 4

**Moonsilver Spayr** ▲ #GB34

Move: 2  
 Defense: 2  
 Morale: ✕ ▼

Melee: 2  
 Missile: 5

*Elves may pass freely through any terrain except glacier.*



1 Hit  
 Melee: 1  
 Missile: 4

**Stayrshuynwydden** ▲ #GB35

Move: 2  
 Defense: 3  
 Morale: ▼

Melee: 3

*Elves pass freely through any terrain except glacier; pikes cannot be charged.*



1 Hit  
 Melee: 2

**Stayrshuynwydden** ▲ #GB36

Move: 2  
 Defense: 3  
 Morale: ✕ ▼

Melee: 3

*Elves pass freely through any terrain except glacier; pikes cannot be charged.*



1 Hit  
 Melee: 2

**Stayrshuynwydden** ▲ #GB37

Move: 2  
 Defense: 3  
 Morale: ✕ ▼

Melee: 3

*Elves pass freely through any terrain except glacier; pikes cannot be charged.*




1 Hit  
 Melee: 2

**Sayer Giuaryd** ▲ #GB38

Move: 2  
 Defense: 2  
 Morale: ✕ ▼

Melee: 1  
 Missile: 4

*Elves may pass freely through any terrain except glacier.*



1 Hit  
 Missile: 3  
 Melee: 0

**Sayer Spayr** ▲ #GB39

Move: 2  
 Defense: 2  
 Morale: ✕ ▼

Melee: 2  
 Missile: 5

*Elves may pass freely through any terrain except glacier.*



1 Hit  
 Missile: 1  
 Melee: 4

**Daikhar Doomwarden** ▲ #GB40

Move: 1  
 Defense: 5  
 Morale: ✕ ▼

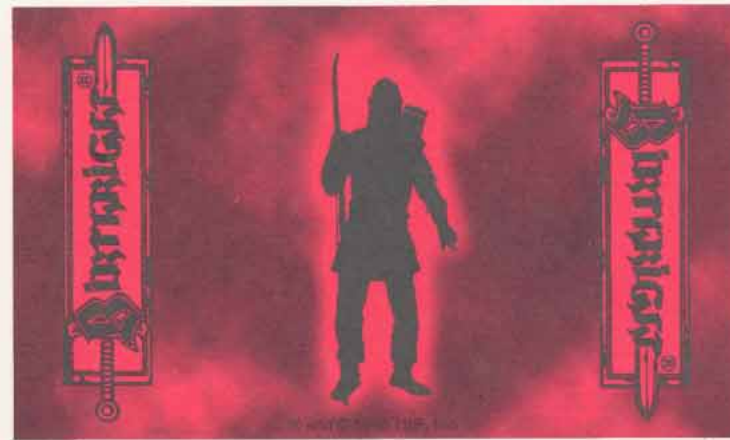
Melee: 3

*Dwarves ignore R and F results caused by magic.*



1 Hit  
 Melee: 2

2 Hits  
 Melee: 1



**Quintain Guardians** #GB25

Melee: 3  
Missile: 2  
Halfings may pass freely through any terrain.

Move: 3  
Defense: 3  
Morale: ✕ ▼

2 Hits  
Melee: 1  
Missile: 0

1 Hit  
Melee: 2  
Missile: 1

**Quintain Guardians** #GB26

Melee: 3  
Missile: 2  
Halfings may pass freely through any terrain.

Move: 3  
Defense: 3  
Morale: ✕ ▼

2 Hits  
Melee: 1  
Missile: 0

1 Hit  
Melee: 2  
Missile: 1

**Quintain Watchers** #GB27

Melee: 1  
Missile: 4  
Halfings may pass freely through any terrain.

Move: 3  
Defense: 2  
Morale: ✕ ▼

2 Hits  
Melee: 0  
Missile: 2

1 Hit  
Melee: 0  
Missile: 3

**Quintain Watchers** #GB28

Melee: 1  
Missile: 4  
Halfings may pass freely through any terrain.

Move: 3  
Defense: 2  
Morale: ▼

2 Hits  
Melee: 0  
Missile: 2

1 Hit  
Melee: 0  
Missile: 3

**Quintain Watchers** #GB29

Melee: 1  
Missile: 4  
Halfings may pass freely through any terrain.

Move: 3  
Defense: 2  
Morale: ✕ ▼

2 Hits  
Melee: 0  
Missile: 2

1 Hit  
Melee: 0  
Missile: 3

**Gruenlaef Giuaryd** #GB30

Melee: 1  
Missile: 4  
Elves may pass freely through any terrain except glacier.

Move: 2  
Defense: 2  
Morale: ✕ ▼

2 Hits  
Melee: 0  
Missile: 2

1 Hit  
Melee: 0  
Missile: 3

**Gruenlaef Giuaryd** #GB31

Melee: 1  
Missile: 4  
Elves may pass freely through any terrain except glacier.

Move: 2  
Defense: 2  
Morale: ✕ ▼

2 Hits  
Melee: 0  
Missile: 2

1 Hit  
Melee: 0  
Missile: 3

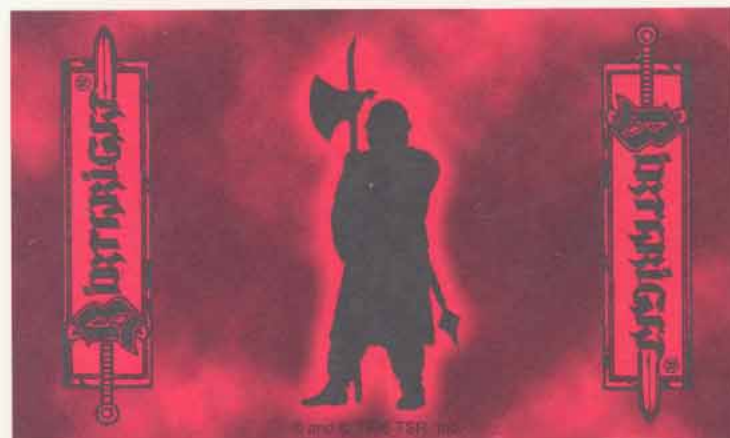
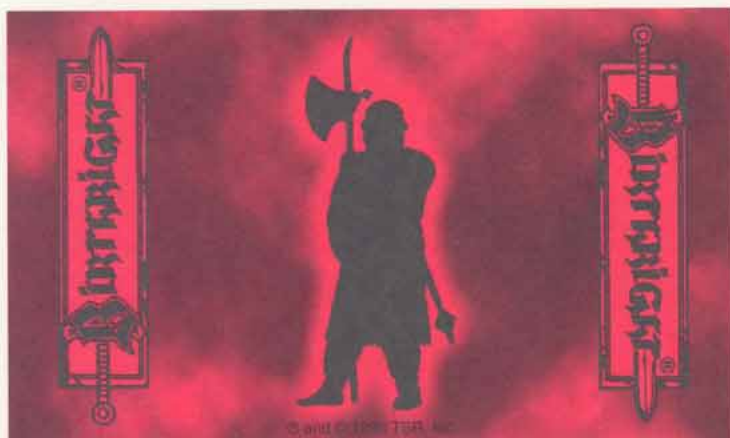
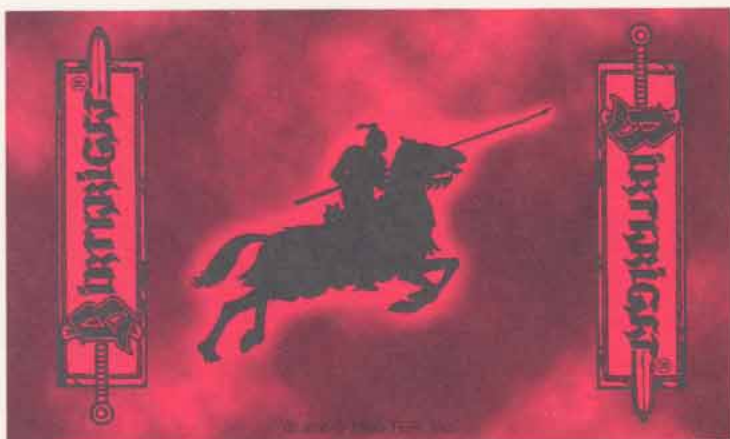
**Gruenlaef Giuaryd** #GB32

Melee: 1  
Missile: 4  
Elves may pass freely through any terrain except glacier.

