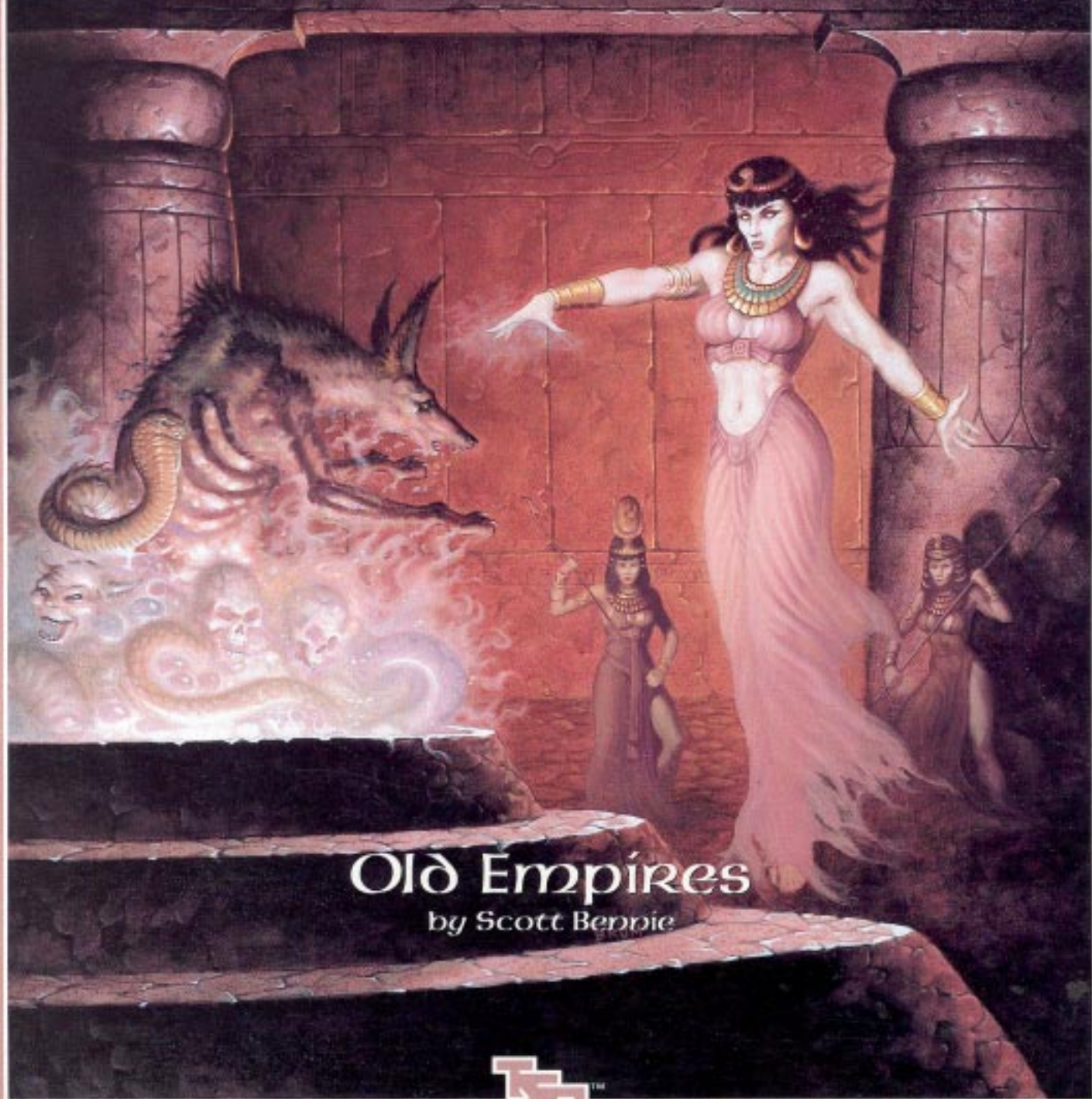


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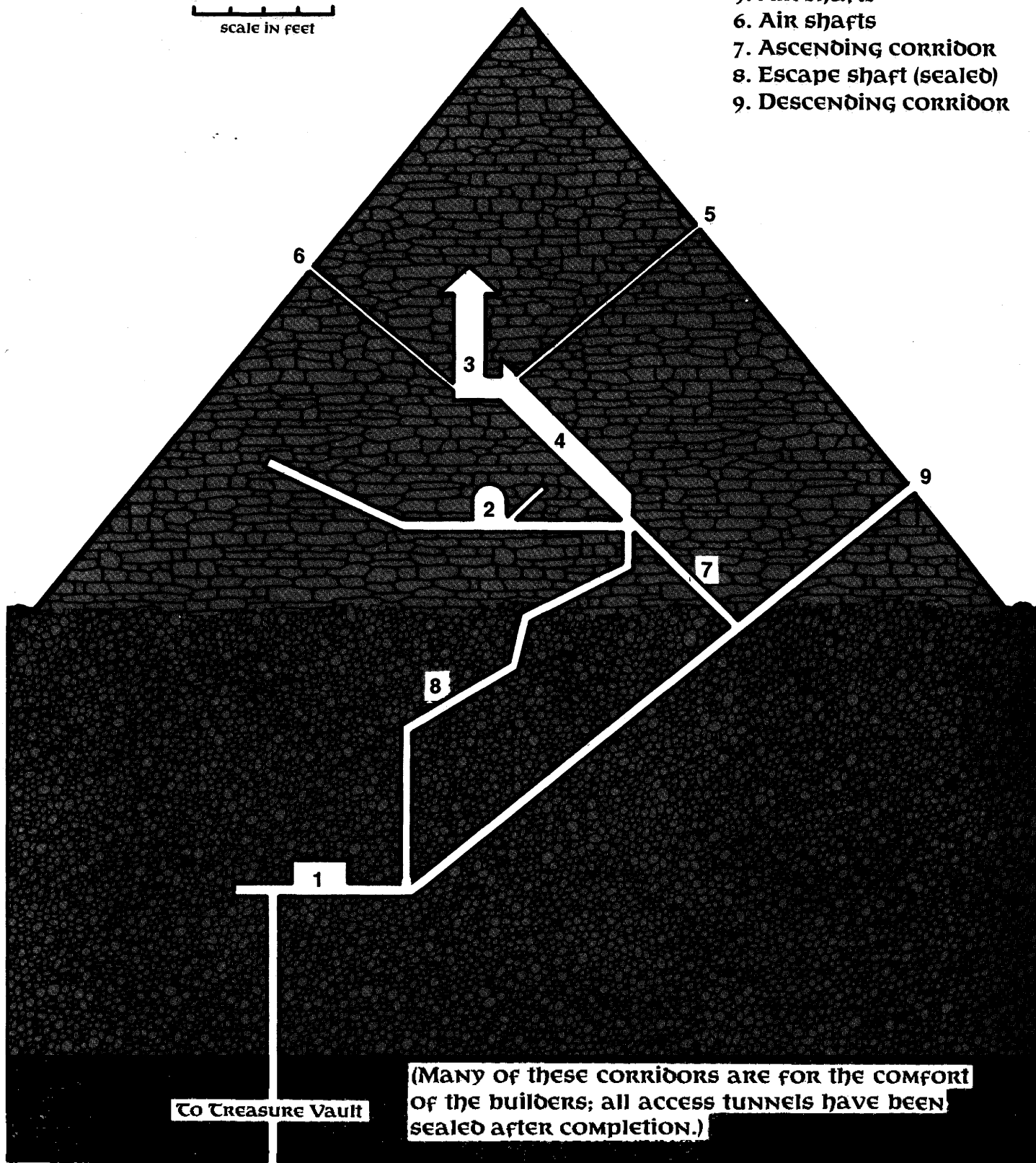
Old Empires
by Scott Bennie



The Pyramid of the Sceptanar



- 1. Burial chamber
- 2. Burial chamber
- 3. Chamber of the King
- 4. Grand Gallery
- 5. Air shafts
- 6. Air shafts
- 7. Ascending corridor
- 8. Escape shaft (sealed)
- 9. Descending corridor



(Many of these corridors are for the comfort of the builders; all access tunnels have been sealed after completion.)



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INTRODUCTION

“The span of earthly things is as a dream; but a fair welcome is given he who has reached the South.”

—Old Mulhorand saying

The South, the ancient South, is the place where mankind first reached greatness in the Forgotten Realms at the beginning of the age. The remnants of this greatness are the three kingdoms of Mulhorand, Unther, and Ches-senta, kingdoms of mystery and ancient empires.

This book tells of the rise and fall of great realms, of god-kings and ancient magic whose power is unmatched anywhere in the Realms. This is the story of the Old Empires.

The ancient south can be termed “a slumbering giant.” It is an extremely powerful land that wishes to be left alone to engage in its own self-indulgent, decadent pursuits, not caring what goes on beyond its borders.

Still, many of their neighbors do not see them this way. When a plague occurs elsewhere in the Realms, you can often hear whispers of Southern magic. The South is considered to be a place of twisted power, better left untouched. Even the most reckless adventuring parties give the South a wide berth.

Yet it is rich in magic, and on occasion outsiders venture to Mulhorand or Unther and become entangled in the labyrinthine politics of their gods.

Many things are unique to the Old Empires. They have strange gods. They wield weird and powerful magic. And there is a hint of the weirdest magic of all—technology, a word that causes hardened sages to shudder. There are strange monsters and strange men, great treasures and unknown delights, and life-ending perils. In short, nearly anything that an adventurer could want. This book documents all of these.

How To Use This Book

This may be the hardest section of this supplement to write, perhaps because

the answer is so easy that you have to be careful not to miss the forest for the trees. There are two ways to use any RPG supplement. One is to read through it solely for pleasure, enjoying the work for its own sake. The other way is to use it as a source of background and adventure in your campaign.

If you are running a campaign outside of the Forgotten Realms, this book can still be useful. This book contains dozens of new spells, magical items, characters, and monsters that can be taken out of this supplement and used in any campaign, regardless of setting. Cityscapes may be redesigned for use in other campaigns. Adventure ideas and rumors can be transferred to other settings. This is meant not just as a Forgotten Realms book, but as a source book for any inventive Dungeon Master running campaigns in any world.

The other use, of course, is as a FORGOTTEN REALMS™ game supplement. If you are running characters from outside the Old Empires who travel in these reaches, please make sure you read through the book carefully. Any land has its customs and taboos that seem strange to outsiders, and the Old Empires is no exception. How a character deals with culture shock can be as interesting as how a character handles a new monster, as both are unfamiliar challenges that test his ability.

If you are running characters from the Old Empires, be sure that the characters realize that the attitudes of their homelands are often quite different than other places in the Forgotten Realms. They should understand their homelands, and be able to imagine what it was like to be a child there, what they were taught, and what they were brought up to believe.

The Old Empires is known as a high-powered area. There is lots of magic, much of it quite strange. There are also major challenges in obtaining this magic, which is how it should be. The essence of an adventure is not casually

fulfilling a quest, but discovering a major challenge and using every resource you have, including your intelligence, to succeed.

As you read through *The Old Empires*, you will find that this supplement places a strong emphasis on the politics and the personalities of these kingdoms; this book is full of strange names and devious political factions, all scheming to achieve their ends. There are two reasons for this.

First, one distinguishing feature of the Forgotten Realms is the number of distinct and interesting characters that player characters can interact with; as it says in the Source Book of the Realms (p. 17) “more than anything, these individuals *are* the Realms.” In the same way, these characters are the essence of the Old Empires.

The second reason is the nature of high-level campaigns. Many high-level campaigns collapse very quickly when the emphasis is solely on monster bashing and treasure snatching. The secret to a successful high-level AD&D® campaign is to get the PCs to interact with the campaign world in ways other than combat. There is a lot of fun in getting involved in politics, making plans and alliances, and outwitting truly clever NPCs. It isn’t easy to run a good political campaign (and most players don’t want a campaign where the action consists only of political maneuvering), but when it works, it’s a real thrill.

If the details in the political sections seem too trivial, you can feel free to ignore them, but you might want to give it a try. It can be a lot of fun. The politics of the Old Empires, like its characters, operate on a grand scale.



HISTORY OF THE OLD EMPIRES

Toward the end of the previous age, tribes of humans were pushed out of the Great Kingdoms of the southeast, which were covered in desert. Legends speak of a great war in which powerful humans fought against the gods to wrest away their power. The humans won and became god-kings, but the war destroyed their kingdoms. These god-kings, Re and Enlil, led the shattered remnants of their peoples into Mulhorand and Unther. The two god-kings and their spouses became the leaders of the royal houses of these two nations.

The people of Unther, who prided themselves on the purity of their race, warred against “barbarian” peoples and drove them from their lands, but the god-kings of Mulhorand, who were openly worshiped by these people, took them in as full citizens. Since then, the peoples of Mulhorand have primarily been racially mixed Turami and Mulan (the race of Unther and Mulhorand).

Two thousand years before the start of the current age, Mulhorand and Unther began to develop huge cities in the river deltas of their lands. Magic increased the fertility of the already rich soils and the two nations prospered. Prosperity enabled the god-kings to build larger states and, over the course of centuries, large empires were established. The two lands clashed occasionally, but the rulers of Unther and Mulhorand both realized that warfare would result in mutual destruction, so all conflicts were carefully limited and the border of the Alamber Sea kept the peace.

Mulhorand expanded to the north and east, conquering the Priador Plateau (which is modern Thay), Thesk, and beyond even into Ashanath and Rashemen.

Lands farther north paid tribute to Mulhorand and its god-kings. At its peak, the Mulhorand Empire stretched as far east as Semphar. While the empire was not the kindest of masters, it did bring laws, culture, and magic to thousands of people who had not known these things before.

Unther was somewhat less kind to its

conquests. It expanded north as far as Yuirwood, where it warred for centuries against the elven tribes. It reached west as far as Chondath, swallowed most of the eastern Shaar, and even went to war against the southern dwarves in the Great Rift. Unther gained a reputation for having fierce and ruthless warriors who were hated by those they conquered.

At their peak, 1,000 years before the start of the current age, the First Empires of Mulhorand and Unther were at a level that has never been equalled since. Their magic was extremely powerful, and they had learned a new science—technology—that gave them greater power.

Two events brought the first great Age to an end. One was the rebellion of the archmage Thayd (after whom the later-day Red Wizards named their kingdom), who challenged the might of the god-kings, along with that of many of the most powerful wizards of Mulhorand and Unther. Thayd’s goal was to overthrow the god-kings and unite the empires into a single grand Overempire that would be able to achieve limitless dominion over the Realms. After much destruction, the god-kings triumphed and the wizards were slain. After that time, in Mulhorand, the god-kings placed magic under their strict control, and created a bureaucracy of priests to maintain its control. Mulhorand became the bureaucratic theocracy that it remains to this day.

The people of Mulhorand and Unther might have rebuilt their losses, except for the Orcgate Wars. Five years after the deaths of the wizards, a huge gateway opened in southwestern Thay. It was a gateway from a world of orcs. Millions of orcs had come from another world, seeking a new place to live. They immediately clashed with the empires of Mulhorand and Unther, and overran their northern and western possessions. The god-kings themselves stirred into battle, and orc-shamans summoned their pantheon in response. Gods died, cities were laid waste, and entire regions were devastated. In the

end, the orcs were either slaughtered or driven into the far north, but the holds of Mulhorand and Unther on their far-flung provinces were broken, and the two empires dwindled. The god-kings withdrew into their towers, creating continually reincarnating incarnations to lead their cities. Thus the First Empires of Mulhorand and Unther ended.

The lands lost by the southern empires were quickly retaken, but not by them. Instead, two new powers rose to prominence after the Orcgate Wars, the powers of Narfell and Raumathar. These were warlike nations that coalesced out of the migrating northern tribes that were paid to fight as mercenaries in the Orcgate Wars. They had weapons of iron (as opposed to the bronze weapons that Mulhorand and Unther used at the time) and soon developed powerful magic of their own. They quickly subdued large tracts of land, replacing Mulhorandi culture with their own.

Unther was never able to regain its southern empire after the Orcgate Wars, and soon its holdings in Chondath collapsed.

So proud Mulhorand and Unther were now reduced to small kingdoms, once-great powers that were twilight kingdoms in the brilliant shadows of Narfell and Raumathar, the two new great powers.

And, for the most part, the two nations were content, for both still prospered; their rulers still built great monuments, and their peoples never starved, and wise men prophesied that the fiery powers of the north would soon consume each other.

The prophecy came true. Eventually, Narfell and Raumathar went to war. It was a bitter and bloody struggle, full of the tales of great heroes: Rauthok, Jesthren, Halduplac, and many others who were naught but names to the kingdoms of the south.

Several times, the two northern giants tried to convince Unther and Mulhorand to join in the war, but the lords of the south merely shook their heads



and fortified their borders, waiting for the inevitable.

It came. Narfell and Raumathar held one final cataclysmic battle and destroyed each other. Netherworld fiends fought against dragons, cities were burned. One hundred and fifty years before the founding of Cormyr, the nations of Narfell and Raumathar were dead, their people scattered into tiny enclaves, their lands in ruins. Mulhorand and Unther decided to pick up the pieces.

Unther leaped across the Eastern Reach and founded cities on that body of water's northern coast. Mulhorand expanded northward under the military leadership of Anhurtep, a vigorous incarnation of the god-king Anhur, and founded the cities of Bezantur, Tyraturas, Amruthar, Delhumide, and Nethjet. Mulhorand offered to take in the survivors of the war and bring prosperity to the starving victims of the great war. Mulhorand heroes slew many of the monsters summoned by the wizards of Narfell and Raumathar, and once again the standard of Mulhorand flew over the battlements of the Priador. Thus began the Second Empire of Mulhorand and Unther.

Unther, which had declined greatly, could not reach the elves of Yuirwood with its traders or its armies. The cost of expansion bankrupted its treasury, and taxes were raised. Rebellions against the taxes were ruthlessly crushed, and harsh laws were brought down to preserve public order. Some of the hardest hit by these taxes and laws were adventurers, who were beginning to bring wealth from the ruins in Narfell and Raumathar and complained most bitterly against the confiscation of most of the fortunes that they fought so hard to acquire. Some of these adventurers turned to freebooting, becoming pirates in the Sea of Fallen Stars. Others led rebellions in a number of cities hard hit by the tax: Delthuntle, Laothkund, and Mourktar.

Eventually a large group of cities on the southern coast of the Wizard's Reach also broke away to form what is known as the Union of Chessenta,

though using the word "union" to describe Chessenta is a joke.

Chessenta achieved brief glory early in its history under the great general Tchazzar, the war god, who was actually a polymorphed red dragon. The Chessentan Empire held sway as far west as Chondath, and even subdued Unther and held it as its vassal. After the death of Tchazzar, the Empire broke up; Unther tore free from its influence, and its distant outposts were ruined. The union's confederation of city-states swore fealty to a central monarch, but each city-state seemed to have a different idea about who the monarch actually was. The union eventually deteriorated into a constantly changing network of warring factions; it remains this way to this day. There have been two Cimbar vs. Airspur Wars, an Akanax vs. Soorenar War, an Akanax vs. Luthcheq War, and three Mordulkin vs. Luthcheq Wars.

There has been so much warfare in Chessenta that mercenaries from all over the Realms have flocked to join; there is almost always at least one major war going on there at all times. For the last century, Chessenta has been reputedly one of the best places to go to get mercenaries; even Mulhorand regularly relies on their services.

And what of the other two lands? Mulhorand kept its Second Empire together for a little longer, until the Red Wizards rebelled four hundred years ago and created the nation of Thay.

Mulhorand made a half-hearted attempt to take Thay back, failed, and decided to concentrate on its bitter internal politics. Unther is even worse: Its military is gutted by corruption and archaic weapons and tactics, its immortal ruler (Gilgeam son of Enlil) has become embittered by misfortune and rules a small, wasted, overtaxed tyranny, aided by greedy administrators. As a result, Unther is on the brink of revolt.

Current Operations

At this time, there are a number of notable schemes and events taking place

in the Old Empires: Mulhorand, the oldest empire, is suffering from a recent spate of assassinations that climaxed in the assassination of Pharaoh Akonhorus. The assassins have not been identified and are known to use magic to charm the victims' friends or bodyguards into becoming their murderers. The new pharaoh is Horustep III, who is a child of 11. In most nations, this would mean that he would be easily manipulated by his advisors, but in Mulhorand it means that a Pharaoh is finally young enough and energetic enough to want to make changes. (The Fangs of Set, an organization responsible for Akonhorus's death, also has plans to deal with Horustep, and the priests of Horus-Re are not happy about the situation either.)

There is a major confrontation brewing between the priests of Horus-Re and the priests of Anhur in Mulhorand. The priests of Horus-Re, who have been the de facto rulers of Mulhorand for centuries, are blaming Anhur for past defeats and are trying to destroy his priesthood by stripping its leaders of lands and traditional power and appointing its greatest members to extremely dangerous positions. Anhur's followers are becoming more bitter in their opposition to the priesthood of Horus-Re. The priests of Anhur are also going to embark on a private enterprise to purge the Alamber Sea of pirates and the influence of the Thayvian fleet.

Unther is collapsing. The alliance of the bandit chief Furifax and the cult of Tiamat are plotting to overthrow the government, which is extremely unpopular. An incarnation of Tiamat schemes in the small town of Firetrees. Other factions are trying to align themselves with whomever they believe will be the winning side. Messemprar is in revolt; the palace is under siege, and the armies of Unther have been turned back, forcing the god-king to hire a force of Chessentan mercenaries to crush them. There is trouble even in Unthalass, the capital of Unther.

In Chessenta, the rulers of the city of Luthcheq are waging a war of terror



against wizards. They have invented witchweed to prevent magicians from operating in their city, and they have hired mercenaries to assassinate wizards across Chessenta. Their goal is to clear Chessenta of all wizards and march in with their army, unopposed. (This is a ludicrous notion, but the lords of Luthcheq are considered to be lunatics.)

Cimbar is under attack by an alliance of warriors from Airstpur and Soorenar, who plan to destroy the city and divide the spoils evenly.

Timeline

- 2488 DR The great kingdom of Raurin destroyed. Exiles flee into the west, eventually settling on the shores of the Alamber Sea.
- 2135 DR The god Re founds the city of Skuld and gives it the name "City of Shadows". This is Year 1 of the Mulhorand calendar.
- 2087 DR The god Enlil finds pearls on the west coast of the Alamber. He founds the city of Unthalass ("City of Gems").
- 1967 DR Unther and Mulhorand clash at the River of Swords. The first Mulhorandi/Unther War begins.
- 1961 DR Gods agree that the River of Swords will be the eternal boundary between Mulhorand and Unther. There are occasional clashes, but there is never a major war between the two southern powers again.
- 1500 DR Expansion of Unther and Mulhorand.
- 1250 DR Unther battles against the elves of Yuirwood and the dwarves of the Great Rift. Mulhorand, for the most part, ignores them.
- 1087 DR The Thurgist Adept Thayd rebels, along with most of the wizards in Unther and Mulhorand.
- 1081 DR Thayd and his conspirators defeated. Thayd is executed, but prophesies that Mulhorand and Unther will never be as great again.
- 1076 DR Orcgate opens.
- 1075 DR First battle of the Orcgate Wars. Orcs overrun many northern settlements, slaying thousands.
- 1071 DR Battle of the Gods. Re is slain by the orc-deity Gruumsh.
- 1069 DR Orc pantheon defeated. Orcs driven from the south.
- 1050 DR Power struggle between Osiris and Set to succeed Re. Set murders Osiris.
- 1048 DR Osiris resurrected by Isis. Horus-Re battles Set, casts him into the desert and becomes chief of the Mulhorand pantheon. Set worship is abolished. The tower of Set in Skuld is destroyed.
- 900 DR Rise of Narfell and Raumathar.
- 734 DR Enlil decides to leave the Realms. Gilgeam, son of Enlil, becomes King of Unther. This is Year 1 of the Untheric calendar.
- 623 DR Narfell attempts invasion of Mulhorand and Unther by sea. The two southern nations defeat the Narfell fleet. Neither northern empire attempts to invade the Old Empires again.
- 150 DR The great conflagration. Narfell and Raumathar destroyed in one final battle. Monsters and minor powers summoned in the last battle invade the south after the battle ends.
- 148 DR The god-kings' final battle. An alliance of the Summoned is defeated and they are sent back to their home planes.
- 135 DR Founding of Bezantur. Other cities soon built on the coastal areas of the Wizard's Reach as Mulhorand and Unther once again expand northward.
- 1 DR Founding of Cormyr. This year is 2134 on the Mulhorand calendar.
- 108 DR First Great Flood of the River Alamber nearly destroys Unthalass.
- 202 DR Tribes of "barbarians" from the south invade southern Unther and Mulhorand.
- 205 DR Mulhorand and Unther chase defeated barbarians back to their base settlement and exterminate them. A dying shaman prophesies that their empires shall soon crumble.
- 482 DR Delthuntle and Laothkund break free of Unther.
- 504 DR Teth and Nethra declare their independence. Unther begins a long campaign against the North Coast Cities.
- 643 DR The wizard Nezram leaves his tower on the shores of Azulduth.
- 679 DR Unther forced to recognize the independence of the North Coast Cities. Unther never recovers from this long, costly, and bloody campaign. End of Second Untheric Empire.
- 681 DR Nezram's tower destroyed by the green dragon, Chathuulandroth. Nezram's children scattered or slain.
- 731 DR Second Great Flood of the River Alamber devastates Unthalass.
- 823 DR Mourktar breaks free of Unther.
- 922 DR Battle of Thazalhar. The Red Wizards ensure their independence from Mulhorand. End of Second Mulhorand Empire.
- 929 DR Alliance of Chessenta drives Unther back beyond the Riders to the Sky Mountains.



- 976 DR Mulhorand invasion of Thay defeated at the River Thazarim.
- 1018 DR Death of King Tchazzar in battle against the sahuagin. His body is never found.
- 1030 DR Establishment of Zulkirs as ruling body of Thay.
- 1098 DR Thay attempts first invasion of Mulhorand. Thay is defeated at Sultim and withdraws.
- 1117 DR Mordulkin defies the king of Cimbar, beginning the break-up of Chessenta into squabbling city-states.
- 1154 DR Siege of Cimbar by the Lords of Akanax and Soorenar. The king is unable to get assistance from his allies and is forced to sign a pact imposing harsh limits on his power. Akanax refuses to sign, recognizing its lord as the true king.
- 1161 DR The Kurunak clan become the Lords of Luthcheq under suspicious circumstances.
- 1183 DR Paladins in the service of Osiris clear the River of Swords of werecrocodiles and Sebek worshipers. Werecrocodiles relocate to Adder River delta.
- 1248 DR Rehorusteb II becomes Pharaoh of Mulhorand.
- 1280 DR Thay's second invasion attempt overwhelms Mulhorand. Sultim is besieged and nearly falls before reinforcements arrive. Priests of Anhur are made scapegoats.
- 1301 DR First recorded resurgence of the Cult of Tiamat in Unther.
- 1311 DR Rezim becomes vizier of Mulhorand. He begins to persecute the church of Anhur. Chessentan mercenaries replace Anhur worshipers as guards of the city.
- 1317 DR Great Plague of the Inner Sea begins. Chessenta is decimated, Unther suffers, but Mulhorand is largely unaffected.
- 1320 DR Akonhorus II becomes Pharaoh of Mulhorand. Resurgence of the Cult of Set, as Seti is born. The Simbul becomes Queen of Aglarond.
- 1323 DR Great Plague ends.
- 1324 DR Luthcheq invades Mordulkin to take advantage of heavy losses in the plague years. Luthcheq loses war; losses are blamed on wizard-spies in the service of Mordulkin. Luthcheq begins persecution of wizards.
- 1346 DR Cult of Tiamat summons the Dark Lady.
- 1350 DR Cult of Set gains control of Sampranasz, though this remains hidden. Seti forms the Fangs of Set.
- 1357 DR The present. Fire elementals ravage the coastal cities. The Pharaoh of Mulhorand is assassinated by the cult of Set, leaving Horustep III, the boy-king, on the throne. Riots in Messemprar.





LANDS SURROUNDING THE OLD EMPIRES

"An old neighbor is a good neighbor."
—Old Mulhorand saying

During the course of their long history, the slumbering giants of the south have interacted with many different races and nations. This section details these nations and their current relations to the Old Empires. Note that several of these powers were dealt with in more detail in FR6, *Dreams of the Red Wizards*; a brief description of these nations is offered for readers who do not have that supplement, which is recommended for DMs running campaigns in that corner of the Realms. More information on the eastern sections, Raurin in particular, will be revealed in a future supplement.

Thay

The land of the Red Wizards has been the chief enemy of Mulhorand for centuries, ever since the Wizards overthrew its control. Thay is a magocracy, ruled by powerful wizards. The nation is divided into 11 provinces, known as Tharches; each Tharchion has virtually absolute authority over his province.

Overall, the nation is governed by a council of Red Wizards, whose authority supercedes that of the Tharchions. One wizard from each school of magic (necromancy, conjuration, enchantment, etc.) is represented on the council. These representatives are known as Zulkirs.

There are two factions in Thay: Imperialists, who want to expand their territory (at the expense of Rashemen, Aglarond, Mulhorand, or the nine cities of the coast), and the Researchers, who believe that a wizard should not engage in a military enterprise unless he can gain immediate benefits. Neither faction is well organized; most political results come from the actions of individual Zulkirs.

Thay has tried to invade Mulhorand twice, and has been soundly defeated on both occasions, but a Mulhorand invasion of Thay in 976 DR was also defeated, and the two powers are

stalemated. At present, only one of the Zulkirs harbors an ambition to destroy Mulhorand. Lauzoril, Zulkir of the school of Enchantment and Charm, has allied with the Cult of Set to assassinate the incarnations of the god-king. His activities are not sanctioned by the other schools of Red Wizardry, but they would not mind if he succeeded.

In Mulhorand, the priests of Anhur and Nephthys both actively advocate the destruction of the Red Wizards and the seizure of Thay. The priests of Osiris are also favorable to an invasion, but they do not press their opinions. The priests of Thoth are uncertain, and the priests of Horus-Re and Isis are against it.

There is some trade between Mulhorand and Thay, mostly in foodstuffs (which are sold back and forth) and slaves (which Mulhorand buys from Thay). Neither nation trades magical items or weapons with the other.

Semphar and Murghom

To the east of Mulhorand are two nations that have had many dealings with the great power through its history: Semphar and Murghom. Both nations were part of the great Mulhorand empire long ago. They have since won a certain degree of autonomy.

The people are renowned for their skill with horses; they boast one of the most skilled cavalry forces in the Realms. Each nation consists of semi-autonomous farming villages ruled by a single chief (usually a respected elder) known as an *ataman*. The atamans gather together only in times of war, plague, or other catastrophes.

Murghom is semi-independent. The god-kings of Mulhorand may demand food from them in times of famine, and men and horses in times of war. Mulhorand has not demanded either in centuries, leaving them in peace, and indeed most see Murghom as a nation with no ties to Mulhorand whatsoever. Semphar, though claimed by Mulhorand as its easternmost province, is entirely sovereign.

Murghom and Semphar are rivals; they have had many territorial disputes and minor wars in their histories, typically for the disputed lands between the River Ghaast and the River Haqar.

The lands on the north shore of Brightstar Lake are heavily infested with undead and other monsters, which have spread as far north as Shalhoond, "The Great Wild Wood."

To the east of Semphar are the historic eastern boundaries of the empire of Mulhorand at its height, the Godswatch Mountains. It is said that on the highest peaks, it is possible to find The Road to the Gods. None have been able to confirm this legend.

Aleaxtis, Kingdom of The Sahuagin

Perhaps the most predatory neighbor of the Old Empires is Aleaxtis, the Kingdom of the Sahuagin.

While the exact location of the kingdom is unknown, it is believed to exist somewhere north of The Ship of the Gods, a large volcanic island. The greatest concentration of sahuagin in Aleaxtis is the city known as Vahaxtyl, which is home to about 13,000 sahuagin. The ruler of Vahaxtyl is Kromes, an absolute tyrant who believes in sinking any ship, be it Mulhorandi, Untheric, or Thayvian. He also continuously raids the Unther cities of Messemprar and Mourktar. Kromes is a sahuagin prince with 8 + 8 Hit Dice, 8th-level shaman ability, and many magical items.

While the Cults of Set and Tiamat have approached the sahuagin for an alliance, the surly creatures have refused all overtures. Certain lords of Thay have paid them regular tribute to ensure that they do not bother Thayvian vessels, but the sahuagin do not often keep this bargain. The sahuagin are widely feared even by the pirate-chiefs and the Red Wizards.

Plains of Purple Dust

South of Brightstar Lake and west of the Sword Mountains is a vast, windy



desert that extends southward to Raurin. Elminster says that the forefathers of the god-kings of Mulhorand and Unther lived here, and this once-fertile land's destruction was the punishment meted out by other deities after victory in the god-wars. Other sages have other explanations, though Elminster's is likely the most credible.

By all accounts, though, the Plains of Purple Dust is a land as wonderful as it is terrifying.

The plain floor is covered with (as one might guess) purple dust, which radiates a faint magic (though no use has been found for it). This dust constantly blows into the air, giving the sky a reddish tint. Many giant animal bones can be found on the floor of the plains. The fierce winds howl as they whip through these remains of the long-dead. Those who enter the plains must cover their mouths with a wet cloth in order to breathe.

Very few creatures are native to the plains. Purple worms can be found burrowing through its surface, though other burrowing creatures, such as brown dragons, dislike its composition and avoid it. A nomadic tribe of sludar (mongrelmen) wanders the deep wastes and barely survives in these inhospitable lands. Human nomads stay close to the western border.

There are two oases in the plains: the Grinning Skull, where a large pool of water is shielded by the skull of a dead great wyrm, and the Lonely Lake, which lies to the east of the Sword Mountains. The Grinning Skull is usually frequented by mongrelmen, while the Lonely Lake is held by a family of wizards descended from the great Mulhorand mage Nezram, who disappeared mysteriously centuries ago. The Nezramites, as they are called, are suspicious of strangers, especially adventuring companies; their only friends are the human nomads that live in the western section of the plains.

There are many stories about hidden magic and wealth in the plains. The most famous is the story of the traveler who came upon the Purple Stair, an entrance

to a mysterious land under the earth.

This land was allegedly full of strange beasts thought long-dead. It was ruled by a race of cruel lizard people, twice as tall as normal lizard men, who wielded powerful magic. None have confirmed this legend, but the story of the Underrealm has scared many a child at bedtime.

The Coastal Cities

When Unther expanded to the north coast of the Wizards Reach following the fall of Narfell and Raumatathar, they rebuilt many of the cities of their previous empire, which had fallen in the Orcgate Wars. But Unther was not strong enough to hold them, and, like the other members of Unther's empire, the Coastal Cities declared their independence.

These cities are Delthuntle, Nethra, Teth, Laothkund, Hilbrand, Lasdur, Taskaunt, Escalant, Murbant, and Thasselen. They have been under the control of Thay at one time or another for most of the last 400 years, but they are currently free of Thay's control.

Each city is independent, but there is a loose association for purposes of mutual defense and some trade pacts. The western cities are usually slow to respond to a threat to their eastern neighbors from Thay.

Most of these cities are actually towns. Only Delthuntle, Laothkund, Hilbrand, and Escalant have populations over 5,000 people. Delthuntle and Laothkund have populations of about 50,000 each, while Hilbrand and Escalant have about 20,000 each.

Historically, these cities have been in conflict with Chessenta, pirates, Thay, and each other, in that order. Until this year, Chessenta was considered the biggest threat to the continued security of the Coastal Cities.

Recently, a plot has been hatched by several Thayvian nobles, the Zulkirs of Conjuraton and Summoning, and Hargid Tenslayer, Tharchion of Lapendrar. They plan to rid Thay of competition from the Nine Cities of the North Coast by creating a gate into the elemental plane of Fire and making a deal with

certain lords of that plane to destroy the cities. So far, Lasdur, Taskaunt, Murbant, and Thasselen have been destroyed, and Escalant is under siege. (For more details, see "Fire Time" in FR6, *Dreams of the Red Wizards*.) The future of the Coastal Cities is uncertain.

Aglarond

Originally, only satyrs and sylvan elves inhabited this forest west of Thay and north of the Nine Cities. Except for occasional skirmishes with the ancient Unther empire, this land had few encounters with men. It was shielded by Mulhorand and Unther during the Orcgate Wars, though the battles with the surviving orcs of that war took their toll on Aglarond's inhabitants, and evil monsters began to invade the depths of Yuirwood, Aglarond's forest.

At the beginning of the current age, human fishermen and pirates from the west moved into the area, settling on the rocky shores. They began to chop away at the Yuirwood, and over the course of generations eventually made their way into the heart of the forest.

Here they encountered the elves. The elves had been devastated by plague and by monster attacks. They felt that these humans, primarily hunters and adventurers, were their best allies against the drow and the trolls that threatened to destroy them. One generation later, the drow were driven underground, the trolls all but eradicated, and the satyrs driven westward out of the forest, where they settled in the Chondalwood.

The Yuirwood is now controlled by a strong and energetic tribe of half-elves. Aglarond remains under half-elven rule; its current monarch is the Simbul, the mysterious and powerful sorceress who has been linked with the Harpers and who is considered the greatest enemy of the Red Wizards of Thay. The Simbul has been seen in Mulhorand only once; while none know truly what her business was, many guess at an alliance between the Harpers and the priests of Anhur.



Aglarond is too far from Mulhorand and Unther to trade directly, but some of its products are shipped through merchant sailors of the Nine Cities.

The royal banner of Aglarond is three white stars against a blue field.

Raurin

The great southern desert is a vast wasteland of stone, sand, and dust. Two ages ago, it was the home of the first great kingdoms of Man, who grew to such power that they challenged the gods and triumphed. In that conflict, the entire region was ravaged, and the land is now virtually uninhabitable. The survivors of that conflict fled to the west, to the shores of the Alamber Sea.

The land is home to a number of wandering tribes. Some of the sludr mngrelmen from the Plains of Purple Dust also inhabit Raurin, as do human nomads. On its far western edge is the chain of high mountains known as the Giant's Belt, a group of nearly impassable mountains. In the center of this chain is Fuirgar, home to hundreds of stone giants. Two passes allow travel through the belt—the treacherous Rolling Stone Gap and the supernaturally cold Midwinter's Pass (named because it feels like midwinter all times of the year).

To the south are the Dustwall Mountains, which shield Durpar and Thommar. To the north are the Plains of Purple Dust. To the east are legends—no account yet exists of someone returning from a land east of Raurin.

A number of creatures that originated in Raurin are known throughout in the Old Empires.

Brown dragons thrive. Blue dragons scour the skies near the Giant's Belt. There is known to be at least one settlement of efreet—in the ruins of an old city, whose riches they guard with extreme diligence. Then there are human and humanoid nomads.

There are many ruins, some containing artifacts of great power, lost and forgotten in the ancient god-wars. Many of these magical items have been gath-

ered for use by the Cult of Set. Somewhere in these lands is the great tower of Set, in which the manifestation of the most evil deity of the Mulhorandi pantheon sits and schemes. Many who have entered the desert have come out transformed into minions by his power.

Durpar

South of great Raurin is a much blessed body of water known as the Golden Water, the inland sea of the south. Surrounding this long, narrow waterway are a number of kingdoms, either long forgotten by the west, or the subject of wild myths.

Certainly the kingdoms of the southeast are very different than those of the west.

Durpar is a nation of traders. They make finished goods and specialty items, such as soap, spice, fine cloth, and rope, then sell it to the rest of the Realms. The merchants of Durpar travel in large caravans, moving north along the edge of Raurin, first into Mulhorand, then into Unther, and finally into Chessenta. These merchants thus distribute Durpar goods to the other nations of the Realms. The merchants of Durpar charge high prices for their goods, and each journey has the potential to make a fortune, or to get everyone in the caravan killed. Chessentan mercenaries are usually hired to guard the caravans on their journey.

The people of Durpar are a practical people, and they often provide Mulhorand and Unther with services that are normally beneath the two ancient powers (making soft goods). Durpar is reputed to be impossible to make "fair" bargains with (the merchant always wins in the end), but the merchants are unimpeachably honest and always produce goods of unequalled quality.

Durpar tends to keep its political and religious structure a closely guarded secret, even from the Chessentan middlemen. It is known that Durpar is governed by a council of merchants, that illusion magic most heavily predominates, and that Durparians wor-

ship the Creation Spirit. They claim that this being created the world, lives in all things, and is more powerful and wise than all the other gods combined. That they do not share this belief among other peoples is a testament to their ability to judge the reactions of others.

The cities of Durpar are small but thriving, and they always keep a well-defined and defended boundary with their eastern neighbor, Ulgarth. The capital of Durpar is called Heldapan.

Veldorn

In the far southwest corner of the Golden Water, the inland sea to the south that is home to a number of kingdoms, is the nation of exiles, Veldorn. Veldorn is a kingdom of monsters: beholders, dragons, vampires, half-orcs, were-creatures all dwell here.

No one knows how Veldorn came to be. The premise behind Veldorn is that each type of creature could establish a large domain where they could do as they pleased. Any who attempted to interfere in the affairs of one Beast-Chieftain, as the leaders became known, would incur the wrath of all of the other lords of Veldorn.

Several times, the peace of Veldorn has been violated, and in all cases, the invader has been destroyed.

The ruler of Veldorn, whose chief responsibility is to arbitrate disputes, is Saed, a centuries-old vampire. Saed is respected and feared by all of the other Beast-Chieftains, including the beholder-twins Xaoch and Veoyh, his main rivals.

Traders come to Veldorn on the Great Southern road and provide the Beast-Chieftains with goods and slaves at the city of Lastarr, a free city of the edge of Veldorn. The Beast-Chieftains have divided the kingdom into small city-states, each ruled by a different chieftain, with some enclaves of humanoids tolerated in the Bluetip Mountains and on the Beas-tlands Plateaus (home to many wild lycanthropes). Saed rules the nominal capital of Veldorn, Vaelan.



Eastern Shaar

West of the Golden Way is a huge expanse of grassland and rolling prairie, known as the Shaar. The Shaar has two sections; the rich and fertile Western Shaar (known simply as the Shaar), and the sparser Eastern Shaar, which is more of a wasteland. The Eastern Shaar is located directly south of Mulhorand and Unther. When the empire of Unther was at its height, nearly 2,500 years ago, the Eastern Shaar was under its control, and there were many great cities. Now its roads are buried under grass, and its cities are dead things, homes for nomads and bandits.

Many bandit tribes use the Eastern Shaar as a base, raiding southern Unther and Mulhorand or the rich farming towns of the Shaar. The largest bandit tribe is the Grey Ghosts, led by the outcast Chessentan mercenary Furifax (12th-level fighter). The Grey Ghosts have struck as far east as Durpar and as far north as Chessenta. Furifax has been trying to unite all the bandits in the Shaar into a consolidated fighting force and launch an attack against Unther; he has had limited success, but he has attracted the attention of the Cult of Tiamat.

Furifax's base is a fortress south of Unthangol Pass; his bandit tribe numbers at least 5,000 trained soldiers, each of whom rides one of the fine steeds that run wild in this region. He is the de facto lord of the lands between Hardcastle and Azulduth. The small trading towns of this area pay tribute to him.

In the northeastern portion of the Eastern Shaar is Azulduth, the Lake of Salt. This place is renowned by wizards for its healing properties. Many have made the journey southward to bathe in its waters, which are said to be so buoyant that it is impossible to sink.

This lake is the source of the River of Swords that forms the border of Mulhorand and Unther. On its far northeastern shore is the ruined tower of Nezram, who is accounted the greatest Mulhorand mage of this age. The tower was destroyed by the green dragon

Chathuulandroth seven centuries ago. There are, of course, rumors of untouched chambers in the tower's foundation that may contain Nezram's greatest secrets.

In the center of the Eastern Shaar is a huge rift, larger in size than Sembia and almost 1,000 feet below sea level at its deepest point. This is Underhome, the home of the southern dwarves. This very proud race lives by mining rare substances from deep under ground and trading them at the trading village on the outskirts of Eartheart, a city on the western edge of the rift whose thousand-foot towers rise from the floor of the rift to loom above the cliffs.

The dwarves raise domestic animals by the surface of the Riftlake, a large lake in the center of the rift.

Their greatest city is Underhome; its gates are sealed by a strange white metal called hizagkuur. None but dwarves are permitted to enter Underhome. The dwarves dislike outsiders; they are cold even to the traders to whom they sell their metals. They distrust adventurers and dwarves from the north. They have a historic enmity against Unther, due to the wars two millennia ago. The adage about dwarves never forgetting or forgiving a wrong done to them is especially true when it concerns the dwarves of the Great Rift.

These days, the dwarves mine their mines and forge weapons and other tools in peace. Occasionally, duergar nations from deep in the earth come across the tunnels of the southern dwarves and there is battle, but in the last two centuries, the dwarves have had no enemies.

Chondath

Chondath is a nation west of Chessenta, on the south coast of the Vilhon Reach.

It consists of a loosely federated group of towns and cities bound together in a defense and trading alliance; each city and town in Chondath is obliged to provide men for the nation's militia and free food and board for the army should it pass through. Goods

from Chondath may pass through each town without tax or tariff, though goods from other nations are subject to these charges.

There are two major cities in Chondath. Hlath, the eastern port, some 130 miles from the Sea of Fallen Stars, is a trading city specializing in wood products and lumber from the Chondalwood. It is heavily fortified to protect it from pirates and bandits. It has a population of 2,000.

The central government of Chondath is in Arrabar, a city of 5,000. Its economy is based on the trading that occurs in its large, open market. People come to Arrabar to buy goods from wandering caravans from the south, and then resell them to other people to the north and west. Arrabar is heavily fortified and has a small town militia as its guard.