Move: 2  
Defense: 2  
Morale: ✕ ▼

2 Hits  
Melee: 0  
Missile: 2

1 Hit  
Melee: 0  
Missile: 3



### Blackgate Stormlords

Move: 3

Defense: 4

Morale: X ▼

#GB50

Melee: 4

Charge: 6

*May pass freely through hills.*



2 Hits  
Melee: 2  
Charge: 3

1 Hit  
Melee: 3  
Charge: 5

### Mor's Head Hunters

Move: 1

Defense: 3

Morale: ▼

#GB52

Melee: 3



2 Hits  
Melee: 1

1 Hit  
Melee: 2

### Mor's Head Hunter Scouts

Move: 3

Defense: 2

Morale: X ▼

#GB54

Melee: 2

Missile: 3

*Scouts may move through any terrain freely.*



### Mor's Head Hunter Scouts

Move: 3

Defense: 2

Morale: X ▼

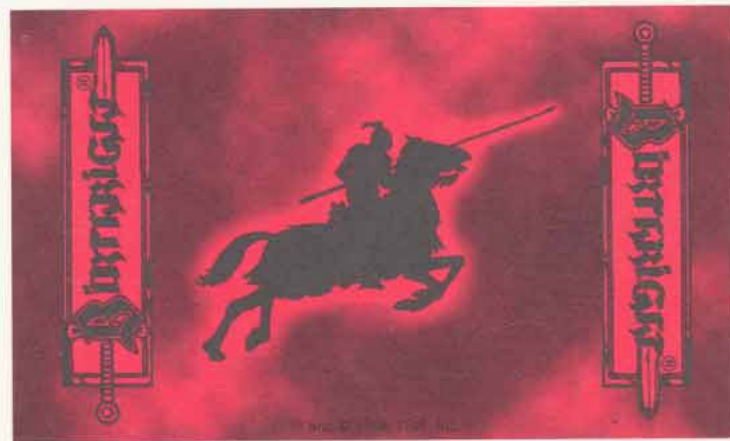
#GB56

Melee: 2

Missile: 3

*Scouts may move through any terrain freely.*





**Brecht Archers** #GB17

Move: 2  
Defense: 1  
Morale: ♣

Melee: 2  
Missile: 4  
*+1 to missile attacks vs. mounted units; -1 to defense vs. mounted units.*

1 Hit  
Melee: 1  
Missile: 3

**Brecht Archers** #GB18

Move: 2  
Defense: 1  
Morale: ✕

Melee: 2  
Missile: 4  
*+1 to missile attacks vs. mounted units; -1 to defense vs. mounted units.*

1 Hit  
Melee: 1  
Missile: 3

**Brecht Irregulars** #GB19

Move: 2  
Defense: 2  
Morale: ♣

Melee: 2  
Missile: 3

1 Hit  
Melee: 1  
Missile: 1

**Brecht Irregulars** #GB20

Move: 2  
Defense: 2  
Morale: ✕

Melee: 2  
Missile: 3

1 Hit  
Melee: 1  
Missile: 1

**Brecht Irregulars** #GB21

Move: 2  
Defense: 2  
Morale: ✕

Melee: 2  
Missile: 3

1 Hit  
Melee: 1  
Missile: 1

**Schaefrich Welchen of Berhagen** #GB22

Move: 2  
Defense: 4  
Morale: ✕

Melee: 4  
Charge: 5  
Missile: 2

1 Hit  
Melee: 3  
Charge: 4  
Missile: 1

2 Hits  
Melee: 2  
Charge: 3  
Missile: 0

**Schaefrich Welchen of Berhagen** #GB23

Move: 2  
Defense: 4  
Morale: ✕

Melee: 4  
Charge: 5  
Missile: 2

1 Hit  
Melee: 3  
Charge: 4  
Missile: 1

2 Hits  
Melee: 2  
Charge: 3  
Missile: 0

**Berkannen Levy of Berhagen** #GB24

Move: 1  
Defense: 1  
Morale: ✕

Melee: 2  
Missile: 1

1 Hit  
Melee: 1  
Missile: 0

2 Hits  
Melee: 0  
Missile: -1



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**Brecht Cavalry** #GB9

Move: 2  
Defense: 2  
Morale: ▼

Melee: 3  
Charge: 4  
Missile: 1

1 Hit  
Melee: 2  
Charge: 3  
Missile: 0

**Brecht Levy** #GB10

Move: 2  
Defense: 1  
Morale: ▼

Melee: 2  
Missile: 1

1 Hit  
Melee: 1  
Missile: 0

2 Hits  
Melee: 0  
Missile: 0

**Brecht Levy** #GB11

Move: 2  
Defense: 1  
Morale: ▼

Melee: 2  
Missile: 1

1 Hit  
Melee: 1  
Missile: 0

2 Hits  
Melee: 0  
Missile: 0

**Brecht Levy** #GB12

Move: 2  
Defense: 1  
Morale: ✕

Melee: 2  
Missile: 1

1 Hit  
Melee: 1  
Missile: 0

2 Hits  
Melee: 0  
Missile: 0

**Brecht Levy** #GB13

Move: 2  
Defense: 1  
Morale: ✕

Melee: 2  
Missile: 1

1 Hit  
Melee: 1  
Missile: 0

2 Hits  
Melee: 0  
Missile: 0

**Brecht Levy** #GB14

Move: 2  
Defense: 1  
Morale: ▼

Melee: 2  
Missile: 1

1 Hit  
Melee: 1  
Missile: 0

2 Hits  
Melee: 0  
Missile: 0

**Brecht Infantry** #GB15

Move: 1  
Defense: 3  
Morale: ✕ ▼

Melee: 3  
+1 to attacks vs. pikes and irregulars.

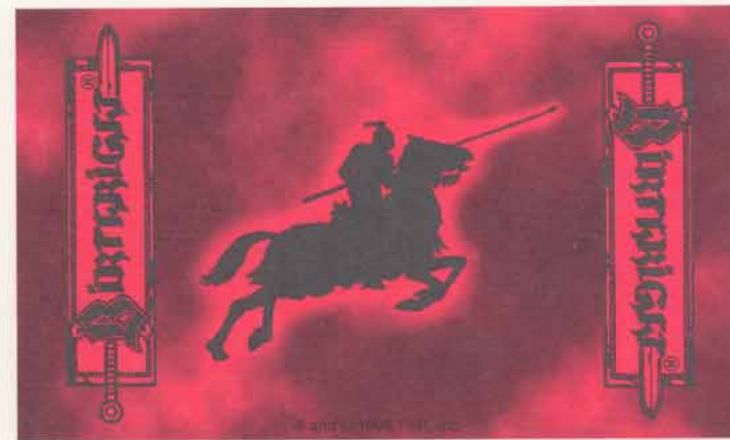
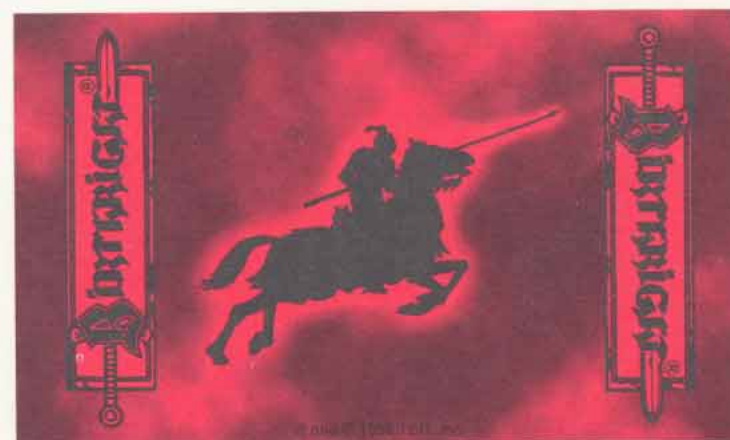
1 Hit  
Melee: 2

**Brecht Infantry** #GB16

Move: 1  
Defense: 3  
Morale: ✕ ▼

Melee: 3  
+1 to attacks vs. pikes and irregulars.

1 Hit  
Melee: 2



**Brecht Elite Infantry** #GB1

Melee: 4  
+1 to defense vs. unmounted units.

Move: 2  
Defense: 3  
Morale: X

2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Brecht Elite Infantry** #GB2

Melee: 4  
+1 to defense vs. unmounted units.

Move: 2  
Defense: 3  
Morale: X

2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Brecht Elite Infantry** #GB3

Melee: 4  
+1 to defense vs. unmounted units.

Move: 2  
Defense: 3  
Morale: X

2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Brecht Artillerists** #GB4

Melee: 1  
Missile: 5  
Ignore defensive terrain bonuses when attacking.

Move: 1  
Defense: 2  
Morale: X

1 Hit  
Melee: 0  
Missile: 4

**Brecht Artillerists** #GB5

Melee: 1  
Missile: 5  
Ignore defensive terrain bonuses when attacking.

Move: 1  
Defense: 2  
Morale: X

1 Hit  
Melee: 0  
Missile: 4

**Brecht Artillerists** #GB6

Melee: 1  
Missile: 5  
Ignore defensive terrain bonuses when attacking.

Move: 1  
Defense: 2  
Morale: X

1 Hit  
Melee: 0  
Missile: 4

**Brecht Cavalry** #GB7

Melee: 3  
Charge: 4  
Missile: 1

Move: 2  
Defense: 2  
Morale: X

1 Hit  
Melee: 2  
Charge: 3  
Missile: 0

**Brecht Cavalry** #GB8

Melee: 3  
Charge: 4  
Missile: 1

Move: 2  
Defense: 2  
Morale: X

1 Hit  
Melee: 2  
Charge: 3  
Missile: 0



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## Royal Marines of Müden

Move: 2

Defense: 5

Morale: X ▼ ▲



▲ #GB105

Melee: 5

Marines add five counters to a ship's boarding value. They move freely through bog.

▲  
2 Hits  
Melee: 3

▲  
Melee: 4  
1 Hit

▲  
3 Hits  
Melee: 1



## Royal Marines of Müden

Move: 2

Defense: 5

Morale: X ▼ ▲

▲ #GB107

Melee: 5

Marines add five counters to a ship's boarding value. They move freely through Bog.

▲  
2 Hits  
Melee: 3

▲  
Melee: 4  
1 Hit

▲  
3 Hits  
Melee: 1



## TERRAIN CARD

### Frozen Lake

**Movement:** All units must stop upon entering the area containing this card. No units may charge into or out of this area.