Each town in Chondath sends representatives to Arrabar, who hold a week-long meeting once each year to discuss national problems. A lottery determines who chairs the meeting. In times of crisis, there are emergency meetings, and people from other nations (such as Turmish) are also invited.

Most of Chondath is covered by a dense forest called the Chondalwood. It is a thick, hot section of woods, home to treants, lone druids, and satyrs. Many of the satyrs that were driven from Yuirwood settled here, and the Chondalwood is also known as "the Satyr Wood."

Recently a fiend named Yrkhetep, a powerful mage from the lower plane of Hades, entered Chondath and Turmish and began wreaking havoc. A number of major battles have taken place, and mercenaries from Chessenta have been hired by several towns for defense.

See I14, *Swords of the Iron Legion*, for more details.



PEOPLE AND SOCIETY OF MULHORAND

“Compared to all other known nations, Mulhorand is paradise. The gods created Mulhorand to show the mortals of other lands what the afterlife could be like.”

—Old Mulhorand saying

The people who inhabit Mulhorand come from three racial stocks. The rulers of Mulhorand come from the tribes of ancient Raurin; they are sallow, tall (almost as tall as western men), and thin. They do not have much body hair. This racial type is called the Mulan.

The original inhabitants of Mulhorand were a mahogany-skinned people similar to those in Turmish. They are tall and muscular, with dark skin, flat faces, and short hair; this racial type is called the Turami. This race occupies positions in the upper hierarchy of several priesthoods and is renowned for its skill in architecture, art, and stonemasonry, which are considered middle-class skills in Mulhorand.

The third racial type is that of Amn, Tethyr, and the western nations of the Inner Sea. People of this racial type, which the Mulhorandi refer to as Tethens, make up the bulk of Mulhorand's slaves, since they usually come to Mulhorand through the slave markets of Thay.

The Population of Mulhorand

When a new pharaoh takes the throne, typically his first act is the commissioning of a census, which takes several years to complete. Since the last census was nearly 40 years ago, the following figures are only estimates.

There are about 900,000 sentient people within Mulhorand, including slaves (who are counted as 7/10 of a person in the census). The vast majority of these people are humans, as the god-kings long ago discovered that demihumans were unwilling to give their total loyalty to the god-kings; the god-kings thus expelled them from the land.

Approximately 250,000 people live in

Mulhorand's cities and towns; the rest dwell in the countryside. In the cities, there are nearly equal numbers of slaves and freemen, while slaves outnumber the landholders and their families in the countryside by a five-to-one ratio.

In general, there are three social classes in Mulhorand: the nobility, the middle class, and the slaves.

The Nobility

Bureaucrats are the most mobile of the group; it is possible to advance from a slave to a bureaucrat if one is in a position to get a good education. Bureaucrats include tax-collectors, scribes, messengers, and even spies. They take directives from the priesthood and generally carry out the priesthood's deliberately vague orders with great efficiency. For example, if a priest of Horus-Re wanted to discredit a rival, the priest would mention aloud that it was fortunate for him if something unpleasant happened to the rival; the bureaucrat is expected to interpret this order and carry it out without implicating his master.

Bureaucrats enable their masters to fulfill their ambitions without getting their hands dirty.

Wizardry is considered to be an honorable profession. All mages must swear allegiance to the god-king and to temples of Thoth and Horus-Re. They spend most of their time researching new magical items or examining old artifacts, so they stay out of the majority of the political affairs of Mulhorand.

The priests are the major power brokers in Mulhorand. They control vast tracts of land and thousands of slaves.

The pharaoh allows them to determine the policies of the land. By far the most powerful priesthood is that of Horus-Re, but other groups control large areas of land and slaves. Some of the more ambitious priesthoods, such as the priesthood of Anhur, have engaged in a number of secret enterprises devised to promote their visions of a more aggressive Mulhorand. (If it seems as though religion is the least im-

portant concern of the priesthoods, well, it is.)

The pharaoh, the incarnation of Horus-Re, sits on the throne in Skuld. He is more of a figurehead than a ruler, and this is mostly by choice, for reasons explained earlier. Theoretically, the priesthood, mages, and bureaucrats must obey every whim of the pharaoh, but he has yet to exert his authority. One notable quote from the priesthood is this: “The pharaoh wishes to be involved in the important affairs of the land. Design him a new temple so that he will take his mind off such a foolish notion.”

The pharaoh is always male and always an incarnation of Horus-Re [except for a brief time after the loss of Thay, when an incarnation of Thoth took the throne (all of the other incarnations of Horus-Re were dead)].

The priesthoods are hereditary; their members are almost always the descendants of incarnations of various deities, which are known as the divine houses. The houses are usually referred to by their Thayvian names, as listed below:

House of Horus-Re: House of Helcaliant
House of Thoth: House of Tholaunt
House of Osiris: House of Osriant
House of Anhur: House of Ramathant

Descendants of female incarnations are not given a House name, nor are descendants of Set incarnations.

Mulhorand is a thoroughly patriarchal society. The first two sons of a House are said to be nobles; the eldest is entitled to at least 2/3 of the father's land and slaves, while the younger son can have no more than 1/3. Other sons, and all daughters, must fend for themselves.

Nobles of all varieties must shave themselves bald, and typically paint one to three blue circles on their foreheads. These indicate learning, knowledge of magic, and familiarity with the laws, customs, and religious rituals of the land. (Very roughly, one circle means that the man is an educated freeman, two circles mean he is a mage, and three circles mean he is a priest.)

If a noble wishes to maintain his power in Mulhorand, it is almost always



necessary to have friends in the priesthood of Horus-Re. However, as it is possible to strike at a priest through his friends and the power struggles in that priesthood can be extremely treacherous, it is best to avoid having too many close connections. On the other hand, it is usually a good thing to help a person rise to power.

Priests regularly strip or reduce the landholdings of their enemies, and increase those of their friends.

Some of the current influential powers include the following:

- Horustep III, House of Helcaliant, Pharaoh of Mulhorand, incarnation of Horus-Re. Horustep is only a child; he tends to be demanding and more domineering than adult incarnations of Horus-Re. He ascended to the throne in the summer of this year, following the assassination of his father Akonhorus.

He seems determined to exercise power far more decisively than his predecessors.

- Rezim, House of Helcaliant, 14th-level priest. Rezim is the vizier of Mulhorand, its most powerful political position, and uncle to the current pharaoh (Rezim is not an incarnation). He is infamous for his ruthlessness and his cunning. He is sometimes called "the best vizier that treasures can buy," though he values political support and loyalty above all.

Lately, his recklessness has bordered on megalomania. His most recent proposal would allow the direct sale of slaves (who are normally leased) to noble families, who would be free to do what they willed to them without interference from the temples (working conditions are monitored by the priesthoods on a regular basis). Rezim argues that slavery would be more efficient without interference from the temples; critics believe this is a gift to the wealthy landowners who placed him in power. The new pharaoh does not approve; Rezim's influence is on the decline, but he is still a very powerful man.

- Brathes, 11th-level fighter, bodyguard of the new pharaoh. Brathes is a worshiper of Anhur and is actively

working to seal the breach between the pharaoh and that priesthood. This dismays the priests of Horus-Re, who hope to destroy the priesthood of Anhur. Brathes has been a friend of Horustep's since early childhood and is trusted by the pharaoh, but most believe he will eventually overstep his bounds and be destroyed. Few follow his fortunes, but the priests of Anhur are counting heavily on his influence.

- Mardikan, 10th-level priest, House of Helcaliant. He has been the chief rival of Rezim for years. Tall, proud, and impulsive, Mardikan is not nearly as shrewd as Rezim, and he has a vengeful streak that has played into Rezim's hands many times. Mardikan has been allowed to survive politically because he draws opposition to Rezim into the open and prevents him from being dethroned by more devious conspirators.

Lately, though, Mardikan has learned from his mistakes and senses that Rezim is no longer invulnerable. He intends to gather together a majority of priests of Horus-Re to follow him, thus preventing Rezim from giving the pharaoh to the Anhurites. It may work.

The political scene in Mulhorand is more unstable than it has been in centuries. Should Rezim be dismissed as vizier, there will be many factions rising from within the priesthood of Horus-Re to take his place. It is a situation that may be exploited by outside forces, most notably the priests of Set and the Red Wizards.

Noble Titles of Mulhorand

Mulhorand does not have a formal hierarchy of titles that are passed on from father to son. People who are recognized as nobles are referred to as "Lords," while their spouses or chosen concubines are referred to as "Ladies."

Provincial governors and the rulers of cities are referred to as "Precepts." Incarnations are referred to as "Divine Precepts." Since the internal politics of Mulhorand can be volatile, these titles are not hereditary.

The major honors given in Mulho-

rand are bureaucratic positions. Such titles as "Keeper of the Royal Comb," "Master of the Pharaoh's Horse," etc. are the major honors and sources of pride; without some sort of bureaucratic responsibility, no matter how trivial, a nobleman is said not to matter in Mulhorand.

Wizards are referred to as "Lord Wizards"; wizards that also belong to the priesthood of Thoth are referred to as "Lord High Wizards." Priests are referred to as "Lord Priests" and important priests as "Lord High Priests."

The Middle Class

There is a sizable middle class in Mulhorand. While the middle class owns only small tracts of land, it includes many skilled craftsmen whose talents are in demand. Artists, builders, traders, mercenaries, and scribes are the most noted members of this class (with horse groomers, navigators, and military commanders added to this list in times of war). There are also freeman farmers who lease slaves from the church to serve as their work force.

Because members of this class are often wealthy, they are seen as marriage prospects for the daughters of noble families.

Adventurers, often considered to be members of the middle class elsewhere, are treated with disdain in Mulhorand. Adventuring is seen as the same thing as grave robbing; no one honors adventurers in Mulhorand, and few consort with known adventurers. City guards and Preceptual militia keep a watchful eye on all adventurers.

Some craft guilds exist in Mulhorand, of which the Scribes' Guild is the most famous. Compared to the priesthoods, the guilds are honorable groups that fight to protect the rights and security of their members. They have a reputation for pushiness and making unreasonable demands in an attempt to get their own way. Some craftsmen attempt to work independent of the guilds, but they are subject to the whims of Mulhorand politics, since one



needs good connections to survive without (and against) the guilds.

Nearly all professional soldiers and guards in Mulhorand are Chessentan mercenaries. These are paid by the cities and precepts in which they are stationed. The priesthood of Anhur has purchased many slaves and is training them to be a military force, but this is not approved by the pharaoh.

Slaves

Most of the people of Mulhorand are slaves, the official property of the churches. Landholders are not permitted to buy slaves (yet) but may rent them from a temple. Each temple buys its own slaves, which it trains for its own purposes.

Slaves in Mulhorand are reasonably well-treated. Food is plentiful and no one starves. Killing a slave is a capital crime, and any slave who is unfairly punished is able to make a complaint to the priests of Osiris, who judge how slaves are treated in Mulhorand. Punishment for abusing a slave usually involves forfeiture of some lands and possessions. Work is hard and sometimes dangerous, but few masters are willing to be responsible for the accidental death of a slave.

All slaves must take an oath to obey the gods and whatever master the gods see fit to give them. It is not uncommon for a master to pay his slaves when they are returned to their priesthood; this often favorably impresses the priests who own the slaves. Life as a slave in Mulhorand is not easy or particularly pleasant, but it is better than a slave's life in other lands, especially Thay.

The Society of Mulhorand

Mulhorand is a lawful neutral society. It believes in order and discipline, and despises change. Each member of society is expected to obey the law without question, respect the authority of the priests without question, and honor the gods without question. Mulhorand rep-

resents paradise on earth—stability and security for all eternity. These concepts, in the eyes of a faithful Mulhorandi, cannot be challenged.

Underlying the society, however, is a great deal of corruption. The priesthood is an object of political domination rather than religious worship, and each priesthood suffers from infighting, power struggles, and useless bickering.

The unifying forces of the god-kings, tradition, and isolation from external forces prevents Mulhorand from disintegrating into petty city-states, as happened in Chessenta, or into an impotent has-been, as happened to Unther. While Mulhorand lacks the will and the manpower to regain its lost empire in the near future, it still is a power to be reckoned with in the eastern section of the Inner Sea.

Mulhorand is a land of arrogance. The nobles of the realm consider themselves superior to the people of every other nation. They believe Mulhorand to be more civilized, more prosperous, more creative, and (if they were ever interested in conquest again) more powerful than all of the nations on the outside. Of all the lands in the Realms, they reason, only Mulhorand is ruled by gods.

They do not hide this arrogance from outsiders; even the slaves are haughty, for they are not the property of men, but of gods. Mulhorand is hidebound in its belief that it will be eternal, that no enemy will ever be able to destroy it.

Customs of Mulhorand

Mulhorand has a number of unique customs, which are generally adhered to by all classes.

First, beyond all other things, Mulhorand is a theocratic state, ruled by the priesthood. Mulhorandi are supposed to be willing to submit to the authority of the priests in all things, and most of them do so willingly.

Mulhorandi always show great respect whenever a priest walks by, usu-

ally by bowing their heads or by turning away so as not to interfere in the priest's journey. Priests expect these shows of respect.

Mandatory prayers occur four times daily: at waking, at mid-day, at dinner time, and at bed time. There is one holy day each week, when all men, nobles and slaves alike, are expected to congregate under the balconies of temples and listen to the priests.

Priests are the only ones permitted to slay cattle for the consumption of meat. This must be done while performing holy rites (almost always by acolytes) or the meat is considered to be unclean.

Mulhorandi often seem to have an obsession with death, spending much of their time constructing their tombs and preparing for the afterlife. This is not as morbid as it sounds. Mulhorandi believe that the afterlife is a continuation of life, not a journey to paradise or damnation. Thus the people of Mulhorand do their best to prepare for the next existence.

Language of Mulhorand

The Mulhorandi language comes from a language family known as Rauric. Only Mulhorandi and Untheric survive from this linguistic family; Mulhorandi has preserved much of the old tongue, while Untheric has evolved greatly over the course of the millennia.

Mulhorandi is an inflected language with many verb tenses and cases; word order is relatively unimportant. It often sounds thick and slow compared to other languages; some say this is due to the heavy influence of priestly rituals on everyday speech. Basic Mulhorandi writing consists of complicated picture-glyphs, each of which represents a different idea; it has become somewhat more abstracted over the course of the last thousand years and consists of a vocabulary of tens of thousands of pictographs. Most Mulhorandi know a basic vocabulary of about 3,000 pictographs, while scribes, wizards, and priests learn a more extensive vocabulary.



GEOGRAPHY OF MULHORAND

General Description

"Mulhorand is the gift of its rivers. No other force of nature, not even the gods, is responsible for its greatness."

—Old Mulhorand saying

Present-day Mulhorand is only a fraction of the size it was when its empire was at its peak, but it is still a large and powerful kingdom. Its northern border is the River of the Dawn, though it claims the Priador and all of Thay as its rightful domain, and Mulhorand could march into Thazalhar unopposed if it so chose. Its eastern border is not established, but Mulhorand is thought to have mastery of lands as far east as the Sunrise Mountains and the River Murghol, though Mulhorand has no towns or outposts east of Ganathwood or the Fields of Ganath. The eastern border extends southward to the Sword Mountains, at the eastern edge of the Great Vale, as far south as Azulduth, the lake of salt. The western border extends from Azulduth along the River of Swords.

Within this expanse are desert, ruins, mountains, fertile fields, and cities that were great 2,000 years before the first stone was placed on Waterdeep, before the Zhentarim ever unleashed an evil scheme, before Bane was even aware that the Realms existed, a time when the world was young, even to the elves. The words Mulhorand and "eternity" are the same in the language of the Mulhorandi.

Mulhorand lies within a series of plains, plateaus, lowlands and valleys. There are four distinct geographic divisions:

The Menesankh, or Plain of Life, extends in a crescent around the southern tip of the Alamber Sea as far north as Skuld; this is a mainly dry area of flat plains, irrigated by rivers, with occasional marshland.

The Asanibis is the Mulhorand name for the Great Vale, which is a land of hills and plains that lies between the Sword Mountains and the Menesankh.

The mountainous areas, which include the Sword Mountains in the south

and the Sunrise Mountains in the north, are called the Furitep. These rugged peaks are said to be impassable, though this not quite true; one can get through them in the summer, with the help of a donkey.

The fourth distinct region, the Taranoth, is a series of high plains that rises from the sea between Skuld and Sultim; this area is known for its gloomy climate and spectacular cliffs and falls.

Despite its arid climate, there is a great deal of cultivated lands in Mulhorand along the edges of the rivers and in the Great Vale. Farmland is either owned privately by a noble or run by the church. Laborers on church farms are slaves owned by the temples.

Mulhorand usually saves its excess produce for times of famine, so it exports very few crops. Crops grown include wheat, hay, and barley, with figs, dates, grapes, oranges, and other fruits grown in the Great Vale. Cattle and pigs are the typical herd animals.

There are trees that are felled along the edge of the Sword Mountains, typically cedars and beech. One major forest, Ganathwood, lies along the border of the Murghom-Mulhorand border in the gap between the Sword and Sunrise mountains.

The River of Swords

This long river forms the border between Mulhorand and Unther. It is divided into two portions: The Lower Swords, which flow in two parts from their sources to their junction by the ruins of Sekras, and the Upper Sword, which flows from Sekras to the Alamber Sea.

The Lower Swords are named the Blue Sword and the Green Sword. The Blue Sword River lies entirely in Unther and has as its source a fresh water spring in the southeastern portion of that country. The Green Sword River flows from its source in Azulduth, the Great Salt Lake, and carries a considerable amount of salt with it. The Green Sword is undrinkable.

From the junction at Sekras, the river flows northward to the Alamber. This water is bitter but drinkable, and it carries a lot of sediments. A machine that pumps the river and filters the salt still operates at Sekras, though none but a handful of priests of Thoth know its workings. The river floods in summer time, though it is somewhat less predictable in its floods than the River of Spears, which lies to the east. Large, flat-bottomed boats carry cargo between Unther and Mulhorand settlements on either side of the river, and a canal bypasses the pumps and allows access to the upper river.

Sekras is a small city. It was once the center of the cult of Sebek, but now it is infested with werecrocodiles. Paladins in the service of Osiris, with the tacit approval of the priests of Horus-Re, destroyed the city and scattered the inhabitants.

Alongside the upper river are many small farms. The lower river is mostly uninhabited, except for hermits and wizards who choose to sequester themselves from the control of the priests of Thoth. This area is known to be the home of a number of sphinxes.

The River of Swords was given that name because it was here long ago that the god-kings of Unther and Mulhorand laid down their swords and swore an oath of eternal peace between the two kingdoms.

The Great Vale

The Great Vale, or Asanibis, is the breadbasket of Mulhorand. Here on great farms slavers and freeholders labor to produce food to feed the cities of Mulhorand. The Great Vale begins in the shadow of the Sword Mountains, where the god-kings and their servants are buried in elaborate tombs on the vale floor and on the mountainside. Ancient step pyramids mix with obelisks as 3,000 years of the honored dead find housing to continue their existence in the afterlife.

Ancient pumps provide continued irrigation for these farms, and the flooding



of the River of Spears provides these farms with much-needed sediment.

Priests of Osiris and priestesses of Isis travel into the Great Vale and use their magic to enhance the fertility of this land. Slave farms are owned by the churches, with individual faiths allowed to build their own farms and compete in the selling of goods, though the majority of these farms belong to Horus-Re and are sublet to the priests of Osiris (which gives the priests of Horus-Re the threat of revoking the leases on the farms if the priests of Osiris should turn against them).

Crops grown here include wheat (emmer) and barley (this is also the center of Mulhorand's ale, beer, and winemaking); sheep, goats, pigs and cows are the principal animals herded in this region.

The Great Vale is primarily a dwelling place of humans. There are four towns, Surbroar, Klondor, Ulzel, and Mishtan, each of which have between 2,000 and 5,000 people. Towns serve as a place of gathering during celebrations and trading; there are some slave farms with more people than the towns.

Near Mishtan is the Land of the Dead, to which thousands of slaves and freemen are brought at flood time to help with the construction of new tombs. Transportation in this region is by horse (for nobles), by river, or by foot (poorly tended roads lie some distance from the river in a parallel course, and a road connects Mishtan and Klondor). At the present time, Klondor is threatened by an attack of the dreaded Skriaxit (see the scenario "Rage of Dust" in the adventures section).

Sword Mountains

This chain of high, allegedly impassable mountains (no one in Mulhorand climbs mountains—"because they're there" has never occurred to them) separates Mulhorand from the Plains of Purple Dust; when the wind is very active on the Plains, it blows red dust over the mountaintops and onto the western slopes. Within these mountains are a number of fierce monsters that plague

southern Mulhorand, most notably Gestanius, a great wyrm blue dragon that has fed on the slaves working in the Land of the Dead for well over 600 years, the descendants of the wizard Nezram, and dracosphinxes.

On the edge of the Sword Mountains, in the Great Vale, are some of the tombs of the dead god-kings. The greatest tomb, that of Horuseres II, was carved out of the very mountainside and is said to lead into a treacherous series of natural caverns where the pharaoh and his riches were entombed. None have ever sacked his tomb, but several minions of Horus-Re (see new monsters, Divine Minions) guard it at all times.

River of Spears

This fast-flowing river has its source in the Sword Mountains and its mouth at Gheldaneth. It has two tributaries, the Mishtan and Klondor, named for the two towns nearest their sources. The river provides water for the Great Vale and its many farms. For large craft, this river is only easily navigable near Gheldaneth, though small vessels regularly race along the water near Ulzel and Surbroar, carrying small cargoes and passengers. It is considered a risky ride. The River of Spears floods regularly in the summer, providing new soil for the farmlands and moisture that lasts most of the year; these lands are irrigable ten months of the year.

River of Shadows

This long, winding river has its source at a spring near the Sword Mountains. It does not flow as fast as the River of Spears, but its waters are rocky and treacherous. It is also less predictable in its floods. At the delta, near Skuld, are large slave farms that raise flax and papyrus and herd sheep. The major cities along this river are Jhalhoran, which is connected to Maerlar and Surbroar by the Great East Road, and Skuld (City of Shadows), the capital of Mulhorand. It is from Skuld that the River gets its name.

The Cliffs of Leaping Horses

This is the horse land of Mulhorand, where great brown and white steeds run along the plains; some are captured and used as draft animals; since the decline of the priesthood of Anhur they are no longer taken for charioteering. This is a large area of high plains, several hundred feet above sea level. These plains are arid, but hardy plants thrive here. A number of less welcome beasts—hippogriffs and griffons—also use this area as hunting grounds. There are no major human settlements here, though some Mulhorandi have small outposts where they capture horses.

This coastline is also dotted with a number of sea caves that serve as bases for some of the pirates that roam the Alamber Sea.

River Rauthenflow

North of the Cliff of Leaping Horses is the great river Rauthenflow. It begins at Brightstar Lake in eastern Murghom, flows swiftly to its union with the River Murghol, and then rushes into the Alamber Sea at Rauthgor. These rainbow falls are considered to be one of the most spectacular sights in all the Realms, and the area is known to be a haven for mermaids. The Rauthenflow is an extremely swift river, noted for its cataracts, rapids, and whirlpools. Few boats attempt to ride the rapids of Rauthenflow; the river cannot be forded and the only bridge is at Rauthil, on the great Eastern Trading Road. Most of the countryside around the Rauthenflow is quite arid, inhabited only by the most nasty of monsters.

This river is considered to be part of the highland plain region called the Taranoth.

River of The Dawn

The River of the Dawn is the northern border of Mulhorand, though Mulhorand still claims to rule the Priador (Thay). This river separates Mulhorand from Thazalhar, the region of Thay that



was devastated when Thay broke free of Mulhorand 400 years ago. Thay has a small settlement in this region where the Tharch and his bodyguard enforce Thay's claim on this land, though Mulhorand regularly sends troops here to enforce its own claim. There are occasional clashes, but Thay does not wish to prod Mulhorand into a full-scale war, so conflicts are carefully limited.

The river is an extremely swift one, even faster than the Rauthenflow. There is but one bridge, which is part of the Great Eastern trading road; merchants use this to bring their goods into and out of Thay. Though both nation's rulers disapprove, there is active trade between Thay and Mulhorand.

The Alamber Sea

This body of water is the easternmost part of the Inner Sea. It serves as a border between Mulhorand and Unther and is the home of a major sahuagin kingdom, the Aleaxtis, which is at best an undependable ally of Thay. Many trading vessels use the Alamber Sea on the profitable trade route between the ports of Sultim and Bezantur. Unther and Mulhorand recognize this sea as open water, free for either nation to use, but neither country controls it.

The northernmost island in this sea is the Aldor, which is the Thayvian naval base. Currently, the dominant naval and merchant power in this area is Thay; both Unther and Mulhorand find it more convenient to ship their goods in Thayvian hulls and accept Thayvian goods than build their own ships and find their own markets.

There are also many pirates that live in small remote coves hidden along desolate stretches of the coast of both Mulhorand and Unther, and on islands south of the Aldor. They prey on smaller coastal trading vessels and occasionally surprise the crews of larger vessels who bring their ships into shore or make emergency repairs. Thayvian navy crews regularly raid these pirate bases; sometimes the pirates disguise themselves as fishermen and try to

avoid their notice, though Thayvian marines are not noted for caring who they kill, capture, or throw into slavery. This has resulted in a considerable number of Mulhorand fishermen being kidnapped by Thay.

Recently, the priests of Anhur have secretly built a large fleet, moored near Sultim. They have bought many slaves and have trained them in seacraft; they intend to sail against the Aldor and break Thayvian naval domination in the Alamber Sea. The priests of Anhur hope to persuade the new pharaoh to support this enterprise, as they believe Thay is now weak with internal strife and the Alamber is ripe for the taking. The result of this battle is yet to be seen.

The priests of Horus-Re are alarmed. The priests of Anhur are determined to sail in the spring; Thayvian spies have warned the ruler of the Aldor of the attack, but the administrators do not believe that Mulhorand, "the senile giant," has the will to fight.

Ship of The Gods

This small island in the Alamber Sea is an active volcano. Its last eruption was 400 years ago, killing thousands (the island was settled by Unther at the time). Now, it is used as a haven for pirates. The volcano has begun to come to life again, and the diviners in Skuld predict that it will issue a cloud of darkness within the next three years that will cover the city in ash.

Main Cities

Skuld

Skuld, City of Shadows, City of Eternity, is the oldest surviving city in the Forgotten Realms, with the possible exception of Underhome, the dwarven city in the Great Rift. In nine years, the city will celebrate its 3500th anniversary. It boasts that in that time no invading army has ever breached its walls, and that no invading army ever will, for Mulhorand is eternal.

While it is generally agreed that

Waterdeep is the most splendid city in the Realms, an inhabitant of Skuld would argue heatedly with that statement. The Skuldians say that no place in the Realms can match the grandeur of the City of the Gods, the great towers in which the manifestations of the gods are housed. This may be true, but the rest of Skuld is squalid and decrepit, especially by comparison to the inner city. Ancient homes with patchwork repairs line the city streets. The markets are small and cluttered in comparison with those of the northern cities; even the palaces of city officials are rundown. And, probably most damning of all, Skuld is not a cosmopolitan city.

Elves, halflings, and gnomes are forbidden in its streets, unless they have a letter of entry issued by city bureaucrats or one of the temples.

Half-elves and dwarves may enter, but they may not bear weapons or armor unless a special (and expensive—ten gp and up) permit is issued by the city authorities. As most half-elves and dwarves who do enter Skuld come as part of mercenary companies, this is a good revenue-generating rule.

Visitors to the city are confined to either of the two merchant's wards or the shipyards, and they may not enter the rest of the city. All wards are surrounded by high walls and heavy, well-guarded gates.

Trade comes in by sea or by the road to Maerlar. A low seawall serves as a break against tidal waves, natural or otherwise, and protects the city at a distance of three miles from shore. On the eastern side of the city, there is a large cluster of tenements that have built up around the walls. This is the slave section; though it's outside the main wall, it is considered to be part of the main city.

Entering through the sea gate, there are two shipyards: the naval yard, which contains Skuld's fleet of 20 old and rotting ships, and the merchant yard. Seagoing traffic docks at the merchant yard. Visiting crews are housed in inns located near the docks; this is a rough-and-tumble place.

Licensed merchants may operate busi-



nesses and store cargo in the adjacent warehouse district. The warehouse district was once accessible by drawbridges over the River of Shadows, but that gate has long been closed.

The merchant district contains shops, inns, moneychangers, and stores that supply adventurers, except for weapons and arms; only priests of Horus-Re or Osiris are allowed to sell weaponry.

The eastern gate leads to the road to Maerlar. This is the most heavily guarded of the gates. A garrison of 500 mercenaries from Chessenta are housed between an outer and inner gate as a precaution. The greatest threat to Skuld, in the opinion of its leaders, comes from adventuring parties, not armies. Adventuring parties can find some inns and stables, but at inflated prices. This opens into the palace district, where the wealthy of Skuld live, and the palace itself, from which the vizier of Mulhorand and his bureaucrats rule the city and advise the pharaoh. To the south of the palace district is the crafts district, where goods are manufactured (often by licensed foreigners), and the eastern merchant ward, where more goods are bought and sold.

The central ward is the people's ward. Here more than 40,000 people are housed—20,000 slaves (mostly slaves to the privileged) and 20,000 freemen. The dwellings can only be described as a sprawling slum, with a few dwellings preserving the distinctive decorative style of Old Mulhorand. There are temples and shops intermixed with the dwellings in this area.

The temple of Osiris, on the southern wall adjacent to the merchant and warehouse districts, is the gateway to the catacombs, where the dead of the city are buried. A number of monsters are known to live in the catacombs and, most notably several families of werecrocodiles and rakshasas. The most impressive building is the twin temples of Horus-Re, whose huge pillars rise well above the surrounding houses. Between the temples is the gate to the City of the Gods, shaped in the symbol of

Horus, and a large prayer tower from which the god-kings make pronouncements, usually once every century.

The god-kings dwell in huge towering palaces in the city where only priests may go. Each palace is an architectural marvel, built thousands of years ago by long-dead slaves. The tallest tower is that of fallen Re, where the corpse of his manifestation is entombed. A secret passage connects the palace of the pharaoh, incarnation of Horus-Re, with that of his manifestation, and here the incarnation comes for counsel. There are reputed to be arsenals of magic within this inner city.

Goods coming into the city are heavily taxed, unless the merchant is chartered by the god-king of Mulhorand, in which case his goods are exempt from taxes. The priests of Horus-Re control the charters and line their pockets with the moneys gained from them. Guards in the city are all mercenaries from Chessenta. They may not possess weapons or armor within the city unless they have a permit from the bureaucrats; they may not cast spells without permission from the temple of Thoth, which charges heavily to grant this right.

There are no establishments that cater to adventurers, though one can usually find work at taverns in the merchant district as a bodyguard or armed escort for caravans. It is possible to join the city guard, though one must swear total fealty to the god-king and his priests.

The punishment for crimes is often death by decapitation, performed publicly in front of the temple of Horus-Re. Capital crimes include murder, blasphemy, entering a forbidden area, lying to a priest of Horus-Re, assault against a priest, theft from a priest, cursing a priest, killing a slave without due cause, theft of a lord's property, entry onto a lord's estate without permission, and assault against a guard.

There are trials, and sometimes the defendant can get off with forced expulsion from Skuld and a *bane* spell (see new spells).

The city is supposed to be ruled by the vizier, the strong right hand of the pharaoh. In truth, the vizier is too busy to run the city, so its affairs are handled by a high-level priest of Horus-Re; it is not considered to be a very great honor.

The current chief administrator of the city is Ceianre of the House of Horus. The captain of the guards is traditionally appointed by the priests of Anhur, but the priests of Horus-Re have usurped that function, giving it to Teldartham (8th-level fighter), a champion of the Horus-Re priesthood. The city itself has an unofficial brotherhood of guardians from the priesthoods of Anhur, Osiris, and Isis: its leader is believed to be Halcaunt (13th-level paladin), a worshiper of Osiris. This brotherhood believes that the cult of Set has a base somewhere in Skuld, from which it is conspiring to destroy Mulhorand. The Brotherhood of Skuld has made some contact with famous adventuring parties and personalities, most notably the Simbul.

Skuld has a total population of about 95,000.

Gheldaneth

Gheldaneth is the second largest city in Mulhorand. Where Skuld is a contrast of high towers and ugly sprawl, Gheldaneth is mostly sprawl. There is a large port facility, as goods come by ship from Unthalass and foodstuffs come from the Great Vale by water or by land.

The city is governed by the priests of Thoth, and the largest building is not the palace but the great university whose towers line the northern wall of the city. It is compulsory for every citizen of Gheldaneth to learn how to read, write, count, and to be able to answer simple questions about the history of Mulhorand and its deities.

Even slaves are taught to read and write. The very best students in Gheldaneth may be accepted as apprentices to the Scribes' Guild, which is one of the most prestigious positions in Mulhorand. Social class is not a barrier to entry.



Adjacent to the university is the wizards' college, which is open only to initiates of Thoth. All new candidates for admission to the college are magically screened to ensure that they are not Thayvian spies trying to learn the secrets of Thoth. All wizards in Mulhorand must travel here or to the temple in Skuld to study wizardry.

Major temples in Gheldaneth are dedicated to Thoth, Nephthys, Horus-Re, and Isis. The population of this city is about 80,000.

Neldorild

The fourth largest city in Mulhorand is the coastal city of Neldorild. This is a city of the rich, where noble families who wish to get away from the politics and woes of the realm come to retire. It is a relatively new city and slaves and masons still work endlessly on new structures. It is ruled by the priesthood of Nephthys. There is also a small port, Rasolind, five miles down the coast,

which is used as a supply station for the Mulhorand fishing fleet based in Delgora (the docks used to be in Neldorild, but the fleet was forced out of the city once it became a place for the wealthy). Theft is a capital offense in Neldorild.

Including its slaves, the population of Neldorild is about 40,000.

Mishtan

One of a number of small towns in the Great Vale, Mishtan's major claim to importance is that it is the gateway to the Land of the Dead, the burial grounds of the Pharaohs and their families. New constructions are constantly being built, and the tombs of the pharaohs for the next three generations have been planned; at flood time, the town teems with masons, artisans, and slaves.

Mishtan is ruled by the temple of Osiris, which oversees the Land of the Dead. It has a population of 2,000, but booms to over 30,000 at construction

time; these temporary workers are housed in makeshift dwellings that surround the town.

Sampranasz

This small town is important only because it is the real center of the cult of Set. Sampranasz has been destroyed three times in its history (first during the Orcgate Wars, and twice since then by natural disaster).

There are many hidden ruins within these walls; these are used by the cult as meeting and worship places. The town ruler is a military governor (Sanuet, 13th-level LE fighter) who was appointed and trusted by the priests of Horus-Re but is secretly in the service of Set.

The town is a fishing port. Its coastline has some marshland where papyrus can be found in abundance. The town has a population of 3,000; those who do not serve Set disappear very quickly.





CURRENT ECONOMY OF MULHORAND

“Mulhorand prospers, as it has always prospered, depending not on the unreliable fortunes of other powers.”

—Pharaoh Akonhorus II

Mulhorand is a slave-based agrarian economy. Foodstuffs are grown on slave farms in the Great Vale. There are small farms that are owned by landowners, but the costs of slave leasing makes them prohibitively expensive. The slave farms are not an efficient system, but they provide more than enough food for the country's needs.

Food grown in Mulhorand is used in Mulhorand; food exports are almost nonexistent, though when the north suffers from drought some traders have bought grain from freeholders to sell elsewhere. While Mulhorand often has a food surplus, it is usually preserved by magic for years of drought, which, thanks to the interference of the Red Wizards of Thay in the weather of the eastern Inner Sea, come more frequently these days. Mulhorand is content to grow for its needs and does not try to compete economically with Thay; this is in perfect harmony with most of its political policies for the last three centuries.

Each slave farm is controlled by a temple, and temple bureaucrats carefully count and monitor distribution of grain. Some temples are bribed by freeholders to put them down as having less grain than they possess, thus enabling them to sell the surplus to traders and avoid taxes.

Mulhorand produces papyrus, a reed that can be spun into a variety of products including paper. Over the course of centuries, Mulhorand has increased the efficiency of this process, and Mulhorand paper is considered to be of extremely high quality, sought af-

ter by wizards throughout the Realms. The slave farms of papyrus harvesters in the delta of the River of Spears are run by the temples of Thoth and Nephthys; both temples have waxed rich from the proceeds. Flax grows in the north, from which fine linen is made; this has made certain temples of Anhur and Osiris quite rich.

While Mulhorand imports slaves (usually from Thay), it never exports them. Selling Mulhorand citizens into slavery, or even selling Mulhorand slaves to foreigners in Mulhorand, is a capital offense. The general belief is that being a slave in Mulhorand is better than being a freeman in other nations. It is considered an insult to the pharaoh to assume that temple property can be resold to outsiders. This is yet another example of Mulhorand arrogance.

Mulhorand does export wood to Thay, usually from the edges of Ganathwood. It is not a major business, and Mulhorand must rely on imports from the south for truly fine woods that are finding increasing popularity in furnishings.

Mulhorand has several major mines. Gold is plentiful in the rivers, particularly in the Great Vale, and there are several gold mines in the Sword Mountains. These mines are perhaps the most ancient ones ever devised by humans, using dwarven shaft-mining techniques. A good number of precious stones are mined in Mulhorand: agate, amethyst, and jasper are the most valuable. Granite is also plentiful; many foreign sculptors insist on Mulhorand granite for their works.

Mulhorand imports iron, fine timber, silver, incense, spice, and perfume. These scarce commodities are provided by traders from the south.

Coinage

Coinage in Mulhorand has been around for many years. Coins are primarily made of gold, dated and engraved with the face of the current pharaoh as a symbol of authenticity; the edges have demarcations to prevent further shaving. There are two major coins: the precept, a small coin worth three to five silvers elsewhere, and the pharaoh, worth one to two gold crowns elsewhere. The Mulhorand rate of exchange is six precepts to one crown.

Only nobles and the middle class use coins. Most goods in Mulhorand are bartered, especially among the lower classes and slaves, who are permitted to own property if given as gifts for good service (the temples are allowed to confiscate this money since technically the slaves are their property and therefore anything that belongs to them belongs to the temple).

Real property in Mulhorand comes from two sources, first being the ownership of cattle and livestock. Meat is considered to be a valuable commodity, and cattle farmers are among the most honored freemen. However, diseases plague herds and flocks on frequent occasions, so it is not always a stable source of wealth.

The second source of wealth is ownership of land. The drawback to this form of wealth is that the temples can confiscate land at any time. Were it not for the priesthood of Osiris, which allows a displaced freeholder to challenge the temples in a just court, the power of the priests of Horus-Re would be virtually absolute.



CURRENT POLITICS OF MULHORAND

“All thy affairs are sound and prosperous; every responsible incumbent has reported to me, saying that all the Pharaoh’s affairs are sound and prosperous.”

—Rezim, typical report to Pharaoh Akonhorus

There are two forms of government in Mulhorand—a central government based in Skuld and run by the vizier (who may be overruled by the pharaoh, but usually isn’t), and preceptual governments in cities and over wide areas. There are 16 precepts in Mulhorand, each of whom is appointed by the vizier, though in areas that are controlled by a priesthood, the vizier appoints precepts recommended by that priesthood.

The vizier is the most important individual in Mulhorand. He is always the most dominant priest of Horus-Re. He appoints or approves of the appointments of all high-level bureaucrats and all major officials. He can strip people of land, titles, and freedom as he wills. He is virtually a dictator, though sometimes a vizier who is too unpopular is removed by the pharaoh.

Aside from the pharaoh, the only challenge to the absolute authority of the vizier is from the justices, who are chosen from the priests of Osiris. It is a duty of Osirian priests to uphold the law, and a complainant may challenge even the vizier in a court of law. The burden of proof, of course, lies with the complainant. However, the judges in Mulhorand are honest and honorable men.

Because the leader of each priesthood wields a lot of political power, fighting for the high priesthood is the source of bitter rivalry in all orders, with the exception of that of Osiris. Favoritism and political opportunism is rampant in Mulhorand. The political leadership in Mulhorand is often extremely ruthless; there are few assassinations of person, but many of character.

The incarnations are mostly spectators to these power games. Incarnations are the religious heads of each priesthood, but they consider politics to be too mundane to be the pursuit of

gods, so mortals are given tacit approval for their political in-fighting.

Each priesthood can be roughly divided into three factions: conservative, mainline, and radical. There is often fighting for leadership of each of the factions of each priesthood. The conservative faction wants as little change as possible. The radical faction believes that change is essential. The mainline faction wants to preserve the power of its priesthood by avoiding violent disagreements between the conservative and radical elements.

Each faction of each priesthood plays a part in determining the goals and direction of Mulhorand. It is not uncommon for a faction of a priesthood to have more in common with a faction of another priesthood than the other factions of its own priesthood. These factions can be lumped together according to their general goals, as follows:

Status Quo: These people want to preserve the current state of Mulhorand and refrain from wars against foreign powers, including Thay. They believe that Thay will eventually rejoin Mulhorand on its own volition. Factions in this camp include the conservative and mainline factions of Horus-Re and Isis and the conservative factions of Thoth and Osiris.

Consolidationists: These people believe that a war should be waged against Thay, but that now is not the time to wage it. This faction wants to build up the Mulhorand nation and make careful preparations, which they believe will ensure that Thay falls quickly. Factions in support of this include the radical factions of Horus-Re and Isis, the mainline factions of Thoth and Osiris, and the conservative factions of Anhur and Nephthys.

Expansionists: This group believes in restoring Mulhorand to the property boundaries that existed at the height of the Second Empire. They wish to purge the Realms of all traces of Set, to destroy the Red Wizards, and to reclaim Thay as part of Mulhorand. They want to restore Mulhorand’s army and march on Thay as soon as possible. Fac-

tions in support of this include the radical factions of Thoth and Osiris and the mainline and radical factions of Anhur and Nephthys.

Current political issues in Mulhorand include the following:

- The Thayvian problem.
- Rezim’s plan to sell slaves directly to freeholders instead of leasing them. (This has raised strong opposition from the priests of Osiris, and there is growing strain between those two traditionally friendly priesthoods.)
- The sahuagin problem.
- The cult of Set problem.
- Complaints by traveling merchants about poor road conditions and lack of protection against bandits. Rezim wants to enact a stiff road tax (as in Thay) and promises to repair the roads later. The merchants do not trust him.
- Attempts by freeholders to expand their trade and produce more items, so they can compete more effectively with Thay. This is supported by Rezim and the church of Nephthys, but many within the church of Horus-Re see it as an attempt to destroy the traditional approach to handling goods in Mulhorand that keeps the nation safe from shortages.
- Attacks by monsters on the Eastern Road and in the Great Vale have been increasing, and the people are beginning to demand that the dangerous areas be cleared.
- Major conflicts between the priests of Horus-Re and Anhur are leading to increasing violence between their followers. The priests of Horus-Re have stripped the Anhurites of their traditional dominions, embarrassed them at every opportunity, and would like to destroy the priesthood outright.

The precepts in Mulhorand often have their own political struggles. The precepts are listed below and rated as major, minor, or no importance in political terms:

Aina (no): Includes the town of Aina, and the farms at the mouth of the River of Swords. Precept is Alakin (8th-level priest of Thoth).



Gheldaneth (major): Includes Gheldaneth and the area at the mouth of the River of Spears. Precept is Derlaunt (13th-level priest of Thoth); Tholaunt, Divine Precept of Thoth (his incarnation) can overrule Derlaunt's decisions.

Surbroar (no): Includes area around Surbroar. Precept is Kesia (5th-level fighter who serves Isis).

Klondor (minor): Includes area around Klondor and east to the Plains of Purple Dust. There are many monsters in this region, so there is a large garrison of Chessenta mercenary guards. Precept is Haskrayth (12th-level fighter, chief of the mercenaries, who serves Assuran).

Ulzel (no): Serves area around Ulzel and the immediate south. Precept is Nessisi (10th-level priest of Isis).

Mishtan (major): Serves Mishtan and the Land of the Dead. Precept is responsible for the tombs of the pharaohs and other important Mulhorandi. Its precept is Temis (12th-level priest of Osiris).

Jhalhoran (minor): Serves Jhalhoran and lands west; responsible for road patrols on the Great Eastern Trade Road. Precept is Ulara (13th-level priest of Nephthys). Nephita, the current incarnation of Nephthys, also dwells here.

Skuld (minor): The reason the precept of Skuld is only a minor position is that the vizier has the ability to overrule the precept on any matter, and the precept is really only second-in-command of Skuld. The current precept is Ceianre (11th-level priest of Horus-Re).

Maerlar (no): The main job of this precept is to make sure that the crossroads are continually guarded. Attaining this position is usually considered to be the vizier's way of telling a henchman that

the vizier is disappointed in him. It currently has no precept; one is expected to be appointed within the next six months, though Rezim may keep it open for a while longer in case someone disappoints him.

Rauthil (no): This position is identical to that of Maerlar, except that this precept has less territory to guard. Rezim likes to keep either Rauthil or Maerlar without a precept at all times, to have a place to put his enemies. Its current precept is Ethnestus (4th-level priest of Horus-Re).

Rauthgor (no): This precept looks at waterfalls all day, lives in a small isolated keep, and if the pirates don't get him, the sahuagin will. This position is given to an enemy that the vizier wants to eliminate. The current precept is Bokasin (10th-level fighter/6th-level priest of Anhur).

Ganath (major): This is a major post because it is located in Murghyr, capital of Murghom. It is mostly a diplomatic post, as the precept of Ganath is also the Mulhorandi ambassador to Murghom. It is considered a nice place to get away from the infighting of Mulhorandi politics, and is typically given to old, respected priests of Horus-Re. The current precept is Imthalos (17th-level priest of Horus-Re).

Sultim (major): This was once a minor post, but as Sultim is the fastest growing city in Mulhorand, the importance of this post is now equal to that of Gheldaneth. The precept is responsible for the safety of Mulhorand's largest port and is supposed to try to bring order to the chaos of Outer Sultim. None have come close to succeeding in the latter responsibility.

This was typically the post held by the high priest of Anhur, but Rezim has stripped the priests of Anhur of that privilege; the current precept is Koramon (10th-level fighter who serves Horus-Re).

Thazarim (minor): This precept has one major responsibility—to ensure the integrity of the northern border, since Thay has invaded twice. The precept lives in a small citadel just south of the River of the Dawn.

This was also traditionally an Anhur post, but they have been stripped of this as well. The current precept is Mulhortep (15th-level fighter). Mulhortep is a competent general and probably the best man for the job.

Sampranasz (minor): This precept is really in the service of Set. The precept controls the town of Sampranasz and the surrounding area. The current precept is Sanuet (13th-level fighter).

One may wonder whether a person can refuse the position of precept, given the lack of honor or the certain danger of various precepts. The answer is yes, but those who refuse have ruined their political careers. When a person refuses the vizier, tradition has it that he is expected to leave the bureaucracy forever.

In the case of Rauthgor, where an Anhurite holds the post, Bokasin felt that the priesthood needed to hold at least one precepthood to maintain a sense of honor; refusing would have been a serious blow to the integrity of the priests of Anhur. To protect Bokasin, the Anhurites are spending a lot of flax money on improving the fortifications.



LAWS OF MULHORAND

“The justice of a god is a lack of partiality. When you see one whom you know, treat him as though you know him not, and those who are close to your person as those who are distant from you. Do not avoid the petitioner, but hear his case with eagerness. Be not angered without justice. Great is justice when its justices are great; in the eyes of truth, a slave and a pharaoh are as one.”

—The Code of Justice of the priests of Osiris

In Mulhorand, there is no uniform code of justice; each precept has its own laws, which are for the most part similar but sometimes have unusual variations.

There are both good and bad aspects to Mulhorandi justice. The bad aspects are that punishments are very severe. They consist of banishment from Mulhorand with a curse, imprisonment, or execution. Property and goods are usually confiscated and lost forever. There are many deaths over what would elsewhere be trivial offenses.

On the other hand, the system of justice is very good. Justice is handled by the priests of Osiris, who often send priests from town to town to hear cases and render judgments. The judges are genuinely fair, reasonable, and incorruptible. On the other hand, the burden of proof is usually on the accused to prove his innocence, not on the accuser.

Capital crimes include murder, killing a slave, damaging church property, theft from a church, using a god's name in vain, grave robbing, teaching Mulhorand magical spells to foreigners, assaulting a priest, building a dam on the River of Spears, and espionage.

Imprisonment or banishment crimes include theft, insulting a priest, assault, selling weapons to foreigners, leading foreigners to grave sites, stating malicious falsehoods about the nobles of the realm, hurting a slave, lying to a priest, cursing a priest, and wearing armor without a permit. Wizards are never banished.

Civil disputes are handled by a tribunal of the priests of Osiris. Anyone may

request that a tribunal be called to settle disputes of property and marriage. They charge a rather expensive fee for this service.

The greatest power that a judge of Osiris has is the ability to call an independent inquiry. If a judge views any political situation as suspicious, he can call up to two other judges and determine if any laws were broken. The results of this inquiry are given to the vizier, who has the right to ignore them if he feels like it.

Magical spells and divinations are frequently relied on to determine the truth in Mulhorandi courts. Most recently, following the assassination of Akonhorus II, there was an inquiry to determine whether the guards who killed him were responsible for their actions.

ADVENTURERS IN MULHORAND

“Adventure? Ha! Excitement? Bah! A Mulhorandi craves not these things!”

—Yeda, high priest of Akonhorus I

Mulhorandi, being residents of paradise, are scornful of the idea that professional adventuring companies can do anything other than create chaos.

Most precepts and officials persecute all treasure hunters and adventurers, with the exception of mercenaries that have been specifically hired to guard or patrol the cities. The general belief is that adventuring companies do not fit into Mulhorand society, and thus they threaten its traditions.

There are a few ways that a PC adventurer can come from Mulhorand.

First, an adventurer might be a banished Mulhorandi (but a wizard is killed rather than banished so that he cannot reveal the secrets of Thoth to the enemies of Mulhorand).

Mulhorandi might be banished for minor crimes like spitting in the sight of

The inquiry concluded that they were magically controlled, had no awareness of their actions, and therefore weren't responsible. It was concluded that the cult of Set was responsible. In other nations, as the priests of Osiris are quick to point out, justice would have consisted of a summary execution and the real culprits would never have been discovered.

The major threat to the system of justice in Mulhorand is Rezim, the vizier. He eventually plans to strip the priests of Osiris of their ability to put any of his servants on trial; all crimes committed by the priests of Horus-Re would be tried by priests of Horus-Re. Given that Rezim has enough political problems at the moment, it's not likely he'll push this; he would very much like to free himself of the legal yoke of the Osirisians.

a priest, or saying an obscenity in a temple, which can be interpreted as affronts to the temple.

Second, a Mulhorandi can be an escaped slave; the life of a Mulhorand slave is better than a slave's life in most other places (especially Thay), but it still isn't that pleasant.

Third, a Mulhorandi might be sent by his priesthood (especially the priesthood of Anhur) to make allies in the west.

Fourth, a Mulhorandi might be intrigued by the different lifestyles of the west and wish to experience them firsthand.

It is not recommended that a wizard of Mulhorand be allowed outside of Mulhorand. If the DM allows this, the wizard shouldn't have access to the new spells listed in the Appendix of this book; player characters who want these spells must be very conniving and work very hard to wrest these secrets from Mulhorand.



RELIGION OF MULHORAND

“The gods are content and happy-hearted, and life is spent in glad laughter.”

—Old Mulhorand saying

From their very beginnings, the people of Mulhorand used the Egyptian pantheon as their own; the pantheons of Mulhorand and Unther are the only lands where worshipers venerate families of deities in the Realms. The gods of Egypt are for the most part god-kings of Mulhorand. The pharaoh of Mulhorand is almost always an incarnation of the god Horus, and the other members of the royal family are incarnations of the other gods of this pantheon.

To understand the gods, it is necessary to understand a number of basic concepts. The true gods of Mulhorand, Egypt, and the other cultures on other worlds that employ this pantheon live in the outer planes.

However, this pantheon prefers to dwell physically at a holy place within this plane. This physical form of the deity is called a *manifestation*. It is immortal, very powerful (sometimes of Greater Power status), and is the master of that deity's affairs on the plane.

For most purposes, the manifestation of a deity can be considered to be the deity, with one essential difference. A deity who leaves the plane may pass on the power of his manifestation to another; when the manifestation of Re (also known as Ra) was slain during the Orcgate Wars, he passed on his power to the manifestation of Horus, who took the name Horus-Re.

In more extreme circumstances, a deity who clashes with another deity and who has a greater following among mortals may demand that the rival manifestation surrender his power; if a war deity who had a greater number of worshipers than Anhur arose, he might force Anhur to surrender the power of his manifestation. When a manifestation is successfully challenged for his worshipers or destroyed in combat, he is forever banished from the plane, though a *gate* spell might summon the deity's true form.

Another important concept is that of an *incarnation*. The incarnation is a mortal form of a deity. An incarnation is very powerful, equal to a high-level character, occasionally possessing minor divine powers, but still capable of being slain (Tholaunt, an incarnation of Anhur, was slain 30 years ago by Valerios of Pyardos, one of the Tharchions of Thay). Incarnations compose most of a pharaoh's royal family, but the eldest is always an incarnation of Horus-Re. An incarnation has the general temperament of a manifestation, but it is not under the direct control of the deity and can be affected by mortal weaknesses and foibles.

A third term that is used in Mulhorand is the cult of a god. A cult is a group of worshipers devoted to a single god within a pantheon of deities. Thus a cult of Isis recognizes all deities of the pantheon but focuses devotion on the goddess Isis.

Mulhorand is an absolute theocracy. The priests are the instruments of the government of the pharaoh, who is responsible only to the gods for his action. All land that is not privately owned belongs to the god-kings. All slaves are the property of the god-kings and must be rented from the church of Horus. They must be treated well, for they are the property of the gods. All commands of the god-kings must be obeyed. This arrangement gives great power to the priesthood.

In spite of this, the deities of Mulhorand are not fanatics devoted to absolute control over the people. Most of the real power in Mulhorand belongs to the priests. The gods generally believe that mortals should be in charge of most of their daily affairs. They do not believe in exporting their worship to other nations: in Mulhorand, one worships the gods of Mulhorand, and in other nations, one worships the gods of that nation. This is seen as a reasonable and tolerant philosophy. The gods of Mulhorand place their trust in the priests to run the nation, intervening on very rare occasions, which gives the world the impression that the god-kings are

“slumbering” and “in their dotage.” It should be noted that Horus-Re and the other members of this pantheon consider Mulhorand to be a paradise that rarely needs the intervention of deities. It will be noted more than once in this text that the priests do not share their masters' disinterest in the day-to-day affairs of this land.

The goal of a Mulhorand citizen, of any social or economic class, is to have a good life and to make preparations for the afterlife. It is the belief of those who worship the gods of Mulhorand that life after death is merely a continuation of life; when one expects to die, one must prepare for a journey. This belief shapes much of Mulhorand culture, art, and architecture.

Mulhorandi worship many gods, but most of these are local cults that spring up and disappear every few generations. There are seven major deities, however, who have extensive priesthoods and influences. The following section is a brief description of this pantheon, their names, titles, and symbols, the spheres and weapons allowed their priests, and the power of their manifestations and incarnations.

CENTRAL PANTHEON

Anhur

(Ramathant in Thay, Rumathep in Unther)

God of War, Champion of Physical Prowess, General of the Gods of Mulhorand, Supreme Marshall of All Armies

Status: CG, Lesser Power, Prime Material Plane

Symbol: A cord bound with a khopesh

Spheres: Major — All, Charm, Combat, Guardian, Protection; Minor — Divination, Elemental, Healing, Necromantic

Weapons Allowed: Any (though lance is the only allowable polearm)

Special Requirements: Minimum STR 13, DEX 14, CON 12



Special Abilities: At 10th level, priests of Anhur get 3/2 attacks with melee weapons. At 20th level, priests of Anhur get two attacks per round.

Ethos: Priests of Anhur are obliged to defend the territory of Mulhorand, out to its historic boundaries. They are to smite the enemies of the realm, and keep its people, high-born or slave, safe from evil.

In the days before the Orcgate Wars, at the height of Mulhorand's power, the god Anhur was one of the most respected in Mulhorand; he had a cult that was second only to Re's in size. After the death of Re, Anhur retained his title of general of the gods, but he gradually fell from favor. Horus-Re is the god of eternity and perpetual order, while Anhur is an aggressive advocate of change and conflict; the two gods do not get along well. Priests of Horus-Re have blamed Anhur and his priesthood for many of the losses suffered by Mulhorand (the priests of Horus-Re have hired Chessentan mercenaries to replace the armies, as most Mulhorandi soldiers worship Anhur).

Today, the cult of Anhur is small but extremely vigorous. Priests of Anhur have converted many of the Chessentan mercenaries to his worship, and the priesthood is growing. The bitterness between the priests of Anhur and Horus-Re has created more than its share of conflict, and there is much court intrigue between these two factions, though the priests of Anhur are not yet powerful enough to openly challenge Horus-Re.

The center of Anhur's worship is Sul-tim, though he has temples across Mulhorand and in Chessenta, where his cult is growing in popularity.

Horus-Re

(Helcaliant in Thay, Hokatep in Unther)

Lord of the Sun, Master of Vengeance, Ruler of Mulhorand, Protector of the Priador, Overseer of Thesk, Guardian of Semphar, Pharaoh of the Gods.

Status: LN(G), Greater Power, Prime Material Plane

Symbol: A hawk's head with a pharaoh's crown surrounded by a solar circle.

Spheres: Major—All, Astral, Charm, Combat, Sun, Summoning; Minor—Creation, Divination, Elemental, Guardian, Animal, Healing, Necromantic, Protection, Weather

Weapons Allowed: Mace, Staff, Staff-Sling

Ethos: Priests of Horus must provide leadership. They are sworn to use church property honestly. They are to guard the persons, property, and hallowed places of Horus-Re with their lives. They are the sworn enemies of Set.

Horus-Re is the chief deity of Mulhorand, a fusion of the gods Horus and Re. When the manifestation of Re was slain during the Orcgate Wars, he bequeathed his power to the young god Horus, who took the name Horus-Re.

Horus-Re then assumed the position of chief deity of the Mulhorand pantheon, banishing the usurper Set.

Horus-Re is a confident deity who believes strongly in the concept of *maat* (justice, honor, order, and righteousness). Horus-Re believes that Mulhorand is eternal, and to promote eternity, one must deny change, so Horus-Re tries to discourage change. The manifestation of Horus-Re is said to exist everywhere throughout Mulhorand.

The center of Horus-Re's worship is in Skuld, but there are many temples throughout Mulhorand devoted to him.

Isis

(Isharia in Thay, Ishtar in Unther)

Goddess of Weather, Lady of the Rivers, Mother of the Harvest, Lady of All Love

Status: NG, Lesser Power, Prime Material Plane

Symbol: Ankh and Star

Spheres: Major—All, Animal, Charm, Creation, Guardian, Healing, Necromantic, Plant, Protection, Weather; Minor—Divination

Weapons Allowed: Staff, Flail

Special Requirements: Isis is served only by priestesses. No men may be priests of Isis.

Special Abilities: At 10th level, a priestess of Isis gets a bonus spell: *control weather* (as per 7th-level priest spell).

Ethos: Priestesses of Isis are charged to protect the heroes of Mulhorand. They often fashion charms for those whose deeds have won her favor.

While Osiris is the god of the harvest, it is to Isis that Mulhorand prays at planting; her priestesses use their *weather control* spells to ensure a bountiful harvest.

Isis, wife of Osiris and sister of Thoth, is the most beloved deity of the common people. She has many aspects: wise woman, dutiful wife, joyful lover, mother of children, benign rainstorm, and nurturer of babes and harvests. Isis is always seen as a woman of even temper and great dedication.

The center of Isis's worship is in the Great Vale. There are many temples devoted to her elsewhere, including in Unther, where the manifestation of Ishtar surrendered her power to Isis (the people of Unther worship in the name of Ishtar, but their devotion really goes to Isis).

Nephtys

(Nesharia in Thay, Neselthia in Unther)

Goddess of Commerce, Wealth, and the Dead, the Devoted Lady, the Avenging Mother of the Gods

Status: CG, Lesser Power, Prime Material Plane

Symbol: Horns around a lunar disk



Spheres: Major—All, Astral, Charm, Creation, Healing, Necromantic, Sun; Minor—Divination, Guardian, Protection, Weather

Weapons Allowed: Staff, Flail

Special Requirements: Nephthys is only served by priestesses. No men may be priests of this cult.

Ethos: Priestesses of Nephthys are charged to be faithful to their husbands and to encourage faithfulness in others. Priestesses of Nephthys are sworn to avenge the death of those Mulhorandi killed by the Red Wizards of Thay.

While Isis, Nephthys's sister, is goddess of love, Nephthys is the goddess of devotion and trust. Her trustworthiness also makes her popular with the wealthy, who pray to her to protect their fortunes. Nephthys is a sworn enemy of the Red Wizards of Thay, as the Red Wizards slew many of her followers in the fall of the Priador.

Thus Nephthys has assumed "the Avenging Mother" persona, that of a mother who will do anything to protect or avenge her children.

The center of Nephthys's worship is in Neldorild. Most housewives build a shrine to her in their homes, and they store goods for the afterlife in a chest or cupboard dedicated to her.

Osiris

(Osriant in Thay, Ozrikotep in Unther)

Lord of Nature, Guardian of the Dead, Judge of Mulhorand

Status: LG, Lesser Power, Prime Material Plane

Symbol: White Crown

Spheres: Major—All, Animal, Combat, Creation, Guardian, Healing, Necromantic, Plant, Protection, Sun; Minor—Charm, Divination, Protection, Summoning, Weather

Weapons Allowed: Staff, Sling, Hammer, Mace, Flail, Staff-Sling



Special Requirements: WIS 15

Special Abilities: Priests of Osiris may take an extra spell at each spell level, provided that it is in the Plant sphere

Ethos: Priests of Osiris are sworn to judge and mediate disputes honestly. They must use their powers to assist in the harvest. They must live by the code of maat, and perform all burial rituals for the dead.

Osiris is a respected deity in Mulhorand, but his cult is small. He was slain by Set but brought back to life by Isis and Nephthys, so he is the god of death, as opposed to Horus-Re, god of life. Priests of Osiris are the justices of Mulhorand, so a high Wisdom is a required attribute.

The priests of Osiris must follow the concepts of maat (justice, honor, order, and righteousness). Should a priest act in a manner contrary to maat, he is stripped of his powers and authority (much as a paladin who has gone off the path loses his paladinhood). Paladins and rangers in Mulhorand are all devotees of Osiris.

The priests of Osiris avoid court intrigue and adventure, preferring to deal with everyday concerns.

The centers of Osiris's worship are in Jhalhoran and Mishtan. While there are not many temples elsewhere devoted to Osiris, most tombs contain shrines dedicated to him, and decorations that venerate him.

Set

(Typhon elsewhere)

God of Evil, the Desert, and the Night, Lord of Carrion, Father of Jackals, Brother of Serpents, the Outcast of the Gods, King of Malice

Status: LE, Lesser Power, Prime Material Plane

Symbol: Coiled Cobra

Spheres: Major—All, Animal, Charm, Combat, Elemental, Guardian, Necromantic, Protection, Summoning; Minor—Creation, Healing, Weather

Weapons Allowed: Spear, Staff, Mace, Whip, Flail, Hammer, Composite Bow

Special Requirements: Priests of Set must shave their heads.

Special Abilities: At 5th level, a priest of Set may create poison in the same quantity as a *create water* spell. At 10th level, he may summon one minion of Set (as per new spell *summon minion*, once per day). At 15th level, any pointed weapon they wield is automatically poisonous (opponents' saving throws vs. poison suffer a -2 penalty; those who fail die in 1d4 rounds).

Ethos: Priests of Set are charged to destroy the priesthoods of Horus-Re and Osiris, to bring Set to his rightful place as god-king of Mulhorand, and to spread the cult of Set throughout the Realms. They are to sacrifice sentient creatures and wealth to him.

Set, brother of Osiris, is the most evil deity worshiped in Mulhorand. He is said to have challenged the authority of Re and Osiris for the leadership of the



gods, slew Osiris (who was later brought back to life by Isis), and was then defeated by Horus and cast into the desert. While only evil people venerate Set, sometimes those who travel in the desert make offerings to him to appease his wrath.

The center of Set's worship is in Sampranasz (this is a closely guarded secret). There are many enclaves of Set worship, some of them outside Mulhorand. The manifestation of Set is said to reside in a tower somewhere in the desert Raurin.

Thoth

(Tholaunt in Thay, Thalatos in Unther)

Lord of Magic, Scribe of the Gods, Knower of All Secrets, King of Knowledge, Protector of Murghom

Status: N, Greater Power, Prime Material Plane

Symbol: An ibis head superimposed against an ankh

Spheres: Major—All, Astral, Charm, Creation, Divination, Elemental, Healing, Necromantic, Summoning, Sun; Minor—Animal, Guardian, Plant, Protection

Weapon Allowed: Staff

Special Requirements: Priests of Thoth must have Wisdoms of 17. Before entering the priesthood, they must have advanced to 5th-level wizard, then they must switch classes.

Ethos: Priests of Thoth are commanded to research magic, to protect the secrets of Thoth, and to spread magic throughout Mulhorand. They are commanded to protect Mulhorand from the traitors and necromancers of Thay. The priests of Thoth are to use weaponry as little as possible, for magic is their weapon.

Thoth is the lord of magic, one of the oldest deities of the Mulhorandi pantheon. He is also one of the most vigorous.

Thoth is vizier of the gods and scribe to the pharaoh Horus-Re. Incarnations

of Thoth have been given credit for the creation of many of Mulhorand's unique magical items and its experiments with technology.

The center of Thoth's worship is Gheldaneth, but he has temples across Mulhorand and in some parts of Unther.

The priesthood of Thoth is smaller than all other major deities, due to the difficult entry requirements.

Other Deities

Other deities from the Egyptian pantheon have very small cults or centers of worship, and do not play a part in the politics of the Old Empires. These deities include the following:

Hathor (Goddess of Childbirth, NG): Depicted as a woman with a cow's head, this is the goddess venerated by mothers. She is also the goddess of folk music, dance, and poetry. This goddess is worshiped in the farmlands by serfs and slaves, whereas Nephthys is worshiped in the cities and by the rulers.

Geb (God of the Earth, N): This god is mostly worshiped by miners, who set up crude shrines; his image adorns the openings of mine shafts.

Sebek [God of Rivers, N(E)]: This crocodile-headed deity is worshiped in the wetlands, away from the cities. This cult has been persecuted for several centuries. All crocodiles are said to be his children.

Mask (God of Thieves, N): This is the one deity not native to Mulhorand who has achieved any amount of popularity; his following is small and limited to thieves.

The God-Kings: These are blood relatives of the incarnations, but no divine spirits reside within them. They are mortals with exceptional god-given abilities (high stats and levels), but they do not possess divine power. There are many god-kings in Mulhorand (see "Personalities," page 30).

Powers of The Gods

In their physical forms as manifestations and incarnations, the gods of Mulhorand have a number of special powers that are available only to them. These are not as powerful as the abilities available to true Powers in their otherworldly forms.

Following is a listing of these abilities. A number in parentheses indicates how many times each day that power may be used. These are guidelines; all deities may not have access to all of these powers.

Manifestations

All have the following abilities:

- All Divination Spells (at will)
- Planar Travel/Survival
- Comprehend/Speak All Languages/Magic
- Continual Light/Darkness (at will)
- Geas (at will)
- Infravision
- Polymorph Self (at will)
- Remove Curse/Fear (at will)
- Teleport (no error)

Greater Powers have the following abilities:

- Command (three-round duration)
- Control Weather/Temperature (at will)
- Death Spell (2)
- Dispel Evil/Good/Magic/Illusion (6)
- Gate (2)
- Heal (2)
- Holy Word/Unholy Word (1)
- Improved Invisibility (at will)
- Polymorph Any Object (1)
- Polymorph Other (3)
- Protection From Evil/Good, +3, 30' radius
- Quest (2)
- Restoration (3)
- Resurrection (1)
- Time Stop (1)
- True Seeing (3)
- Wish (1)



Lesser Powers have the following abilities:

- Command (two-round duration) (2)
- Death Spell (1)
- Dispel Evil/Good/Illusion/Magic (3)
- Gate (1)
- Heal (1)
- Limited Wish (1)
- Polymorph Others (1)
- Protection From Evil/Good, +2, 20' radius
- Quest (1)
- Restoration (1)
- Summon Minion (2)
- True Seeing (2)

INCARNATIONS

All have the following abilities:

- Command (two-round duration) (1)
- Comprehend Languages/Tongues
- Detect Good/Evil Dispel Magic (2)
- Detect Lie (3)
- Know Alignment (at will)
- Polymorph Self (at will)
- Summon Minion (1)
- Teleport (no error)
- True Seeing (1)

The Gods

Anhur

Manifestation

AC: +5
 MOVE: 15, Fl 24
 HIT POINTS: 250
 THACO: 1
 #AT: 2
 DMG/ATT: 6d10 + 14/6d10 + 14
 MR: 20%
 CLASSES: Ranger 20, Mage 7
 STR 25 (+7, +14) DEX 25 CON 25 INT 19 WIS 12 CHA 12

SA: Special weapon (lance), negates enemy's strongest ability (no saving throw), destroys all undead within 50 yards.

Incarnation

AC: +5
 MOVE: 15
 HIT POINTS: 125
 THACO: 3
 #AT: 2
 DMG/ATT: 1d10 + 12/1d10 + 12
 MR: 5%
 CLASSES: Ranger 18, Mage 3
 STR 24 (+6, +12) DEX 24 CON 22 INT 18 WIS 11 CHA 12

SA: The incarnation of Anhur may turn undead as an 18th level priest.
 Weapons: Two-handed sword, or great spear.
 Armor: Scale mail.
 Other Items: Per individual incarnation.

The manifestation of Anhur appears as a muscular human, usually a heroic fighter.

Horus-Re

Manifestation

AC: +2
 MOVE: 15, Fl 15
 HIT POINTS: 300
 THACO: 2
 #AT: 2



DMG/ATT 3d12 + 14/3d10 + 14
 MR: 75%

CLASSES: Fighter 19, Priest 18, Mage 19
 STR 25 (+7, +14) DEX 25 CON 23 INT 25 WIS 21 CHA 24

SA: Double Power to any magical item or weapon he uses: 18d6 *fireball* (wand), *monster summoning VII*, *shape change*, and *project image* (each at will), spear kills all shapechanged creatures (no saving throw); awe effect stuns up to 10HD (or levels).

SD: Immune to 1st- to 5th-level spells when using sword. Immune to 1st- to 7th-level illusion/phantasm spells; many spell immunities due to high Wisdom score.

Incarnation

AC: +1
 MOVE: 15
 HIT POINTS: 150
 THACO: 6
 #AT: 2
 DMG/ATT: 1d6 + 12/1d6 + 12
 MR: 50%
 CLASSES: Fighter 15, Priest 14, Mage 16
 STR 21(+4, +9) DEX 22 CON 21 INT 21 WIS 20 CHA 21

Weapon: Staff +3

Armor: None (AC 4 is natural, plus DEX adjustment)

Other Items: Per individual incarnation
 SA: The incarnation of Horus-Re has an awe effect, at will, that causes all creatures up to 4HD (or levels) to be stunned while in his presence.

SD: High Intelligence makes him immune to all illusion/phantasm spells of 3d level or lower; high Wisdom grants him immunity to the following spells: *cause fear*, *charm person*, *command*, *friends*, *hypnotism*, *forget*, *hold person*, *ray of enfeeblement*, *scare*.

The manifestation of Horus-Re appears as a muscular man with the head of a hawk. The incarnations of Horus-Re are human in appearance but have facial features that suggest a hawk (sharp nose, glittering eyes). They may also speak with birds at will.



Isis

Manifestation

AC: +2
MOVE: 12, Fl 24
HIT POINTS: 200
THAC0: 11
#AT: 3/2
DMG/ATT: 1d10
MR: 90%
CLASSES: Ranger 10, Mage 20
STR 10 DEX 20 CON 19 INT 25 WIS 23
CHA 23

SA: May cast any spell as a 20th-level mage, an unlimited number of times. Magical headdress puts her in mental contact with any native Mulhorandi deity.

Incarnation

AC: +1
MOVE: 12
HIT POINTS: 100
THAC0: 13
#AT: 1
DMG/ATT: By weapon
MR: 70%
CLASSES: Fighter 8, Mage 18
STR 10 DEX 19 CON 18 INT 23 WIS 22
CHA 22

SA: The incarnation of Isis may use any Weather spell at will, as an 18th-level caster. She may, at will, stun up to 6 HD or levels with her divine awe.

SD: The incarnation of Isis is immune to 1st- to 5th-level illusion/phantasm spells and to the following spells due to her high Wisdom: *cause fear*, *charm person*, *command*, *friends*, *hypnotism*, *forget*, *hold person*, *ray of enfeeblement*, *scare*, *fear*, *charm monster*, *confusion*, *emotion*, *fumble*, *suggestion*.

Weapons: Magic khopesh or mace

Armor: Cloth

Other Items: Per individual incarnation

The manifestation of Isis appears as a beautiful woman, typically a sorceress.

Nephthys

Manifestation

AC: 2
MOVE: 12, Fl 12
HIT POINTS: 150
THAC0: 12
#AT: 3/2
DMG/ATT: By weapon
MR: 30%
CLASSES: Fighter 8, Priest 14, Mage 16
STR 17 (+1, +1) DEX 21 CON 20 INT 20
WIS 18 CHA 21

SA: Death rays (120-yard range, saving throw vs. spell with +6 penalty); divine awe stuns 4HD or levels, or lower.

SD: Immune to 1st- and 2nd-level illusion/phantasm spells.

Incarnation

AC: 2
MOVE: 12
HIT POINTS: 75
THAC0: 14
#AT: 1
DMG/ATT: By weapon
MR: 15%
CLASSES: Fighter 6, Priest 12, Mage 14
STR 16 (+0, +1) DEX 16 CON 19 INT 19
WIS 17 CHA 20

SA: The incarnation of Nephthys has divine awe that affects all creatures of 2HD or levels or lower, at will; may cast a deathbolt, as per the manifestation, once every two rounds, saving throw with +3 penalty.

Weapons: By individual incarnation

Armor: None

Other Items: Per individual incarnation

The manifestation of Nephthys appears as a beautiful woman in royal garb. Nephthys is the twin sister of Isis.

Osiris

Manifestation

AC: +2
MOVE: 12, Fl 24
HIT POINTS: 200
THAC0: 5
#AT: 2
DMG/ATT: 3d10 + 12/3d10 + 12
MR: 70%
CLASSES: Ranger 16, Priest 20, Mage 18
STR 24 (+6, +12) DEX 19 CON 23 INT
22 WIS 22 CHA 23

SA: Special weapon (scepter) negates all 4th-level or lower spells cast at him; awe effect stuns all creatures of 8HD or levels or lower; anyone who touches his body in battle must roll a successful saving throw vs. death or die; shapechange at will; controls all vegetation in a 200-yard radius, at will.

SD: Sees all invisible objects and illusions for what they really are.

Incarnation

AC: 0
MOVE: 12
HIT POINTS: 100
THAC0: 6
#AT: 2
DMG/ATT: 1d6 + 11/1d6 + 11
MR: 65%
CLASSES: Ranger 15, Mage 15, Priest 18
STR 23 (+4, +10) DEX 18 CON 20 INT
21 WIS 19 CHA 20

SA: The incarnation of Osiris may use any Plant spell at will, once per round; awe effect stuns all creatures of 2HD or levels or lower, at will.

SD: Immune to 1st- to 3rd-level illusion/phantasm spells; immune to following spells due to high Wisdom: *cause fear*, *charm person*, *command*, *friends*, *hypnotism*.

Weapons: Typically wields a magical mace.

Armor: None (base AC 4, plus DEX bonus)

Other Items: Per individual incarnation

The manifestation of Osiris appears to be a muscular green man, dressed in regal robes.



Set

Manifestation

AC: +4
MOVE: 18
HIT POINTS: 300
THACO: 4
#AT: 2
DMG/ATT: 7d10/7d10
MR: 50%
CLASSES: Fighter 17, Illusionist 20, Priest 15
STR 14 DEX 20 CON 24 INT 24 WIS 23
CHA +2

SA: Touch transforms victim into minion of Set (saving throw vs. spell); spear causes 7d10 points of damage; can create a lethal poison (saving throw at +4 penalty, those who fail die in 1d4 rounds) at will.

SD: Immune to 1st- to 6th-level illusion/phantasm spells; +3 or better weapon required to hit; any who touch Set must roll successful saving throw vs. poison or die; has appropriate spell immunities for high Wisdom.

Incarnation

AC: +3
MOVE: 15
HIT POINTS: 150
THACO: 4
#AT: 2
DMG/ATT: By weapon
MR: 25%
CLASSES: Fighter 17, Illusionist 18, Priest 12
STR 14 DEX 20 CON 22 INT 22 WIS 21
CHA +2
SA: The incarnation of Set has divine horror that affects all creatures of 2 HD or levels or lower at will; may create poison (saving throw at +4 penalty, those who fail die in 1d4 rounds) at will.

SD: Immune to 1st- to 4th-level illusion/phantasm spells; high Wisdom gives immunity to the following spells: *cause fear, charm person, command, friends, hypnotism, forget, hold person, ray of enfeeblement, scare, fear.*

Weapons: By individual incarnation (typically magical spear)

Armor: Scaly skin (natural AC 1, plus DEX bonus)

Other Items: Per individual incarnation

The manifestation of Set appears as a muscular man with a jackal's head.

Thoth

Manifestation

AC: +3
MOVE: 12, Fl 24
HIT POINTS: 280
THACO: 11
#AT: 1
DMG/ATT: By weapon type +8
MR: 95%
CLASSES: Fighter 5, Mage 30
STR 20 (+3, +8) DEX 20 CON 24 INT 25
WIS 25 CHA 18

SA: All spells inflict maximum damage; negates any single magical spell, item, or weapon in 100-yard radius; scepter has a *death* spell, usable by touch.

SD: See above.

Incarnation

AC: 0
MOVE: 12
HIT POINTS: 140
THACO: 12
#AT: 1
DMG/ATT: 1d6 +7
MR: 90%
CLASSES: Fighter 3, Mage 25
STR 19 (+3, +7) DEX 20 CON 21 INT 24
WIS 23 CHA 17

Armor: None (natural AC4, plus DEX bonus)

Other Items: Per individual incarnation
SD: High Intelligence makes him immune to all illusion/phantasm spells of 6th level or lower; high Wisdom grants him immunity to the following spells: *cause fear, charm person, command, friends, hypnotism, forget, hold person, ray of enfeeblement, scare, fear, charm monster, confusion, emotion, fumble, suggestion, chaos, feeblemind, hold monster, magic jar, quest*

The manifestation of Thoth appears as a thin but muscular man with the head of an ibis or a baboon. The incarnations of Thoth are human in appearance but have facial features that suggest an inquisitive and thoughtful mind.

Special Note

During the Avatar series of modules (*Shadowdale, Tantras, Waterdeep*), all of the gods of the Realms are affected by certain events that strip them of their abilities. This includes the gods of Mulhorand. All of the incarnations of the gods are in a coma while that series takes place, and the manifestations of the gods are reduced to the power of their incarnations.

Following that series, the gods are likely to be shaken from their complacency, seeing that events elsewhere can affect them, and that they may not be as eternal as they believe.

As usual, this is a matter for the DM to decide.



PERSONALITIES OF MULHORAND

The information on notable personages presented in this section is listed in the following order:

- Name
- Base of Operations
- Level and Class, and Title
- Alignment, Deity Served
- Race, Sex

This section details only those prominent fighters and adventurers and nobles who are not involved in the center of the political struggles in Mulhorand; the people in this section prefer action to politics. Information on Vizier Rezim, Pharaoh Horustep III, and other politically active people can be found in the "The Nobility" part of the "People and Society of Mulhorand" section.

Derlaunt

Gheldaneth
13th-level Mage, Precept of Gheldaneth N, Thoth
Human male

Derlaunt, cousin to Tholaunt (the current incarnation of Thoth) is the ruler of the city of Gheldaneth. He is a wizened old man, having attained the power he sought after many years of struggle, and now finds himself too old to enjoy it in the way he desired.

Derlaunt has found himself bored of late, and turned to alleviate his boredom through archeology. Hundreds of Statues-That-Walk (see "Colossus, Stone" in the "New Monsters" section) dot the landscape in Mulhorand; Derlaunt thought he found a way to animate one of them and put it under his control. If he had been successful, it would have given him a lot of prestige; unfortunately the ritual backfired and all of the statues were animated at once. And Derlaunt controls none of them (see "The Statues That Walk" adventure).

Derlaunt is an easily irritated old man. He is extremely snobbish toward all but Mulhorand nobles. Any attempt to accuse him of wrongdoing will likely cause him to order the town guard to throw the accusers in prison.

Derlaunt is a wrinkled old mulan who wears wizard's robes adorned with a scarab of life.

The Fangs of Set

The current incarnation of Set is Seti, who lives in disguised form in Skuld; he is a merchant who travels the coast of the Alamber Sea, corrupting those he contacts. His will is primarily carried out by four noted henchmen: Hodkamset, Nekiset, Hamsetis, and Sulyar, together referred to as the Fangs of Set.

This adventuring company exists to further the will of Set, sometimes independently on minor tasks, and sometimes as a single unified force on major endeavors. Each commands a number of high level henchmen (1-2 fighters, levels 7-12, 1-2 wizards, levels 7-9, and 1-3 priests, levels 5-11) and six minions of Set.

Hodkamset

Wanders
22nd-level Necromancer, Lord of Set
LE, Set
Human male

Hodkamset is the most powerful wizard in the service of Set.

Originally, his name was Sesostris; he was one of the most powerful wizards in the service of Osiris—a powerful necromancer in the service of the Lord of the Dead. He made enemies in the priesthood of Horus-Re, who feared his power and attempted to discredit him.

Sesostris's reputation was ruined, and since he received no help from his own priesthood, he faked his own death, changed his appearance and turned to the cult of Set. Since then he has become the right hand of Seti, the current incarnation of Set.

Hodkamset is an ambitious man. He has many contacts in Sampranasz, and he has spies throughout Mulhorand. He has an alliance with Zhentil Keep. He sends followers of Set throughout the Realms in search of items of power. Hodkamset has quite a few of his own,

including a *staff of the necromancer* (see the "New Magical Items" section) and a *jewel of Karathoth*.

Hodkamset's major schemes are twofold.

First, he intends to kidnap the boy pharaoh and replace him with an evil shapechanger, a rakshasa in the service of Set. This rakshasa would create chaos in the priesthood of Horus-Re, and allow Seti to take the throne and lead Mulhorand to its rightful place as the sole power in the Realms.

Second, Hodkamset has put together a team of resourceful and powerful servants of Set. This group travels the Realms in search of lost magic; he hopes to have enough powerful artifacts at his command that he could wage war against the manifestations of the gods themselves. This adventuring company is detailed later.

As one might guess, Hodkamset is something of a megalomaniac. He is determined to lead Set to glory, destroy the priests of Horus-Re, and bring down the gods themselves.

Hodkamset is also extremely devious; he should never be underestimated. He always travels in disguise and always makes his contacts under an assumed name, so that no one knows that Hodkamset really exists. He has magical items that prevent scrying, detection of alignment, and true seeing. Hodkamset uses spells to disguise his appearance; typically he travels as a little old lady, leaning on her staff. In his true form, he is middle aged, with long silvery hair that suggests age, but he has a young face. He is of mulan racial stock.

Nekiset

Wanders
19th-level priest, High Priestess of Set
LE, Set
Human female

Nekiset is a turami female of great beauty and evil. She is the leader of the Fangs of Set, an adventuring party in Set's service, which she controls by sheer ruthlessness. She is very close to



Hodkamset; the few people who know them both well have speculated that they are lovers.

Nekiset was raised in Sampranasz and spent her early days as a slave. She terrorized the other children and became the leader of the slave group when she was very young, a fact that impressed her master. While passing through Sampranasz she came to the attention of Seti, incarnation of Set, who was impressed by her devotion and her capacity for evil. Nekiset was ordered freed from her life as a slave so that she could join Set's priesthood. Nekiset proved to be extremely gifted; she rose in a remarkably short time to be one of the most powerful priests in Mulhorand.

Nekiset's goal is the same as Hodkamset's; to overthrow the pharaoh and the priests of Horus-Re. She was responsible for organizing the assassination of Pharaoh Akonhorus II, through careful use of charm magic on the pharaoh's bodyguards while the pharaoh slept. There are times when she wonders about Hodkamset's sanity, but she admires his brilliance and his cruelty. Eventually, she realizes that she will have to destroy Hodkamset to take her rightful place at Set's right hand, but she is willing to work with him until they achieve domination over Mulhorand.

Nekiset is a tall, dark-skinned turami female with a bald (shaven) head. She wears dark robes with the insignia of Set.

Hamsetis

Wanders
22nd-level fighter, Strong Arm of Set
LE, Set
Human male

Hamsetis is the third of Seti's three powerful human servants. He is probably the greatest fighter in the south. He was a slave of the Red Wizards, who used him as a gladiator. He constantly rebelled against their brutal treatment and was beaten severely. Nevertheless he continued to win his fights, even when nearly crippled. The priests of

Set were impressed by his physical prowess and purchased him from his masters. His spiteful former master decided to maim Hamsetis and make him useless to his new masters.

The priests of Set are not kind, but they know how to handle their commodities. Hamsetis was fully healed.

The young fighter swore vengeance against the Red Wizards, but he also swore an oath of loyalty to Set, who occasionally allies with the lords of Thay. Hamsetis has been encouraged by Seti to pretend to help the other priest-hoods of Mulhorand against Set; they consider him to be a good and honorable man and a matchless warrior, and he is trusted by the vizier and other high-level bureaucrats.

Hamsetis is an honorable man, but very bloodminded in his vengeance. He enjoys killing, especially in one-on-one duels, but treats worthy adversaries with respect. He has no political ambitions, except for a keen desire to destroy the Red Wizards. He belongs to the cult of Set out of a sense of gratitude. He is short, muscular, and dark-skinned, seemingly a mix of rashemi and turami.

Hamsetis typically attacks with long sword and dagger, which gives him three attacks per round. Attacks with the long sword suffer a -2 penalty to the attack roll, while attacks with the dagger suffer a -4 penalty to the attack roll (these penalties partially cancel the weapon bonuses and Hamsetis's Dexterity bonuses). In extreme circumstances, the dagger and the sword are poisoned.

Suliyar

Skuld
Rakshasa Lord in the Service of Set
LE, Set
Rakshasa male

Suliyar is a rakshasa rajah (lord), out-cast from its homeland east of Raurin. He was the ruler of a great tribe of rakshasas, but he was deposed and sent to

wandering. He was found by Nekiset, who recruited him into the worship of Set.

Suliyar is a proud and savage creature; he believes that serving Set will bring him the power and the prestige that he is due. He believes that Set has influences that extend beyond the Realms, and that one day he will conquer a large dominion and rule as a maharajah. Suliyar enjoys hunting and playing with humans, and regularly stalks the streets of Skuld.

He especially enjoys killing initiates of Horus-Re. He doesn't particularly care for the other members of the Fangs, but sometimes finds their deviousness amusing.

Suliyar is always accompanied by four rakshasa bodyguards. One of these rakshasas is to be used by Hodkamset to replace the child pharaoh Horustep III in his current scheme. Suliyar typically disguises himself as a young mercenary soldier.

Gestanius

Sword Mountains
Great Wyrms Blue Dragon
LE, Set (very loosely)
Dragon female

Gestanius is the greatest of the blue dragons of the south. Her lair is on the eastern edge of the Sword Mountains.

She is one of the most foul-tempered beasts in the Realms; she enjoys razing trading caravans and small villages for fun. One of her paws was crippled in combat with a brown dragon long ago, and she walks with a noticeable limp.

What drives Gestanius is her burning need for revenge against the brown dragons who murdered her children (even though the blue dragons started the battle, Gestanius still blames the brown dragons for the results). She will do anything to get back at them. She has a loose alliance with the cult of Set, but they haven't gotten the results she wanted.

Game Mechanics: Gestanius has 95 hp. Use the blue dragon statistics in vol-



ume I of the *Monstrous Compendium*. Due to her injury, her ground movement is reduced to 6, and she suffers a -3 penalty to her attack and damage rolls with her second claw attack.

Halcaunt

Skuld
13th-level Paladin, leader of the Brotherhood of Skuld
LG, Osiris
Human male

Halcaunt is the most tireless fighter against the cult of Set in all of Mulhorand. He continually warned pharaoh Akonhorus and his servants of the threat of Set; he is something of a pariah among the bureaucracy after his prediction came true. Nonetheless, Halcaunt continues to urge for Mulhorand to be purged once and for all of the influence of Set. He has formed the Brotherhood of Skuld, a group of adventurers, to assist in this purpose.

Halcaunt is known to be a grim, overly serious individual. In many ways, he's more like a Westerner than a Mulhorandi.

He is fanatically driven in his quest to purge Mulhorand of all traces of the cult of Set.

There are other members of the Brotherhood of Skuld, including Urius (11th-level wizard, based in Gheldaneth) and a number of low-level priests of Osiris who see Halcaunt as a leader. The main priesthood of Osiris treats Halcaunt as a fanatic, a source of embarrassment.

Halcaunt is a tall muscular mulan. He wears armor that has been painted blue and a helm shaped like the hawk-symbol of Osiris.

Hethhab

The East Road
Incarnation of Anhur (secret), Defender of the Eastern Way
CG, Anhur
Human male

Hethhab is the current incarnation of Anhur. He has disguised himself as a warrior of Anhur and has distinguished himself as a slayer of monsters. To prevent a personality cult from forming around him, Rezim, vizier of Mulhorand, has appointed Hethhab Defender of the Eastern Way. This post confers the responsibility to protect the eastern sections of Mulhorand from bandits and monsters. It is a job with a very high turnover rate due to death, as the monsters in the region are quite deadly.

Hethhab rides with a company of six disguised divine minions of Anhur, wandering the east to protect Mulhorand from monsters.

That Hethhab is still alive is a source of considerable annoyance to Rezim, who does not suspect his true identity.

Hethhab is present in the "Rage of Dust" scenario. Use the statistics for the incarnation of Anhur given in the "Religion of Mulhorand" section (under "Anhur" in "The Gods").

Knesha

Sultim (outer)
16th-level Bard
N, Hathor
Human female

Knesha was a scribe for the bureaucrats in Skuld when she made a mistake in calculating the taxes. This mistake cost the treasury thousands of pharaohs.

Knesha was imprisoned for her error, but she escaped and fled to the north. She is considered an outlaw, but as no law exists in Outer Sultim, no one bothers her.