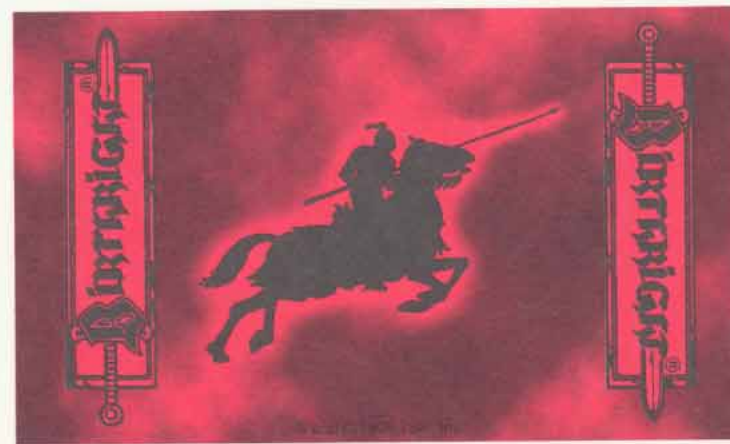
**Combat:** All units on the frozen lake must reduce their defense rating by 1 when fired upon by enemy missiles.

#GB109

## War Card Checklist

CARD NUMBER	UNIT
1-3	Brecht Elite Infantry
4-6	Brecht Artillerists
7-9	Brecht Cavalry
10-14	Brecht Levy
15-16	Brecht Infantry
17-18	Brecht Archers
19-21	Brecht Irregulars
22-23	Schaefrich Weichen
24	Berkannen Levy
25-26	Quintain Guardians
27-29	Quintain Watchers
30-32	Gruenlaef Giuaryd
33-34	Moonsilver Spayr
35-37	Stayrshuynwydden
38	Sayer Giuaryd
39	Sayer Spayr
40-42	Daikhar Doomwarden
43-44	Daikhar Zhigun Graybolts
45-47	Daniguard
48-50	Blackgate Stormlords
51-53	Mor's Head Hunters
54-56	Mor's Head Hunter Scouts
57-58	Drachen Champions
59-63	Grabentod Raiders


#GB111



**Rzhlev Artillerists** #GB97

Move: 1  
Defense: 1  
Morale: ✕ ▼

Melee: 2  
Missile: 4  
*Ignore defensive terrain bonuses when attacking.*




1 Hit  
Melee: 0  
Missile: 3

**Rheulgard Unrau Garten** #GB98

Move: 3  
Defense: 2  
Morale: ▼ ▶

Melee: 3  
Charge: 4  
Missile: 1




1 Hit  
Melee: 2  
Charge: 2  
Missile: 0

**Rheulgard Unrau Garten** #GB99

Move: 3  
Defense: 2  
Morale: ✕ ▼

Melee: 3  
Charge: 4  
Missile: 1



1 Hit  
Melee: 2  
Charge: 2  
Missile: 0

**Royal Infantry of Müden** #GB100

Move: 2  
Defense: 3  
Morale: ✕ ▼ ▶

Melee: 4  
*+1 to defense vs. unmounted units.*



1 Hit  
Melee: 3

2 Hits  
Melee: 2

**Royal Infantry of Müden** #GB101

Move: 2  
Defense: 3  
Morale: ✕ ▼ ▶

Melee: 4  
*+1 to defense vs. unmounted units.*




1 Hit  
Melee: 3

2 Hits  
Melee: 2

**Royal Knights of Müden** #GB102

Move: 3  
Defense: 4  
Morale: ✕ ▼ ▶

Melee: 4  
Charge: 5  
Missile: 2




1 Hit  
Melee: 3  
Charge: 4  
Missile: 1

2 Hits  
Melee: 2  
Charge: 2  
Missile: 1

**Royal Knights of Müden** #GB103

Move: 3  
Defense: 4  
Morale: ✕ ▼ ▶

Melee: 4  
Charge: 5  
Missile: 2



1 Hit  
Melee: 3  
Charge: 4  
Missile: 1

2 Hits  
Melee: 2  
Charge: 2  
Missile: 1

**Royal Marines of Müden** #GB104

Move: 2  
Defense: 5  
Morale: ✕ ▼ ▶

Melee: 5  
*Marines add five counters to a ship's boarding value. They move freely through bog.*



1 Hit  
Melee: 4

3 Hits  
Melee: 1

2 Hits  
Melee: 3





**Rzhlev Levy** #GB89

Move: 1  
Defense: 2  
Morale: ✕ ▼

Melee: 2

2 Hits  
Melee: 0

1 Hit  
Melee: 1

**Rzhlev Irregulars** #GB90

Move: 2  
Defense: 2  
Morale: ▼ ▼

Melee: 4  
Missile: 1

1 Hit  
Melee: 3  
Missile: 0

**Rzhlev Irregulars** #GB91

Move: 2  
Defense: 2  
Morale: ✕ ▼

Melee: 4  
Missile: 1

1 Hit  
Melee: 3  
Missile: 0

**Rzhlev Elite Infantry** #GB92

Move: 1  
Defense: 4  
Morale: ✕ ▼ ▼

Melee: 5  
+1 to attacks vs. pikes and irregulars.

2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Rzhlev Elite Infantry** #GB93

Move: 1  
Defense: 4  
Morale: ✕ ▼ ▼

Melee: 5  
+1 to attacks vs. pikes and irregulars.

2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Rzhlev Varsk Riders** #GB94

Move: 2  
Defense: 4  
Morale: ✕ ▼ ▼

Melee: 5  
Charge: 5  
May move freely through hills and glacier; no penalties on frozen lake.

2 Hits  
Melee: 3  
Charge: 2

1 Hit  
Melee: 4  
Charge: 3

**Rzhlev Varsk Riders** #GB95

Move: 2  
Defense: 4  
Morale: ✕ ▼ ▼

Melee: 5  
Charge: 5  
May move freely through hills and glacier; no penalties on frozen lake.

2 Hits  
Melee: 3  
Charge: 2

1 Hit  
Melee: 4  
Charge: 3

**Rzhlev Archers** #GB96

Move: 2  
Defense: 2  
Morale: ✕ ▼

Melee: 3  
Missile: 3  
+1 to missile attacks vs. mounted units; -1 to defense vs. mounted units.

1 Hit  
Melee: 1  
Missile: 2



### Grabentod Raiders

Move: 2  
Defense: 4  
Morale: ✕

#GB81

Melee: 4  
Marines add five counters to a ship's boarding value. They move freely through bog.



3 Hits  
Melee: 1

1 Hit  
Melee: 3

2 Hits  
Melee: 2



### Mercenary Reavers

Move: 1  
Defense: 3  
Morale: ♣

#GB82

Melee: 3  
Add +3 to the ship's boarding value.



1 Hit  
Melee: 2



### Mercenary Reavers

Move: 1  
Defense: 3  
Morale: ♣

#GB83

Melee: 3  
Add +3 to the ship's boarding value.



1 Hit  
Melee: 2



### Kiergard Orog

Move: 1  
Defense: 3  
Morale: ♣

#GB84

Melee: 3  
+1 to attacks at night.



2 Hits  
Melee: 1

1 Hit  
Melee: 2



### Hjorig Scouts

Move: 3  
Defense: 2  
Morale: ✕

#GB85

Melee: 1  
Missile: 4  
Scouts may pass freely through any terrain.



1 Hit  
Melee: 0  
Missile: 3



### Vos Levy

Move: 1  
Defense: 2  
Morale: ✕

#GB86

Melee: 2



2 Hits  
Melee: 0

1 Hit  
Melee: 1



### Rzhlev Levy

Move: 1  
Defense: 2  
Morale: ♣

#GB87

Melee: 2



2 Hits  
Melee: 0

1 Hit  
Melee: 1



### Rzhlev Levy

Move: 1  
Defense: 2  
Morale: ✕

#GB88

Melee: 2



2 Hits  
Melee: 0

1 Hit  
Melee: 1





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## Royal Marines of Müden

Move: 2  
Defense: 5  
Morale: ✕ ▼

Melee: 5

Marines add five counters to a ship's boarding value. They move freely through bog.

#GB106



## TERRAIN CARD

### Armed Camp

**Placement:** Must be placed in friendly line.

**Movement:** Friendly units are not affected. No unit can charge into the area.

**Combat:** All friendly units in the same square as the camp add +1 to their defense rating (enemy artillery ignore these bonuses).

Friendly units in the area ignore rout and fall back results, but suffer 1 hit on an R result.

If no friendly units are present to hold the armed camp, the effects of this card are ignored by all enemy units.

#GB108

## TERRAIN CARD

### Glacier

**Movement:** Mounted units may not enter the area containing this card. Unmounted units must stop when they enter the area containing this card. (They may leave the area without penalty.)