Knesha's chief talent is satirical poems. Knesha's most frequent choice is Rezim (of course). She is rather bored with her life as a bard; she would rather go on great adventures. Knesha's favorite pastime is studying the places where magical items were lost in battle long ago. There is no greater authority (save for the incarnation of Thoth) on the lost relics and artifacts of the south in the entire Realms.

Knesha is a beautiful turami female known for high-pitched laughter (which has earned her the nickname "Hyena").

Knesha is willing to show parties of adventurers where these items are located, but her price is steep.

Shutep

The Great Vale
6th-level Thief
N, Mask
Human male

There are many people who have tried to rob the graves of the god-kings. Some have tried to use brute force, others have employed stealth. Few of these thieves have been as resourceful as Shutep of Jhalhoran.

Shutep is a confidence man. He likes to manipulate parties of non-Mulhorandi, especially greedy adventuring companies.

Typically he joins up with such a party, earns their trust, tells them a wild story that involves them breaking into a major tomb in the Land of the Dead, then he grabs a major treasure and leaves the company stuck with the consequences. He's not malevolent, just greedy and somewhat cowardly.

Shutep is a well-built mulan male with curly hair and a scar on his chest. He typically passes himself off as a merchant, and is skilled at disguise.

Shutep wears a *ring of dishonesty* on one of his toes; it enables him to tell lies that seem like the truth to *detect lie* spells.



CULTURE OF MULHORAND

Mulhorand has a distinctive culture that has developed over thousands of years. There is, however, a reluctance to experiment with new and foreign styles.

The Arts

Paintings in Mulhorand tend to be flat and well-detailed, but with very little sense of perspective. Many paintings deal with religious scenes, depicting the gods and their deeds. The most impressive aspect of these paintings in recent centuries is their sheer size; the belief is that the gods must be portrayed as fundamentally greater than humans or they will be insulted.

Therefore, the gods are usually much taller, more handsome, more heroically proportioned, than the humans in their paintings. This tradition does give the gods a rather bland and uniform appearance; the smaller, more varied humans are usually the most interesting figures in these paintings.

Sculpture has been a major art form in Mulhorand, though the last great period of sculpting was hundreds of years ago.

Stories and poetry in Mulhorand have evolved from great epics about the gods at the time of the First Empire, to household fables in the Second Empire, to the present-day hymns and chants of praise to the deities. These psalms, as they are sometimes known, possess a great deal of literary power. The latest trend is toward "realism"—mixing the old fables with hymns of praise to produce works of great diversity and beauty. Many verses are put into song. Mulhorandi music typically relies on flutes and reed instruments; stringed instruments are considered strange in Mulhorand.

Architecture

Great monuments line the streets of Skuld, support the roofs of major temples, and stare at pharaoh's graves in

the Land of the Dead. The greatest sculpture is the tomb of the pharaoh Horuseres II, which is carved out of an entire mountain face. The great dracosphinx of Klondor is also an awesome sculpture. Monument building is as constant in Mulhorand as the flooding of the River of Spears.

While the majority of buildings in Mulhorand are made from bricks, there have been a number of monuments made from granite, sandstone, and limestone.

The earliest monuments were step pyramids, with a central crypt concealed by tiers of granite or limestone. By the time the First Empire reached its peak, the step pyramid had been replaced by the slope pyramid, of which the 600-foot-tall Tomb of Re in Skuld is the largest.

Pyramid building thrived for hundreds of years, even making its way into Unther. However, the First Empire was soon to come to an end following the Orcgate Wars, and Mulhorand's vigor for great projects diminished. The tomb of their god was the last great achievement.

But centuries later, at the beginning of the current age, Mulhorand had re-established its dominance in the eastern Inner Sea, and the Second Empire was born.

This new empire brought with it a new vitality. Monuments were again constructed, including the Face of the Gods, the previously mentioned tomb of Horuseres. The main style of architecture was the Untheric style, which emphasized obelisk building. Tall towers rose into the air, and soon the gods in Skuld were building vast prayer towers to house their manifestations.

Following the loss of Thay and the end of the Second Empire, the building of prayer towers in Mulhorand ceased. It was more important to fortify the cities of Mulhorand. After about 100 years, the military period was over and Mulhorand once again went back to

building monuments, trying to recapture its lost glory. The new fashion, which remains to the present day, consists of tall, broad buildings of granite for ornate temples.

Tombs are no longer grand, but consist of underground chambers with elaborate interior decoration. The temple style of architecture, as it is called, borrows heavily from Unther, with huge stone columns supporting a massive roof. In typical Mulhorand fashion, the columns are sculpted to resemble the gods, and temples are painted with huge scenes commemorating the deities.

Athletics

Mulhorand is sometimes called the Land of Feasts, and this tradition is one that never stops. In Floodtime, there is a five-day festival in which eating, drinking, music, and sports are mixed in great celebrations. People flock to the cities to engage in and watch athletic competitions, typically running, wrestling, and charioteering.

Athletics have always existed in Mulhorand, but have never been as prominent as they are at this time.

Chessentan mercenaries have brought the Great Games from their land, and mercenary companies compete biannually in the Great Arena of Skuld, along with Mulhorandi who have a mind to compete.

The Chessentans usually win, but the Mulhorandi, stung by the challenge, are improving rapidly, especially in wrestling.

Clothing

Most Mulhorandi wear simple unadorned clothing, typically a white tunic, black headdress, a belt, and sandals. In colder weather more colorful garments may be worn, but the fashion in Mulhorand is for clothing to be plain.



TECHNOLOGY OF MULHORAND

Throughout its history, Mulhorand has been a tool-using culture. The invention of magic has substituted for some of the functions of tools, but magic is rare.

Only the dwarves can call themselves more technically advanced than the ancient Mulhorandi. Between the First and Second Empires, political stability and a historically secure border with Unther enabled the Mulhorandi to develop new technologies.

At this time, the ancient khopesh became a sturdier, scimitar-like weapon, and a number of swords were developed. Sages of Thoth, interested in the development of Mulhorandi weaponry, examined the ruins of Sekras and discovered that experimentation in weapons thrived between -700 and -200 DR. By the beginning of the Second Empire, the sword had become firmly established as the weapon of choice for the Mulhorandi armies.

Furthermore, there is evidence to suggest that trading between the dwarves of the Great Rift and Mulhorandi gave the humans the secrets of forging steel. It was steel weapons that enabled Mulhorand to carve out an empire in the north. This more or less ended Mulhorandi developments in weaponry. Meanwhile the gods, who were more conservative than their followers, still used weapons of highly enchanted bronze.

Most of the weapons employed in the west, with the exception of the pike and other polearms, are used by warriors in Mulhorand. The preferred ranged weapon has always been the composite bow, which came into prominence during the First Empire. It played a major role in the victory in the Orcgate Wars.

Armor in Mulhorand was typically scale mail, but has since evolved to include chain and plate mail. Full plate armor is exceedingly rare, possessed only by the greatest fighters. Armor may be worn only by authorized guards or by soldiers in wartime; if others are caught in armor, they are required to surrender it immediately. If they resist, they are imprisoned or exiled. Armor was

traditionally made from bronze, but now it is constructed from steel.

A number of other technical innovations occurred between the First and Second Empires, notably the invention of the wheel and the block and tackle. The wheel led to the invention of the chariot, which gave warriors additional protection in battle and enabled them to maneuver on the battlefield far more quickly. The block and tackle enabled buildings to be constructed more easily (the great pyramids of the First Empire were all constructed without these tools, relying instead on human strength and teamwork).

The most interesting of the technical innovations, though, was the invention of the pressure engine. The priests of Thoth devised a way to use dams and engines to harness the power of Mulhorand's rivers, which they used to grind grain and pump water into far reaches of the desert, fertilizing the desert soil. A period of desert settlement followed. It ended when the pharaoh disapproved of a plan to build a huge dam on the River of Spears, feeling that technological innovation had gone too far. He ordered all development on river and steam technology ended.

Eventually the engines fell into disrepair, though a few steam engines, powered by *stones of everburning*, yet pump water into isolated areas. There has recently been a rebirth of interest among a small faction of Thoth priests, known as the Technologists. They are defying the ancient order against working with steam technology and are trying to rediscover the secrets of the ancients, master them, then see what else can be done with this weird form of magic.

The traditional form of magic continued to thrive in Mulhorand. Even before the founding of the Old Empires, the mages of Raurin had discovered the existence of Great Magic—8th- and 9th-level spells. Like many others, their descendants in Mulhorand tried for centuries to discover 10th-level spells, but they eventually became convinced

that spell effects for mortals and immortals alike cannot go beyond the 9th.

Instead, the mages researched many spells, which eventually became part of their legacy to the Old Empires. Recently, they have developed numerous new spells (see the "New Spells" section), but they have altered the language of their magic to make it extremely difficult to teach these spells to non-Mulhorandi. Even the mages of Set, who have learned these spells, do not teach them to outsiders (they believe that they are destined to rule Mulhorand, and they have no wish to see these new spells fall into the hands of the Red Wizards, their arch-enemies).





PEOPLE AND SOCIETY OF UNTHER

“How great are the Mulan, of which Unther is the purest! How great are their works, how cunningly wrought! How skilled are their minds and how mighty is their magic! Let all nations praise the Mulan, of which Unther is the purest!”

—A hymn of the priests of Gilgeam

The people of Unther are divided into a number of different racial types. The most common race is the Mulan, which is also the race of the god-kings of Mulhorand. As mentioned earlier, a race of tall, slim, sallow-skinned humans known as the Mulan fled the destruction of their parent civilization in Raurin and settled around the Alamber Sea and the Wizard’s Reach. The Mulan cleared their land of demihumans, humanoids, and the native humans, the dark-skinned Turami. Many of the latter were taken in by Mulhorand, where they were responsible for most of the great achievements of that culture.

The upper classes of Unther consist almost entirely of Mulans, descendants of the lords of all. They have bred almost exclusively within their own families and claim to be “pure” Mulan (as opposed to those of Mulhorand). The middle classes of Unther consist of merchants and freeholders, whose forefathers were originally traders from many lands; they are always human, but vary greatly in racial type. The lower classes are either poorly paid servants of freeholders or slaves. These can be of any race—human, demihuman, or even humanoid (enslaved ogres are sometimes used to construct buildings).

The Population of Unther

There are three social classes in Unther:

The Nobility

The chief noble of Unther is the king, who is currently (and has been for over a millennium) Gilgeam the Great, the manifestation of an extra-planar Power.

Unlike the god-kings of Mulhorand, who are known to treat their dominions with benign neglect, Gilgeam is neither benign nor neglectful.

The administrators and major landholders of Unther are the priests of Gilgeam. Priests and prominent followers of Gilgeam hold every major position in the cities of Unther, in its armies, and in its bureaucracy. To worship another deity, even Ramman or Ishtar, whose worship is (reluctantly) approved by Gilgeam, is to exile one’s self from any possible position of political power.

Members of the noble class live very luxurious lives in the Palace District of Unthalass; their every whim is satisfied by their slaves—and by the treasury of Unther. It is a tradition in Unther that the gods are not always kind, that life is hard, and that one must worship the gods in spite of this, rather than relying on their beneficence. The idea that the people of Unther would not appreciate being taxed to pay for the extravagance of the nobility has not occurred to them. Their attitude is: yes, the cities of the North Coast and Chessenta did rebel, but they were ingrates with too much foreign blood in their veins. The words “it could never happen here” are often heard in the palaces of Unthalass.

The number of nobles in Unther is much smaller than in other nations. This is unusual, especially given the long history of the kingdom. Many noble families have fallen from favor; in a period of a few months a family could change from being the king’s favorites to having all of its lands confiscated and all family members sold into slavery. Families frequently fall from favor; someone must take the blame for the catastrophes that befall Unther (the blame cannot be directed at the king, as he is never wrong).

It is very rare for members of the underclasses to be promoted into the nobility. In these cases, the new nobles were all servants of the priesthood of Gilgeam who rose to favor (they must also be pure-blooded Mulan). Usually the new nobles were grandchildren of

fallen nobles and are being restored to their ancestors’ status after decades of faithful service.

Nobles in Unther wear the badges of their house and station and often paint their faces silver, especially on ceremonial occasions. They once used the forehead circles still displayed by nobles in Mulhorand, but those fell out of fashion.

Noble Titles in Unther

Titles in Unther include “Great Lord” (for the favorites of the King), “High Lord” (for the high priests of the King), and “Lord” (for other Mulan nobles). The first-born male in Unther is the heir of the estate and known as “Young Lord”; other children are sent into the priesthood, the military, minor posts in the bureaucracy, or the wizardry schools.

All nobles and their children are taught how to read, write, and do basic calculations.

The Middle Class

The middle class in Unther consists of low-level bureaucrats (scribes), guards and military commanders, traders, teachers, and freehold owners.

Unlike the situation in Mulhorand, the government of Unther does not have a stranglehold on its economy. It considers operating trading companies and mining operations to be a task beneath the dignity of any civilized Mulan, so it has allowed freeholders, who are wealthy foreigners, to run these operations, which are taxed heavily. There are about an equal number of freehold farms and temple-run farms. Due to recent drought conditions, Unther imports about 30% of its food from Thay, and there are often severe shortages.

The freeholders run their operations to make money and would rather let their slaves go hungry than buy enough food to give them a reasonable meal. Freeholders force their slaves (or hired freemen, in times of slave shortages) to work hard hours for little pay. It should be noted that there are more sensible and humane managers, especially near



Shussel, but these are the exception and not the rule.

Traders are more compassionate. A number of trading companies from Durpar and the far south travel through Mulhorand into Unther, but the expenses and risks of traveling make these goods very expensive. Most traders pay protection money to Furifax and some of the other prominent bandit chiefs of the Eastern Shaar. There are a number of trading companies stationed in Unthlass that buy goods from southern traders, then sell them in Chessenta or Thay.

A third middle class career is that of a soldier. A livable wage can be earned as a city guard, bouncer, bodyguard, or as an escort for a merchant caravan.

Most members of the Untheric middle class who enter the army become officers, although their battle tactics and methods are considered to be old-fashioned by the standards of the west (the army of Unther still uses mostly bronze weapons).

The middle class is generally incapable of prospering in Unther due to restrictive taxation. Those with contacts in other lands who still see potential business in Unther have been encouraging certain idealistic adventurers to come to Unther and fight against the government, in the hopes that Gilgeam and his priests will be overthrown and a more favorable regime will come to power.

Slaves

Slaves are the lowest form of life in Unther. Unlike Mulhorand, where slaves have the protection of the law and sometimes seem to have favorable treatment as church property, the slaves in Unther have no rights. If a freeman murders a slave, he may have to pay financial compensation to its owner, or give him a new slave, but the slave's life is not considered to be very important.

Slaves may belong to either freeholds or the temple of Gilgeam. It is a common practice to brand slaves on the backs of their left arms. This identifies the person as a slave (in the event he es-

capés) and who he belongs to. If the slave is purchased, he is branded again below the original mark. Some slaves may have as many as five or six brands. They are typically bought from other nations, or are given slavery as a sentence for some crimes. When there is a shortage of slaves, officials of the temple of Gilgeam sometimes convict people of nonexistent crimes and then sentence them to slavery on the spot. This is known as "Gilgeam's Justice."

Slaves perform nearly every function necessary for Unther to survive, from growing food, to mining, to building monuments.

The Society of Unther

In essence, the society of Unther is one of the most miserable tyrannies that the Realms have ever known. The Overall, the governing powers in Unther, are lawful evil, but many of their enforcers are chaotic evils with no respect for the law. Ruling this society is a once beneficent deity who has been corrupted by long years of absolute power. At his sides are his lackeys, who have no regard for human life and less regard for non-humans. The vast underclasses have no hope; their goal is not to prosper but to survive. They have finally begun to see that the only way to ensure their survival is the one thing their ancestors considered unthinkable—the forced removal of the god-king Gilgeam from power and the destruction of the nobility of Unther.

Thus at present Unther is an extremely chaotic society. Each member of the society is either trying to figure out a way to come out on top in the new regime, or how to survive the coming bloodbath. The only possible exception to this might be the king, who is so enthralled with his own personal pleasure and so convinced that he is invincible that he feels no force in the Realms could topple him. Perhaps even worse for Unther are the number of foreign powers that are looking on and waiting

for the resolution of this civil strife, in the hopes that they can plunder the ancient secrets of this once great land.

Current Economy of Unther

"It is Fate that wills that slaves must labor all their lives for the good of Unther. I know that it is folly for the gods to challenge Fate."

—Gilgeam

Unther is a slave-based economy that produces minerals for sale, serves as a trade route for southern merchants, and a market for foodstuffs.

While there are farms in the Greenfields that produce barley, rice, and other staples of Unther's diet, 25% of the food consumed in Unther is produced elsewhere. Half of the food in Unther is bought by the priests of Gilgeam for their use and the use of their slaves, and the other half is bought by freemen to feed themselves and their slaves. When food is in short supply, the slaves go hungry first.

The major products produced by Unther are raw metals, most notably iron, which is extremely valuable in its pure form, as well as some gold. It is this trade that allows the nation to survive. Although there are forests in Unther, they are too far from the trade routes to make lumber a profitable resource, and there are fierce monsters that would need to be eliminated first. This may become a commodity for Unther at some later date.

The coin of Unther is the sheka, a much-debased gold piece. It is not worth much to foreign merchants. True wealth in Unther is foodstuffs and cattle, which can be traded for virtually anything.

Politics of Unther

The center of power, as it always has been, and as the rulers claim it always shall be by the decree of Fate itself, is the god-king, currently Gilgeam.

Gilgeam is a symbol of eternity and constancy; even the oldest man in Un-



ther remembers Gilgeam as his king, and Gilgeam has not changed. The philosophy of Unther has always been that life is hard, and the ability to endure hardship is the greatest virtue, no matter how unfair that hardship may be. It is this philosophy of life that has allowed Gilgeam to survive as the king of Unther for so long, and it is this philosophy that makes Gilgeam so confident that he can continue to survive.

Since even a god cannot administer every affair in the entire realm, he gives much of his power to administrators. The priests of Gilgeam are the administrators of Unther. Much of Gilgeam's time is given to pursuing personal pleasures, so the priesthood does the majority of the day-to-day work, though the king insists that every major decision be made by him.

The nation is divided into 13 fiefs, each of which has a Great Lord who oversees that territory. Followers of Gilgeam who own large tracts of land are Lords, and they are expected to assist the Great Lords in the administration of the realm.

This is the nation's political structure in theory. In fact, many of the Great Lords live in Unthalass and rely on reports from administrators stationed in outposts to give them reports from their fiefs. Great Lords often maintain residences in each of the major towns and cities of their fiefs, but they usually ignore them, allowing the lesser Lords to bully the people whenever they want. The Great Lords' chief responsibility is to make certain that all taxes are paid. Great Lords are notorious for charging even more than the recommended tax and pocketing the difference.

At present, Unther is extremely unstable and may collapse. Here is a list of the major factions, the leaders of each faction, and their intended plans for the future.

Gilgeam: This faction includes the followers of the deity Gilgeam, who is the traditional god of Unther. Gilgeam doesn't believe that there is a political problem in Unther, and that if there

was one, he would defeat whoever challenged him in battle and then destroy their followers with great ease. He laughs at the cult of Tiamat and doesn't know about the Dark Lady. He is filled with hatred for the bandit Furifax, whom he wishes to kill with his bare hands.

His followers include the Great Lords of the cities:

Gudea (13th-level fighter, ruler of Ssintar): He knows that it is suicide to tell the king the truth about how desperate the situation is, so he's been talking in secret with Furifax and the cult of Tiamat trying to ensure his continued survival if Gilgeam falls. He is a natural pessimist who deals in worst case scenarios. He has no leadership ambitions.

Tukulti (10th-level mage, ruler of Firetrees): Tukulti is a fool who feels that the rebellions are minor problems, mainly because he hasn't been touched. He is jealous of all the other Great Lords, with good reason. He wants to be the King's right-hand man, but he hasn't a chance.

Teumman (6th-level fighter, ruler of Dalath): He is mostly concerned with lining his pockets from freeholders' money and crushing all local trouble. He doesn't care about what's going on elsewhere, and he has no ambitions.

Annunaki (10th-level cleric of Gilgeam, ruler of Messemprar): Annunaki is one of the most brutal of all the Great Lords, as well as the most scheming and ambitious. He would like the king to settle down and leave governing Unther to him.

At present, he is more concerned with surviving the siege of the palace district. He is too proud to negotiate with the "underclasses" and will never surrender.

Ekur (8th-level cleric of Gilgeam, ruler of Shussel): He is a marginally competent but vicious ruler. Ekur is promising concessions to the priesthood of Isis should they give the king their support in case of a rebellion. The priestesses of Isis are too smart to believe him. He believes that a catastrophe is at hand, and he wants to ally with someone who can protect him in case

Gilgeam is destroyed.

Karigulzu (4th-level cleric of Gilgeam, ruler of Red Haven): Karigulzu is a minor priest sent as a sacrificial lamb to the most dangerous town in Unther. He believes that he's more clever than he actually is. He sees himself as one day being the most powerful man in Unther, though he is too stupid to dream of being disloyal to Gilgeam.

Zimrilim (10th-level cleric of Gilgeam, ruler of Unthalass): Zimrilim is a brilliant man, the right-hand of Gilgeam. He is aware that he has a lot of rivals for his position and that he is the most likely scapegoat for the current difficulties that Unther is experiencing. Zimrilim plans to import as many Chessentan mercenaries as needed to crush all opposition, and then he hopes that the mercenaries will go away when the rebellion is crushed.

Shuruppak (20th-level fighter, 7th-level mage): Shuruppak is the executioner and assassin of Gilgeam. He wants to kill people. He doesn't have any ambitions, as long as he can kill his enemies. (See "Personalities of Unther" for his statistics.)

The Gilgeam faction controls the army, is loyal to Gilgeam, and is by far the richest faction in Unther.

The Cult of Tiamat: This cult believes that the gods are evil and therefore the mythological enemy of the gods, the Dragon Queen Tiamat, must be good. This is a rather simplistic view, but in harsh times, people tend to look at things in black and white. This cult is getting widespread support throughout Unther as the only ones willing to stand up against Gilgeam, though the priests of Gilgeam do not yet realize how powerful the cult is becoming, or that an incarnation of Tiamat is present in Unther. Its leadership and major allies are as follows:

Tiglath (14th-level cleric of Tiamat, Firetrees): Tiglath is a rather pleasant if vengeful woman. She isn't interested in political power, she just wants to destroy Gilgeam, and the cult of Tiamat is a



means to an end. (See “Personalities of Unther” for more detailed information.)

Shudu-Ab (10th-level cleric of Tiamat, Unthalass): Shudu-Ab is the leader of the cult of Tiamat in the city of Unthalass. She is a vicious woman who sees the cult as her means to power. She plans to assassinate Tiglath when the rebellion is over and take control of Unther as Tiamat’s regent.

Furifax (13th-level fighter, Eastern Shaar): While not a servant of Tiamat, he has allied his vast band of bandits (2,000 elite troops with horse, plate mail and shield, and long sword) with the cult and has already fomented revolt. (See “Personalities of Unther” for more details.)

Skuthsiin (Green dragon, Methwood): This beast has been ordered to be Tiglath’s mount in battle. (See “Personalities of Unther” for more details.)

The Priesthood of Ishtar: This priesthood is based in Shussel. At present this faction is trying to stay neutral in the growing rebellion against Gilgeam, but the recent attacks against her cult by Gilgeam’s priests have not endeared her to the group. The leaders of the priesthood are as follows:

Ibalpiel (10th-level cleric of Ishtar, Shussel): Ibalpiel is the high priestess of Ishtar. She is dismayed by any prospect of bloodshed and wishes to keep the cult away from the fighting. She is the most powerful priestess of the cult, but she has lost much of her authority since she took an unpopular stand on this issue.

Utuhegel (6th-level cleric of Ishtar, Unthalass): She is the chief priestess of Ishtar in Unthalass. She believes very strongly that Ishtar must oppose Gilgeam, and is trying to rally together the priestesses around her.

The Priesthood of Ramman: This priesthood is based in the Greenfields but has a large temple in Unthalass. They really don’t care about the revolt; they believe the priests of Gilgeam will crush it easily and sell the survivors to Thay. They are not a factor in the politics of Unther.

The Northern Wizards: This is one of the two factions of wizards in Unther; this order is based in Messemprar. Historically they have seen themselves as the protectors of Messemprar. They have sworn an oath to protect it and its citizens from those who would do them harm. When the revolt started in Messemprar, the wizards realized that their enemy was now the army of Unther.

Their goal is to keep the army out, try to quiet the rebellion, then negotiate with Gilgeam for a peaceful settlement and a guarantee of an increased food supply. Given that the Reaper is in Messemprar to hunt and kill down the members of the Northern Wizards, their efforts are probably doomed to failure.

There are six wizards of 10th level or higher, and about 30 apprentices of 5th-8th level. The leaders are as follows:

Shurlash (16th-level mage, Messemprar): Shurlash is easily the most powerful wizard of northern Unther. He is renowned for his honor and his honesty, but tends to be blinded to the wickedness of others, believing that everyone is really good inside.

Larsa (13th-level mage, Messemprar): Larsa is Shurlash’s closest friend and very much like him in philosophy.

Nimrud (12th-level mage, Messemprar): Unlike the other wizards, Nimrud is pessimistic and believes that Gilgeam is going to butcher everyone he can once the rebellion is done. He believes that Gilgeam must be overthrown for the continued survival of Unther.

Ziusudra (11th-level mage, Messemprar): A rather cowardly wizard, he would like to leave Messemprar as soon as possible and find someplace safe.

Asshurat (11th-level mage, Messemprar): This sorceress believes that a peaceful solution is the only sane answer to the problems of Unther. She also realizes that they should be wary of possible treachery.

Tammuz (10th-level mage, Messemprar): Tammuz is having fun; he thinks that the rebellion is much more exciting than studying spells all day. He’s childish, immature, and no one pays much attention to him.

Borsipa (7th-level mage, Messemprar): This apprentice, one of the most powerful, is actually a spy for Gilgeam and his priesthood. She frequently sends messenger birds to a Gilgeam outpost, and is the Reaper’s contact in Messemprar. Her current duty is to help him assassinate the Northern Wizards, and she has no qualms about carrying out that duty.

The Slave Revolt: There are a number of prominent leaders of the revolt against the rule of the Gilgeamites. These leaders are as follows:

Dama (10th-level fighter, Messemprar): Dama is a former gladiator from Chessenta who was captured by Thavian slavers, then sold to a wealthy freeholder in Unther.

He is a highly charismatic demagogue (Charisma 17) with great strength (Strength 18/84). His goal is to create as much trouble as he can and bring the priests of Gilgeam to their knees; he is ruthless in dealing with people who have more moderate views. He is chaotic neutral, with some evil tendencies.

Ruduk (8th-level enchanter, Messemprar): Ruduk is an agent of Lauzoril, one of the Red Wizards of Thay. Lauzoril wishes to destabilize Unther, in the hopes that Thay may capture permanent bases on the South Coast.

Lauzoril does not wish, however, for the Red Wizards to be associated with the current unrest, so he has given Ruduk a great deal of autonomy. Ruduk is working behind the scenes, using *charm* spells to sit up unrest. Ruduk isn’t really interested in Unther; he’s trying to advance his fortunes with the Red Wizards.

The Traders: The merchants of Unther form the bulk of the foreigners that live in the country at the present time.

The traders wish for lower taxes and tariffs, in the hopes that can buy and sell more goods. They have not, however, taken a united stand on the current unrest. Some merchants believe the only way to make things better is to overthrow Gilgeam; these traders are send-



ing agents to hire mercenary companies from Chessenta to aid the rebels in Messemprar. Others believe that if they support Gilgeam and he wins, they'll have greater influence in Unther. The majority, however, are taking a "wait and see" position. Some important characters among the traders are as follows:

Avid (1st-level mage, wanders): This young wizard is from Durpar. His father's largest caravan was confiscated by the priests of Unther due to "a local emergency." This caused his father's trading company to collapse and his father to take his own life. Avid has come to Unther for the sole reason of getting revenge on the priests of Gilgeam by encouraging the rebellion. He has been a leader among the foreign traders who want Gilgeam removed from the plain.

Jehokim (5th-level fighter, Unthalass): Jehokim is an old adventurer who found a great treasure and retired to run several inns across Unther. (There is at least one Grey Chimera inn in each major city of Unther and Mulhorand; Jehokim is the owner of each of these and rents them out to others for a share of the profits.) Jehokim is the leader of the "let's get on Gilgeam's good side" movement. He is willing to do anything he can to improve his fortunes, including naming traitors to the priests of Gilgeam.

The Enclave: This is the most powerful cabal of wizards in Unther; only the priests of Thoth rival them in the south. The Enclave feels that it should stay neutral in this conflict, but not all members agree. For more information, see "Personalities of Unther," Isimud and Esarhadden.

The Laws of Unther

"Justice is dead in Unther! The priests of Gilgeam mock its corpse and, drunk with blood, dance upon its grave!"

—Dama the Demagogue of Messemprar

It may seem like there are no laws in Unther; in practice, this is correct. Essentially nobles may do what they want, including breaking agreements

(just refusal of services), confiscation, murder (summary execution), and even more hideous deeds.

However, this has not always been the case. The ancient law of Enlil was the code that Unther has followed, at least until the last two centuries. Its principles called for "justice, the destruction of evil and wickedness so the strong shall not oppress the weak, and the land shall be enlightened." The code of Enlil is a collection of case laws, describing all sorts of crimes and the appropriate punishments.

Most of these punishments are of the "an eye for an eye" sort. Murder is punishable by death, in all cases. Thieves would have a hand removed if caught in an act of thievery. The code of Enlil also enforced the idea that a laborer was responsible for any accidents caused by the imperfections of his labors; if a house collapsed on a man because it was poorly constructed, the builder would be put to death. The code of Enlil was severe, even by the standards of the Realms, but at least it was consistent and fair. Laws applied to all classes of society, including slaves (who are now far more numerous than they were even in the days of the Second Empire). In the days of the Second Empire, slaves could be rewarded with money, and might even borrow money to purchase their freedom!

Justice was the province of the priests of Enlil. Upon Enlil's departure from the Realms, this duty passed to the priests of Gilgeam. Regional justices were appointed by the king to oversee justice and to protect the code of Enlil; these justices are still appointed and still swear an oath to uphold the code, but at best the judges of Unther are indifferent to injustice, and at worst they use their position to bully, steal, and murder as they will.

If two nobles have a quarrel, they take their dispute to the king, who has the right to decide the issue. The king generally supports his favorite of the two nobles, though he is lenient in his punishment unless he dislikes the losing noble. If a foreigner has a dispute

against a noble or freeholder, the foreigner always loses. If, on the other hand, two foreigners have a dispute in Unther, they may both end up as slaves for wasting the time of the king and his servants with trivial matters.

Because there is no real law in Unther, most freeholders and traders rely on assassins to resolve their disputes. These assassins are usually Chessentan mercenaries and cutthroats, many of whom are skilled poisoners. Some traders use mercenaries as hired muscle to threaten those who do not pay their debts on time.

The Army of Unther

The ultimate form of justice in Unther is the army. Lately the army of Unther has increasingly relied on Chessentan mercenaries (as does Mulhorand), but Unther still keeps a standing army.

The army of Unther is considered to be backward and poorly trained; its soldiers are little better than slaves and its officers are often bullies, second and third sons from noble families who were forced into a military career because they did not stand to inherit anything. The weapons and armor used by Unther are bronze swords and plate mail; missile weapons include a composite short bow that fires flight arrows. The only cavalry units are charioteers. There is no air cavalry.

The standing army of Unther is 10,000. Of these, 2,000 are bowmen and 1,000 are cavalry. The main force numbers 4,000 and is based in Unthalass, though recently it fought in Messemprar against the Northern Wizards. The army is typically divided into units of 60; 1st- to 3rd-level fighters lead each unit. There are also 12 mages, of levels 3-6, with the main force; these mages have sworn allegiance to Gilgeam.

The main fleet in Unthalass was attacked by pirates three years ago. All but five ships were destroyed or captured; one of the captured ships was one of the greatest magical relics of the realm, the *Ship of the Gods*.



GEOGRAPHY OF UNTHER

General Description

"This land is nature's plaything, one lives or dies according to her whims."

—Saying of the priestesses of Ishtar

Mighty Unther's land holdings are now only a fraction of what they used to be. Once they extended far to the west, north, and south. Unther was once considered greater than Mulhorand, for Unther was larger and more aggressive. Unther still cannot be considered to be a small nation, but it is truly a nation in decline.

Unther's eastern border is the Alamber Sea, which it shares with Mulhorand. The border extends from the west coast of the Alamber Sea down the River of Swords to Lake Azulduth, the Lake of Salt. West of Azulduth, Unther controls territory to Unthangol Pass, then the border turns north to the Smoky Mountains and Methwood. The Winding River and Lake Meth form the western boundary, which winds its way north to Messemprar at the mouth of the River of Metals, on the edge of the Alamber Sea. The Riders to the Sky Mountains are claimed by both Unther and Chessenta, though Chessenta is not in a condition to contest the claim.

Topographically, Unther is divided into a number of different regions. The lowlands around the crescent of the south end of the Alamber Sea, known as Menesankh, the Plain of Life, are shared with Mulhorand. These are fertile fields that are irrigated by the rivers at the southern end of the Alamber Sea, most notably the River of Swords and the River Angol; this region extends as far north as Red Haven.

The second region is the Marthessel, the Smoky Mountains, which extends in a chain as far east as Chondath, and includes the Adder Mountains. This is an area of rough hills, rugged coast, and active volcanoes. The mountains are high, but are not as high as the Sword Mountains in Mulhorand. There are frequent earthquakes in the southern portion of this region, and few humans

live there. The Ship of the Gods, the island in the Alamber Sea, is considered to belong to this chain.

The third region, which covers most of the realm, is the Methtir, or Northern Plains. These lowlands extend east from the Riders to the Sky Mountains to the Alamber. It is an area of wild woods and arid grasslands.

There are a number of agricultural products grown in Unther; the Turami peoples that first inhabited the Greenfields had been farmers and had farmed the Menesankh lands for thousands of years before the Mulan emigrated from Raurin. The primary grains are barley and rice (which was only recently introduced into Mulhorand). Sesame seeds are grown and made into oil, and flax is grown to make cloth. There are many herd animals; sheep (there are over 200 words in Untheric to describe sheep), oxen, cattle, goats, and donkeys are all raised for domestic use. Lately the fields have been less productive, and the Untheri have been forced to buy foodstuffs from Thay at high prices.

There are few trees in Unther, with the exception of the Methwood. None are felled, if only because the monsters of the Methwood make the practice highly unsafe.

River of Swords

This long river forms the eastern border of Unther. The western tributary, the Blue Sword River, lies entirely in Unther, as its border extends as far east as the Green Sword River and Lake Azulduth. There are no Untheric settlements or farms on this river, aside from a few small outposts. These outposts were recently captured by the bandit chief Furifax.

For more information on the River of Swords, see Mulhorand.

River Angol

This swift waterway has its source in the springs of the Unthangol Moun-

tains. It is famous for its unpredictable floods. Near the mouth of this river are large farms tended by slaves owned by the king. Dikes have been built to contain floods, but at least once in every ten years there is one flood that spills over, and at least once every 50 years there is a major catastrophic flood.

Recently the slaves of the River Angol farms were freed by Furifax, who intends to use them as part of his invasion force of the Greenfields.

The Greenfields

Historically, the Greenfields have been the breadbasket of Unther, especially now that the fertility of its extremely rich soil is enhanced by magic. The farms in this region are generally privately owned and tended by slaves. About 70% of Unther's food comes from this region.

This region is also known for being the home of androsphinxes and gnosphinxes, which occasionally raid cattle farms whose herds graze in this area. Large bounties are placed on the heads of sphinxes, but the moneys offered are so small that no one who has the power to challenge these beasts will accept the risk. Slaves are sometimes sent to hunt them; few that run into a gnosphinx return home.

This area is frequently raided by bandits, and a garrison of 1,000 militia soldiers is permanently stationed in the area. They are generally considered not to have the resources to challenge the strategically superior and better armed bandits.

On the west side of the Greenfields is a group of mysterious mages known as the Enclave. They have no known loyalties to any of the factions in Unther, though they have angered the king by refusing his summons on several occasions and not paying their taxes. It is said to be one of the most knowledgeable cabals of wizards in the entire Realms, but none have entered their chambers or knows their true power.



River Alamber

This very long and swift river forms the western boundary of the Greenfields. Its source is a network of streams on the northern side of the Unthangol Mountains. It provides needed sediment for the Greenfields, but, like the River Angol, it is unpredictable in its floods (except that its major floods usually occur in the same year as the River Angol's). Its floods are so severe that the city of Unthalass has nearly been destroyed twice by them in recorded history.

East of Alamber is the Greenfields, while west of Alamber is the desolation known as the Black Ash Plain. There are two settlements along the Alamber river: Unthalass, capital of Unther, lies at its mouth, while the town of Firetrees is downstream.

Black Ash Plain

This large area extends south from the Smoky Mountains as far as the Alamber River. The region gets its name from the ash spewed onto the plain by the Smoky Mountains, though "grey soot" would be a more appropriate name, except directly after an eruption, which occurs frequently.

There are no human habitations here. Brown dragons tunnel happily through the soot and through the rocky volcanic soil, and a tribe of black-skinned stone giants (locally referred to as ash giants) lives in the dormant mountains on the eastern edge of the plains. The soil is not fertile, though ash from these plains mixed with irrigable soil has been known to increase the soil's fertility.

The Smoky Mountains

The Smoky Mountains is a chain of volcanoes that run across Unther from west to east. There are two branches of these mountains. The eastern branch is dormant, with occasional puffs of steam exiting its vents, but few eruptions. The western branch is more active, with two volcanoes in particular, Mt. Fussel, and Mt. Temmikant, erupt-

ing frequently. A venerable red dragon lives on Mt. Temmikant; its name is Guy-anothaz. It is as harmless as a venerable red dragon can be—centuries ago, an adventuring company known as the Dragon's Bane attacked it, blinded it, and stole most of its hoard. It guards what few gems and coins it has left and survives by eating pumice stones. It knows every inch of its lair, but it is too frightened to venture into the open.

Mount Fussel is known to be the home of a number of flocks of dreaded pyrolisks, and it is said that salamanders swim in its molten core.

Methwood

This large, hot woodland is filled with cypress, date palms, cedar, juniper, and mulberry trees, with lots of vine growth. The vegetation is very thick and difficult to travel through without using a blade to cut the thick vines. In ancient times, Unther had a number of druids and nature worshipers who built great, tiered homes in the trees; now there are no intelligent creatures native to these woods.

Near the center of the forest are quite a few groups of vicious chimerae, each of which guards its territory fiercely. The old green dragon Skuthosiin scours the edges of Methwood and beyond in search of food.

There are a number of elephants, monkeys, leopards, and other, less dangerous, creatures within the confines of this forest.

It is said that within the heart of Methwood are the ruins of a great lost city of the original Turami inhabitants of Unther. If so, it has never been found, not even by the adventurers of Unther at its zenith, and most dismiss this legend as mere fancy.

Methmere

This long, narrow lake has a winding coastline. It is a clear blue lake, backed on the west by the Riders to the Sky Mountains. Several plesiosaurs swim in the depths of this lake, and bandits use

isolated settlements on this coastline as bases. A number of fishing vessels also ply the waters; at least two dozen registered craft sail the lake at peak time. The lake is known for its large population of salmon, trout, and bass. There are no major settlements near Methmere. The Winding River, an extremely swift and treacherous waterway, flows into Methmere, and the River of Metals, which is far slower than its western counterpart, flows from Methmere into the Alamber Sea at Messempar.

The Winding River

This is the longest and wildest river in the Old Empires; even the bravest of navigators refuse to travel on its churning white waters. The lands around the river are desolate, home only to monsters and beasts. There are rumors of hermits and trolls living near the water, but none have confirmed this. Its source is in the Adder Peaks.

River of Metals

This river flows from Methmere into the Alamber Sea at Messempar. It gets its name because there are large deposits of metals, especially gold, within its muddy waters. There have been at least two gold rushes at various points in the river, but few try to pan it these days. Messempar is its only settlement.

Cities of Unther

Unthalass

An age ago, Unthalass was the greatest city in the Realms, a town of flowering gardens, white streets, and beautiful homes. The city boasted of magnificent vistas of the Alamber Sea. The people of the city were confident and rich, dressed in bright clothing. Beneath the great ziggurats of the gods, there was neither poverty or misery.

What changes an age makes! Certainly no inhabitant of the City of Gems at its zenith would recognize Unthalass now.



Twice floods have nearly destroyed the city, and both times the city never fully recovered. The buildings are worn and cracked, and the paint of its ancient decorations has long since faded.

The city is divided into three districts: the port district, the main district, and the Palace. The port is sheltered by a sea wall that extends three miles from shore; there is one breach in the sea wall where ships may come through two at a time (depending on the size of the ships). The wall was recently damaged by pirates, but it is now nearly as good as new. The port district is relatively clean and well stocked with services for trading ships and their crew, including hostels and taverns.

There is, however, a heavy port tax that discourages many traders from using Unthalass.

The main district is also known as the Great Slums. Slaves and their masters alike operate in their rundown buildings, built on the ruins of previous tenements destroyed by flood.

The only bright objects on the streets

are the idols of Gilgeam that dot every corner. All citizens who walk the streets are obligated by law to bow their heads at his image as they pass.

These slums were built on top of the original city of Unthalass that was destroyed by flood; there are legends of great treasures buried in these ruins, but the undercity is also the home of a number of very nasty monsters, notably wererats. The undercity is said to be ruled by a tribe of lamia, led by the lamia noble Ereshkigal. None have encountered her and escaped alive, so the stories of the Queen of Tortures remain only hushed whispers that are usually spoken in barrooms.

The most spectacular section of Unthalass is the central mound of Gilgeam, which is raised above the city on the ruins of previous palaces. Behind the Imperial Wall are beautiful homes for the privileged, lush gardens, and the ziggurat of Gilgeam itself. This structure is a step pyramid whose levels are covered in gold, silver, brass, bronze, and other metals. At its peak is a shrine of blue-

enameled brickwork, capped by gold. The edges of the ziggurat are decorated with floral designs and studded with precious stones. The ziggurat of Gilgeam rises for 16 tiers and is nearly 800 feet in height, one of the largest structures in the entire Realms. Here Gilgeam lives in luxury while the rest of the nation crumbles.

The city is governed by Zimrilim (10th-level cleric of Gilgeam). The population of Unthalass is about 70,000.

Shussel

Shussel is a city on the northern trade route of Unther. It serves as a supply station for fishermen and other dwellers by the sea. It used to be a mining community, as there were large deposits of iron in nearby hills, but these were exhausted long ago. The plains to the north were once good farmland, but they are now desert.

Shussel is a city in decline. Three centuries ago its population was about 70,000; it has now diminished to 25,000.





The city is largely slums. It is ruled by Lord Ekur (8th-level cleric of Gilgeam) and a large force of Chessentan mercenaries. There is a major temple of Ishtar here; only their intervention prevents most of the inhabitants from starving. The port facility is small and does not receive much traffic, but is heavily fortified to guard against the sahuagin.

Messemprar

This city was once the largest city in Unther and was a regular stop on a trade route between Sultim, Bezantur, and Mourktar. Now ships avoid the west coast of the Alamber entirely.

The city is currently in chaos. The royal palace has been under siege by an angry mob for several weeks, as a tax revolt escalated into food riots and then a full-scale revolt. Many city guardsmen have been killed. The city is divided into several factions: The lord and his guard control the palace district, the Northern Wizards control the southern section (and the city gates to the outside), and the "non-slaves" (ex-slaves who have renounced their freedom) control the dock district.

Ships from Mourktar have been paid by certain adventurers in league with the slaves to keep supplying the city with food. A small army from Unthalass was turned away by the wizards' guild.

Gilgeam has sent his assassin, the Reaper, to kill off the wizards; he is also hiring a mercenary army from Mordulkin to march on Messemprar. He does not have the money to pay the mercenaries, which means the mercenaries will have to exact their payment from the treasures of the city. The army will arrive at Messemprar in three weeks' time. It is likely that the army will destroy the city, unless the slaves get some high-level assistance and arms.

In normal times, the leader of the city is Lord Annunaki (10th-level cleric of Gilgeam). The population of Messemprar (for now) is 30,000.

FireTrees

This small town is noted for the fire-trees, from which it takes its name. These deciduous trees have red blossoms that shine at night with a natural phosphorescence.

Firetrees is a farming community on the edge of the Greenfields; it has warehouses where grain is stored, as well as facilities to load caravans (the River Alamber is too fast for cargo to be shipped by water). The city holds feasts and festivals where the people of the Greenfields may relax from their labors. Firetrees is also the center of the cult of Tiamat, the most powerful group in opposition to Gilgeam.

The city's ruler is Lord Tukulti (10th-level wizard, in the service of Gilgeam). Tukulti is not a strong ruler; most of the people of Firetrees ignore him and his edicts, or insult them openly.

The population of Firetrees is about 7,000.

Dalath

Dalath is a small mining town in the interior of Unther, near the eastern Smoky Mountains. These mountains and the surrounding hills are rich in metals, gold, iron, copper, and lead. These are Unther's largest exports; without the income from these minerals, the economy would collapse.

Dalath is a rough-and-tumble place that distrusts strangers and despises the king and his taxes. Most of Dalath's inhabitants are slaves or freeholders who have left their families behind in the large cities to work here for several

years. The mines are run by freehold merchants who do not care for the safety of their miners. The town is chronically undersupplied; it went on strike ten years ago over lack of food, and the freeholders brought in mercenaries to slaughter the miners and then replaced them with more slaves.