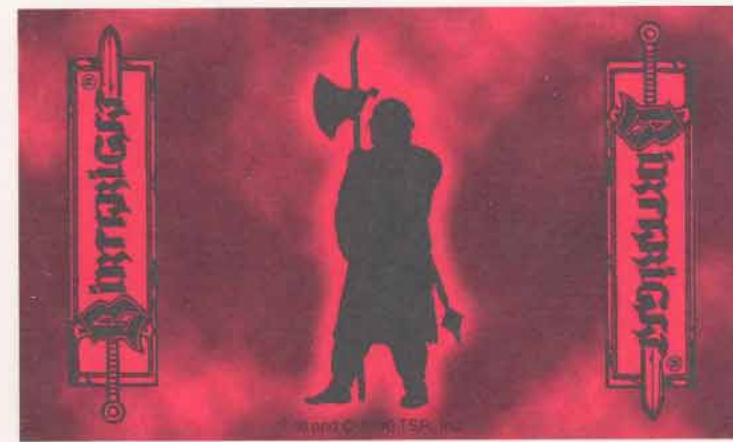
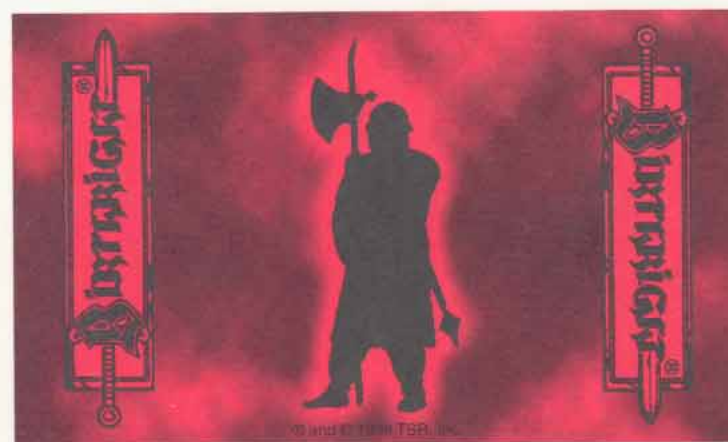
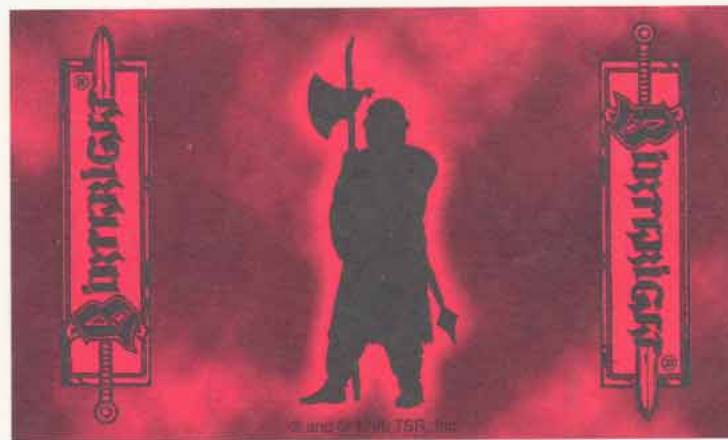
**Combat:** Units in this area cannot be charged. Units that begin the turn in this area cannot charge.

#GB110

## War Card Checklist

CARD NUMBER	UNIT
64-65	Massenmarch Talons
66-67	Massenmarch Wings
68-70	Massenmarch Claws
71-73	Stille Wächter
74-76	Rheulgard Foresters
77	Treuchien Giyarden
78	Island Marines
79-81	Grabentod Raiders
82-83	Mercenary Reavers
84	Kiergard Oroggs
85	Hjorig Scouts
86	Vos Levy
87-89	Rzhlev Levy
90-91	Rzhlev Irregulars
92-93	Rzhlev Elite Infantry
94-95	Rzhlev Varsk Riders
96	Rzhlev Archers
97	Rzhlev Artillerists
98-99	Rheulgard Unrau Garten
100-101	Royal Infantry of Müden
102-103	Royal Knights of Müden
104-107	Royal Marines of Müden
108-110	Terrain Cards
111-112	Checklists

#GB112



**Stille Wächter** #GB73

Move: 2  
Defense: 3  
Morale: ✕

Melee: 4  
*Can move freely through hills.*

2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Rheulgard Foresters** #GB74

Move: 2  
Defense: 2  
Morale: ▼

Melee: 2  
Missile: 3

1 Hit  
Melee: 1  
Missile: 2

**Rheulgard Foresters** #GB75

Move: 2  
Defense: 2  
Morale: ✕

Melee: 2  
Missile: 3

1 Hit  
Melee: 1  
Missile: 2

**Rheulgard Foresters** #GB76

Move: 2  
Defense: 2  
Morale: ✕

Melee: 2  
Missile: 3

1 Hit  
Melee: 1  
Missile: 2

**Treuchlen Giyarden** #GB77

Move: 2  
Defense: 3  
Morale: ✕

Melee: 3  
Missile: 3  
*May move freely through woods.*

2 Hits  
Melee: 1  
Missile: 1

1 Hit  
Melee: 2  
Missile: 2

**Island Marines** #GB78

Move: 2  
Defense: 4  
Morale: ▼

Melee: 4  
*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
Melee: 2

1 Hit  
Melee: 3

3 Hits  
Melee: 1

**Grabentod Raiders** #GB79

Move: 2  
Defense: 4  
Morale: ✕

Melee: 4  
*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
Melee: 2

1 Hit  
Melee: 3

3 Hits  
Melee: 1

**Grabentod Raiders** #GB80

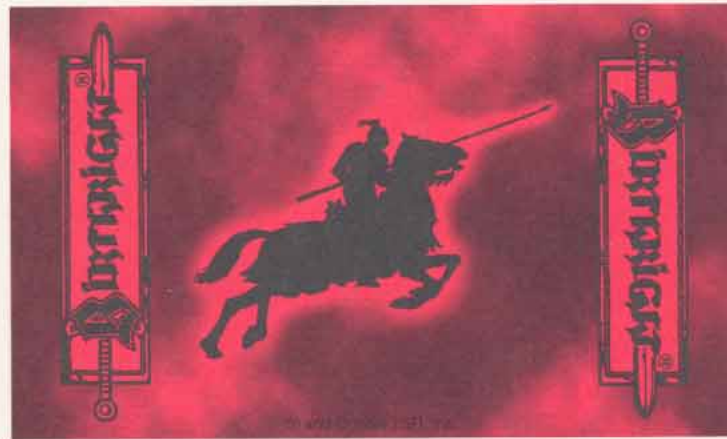
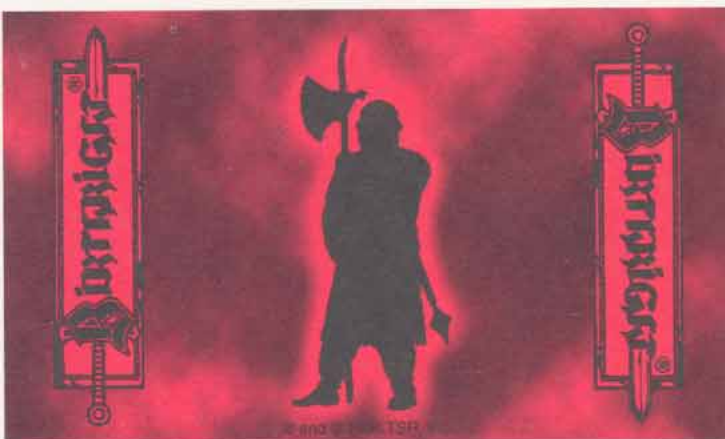
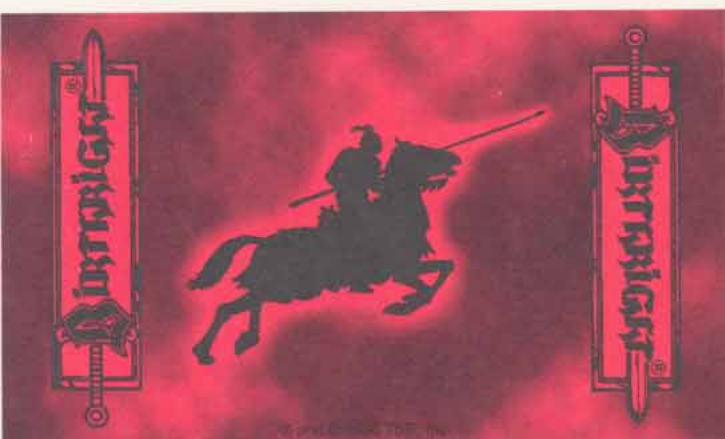
Move: 2  
Defense: 4  
Morale: ✕

Melee: 4  
*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
Melee: 2

1 Hit  
Melee: 3

3 Hits  
Melee: 1






**Massenmarch Talons** #GB65

Melee: 4  
+1 to defense vs. unmounted units.