The town is governed by Lord Teuman Bloodletter (6th-level fighter), who serves Gilgeam but is really under the thumb of the freeholders. The town has a population of about 6,000.

Ssintar

This is a small trading post set up near the edge of Methwood. The King has a garrison of about 1,000 troops stationed here. These troops are here to protect the coast from invasions from Methwood and to march into Shussel in times of trouble. There are mines on the edge of Ssintar with substantial deposits of copper and some iron. The town is governed by Lord Gudea (13th-level fighter) who is known for his toughness but is considered the most humane and honorable of Gilgeam's Lords.

The population of Ssintar is about 4,000.

Red Haven

This is a small fishing village that lies on the trade route between Shussel and Unthalass. It was once a much larger town, but recent attacks by sahuagin and pirates have decimated the population and sent many others fleeing to the safety of the large cities. It is ruled by Lord Karigulzu (4th-level cleric of Gilgeam), commonly referred to as "that fat fop." The population of Red Haven is about 1,500.



RELIGION OF UNTHER

"I am All Religion, I am All Worship, none may breathe in Unther without blessing Me."

—Gilgeam

In the beginning, the people of Unther used the Sumerian pantheon as their own; these were the manifestations claimed by the god-kings who fled the ruins of Raurin to settle in Unther.

Unlike Mulhorand, which cherishes eternity and unchanging continuity, religion in Unther experienced major changes during its history.

The first big change occurred when many of the Sumerian deities died in the Orcgate Wars. The Untheri found many new gods and goddesses to worship, all belonging to the Babylonian pantheon.

Enlil himself retired; he appointed his son, Gilgeam, as his successor as king of the gods. At first, Gilgeam was a just ruler. But sometimes even the gods can go mad.

Gilgeam was a proud god-king. As the centuries passed and Unther declined in prosperity and influence, as taxes rose and the people's hatred grew, Gilgeam became a cruel and jealous lord.

All other deities, with the exception of Ishtar and Ramman (who were too popular to persecute) were banished from the plane. Limits were eventually set on the number of worshipers that Ishtar and Ramman could have (and their temples would turn over half of their funds to Gilgeam), and all other Untheri were obligated to worship Gilgeam alone.

However, trade with the other Realms has imported a lot of foreign deities into Unther, which are worshiped in secret.

CENTRAL PANTHEON

Gilgeam

Master of Wars, Father of Victory, God of the Sky and the Cities, Supreme Ruler of Unther, Chessenta, Threskel, Chondath, Turmish, the Shaar, and Yuirwood

Status: LE, Lesser Power, Prime Material Plane

Symbol: A red fist backed by a gold sun against black

Spheres: Major—All, Charm, Combat, Elemental, Guardian, Protection, Summoning, Weather; Minor—Creation, Divination, Necromantic, Weather

Weapons Allowed: Mace, Staff, Staff-Sling, Flail

Armor Allowed: Scale

Ethos: Priests of Gilgeam are to obey their lord without question. They are to enforce his will. They are to slay his enemies. They are to persecute all who will not worship him. They are to smite the enemies of Unther.

Gilgeam is the supreme leader of the gods of Unther (what few are left) and ruler of the land. His manifestation lives in Unthalass and has emerged from the citadel many times to smite his enemies with divine power. He is a god known for his jealousy, cruelty, and pride; he is covetous of wealth, taxing the people heavily.

Gilgeam himself is a god of physical prowess; if a warrior of great strength and fighting ability is captured, Gilgeam will offer him freedom if the warrior can defeat him in a wrestling match. Then Gilgeam will kill him with his bare hands.

Gilgeam has no incarnations, if only because an incarnation of Gilgeam might be filled with the sense of justice and honor that he himself lost long ago. Nor does Gilgeam have any heirs, though he enjoys the company of women (a son could prove to be a threat to the security of his throne).

The cult of Gilgeam is the most powerful in Unther, if only because few other cults are allowed. Idols to Gilgeam must decorate every street corner and every home, and those who deface his image will die. Gilgeam is a tall, handsome, very muscular man with long, golden hair and beard. He typically wears kingly robes, but goes into battle with his mace

and a bronze skirt that covers his lower torso and his upper legs.

The power of his manifestation is as follows (see the "Religions of Mulhorand" section for the abilities of a manifestation):

AC: -4

MOVE: 15

HIT POINTS: 350

THAC0: -5

#AT: 3

DMG/ATT: 2d10 + 12/2d10 + 12/2d10 + 12

MR: 50%

CLASSES: Fighter 26, Priest 15, Mage 18
STR 24 (+16, +12) DEX 25 CON 25 INT 23 WIS 20 CHA 22

SA: Wrestling (causes 2d10 + 12 damage with a bear hug, with a 35% chance of instantly killing any opponent with a Strength score below 20). Awe effect vs. all creatures of up to 6 HD (or levels).

SD: Immune to 1st-to 5th-level illusion/phantasm spells. Immune to the following spells due to high Wisdom: *cause fear, charm person, command, friends, hypnotism, forget, hold person, ray of enfeeblement, scare*

Weapons: *Mace* +4 inflicts 2d10 points of damage

Armor: None; natural armor class without Dexterity bonus is 2.

Ishtar

(Isis in Mulhorand)

Goddess of Weather, Lady of the Rivers, Mother of the Harvest, Lady of All Love

Status: NG, Lesser Power, Prime Material Plane

Symbol: Female hand clutching a glowing crystal rod

Spheres: Major—All, Animal, Charm, Creation, Guardian, Healing, Necromantic, Plant, Protection, Weather; Minor—Divination

Weapons Allowed: Staff, Flail

Armor Allowed: None

Special Requirements: Ishtar is only served by priestesses. No men may be priests of Ishtar.



Special Abilities: At 15th level, a priestess of Ishtar gets a bonus spell: *control weather* (as 7th-level priest spell).

Ethos: Priestesses of Ishtar are charged to aid farmers and the common people of Unther, to protect them from starvation. They may not directly attack the injustices of Gilgeam, but may try to soften their effects.

Ishtar is the goddess of love and fertility. She is the most beloved deity in Unther, but her priesthood has little power. Long ago Ishtar gave the power of her manifestation to the Mulhorand goddess Isis, and so the goddess worshiped in Unther is not the real Ishtar, but she allows them to use her name. Ishtar has one incarnation in Shussel, which is the site of her major temple.

Gilgeam is quite jealous of Ishtar and her popularity. He has recently decreed that neither she nor Ramman may train worshipers to learn priest spells of 6th level or higher. The priesthood of Ishtar is quite upset, and is considering giving support to the growing rebellion against him.

Ishtar is portrayed as a beautiful female with golden hair and blue eyes; her incarnation takes on this form and has the following statistics:

AC: -1
 MOVE: 12
 HIT POINTS: 100
 THACO: 13
 #AT: 1
 DMG/ATT: By weapon
 MR: 70%
 CLASSES: Fighter 8, Mage 18
 STR 10 DEX 19 CON 18 INT 23 WIS 22
 CHA 22

SA: The incarnation of Ishtar may use any weather spell at will, as an 18th-level caster. She may, at will, stun up to 6 HD (or levels) due to divine awe.

SD: The incarnation of Ishtar is immune to 1st- to 5th-level illusion/phantasm spells, and to the following spells due to high Wisdom: *cause fear*, *charm per-*

son, *command*, *friends*, *hypnotism*, *forget*, *hold person*, *ray of enfeeblement*, *scare*, *fear*, *charm monster*, *confusion*, *emotion*, *fumble*, *suggestion*

Ramman

God of War, Thunder, Rain, Storms

Status: N, Lesser Power, Prime Material Plane

Symbol: Lightning bolt through a storm cloud

Spheres: Major—All, Combat, Elemental, Guardian, Protection, Weather; Minor—Divination, Healing, Necromantic, Summoning

Weapons Allowed: Sword, lance, staff, short bow, spear, javelin

Armor Allowed: Chain

Special Requirements: Minimum STR 13, DEX 14, CON 12

Special Abilities: At 10th level, priests of Ramman may fire a 10d6 lightning bolt, once per day.

Ethos: Priests of Ramman are obliged to help defend Unther against weather magic used by other nations (notably Thay). They are to protect Unther from foreign invaders and to serve the King.

Ramman is a relatively new deity, introduced into Unther during the height of the Second Empire. The worship of Ramman complements that of Ishtar; Ishtar is the deity of fertile soils, while Ramman is the deity of the skies whose rains help crops flourish. Ramman is considered to be a less than caring deity. Recent limits on the spells usable by the priests of Ramman have severely hurt the ability of Unther to defend its crops from the Red Wizards, who are using weather magic to concentrate the available clouds in the eastern region of the Inner Sea over their territory.

Ramman is portrayed as a man with a homely face but a massive build. His incarnations are typically farmers and soldiers, and he is worshiped in the

Greenfields. There is often confusion between Ramman and Ramatep, the Untheric name for Anhur, but they are not the same deity (though confusion over names has caused other deities to merge their manifestations).

The statistics for Ramman's incarnation are as follows:

AC: -2
 MOVE: 12, Fl 48 (A)
 HIT POINTS: 150
 THACO: 5
 #AT: 2
 DMG/ATT: 20/20
 MR: 50% + Special
 CLASSES: Fighter 15, Mage 15
 STR 21 (+3, +8) DEX 20 CON 22 INT 19
 WIS 15 CHA 15

SA: The incarnation of Ramman uses a *mallet of lightning* (it returns to him if thrown). This mallet always inflicts 20 points of damage per attack, even against targets that have protection against lightning.

SD: Ramman is immune to all 1st- to 4th-level spells. He is immune to the following spells due to high Wisdom: *cause fear*, *charm person*, *command*, *friends*, *hypnotism*

Weapons: Typically wields a magical mallet
 Armor: *Scale mail* +3

Tiamat

Queen of Chaos, Nemesis of the Gods

Status: LE, Lesser Power, Prime Material Plane

Symbol: Five-headed dragon

Spheres: Major—All, Animal, Charm, Combat, Divination, Guardian, Necromantic, Protection, Weather; Minor—Animal, Elemental, Summoning

Weapons Allowed: All priest weapons
 Armor Allowed: Any

Special Requirements: WIS 14

Special Abilities: 16th-level priests of Tiamat may summon a young adult dragon as a mount.



Ethos: Priests of Tiamat are sworn to destroy the power of the god-kings of Unther, to seize the realm for themselves, to get as much treasure as possible and sacrifice it to the Dark Lady.

Tiamat is a cult deity, born in opposition to the god Gilgeam. The gods taught the people that Tiamat was their major enemy, so when the gods became unpopular, veneration of their greatest enemy grew as a protest. In Unther, people of all alignments belong to the cult of Tiamat, even people of good alignments, because Gilgeam is such a tyrant they cannot see how Tiamat could be worse.

Tiamat's manifestation in this plane was destroyed long ago by the god Marduk (who is no longer in the Realms), but because of the summoning rituals performed by various priests, she has been able to send an incarnation. Her incarnation has added power in Unther because of the strength of her cult. It can change form at will, and usually poses as the Dark Lady, a sorceress with long, dark hair and dark robes, who lives in Firetrees. The other form is a three-headed dragon (all five heads are only available to the manifestation of Tiamat; the incarnation has the heads of a red dragon, a blue dragon, and a green dragon).

AC: -12

MOVE: 6, Fl 18 (C)

HIT POINTS: 192

THAC0: -7

#AT: 6

DMG/ATT: 3d8 + 12/2d10 + 12/3d10 + 12/2d8 + 12/1d6 + 12 (x2)

MR: 70%

SA: Each head may breathe once every three rounds, and no more than one head may breathe at a time. Breath weapon per head is the same as a great wyrm of each species (24d8 + 12 for the blue head, 24d6 + 12 for the green head, and 24d10 + 12 for the red head). The dragon form of Tiamat horrifies all

with 4 HD (or levels) or less. She has the following spells, cast as if she is 24th level: two each of 1st-, 2nd-, 3rd-, 4th-, 5th-, 6th-, and 7th-level wizard spells and one 8th-level wizard spell; and two each of 1st-, 2nd-, 3rd-, and 4th-level priest spells. Each head has the choice of breathing, spellcasting, or biting. Tiamat cannot attack with her claws, but can wing buffet and tail lash. Tiamat's tail stinger can also strike one creature; those who are struck must roll successful saving throws vs. poison (with a -4 penalty) or die in one round; those who succeed with their saving throws are slowed for 2d4 days, or until the poison is neutralized.

SD: Each head of Tiamat has 48 hit points; when full damage is inflicted on the head, it becomes useless and cannot attack. When two heads are immobilized, Tiamat teleports away.

Other Deities

There are a number of other deities worshipped in Unther; these deities were introduced by merchants from the other parts of the Realms or by immigrants. All worship of these deities is illegal and subject to persecution. These deities are worshiped by only a small fraction of Unther's population.

Anhur (CG): This war deity is worshiped mainly by a few Chessentan mercenaries who were converted to Anhur worship in Mulhorand, then journeyed to Unther to serve on freeholds. This deity is not as popular among the mercenaries as Tempus, but his following is growing fast.

Bane: There are agents of the Zhen-tarim everywhere these days, and Unther is no exception. A small group of Bane worshipers have set up in Unthar, trying to extend their contacts into Mulhorand and learn the secrets of the south for Zhentil Keep, as Manshoon has expressed an interest in learning southern magic and the secrets of the priest of Thoth.

Mask (God of Thieves, N): The number of thieves in the cities of Unther is increasing rapidly (especially when the riots in Messemprar provide excellent looting opportunities). Thieves usually pay homage to Mask.

Mystra (LN): This goddess of wizards is quite popular among the wizards of Unther. She is believed to be the patron of the mysterious Enclave.

The Old Gods (LN, LG, NG): This cult worships gods from the golden age of Unther: Enlil, Marduk, Nanna-Sin, and Utu. The cult of the Old Gods is mostly nostalgic; its priesthood cannot gain spells beyond the 2nd level. Gilgeam does not persecute members of this cult because he sees them as madmen with no power.

Sebek [God of Rivers, N(E)]: This crocodile-headed deity is worshiped in the wetlands, away from the cities. This cult has been persecuted for several centuries. All crocodiles are said to be his children.

Tempus (CN): This is the chief warrior god worshiped (aside from Gilgeam of course) in Unther. He is a favorite among the Chessentan mercenaries that many of the freeholders have brought in to protect their farms from bandits.

Umberlee (CE): Not commonly worshiped, pirates on the Alamber do pay homage to her, though usually their sacrifices consist of cargos they cannot salvage.

Waukeen (N): This god is worshiped, in private, by merchants who travel into Unther from abroad. A recent attempt to build a secret temple was foiled by the priests of Gilgeam, who razed the building in which the services were held. Since then, there have been a great deal of bitter feelings between the priests of Waukeen and those of Gilgeam.



PERSONALITIES OF UNTHER

"Can the gods make men mad in the land where the gods themselves are mad?"
—Isimud, leader of the Enclave

Isimud

Greenfields
24th-level Mage
LG, Mystra
Human male

Isimud is the leader of the Enclave, a group of wizards in the western Greenfields. He is an old man, nearly blind, relying on magical aids to help him continue his quest for new magic.

Isimud seeks the location of certain artifacts of the Old Unther Empire and wishes to recover them to prevent them from falling into the hands of Gilgeam, or the Cult of Tiamat, or Furifax and the bandits. He laments that there is no force of a more benevolent nature that promises to take control of Unther. He would be willing to support any benign faction that gathers public support, but none have as yet.

He appears as a wizened old man with a long, white beard and a cap with many mystic runes. He wears strange lenses on his face, and his familiar, a talking owl named Ibuth, reads aloud for him when his eyesight fails.

Shuruppak

Wanders
20th-level Fighter/7th-level Mage
NE, Gilgeam
Human male

Shuruppak is referred to as "The Reaper" in Unther, for his approach is death. He is a great fighter-mage, clad in black robes, protected by *bracers of defense* AC 2, who wanders from city to city, killing anyone he feels is an enemy of Gilgeam. Shuruppak is a psychopath prone to fits of extreme violence, known to take his sword to anyone when he's in a bad mood.

When Gilgeam orders him to kill someone, Shuruppak takes a group of high-level mages and priests in Gil-

geam's service with him. He has failed only once—when he was ordered to bring in the Enclave; he killed several of the order before he was driven back by the most powerful wizards of that order. He is currently in Messemprar trying to put down the riots, mostly by taking hostages and executing them in public until the people quiet down. This strategy has not worked.

Shuruppak wears black robes and a hood adorned with a red skull mask that covers the top half of his face. It is said that he was horribly scarred in battle long ago, but this is untrue. He has been a figure of dread for so long that he considers himself to be The Reaper.

Shuruppak has been given a number of special powers by Gilgeam. As there are plenty of opportunities for player characters to encounter him, his statistics follow:

AC: -3
HIT POINTS: 135
THACO: 1
#AT: 3
DMG/ATT: By weapon + 8
SA: Spells
SD: 50% magic resistance, mirror image (five images) three times per day, immune to enchantment/charm and slow spells.
STR 20 (+3, +8) DEX 21 CON 18 INT 16
WIS 17 CHA 16

Shuruppak typically wields a *two-handed sword* +3 and wears *bracers of defense*, AC 2.

Tiglath

Firetrees
14th-level Priest
N, Tiamat
Human female

Tiglath is the current high priestess of Tiamat. She was once part of Gilgeam's harem; she does not speak of her experiences there, but she is filled with hatred and a desire for revenge against the king. Tiglath's face has a large star-

shaped scar that surrounds her eyes, nose, and mouth.

Tiglath is not an evil woman, which may eventually lead her into conflict with her deity. For now, Tiamat is willing to accept her service, using her hatred to corrupt her and change her to Lawful Evil. She has been close friends with the bandit Furifax for many years and often rides to the eastern Shaar to coordinate his actions with that of the cult of Tiamat.

Furifax

Eastern Shaar
13th-level Fighter
LE, Tempus
Half-elf male

Furifax is the most famous bandit in the southern Realms; he is known for both extreme bravery and ruthlessness.

His plans are meticulous; he is an excellent leader who is respected and loved by his followers. He is also extremely cruel to his enemies, believing that the end justifies the means.

Furifax is a half-elf who strongly favors the human side of his heritage; he has no idea who his parents were, except that they were travelers slain by bandits in the eastern Shaar. He was not slain but raised by the bandits and eventually became their chief. On a raid into southern Unther he was captured and sold into slavery in the royal palace in Unthalass.

When he fell into disfavor with his master, he was slated to face Gilgeam in the arena, but he escaped before the match could take place. He vowed that he would decide the time and place for their contest. He returned to the eastern Shaar, killed several rival bandits, and became the leader of the largest and most successful bandit group.

Since then, he has placed agents in every major city in Unther, inciting dissent and spying on royal activities. He has begun his plan for rebellion, which may succeed. He needs a group of high-level adventurers to face the manifestation of Gilgeam and expel it from the



plane. He has allied with the cult of Tiamat, but he feels that this is not enough.

Furifax is tall for a half-elf, nearly the height of an average man, slim but wiry and muscular. His hair is sandy brown, and his eyes are auburn. He wears a sandy brown tunic and carries a long bow, a *long sword* +3, *boots of striding and springing*, and a *ring of armor*, AC 0.

When opponents surrender, he strips them of most of their weapons, arms, and treasure. He usually leaves them some food and sufficient weapons for them to defend themselves in dangerous territories.

AC: -3

HIT POINTS: 77

THAC0: 7

#AT: 2

DMG/ATT: By weapon +3 (x2)

STR 18/06 (+1, +3) DEX 17 CON 14 INT 17 WIS 17 CHA 16

SD: *Boots of Striding and Springing*

Weapon: *Long sword* +3 (named "The Companion")

Furifax has access to more powerful weaponry, but because he has had The Companion for many years, he would prefer not to have any other weapon; he also calls it "my brother of arms."

Esarhaddon

Greenfields

8th-level Mage

LG, Mystra

Human male

Esarhaddon is the youngest of the members of the Inner Council of the Enclave, the wizards who live on the edge of the Greenfields and attempt to preserve Untheri magic. Esarhaddon is Isimud's apprentice, but he has none of his master's patience. He is filled with hatred for the king and is trying to push the Enclave into military action to overthrow Gilgeam and take control of Unther and rule it as a magocracy.

Esarhaddon is the only one who wants to pursue this; the other wizards,

looking at the example set by Thay, wish to avoid politics. Esarhaddon does have a considerable following among the younger apprentices. His long-range plan is to get control of the Enclave and turn it into a political instrument, but he is so impatient that he may decide to join in Furifax's rebellion and aid them in their battle against Gilgeam. With the permission of the other wizards, he made contact with Furifax. He has solicited a promise that the Enclave's holdings will not be touched, in exchange for a promise that the Enclave will not intervene on the side of Gilgeam.

Esarhaddon is young and impulsive, brilliant but impatient. He is less interested in the pursuit of knowledge than politics, but his elders dismiss this as youthful exuberance. Esarhaddon is a golden-haired Mulan with blue eyes and a somewhat homely face.

Shulgi

Messemprar

5th-level Thief

CE, Mask

Vampire male

Shulgi was once a thief from Cormyr. He was searching an ancient tomb for treasure when the roof collapsed, trapping him with a sarcophagus opened, trapping him with a vampire. The inevitable result was that Shulgi also became a vampire. Shulgi was under his master's influence for several years, until an adventuring company called the Destroyers of Ghosts killed his master, setting Shulgi free. Fearing that he would be next on the adventurers' list of victims, Shulgi fled Cormyr, making his way east. Eventually he settled in the city of Messemprar.

Shulgi poses as a retired businessman, but he still enjoys thieving. Since freed from his master's influence he has not partaken of human blood, but he steals enough money using his vampiric abilities to pay for livestock, whose blood he drains. Shulgi enjoys thieving even more now that he is a vampire. He has begun to set up a

Thieves' Guild in Messemprar.

He is not a particularly evil vampire, but if anyone really annoys him, he'll kill in a slow and evil fashion.

Since he remembers how poorly his master treated him, he doesn't create other vampires. So far no one has noticed that Shulgi is a vampire. He has taken advantage of the riots to loot several places of value, but he feels that the situation is getting so out of hand in Unther that he may leave for Chessenta.

Shulgi is a short, fat vampire, with pale skin (he uses make-up to make himself appear more human) and a stutter.

Skuthosiin

Methwood

Very Old Green Dragon

LE, Tiamat

Dragon male

Skuthosiin, nicknamed "the Venomous" (for obvious reasons) is the greatest dragon alive in Unther at this time (with the exceptions of the incarnation of Tiamat and Guyanothaz, the blind red dragon of Mt. Temmikant). It claims to be the offspring of the infamous Chathuulandroth, who razed the tower of the archmage Nezram in Mulhorand, but no one believes this. Skuthosiin is an extremely egotistical beast that considers itself to be the most powerful creature in Unther, though it is somewhat more humble when Tiamat is around.

Skuthosiin has recently been forced by the cult of Tiamat to join them in their attacks; it serves as the personal steed for Tiglath. This is a recent development. The dragon and its rider are not close friends. Skuthosiin is not interested in politics, just food and a large hoard. The dragon bears a grudge against an archer from Ssintar that once pierced its armor and gave it a pain that lasted for weeks; it intends to destroy every living creature in that city when the time comes.

Skuthosiin is a wily creature. In battle it likes to lure its victims into an unsafe mountainous area, then start an avalanche. It has destroyed several adventuring companies this way.



CULTURE OF UNTHER

“For now, and forever, the world shall look upon the works of Unther and be filled with wonder.”

—Old Untheric saying

Unther is, despite its current low points, one of the richest cultures in the Realms.

In ancient Raurin, even before the war against the gods, there were two distinct nations, which scholars name proto-Unther and proto-Mulhorand. The proto-Unther culture was a more aggressive culture; it believed in achieving absolute supremacy over its dominions. The gods of Unther have, since their beginnings, been uncaring entities (as opposed to the gods of Mulhorand, who are merely neglectful). The philosophy of Unther has always been that life is hard and cruel, and only through hard work and submission to one’s deity can one survive. This seems to be its philosophy throughout history, even before the coming of Gilgeam.

Yet art and culture flourished in Unther, almost as well as in more-prosperous Mulhorand. Scholars debate how a culture whose major concern was survival could possibly produce such art. The answer seems to be that in struggling to survive, the Untheri created tools that enabled them to flourish and develop a wealthy civilization.

Arts that flourished in Unther include ceramics, sculpture, and architecture. The Untheri were not great workers in metals, nor is their land rich in precious stones, like Mulhorand, but in many ways the Untheri were more creative with their resources. Everyday objects like jugs were decorated in beautiful patterns and overlaid with colorful enamels. Walls were covered in mosaic tiles. Glazed inlaid patterns of great animals adorned city gates. There were statues in even the poorest of homes; most of these were idols of local gods who were worshiped in household shrines.

For the most part, art and architecture in Unther was smaller in scale but more inventive than in Mulhorand.

Early in its history, Unther developed the ziggurat, a step pyramid that was sometimes elaborately decorated with art and enamel plates.

Temples were square buildings supported by columns. There were a number of obelisks, tall narrow towers meant to mark important places, commemorate the gods, and serve as look-out posts.

Cities were built with high walls and ramparts on hills overlooking the sea, surrounded by moats of water from nearby rivers.

Horticulture and irrigation was also important to the people of Unther. There are accounts of elaborate gardens, watered by dams on the rivers, which covered many square miles. These arts have been lost, and the ancient dams were swept away by the force of the swift rivers they tried to control.

For centuries, all Untheri except slaves have learned how to read and write. Poetry is especially important to the old peoples of Unther. In Unther, poems are meant to be chanted, along with musical accompaniment (typical instruments include drum, lyre, harp). The lamentation, a verse full of melancholy expressions of sorrows, is an extremely popular verse-form in Unther.

Another popular form of literature in Unther is the epic poem. There are epics that describe the birth of the gods (highly dubious in their authenticity, but beautifully written). The most famous epic is the Epic of Gilgeam, which describes the life of the current king of Unther, and is required to be taught to all of the Untheri.

Gilgeam’s current unpopularity has led to a new and previously unknown form of poetry in Unther—the satire—as poets secretly parody many of the famous passages of the Epic of Gilgeam.

The Untheri are also noted for many books of proverbs and wise sayings.

In many cultures, the works of the ancients are valuable treasures. This is especially true in Mulhorand, whose jewelry and metalwork are considered

to be valuable by the peoples of the west. In Unther, the major treasures—pottery, buildings, and sculpture—are not considered to be valuable by most people.

There are those who admire art for its own sake, however, who consider the sculptures and pottery of Unther to be without equal.

Pursuit of the arts—and war—has always been the foremost recreation of the Untheri. In recent times, athletic competitions have been introduced by Chessentan mercenaries and are becoming popular in Unther. Gilgeam often portrays himself as a perfect athlete as well as a perfect king. In Unthalass, Gilgeam has recently instituted gladiatorial games, in which criminals fight each other for sport. This cruel practice has sickened even some of the nobility.

Clothing in Unther is similar to that in Mulhorand. Nobles do not wear as much jewelry, but their raiment is usually multicolored and displays elaborate patterns to reflect their high social status. Nobles also wear elaborate headgear. The skirt worn by both males and females is often frilled. Untheri males wear long, well-groomed (often braided) beards.

Language of Unther

The language of Unther is called Untheric. It belongs to the same language family as the language of Mulhorand, but it so greatly changed over the course of many centuries that there are now very few similarities between the two languages.

The runes used by the Untheri are entirely different from those used by the Mulhorandi; these runes pre-date their migration from Raurin. Early Untheric writing consisted of syllabic hieroglyphs (runes that represent one syllable, as opposed to the hieroglyphs of Mulhorand, which represent one word) and seems to have had at least minor influence on the alphabet of Thorass (Old Common).



PEOPLE AND SOCIETY OF CHESSENTA

“In Chessenta, the people are incapable of living a quiet life, or allowing others to live quietly.”

—Heptios the Archmage

Unther and Mulhorand are relatively stable and united societies, and the social structure does not vary much from region to region. In Chessenta, this is not the case; each city is a different society and may contain substantial differences in social mix, laws, and character. The peoples of Chessenta are of many races: common humans are the Mulani (Unther/Mulhorand), Turami (Turmish), Rashemi (Rashemen), and Amnite (Amn); there are also more than a few elves, half-elves, half-orcs, orcs, dwarves, and halflings mixed in the cities. Airstpur and Mordulkin are particularly well-known for their cosmopolitan mix of races.

As in the other nations of the Old Empires, there are three social classes: nobility, middle class, and slaves/serfs. The rulers are usually Mulan humans, descended from those who originally rebelled against Unther.

The Population of Chessenta

Chessenta is an ancient land, in many ways the most energetic of the Old Empires. While large sections of the country remain unoccupied (the Adder Peaks, for instance), it is estimated that the population stands at close to 1.2 million sentient beings, including the Flaming Spike orc tribe of the Akanapeaks, whose population is estimated at 50,000 (though they suffered heavy losses in the recent wars in Chondath). Of this population, about 300,000 live in the cities and 900,000 in the countryside.

Given its political divisiveness, there is no standing army to represent Chessenta as a nation. When outsiders threaten Chessenta, the armies of Cimbar and Akanax threaten each other into cooperating; so far this has only occurred on one occasion—when Unther tried to reclaim Chessenta 300 years ago

and failed miserably. There is no central council to discuss Chessentan affairs, though Cimbar sends ambassadors to all coastal cities except Luthcheq. This keeps a dialogue going among the Chessentan cities to discuss trade threats from the North Coast cities.

The social classes of Chessenta are as follows:

The Nobility

The nobles of Chessenta live in rich palaces in large cities. They can be of any class, though given the large number of wars that plague Chessenta, they usually belong to the warrior group.

Whereas Mulhorand worships the divine, Chessenta’s obsession is with physical conflict. Rulers are often retired warriors who place their sons at the heads of the army. They typically rule the city and send troops out into the surrounding countryside to collect taxes; taxes are kept and used by the city, not sent to a central authority.

To be cast out of the noble class, one must be outlawed. The punishment of banishment requires a public trial.

Noble Titles of Chessenta

There is no hierarchy of titles in Chessenta. The rulers of cities are generally known as kings; the Sceptanar of Cimbar uses the title Overlord or Great King to signify his claim as the one true ruler of Chessenta. (Of course, the other kings of Chessenta do not refer to the Sceptanar as the Great King.)

People who perform great deeds on the battlefield are officially known as “Hero of...,” with the name of the battle added to their title. This is considered to be part of their name; those given this title are permitted to add heroic emblems to their shields and wear a copper ring on the third finger of their left hand. It is possible to be a hero in more than one battle, and heroes often receive additional pay as a matter of respect for their deeds. Most importantly, a hero is considered to be part of the noble class; it thus is possible for a slave

to be elevated into the nobility.

To be a hero, one must perform great deeds in battle that are witnessed by a commander of noble rank. The title is not given out as a whim, and there is rarely more than one hero in a battle. Heroism is sometimes given out posthumously; the only benefit such heroes receive is a grave in the noble burial grounds with a marker to recognize their deeds.

There are no special titles for priests or mages, which are not the most respected classes in Chessenta. Both are considered to be less than noble professions, except in Cimbar, which recognizes teachers and philosophers from these classes as the pinnacles of human achievement. There is nothing particularly honorable or dignified about being a member of these classes; it is the act of teaching or philosophizing that is seen as dignified in Cimbar. One must also engage in public discussions and debates between philosophers to gain proper recognition.

The Middle Class

The middle class in Chessenta bears a greater resemblance to the tradesmen, merchants, and farmers of the western Realms, rather than the tightly controlled realms of Mulhorand, Unther, or even Thay. The middle class controls most of the money in Chessenta, and the city governments believe that it is in their best interest to let the middle class thrive so the governments rake in the taxes.

The majority of farmers are freeholders with serfs to help in the fields. Slaves typically fulfill household duties, while serfs are paid minimal wages and given land of their own to use while providing a portion of crops produced on the land to the owner. In actual practice, the differences between serf and slave are minimal.

The only city that places major restrictions on the merchant classes is Luthcheq. Businesses in that city are forbidden to use wizards, shelter wizards, or even have dealings with wizards



outside of the city. The penalties for violating this law are confiscation of all property and possessions and death by witchweed burning as a witch-friend. Merchants usually get around these restrictions by setting up other companies in other cities, selling to their other companies, and then hiring middlemen to sell to wizards. The lords of Luthcheq typically persecute one merchant every ten years or so to demonstrate that their laws may not be flouted. Then they move on to matters of greater interest. Naturally, many traders in the Inner Sea are extremely nervous during their visits to Luthcheq, and some merchants avoid that city altogether.

Members of the middle class in Chessenta typically dress in upper class style, but without royal insignias or signets of heroism. They are clean-shaven and their hair is cropped short. They wear short, white tunics with capes that fall to the knees and cover the shoulders. Only mages and the crippled are permitted to carry staves.

Slaves

Slavery in Chessenta is less widespread than in Mulhorand or Unther; farm workers are typically serfs, not slaves, though the differences are minimal. Slaves are often criminals who are forced into service in dangerous places, such as the mines, or serfs purchased from slave traders (some are Thayvian in origin).

Slavery is considered part of the natural order; philosophers claim that some men are naturally servile, and many of these servile men are slaves. Work conditions among slaves vary greatly.

Slaves in the mines work in a wretched, unsafe environment, but most slaves live hard but not unpleasant lives. It is considered a virtue to reward slaves for hard work or jobs well done; masters can give slaves their freedom at any time. Slaves are not branded as in Unther, but they are forced to wear a thread around their wrists to identify them as slaves. The threads are

easily broken, but escapes are for the most part a very rare occurrence. Slaves may shave or cut their hair, but most masters require them to wear a beard, at least until they are sure the slave will not escape.

Most slaves are kept illiterate, except in the city of Cimbar, where it is compulsory that all citizens and slaves be able to read and write.

Demihumans in Chessenta

The major enclave of nonhumans in Chessenta is the Flaming Spike tribe in western Chessenta. This tribe has a reputation, which seems to be exaggerated, for barbarism and cruelty.

These orcs often raid the cattle and sheep herds on the north shores of the Akanamere, but they rarely attack humans. Most battles between the Flaming Spike and Chessenta have been initiated by Chessenta; the garrison at Rodanar is especially eager to kill them. The Flaming Spike tribe is more aggressive in Chondath.

A number of orcs have left the tribe to become traders in Airspur, where half-orcs are fast becoming the dominant members of its society. Because of this, a large dwarven mercenary company has offered its services to Cimbar, which is currently at war with Airspur. For the most part, however, the orcs of Airspur have adopted human values and compete with human traders for business, not racial reasons. The archmage Heptios says that orcs who adopt human values may be the greatest threat the Realms have ever known.

The second source of demihumans in Chessenta are the mercenaries. While all of the peoples of the Old Empires share a congenital wariness of and unease with all things elven, half-elves are considered to be fully human and are rarely the object of discrimination. Dwarves are also commonly found in mercenary companies, though southern dwarves consider Chessenta to still be part of Unther and thus an enemy. "Even the most drunken dwarf never

forgets, even when he does not remember correctly" is a common (if unfair) saying in Chessenta.

One city that does not like demihumans, as one might expect, is Luthcheq. While orcs, half-orcs, and half-elves are tolerated, full elves are considered to be creatures of magic; any caught in Luthcheq are burned. Dwarves are considered to be earth magicians and also subject to burning.

Naturally, most demihumans avoid Luthcheq, and some demihuman companies have joined in battles against Luthcheq out of vengeance, which has only deepened the prejudice of the lords of Luthcheq against demihumans.

The Society of Chessenta

Chessenta is generally considered to have a neutral society, subject to regional variations. Cimbar is probably best described as lawful good, while Akanax is lawful neutral, and Luthcheq is lawful evil.

In Chessenta, there are a number of motives that drive people. The people of the outside see the Chessentan's feasts and wars and often view them as a riotous, drunken people. While it is true that Chessentans feast and fight often and long, this description misses the fundamental facet of a Chessentan's character-passion. Chessentans are an extremely energetic people who rarely do things except to an extreme. Competition is very important to their way of life, as is art. The Chessentans live for today, but without the fatalism or desperation of those who believe that the world will soon end.

This tendency toward excess and driven behavior enables them to create works of beauty that cannot be found elsewhere in the Realms. It also encourages them to engage in savage warfare with appalling frequency. Chessenta is a land that does not believe in doing anything half-way.



GEOGRAPHY OF CHESSENTA

“Chessenta is a mosaic of a nation that was made by ten different artists, all of them blindfolded.”

—Heptios, mage of Cimbar

In physical size, the alliance of Chessenta is the largest of the Old Empires. However, Chessenta is really a collection of city-states with no unity whatsoever, though each state has ambitions (some would say delusions) toward being the center of this virtually nonexistent nation.

Historically, the border of Chessenta in the west begins at the coast on the edge of the Akanapeaks, the mountains that border the Akanamere. This border goes south to the Adder Peaks, and then runs along the Winding River, Methmere, and the River of Metals to its mouth on the coast of the Alamber. The Untheric city of Messemprar lies across the border on the south side of the river.

The border then shifts northward, following the coast, as far west as the city of Reth. The region between Messemprar and Mt. Thulbane, Threskel, considers itself to be an independent nation, but most consider this area to be part of Chessenta.

Chessenta has numerous geographical regions. In the west are the Akanapeaks, and to the east are the Riders to the Sky Mountains. Between these two mountain ranges are the hills of Maerth, which separates the Adder River valley to the east and the Akanul Plains on the west. Threskel is low plains and beaches, with the exception of the lonely mountain, Mt. Thulbane.

The Riders To The Sky

This mountain chain is on the southeastern border of Chessenta. These are mostly hills ranging between 3,000 and 5,000 feet in height. On the southern end are a number of cliffs that are home to the tuuru, a race of giant bird-like lizards (pteranodons).

Legends exist that in ancient days these huge birds were used as mounts by the warriors of Unther. Given the

size, weight, and strength of the pteranodons, it is doubtful that they could support a human rider; either larger varieties once existed or the legend is a hoax.

There are also the ruins of an ancient aarakocra civilization on the slopes, but this tribe was hunted to extinction a century ago for sport by mercenaries from Chessenta.

The eastern portions of the Riders to the Sky have mostly been cleared, though some bandit and outlaw tribes use them as bases to wage raids on Unther and Chessenta. The western portions, along the edge of the Winding River, are much wilder. There are troll villages, and duergar inhabit underground caverns.

Half-drow who were exiled from Yuirwood long ago are rumored to live among the trolls.

Adder River

The Adder River is a wide, slow, muddy river that runs from the Adder Peaks to the Bay of Chessenta. It is known for the lush vegetation that surrounds it, and its deadly snakes (the king of Unther was once bitten by an adder while crossing this river). It would be easy to navigate, except for the Adder Swamp, which blocks the mouth of the river. The Adder Swamp is known to be home to a community of werecrocodiles, who are very protective of their territory. They are currently at war with a community of wererats.

The Hills of Maerth

Between Akanamere and the Adder River are the Hills of Maerth. These low but rugged hills are known for their rare minerals; a large number of ancient mines dot the surface of the hills.

Recently large tracts of the hills of Maerth were purchased by the well-known plane-wandering archmage Azurax Silverhawk (23rd-level mage), who is seeking a *philosopher's stone*.

The Akanul

The Akanul is the most fertile region of farmland within Chessenta. Large plantations of cash crops line the shores of the Akanamere; these crops are delivered by ship to Akanax and Soorenar. These lands have been farmed for centuries; they deliver over 50% of Chessenta's food supply. Many of the wars that have been fought in Chessenta have been over these lands and access to their crops.

Akanamere

This great fresh-water lake is the largest in the Old Empires. The lake is rich in fish, and its shores are fertile. There is also at least one active pirate vessel active in this area, as well as a family of vodyanoi and a small community of lizard men. Two small trading villages, Oslin and Maerduuth, are situated on the southeastern coast of the lake, while the town of Rodanar sits on the northern shore. The mercenary company, Lords of the Inner Reach, is stationed in Oslin; it has been employed by farmers who wish to displace rival farmers and take over their lands. The river Akax, which runs between the Akanamere and the Bay of Chessenta, is navigable down its entire length by small- and medium-sized ships.

Akanapeaks

These are the highest peaks in Chessenta, with the exception of Mt. Thulbane. The only known passage through the Akanapeaks is the gap of Reth. The western slopes of the peaks are home to a large orc tribe, the Flaming Spike, which inhabits ancient dwarven mines that were carved in the mountains over three millennia ago. The orcs raid into western Chessenta and Hlath and Nun in eastern Chondath.

Bay of Chessenta

This great bay is considered by many to be the best natural harbor in the eastern Inner Sea region. At its northeast-



ern end is the Watcher's Cape, on which stands a lighthouse that is nearly 800 feet high. This light, known as the Drakelight, is lit whenever a fleet of pirate ships is spotted entering the Bay. A garrison of 300 troops, 100 each from Luthcheq, Soorenar, and Mordulkin, maintain the lighthouse and guard against pirate and other attacks. This garrison is well supplied; by treaty all three of the cities maintain their troops here, even if the cities go to war against each other.

Mount Thulbane

This extinct volcano is the highest peak in Chessenta; it is said that the god Asuran, patron of Chessenta, lives on this peak. At the foot of the mountain are the fields of Pryollus, where competitions are held every two years to determine the finest athletes in Chessenta. These grounds are currently being used by the king of Mourktar, who is having an athletic competition to determine who will succeed him (see the "The Name of the Game" scenario).

Cities of Chessenta

Reth

Reth is the westernmost city of Chessenta—a fast-growing port and trading center. It forms a loose alliance with Hlath and Nun to protect each other from attack from the sea, though Reth failed to protect Hlath in recent battles against a powerful netherworld mage named Yrkheteq (see I14, *Swords of the Iron Legion*). To the west of Reth is the forest of Nun, which is inhabited by the Autunuk tribe of hybsil.

Reth is ruled by a council of merchants, who keep tariffs here lower than in any other city in Chessenta, which makes it an extremely attractive port. Its disadvantage is its distance from the major production centers, though iron is mined in the Akana-peaks. The city is separated from the rest of Chessenta by the Gap of Reth, which is spanned by a wall (with a gate

for traffic to pass through) to protect from invasion. Being good merchants, the Lords of Reth wish to stay out of armed conflicts. The Wraith of the Inner Sea, a mercenary complement of four large vessels, uses this port as its home base. The population of Reth is 35,000.

Airspur

This trading port was once one of the most important in western Chessenta, but has since been overtaken by Reth. It is still a powerful presence in the region.

Airspur is known (some say infamous) for the many half-orcs that populate it—30% of the population of the city is half-orc. The city is currently in an aggressive phase, having allied with Soorenar in its current war against Cimbar. The city fields an army of 3,000 troops, of which 500 are archers and 500 are cavalry. The city has a population of 20,000. Three notable mercenaries use Airspur as its base—the Sailors of the Crimson Sea, the War-dogs, and the Sunlords. Many of these have fought recently in Chondath and have sustained heavy losses. The lord of Airspur is Khrolis (8th-level half-orc fighter), a crafty and pragmatic, though greedy, ruler.

Cimbar

Cimbar is commonly thought of as the capital of Chessenta, the place set down by the war god Tchazzar as the center of his nation's power forever (or at least for as long as the city's kings could prevent Chessenta from deteriorating into a group of warring city-states).

Cimbar is known for its rich culture. Participation in the arts, philosophy, and music is compulsory for its citizens. The way to eternity, it is said in Cimbar, is through a sound body, an inquiring mind, and a creative spirit. The streets are clean and the buildings are beautiful. Cimbar is the quintessential symbol of a rich, prosperous city in its golden age.

The city is divided into two major sections: Old Cimbar and New Cimbar. Old

Cimbar was built as a port by the Untheri 500 years before the founding of Cormyr. This section includes the Great Palace, the home of the Sceptanar in the shadow of an old Untheri pyramid, many libraries where books and works of art are kept, and the University, the largest center of learning in the Old Empires, larger than even the schools of Thoth in Gheldaneth. Cimbarians brag that it is the largest center of learning in the entire Realms.

There are three sections to the University. There is the college of mages, where magic is studied, the college of sages, where bestiaries and books of facts describe (with some contradictions) every known part of the Realms, and the artist's college, where poetry, painting, and music are taught to dozens of eager students. Studies also include mathematics and astronomy. Cimbar boasts one of the largest literacy rates in the Realms; even slaves are taught to read and write.

New Cimbar is a large cluster of residences and thriving shops. The port is the largest of any in the region. On the outskirts of the city are theaters, where plays are performed, the hippodrome, where horses and chariots race, and the arena, where athletes test their skills.

In spite of its tradition of arts, Cimbar is also a city of warriors. It has the second largest fleet in the eastern Inner Sea (only Thay's is larger), and the largest number of warships at any port in the region. The main enemy of the Cimbarian navy is not Thayvian vessels, but those of the cities of the North Coast; there have been numerous sea battles between Cimbarian and North Coast vessels as both attempt to dominate the seas and the valuable trading route.

The army of Cimbar numbers 15,000, of which there are 100 air cavalry (griffon), 100 mage artillery (3rd to 5th level), 1,300 marines, 9,000 infantry, 2,000 archers, and 2,500 cavalry. The population of the city is 90,000. There are usually at least six mercenary companies in Cimbar as well.



The king of Cimbar is the mage known only as the Sceptanar (15th-level mage); he holds the ancient scepter and crown of Tchazzar and is considered to have the best claim of all who claim to be king of Chessenta. He rules with absolute authority, though a senate elected from the land-holding males of Cimbar meets frequently to make proposals; the king usually at least listens to their advice.