Move: 1  
Defense: 4  
Morale: ▼




2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Massenmarch Wings** #GB66

Melee: 4  
Charge: 5  
Missile: 2

Move: 3  
Defense: 4  
Morale: ▼



2 Hits  
Melee: 2  
Charge: 2  
Missile: 1

1 Hit  
Melee: 3  
Charge: 4  
Missile: 1

**Massenmarch Wings** #GB67

Melee: 4  
Charge: 5  
Missile: 2

Move: 3  
Defense: 4  
Morale: ✕




2 Hits  
Melee: 2  
Charge: 2  
Missile: 1

1 Hit  
Melee: 3  
Charge: 4  
Missile: 1

**Massenmarch Claws** #GB68

Melee: 3  
*Pikes cannot be charged; +1 to attacks and defense vs. mounted units.*

Move: 1  
Defense: 3  
Morale: ✕




1 Hit  
Melee: 2

**Massenmarch Claws** #GB69

Melee: 3  
*Pikes cannot be charged; +1 to attacks and defense vs. mounted units.*

Move: 1  
Defense: 3  
Morale: ▼



1 Hit  
Melee: 2

**Massenmarch Claws** #GB70

Melee: 3  
*Pikes cannot be charged; +1 to attacks and defense vs. mounted units.*

Move: 1  
Defense: 3  
Morale: ▼




1 Hit  
Melee: 2

**Stille Wächter** #GB71

Melee: 4  
*Can move freely through hills.*

Move: 2  
Defense: 3  
Morale: ✕ ▼




2 Hits  
Melee: 2

1 Hit  
Melee: 3

**Stille Wächter** #GB72

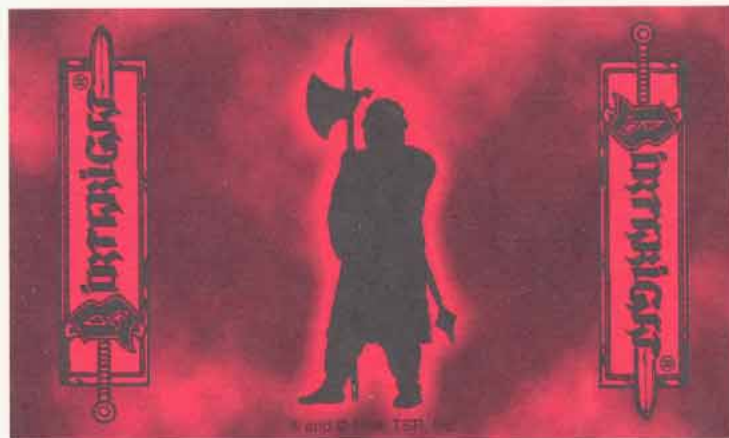
Melee: 4  
*Can move freely through hills.*

Move: 2  
Defense: 3  
Morale: ✕ ▼



2 Hits  
Melee: 2

1 Hit  
Melee: 3



**Drachen's Champions** #GB57  
**Melee: 4**  
 Move: 1  
 Defense: 3  
 Morale: ✕

1 Hit  
 Melee: 3

**Drachen's Champions** #GB58  
**Melee: 4**  
 Move: 1  
 Defense: 3  
 Morale: ▼

1 Hit  
 Melee: 3

**Grabentod Raiders** #GB59  
**Melee: 4**  
 Move: 2  
 Defense: 4  
 Morale: ✕

*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
 Melee: 2

1 Hit  
 Melee: 3

3 Hits  
 Melee: 1

**Grabentod Raiders** #GB60  
**Melee: 4**  
 Move: 2  
 Defense: 4  
 Morale: ✕

*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
 Melee: 2

1 Hit  
 Melee: 3

3 Hits  
 Melee: 1

**Grabentod Raiders** #GB61  
**Melee: 4**  
 Move: 2  
 Defense: 4  
 Morale: ▼

*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
 Melee: 2

1 Hit  
 Melee: 3

3 Hits  
 Melee: 1

**Grabentod Raiders** #GB62  
**Melee: 4**  
 Move: 2  
 Defense: 4  
 Morale: ✕

*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
 Melee: 2

1 Hit  
 Melee: 3

3 Hits  
 Melee: 1

**Grabentod Raiders** #GB63  
**Melee: 4**  
 Move: 2  
 Defense: 4  
 Morale: ▼

*Marines add five counters to a ship's boarding value. They move freely through bog.*

2 Hits  
 Melee: 2

1 Hit  
 Melee: 3

3 Hits  
 Melee: 1

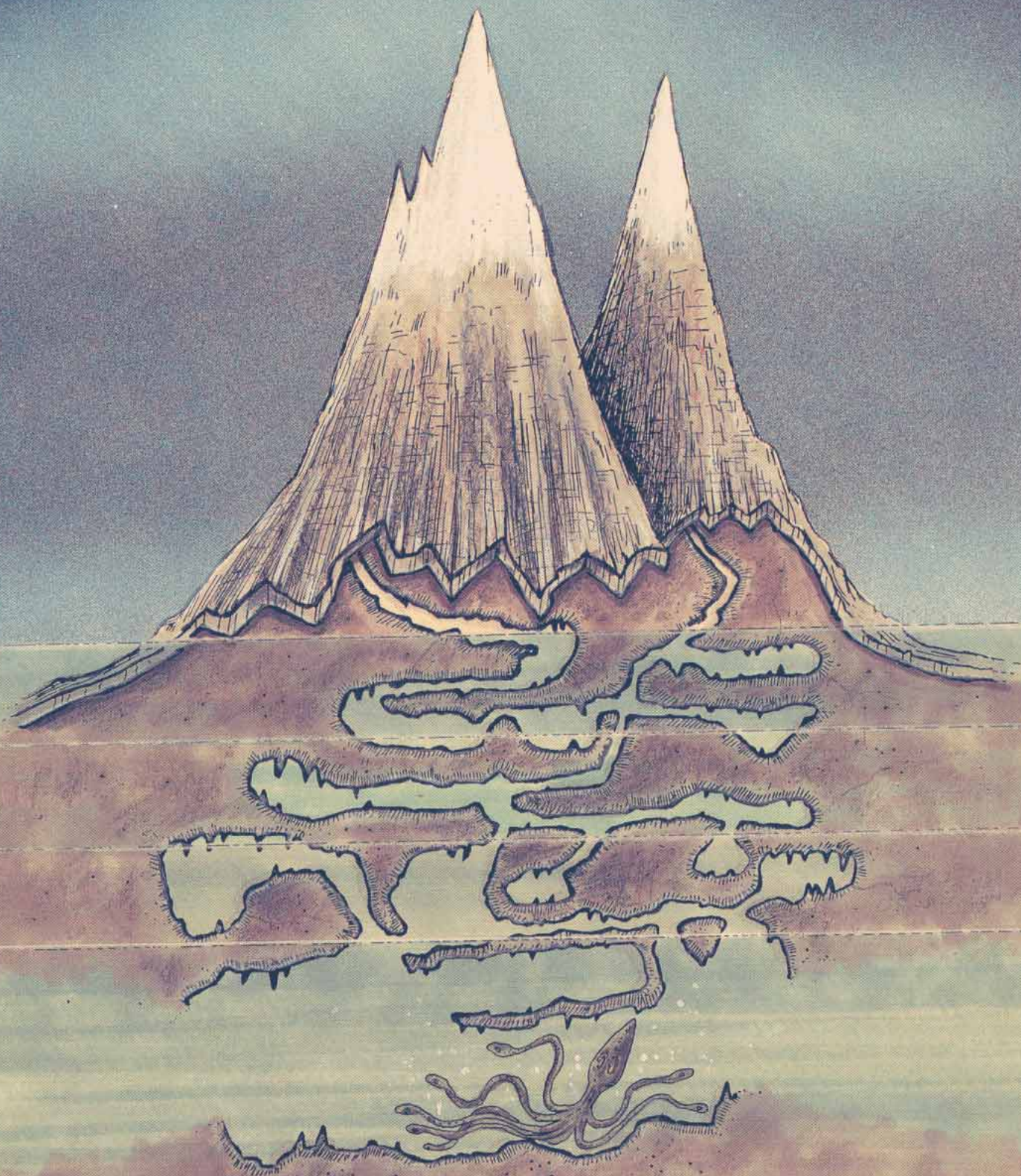
**Massenmarch Talons** #GB64  
**Melee: 4**  
 Move: 1  
 Defense: 4  
 Morale: ✕

*+1 to defense vs. unmounted units.*

2 Hits  
 Melee: 2

1 Hit  
 Melee: 3

# the krakenstaur



# the krakenstaur

The Krakenstaur rests in the middle of the Great Bay, tempting would-be adventurers and frightening mariners. Surrounded by mysteries as thick as the cold-water coral and hidden shoals around the island, the Krakenstaur is the legendary home of the awnshegh known as the Kraken.

The map and description of the island's features on these pages should be viewed with hearty skepticism. They have been assembled over the course of centuries by scholars interested in the island, from the reports of various reliable and unreliable sources.

**1. The Twin Mountains:** Snow-capped year-round, the Twin Mountains of the Krakenstaur jut skyward like a pair of fangs. Many a ship, unwarily approaching the island, has disappeared within sight of these peaks.

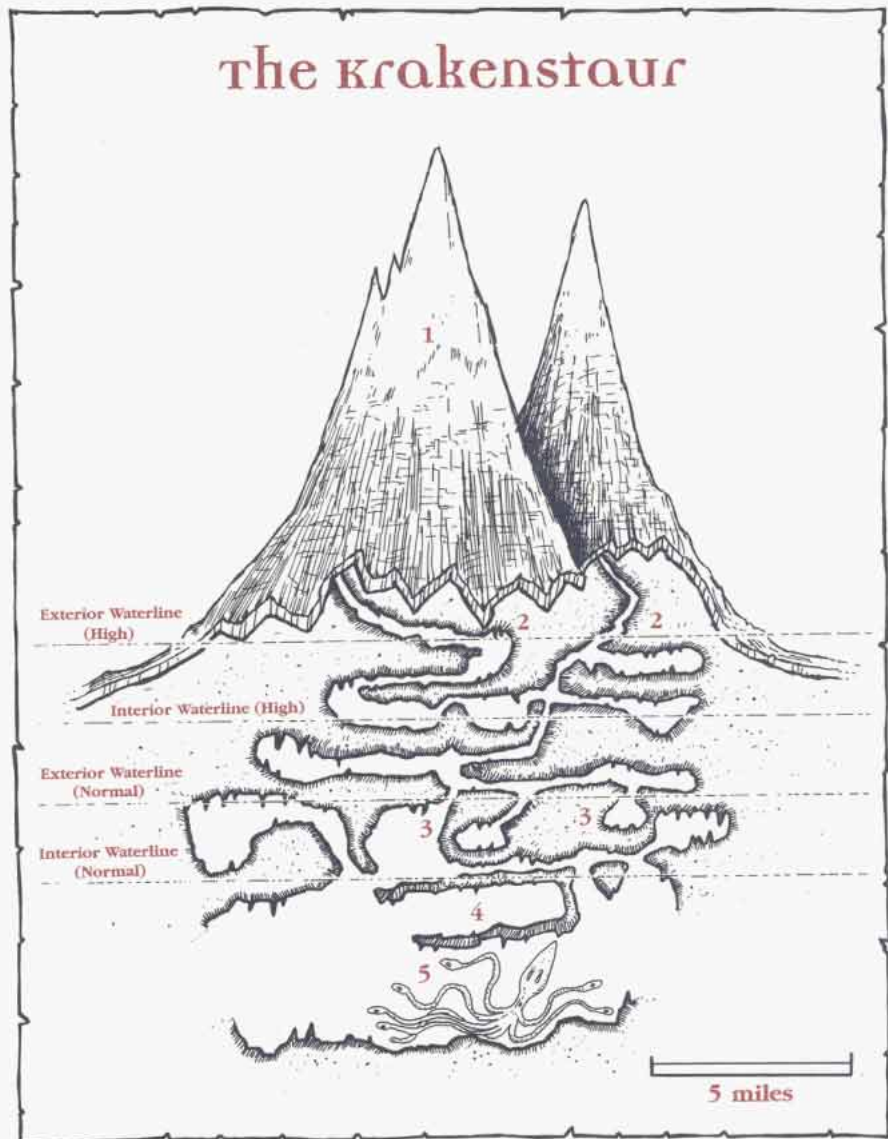
**2. Upper Caverns:** Rumored to house strange natives of the Krakenstaur, the upper caverns of this land may extend all the way up into the interior of the twin mountains, or they may reach just above sea level. Only a handful of explorers claim to have viewed these underground caves; of those who survived the experience, most have gone mad.

**3. Middle Caverns:** These caverns are under water much of the year. If natives live on the island, they must either retreat to the upper parts of the mountains or somehow exist underwater. A few reports state that holy images of the Kraken exist here, along with some small caches of treasure. This leads to the conclusion that inhabitants of the island consider the Kraken to be some sort of deity.

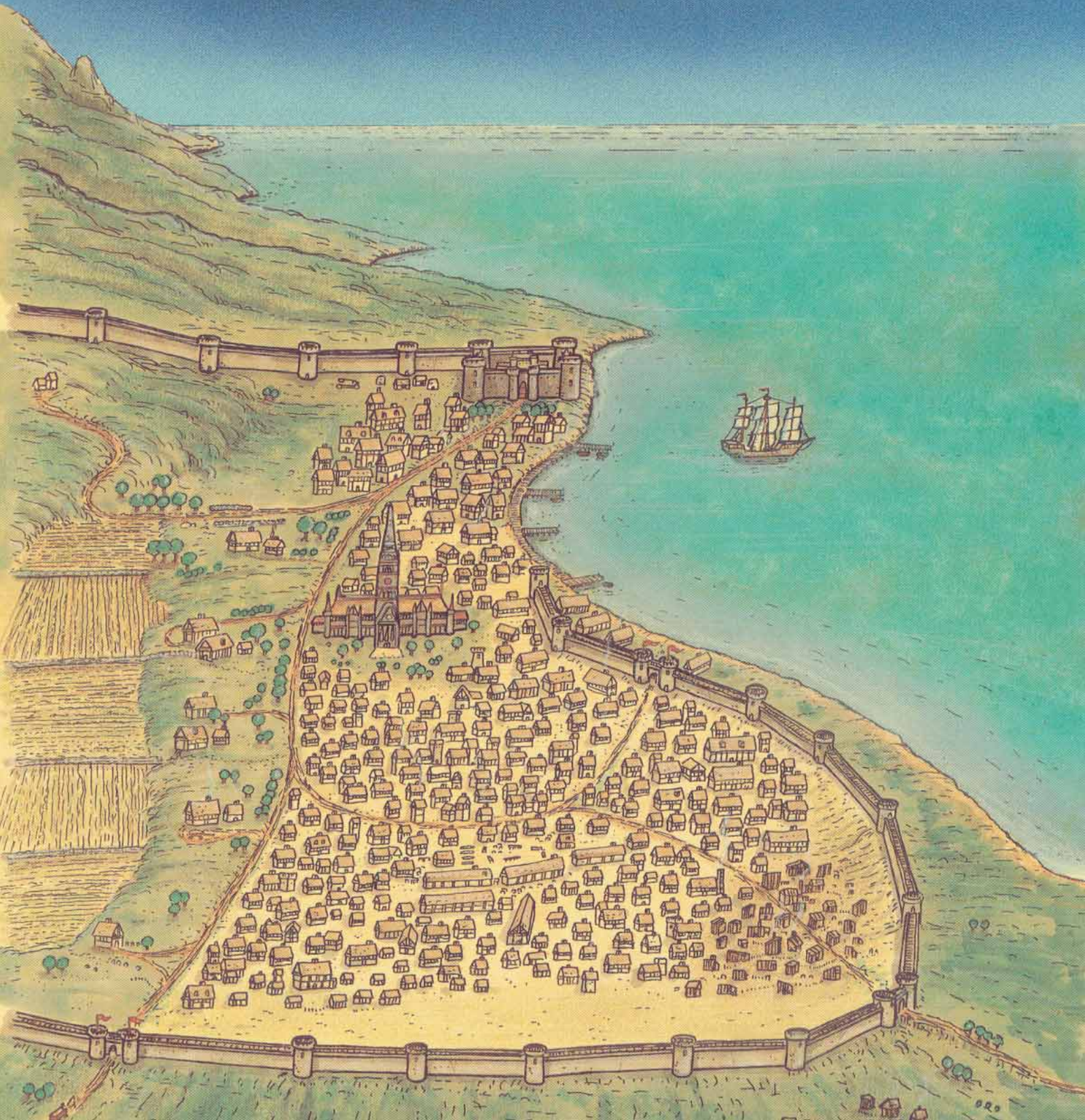
**4. Lower Caverns:** These larger caves are underwater nearly all year. If any undersea creatures exist in these areas, they are unusual indeed. One highly unreliable report states that a whole race of fish-men or "sea devils" lives under the Krakenstaur, and here they make offerings to their god—the Kraken. The walls of these caverns are supposedly decorated with frightening images of the Kraken and its "holy"

deeds. One subject interviewed in this regard suffered convulsions while describing the wall carvings.

**5. Deep Cave:** If the Kraken truly makes a home under the Krakenstaur, this is likely where he will be found. Long ago, a brave but foolish adventurer explored the Krakenstaur in the deep of winter. She claims to have reached the lower caverns before being captured, but was then dragged underwater to be offered to the Kraken. She claims to have had a spell to keep her alive underwater, but nothing could protect her from the sights she saw. Vast treasures, piled on ledges and protected by sea devils, lined the cave. Young fish-men thrived in the darkness, and the Kraken itself rested on a giant ledge, surrounded by sea devils. The explorer claimed that Neira came to her aid, giving her the strength to swim to the lower caves and escape.



# city of blackgate



# city of blackgate

Blackgate is the capital of Danigau and one of the oldest cities in Brechtür. Founded during the first wave of Brecht colonization, it began as a small settlement surrounding a fortified holding on the edge of Blackruft Cleft. Later, the settlement expanded along the cliff face and west toward the hills. Now, a high city wall nearly surrounds the city and attached settlements, terminating against the cliff face.

1. **City Wall:** Completed over 300 years ago, the city of Blackgate once encompassed only one-fifth of the area encircled by the wall. Now, only the far western reaches remain undeveloped. The Count of Danigau has entertained proposals to build a second wall to the south, and has ordered that no construction take place within one hundred yards of the wall (both inside and outside of the city).

2. **Danig Road:** Upper Danig Road exits Blackruft Castle and cuts through the center of the city. Main thoroughfares branch off toward the mining town and city gates. Smaller streets act as tributaries to Middle and Lower Danig Road. Guards continually patrol this road and major branches, keeping the peace and ensuring that the road is clear.

3. **Blackruft Castle:** Built almost entirely of the same black basalt as the cliffs overlooking Dark Harbor, Blackruft Castle watches over all sea and land approaches to the city. The Count of Danigau makes his home here.

4. **Training Grounds:** These large, open fields serve as training areas for the count's personal troops. On festival days, the locals decorate the grounds for jousts and carnivals.

5. **Noble Residential Area:** The noble houses of Danigau have homes in this area. Rich guilders, priests, generals, and other nobles all make their homes on "the Hill" along Upper Danig Road. Private guards patrol the streets, alongside the city watch.

6. **Mining Town:** The city wall includes the nearest mining settlements and way-stations (about two miles from Blackruft Castle). Farther out, the mines of Blackgate produce some of the finest minerals in the realm.

7. **Farms and Gardens:** The rulers of Danigau have always believed in self-sufficiency. Produce from the gardens and farms can support much of the city in a crisis.

8. **Temple District:** This area surrounds Sera's most important cathedral in the province. The regent of Sera's Perfekt Symmetry spends most of his time here.

9. **Guild Houses (Burgundy Slepsid):** The imports and exports of Danigau come through this quarter, where they are shipped to holdings in the outer provinces, to the marketplace, or paid to the count. The main guild house of the Burgundy Slepsid is located here.