Akanax

South of Cimbar is its philosophical opposite, the harsh city of Akanax.

Akanax is a city of warriors; its male citizens are bonded into the military and trained to be warriors; those incapable of fighting are slain. Men are forbidden to marry before the age of 20 and cannot live with their wives until the age of 30. Akanax scorns the arts of Cimbar but admires its fighting spirit.

The city is organized like a military camp. Women exist to serve the men, who eat at a common mess and train together constantly. Buildings are simple, practical structures without much ornamentation. Much of the population of Akanax lives outside of the city, in fields that have been converted into military camps. Children in Akanax are not raised by families, but belong to the state. Throughout its history, Akanax has had many wars; the Akanul pays regular tribute to Akanax.

Maerduuth was once a large city, until it was nearly totally destroyed in a war against Akanax 50 years ago.

Strangers are only barely tolerated in Akanax, and are generally viewed with extreme suspicion. Because of this, no mercenary companies are based in Akanax.

Occasionally warriors of Akanax desert to form their own mercenary companies; many of the mercenaries in Mulhorand are of Akanaxian origin.

The city has a population of 20,000; this is deceptive, as many of its citizens live in the camps outside of the city on its southern plains. The actual number of people in the region is 70,000. Much

of the city was destroyed ten years ago in a war against Soorenar.

The army of Akanax numbers over 20,000; there are at least 5,000 archers and 15,000 infantry. It has a very small navy of ten warships. The ruler of Akanax is the absolute tyrant Hippartes (19th-level fighter); he is considered to be the finest soldier in the south.

The city is currently at peace, though it expects war with Luthcheq any time now. Soorenar has invited Akanax to join in Soorenar's attack against Cimbar; Akanax is considering the proposal, as well as an invasion of Soorenar that would give Akanax control of the River Akax.

Rodanar

Rodanar was founded by the war god Tchazzar, as Chessenta needed a fort to defend itself against incursions from the orc tribes of the Akanapeaks. Two centuries ago it was a large city, but a war against Akanax destroyed it, and the small town that was rebuilt on the site is a vassal of Akanax. It serves as a trading center for the western interior of Chessenta, and as a garrison loyal to Akanax. It is run in stoic military style by Hyurkes (8th-level fighter).

The town's population is 5,000, of which 1,000 are in the direct service of the garrison.

Soorenar

This large, aggressive port city is at the mouth of the river Akax. The lords of the city are related to the Lords of Luthcheq (though without the latter's homicidal hatred of wizards). They are currently planning a grand alliance to destroy Cimbar and unite Chessenta under Soorenar's rulership. Its allies in this enterprise are Luthcheq and Airspur. It is trying hard to persuade Akanax to join the alliance, though many grudges remain from their last war.

Soorenar is divided into two sections: East and West Soorenar, which are separated by the Akax River delta. Only a

ferry service across the Akax provides transportation between them, as there are no bridges on the river. East Soorenar is the smaller of the two sections; it contains docks, storage facilities, and amenities for adventuring parties and mercenary companies. Most of the people in Soorenar live on the western side, which is heavily guarded.

Soorenar's attitude toward warfare is to purchase victory with money and treasure. It likes to buy the services of high-level wizards and use them to devastate the enemy; it is somewhat at odds with Luthcheq over this practice.

Soorenar's standing army is 5,000, of which 1,000 are cavalry, 1,000 are archers, and 3,000 are infantry. The army has been boosted to 15,000 for the current war against Cimbar. This huge increase has been accomplished by forced induction of its citizens and slaves, as well as the service of 5,000 mercenaries. The lords of Soorenar are Lord Thurik (10th-level fighter), Lady Yashur (8th-level mage), and Lord Brolkchant (8th-level fighter). These are the representatives of the three leading noble families. Any decision regarding Soorenar must be unanimous.

Luthcheq

This "city of madness" is one of the most troubled and destructive in the entire Realms. The lords of this city, the family Karanok, are devotees of the strange deity named Entropy, an entity that is devoted to the destruction of magic. As priests of Entropy, the lords of Luthcheq feel that it is their responsibility to hunt down and slay all wizards, not only within Luthcheq, but all over the Realms.

The lords of Luthcheq pay large bounties for captured wizards, who they burn at the stake in witchweed fires. Assassins in the pay of Luthcheq are stalking a number of prominent targets, most notably Elminster of Shadowdale. The lords have had secret talks with agents of the Zhentarim, in which the destruction of Elminster occupied most of the



discussion, though the use of magic by the Zhentarim and the Red Wizards prevents (fortunately) the formation of two dangerous alliances.

Luthcheq is a member of the northern alliance with Soorenar and Airspur. They have not yet, however, provided troops to the war against Cimbar; secretly the lords of Luthcheq hope that the alliance and Cimbar will destroy each other and allow Luthcheq to take control of the north. Luthcheq claims that it needs all of its troops to defend against Mordulkin incursions; Mordulkin is its historic enemy even from the days before the Karanoks obtained power.

The city is divided into the Port Section, the Trading Section, the Palace Section, the Temple of Entropy, and the Slave Farms, where witchweed is grown.

Priests of Entropy wander the streets carrying censers filled with burning witchweed to purge the city of magic.

The population of Luthcheq is believed to be about 50,000; there is no accurate counting made of the citizens except for the slaves. The army of Luthcheq consists of nearly 10,000 troops, with 8,000 infantry, 1,000 archers, and 1,000 cavalry. The navy consists of 15 large warships. No mercenary companies (or sane adventurers) use Luthcheq as a base; those suspected of associating with wizards are also burned. The current lord is Maelos, high priest of Entropy (18th-level priest).

Mordulkin

This city sits on the eastern shore of the Bay of Chessenta. It is a family enclave, ruled by the Jeeda ever since the rebellion that ousted Unther from Chessenta. The city is ruled by the most powerful mage in the Jeeda family and is a haven for wizards. These things alone would earn it the enmity of the lords of Luthcheq, but the city of Mordulkin has been Luthcheq's major enemy on the trade

routes and on the battlefields, and there is a good deal of enmity between the two cities that predates the rise of the Karanoks in Luthcheq.

Mordulkin is divided into sections which are run by guilds: The merchants' guild runs the merchant district, the craft guilds organize the crafts district, and the builders' guild runs the residential district. There is a central mercenary guild, and all adventuring companies and mercenary forces that enter Mordulkin must register with the guild within 24 hours or face imprisonment.

The city is wealthy and is subsequently home to the largest organized thieves' guild in the south. The second largest port facilities in Chessenta (only Cimbar's are larger) are located here. Mordulkin tries to keep its relations with the North Coast cities cordial, unlike other Chessentan cities. The king of Mordulkin is not interested in uniting Chessenta and will not willingly join an alliance against Cimbar.

The population of Mordulkin is about 35,000. The army of Mordulkin has 8,000 members—6,000 infantry and 1,000 each of archers and cavalry.

For every 100 members, there is also one mage, level 1-5 (roll 1d6, subtract 1, treat all results of "0" as a 1st-level mage). The city has an extensive school of mages, but not as large as Cimbar's. The current king of Mordulkin is Herucubes (12th-level mage).

Mourktar

The city of Mourktar is a free city on the edge of the flat, sandy plains of Threskel. Mourktar claims to be independent of Chessenta, while the other cities claim that Mourktar is part of Chessenta. Since the other Chessentan cities are generally too far from Mourktar to threaten it, Mourktar is for all purposes an independent city.

Mourktar is a small but aggressive trading city. It has a large port facility to handle goods for the farmers and

herdsmen of Threskel. Small mining communities in the Riders to the Sky Mountains sometimes ship their goods to Mourktar, as it is closer than Mordulkin to the major trade centers of Bezantur and Sultim. Troubles in Unther, however, have made the Sultim-Messemprar-Mourktar trade route less attractive to traders in the last century. There have also been major problems with pirates and the sahuagin.

Mourktar is full of traders and mercenaries who hope to profit from the riots of Messemprar, as well as from what they hope will be an upcoming civil war in Unther.

Mourktar's population is 10,000. It has a permanent army of 500 soldiers, and it drafts a force of 2,000 from the city's population and the surrounding region. In spite of its mercantile character, political power in Mourktar is held by the king, who is descended from the lords who led Mourktar's break from Unther. The current ruler of the city is king Theris (8th-level fighter). Theris is dying without an heir, and his god has instructed him to call a tournament to decide who will be his successor (see the "The Name of the Game" scenario).

Thamor

Thamor is a small trade city in the interior of Threskel. It was founded by merchants from Mourktar and Messemprar as a free city where goods could be exchanged between Unther and Mulhorand without duty or tax. Both Unther and Mulhorand objected, so Thamor was forced to abide by the trade laws of the two neighbors.

This certainly hurt its growth, but Thamor is still a sizable settlement of 3,000 people, mostly merchants trading goods with the miners in the Riders to the Sky Mountains and farmers in southern Threskel. The city is subject to controls by Mourktar. Its leader is Leppidon (3rd-level fighter).



CURRENT ECONOMY OF CHESSENTA

“The fields are rich with grain and fruit, the cattle are fat, the mines are rich, and the traders to the North are angry.”

—The Sceptanar of Cimbar

Were Chessenta a united nation under a wise king, it is said that it would easily dominate the Inner Sea area through economics. With the exception of the Greenfields of Mulhorand, there is no region of the Old Empires that is more fertile than the Akanul. The hills and mountains are teeming with valuable metals—iron, silver, copper, and gold. There are forests of fruit—trees and fields of grapevines. In short, Chessenta has all of the materials to be a trading power of the first rank.

However, given the disunity of Chessenta, it is unlikely that this potential southern super-nation will ever emerge; even if a conqueror did unite the city-states again as Tchazzar once did, he could only do so with a war that would devastate Chessenta for years to come.

There is no nationalism. Chessentans pride themselves on being members of their city-states, not of Chessenta. The city-states continue to fight, against each other as well as against their rivals on the North Coast.

This independence applies not just to city-states, but to individual farmers and merchants. Farms are run by a freeholder, who uses slaves and serfs to perform his labors. A farm in Chessenta emphasizes quality over quantity, which makes the produce more valuable. Much of the foodstuffs produced in Chessenta comes from the Akanul; the Akanul feeds Reth, Airspur, Cimbar, Soorenar, and Akanax. (Most cities keep a reserve of magically preserved food in case of war; this reserve can last up to three years.) There are farms north of the Akanamere, but they produce cattle and grapes for export, which brings great wealth to these farmers.

Merchants form merchant companies in one city, and try to ally themselves with the merchant guilds in other cities so they may have a broader market to sell their goods.

Chessentan governments usually place

a 15% tax on all exports, which accumulates as traders travel from city to city. This tax ensures revenue for the cities of Chessenta, which enables them to commission artists to make great statues—or mercenaries to tear them down.

The major imports of Chessenta include horses, which are used by the cavalry of various armies and mercenaries. (Oddly enough, many people think of Chessenta as a center of mercenary activity, so when mercenaries pass through to Mulhorand or Unther, they are always thought of as “Chessentan mercenaries.”) In times of shortage, Chessenta purchases food from Thay. Chessenta also imports slaves and occasionally exports its criminals to Thay to work there. The nobles of Chessenta also import foods and products not common to their land: cheese, pork, glass, and perfumes. Chessenta relies on other nations to supply the bulk of its magical weaponry, and enchanted trinkets from Thay (such as dancing figurines with musical accompaniment) are popular among the nobles.

Most cities have a reserve of treasure consisting of a large supply of gold, silver, and jewelry from the days when Unther first built the cities. This reserve is used in emergencies and enables the cities to pay for high-level wizards to assist them with magic in times of wars. Some reserves of treasure are hidden or inaccessible (see the “The Eater of Magic” scenario for one example).

Some cities have been plundered and have lost their treasure (most notably Akanax). Others are spending it so quickly that they will likely soon run short of funds (Luthcheq is paying large bounties for mages).

The Crafts of Chessenta

Chessenta has several interesting exports. The first is Chessentan wine, which is said to be among the finest in the Realms and is heavily in demand in the west for its rich character. The second is statues and art. The people of

Chessenta, especially those in Cimbar, believe that great art is the highest triumph of humanity. Sculptors in Chessenta venerate the human form, boasting that they have “taken man and made him as the gods.” Chessentan artists receive large commissions to make statues of prominent individuals and give them heroic qualities. Chessentan sculptors typically work in granite, which is imported from Mulhorand; the sculptures are painted when they are finished.

The quality of Chessentan iron is considered to be quite high. It is in demand from smiths in the west. There are also talented smiths in Chessenta who make finished products, most notably in Akanax and Maerduuth. Chessentan gold and silver are major exports.

Sheep are raised for their wool on the plains north of Akanamere. Olive oil is also a major export.

Chessentans rely on a network of merchants to provide them with their goods. Chessentan merchant companies place agents in distant lands to look for new products and markets and to represent the Chessentan merchant guilds to their nobility. There is an alliance between Chessenta and Durpar merchants; since a journey across the Inner Sea is considered to be too long even for industrious merchants, Chessentan merchants buy the surplus of the Durpar merchants and then resell it in Cormyr and Sembia for a large profit.

Coinage

The governments of each Chessentan city-state mint their own coins, typically from silver and gold. The silver piece is called a talent, and the gold piece is known as a drake. The coins are usually traded by merchants; any attempt to debase coins results in the merchants refusing to accept them as payment. Coins are minted with a ruler’s face on one side, and a divine symbol (usually commemorating a battlefield victory) on the reverse.



CURRENT POLITICS OF CRESSENTA

Regional Rulers

The land of Chessenta is controlled by the city-states, which do not accept a central governing body or ruler; the rulers of Cimbar, Akanax, and Mordulkin all claim to be the true Overlord of Chessenta and add this to their other titles; except for the purposes of protocol (where it creates strains between the governments), this claim is meaningless.

There are no regional divisions in Chessenta; city governments claim as much territory as they can reasonably govern, and sometimes more. Where territorial claims clash, there is frequently war. Territories and small communities are usually ruled by a local strongman or council. These territorial governments sometimes offer allegiance to city governments in exchange for troops in times of need. In wartime, the territories are expected to provide troops to the central government, but few ever do (though they complain quite violently when they are neglected by their parent city).

Cities are ruled by their traditional rulers, who are known as kings. The kings must usually listen to the advice of a council, which discusses the city's problems in a private forum. Council members are usually elected from property-holding male citizens. The king can ignore their advice, but when the advice is ignored too often, that king may be ousted from power. Akanax and Luthcheq do not have traditional councils, but they are run as absolute tyrannies with lip-service paid from military subordinates (in the case of Akanax) and family members (in the case of Luthcheq).

The politics of the cities in Chessenta are subject to frequent change. The current relationships between the cities can be described using the following terms:

Subjugated means that another city has gained control over the city being described.

Enemy means the city is at war with the city named.

Adversary means the two cities are

traditional enemies, but they are not currently at war.

Neutral means the cities have no particular historical hatred.

Rival means that there is a historic trade competition between the two cities, but no significant history of military conflict.

Allied means that they are currently allies, but not necessarily strong allies.

All the cities not mentioned in each city's listing are neutral to that city.

Airspur

Allied: Luthcheq, Soorenar

Adversary: Reth

Enemy: Cimbar

Akanax

Adversary: Luthcheq, Soorenar

Rival: Cimbar

Subjugated: Maerduuth, Oslin

Cimbar

Enemy: Airspur, Luthcheq, Soorenar

Rival: Akanax

Luthcheq

Allied: Airspur, Soorenar

Adversary: Akanax, Mordulkin

Enemy: Cimbar

Mordulkin

Adversary: Luthcheq

Rival: Mourktar

Mourktar

Adversary: Aleaxtis (sahuagin)

Rival: Mordulkin

Reth

Allied: Hlath, Nun

Adversary: Airspur

Soorenar

Allied: Airspur, Luthcheq

Adversary: Akanax

Enemy: Cimbar

The current major political question in Chessenta involves the position of Mordulkin and Akanax regarding the current war. Mordulkin is strongly tempted to attack its traditional enemy

Luthcheq, and should Akanax take the opportunity to avenge its losses in the last war against Soorenar, there could well be full-scale war in Chessenta between the Northern Alliance (Airspur, Soorenar, and Luthcheq) and the Triangle (Cimbar, Akanax, and Mordulkin) Alliance. Most military experts believe that such a war would certainly result in the defeat of the Northern Alliance and a hastening of what is viewed as an inevitable conflict between the two major powers of Akanax and Cimbar.

However, the city-states are not each other's only enemies. The cities of the North Coast are bitter trade rivals, but they have their own problems with an attack from Thayvian fire elementals (see the scenario "Fire Time" in FR6, *Dreams of the Red Wizards*).

Unther would like to avenge the loss of its territory, but the Untheric army also has more pressing problems. Should the Triangle Alliance decide to attack, they would probably defeat the Northern Alliance. Such a conflict would divide Chessenta into three powerful political regions: the West Coast, ruled by Cimbar, the East Coast, ruled by Mordulkin, and the Interior, ruled by Akanax.

The following is a brief description of the politics of each of the city-states of Chessenta.

Reth

Reth is ruled by a council of merchants, the leader of which is Murzig Hekkatayn (3rd-level mage). There are a number of important issues that concern Reth at this time:

Separatism: There is a groundswell of support for formal separation from Chessenta to officially become part of Chondath. This initiative is not supported by the council, which believe that the status quo works and that Reth doesn't need closer ties with Chondath.

Orcs: Raids from the orcs of the Akanapeaks are becoming more frequent. There are a number of people who wish to strike back at the orcs. The rulers realize that Reth would be destroyed in a war with the orcs.



Airspur: A number of traders would like Reth to ally with Cimbar against its old enemy, Airspur, in the current war. They believe that they would get a larger share of the merchant traffic with Delthuntle and Altumbel if Airspur suffered a major defeat. The council is strongly against a war with Airspur, if only because wars are expensive.

Likely Course: Reth will stay neutral in the Cimbar-Airspur conflict. They will not attack the orcs, though they will bolster their defenses. Reth will not join Hlath at this time, but close ties will continue between the two cities.

Airspur

This city is ruled by a military council led by the half-orc Khrulis (8th-level fighter). The town was previously a theocracy, belonging to the priests of Bhaelros (known as Talos in the north); these priests sacrificed a maiden every month to their deity and were extremely unpopular. Khrulis and his half-orcs are actually a considerable improvement, though there is a great deal of discontent in this city. Sources of dissatisfaction include the following:

The half-orcs: Many refugees of a bloody civil war between the orc tribes from the Akanapeaks came to live in Airspur. They are not particularly beloved, though they hold a lot of political power. Many humans oppose the war with Cimbar, and believe the half-orcs are sending the humans to die in battle so the Flaming Spike orcs can take over the city. This is actually nonsense, but human bigotry against orcs runs quite deep.

The war with Cimbar: There are many people in Airspur who have friends in Cimbar, and the war is not popular. So far pressure from the military, which is firmly controlled by Khrulis, has kept the peace. But this is not a popular war.

The priests of Bhaelros: To alleviate his present troubles, Khrulis is using the hated priests of Bhaelros as scapegoats. People opposed to his programs are accused of being supporters of the

sacrifice. People who are vocal in their opposition to Khrulis are sometimes charmed into performing Bhaelrosian ceremonies in public. In this way Khrulis can easily discredit his enemies. So far this has worked, but there is a danger that the cult of Bhaelros may become an acceptable opposition force (i.e., Khrulis may force people to join the cult of Bhaelros because it provides the only opposition!). All of the real priests of Bhaelros were killed long ago or fled into the wilderness.

Likely Course: Khrulis is already discovering that he is not likely to win the war against Cimbar. He is also starting to realize that it's ludicrous to wage a politically unpopular war for no gain.

He will probably sue for peace with Cimbar, perhaps offering them military assistance against the Northern Alliance. Half-orc tension will continue to grow, and refugees may flee to Reth or build a new city on the northern shores of the Akanamere. Khrulis will likely survive, though certain anti-orc factions may hire adventurers to assassinate him "to free Airspur from half-orc tyranny."

Cimbar

Cimbar is one of the most stable cities in Chessenta, with very few internal dissents. It is led by a king known as the Sceptanar (15th-level mage), who is advised by a large council.

Despite its relative stability, Cimbar has a few problems:

The war with the Northern Alliance: The current strategy of the Sceptanar is to let the enemy come to Cimbar, use Cimbar's naval advantage to keep the food supplies coming in, and wait for the alliance to fall apart (or for Mordulkin and Akanax to join the war against the Alliance). This is a good strategy but not a popular one, as many feel that the city should go on the offensive.

The Mob: This is a group of peasants and mercenaries and young people who like to get together to listen to demagogues, shout, and occasionally riot, pillage, and murder. This is the

dark side of Cimbar's enlightenment. The Mob members don't see themselves as a problem; instead they think everyone else is the problem. It is fairly easy to manipulate them into violent acts, though they have a strong distrust for foreigners.

The priests of Tchazzar: These priests are proclaiming that Tchazzar will return soon to lead Chessenta into a new golden age. Few people take them seriously, though their demagoguery makes them a hero to The Mob.

Slavery: A number of noted philosophers have been calling for a ban on slavery, which they view as immoral. Most people ignore them.

Likely Course: There is no real challenge to the Sceptanar's authority, unless Tchazzar did come back, which is not outside the realm of possibility since he is not dead (see the "Religion" section).

If no one comes to their aid in the current war, it is quite likely that Airspur will pull out and that Cimbar will then go on to crush Soorenar. The Mob and slavery will continue as they have done for many years.

Akanax

The city of tents, as it is referred to in contempt by the victorious Soorenar, is a military dictatorship. Any who disobey the orders of King Hippartes (19th-level fighter) is either executed or banished. Hippartes wants to stay out of the current conflict for as long as possible, in the hopes that Soorenar and Cimbar will weaken each other. Some generals support an attack on Soorenar, while a few view Cimbar as the major threat and are pushing for Akanax to join the Northern Alliance.

Hippartes's goal is to improve Akanax's markets and complete the rebuilding of the city.

Likely Course: There is no one who even remotely threatens the control of King Hippartes; unless he should die of a disease or in battle, Akanax will remain stable. Akanax will eventually join



Cimbar against Soorenar, but the two cities will argue over the future of that port. There are two possibilities: 1) Akanax allows Cimbar to control Soorenar with the condition that Akanaxian goods pass through without tariffs, and that Soorenar provide financial assistance for the reconstruction of Akanax or 2) Cimbar and Akanax go to war, with the winner becoming the dominant power in Chessenta for at least one generation.

Luthcheq

The city of madness has many political problems, all of them having to do with the mad Karanoks. This clan is determined to push their plan to destroy all mages in the Realms, regardless of how impossible their task may be.

To understand Luthcheq, it is necessary to know the Karanoks. Here is a brief summary of prominent family members and their abilities.

Maelos (18th-level priest of Entropy): He is a bitter old man who sees magic everywhere and knows only one way to deal with it. While he is the figurehead ruler of the city, most of the affairs of the city are run by his son.

Jaerios (13th-level priest of Entropy): Jaerios is the real ruler of Luthcheq. He loves to exercise power. He is not as driven to hate wizards as his father Maelos (though he still believes in the creed of the Karanoks), but he enjoys watching them burn. He is a debauched megalomaniac in the classic CE mold.

Naeros (12th-level fighter): Naeros is Jaerios's son. He is arrogant beyond belief. He loves to walk the street with his personal guard of high-level fighters and priests of Entropy, watching people run away.

Naeros is known as the Marker, because he likes to disfigure his victims before they die. Naeros believes that it is impossible for him to die, and that he can do anything he wants. He is an absolutely evil monster who particularly hates members of adventuring parties. He has been badly spoiled by his father and his grandfather; if anyone should

harm or kill him, the wrath of the entire Karanok clan would fall upon them.

Saestra (vampiress): Saestra, known as the Lady of the Night, was locked in a crypt by her brother as part of a cruel joke and left there for nine days and nine nights before the crypt was opened again. By the time she exited, she was a vampiress. She has successfully concealed this fact from her family even when she manipulated them into killing her vampire master. She has two personalities—one is sweet and totally innocent and loving, and the other is a savage killer. Either personality can come out at a moment's notice, depending on her hunger.

These are only a few of the members of the enchanting Karanok family. The DM can always come up with new members; as one Karanok is killed, a new Karanok will surface to take his place, each more repulsive than the last. There are a number of specific problems that Luthcheq faces that go beyond the Karanoks:

Merchant Revolt: The taxes in Luthcheq are quite high, and the merchants are tired of it. They may soon go on strike and withdraw their services unless the Karanoks agree to lower taxes to the same level as other cities in Chessenta.

The Magus Society: This is a group of mages and mage-friends devoted to the destruction of the Karanoks and to the destruction of the witchweed fields.

They are a secret society; unfortunately they have already been discovered by spies for the Karanoks. The spies are planning to trap the mages, as soon as they make a contact with a powerful foreign wizard.

Border Disputes with Mordulkin: The major enemy of Luthcheq, Mordulkin, is active on the borders of its territory. This could easily escalate into full-scale war.

Likely Course: The Karanoks have made too many enemies. They will be killed, most likely by adventurers trying to rescue or avenge friends. Luthcheq will be conquered by Mordulkin, which may destroy the city to prevent it from bothering anyone again.

Mordulkin

This is one of the most stable cities in Chessenta, ruled by the mage Hercubes of the Jedea family (12th-level mage). This is a large city with powerful guilds, which makes it perhaps the most "western" of all of the cities in the entire Old Empires. Politically, it wants to become the largest power east of the Adder River and develop the region into a city state that will rival Cimbar in wealth and culture. Luthcheq is seen as its major enemy, and the lords of Mordulkin would love nothing better than an opportunity to burn Luthcheq to the ground and sow its fields with salt so nothing could grow there again.

There are a number of important issues in Mordulkin. The most important is the war; even though Mordulkin is not yet involved, the people of Mordulkin for the most part believe that there can never be peace while a stone of Luthcheq stands.

Every day, a mob of hundreds of people march on the royal palace, chanting "We want war!" King Hercubes is hoping that Luthcheq will overextend itself in its war against Cimbar, and then Mordulkin can strike with a decisive advantage.

Likely Course: Mordulkin will declare war and suffer heavy losses. Luthcheq will be destroyed, but those Karanoks who escape the destruction will hire assassins to kill the lords of Mordulkin.

Mourktar

The city-state of King Theris has been a quiet place until very recently, when the king announced his imminent death and a tournament to replace him (see the "The Name of the Game" scenario).

The Tournament: The majority of the guilds believe that a tournament to replace Theris is insane, as Mourktar could be stuck with a totally inept ruler and quickly end up as part of Unther, Chessenta, or even Thay. The army, however, is fiercely loyal to Theris and is willing to put up with the successor produced by a tournament; if he's the wrong man for the job, they feel they can always replace him later.



The Sahuagin: The sahuagin of the kingdom of Aleaxtis are a major threat to the continued safety of Mourktar. They sink trading ships and raid fishing boats and coastal farms. The people (especially fishermen and farmers) are demanding that the sahuagin be stopped.

Theris knows that the city does not have the military might to stop an attack by the sahuagin.

Likely Course: Anything could happen with a tournament deciding the fate of Mourktar. A great leader could bring about a rebirth of trade with Mulhorand and Thay, resulting in renewed prosperity; a terrible leader might destroy the city.

SOORENAR

The rulers of Soorenar are descended from the three founding families that defeated the armies of Unther and pushed them out of Chessenta. Soorenar is an aggressive city whose lords believe that it is destined to rule Chessenta; it is a city of grand, unrealistic designs. Its rulers view Soorenar as the dominant power of the region due to its recent triumphs against Akanax. They believe that once they conquer Cimbar, the rest of the nation will bow to them.

Given that Airspur and Luthcheq are willing to follow its lead, this isn't a total fantasy, but the lords of Soorenar have underestimated the might of Cimbar. They have also seriously underestimated the resolve of Akanax, which Lord Brolkchant believes is a conquered people who will obey their masters in Soorenar when ordered to attack Cimbar. Fortunately for Soorenar, the other lords are less provocative and believe that the cooperation of Akanax can be acquired through diplomacy.

There are no major centers of internal dissent in Soorenar. There is a family of werecrocodiles that inhabits the sewers and comes up to eat people; so far the werecrocodiles just eat peasants and tradesmen, so the nobles have ignored them.

Likely Course: With the war against Cimbar stalled and Airspur's support uncertain, Soorenar will hire high-level mages to attack Cimbar itself. This will likely alienate Luthcheq and antagonize Akanax by bringing back memories of their own bombardment. The war will end in a crushing defeat for Soorenar, the lords will flee, and the city will either be destroyed or occupied. Akanax and Cimbar may go to war over its control.

Laws of Chessenta

The legal system in Chessenta uses a revised version of Unther's Code of Enlil. There is a long list of punishable offenses, but Chessenta adds the concept that a man convicted of a capital crime has the right to defend himself before a jury, which must render a unanimous verdict. According to the laws of Ches-

enta, when a tyrant oppresses the people, a person who slays him is blameless. Some say this is the most enlightened concept of justice in the Realms.

Unfortunately, not all of the cities in the Old Empires follow this code. Sentencing in Luthcheq is decided by the whims of the Karanoks. Sentencing in Akanax is decided by a less-than-unbiased military tribunal. However in Reth, Airspur, Cimbar, Soorenar, Mordulkin, and Mourktar, the revised Code of Enlil is applicable.

Punishments for crimes are not as harsh in Chessenta as in Unther; they consist of four levels: fines, imprisonment, banishment, and execution. Murder and treason are punishable by execution; public troublemaking is punishable by banishment (starting a fight or causing a riot are examples of troublemaking).





RELIGION OF CHESSENTA

"The gods forgive Chessenta, but we have better things to do with our time than pray."

—Hercubes of Mordulkin

Chessenta has no basic alignment; religion is not as important to Chessenta as it is to theocracies such as Unther and Mulhorand. Nonetheless, religious worship has its place in this society.

Anhur

God of Might, Warrior of the South

Anhur is the same deity as in Mulhorand. He has been brought back into Chessenta by mercenary companies who have spread his worship. Mordulkin is its center, but many of the soldiers of Akanax have adopted him as well, though he is chaotic by military standards. His Chessentan worshipers portray him as a southern power, not a Mulhorand deity, and the current persecution of the cult of Anhur in Mulhorand has bolstered his image as a non-Mulhorand deity elsewhere. The priests of Horus-Re do not like this, as it will be harder to displace Anhur from Mulhorand if he has a broad base of worship.

Assuran

Lord of the Three Thunders, God of Revenge, Doombringer, Hoar

Status: LN, Lesser Power, Nirvana

Symbol: Three lightning bolts

The worship of Assuran is an ancient one; he is an Untheric deity whose worship was driven from that realm by the priests of Ramman, but who was revived in Chessenta. The center of his popularity is Akanax, among the officers (many of the soldiers are turning to the worship of Anhur).

Azuth

The High One, Patron of Mages

Status: LN, Demipower, Arcadia

Symbol: A human hand, forefinger pointing upward, outlined in a nimbus of blue fire

Azuth is worshiped by mages in Cimbar and Mordulkin, the two centers of magic in Chessenta. Once every year, his worshipers sacrifice specially created magical items in his honor. His form has only been seen once in Chessenta, in the company of the archmage Heptios. The main temple of Azuth is in Cimbar.

Entropy

The Great Nothing, Swallower of Gods, Magechill

Status: NE, Greater Power, Unknown

Symbol: A field of pure black

Entropy is the deity of the Karanoks. It is an extremely weird entity, a gigantic sphere of annihilation that no force—divine, magical, or mortal—may stop.

Worship of Entropy consists of eldritch rites and human sacrifices, preferably of wizards. Priests of Entropy are brought up to hate magic.

The only known temple in the Realms dedicated to Entropy is in Luthcheq; the temple is encased in a large hemisphere of black glass.

Lathander

Morning Lord, God of Youth, Vitality, Self-perfection, Athletics

Status: NG, Greater Power, Elysium

Symbol: A wooden disk of rosy pink hue, or a statue of two wrestlers

Lathander is worshiped in Chessenta, though not as the commander of creativity (that sphere belongs to Melith) but as the perfect athlete.

Sacrifices to Lathander begin all athletic competitions, and athletes pray to him to ensure that they perform at their best. Lathander is portrayed in statuary as a runner or a wrestler, competing against great heroes. He some-

times comes to test great athletes; he never loses, but if his opponent demonstrates great ability, he grants a boon. Lathander's priesthood is small, but many pray at his shrines.

Tchazzar

Father of Chessenta, the Invincible Warrior

Status: CE, Demipower, Prime Material Plane

Symbol: Red dragon against a mountain

Tchazzar was the father of Chessenta. He was also a polymorphed red dragon, who began an interesting experiment.

Tchazzar believed that if he were to take on human form, unite and rule Chessenta for a time, and then disappear mysteriously, a cult would be created to worship him. It did.

Tchazzar is still alive, and he feels that the power of his followers beliefs will give him god-like powers. Tchazzar is a great wyrm red dragon with the abilities of a demipower (use the incarnation abilities in the "Religions of Mulhorand" section). Priests of Tchazzar may cast only 5th-level or lower spells. Tchazzar's worship is concentrated in Cimbar and Soorenar.

Waukeen

Merchant's Friend, Goddess of Trade, Money, Protector of Traders

Status: N, Lesser Power, Concordant Opposition

Symbol: A woman's full face or profile within a circle of gold

Waukeen is the most popular deity of the middle class in Chessenta. She is worshiped as the protector of traders by traveling merchants, who have spread her worship as far south as Durpar.

There are temples to Waukeen across Chessenta; the largest is in Reth.



PERSONALITIES OF CSESSENTA

Heptios

Cimbar
17th-level Mage
NG, Lathander
Human male

The most powerful native magician in Chessenta is Heptios of Cimbar. Heptios sees himself as a philosopher; he has abandoned the wizard's life to wander the streets of Cimbar and speak to the crowds. Heptios believes that rational thought must always overcome emotion, that passions lead people along irresponsible and dangerous paths.

Heptios is despised by the Mob (and the feeling is mutual); the Mob has tried to kill him several times but, due to his *cube of force*, they have never been able to touch him.

Heptios leads a small band of philosophers, known as the Heptain. They teach about the importance of rationalism and philosophy over superstition. Heptios has been linked to a secret society known as the Numbers Cult, which attempts to translate magic into mathematics and then create equations that will conquer the world. Heptios has disavowed any involvement in this cult, whose basic premise is based on a fallacy.

Heptios lives with his friends in small homes, moving from house to house. He has his own quarters in the University where he keeps his magical items and spells, but he rarely visits it; he prefers the company of people and interesting conversation to the isolation of magic. He is a short old man, fat and bald; he wears brown robes and a hood.

Hippartes

Akanax
19th-level Fighter
LN, Assuran
Human male

The current king of Akanax is its greatest warrior—Hippartes. He first distinguished himself in a number of wars against Maerduuth, and he was responsible for the final victory of Akanax that

brought the city to its supremacy in the Akanamere region. But then Hippartes became involved in politics, fell into disgrace, and was banished from the city. He worked as an adventurer for a time (a profession that he holds in contempt these days).

Eventually he learned that Akanax was faring badly in its war against Soorenar. He gathered together a small army and marched across Unther and Chessenta to join in the battle.

Hippartes then saved Akanax from being totally burned by Soorenar. The ruling council, against the advice of Hippartes, sued for a shameful peace against Soorenar; they were soon ousted by soldiers who made Hippartes their king.

Hippartes believes that through discipline and courage, Akanax can become the major power in Chessenta. He is taking steps to guide Akanax to that destiny over the long term. He will bring Akanax into the Cimbar-Soorenar war, but not before it is to Akanax's maximum benefit. He would like control of Soorenar when the war is over, but if that isn't possible, he'd settle for improved access to trading markets.

Hippartes is a gruff man who tends to intimidate people. He has three sons, Phillipus (10th-level fighter), Cassarian (8th-level fighter), and Themothys (7th-level fighter), who serve as his chief lieutenants. He is a strong man in his early 50s with dark red hair.

Kreodo

Reth
9th-level Fighter/6th-level Thief
N, Assuran
Half-orc female

Kreodo is the leader of the Wraith of the Inner Sea, which is essentially a group of privateers. She began her long career as a slave of the Flaming Spike orc tribes, then escaped and fled to Reth.

After numerous adventures, she made her way to Mordulkin and joined the thieves' guild. She decided that she

would like to live on the sea, so she purchased a ship, hired a crew, and became a pirate.

Kreodo appears to be almost entirely human, with long, black hair and blue eyes (very rare for a half-orc). She is a cruel enemy, but usually treats her victims with courtesy; if they surrender, she'll make certain they are treated fairly until they can be returned home.

Therescales

Luthcheq
3rd-level Mage/10th-level Thief
NE, Entropy
Human male

Therescales is an agent of Jaerios Karanok; though he is a practiced mage, he is a mage who is willing to betray the Mage Society for the promise of power. Therescales (pronounced Thur-ESK-el-eez) poses as a lawful neutral mage in the society. He is urging the society to bring in powerful mages from other nations to deal with the Karanoks (of course he's leading them into a trap).

Therescales enjoys betraying people for fun and profit; he is also a coward who will cringe and confess to anything if threatened with physical force. Since it is likely he will meet characters involved in rescuing friends from Luthcheq, here are his stats:

AC: 1
HIT POINTS: 30
THACO: 16
#AT: 1
DMG/ATT: By weapon
STR 12 DEX 17 CON 14 INT 16 WIS 11
CHA 12
SD: *Ring of false alignment*

Therescales wears *bracers of defense*, AC 4 and has a *ring of false alignment* tuned to lawful neutral; this masks his true alignment and makes any alignment detection magic read lawful neutral.

Therescales is a young, thin blond man (he claims to be a half-elf) with a dark cloak and a dagger at his belt.



MERCENARY COMPANIES OF CRESSENTA

Chessenta is famous for, among other things, the large number of mercenary companies that flock from across the Inner Seas to fight in its conflicts.

Some of the mercenary companies have achieved reputations that have gone beyond the borders of Chessenta. These companies are detailed here.

The Wrath of The Inner Sea

This is a fleet of four ships that serve as privateers along the coast of Chessenta. Their commander is the half-orc "Sea Queen" Kreodo, who is documented in the "Personalities" section.

Her ships are the following:

Sea Queen (dromond): 200 Crew, 50 Marines, and eight 3rd-level mages and five 6th-level mages. This Kreodo's flagship, captained by Kreodo herself. The first mate is Rutters (8th-level fighter).

Sea Horse (dromond): 200 Crew, 30 Marines, and five 4th-level mages and one 9th-level mage. This ship is commanded by Captain Morgalshym (11th-level thief), and its first mate is Brawn (8th-level fighter). The mage is Curnetheres, an outlaw of Luthcheq who decided to join the crew to get revenge against the city.

Sea Jewel (dromond): 200 Crew, 100 Marines, and three 5th-level mages. This ship is a heavy marine support vessel. Its captain is Bendensar (6th-level thief), ex-thieves' guild assistant of Mor-dulkin, and his first mate is Lorien (5th-level mage), a female elf who ran away from Yuirwood for a life of adventure.

Sea Quest (dromond): 200 Crew, 50 Marines, and two 7th-level mages. This is a fast attack vessel whose mages have *gust of wind* spells for the sails; the ship has a reinforced hull for ramming. This vessel is meant to cut off a ship if it tries

to flee. Its captain is Sturion (10th-level fighter) and his first mate is Perithor (7th-level fighter).

When the Sea Queen's fleet gets within attack range of a vessel, they fly her colors (a black crown against a blood red field) and attack. Their favorite tactic is to try to surround their prey from all sides, then close in for the kill.

The Renegades

This mercenary group is formed from soldiers exiled from Akanax. It is led by the infamous Helyos (13th-level fighter, see the "Name of the Game" scenario for his stats). The full complement of the renegades is as follows: 70 cavalry (F3, lance, AC 2 with shield), 20 infantry (F2, long sword, AC 4), and 90 archers (F1, long bow and broad sword, AC 8). Lieutenants of the company include Pyrimestes (10th-level fighter) and Hamilcar (8th-level fighter). There are ten 1st-level mages who stay behind the infantry and cast *sleep* spells behind a shield wall. The company uses heavy warhorses.

The Renegades are known for their ruthlessness when they pillage their victims, and for demanding a high price (double normal price for mercenaries). Their reputation makes them the subject of fear throughout Chessenta. They have no base city; they wander Chessenta in search of opportunity and plunder. They have most recently been employed by Soorenar, though they are currently at Mount Thulbane for the Mourktar tournament, where Helyos hopes to become king of Mourktar.

Sailors of The Crimson Sea

This mercenary company recently saw action in Chondath at the battle of Thurgabanteth and had many casualties.

Their name is an elaborate metaphor: "the crimson sea" refers to a bloody battlefield, and "sailors" refers to soldiers who ply their trade on that crimson sea.

Their current complement is as follows: 60 cavalry (F2, lance, AC 2), 20 infantry (F2, long sword, AC 4), 60 infantry (F3, long sword, AC 2), and 40 archers (F1, long bow, AC 8). Their leaders are Lhrek Jarsyn (7th-level fighter) and his assistant Iarnan Chall (7th-level wizard).

The Sailors pride themselves on being on the "right side" of the conflicts they become involved in, though they never work for free.

The Society of The Sword

This is the largest and most famous mercenary force in Chessenta, currently based in Cimbar. Its complement includes the following: 200 cavalry (F4, long sword, AC 2), 100 infantry (F4, long sword, AC 2), 500 infantry (F2, long sword, AC 2), and 200 archers (F2, long bow, AC 7). There is also a complement of five 5th-level and ten 3rd-level mages, and the wizard Belvorides (11th-level illusionist). The company is led by Stilmus (13th-level fighter) and his lieutenants Thareus (10th-level fighter) and Aronidas (8th-level elven fighter/mage).

The society's first rule is that a good mercenary should be worth twice the price he charges. Stilmus is obsessed with honor and challenges to that honor. He is a hated enemy of Helyos, who was his lieutenant in one of his old mercenary companies; Helyos tried to kill Stilmus to gain control of that company.



CULTURE OF CHESSENTA

“Our love of things of the mind and things of beauty should not lead to extravagance, nor to softness of the mind or body. In Chessenta, we avoid all excesses.”

—Heptios

Of all of the human nations in the known Realms, no other nation has ever achieved the cultural level that Cimbar and many of the other cities in Chessenta have attained. This may seem like an outlandish claim, but even in Waterdeep, philosophy, astronomy, poetry, theater and other forms of culture seem backward compared to the achievements of Chessenta.

The people of Chessenta are known for their confidence and energy. For the most part, this energy is spent on useless wars, as the city-states try to avenge long-ago defeats, or fight to acquire access to trade routes. On the other hand, the peoples of Chessenta, especially those of Cimbar, are filled with a tremendous love of literature and beautiful things, of knowledge and free-thinking.

In the west, exploring the nature of the universe is done in a very practical style: one travels to the outer planes, makes observations, and then writes a treatise to be kept in the dusty library of a sage such as Elminster. In Chessenta, study of the nature of the universe is done in an abstract, philosophical way. One need not wander the planes to discover the nature of things; one can find it in the structure of a blade of grass.

Theater, which is not a major art form elsewhere in the Realms, thrives in Chessenta. Authors produce plays (tragedies, comedies, etc.) for acting companies, which perform for large audiences in the theater districts of Cimbar, Soorenar, and Mordulkin. Poets read poetry in public squares, and philosophers debate in the centers of busy streets.

For warriors, the major pastime is athletic competition, which is extremely important for the people of Chessenta; all wars cease during the

one-week period every two years that the Thulbanian Games take place.

Competitions are always individual events, as Chessentans prefer solitary heroic figures to teams. Champions of the games are great heroes in their home cities; a slave can become as famous as a noble if he performs well.

The most popular sport is wrestling, which comes in two styles: traditional (equivalent to modern greco-roman) and the pankration, which is a combination of wrestling and kick boxing in a fight to the finish; only biting, eye-gouging, and breaking fingers is illegal. Other sports that are popular are chariot racing (over a grueling obstacle course), boxing, running, long jumping, javelin throwing, and the discus. During the nights, poets and theater groups entertain crowds, and there are great feasts. In feasting, even the Mulhorandi are not as adept as the Chessentans.

Though Chessentans are not great monument builders, they are nonetheless considered the most skilled architects in the Realms. Their main palaces

are built in what is known as temple-style: a large square roof supported by elaborately decorated columns. These buildings are typically made from marble or granite.

As Chessenta has a slightly cooler climate than the other nations of the Old Empires, its people are usually clothed in long, flowing robes and tunics. Athletes compete in the nude, which non-Chessentans believe to be very strange (this contributes to the widespread perception that Chessenta is a nation of wild men).

Language of Chessenta

Chessentans once spoke Untheric, but abandoned that language 200 years ago for the common tongue of the west (using a variation on Untheric writing in their written records, though they have reduced the runes to an alphabetical writing scheme). Untheric is often known as a second language, if only to understand ancient writing.





ADVENTURES IN THE OLD EMPIRES

Snake Dance

Location: This scenario takes place in a large city in the west. It is meant to introduce the players to some of the conflicts of Mulhorand.

The Rumor: There is a strange, evil southern cult making its presence known in the west. This group is rumored to be making contact with the Zhentarim and the Cult of the Dragon.

The Facts: The cult is the Cult of Set, of course. Hodkamset, leader of the Fangs of Set, has sent a number of operatives into the west for the purpose of spreading the Cult of Set, and to acquire magic.

In the course of one of their thefts, Mefraset, a female mage, put a *ring of reverse alignment* on her finger, which suddenly transformed her to chaotic good and filled her with loathing for the Cult of Set. She knows many of Hodkamset's diabolical plans and intends to stop them. The other cult members, on the other hand, have figured out what happened to Mefraset and want to capture her and reverse the effect of the alignment switch.

Encounter: The encounter can be one for characters of any level; just adjust the levels of Mefraset and the pursuers accordingly. Low-level characters will be facing ordinary fighters and clerics who are either in the service of the Cult of Set or whose services have been bought by the cult. High-level parties can face minions of Set and a rakshasa.

The characters are walking down the street when a tall, bald woman pushes them aside and runs past them. She is being chased by men who obviously don't have her continued health in mind.

If the player characters do nothing, then they've blown the scenario. Move onto another encounter. If the characters rescue her (and it should be an easy fight at this point), the woman identifies herself as Mefrahur, a mage of Mulhorand, who has been gathering information on the activities of the Cult of Set outside Mulhorand. (This isn't really true, but Mefraset has no idea what she's doing outside Mulhorand in the company of someone as evil as the Cult

of Set; she has made up this story because it seems like the only logical way to explain what happened. She also changed her name, because she cannot see herself as having anything to do with Set.) She mentions the name Hodkamset as the leader of a company of high-level adventurers in the service of Set. She says that they have a scheme to overthrow the pharaoh of Mulhorand and replace him with Set, and that they are looking for magical items to aid them in their conquest. She also tells the characters the location of her hiding place.

At this point, a larger party of assassins attack. Use as many as you need to engage the entire party; Mefraset will run away during this fight. After the fight, the characters can track Mefraset to her hide-out.

In the meantime, the Cult of Set found Mefraset and neutralized the alignment switch. She realizes that she told the PCs too much, and that they must die to protect the cult.

When the PCs find Mefraset, she will pose as Mefrahur, doing her very best to appear convincing in the role. A member of the Cult of Set will appear to be holding a sword to her throat. She casts a spell on the PCs when she feels she can achieve surprise, and the rest of the cult joins in the ambush.

If the PCs have a recurring nemesis from within the Zhentarim, then he may be substituted for the Cult of Set member as the one holding Mefraset "hostage." Or, if you don't want to employ the nemesis here, use one of his chief minions.

This should be an extremely tough fight that the PCs will be very hard pressed to win, all the more so because Mefraset will be using weird southern magic (see the "New Spells" section). If the PCs win, they find Mefraset's spell book, in a totally undecipherable language (Mulhorandi magic, which non-Mulhorandi can read only with a Mulhorandi *read magic* spell), and the *ring of reverse alignment* in a box. They will also have had their first taste of the south.

The Eater of Magic

Location: Chessenta, centering on Cimbar.

(Note: This rumor was first mentioned in the DM's Sourcebook of the Realms, p. 43. It is dated Eleasias [August], Year of the Prince [DR 1357].)

The Rumor: The Sceptanar, self-proclaimed ruler of Chessenta (his home city is Cimbar), has sent an envoy to Sembia, Cormyr, and the Dalelands, seeking word of those who unleashed the magic-eater in Scornubel two winters ago. The Sceptanar has a similar creature imprisoned in an ancient globe in the Crypt Royal. He is offering gold, magical treasures, griffins, or noble maidens of his realm to anyone who can safely unleash the magic-eater without harming the people or treasures of Chessenta. He also wants it returned to its own home plane, or controlled to do his bidding in a certain task.

The Facts: The Sceptanar is less interested in dealing with the creature than in luring adventurers to Cimbar, where he hopes they can be persuaded to help defend the city against its current enemies. If he could get the magic-eater under his control, though, he would be very happy.

The magic-eater is really a hakeashar (see the "New Monsters" section). It is trapped in the heart of a pyramid built in the days when the city was under the control of Unther; the pyramid was a deliberate attempt to recreate the Mulhorandi style.

The hakeashar is trapped in a glass sphere that is welded to the floor; no physical force can release the sphere.

The sphere is directly over a concealed plate in the floor that leads to the treasure vault, which the Sceptanar would like to get into. The plate cannot be opened by physical force or by magic (thanks to a *wish* spell) — this includes *phase door* and *passwall* spells. There is a tiny engraved impression with the coat of arms of Cimbar imprinted into the floor. The plate can only be opened by pressing the royal



signet ring of Cimbar into the floor plate (it is currently on the left hand of the Sceptanar). What riches and dangers lie beneath the plate are for the DM to decide; they should both be very great.

The Sceptanar would like to use the hakeashar as a weapon in the current war. He is also worried that the creature might fall into the hands of the lords of Luthcheq, who hate magic and would do anything to get their hands on a creature capable of destroying magic. If the characters succeed in their quest, they will find that the Sceptanar is a fair man, but rather stingy; he would prefer to short-change the characters as opposed to cheating them entirely out of their reward.

Rage of Dust

Location: Klondor, Mulhorand, Plains of Purple Dust

The Rumor: A swirling sandstorm has formed in the heart of Raurin, the great desert, and is said to be heading northeast into the Plains of Purple Dust. The storm is nearly a dozen miles across. Some say this is the coming of the dreaded skriaxit, the storm of death, and some are leaving the Great Vale for safer ground.

The Facts: The dust cloud is indeed the skriaxit; in fact, it is a full strength skriaxit storm with 18 members.

The black storm has generated a large sandstorm around it. It is carrying that dust with it as it heads toward the Great Vale. It will strike the town of Klondor in a week's time, undoubtedly killing everyone in the town unless it is stopped.

The skriaxit has a reputation for slaughtering mages and warriors of extreme power. The PCs should be warned, very strongly, that the skriaxit has been known to swallow parties of extremely well-armed, high-level adventurers. If the PCs ignore that warning, well, it is their choice to walk into almost certain death.

There is an easier way to still the skriaxit. The skriaxit loves to cause

death and destruction, but is not necessarily very discriminating about what it kills, except that the victims should be reasonably intelligent mammals. If the PCs were to drive a very large herd of cattle or pigs into the heart of the storm (at least 5,000 head), that would be sufficient to quiet it.

Where can the PCs get this information? The priests of Thoth might know. To get access to the priests of Thoth, the PCs may need the assistance of Hethhab, the Defender of the Eastern Way, a man in the service of Anhur who is very concerned about the skriaxit.

Hethhab is really an incarnation of Anhur (see the "Personalities of Mulhorand" section); as such, he can get the players access to Tholaunt, incarnation of Thoth, in Gheldaneth.

The answer is not written in the tomes of Thoth, but Tholaunt, incarnation of Thoth, says that there is a legend that the archmage Nezram once quieted a skriaxit without being harmed; this knowledge might be known to the Nezramites, the descendants of Nezram.

The PCs would have to travel to the Plains of Purple Dust, where the Nezramites live, and persuade them to tell them how. There is one problem—the Nezramites don't like strangers! It is up to the PCs to figure out a way to deal with their hostility, then get enough animals together to stop the skriaxit.

Optional Complication: When the PCs feed the skriaxit a herd of animals, it is not enough. That is when Hethhab, the incarnation of Anhur, reveals himself for what he truly is. He and his minions ride into the heart of the storm; before he rides he asks the PCs to stay out of the storm, but to ride to Sultim to tell his priesthood of what happened. A minute after Hethhab rides into the storm, it is stilled. The deity and his minions are dead.

Rezim's spies learn what happened. Rezim worries that if the priests of Anhur learned that an incarnation of Anhur died a heroic death while on a suicide mission that Rezim gave him, there will be open warfare as the Anhurites

try to avenge their martyr's death. Rezim will try to bribe the PCs not to fulfill Hethhab's dying request; failing that, he'll hire assassins to deal with them. If this also fails, he will have the PCs outlawed to make their words seem less credible. It is up to the PCs to escape with their hides and integrity intact.

Magic Quest

Location: Outer Sultim

Rumor: A rather shady merchant named Verdegond claims that he has a spell book with translations of over a dozen Mulhorand magical spells into the magical language of the west. He is willing to sell this book to the highest bidder. He is currently in Outer Sultim, where he plans to make the sale.

The Facts: The majority of these spells are variation of the *cantrip* spell, which has no real value. However, there are at least five Mulhorand magical spells, including the extremely valuable *read Mulhorand magic*. It is worth a lot.

There are several complications. The priests and mages of Thoth are after it, and they are very upset. Agents of the Thay Zulkir Lauzoril are also after the book. The player characters are going to have to deal with them and Verdegond, who has a habit of stealing back his sales and selling them twice.

This scenario should keep the player characters on their toes, as fake spell books, angry mages, and deadly assassins await at every turn. Every time they turn around, there is someone with a sword or staff pointing at them saying: "Okay, pal, where's the book?" If the DM desires, the chases can take on comic overtones, but the scenario—and the prize—is a very serious one.

Terrible Swift Sword

Location: Shussel, Unther

Rumor: Mysterious murders have been taking place among the merchants in the city of Shussel. There is one report which claimed that a sword without a wielder slew one of the



merchants, then flew into the shadows and could not be pursued.

The Facts: Havell (4th-level fighter), a merchant from Shussel, has a fanatical hatred of travelers from other lands (such as Durpar) who exposed him as a fraud and drove him out of business. He discovered a cache of magical potions that enable him to turn ethereal for 1d4 +1 hours. These potions also enable him to handle objects that are not ethereal as long as they remain in the Prime Material plane.

Thus Havell can wield a sword and the sword appears to be wielding itself.

Merchants may hire player characters to serve as bodyguards. The characters will be hard-pressed to defeat a sword whose wielder is ethereal, whom they cannot harm except from the Ethereal plane (give Havell a +4 attack roll bonus with the sword while he's ethereal).

They might talk to relatives of the sword's victims, who would likely name Havell (among others) as someone who held a grudge against the victims. A search of Havell's quarters uncovers the potions.

City On The Edge of Oblivion

Location: Messemprar, Unther

Rumor: There is trouble in Messemprar, one of the major ports in Unther, due to severe food shortages. Ships bearing food to Messemprar can make a big fortune, if they can get past the sahuagin and the pirates and make it into port.

The Facts: This scenario can begin at any coastal city on the Inner Sea, such as Selgaunt, Suzail, Procampur, or Telflamm. The player characters could purchase a ship, buy lots of grain and other foodstuffs, and then make the perilous voyage to Messemprar. Or the player characters might sign on for such a voyage with a merchant captain.

During the voyage, the player characters have to deal with the dangers of the Inner Sea. The crew could have an evil

sailor on board who is urging them to mutiny and sell the cargo to his masters (the pirates or the Red Wizards). Pirates might attack, sahuagin might try to board the ship and capture it. This is up to the DM.

When the ship gets to Messemprar, there are two Unther naval boats with orders to board any ship that tries to enter the harbor of Messemprar. They are also instructed to sell the survivors of its crew into slavery (the crew knows of this policy). The ships are too far away for the Northern Wizards to assist; the PCs must defeat the Unther vessels on their own.

If the ship makes it into Messemprar, the PCs find that they are already too late. The food riots have escalated into a full-scale revolt; the authorities of the city are either dead or under siege in the palace district. The hungry townspeople try to seize the ship, distribute its cargo, and impound the vessel.

Any resistance results in the player characters becoming hunted by the rebels. The player characters might find sanctuary with the Northern Wizards' Guild, but then maybe the elders of the guild are murdered one by one. The PCs are (naturally) the prime suspects. Can they clear their names? Can they escape the madness of Messemprar? These questions can only be answered by the ingenuity (or lack of it) of your players during the campaign. "City On The Edge of Oblivion" is intended as a novel-sized adventure for the characters.

The Weed That Kills

Location: Luthcheq, Chessenta

Rumor: The lords of the city of Luthcheq in Chessenta are mad (in Chessenta this is not considered to be rumor, but fact). Their goal is the destruction of all magic, and the painful deaths of all who wield magic.

Their agents are suspected of kidnapping some of the most powerful mages in the Realms, intending to burn them to death in a big bonfire.

The Facts: This rumor is absolutely accurate.

This scenario is a "friend in need" scenario: the PCs are friendly with a mage who has been kidnapped. The kidnapers were spotted chartering a ship to somewhere east in the Inner Sea region. To rescue their friend, the PCs must get their own ship and chase after the kidnapers. They may pick up the trail of the kidnapers at several ports, but for maximum dramatic effect the chase should end in Luthcheq, with the PCs arriving just hours before the burning is to take place. The PCs then have to sneak into the castle where the wizards are being held captive, free them, and escape.

Aggressive PCs might want to slay the royal family of Luthcheq, which will create a rather large vacuum in the politics of Chessenta. But this wouldn't be the first time that adventurers changed the destiny of a nation, and it would be hard for any new ruling family to be worse than the old one.

The Name of The Game

Location: Mourktar, Threskel, Mt. Thulbane

Rumor: Theris, king of Mourktar, is dying and he has no heir. On the instructions of his god, Assuran of the Three Thunders, he is leaving his throne to the most worthy successor. To find this successor, he is holding a tournament of athletic skills at the base of Mount Thulbane. This tournament is open to any who choose to participate. The winner of this tournament will be the new king.

The Facts: There is indeed a tournament to be held by the slopes of Mt. Thulbane. It is open to both human and half-elven men and women; women are forbidden to compete in boxing and wrestling and thus labor under a handicap. To qualify, one's Strength and Dexterity must both be 14 or better; each competing character must also roll a Strength check and a Dexterity check



(roll 1d20 for each). If either roll fails, the character fails to qualify.

The events in the tournament are wrestling, discus-throwing, running, chess, boxing, swimming, jumping, riding, archery, and charioteering.

Whoever gets first place in each event receives five points, whoever gets second place gets two points, and whoever finishes third gets one point.

The two competitors with the highest point total must then meet in a duel to decide the winner.

The winners of these events are usually judged by rolls against their proficiency scores. A failed skill roll means that the character loses the event. If the character succeeds with his roll, he records how much he exceeded what he needed to roll. If, for instance, Sir Jheol needed a 16 to make his Charioteering proficiency, and he rolls a 5, he made his roll by 11. If no other person made his roll by more than 11, Sir Jheol would win the contest.

Throughout the event descriptions, the term "Difference Score" (DS) will be used to mean the difference between the score needed to succeed and the actual roll of a successful check. In the preceding example, Sir Jheol's DS is 11.

Some characters have no proficiency with the skill in question. In this case, take the appropriate ability score and halve it (round fractions down) to get such a character's score in the proficiency. For example, a chess player needs the gaming proficiency. Tendros doesn't have it. He has an Intelligence (the necessary attribute) of 15. His proficiency score is therefore 7.

Since there should be 64 competitors (including any PCs who are in the contest; see the "Running the Tournament" section) entered in each event, this rolling could get very tedious. As an alternative, assume that each PC entered has a 2% chance of finishing in each scoring position (i.e., roll percentile dice; a roll of 01-02 means that PC came in first, 03-04 means he came in second, and 05-06 means he came in third. If more than one PC ends up in a particular scoring position, just give each PC

the points for that position).

If no PCs are entered in the competition, then it really doesn't matter who wins (unless the PCs know someone in the contest). Just give the players the impression of exciting contests and many deeds of skill and valor, then just make up a winner and move on to things the players are more interested in.

Magical aids are forbidden in this contest. All contestants are forbidden from having magical assistance. If such is discovered, the character is disqualified. All characters are inspected for magic before the contest (with a weapon or wand that has the detect magic ability); if magic is detected, the character is disqualified.

Rules for Competition

Wrestling: This contest is resolved using the nonlethal combat system (2nd Edition *Player's Handbook*, pages 97 and 98).

These matches are of a very brutal style called the pankration. When an opponent is knocked unconscious, the match is over. All damage sustained is healed by priests.

This event is done tournament-style, with winners fighting winners until the final round, and a consolation match between the two semifinalists. The losers in the first round of the wrestling match are eliminated from the entire tournament.

An optional rule: One round after being put in a hold, a character may break out of it by rolling a Strength vs. Strength check. Both competitors must roll Strength checks; if the person in the hold succeeds and his DS exceeds his opponent's, the hold is broken.

Discus-Throwing: This is purely a Strength check. There are three throws; any who fail even one check are out of this event (any who fail two checks are out of the competition entirely). If all three checks are successful, the Difference Scores are added together, plus the character's level if he is a member of the fighter class. The highest score wins.

Running: Characters must make a long distance running check. Highest DS wins.

Note: Unless a runner is protected by his comrades, friends of one of the other competitors will try to cheat, giving a -5 penalty to the unprotected character's roll.

Chess: This contest is a straight gaming proficiency check (1d20 vs. each character's Charisma).

Boxing: This contest uses the nonlethal combat rules on pages 97 and 98 of the 2nd Edition *Player's Handbook*. The object is to knock the opponent unconscious. This event is done tournament-style, with winners fighting winners until the final round, and a consolation match between the two semifinalists. The losers in the first round are eliminated from the rest of the tournament.

Swimming: Those competitors without the swimming proficiency cannot compete. Each contestant makes two swimming proficiency checks; if either fails, the character is out of this event. The two DS's are added together to determine the winner.

Jumping: Competitors are performing a running broad jump (see the jumping proficiency in the 2nd Edition *Player's Handbook*, page 61). Highest jump wins. Characters without this proficiency cannot win.

Riding: This is a long-distance event; characters must ride bareback and unarmored. They may provide their own horse, or ride steeds provided by the Mourktarians. There is an assassination attempt against the current top two leaders of the competition. They must fight against the assassins, and suffer a -1 penalty to their proficiency check for each round they spend in battle.

All except those prominent characters who are designated as cheaters have a -3 penalty to their riding check; highest DS wins.

Archery: This competition uses the composite long bow (appropriate non-proficiency penalties apply).

Characters must hit AC -4 to score a bull's eye; the character with the most bull's eyes in 20 shots wins.



Charioteering: The eight highest scoring contestants qualify for the final event—the chariot race. It can be resolved by making charioteering checks and seeing who has the highest DS, or it may be resolved using a more complicated system.

The DM uses a copy of the chariot race oval provided on the back of the cover. Place figures or other pieces to represent each rider and position them on spaces 1 to 8 (starting positions go by DS score totals coming into this event—highest total in position 1, etc.).

There are ten laps; after each lap, each chariot's position changes as follows:

Successful Charioteering Checks *

DS **	Position Change
12+	Gain 3 Rows
7-11	Gain 2 Rows
3-6	Gain 1 Row
0-2	No change

Failed Charioteering Checks *

Roll Failed By	Position Change
1-2	Lose 1 Row
3-4	Lose 2 Rows
5-6	Lose 3 Rows
7+	Crash!

* A roll of "20" always fails and always loses at least three rows (and may cause the chariot to crash, if a roll of 20 indicates failure by 7 or more). A roll of "1" always advances the contestant three rows.

** This is the DS for this lap's roll only.

For example, Milfur of Chondath has a Dexterity of 13, which (with the charioteering proficiency's +2 modifier) gives him a charioteering proficiency of 15. He is in 5th place at the start, which means his marker is on the #5 space. After the first lap, he rolls a 4, for a DS of 11. Checking the above chart, Milfur advances two rows, to the row of position 3.

Up to three chariots can be in each row, one per lane. If there is another chariot already in lane 1 of row #3, then Milfur can move to lane 2 or 3 of row

#3. If there are already three chariots in row #3, Milfur cannot advance (by the same token, if a chariot loses ground but the row it is supposed to fall back to is filled, it does not fall back).

Charioteering checks are made in order from the front of the pack to the back (i.e., the lead contestant rolls first and moves, then the second-place contestant, etc.).

Contestants can advance beyond row #1 and they can fall behind row #8.

If two chariots are in adjacent lanes, they may attack each other after all contestants have rolled their charioteering checks for that lap. The only weapons available are whips, which are supposed to be used on horses. Due to the difficulty of the attack (chariots bumping, opponents also attacking, having to steer, etc.), the targets of whip attacks are considered to be AC 0). If an attack is successful, the victim must roll a successful charioteering check to prevent the chariot from crashing.

Example: Murzul of Thay is in Position 1, Lane 1. Milfur of Chondath is Position 1, Lane 2. They may attack each other. Naturally, they both do. Milfur misses but Murzul hits. Milfur rolls a successful charioteering check and avoids crashing.

A charioteer, if he wishes, may voluntarily reduce any gains made on his charioteering check or even move back one row to make an attack against another charioteer. For the chariot to voluntarily move back, it must be able to fall back to the position directly behind it, staying in the same lane, to make the attack.

It is possible for someone in lane 1 and someone in lane 3 to both attack someone in lane 2.

If a chariot crashes, the charioteer suffers 1d4 points of damage, plus 1d8 points if there is a chariot in the lane directly behind him.

If all but one contestant are out of the race before the last lap, the last remaining contestant is the winner. The last contestant eliminated would come in second place, and the next to last to be eliminated would end up in third place.

If two or more chariots are tied for a position, the inside chariot wins.

The Final Duel: This is meant to test the combatants' ability in a real fight.

Both contestants must agree beforehand that the loser's body will be burned and placed in an anti-magic field so he can never be resurrected; this fight is to the death. A contestant may back out of the duel beforehand and forfeit his claim. Theris, king of Mourktar, believes that the crown should be worth the ultimate risk, and that anyone who wants it must be willing to accept that risk.

If one of the contestants forfeits, the character who is in third place may challenge.

Running The Tournament

DMing a tournament of this size is a major undertaking. A DM must have a roster of at least some of the major contenders for the tournament; examples of four of these competitors with all necessary information is provided below.

Allow 64 competitors to compete in the tournament at the start. At least 32 will be eliminated in the wrestling, and another 16 in the boxing. A list of at least 16 contenders, including PCs, will be useful. When running the first two rounds of boxing and wrestling for the PCs, use the following table. After that, roll randomly and fill out the final 16 positions:

- 01-60 Easy opponent (1st- to 3rd-level fighter, Strength 14-15). Should be a victory.
- 61-85 Tough opponent (4th- to 6th-level fighter, Strength 16-17). A tough fight.
- 86-00 Major opponent. Roll randomly on the list of tough guys.

If the DM trims down the list to an elite of 16 competitors, it should be less cumbersome to score the tournament, and easier for each competitor to come across as a distinctive personality.



It should be noted that this need not be the only thing happening during the tournament. Players who are not involved can make deals with other non-competitors, make friends, place bets on the competition, pick pockets, or watch out for sneaky plots. The throne of Mourktar is at stake, and there are a lot of people who will do anything to get it.

The tournament is an opportunity for the DM to introduce new friends and enemies to the player characters. Let the characters role play and interact with other characters.

Prominent Contestants: The following are men who are major contenders for the crown:

Therihob (Mulhorand, 9th-level paladin): He is cousin to the current incarnation of Osiris. He is an extremely honorable man, if aloof, and a fierce competitor. LG, STR 17 (+1, +1) DEX

16 CON 14 INT 13 WIS 16 CHA 17, hp 79, THAC0 12, NWP: Riding 19, Charioteering 18, Swimming 17, Etiquette 17, Riding (airborne) 14. No missile weapons. Will not cheat.

Helyos (Chessenta, Akanax, 13th-level fighter): Helyos is a mercenary for hire. He is considered one of the toughest fighters in Chessenta, and one of the meanest too. Under his rule, Mourktar would become a haven for pirates. N, STR 18/70 (+2, +4) DEX 14 CON 17 INT 10 WIS 12 CHA 14, hp 89, THAC0 8, NWP: Riding 15, Charioteering 16, Swimming 18, Blind-fighting, Gaming 10 (with chess). Weapon specialist in long sword, proficient with composite long bow. Will cheat.

Nebuseddar (Unther, 11th-level fighter): While Gilgeam didn't wish to leave his kingdom, he welcomed the opportunity to add Mourktar to his king-

dom once again, and he sent one of his finest champions. Nebuseddar's high characteristics are a divine gift. LE, STR 19 (+3, +7) DEX 18 CON 17 INT 14 WIS 10 CHA 13, hp 104, THAC0 10, SA +2 to attack roll with all wrestling moves, -2 on initiatives for wrestling, NWP: Charioteering 20, Riding 13, Swimming 19. Is not proficient with composite long bow. Will cheat.

Sorn (Thay, 14th-level fighter): Though he is posing as a simple trader, Sorn is really a servant of Lauzoril, a Zulkir (Red Wizard) of Thay. His orders are to win the crown or assassinate the winner. CE, STR 18/55 (+2, +4) DEX 16 CON 15 INT 10 WIS 12 CHA 15, hp 74, THAC0 7, NWP: Charioteering 18, Riding 14, Swimming 18. He is proficient with composite longbow. Will definitely cheat.





SOUTHERN MAGIC

"Magic is the essence of life"

—Saying of the priests of Thoth

Spells from southern nations, such as Thay, Mulhorand, and Unther, have always been a source of dread and superstition to the peoples of the north. The reasons for this fear are clear. Southern magic is strange and powerful; northerners who battle a party of southern mages should be ready to face spells they have never seen before.

There is one fundamental difference between the magic of the south and that of the north: its writing system, known as the Thoth mage-script.

Following the rebellion of the Red Wizards of Thay, the priest-mages of Thoth decided to create a new magical script with which to write their spells. This writing was meant to prevent the Red Wizards from learning the priests' secrets.

This writing is undecipherable to a standard *read magic* spell. A *read southern magic* spell is required to perform this function; these can be learned only from southern mages. Since the creation of mage-script, it has spread and been adopted as a standard by all mages of Mulhorand and Unther, and by some in Chessenta. While southern mages also have standard *read magic* spells, these are rarely used.

Southern mages have all spells listed in the *Player's Handbook*, but none listed in the *Magister* or other FORGOTTEN REALMS™ modules.

Southern mages have developed many spells that are not known elsewhere in the Realms. Most of these spells were devised by the priest-mages of Thoth during the reign of the Mulhorand Pharaoh Thothibistep II, following the loss of Thay to the Red Wizards. Some of these spells are described in the following section:

Wizard Spells

Level 1	Level 2
Barrier	Damage Mirror
Breathe	Move Object
Ignite Flame	Run

Ladder
Ward

Level 3
Foothold
Prot./Telekinesis
Target
Witchweed

Level 5
Deathguard
Etherealness
Mummy
Sandstorm

Level 7
Resist Injury
Time Loop
Trick

Level 9
Army
Call
Soul Shift

Priest Spells

Level 1
Beckon
Cleanse
Stumble

Level 3
Detect Ambush
Detect Curse
Chill

Level 5
Major Curse
Summon Minion

Level 7
Bane
Timewarp

Italicized spells are reversible.

Wizard Spells

First-Level Spells

Barrier (Abjuration)

Range: Special
Components: V,S,M

Thunderball
Tumble

Level 4
Agitate Wounds
Comm. Elemental
Dune
Slumber

Level 6
Enfeeble
Javelin
Reverse Missile
Worship

Level 8
Bombard
Deathbolt
Devastate

Level 2
Inscribe
Omen
Stormvoice

Level 4
Animal Vision
Thunderstroke
Weapon Immunity

Level 6
Dying Curse
Resist Magic

Duration: 2 rounds/level
Casting Time: 1
Area of Effect: 10' radius
Saving Throw: None

This spell enables the caster to create a magical barrier that protects him from damage. This barrier is a magical wall that surrounds the wizard in a ten-foot radius. This wall can withstand 5 points of damage per level of the caster, to a maximum of 25 points, before it goes down and attacks may go through. The wizard may not cast spells that cause hit point damage through the barrier, nor may he physically attack through the barrier.

The barrier is considered to have the caster's Armor Class, but it does not get a saving throw against spells—it automatically suffers full damage from spells. (But, if a spell knocks down the barrier, the wizard within is entitled to a saving throw vs. the excess damage.)

The material component for this spell is a piece of jade or amethyst worth 50 gp or more; this is consumed in the casting.

Breathe (Alteration)

Range: 0
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell enables the creature touched to breathe normally in places where it would normally suffocate (in water, under an avalanche, while buried by a sandstorm, etc.).

The material component for this spell is a cloth that must be held over the caster's mouth during the casting of the spell.

Ignite Flame (Evocation)

Range: 10 yards
Components: V, S
Duration: 3 rounds or less
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates



With this spell, a wizard can create a small area of hot flame, typically a three-inch-square area. If cast on exposed flesh, this causes 1d3 points of damage per round for three rounds before being extinguished. The victim may put out the flames by spending one round smothering them (he receives damage for that round, but the flames are automatically put out).

If this spell is cast on flammable material, it grows into a small fire, automatically destroying flammable materials such as paper, causing exposed flasks of oil to explode, and creating a bonfire. These targets still receive a saving throw.

The fire produced by an *ignite flame* spell is considered to be normal, not magical, fire.

Ladder (Alteration)

Range: 20 yards
Components: V,S,M
Duration: 1 turn
Casting Time: 1
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster creates a firmly anchored ladder of force, one foot wide, and ten feet long, + ten feet per level of the caster, to a maximum length of 60 feet. This ladder is easy to climb (no Dexterity check is required). This ladder may be used to climb walls and pits, or it may be laid horizontally and used to cross chasms.

The material component for this spell is a knot of wood.

Ward (Enchantment)

Range: 0
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: 10-foot cube
Saving Throw: Negates

This spell enables the caster to set up an area with an invisible magical barrier. Those who enter the warded area have

a strong compulsion to turn back and not pass through again (a successful saving throw vs. spell is required to avoid retreat). Creatures of 5 Hit Dice (or levels) or more are unaffected.

Anyone with magical protection from fear may pass through without having to roll a saving throw. This spell does not affect undead of any level.

The material components are the feathers of a vulture.

Second-Level Spells

Damage Mirror (Alteration)

Range: 0
Components: V,S,M
Duration: 1 turn/level + Special
Casting Time: 2
Area of Effect: 10' radius
Saving Throw: None

This spell is the bane of those who like to melee wizards. If a *damage mirror* spell is active, the wizard is not protected against attack, but if the wizard is struck by a weapon, every creature within a ten-foot radius of the wizard suffers an identical amount of damage. Thus an archer firing at range against a wizard is not affected, but a swordsman ten feet away from the wizard is. This spell affects all creatures within that ten-foot radius, including the caster. The spell is canceled once it has been triggered; if the opponent has multiple attacks in that melee round, only the first successful attack triggers the *damage mirror* spell. This spell is not affected by spells or magical attacks, except for *dispel magic*, which has a normal chance of negating it.

If the caster is somehow immobilized and then assassinated by an instant kill attack (e.g., slitting his throat), the assassin is also affected (he will kill himself as well as the wizard), but he may roll a Dexterity check to avoid killing the wizard when he realizes what is happening.

The material component for this spell is crushed glass from a broken mirror.

Move Object (Alteration)

Range: 10 yards
Component: S
Duration: Special
Casting Time: 2
Area of Effect: 1 object
Saving Throw: None

This spell enables the caster to point to a single small object and move it. The wizard may move an object weighing up to two pounds per level. He cannot perform complex movements with this spell (he can pull a dagger from its sheath, provided that it is not chained, but he cannot unbuckle and unloop a belt). A wizard can use this spell to activate levers from a safe distance. This spell cannot be used to animate weapons and make them attack from a distance.

Run (Alteration)

Range: 60 yards
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

This spell causes a single creature to run at triple ground movement. Thus a creature with a normal running movement of 12 will have a ground movement of 36 while under the effect of this spell. This spell can affect any creature, including horses and summoned creatures, but it is not cumulative with *haste* spells.

Creatures moving at their maximum movement gain a -2 bonus to their Armor Class while under the effect of this spell. This spell does not affect other movement rates, including flight, burrowing, swimming, and climbing.

The material component is a rabbit's foot.

Thunderball (Evocation)

Range: 10 yards/level
Components: V,S,M
Duration: Special



Casting Time: 2
Area of Effect: 20' radius
Saving Throw: Special

The *thunderball* spell is an explosive burst of lightning accompanied by a clap of thunder. This spell causes 1d6 + 1 points of damage to all creatures within its area of effect (no saving throw) and all within its area of effect must roll successful saving throws vs. spell or be deafened for 1d4 rounds. In addition, the caster may elect to target this spell against a single creature. This creature is automatically deafened, and it must roll a successful saving throw vs. spell or suffer double damage.

The material component for this spell is an amber rod.

Tumble (Enchantment/Charm)

Range: 10 yards/level
Components: V,S,M
Duration: 3 rounds +1 round/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Negates

This spell causes a single creature to trip and fall to the ground. The victim continues to tumble and roll about for the duration of the spell. The target cannot attack or cast spells while under the influence of this spell. The target retains all Dexterity bonuses to his Armor Class. The victim is allowed a new saving throw each round; a successful saving throw negates the spell.

The material component for this spell is grease, which is consumed in the casting.

Third-Level Spells

Foothold (Alteration)

Range: 10 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 900 square feet
Saving Throw: Negates

A *foothold* spell causes stony hands to appear from the ground. These try to grab the legs of all creatures in a 30' by 30' area or 90' by 10' area (depending on the desire of the caster). Creatures successfully held by this spell cannot move, but they may attack normally and cast spells. Characters trapped by this spell are considered to have an effective Dexterity of 1.

The *foothold* spell cannot affect airborne or invisible creatures. A successful saving throw negates the effects of this spell on a target, but a new saving throw must be rolled every round the target is in the area of effect.

The material component for this spell is a vulture's claw.

Protection From Telekinesis (Abjuration)

Range: Touch
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

This spell protects the target against magic that moves its physical form, most notably *levitate*, *repulsion*, and *telekinesis* spells, but not *reverse gravity*, which is a fundamental alteration of the laws of nature. This spell adds a +4 bonus to any saving throws involving these kinds of magic, or allows a normal saving throw against attacks that have none, such as *repulsion*. This does not protect individuals from spells that involve teleportation.

The material component is a block of black granite.

Target (Alteration)

Range: 50 yards + 10 yards/level
Components: V,S
Duration: 1 rounds/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Negates

This spell enables the wizard to affect a single target. If the victim fails his saving throw, he becomes marked so that all missile attacks, including arrows, bolts, javelins, and ballistae attacks gain a +2 bonus to attack and damage rolls against him.

Witchweed (Evocation)

Range: 50 yards +10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 40' radius
Saving Throw: None

This spell creates a cloud of smoke that is utterly inhospitable to wizards. All wizards caught in this cloud cannot cast spells; they also suffer 2 points of damage per round they remain in the cloud. The cloud is stationary; once in place, it may only be moved by a *gust of wind* spell.

The material component for this spell is burning tobacco (or some other noxious, fume-producing plant).

Fourth-Level Spells

Agitate Wounds (Necromancy)

Range: 10 yards/level
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

By means of this spell, the caster can affect a creature that has been wounded by an edged weapon. This spell reopens bound wounds (or causes unbound wounds to bleed severely), inflicting 2d6 points of damage. Those who roll successful saving throws vs. spell suffer no further damage from this spell. If the saving throw fails, however, the victim suffers 1d3 additional points of damage per round until the wound is dressed and bound (or bound again, as in the case of reopened wounds).



Creatures without blood, such as skeletons, are unaffected by this spell, as are those with regeneration abilities and those under the effects of a *periapt of wound closure*.

The material component for this spell is a pinch of salt.

Command Elementals (Enchantment/Charm)

Range: 40 yards + 10 yards/level
Components: V,S
Duration: 1 round/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Negates

This spell enables the caster to command (or wrest command of) a single creature from one of the elemental or para-elemental planes.

The target is permitted a saving throw, but elementals of low intelligence or lower suffer at -4 penalty to the roll. If the saving throw is failed, the wizard can maintain his control over the elemental for the duration of the spell, overriding all other controls on that elemental, including other *command elemental* spells.

Dune (Conjuration)

Range: Touch
Components: V,S
Duration: 1 hour/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard creates a magical sand dune that can carry one man-sized creature per two levels of experience of the caster (e.g., 3 creatures at 6th and 7th level, 4 creatures at 8th and 9th level, etc.) through any sandy area with a movement rate of 4 per level of the spellcaster. This dune can move only through sandy areas.

The material component for this spell is a pinch of sand.

Slumber (Enchantment/Charm)

Range: 60 yards
Components: V,S,M
Duration: 5 rounds/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When a wizard casts a *slumber* spell, he causes a comatose sleep to come upon one or more creatures (other than undead and certain other creatures with immunity to sleep effects). All creatures to be affected must be within 50 feet of each other.

The number of creatures that can be affected is a function of Hit Dice or levels. This spell affects 4d10 Hit Dice (or levels) of monsters. Monsters from other planes of existence and monsters with more than 9 Hit Dice are unaffected.

The center of the spell is determined by the spellcaster. Creatures with the least Hit Dice in the area of effect are affected first; creatures that would be only partially affected are not affected at all.

The material component is a pinch of dust.

Fifth-Level Spells

Deathguard (Abjuration/Necromancy)

Range: Touch
Components: V,S
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

This spell creates a guardian spirit that protects the character from attacks from the Ethereal plane.

The guardian has one function: Should any attack reduce the hit points of the creature it has been assigned to guard to zero or below, the guardian intervenes and suffers the damage instead of the character, saving the character from death. Once the guardian saves its master's life, it is destroyed.

The character does not suffer any damage from the attack that would have killed him, be it damage from falling from a cliff, dragon breath, or a weapon strike. Note that if the attack doesn't bring the character to zero hit points or below, the character takes full damage (the guardian prevents only lethal blows).

Etherealness (Alteration)

Range: Touch
Components: V,S,M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Negates

This spell temporarily sends one creature into the Ethereal plane.

The target must remain in the Ethereal plane during the duration of the spell; any attempt to return to the Prime Material plane will fail, except by the intervention of Powers or a *wish* spell. If the wizard attempts to shift the target into the Ethereal against its will, the target is entitled to a saving throw.

The material component for this spell is a drop of *oil of etherealness*, or oil from a creature native to the Ethereal plane.

Mummy (Necromancy)

Range: 50 yards
Components: V,S,M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

With this spell, the mage can animate up to one corpse per four levels of experience he possesses (all fractions are rounded down). These corpses have all of the abilities, including hit points, of a mummy (see volume I of the *Monstrous Compendium*).

When the spell has run its course, or when the mummies are slain, the corpses crumble to dust.

The material component is mummy dust.



Sandstorm (Evocation)

Range: 10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 60' radius
Saving Throw: None

By means of this spell, the caster creates a vortex of violently churning sand. All creatures within the area of effect suffer 3d10 points of damage. The sand also blinds creatures while they are within its area of effect, and there is a 50% probability that any creature trying to move in the area falls down.

The sandstorm also extinguishes torches and small fires.

The material component for this spell is a fistful of sand.

Sixth-Level Spells

Enfeeble (Necromancy)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

This spell enables a wizard to weaken the physical characteristics of his target, making him weaker and less agile. The wizard must touch the victim within three rounds of casting the spell. If he connects, the victim loses 1 point each of Strength and Dexterity, permanently. Characters with exceptional Strengths have their Strengths reduced to 18. One point of Strength or Dexterity may be restored by a *restoration*, *limited wish*, or *wish* spell. Characters who have either characteristic reduced to 0 become shadows.

The material component for this spell is essence of shadow.



Javelin (Evocation)

Range: 80 yards + 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: ½

This spell causes a javelin to become filled with deadly energy. The caster may hurl this bolt at any creature within range of this spell. The javelin strikes without error and inflicts 1d10 points of damage for every two levels of experience of the caster, to a maximum of 10d10 at 20th level. The target is entitled to a saving throw vs. spell with a -3 penalty; success indicates that the target suffers only half damage.

The material component of this spell is a javelin.

Reverse Missile (Abjuration)

Range: 80 yards + 10 yards/level
Components: V,S
Duration: 3 rounds/level
Casting Time: 6
Area of Effect: The caster
Saving Throw: None

This spell reflects attacks from all missile weapons, including spells such as *magic missile* and *Melf's acid arrow*, and large missiles such as ballistae at-

tacks (but excluding non-missile ranged attacks, such as *fireball* and *disintegrate* spells). The missile returns to strike the person who fired it, as long as that person is within the range of the spell (if he is beyond range, then the missile drops to the ground upon reaching the range limit). All reflected missiles automatically strike their targets (no attack roll is needed) and always inflict double damage.

Worship (Enchantment/Charm)

Range: 0
Components: V,S
Duration: 2 rounds/level
Casting Time: 7
Area of Effect: Special
Saving Throw: Special

The *worship* spell raises the effective Charisma of the caster to 22. Characters of 3 Hit Dice (or levels) or less who are in clear view of the caster automatically fall to their knees and praise the caster. Creatures of 4-6 Hit Dice (or levels) get a saving throw to avoid the effect. Creatures above 6 Hit Dice are unaffected. Unwilling victims of this spell roll a reaction check when the spell is finished, with a +8 penalty to the roll.

Using this spell to impersonate a Power is very dangerous.



Seventh-Level Spells

Resist Injury (Abjuration)

Range: 0
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This spell protects the caster from injury, so that all attacks cause only half damage against him (rounded down). For instance, if a warrior inflicts 13 points of damage with an attack against a wizard who has an active *resist injury* spell, the attack is reduced to 6 points of damage. (Attacks that already get a saving throw, such as a *fireball* spell or dragon breath, inflict half damage if the saving throw fails, or one-quarter damage if it succeeds).

This spell does not help the caster against attacks that charm, drain life levels, or totally destroy (such as *death* or *disintegration* spells).

The material component for this spell is an amethyst or jade pendent, which must be worn for the duration of the spell.

Time Loop (Alteration)

Range: 0
Components: V,S,M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 20-foot cube
Saving Throw: Special

This spell creates an area within which the flow of time repeats itself continually, until the duration of the spell (as timed in the outside world) expires.

Creatures caught in the time loop see the world as flickering chaos, and are unable to affect it in any way. Characters outside the loop perceive those trapped as endlessly repeating one set of actions; those outside may affect the characters within the time loop with ranged spells and attacks, but if they physically enter the loop, they too are trapped.

The material component for this spell is a powder of crushed diamond, ruby, emerald, and sapphire dust, with each crushed stone being of at least 100 gp value.

Trick (Alteration/Illusion)

Range: 80 yards + 10 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This powerful illusion enables the wizard to exchange his appearance and position with that of any target within range. The wizard and the target are both teleported to each other's positions. To others, the target and the caster seem to have the voice and physical appearance of the other; in effect, none knows that a switch occurs unless the caster has warned them beforehand. A *true seeing* spell will detect this. Note that the teleport is not without error, and thus this spell entails some risk on the part of the caster and the target.

The material component for this spell is a ball of wax.

Eighth-Level Spells

Bombard (Evocation)

Range: 10 yards/level
Components: V,S,M
Duration: Special
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: ½

When this spell is cast upon a single creature within spell range, giant stones appear and bombard the target, inflicting 10d6 points of damage per round. A successful saving throw vs. spell reduces the damage by half. Each successive round, a new bombardment strikes the target, causing 10d6 points of damage.

This spell lasts one round for every

four levels of the caster, rounded down (thus a bombardment from a 16th-through 19th-level wizard lasts four rounds, a bombardment from a 20th-through 23rd-level wizard lasts five rounds, etc.). Each new bombardment strikes before any other actions take place in the round.

The spell is ended if the target moves out of range. A successful *dispel magic* spell cast on the target also negates this spell. A creature with magic resistance checks this each round—a successful magic resistance roll ends the spell; this check is rolled before the damage for the round is rolled.

The material component for this spell is a piece of meteoric iron.

Deathbolt (Necromancy)

Range: 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: Special

This spell causes a bolt of death energy to strike its target, which may be any living Prime Material creature. When this bolt strikes, the target dies unless it rolls a successful saving throw vs. spell. Even if the roll succeeds, the victim suffers 10d6 points of damage.

The material component for this spell is vampire ichor.

Devastate (Alteration)

Range: 0
Components: V,S,M
Duration: 1 round/level
Casting Time: 8
Area of Effect: The caster
Saving Throw: None

This spell causes all of the caster's spells to strike with devastating effect. All targets suffer a -5 penalty to saving throws against the caster's spells, and all damage done by the caster's spells is increased by +2 per die (but the total damage cannot exceed the maximum



possible rolled damage without the bonus—e.g., a *fireball* spell cannot cause more than the 60 points of damage that is the maximum possible to roll on the *fireball* spell's limit of 10d6).

The material component for this spell is a solid gold pendant with the insignia of the caster, which must be worn around the caster's neck for the duration of the spell.

Ninth-Level Spells

Army (Conjuration/Summoning)

Range: 500 yards
Components: V,S,M
Duration: 2 turns/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster is able to create an instant army, which rises from the ground in the form of earth, stone, or sand soldiers. These soldiers are AC 4, have a movement rate of 3, have 2 Hit Dice each (THAC0 19), have one attack per round, inflict 1d6 + 2 points of damage per hit, and have 20% magic resistance. They are immune to all enchantment/charm spells, and they serve only the summoner. It requires a +1 or better weapon to affect them. The caster can summon one unit of ten soldiers for every four levels he possesses (round all fractions down). The units must appear within a 250-yard radius, placed as the caster sees fit. When the spell duration expires, the units vanish.

The material component of this spell is a diamond of at least 5,000 gp value, which must be crushed in the casting.

Call (Conjuration/Summoning)

Range: Special
Components: V,S,M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

This spell is a variant of the *gate* spell. It attracts the attention of a single native of the Prime Material plane. The caster calls the name of the being, who becomes aware that someone wants him to appear. That individual is free to accept or reject the call. If the offer is accepted, the being is instantly teleported without error to a spot of the caster's choosing, within 200 feet of the caster. If the offer is rejected, the call is silenced, and no teleportation takes place. A *demand* spell may be used prior to this spell to persuade the target to accept.

The target need not be known to the caster, but his exact location must be; this spell does not provide the caster with that information. A call can only affect Prime Material creatures on the Prime Material planes. (It can reach parallel Prime Material worlds, but cannot reach into the Ethereal, Astral, or other planes of existence.)