10. **Guild Houses (Burgundy Tolsted):** The mineral wealth of Blackgate passes through these guild houses. Recently, the Tolsted guild was granted permission to build its own ships, and many of these guild houses are being refitted to handle an export business.

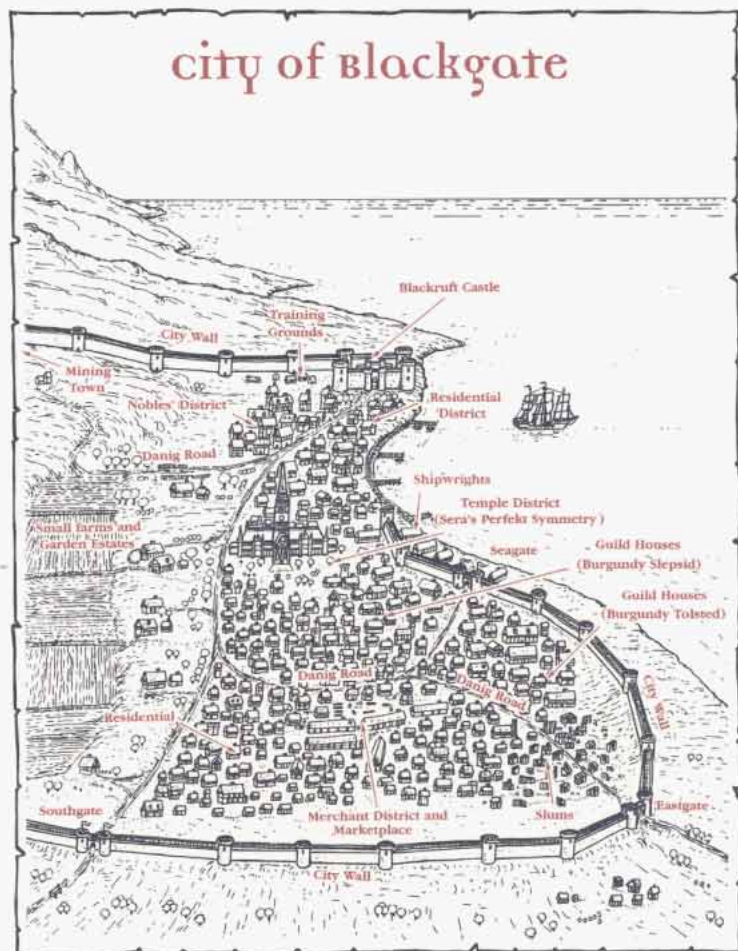
11. **Shipwrights:** Traditionally run by the count of Danigau, the shipwrights of Blackgate build and maintain Danigau's navy. Until recently, they had exclusive rights to build and maintain ships in Dark Harbor, but they now share the responsibility with Burgundy Tolsted.

12. **Dark Harbor:** The water of Dark Harbor always appears black because it reflects the stone of Blackruft Cliffs. Incredibly deep, the harbor required an artificial beach and a long dock before it could be used.

13. **Marketplace:** The marketplace of Blackgate holds the best selection of legitimate goods in northern Brechtür. Although prices for imports are higher than in most Brecht cities, all items are worth their price; the Count of Danigau tolerates no smuggling, fraud, or inferior goods.

14. **Residential Neighborhoods:** The homes of Blackgate's expanding middle class are found here. Small shops and eateries dot the area as well. The streets are well lit and patrolled by the city watch.

15. **Slums:** The count has tried to rid himself of the human and nonhuman detritus of Blackgate several times. Occasional press gangs pass through here to recruit able-bodied individuals living in this shanty-town. The people of the slums act alternatively as predators and prey. Few patrols visit this area, though the city watch keeps Lower Danig Road clear to the gate.



# city of brechlen





# city of brechlen

The sprawling and beautiful city of Brechlen is the pride of Müden. It is the most cosmopolitan city in the most populous realm of Brechtür.

**1. The Long Docks:** Built and maintained over numerous centuries, the Long Docks of Brechlen accommodate ships and peoples from all over Cerilia. Goods from the farthest realms and even other continents pass through this boardwalk at least nine months out of the year.

**2. Merchants' Quarter:** Most of the original settlement of Brechlen became the Merchants' Quarter roughly two centuries ago. Now, the bulk of Müden's trade crosses through this area. Both guilds of Müden are well represented here.

**3. The Government District:** The palace of the Count of Müden overlooks the city from this tightly-packed section. Captain Reaversbane, who actually rules the city, also has a palace here. Her home is of considerably newer construction than the traditional palace and is not nearly as ostentatious.

**4. The Noble Houses:** The nobles of Allesrecht and Wesbralen make their homes here. The houses are among the oldest and most beautiful in Brechtür.

**5. The Sailing Song of Neira:** The influential temple to the goddess Neira has its main cathedrals here. While they are not nearly as opulent as the palaces of the rich, they are beautiful in their own way. The temples all overlook the Bay of Brechlen.

**6. Northern and Southern Residential Areas:** Most of the emerging middle class of Allesrecht and Wesbralen make their homes just outside the city proper. Fields and plains for future expansion remain plentiful in the area, though the farms and nearby plantations are becoming crowded. Twisting streets network these areas.

**7. Éla's Quick Fingers:** The temple to Éla and the secret guild devoted to her control this area. The small temple is not nearly as productive as the smugglers' and thieves' guild.

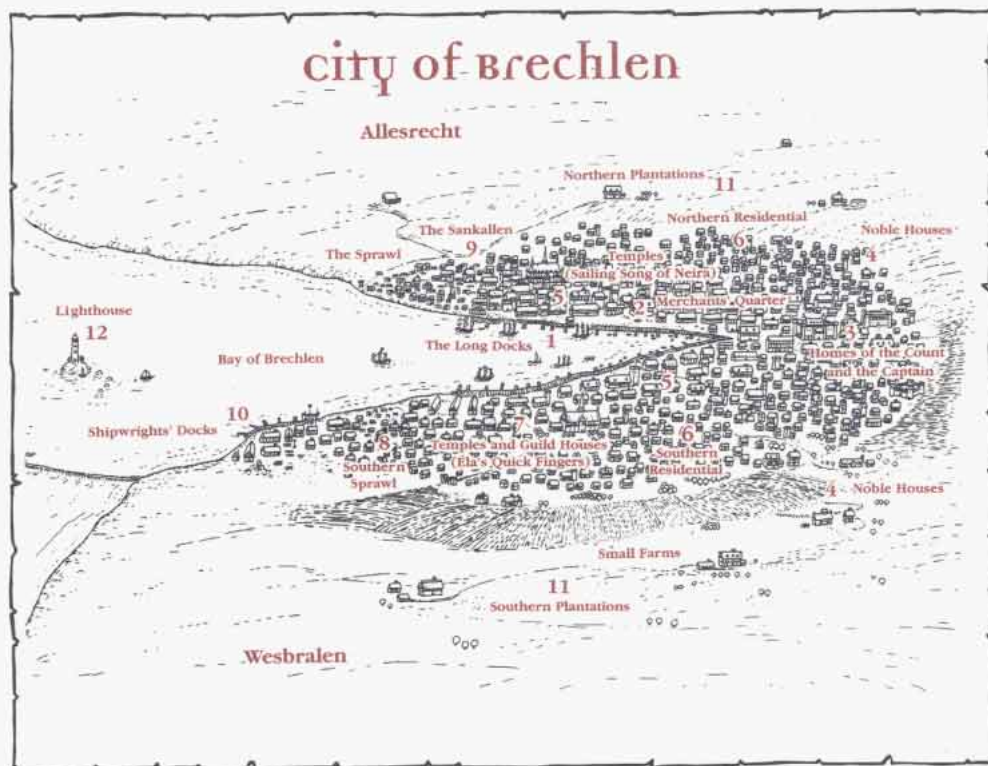
**8. The Sprawls:** Thieves, beggars, and unlucky and desperate people inhabit the southern and northern sprawls. They fish along the bay, beg along the docks, and steal from anyone they can.

**9. The Sankallen:** The "sinkhole" of Brechlen is the last gasp for many unfortunate people of the city. This old, run-down section is inhabited mostly by thieves owing allegiance to Éla's Quick Fingers.

**10. Shipwright's Docks:** Originally located along the Long Docks, the shipwrights of Müden found they had to move out of the city when their business became too prosperous. Now, shipbuilders live and work in this separate "suburb" of Brechlen.

**11. Plantations:** The plantations of Allesrecht and Wesbralen actually extend all the way to the borders of the provinces. The nearest plantations sell most of their foodstuffs directly to the city-dwellers. Corn and wheat are the main products in the south; cattle graze on the northern lands.

**12. The Lighthouse:** The pride of the city and a wonder to all Brechts, this working lighthouse draws nearly as many tourists as traders. Set on a high rock in the opening of the Bay of Brechlen, it not only provides a guide for incoming vessels but allows careful observation of the bay for signs of trouble.



# havens of the great bay



# player's domain tracking map



# troops of the great bay



Elf Scouts



Elf Pikes



Halfling Archers



Halfling Infantry



Elite Infantry



Knights



Marines

# troops of the great bay

The Brechts and the other races living around the Great Bay have their own unique styles of combat and warfare. Most take advantage of armor that is lighter and offers greater ability for movement than that worn by the Anuireans. A few even employ amphibious tactics.

The units listed below are wholly new or have significant differences from the troops presented in the BIRTHRIGHT® *Rulebook*.

Unit Type	Movement	Muster Cost (GB)	Maintenance Cost (GB)	Req'mnt
Elf Pikes	2	4	1	L(3)*
Elf Scouts	2	4	1	L(3)*
Halfling Archers	3	3	2	L(2)**
Halfling Infantry	3	3	2	L(2)**
Infantry, Elite	2†	4	2	L(1)
Knights	3†	5†	2	L(3)†
Marines	2	4	2	L(4)

\*May be mustered only in Coullabhie.

\*\*May be mustered only in the Burrows.

†Represents a difference from units in the *Rulebook*.

**Elf Pikes:** The long weapons of the elf pikemen of the Coulladaraight repelled the Basarji long ago and discouraged the Brechts from thinking about leading expeditions into their forests. Moving quickly through forests and over open plains, elf pikes can set up quite a thorny bush around an unwary foe.

**Elf Scouts:** Almost invisible in the forest, entire units of elf scouts may move through the Coulladaraight and into neighboring realms with ease. They wear supple armors and carry only light weaponry, but can move into forests occupied by other units and pass completely unseen.

**Halfling Archers:** Small and unimposing, halfling archers use short bows and nimble hands to make short work of their enemies. Able to move through most terrains quickly (sometimes by passing through the Shadow World), they can get lost on a battlefield, only to resurface at the most devastating time.

**Halfling Infantry:** Only the most burly halflings join the infantry. Armed primarily with spears

and short swords, they count on quickness to win over strength. Setting spears against oncoming charges is the halfling infantry's favorite tactic.

**Infantry, Elite:** Wearing lighter armor than most infantry units of Cerilia, Brecht elite infantry troopers carry a sword and dagger, and sometimes a small shield. They prefer to fight by moving all about the battlefield, luring more heavily-armed units to their doom.

**Knights:** The Brecht knight hardly looks like a knight by Anuirean standards, but rather like a light cavalryman. They are not as quick as Khinasi light cavalry, but are a little more heavily armored. They favor long spears and heavy piercing weapons in battle. The Brecht knights also have impressive missile capabilities.

**Marines:** The marines of Brechtür specialize in amphibious assault and ship-to-ship actions, but also fight with impressive daring on land. Well trained and outfitted, the marines of Brechtür can soak up more damage than most of the region's human units.

# brecht player-character notes

Following are summaries of new player character rules found in the *Havens of the Great Bay* booklet. They are condensed here for player ease in using the new character rules. For more detailed descriptions, refer to the booklet.

## guilder

Ability Requirement: Intelligence 9, Wisdom 9  
Prime Requisite: Intelligence  
Races Allowed: Any

Guilders specialize in trade, profit, marketability, arbitrage, and monetary concerns. They capitalize on nonweapon proficiencies that help them practice in a commercial venue.

Guilders follow the general rules (experience levels, hit point progression, etc.) for thieves. Nonhuman guilders respect the same class-level limitations as they would for thieves.

A guildier with an Intelligence score of 16 or greater receives a 10% bonus to experience points. DMs who award bonus experience points for role-playing or individual success should consider granting bonuses for guildiers

who create or facilitate trade routes between guilds in which they have an interest.

Guildiers should be considered adventurers just like thieves and wizards. Guildiers fight as well as thieves, but are allowed a better selection of weapons and armor; guildier characters may use any weapon or armor found in Cerilia, although they tend to avoid heavy armor (especially when seafaring) in all but extreme cases.

Guildiers are granted the thief skill to read languages at a base of 20% plus 5% per level of experience (maximum 95%). This ability extends to all nonmagical languages. Guildiers gain nonweapon proficiency slots at the same rate as thieves, but they gain a *bonus* slot for every level of experience they achieve. Guildier regents may learn the non-weapon proficiencies listed in the *BIRTHRIGHT® Rulebook*.

Guildiers are not allowed other thief skills (such as pick pockets or move silently) since that is not the focus of the guildier class.

Guildier regents gain benefits when performing certain domain actions. Whenever a guildier regent performs any of the following actions, he gains a +1 bonus to his die roll.



## Bonus Guilder Actions

Build	Exploratory Trade‡
Contest	Ply Trade
Create Holding*	Sea Trade Route**
Decree†	Rule*
Diplomacy†	Trade Route
Espionage	Trade Chain‡

\* Applicable only to guild holdings owned by the guild character.

\*\* Found in the *Cities of the Sun* Campaign Expansion.

† Applies only when the action directly affects trade or guild holdings.

‡ New domain action detailed in this accessory.

Guilders can be of any alignment, although they tend toward law and neutrality; chaotic guilders do not work well in organizations, may

have trouble building a stable reputation, and are often loners or freelancers loosely affiliated with guilds (scouts for new trade areas, etc.).

Members of the guilder subclass cannot learn spells and can use only scrolls and other magical items useable by rogues. Obvious exceptions include weapons and armor not normally allowed to rogues, since guilders can use all weapons and armor. A guilder, for example, could use a *rod of lordly might* since it functions as a combination of magical weapons useable by guilders.

A few magical items are of no use to guilders; the *manual of stealthy pilfering*, for example, does not help guilders since they do not practice standard thievery. Guilders, unlike thieves, *never* gain the ability to use wizard or priest scrolls.

# new domain actions

**Exploratory Trade** Success: 20+  
Type: Domain, Character Base Cost:  
1 RP, 5 GB

Any regent with a guild holding in the same province as a seaport can use this domain action to take a speculative leap into exploratory trade. The regent loads trade goods (represented by GBs) onto a ship and sails away, hoping to encounter someone on a distant shore who is willing to trade. A regent can engage in exploratory trade no more than once in four domain turns from a single province (a regent with guild holdings in multiple seaports may attempt this once per four domain turns from each province).

Certain modifiers apply to these efforts:

- ◆ *Members of the guilder subclass receive an automatic +1 to the success roll for this venture.*
- ◆ *If the regent accompanies the voyage, he gains a +2 bonus to the roll.*
- ◆ *If a guilder lieutenant accompanies the ship, add a +1 bonus to the roll. This modifier counts only if the regent does not travel with the ship. Multiple guilder lieutenants do not increase the modifier further.*

Unlike most domain actions, many outcomes are possible. The regent can spend RP and GB to practically ensure the success of the voyage, but the action is quite risky.

*On a natural roll of one*, disaster occurs. The ship or ships sink, are attacked, or disappear along with all cargo. The regent returns safely after two months, but lieutenants and ships are probably lost (DM's fiat).

*If the die roll fails*, the voyage fails to produce a profit. Perhaps no one could be found to buy the merchandise, or perhaps the goods could not be sold for a profit. The GB invested in the cargo (but not the voyage) are returned after

two months. Any GB and RP spent to influence the die roll and ensure a successful voyage are lost.

*If the die roll beats the success number*, the regent's gamble pays off. The regent receives a profit: Multiply the level of the seaport by the number of GB invested. The regent receives that number of GB from the voyage after two months of exploring and trading.

**Trade Chain** Success: 10+  
Type: Domain Base Cost: 2 GBs, 2 RP

Regents with established trade routes may use the trade chain action to extend their reach. To create a trade chain, a regent forges a new trade route originating from the terminus of an existing trade route. Under normal circumstances, a sea trade route cannot extend more than 30 maritime areas; the trade route is limited by the time required to sail between the two points. In a trade chain, multiple cities, each 30 or fewer maritime areas away from each other, can be linked.

To determine the value of any trade chain, calculate the average of all provinces involved in the chain, then add 1 GB for every province beyond the second.

Guilders who agreed to the trade routes collect 1 GB per province beyond the second each domain turn.

If another province is linked to three already joined (at an additional cost of 2 RP and 2 GBs), all *four* province ratings are averaged, then 2 GBs are added to the result (for the additional province).

Like a simple trade route, the provinces involved in a trade chain must be of different terrain types or belong to different cultures.



# Havens of the Great Bay

by Ed Stark

*Sailors of fortune, dealers in danger*

**S**unlight glinted off the chill blue waters of the Krakennauricht. The lapping of waves against the merchant trader's hull threatened to lull the roundship's crew into relaxing their attentions, but these sailors were too seasoned to give their enemy that advantage. Pirates, deep-water denizens, and especially the abominable Kraken could decimate an unwary crew before they could even load a ballista.

*A shout from the crow's nest turned all eyes to the east. "Pirate ship rounding the isles!" Every sailor hustled to battle stations. But the next cry chilled the blood of even the oldest mate. "Something in the water to starboard! Sturgeon . . . no! A tentacle! Ready ballistas! It's the Kraken!"*

Wrapped along the shoreline of the Krakennauricht, the nations of Brechtür thrive on—and are challenged by—their relationship with the waters of Cerilia. Undisputed masters of the sea, the Brechts have carved out a niche as merchants, traders, and seafarers, avoiding the imperialism of the Anuireans and the predations of the awnsheghlien.

The Brecht ports promise a steady flow of heroes, villains, goods, information, and opportunities. Whether characters are looking for adventure, a place to disappear, lands to conquer, or magic to control, they'll find it here—if pirates, monsters, and double-crossers don't find them first!

This expansion to the BIRTHRIGHT® campaign setting includes:

- ✦ *Havens of the Great Bay*—96 pages of history, geography, political alliances, major characters, and traders and seafarers of the Krakennauricht.
- ✦ A full-color poster map of the realms surrounding the Great Bay.
- ✦ 110 War Cards of new Brecht, elf, halfling, and humanoid armies.
- ✦ Six cardsheets of important Brecht locales and player aids.

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