The material component is a miniature wax statue of the target.

Soul Shift (Necromancy)

Range: 10 miles
Components: V,S,M
Duration: 1 turn/level
Casting Time: 9
Area of Effect: Special
Saving Throw: Special

This extremely powerful spell will transfer the soul of the necromancer from his own body into a previously prepared corpse. This corpse must be within the area of effect of the spell and be unmarred by disease, wounds, or injury. At any time during this spell's duration, the necromancer may choose to abandon his body and travel into the corpse. The necromancer's true body remains alive, but in a soulless, zombie-like state.

When the necromancer's soul reaches its new home, he must immediately roll for resurrection survival; he dies if he fails. If the necromancer succeeds, his new body is restored as it was before death, except for the loss of 1

point of Constitution, which is sacrificed in the transfer. The necromancer retains the knowledge of all of the spells he knew prior to transfer. This transfer is one-way; he cannot return back to his former body.

The material component for this spell is a crushed ruby of at least 1,000 gp value.

Priest Spells

First-Level Spells

Beckon (Conjuration/Charm)

Sphere: Animal
Range: 1-mile radius
Components: V,M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

This spell affects one creature of semi-intelligence or lower. This creature must either be able to be affected by an *animal friendship* spell, or be a domesticated pet of the caster. When a *beckon* spell is cast, the creature hears the caster calling and rushes to his side as fast as possible. If the creature is farther than one mile from the caster, it will not come.

The material component is a piece of food that is favored by the pet.

Cleanse (Alteration)

Sphere: All
Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell causes all grime, dirt and stains to be removed from the caster and his vestments, enabling the priest to present himself to his congregation in immaculate condition. All clothing that the caster wears is restored to its original color. If the caster was exposed



to any minor, incidental diseases, the diseases are cured, provided they had not already reached a noticeable level. This does not affect diseases such as mummy rot, rat bites, or lycanthropy. Even wounds are cleansed and infections are purified (healing 1 point of damage, if no *cure wounds* spells had been applied previously).

The material component for this spell is a piece of soap.

Stumble (Charm)

Sphere: Combat
Range: 20 yards
Components: V,S,M
Duration: 1 round/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Negates

This spell causes one creature within its area of effect to stumble. While the victim is affected by a *stumble* spell, he suffers a -4 penalty to his attack rolls, his movement rate is halved, and he loses all bonuses due to Dexterity. If the target roll a successful saving throw vs. spell, he is completely unaffected.

The material component for this spell is a drop of oil.

Second-Level Spells

Inscribe (Alteration/Conjuration)

Sphere: All
Range: 10 feet
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell enables the words of the caster to be directly etched on a piece of paper, vellum, or papyrus. All the caster need do is speak the words, and they are inscribed in the appropriate language on any appropriate writing surface within ten feet.

The material components for this spell are squid ink, a hawk's feather, and papyrus.

Note: In Mulhorand, this spell may be used only by the priests of Thoth who are appointed to be scribes.

Omen (Divination)

Sphere: Divination
Range: Special
Components: V,S,M
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

When a priest casts this spell, he is asking for the approval of his deity regarding an action. This does not tell the caster whether the character is in danger, merely if the deity approves of him performing the action. For instance, a good character may want to know if bribing a government official into adjudicating a land dispute in his temple's favor meets with his god's approval. The deity disapproves of bribery, so the answer is "no."

The caster has a chance equal to 60% + 2%/level of getting a correct answer. The answer is an obvious "yes" or "no," though it is likely to be expressed by a symbol; seven swans flying overhead may mean "yes," while a clap of thunder in a clear sky may mean "no."

The material component of this spell is a gem of at least 100 gp value, which must be sacrificed to the deity in the casting.

Stormvoice (Alteration)

Sphere: Weather
Range: Special
Components: V,S
Duration: 1 round
Casting Time: 2
Area of Effect: Special
Saving Throw: Special

This spell enables the caster to speak with the voice of a storm. The caster can be heard clearly at ten times normal distance. All creatures within a 20-foot radius of the caster must roll successful saving throws vs. spell or be

deafened for 1d4 rounds and be knocked from their feet.

Third-Level Spells

Detect Ambush (Abjuration)

Reversible

Sphere: Divination
Range: 50 yards +10 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Special
Saving Throw: Negates

This spell detects people of hostile intent who mean to do harm to the caster by lying in ambush. It doesn't detect traps that will surprise the caster, or individuals who might do harm to the caster if they were encountered; the target of this spell must be expecting the caster to come and be lying in wait to harm him.

The target gets a saving throw, modified by the caster's Wisdom bonus; for instance, if the caster has an 18 Wisdom, the target suffers a -4 penalty to his saving throw.

The reverse of this spell, *undetected ambush*, makes a person waiting in ambush proof against this spell.

The material component for this spell is a possession taken from an enemy (not necessarily the one who is lying in ambush).

Detect Curse (Divination)

Sphere: Divination
Range: 10 yards
Components: V,S
Duration: 1 round/level
Casting Time: 3
Area of Effect: 1 object
Saving Throw: None

This spell enables the caster to magically examine an item or creature to see if it has been subject to a *curse* spell. At 12th level, the caster is able to determine if the spell is *bestow curse*, *major curse*, *dying curse*, or *bane*. This spell



does not detect magical items that are designed for malign effects, such as a *necklace of strangulation*, which was designed to have a lethal effect.

Chill (Alteration/Evocation)

Sphere: Combat
Range: 50 yards + 10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

This spell creates a 30-foot-radius area of cold air. The caster can center the coldness on one creature in that area, causing 1 point of damage per caster level, to a maximum of 10 points. A successful saving throw vs. spell reduces damage by ½.

Each succeeding round, the caster can continue inflicting 1 point/level of damage to any creature that is still within the area of effect. If all creatures leave the original area of effect, this spell is negated.

The material component for this spell is a feather.

Fourth-Level Spells

Animal Vision (Alteration)

Sphere: Animal
Range: 100 yards + 20 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell links the vision of the priest to that of a single animal, be it mammal, reptile, or insect. Typically, the animal is one sacred to the priest's religion, but it need not be.

As long as the animal remains within the range of the spell, the caster can see through its eyes, using whatever special visions it possesses. There is no other link between the caster and the animal: The priest has no control over

where the animal goes (unless he employs other spells for this purpose), and he suffers no damage if the creature is killed.

The material component for this spell is a morsel that is desired by the animal (e.g., if it is a cat, then catnip is a suitable component).

Thunderstroke (Evocation)

Spheres: Combat, Weather
Range: 40 yards + 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: ½

This spell enables the priest to call upon the wrath of his deity and summon a bolt of lightning to strike a single target.

This bolt causes 2 points of damage per level of the cleric, to a maximum of 40 points. If the target rolls a successful saving throw vs. spell, the damage is halved.

The material component for this spell is the priest's holy symbol, which is not destroyed in the casting.

Weapon Immunity (Abjuration)

Sphere: Protection
Range: 0
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This spell enables the priest to become immune to one particular weapon. This may include such weapons as long swords, bastard swords, maces, or heavy crossbow bolts; it must be a specific weapon.

When the priest is struck by that weapon, it will do no damage to him. This protects the priest even from magical weapons. Monster attacks, such as claws and fangs, are not included in the effect of this spell, nor are magical attacks, such as *fireball*

spells. Only one weapon immunity may be active at a time.

The material component for this spell is a piece of amethyst, jade, or lapis lazuli.

Fifth-Level Spells

Major Curse (Abjuration)

Reversible

Sphere: Protection
Range: Touch
Components: V,S
Duration: Permanent until dispelled
Casting Time: 7
Area of Effect: 1 creature or item
Saving Throw: Special

This spell is similar to the third-level *remove curse*, except the spell effect is permanent. The curse can have one of the following effects (roll percentile dice):

- | | |
|-------|--|
| 01-50 | Reduces one ability score to 3 (the DM determines which randomly) |
| 51-75 | -4 penalty to victim's attack and saving throw rolls |
| 76-00 | Makes victim 50% likely to drop whatever he is holding (or do nothing in the case of creatures that don't use tools); roll each round. |

If the victim fails a saving throw vs. spell, the curse becomes permanent; if the saving throw is successful, the curse lasts only one turn per level of the priest who cast it.

The spell can be cast on an item, typically in a tomb where the item is not to be disturbed. Those who touch it fall victim to the curse.

The reverse of this spell, *remove major curse*, removes the effects of a *major curse* or *bestow curse* spell.

Summon Minion (Conjuration/Summoning)

Spheres: All, Summoning
Range: 10 yards
Components: V,S,M
Duration: 1 turn/level



Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell enables the caster to summon one divine minion (see the "New Monsters" section for a description of divine minions). The divine minion serves the priest faithfully, performing any command that does not violate the dictates of its deity; this includes giving up its life in combat. Only one minion may serve a priest at a time.

The material components for this spell are the priest's holy symbol and a large gem of at least 1,000 gp value, which must be sacrificed to the deity in the casting.

Sixth-Level Spells

Dying Curse (Abjuration)

Sphere: Protection
Range: Unlimited
Components: V,S
Duration: Permanent until dispelled
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: None

When the priest casts a *dying curse* spell, he is avenging himself against future death. Anyone who kills the priest, even if the priest is later resurrected, becomes the victim of a *major curse*, with no saving throw. Only a *wish* or a *remove bane* spell can remove this curse.

Resist Magic (Abjuration)

Sphere: Guardian
Range: 0
Components: V,S
Duration: 2 rounds/level
Casting Time: 8
Area of Effect: The caster
Saving Throw: None

This spell grants the priest 2% magic resistance per level of the priest, to a maximum of 40%. This magic resistance functions identically to the magic resistance possessed by certain monsters and bestowed by certain powerful artifacts and relics. This spell effect can be cast only upon the priest, not upon others.

Seventh-Level Spells

Bane (Abjuration)

Reversible

Sphere: Protection
Range: Touch
Components: V,S
Duration: Permanent until dispelled
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: Special

When a priest casts a *bane* spell, he bestows an extremely powerful curse on the target.

After casting the spell, the priest must touch the intended target within one turn, or the spell expires. If he makes contact, the target gets a saving throw. If the saving throw is successful, the victim receives a *major curse*, which only a *re-*

move curse spell (if cast by a Power), or a *reverse bane* or a *wish* can remove. If the saving throw fails, the victim suffers the following effects: a -5 penalty to all attack and damage rolls, while opponents receive +5 bonus to their attack rolls against the victim; the victim fails all saving throws, and all attacks against him cause maximum damage.

The reverse of this spell, *reverse bane*, removes the effect of any curse spell, except for instantaneous curse effects (e.g., it won't teleport the party back to the dungeon after they've opened the cursed scroll).

Timewarp (Alteration/Divination)

Sphere: Divination
Range: 0
Components: V,S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

This spell enables the priest to send a being back in time. The timewarp has a maximum range of two minutes, which enables the character to go back to an action he made in the previous round and negate it. It also grants new saving throws, attack and damage rolls, and forces opponents to make similar rolls. Note that this affects only those directly involved with the target; it does not give everyone in melee new rolls, just the target and those attacking him. This spell ages the caster one year.

The material component is sand.



MAGICAL ITEMS

“An item of great utility is one to be cherished into eternity.”

—A saying on the tomb of Pharaoh Ramenhorus III in the Great Vale

Potions

While not renowned for their skill in alchemy, the mages of Mulhorand and Unther have long experimented with devising potions, oils, and other similar products. Here are a few of them:

Oil of Agelessness: This oil is made from the nectar of roses from the gardens of Ishtar in Unther. When one vial of this oil is applied to the body of a human or demihuman, the normal aging process halts for six months.

Continued applications, therefore, can keep one young indefinitely. The secret of this oil is known only to the priestesses of Ishtar. It is one of the most eagerly sought secrets of southern magic.

XP Value: 800

Oil of Armor: This thin, nearly invisible oil is applied to skin to give it the toughness of armor. Each application lasts 6 + 1d6 hours. Its base AC is 4, modified by Dexterity and rings of protection. There are no cumulative effects with armor.

Oil of armor is used in Unther, where certain priesthoods forbid the wearing of armor.

XP Value: 400

Oil of Beauty: This oil, a mixture of olive oil, crushed pearl, and ash from the Purple Plains, is used by the priestesses of Ishtar. When this is placed on their bodies, their Charisma increases by 1d4 points for 1 + 1d3 turns. This does not ensure that those who view them will fall madly in love with them, but it does enable them to make a good impression.

XP Value: 400

Powder of Obsession: This pink powder is used as a defense by the priestesses of Isis, though only on rare occasions. This magical powder is cast

into a ten-foot-radius sphere, at a range of 30 feet. When it is cast, those who are caught in its area of effect must roll successful saving throws vs. spell or they pursue their actions mindlessly. If they fail the saving throw and are in combat, they do not care who they attack, even if it one of their comrades; they continue to attack the nearest target for 4 + 3d4 rounds.

If the target is eating or drinking, he continues that activity for the duration of this oil's influence, even to the point of eating or drinking other people's beverages, not stopping even if attacked.

XP Value: 500

Rings

Rings are a common decoration among the nobles of Mulhorand, and most wear at least one magical ring. Rings are often handed down from generation to generation as a token of remembrance, though in Mulhorand many of the most powerful magical rings are buried with nobles at death.

Ring of Dizziness: This cursed magical item is sometimes found in the tombs of Mulhorand, placed there to punish grave robbers. This appears to be a normal magical ring, perhaps a ring of protection. When used in an actual combat where the wearer may be hurt, the wearer becomes violently dizzy. The wearer must roll a successful saving throw vs. spell or be unable to attack. Even if the saving throw is successful, all of the victim's attacks suffer a -4 penalty to the attack roll, and all attacks against him gain a +4 bonus to the attack roll.

XP Value: None

Ring of Immunity: When this ring is worn, the wearer becomes immune to all diseases and infections. This includes magical diseases, such as lycanthropy and mummy rot. The character regains the maximum number of hit points per day (3 hit points) from rest, as he need not be bothered by fever or infection, regardless of his level of activity.

This ring is a simple silver circle, and is another creation of the incarnations of Thoth.

XP Value: 1,000

Ring of Protection From Undead:

This charged magical item is a band of white gold, with the insignia of Horus-Re on its front. When any undead tries to touch the wearer, the wearer has the option of using one charge to prevent contact. Use of a charge must be declared before the undead rolls its attack against the wearer. Each charge prevents the wearer from being struck by any undead in that round (if the wearer is being attacked by two wights, one charge prevents contact from both of them).

This does not protect the character when he is surprised. The ring contains 25 + 3d10 charges.

XP Value: 2,500

Ring of Strength: This ring, made from the finger bone of a stone giant, gives its wearer exceptional strength. Those who wear a *ring of strength* gain the following Strength (depending on which ring they have):

D100 Roll	Strength	XP Value
01-35	18 (00)	1,500
36-65	19	2,000
66-80	20	2,500
81-00	Cursed!	—

A *ring of strength* may be worn by all classes. A cursed ring has the equivalent Strength of 21, but if the wearer is in melee, he sees his friends as his enemies (and vice versa) and attacks his friends. A *ring of strength* is not cumulative with other forms of Strength enhancers (girdles, gauntlets, etc.)

Ring of Thunder: This charged magical item was a gift to Jurnail, a high priest of Anhur, from his friends in the priesthood of Thoth several centuries ago. It was almost certainly crafted by Azonthoth, an incarnation of Thoth. The ring is silver with a lion's face engraved in gold with a topaz mane.



This ring is a powerful defensive and offensive weapon. It can emit a bolt of lightning that inflicts 10d6 points of damage (successful saving throw vs. spell cuts this damage in half) per round to all creatures in a ten-foot radius except the ring wearer. Each charge lasts one turn; a *ring of thunder* typically has 25 + 6d6 charges.

XP Value: 4,000

Ring of Windwarding: When this ring is worn, a ten-foot-radius area around the bearer is protected from all winds. All within its area of effect are shielded from wind storms, *gust of wind* spells, attacks by air elementals, etc. If the wearer is caught in the middle of a sandstorm or a blizzard, this ring prevents the wearer from being affected.

XP Value: 1,000

Rods, Staves, and Wands

The staff was the original symbol of authority in the Old Empires, so it is not surprising that many of these items were first developed in this part of the Realms.

There a number of new and deadly staves, rods, and wands that have recently seen use:

Rod of Generalship: This magical rod is a two-foot-long scepter of pure gold, decorated with rubies, diamonds, and pearls. When this rod is raised in battle, the troops commanded by the general gain a +2 bonus to their attack and damage rolls and morale, and a -2 bonus to their Armor Class.

This effect lasts 3d4 turns and may be used only once per day. This rod may be used once per day; it has a 200-yard-radius area of effect. It is a favored battlefield item of the priests of Assuran of the Three Thunders. It has also been used by the priests of Horus-Re and Anhur. Three of these items are known to exist.

XP Value: 5,000

Staff of Fury: This staff is used in conjunction with a wizard's normal arsenal of spells. When a wizard casts spells and holds this device, all spells add +1 to their casting time, but become devastatingly powerful. Damage spells gain +1 per die, even exceeding maximums. All saving throws against the wizard's spells suffer a -2 penalty. Each time this function is used, it drains the staff of a charge.

This staff can also be used as a defensive weapon. In this case, the caster cannot perform any offensive action that round, but he may use the staff to block up to three successful attacks each round, be it with a weapon in melee, or at range with a missile weapon. Each block drains the staff of one charge; the wizard must specify how many potential attacks he is blocking at the start of the round. The staff is rechargeable.

XP Value: 8,000

Staff of the Necromancer: This staff belongs to Hodkamset, the most powerful mage in the service of the god Set (with the exception of his incarnations). Hodkamset made this alabaster staff from the spine bones of a dragon.

Hodkamset pursued the art of necromancy and built this item to aid in his spellcasting. It was stolen from him by the priests of Osiris in battle two years ago, but assassins of Set retrieved it before the priests could destroy it, and once again Hodkamset wields it.

It has a maximum of 25 charges, and absorbs magic as a *staff of the magi*. In addition, it has the following powers, which cost no charges: *detect magic*, *speak with dead*, *protection from good*.

The following powers cost one charge per use: *animate dead*, *darkness 15' radius*, *dispel magic*, *hold person*.

The following powers cost two charges per use: *command undead*, *enfeeble*, *feeblemind*, *life level drain* *.

* This attack drains one life level, has a 100-foot range, and automatically strikes one target within that range, no saving throw.

XP Value: 13,000





Wand of Salt: This evil wand is used by the followers of the Cult of Tiamat.

This item produces powerful cramps and thirst pangs in any who are struck by its beam, so they suffer 2d6 points of damage per round (half if a saving throw vs. wand is successful, with a new saving throw applicable each round). This continues until they spend one full round drinking water, in which case the cramps stop. This wand can also render a 50' by 50' section of land infertile. This wand is made of saltsteel, a magically hardened salt whose making is known only to the mages of Unther. The surface is overlain with sand to give it a sparkling appearance. Only two of these cruel weapons are known to exist.

XP Value: 5,000

Wand of Sleep: This wand is constructed from green willow vines from Ganathwood that are entwined and enchanted to become hard as stone. When the command word is spoken, the wand emits an 80-foot-long cone of sleeping gas, ten feet wide at its base and 30 feet wide at its end. All caught in this cone must roll successful saving throws vs. wand or fall asleep for 3d4 rounds.

Creatures with immunities to sleep have their normal resistance against the effect of this wand. This wand may be used only by a wizard.

XP Value: 4,000

Wand of Water-Finding: This useful item has saved many travelers in the desert heat. If this wand is activated within 50 miles of any source of drinking water, the wand begins to vibrate; the closer the wand is to water, the stronger the wand vibrates. If water lies beneath the surface at a depth of 500 feet or less, the wand shoots a beam into the earth that draws water to the surface. The water found by this wand is always drinkable; it may not be pure, but it generally does not adversely affect the health of the character.

XP Value: 2,000

Miscellaneous Magic

As one might expect, miscellaneous magical items of new and unusual types are plentiful in the south. Here are only a few examples:

Amulet of Protection From Alignment Change: This magical talisman has a ruby as its centerpiece. This amulet protects the wearer against the effects of magic designed to fundamentally alter a person's alignment. While this does not protect a character from spells that charm the character into actions that he wouldn't normally do, it does prevent the effects of a *helm of opposite alignment* and similar items. It cannot stop the alignment reversal process of an artifact or relic, but may (at the DM's option) slow it down.

XP Value: 3,000

Book of Thoth: This is not one of the three famed tomes of the god Thoth, but rather a tome written by his incarnation. It is a large, worn, leather-bound brown volume without a title, fixed with a lock in the shape of a baboon's head. Once per day, it can perform a *legend lore* spell on any item that is placed on its cover; when this occurs, the book opens and turns to a page where the legend of the item is described. The book closes once the entry is read and locks itself. Should the book be forced open, the caster finds that all pages are blank, and the book is never useful again.

XP Value: 3,000

The Claw of Nezram: The great wizard Nezram made a number of unique magical items before he left the Realms for parts unknown. One of the most unusual is the *claw of Nezram*. It is a replica of a humanoid hand made from ivory, studded with rubies, with sharp claws instead of fingers.

The claw has several functions. Its mundane function causes it to scratch any part of the wielder's body on command, to relieve an itch. If ordered into combat, the claw has two options. First,

it may slash at an opponent, causing 1d6 points of damage; if it inflicts maximum damage on any attack, it grabs the target around the throat and causes 2d10 points of damage per round until the target is dead. Second, it may grab at a target's weapon hand, negating one attack each melee round (e.g., if a victim has 3/2 attacks, he loses his first-round attack and one of his second-round attacks). The claw is AC 0. If 50 points of sharp-edged damage is done to it, it stops attacking for 24 hours; 200 points of such damage completely destroys it.

The claw is intelligent; any new master trying to control it must battle against a neutral alignment, 12 Int, and 16 Ego (as per intelligent swords). The hand glows red if rubies (other than the ones embedded on the hand) are within 50 feet.

Nezram is known to have constructed at least five claws, one of which is in the possession of Hodkamset, the most powerful wizard of the Cult of Set.

XP Value: 3,750

Dice of Chancelessness: This insidious magical item was created by Huriot, an enterprising follower of Mask and the greatest Prince of Thieves that Skuld has ever known. Five centuries ago, he was captured, convicted of grave robbing, and brought to the pharaoh for his final justice. Huriot persuaded the pharaoh to let a game of chance decide his fate: If he won, he would be sold into slavery, and if he lost, he would be executed. He brought out a pair of dice.

These dice were magical, created by a great wizard. They would roll any number that the owner desired; in the hands of the owner, they would roll what he wanted, while in the hands of another, they would roll as the original owner desired. The pharaoh detected the magic, discovered what they were, and used his divine powers to reverse the effect.

Huriot had planned to lose the game, gambling that a display of honesty might earn a pardon from a magnanimous pharaoh. He won instead and was placed



in slavery for the rest of his days.

No one ever heard of Huriot again, except for an inscription in that pharaoh's tomb: "Huriot was here."

XP Value: 500

Gloves of Lightning: This magical item, usable by all classes, is a powerful weapon. Once every three rounds (up to three times a day), the wearer may point at a single target and fire a strong burst of electricity that automatically strikes. This burst inflicts 8d6 points of damage (a successful saving throw vs. wand cuts this in half).

Gloves of lightning cannot be worn with gauntlets; both gloves are necessary to fire the lightning.

XP Value: 2,000

Horn of Command: This horn amplifies the sound of one's voice so that it can be heard three times farther than normal.

The greatest ability of this item, however, is its suggestion power. Once each day, a person using the horn can issue a suggestion to all within a 60-foot radius. A successful saving throw vs. spell negates this effect (but only for that individual). The person using the horn may direct the command at a single being (giving a penalty of -3 to the saving throw) or at all of the beings within the radius (each gets a saving throw). The suggestion must be in a language the affected beings understand.

XP Value: 2,000

Jewel of Karathoth: This powerful item, one of the greatest creations of the incarnations of Thoth, is a jewel with 1d3 + 4 facets. Activating this jewel creates an exact duplicate of the activating character, which under the character's complete control. This duplicate fights, casts spells, and uses magical items as the user wills. This duplicate lasts for 3 + 1d4 turns, then vanishes.

Once a duplicate is killed, or once he disappears, one facet of the jewel cracks and cannot be used again. Once all facets are cracked, the gem is useless. Only one character can be sum-

moned out of the jewel at a time; a new duplicate cannot be summoned until 48 hours have passed. When a duplicate disappears or is killed, all of his magical items disappear.

The effects of all spells cast by the duplicate disappear with the duplicate, excluding spells with an instantaneous effect (the effects of a duplicate's *fireball* spell do not disappear, but the effects of his *haste* spell do). A duplicate is also forbidden to use any sort of creation magic, including wishes.

The jewel is typically one of the more valuable gemstones (no specific variety is needed), and when one glances into it, one can see the faint impression of an ibis, Thoth's symbol.

XP Value: 5,000

Necklace of Protection Against Charm: This beautiful item is worn by the Precepts of Mulhorand. It is a gold collar that hangs down to the chest, studded with gems. It provides a +4 bonus to all saving throws against charm/enchantment magic. Furthermore, by looking into the gems of this necklace, the wearer is aware of the identity and location of the spellcaster. Protections against scrying prevent this effect.

XP Value: 2,000

Robes of Protection: These robes were typically worn only by the priests of Horus-Re, but they are now worn by priests of many different religions. They are said to be sewn by priestesses of Nephthys.

These robes, soft to wear but solid against the blows of the enemy, are emblazoned with the symbol of the appropriate deity. They provide protection for Mulhorand priests in battle and in places where it is not acceptable to wear armor. Roll on the following table to determine the Armor Class protection of a particular robe:

D100 Roll	Armor Class	XP Value
01-05	6	2,000
06-15	5	2,500
16-35	4	3,000
36-50	3	3,500
51-70	2	4,000
71-85	1	5,000
86-00	0	6,000

Only members of the priest class may wear these robes. They are almost never seen outside of Mulhorand.

Scarab of Life: This is a jeweled beetle inset on an ankh. When this is worn on the brow of a priest, it enables him to cure critical wounds, once per day, and raise dead once per week. Any use of this item has a 10% chance of rendering it inoperative; command words are necessary to use either function.

XP Value: 3,000

Scarab of Venom: This is a scarab-shaped gem, much favored by warriors in the service of Set. When placed on the hilt of their swords, it coats the blade with a poison, up to two times per day (wielder decides when). This poison causes an extra 3d4 points of damage immediately (no saving throw), and the victim must also roll a successful saving throw vs. poison or die in 1d4 rounds.

This poison lasts 1d4 rounds on the blade, then evaporates.

XP Value: 2,000

Stone of Everburning: This stone is unremarkable, except that it radiates searing heat at all times. If a *stone of everburning* contacts exposed flesh, it inflicts 1d3 points of damage for each round of contact. The stone's most remarkable property is its longevity; some have stayed hot over 3,000 years, even when continuously immersed in water. These items are used in the steam engines of Mulhorand.

XP Value: 500

Talisman of the Beast: This item was created by the Beast-cults, which were quite popular in Mulhorand and Unther at the height of their second em-



pires (circa 1 DR), but have since been forgotten.

These talismans have two functions: first, they enable their wearers to communicate with animals at will, and second, they enable the wearers to change into the form of an animal three times per day. These animals cannot be monsters or giant-sized animals, simply normal beasts, from the size of a fly to that of an elephant, bear, or tiger.

While in animal form, the character has the hit points and Armor Class of his human form, but all the special abilities of the beast that he has transformed himself into. The wearer must revert into his human form (or demihuman or humanoid form) before taking on the characteristics of an animal again.

The talisman is a string of multi-colored beads strung on papyrus reeds, which spin to form animal pictures. Only two of these talismans are known to exist.

XP Value: 2,500

Talisman of Tongues: This medallion enables an individual to understand all languages and their writings, as per a *tongues* or *comprehend languages* spell. The *talisman of tongues* also enables the wearer to speak these languages. Furthermore, it enables the wearer to read magic and read Mulhorand magic, at will.

Only one of these talismans is known to exist, since the priests of Thoth have been hunting them down and destroying them to prevent foreigners from being able to decipher the secrets of Mulhorandi magic.

XP Value: 3,500

Talons of the Danse Macabre: These items were created by the priests of Hoar/Assuran in Chessenta; eight pairs are known to exist, most scattered among treasure hoards across the Realms. These magical items appear to be eagle's talons, plated in a dull silver that resembles pewter. When two of them are thrown down, and the proper command word is given, they immediately attack, causing 2d4 points of dam-

age per round for one turn before they become inactive for 24 hours. They can be stopped with the proper command word, or a successful *dispel magic* spell cast against 12th-level magic (which also neutralizes them for 24 hours). No weapon can touch them in combat and they appear to be indestructible.

XP Value: 3,000

Weed of the Witch (Witchweed): The foul fumes of this weed affect all wizards. When burned, it produces a 30-foot-radius vaporous cloud. Any wizard within its vapors begins to cough violently, is unable to cast spells, and suffers 2 points of damage per round. The weed burns for 10 + 1d6 rounds.

This long green weed is grown and used frequently in Luthcheq, a city in Chessenta where wizards are forbidden. When burned, it produces a foul stench similar to burning tobacco.

Witchweed is typically bundled in shipments of 13 stalks.

XP Value: 1,000

Swords, Daggers, Miscellaneous Weapons, and Armor

While the people of the Old Empire are powerful mages, they are not renowned for creating weapons of might. Nonetheless, a number of noteworthy weapons have been produced in Mulhorand over the course of time.

Armor of Horus: This armor is *scale mail* +4. It is the equivalent of AC 2, and also gives the wearer resistance to all fire and lightning attacks (fire and lightning attacks automatically inflict only ½ damage, ¼ damage if the appropriate saving throw is successful).

XP: 3,500

Dagger of Set: This horrible, snake-shaped blade is a throwing dagger used by warriors in the service of Set.

It is a *dagger* +2, with a typical range. Should it roll a natural 19 or 20, it has found a vital organ of its victim and kills

him instantly. Furthermore, it remains in the wound and continues to inflict 1d4 + 2 points of damage each round, until it is pulled free (an 18 or greater Strength is required to pull it from the wound; the action takes one round). For each round it is in the wound, roll 1d20; if a 19 or 20 is ever rolled, it has found a vital organ and killed its target.

The number of *daggers of Set* that exist is unknown.

XP Value: 2,000

The Bladeless Sword: This sword was created by the smith Holin. It has a hilt of solid silver (a much rarer metal in the south than gold) and is encrusted with opals. The blade itself is magical; it is invisible and intangible, seemingly without existence. The blade is really in the Ethereal plane; it harms only those creatures that require magical weapons to strike them.

It causes double damage to any creature affected only by magic, and it inflicts triple damage to undead. For the purposes of calculating damage, it is considered to be a *khopesh sword* +4.

XP Value: 4,000

Staff of Osiris: This staff is made out of dark brown mahogany and is covered with painted hieroglyphs. It is a *quarterstaff* +3. It is a favored weapon of the priests of Osiris; at least 20 are known to still exist today.

In addition to its attacks, the staff blocks one successful attack each round; the first successful melee attack against the wielder is automatically negated. This does not prevent ranged attacks, such as missile weapons and spells, from causing damage but it does stop sword thrusts, other staves, daggers, and other melee weapons.

In spite of its name, a *staff of Osiris* may be used by any priesthood, including Set's.

XP Value: 1,500

Staff of Stunning: This is a *quarterstaff* +3, with the added benefit that, on a natural roll of 18-20, a blow from this quarterstaff knocks the opponent



unconscious (no saving throw) for 3d4 rounds. If a natural 18-20 is not a successful attack against the opponent, the staff has no effect.

These staves are typically made from yew; many of them are used by sailors on the Alamber Sea.

XP Value: 1,000

Artifacts and Relics

There are many artifacts and relics native to the Old Empires; this entire book could easily be filled with these items. Here are only a few of the most famous ones:

Ankh of Life: This powerful symbol of divinity was lost millennia ago in the Orcgate Wars. It was the holy symbol of the manifestation of Re. It is a worn and dirty rod of birch wood, without any ornamentation, one foot long, in the shape of an ankh.

It has the following powers: *resurrection* (2/day), *restoration* (3/day), *regenerate* (3/day), *destroy undead*, 30' radius (3/day), *continual light* (at will).

The *destroy undead* power slays all undead of less than 7 HD (or levels), and inflicts 12d8 points of damage (no saving throw) to all undead of 7 Hit Dice or higher.

If used by a mortal, the ankh drains one level of experience each time a power is used (and only a wish directly granted from a deity can restore the lost level).

This relic is sought after by the priests of Horus-Re and Osiris, as they wish to place it with the mummified body of the manifestation of Re in the Tower of Eternity in Skuld. Any who present it to an incarnation or manifestation of either god would be richly rewarded.

Chariot of Re: There were originally three of these artifacts, the chariots of the gods Re, Horus, and Osiris, in the days before the Orcgate Wars. Only one is known to still exist; the Chariot of Re is the oldest of the artifacts of great

magic still in active use in Mulhorand. Legend speaks of it being constructed by a god named Ptah, who has never been worshiped in the Realms, even in the old days of Mulhorand.

The Chariot of Re is constructed from gold, emblazoned with Re's solar disc against an ankh. The chariot can move, without horses, at a speed of up to 96; any who fight from it receive a bonus of -4 to their Armor Class, and those attacking them receive a -4 penalty to their attack and damage rolls. Those who ride in the chariot are 75% magic resistant. Anyone struck by an attack from the chariot has to roll a successful saving throw vs. spell or suffer blindness for 2d4 turns. The chariot also grants a +4 bonus to the morale rating of all friendly troops within a 200-yard radius, and it gives a -4 morale penalty to enemy troops within that radius.

Font of Time: This powerful artifact is located somewhere in eastern Mulhorand. Little is known about it, except for a few words in the *Unique Mageries*, a book of spells belonging to the wizard Nezram:

"Of all the artifacts created by the ancients, the most marvelous and terrifying was the great Font. This was a pearl-white pool, contained in a milk-colored crystal that appeared in a mirage in the eastern wastes. The waters were too bitter to drink. But if one looked into the font in the light of a full moon, one could see scenes from the antiquity of Mulhorand that one would swear were real. And indeed they are. For if one concentrates on that image—...but I shall say no more, in hopes that none shall follow where I have traveled."

No knowledge exists about the origin of the font, except in the archives of Thoth. The *font of time* can enable any who look into it, during a full moon only, to see images of Mulhorand in the days of its original empire. It is possible to possess the body of an individual from that image, and thus experience

life in Mulhorand at the height of its power. To return home, one must find one's way to the font at the time of the new moon, when it is possible to look back at one's self, and return to one's own form.

Galley of the Gods: This ship was used by the people of Unther in several naval battles, most notably in the defeat of the Narfell Armada. It is said to have been constructed by a deity named Enki, though he has never been actively worshiped in the Realms. This galley is 200 feet long, 30 feet wide, and requires 150 oarsmen. It has a cargo capacity of 250 tons and can support up to 300 marines for an extended trip.

The ship has a 95% seaworthiness rating, and a movement of 15 mph when fully crewed (450 yards per round), or 25 mph at emergency speed (750 yards per round). In extreme emergencies, the ship can sprout dragon wings and lift off the water at emergency speed.

This flight lasts a maximum of one turn. At least 120 oarsmen are required for the ship to fly.

The ship has a dragon prow with multiple heads chained together (the symbol of the ancient gods' victory over Tiamat). The prow is magical; it can shoot a 6d6 lightning ball (20-foot diameter) up to 400 yards, once per turn. The lightning ball can be fired only when the prow is facing its target. Those caught in its area of effect can roll saving throws vs. spell; success means that the victim suffered only ½ damage.

The ship and those within the ship are immune to fire and lightning. The ship itself has a 35% magic resistance. In times of war it is armed with four ballistae (two on each side) and a rear catapult. The Lords of Unther have used this as a military and a cargo vessel.

Recently, this vessel has been stolen from its berth in Unthalass by pirates. It is believed to be hidden somewhere in the waters near the Ship of the Gods.



ENCOUNTERS IN MULHORAND

Roll 1d8 and 1d12 and add the results to determine the creature encountered on the appropriate random encounter table.

Civilized (Day)

Roll	Creature(s) Encountered
2	Minions, divine
3	Rake
4	Noble or official
5	Snake, poisonous
6	NPC, notable
7	Rat
8	City guard
9	Merchant
10	Tradesman
11	Tradesmen (2d4)
12	Laborer
13	Pilgrims
14	Priest
15	Ruffians
16	NPC party
17	Thieves
18	Gentlemen
19	DM special
20	DM special

Civilized (Night)

Roll	Creature(s) Encountered
2	Vampire
3	Rakshasa
4	Press gang
5	NPC, notable
6	Courtesan
7	Minions, divine
8	Mercenary
9	Drunk
10	City watch
11	City watch
12	Carousers *
13	Thieves
14	Bandits
15	Jackals
16	Assassins
17	Wererats
18	Mummy
19	DM special
20	DM special

* 3d4 men (0th- to 2nd-level fighters) who are interested in a good time and will not bother people unless provoked.

Great Vale

Roll	Creature(s) Encountered
2	Dragon, brown
3	Dracosphinx
4	Wraith, desert (night only)
5	NPC, notable
6	Lions
7	Merchants
8	Rats
9	Laborer
10	Herd animals
11	Herd animals
12	Pilgrims
13	Slaves
14	Minions, divine
15	Rats, giant
16	Scorpions, large
17	Mummy
18	Colossus, stone (10% chance of being active)
19	DM special
20	DM special

Wastes

Roll	Creature(s) Encountered
2	Efreeti
3	Dragon, blue
4	Dracosphinx
5	NPC, notable
6	Jackals
7	Minions, divine
8	Mercenary
9	Snakes, poisonous
10	Patrol
11	Dogs, wild
12	Scorpions, huge
13	Sahuagin (coastal only)
14	Bandits (slavers)
15	Rats, giant
16	Gynosphinx
17	Scorpions, giant
18	Dragon, brown
19	DM special
20	DM special

Colossus, Stone

CLIMATE/TERRAIN:	Any/Outdoors
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil
(RF)	

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	22 (100 hp)
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-30
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H (18' diameter sphere)
MORALE:	Fearless (19-20)
XP VALUE:	18,000

Long before the coming of the lizard folk, a race of giants walked the Realms. They were destroyed by a great plague, but during their days of glory they built many magical marvels, among which were magical warriors that fought their battles for them. These warriors would defend their monuments, of which they were extremely proud, so that no creature who came after them could destroy the memory of their race.

Of the magical warriors, the only ones that survive are the Statues-That-Walk, also known as stone colossi. Each colossus is really an extremely powerful stone golem.

Combat: The colossus is similar to a stone golem, except that it is larger and cannot cast a *slow* spell. A colossus is programmed only to attack with its fists; it never uses a weapon. It has a Strength of 23 for the purposes of breaking or throwing things.

A +2 or better weapon is needed to harm a colossus. A *rock to mud* spell slows them for 2d6 rounds. Its reverse, *mud to rock*, heals all damage inflicted upon the colossus. A *flesh to stone* spell does not harm a colossus, but it renders the colossus vulnerable to normal attacks in the following round. All other magic has no effect against it.

The stone colossus has one special attack form. Its march is so terrifying that all creatures of less than 3 Hit Dice immediately flee for 2d6 rounds, dropping whatever they have in their hands, while those between 3 Hit Dice and 5 Hit Dice must roll successful saving throws vs. wand to resist this fear. Any creature above 5 Hit Dice (or levels) is automatically immune.

Habitat/Society: A colossus is an automaton, artificially created and under the direct control of whomever is able to manipulate the runes of its creation. Once it is activated, a colossus tries to destroy any edifices it discovers that were not constructed by its creators; this is part of its programming. Its programming may be altered, but none have discovered the ritual as yet. To stop it when it is on a rampage requires a ritual that takes days to perform and glyphs to be drawn on every single colossus, active or inactive.

Ecology: Colossi are not natural creatures. Thus they play no part in the ecology of the world. They neither eat, sleep, nor really live. They perform their assigned tasks until they are destroyed, deactivated, or the tasks are completed.

Dragon, Brown

CLIMATE/TERRAIN:	Any arid/Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Spécial
INTELLIGENCE:	Highly (13-14)
TREASURE:	Special
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	2 (base)
MOVEMENT:	12, Br 24
HIT DICE:	14 (base)
THACO:	7
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-4/1-4/3-30
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	See below
SIZE:	G (54' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells (Wizard)	MR	Treasure Type	XP Value
1 Hatchling	7-19	6-16	5	2d6 + 2	Nil	Nil	Nil	1,400
2 Very Young	20-31	17-28	4	4d6 + 4	Nil	Nil	Nil	3,000
3 Young	32-43	29-38	3	6d6 + 6	Nil	Nil	Nil	5,000
4 Juvenile	44-55	39-50	2	8d6 + 8	1	Nil	Nil	7,000
5 Young Adult	56-67	51-60	1	10d6 + 10	2	20%	½ H	9,000
6 Adult	68-80	61-70	0	12d6 + 12	3	25%	H	10,000
7 Mature Adult	81-93	71-84	-1	14d6 + 14	3 1	30%	H	11,000
8 Old	94-106	85-95	-2	16d6 + 16	3 2	35%	H	15,000
9 Very Old	107-120	96-108	-3	18d6 + 18	3 3	40%	H x 2	17,000
10 Venerable	121-134	109-120	-4	2 0d6 + 20	3 3 1	45%	H x 2	18,000
11 Wyrmling	135-148	121-133	-5	22d6 + 22	3 3 2	50%	H x 2	19,000
12 Great Wyrmling	149-162	134-146	-6	24d6 + 24	3 3 2 1	55%	H x 3	20,000

Brown dragons, also known as great desert dragons, migrated from the desert Raurin and now frequent much of the wastes in Eastern Mulhorand. Brown dragons prefer to tunnel deep into the desert sands, where they sleep in a burrow at night, surfacing to attack prey. While they can survive indefinitely on a diet of rock and sand, live meat is their preferred game.

Brown dragons are ferocious beasts; while they are intelligent, they view human beings as food, and they believe that it is strange to talk with one's meal.

Brown dragons do not have wings and cannot fly.

Brown dragons have a coloration similar to that of desert sands, ranging from dim brown at hatchling stage to almost white at great wyrmling stage. They have small, webbed claws that are well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragon armors.

Brown dragons have their own tongue, and they speak that and the language of blue dragons. They have a 5% chance per age category of being able to communicate with any intelligent creature.

Combat: Brown dragons prefer to dig deep trenches in the sand, waiting for prey to appear so they may ambush them.

When absolutely still, they have a 9 in 10 chance of hearing a man-sized creature's footsteps on the desert sands, even from a depth of 500 feet below the surface.

When they breach the desert sand, they do so with incredible silence, imposing a -5 penalty to opponents' surprise rolls. Older brown dragons use illusions, or even *invisibility* spells to conceal themselves from unwitting prey.

When brown dragons grab their prey, they hold it in their jaws, taking it to their lairs to be eaten when it is most convenient.

The brown dragon's breath weapon is a powerful acid, which it spews in a five-foot-wide spray that extends in a 60-foot-long straight line from the dragon's head. All creatures caught in this spray can roll a saving throw vs. breath weapon for half damage.

A brown dragon will use this spray against large numbers of individuals, but not against mounted foes, since it knows that horses are good eaters and don't put up as much struggle as humans. Brown dragons cast spells as 8th-level wizards.

Brown dragons are born immune to acid and the effects of the desert heat. They may survive in airless environments nearly indefinitely.

Dragon, Brown

As they age, brown dragons gain the following abilities:

Age	Abilities
Young	Cast <i>create sand</i> to cover up their burrows
Juvenile	Cast <i>create water</i> once per day
Adult	Cast <i>sandstorm</i> , as per the Mulhorandi spell, once per day
Venerable	Can summon a 12-HD earth elemental
Great wyrm	Cast <i>disintegrate</i> once per day

Habitat/Society: Brown dragons are found in deserts, often close to settled areas. They are fierce and savage creatures, who equate their own cruelty with that of the desert heat. They typically dwell in deep burrows nearly 1,000 feet beneath the sand, where they carve out vast chambers, often looting ancient forgotten treasures for their hoards. During the day, they tunnel upward, listening silently for hours, waiting for food to come.

The brown dragon mates and raises a family for only a short period of time; all parents encountered are in the mature adult stage of development. Many brown dragons do not mate, but live their lives in solitude.

Man is the main enemy of brown dragons. Humans hunt them for their hide and treasure. Blue dragons, which like to burrow into the desert sand, also attack brown dragons.

Battles between brown and blue dragons are legendary for their ferocity. The people of the desert have a curious respect for the brown dragon, so these tales often make the blue dragons look more evil than the brown.

Ecology: Brown dragons are able to digest sand and other mineral materials to sustain themselves over long periods of time. However, meat is their preferred diet, with horseflesh being a particular favorite.



Hakeashar

CLIMATE/TERRAIN:	Alternate Prime Material Plane
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Absorb magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (12' diameter sphere)
MORALE:	Elite (16)
XP VALUE:	2,000



A hakeashar, also known as an eater-of-magic, appears as a bright red sphere. Their bodies pulse and glow as they drift about. They can seep through finger-width cracks with great ease.

Hakeashar are relatives of the nishruu. These weird, thankfully rare creatures are believed to come from an alternate Prime Material plane. Within the red mist comprising the body of a hakeashar are hundreds of grasping hands, probing eyes, and gaping hungry mouths.

Combat: Hakeashar have no attacks. Fire and physical attacks affect them normally; those who are wrapped in a hakeashar are automatically hit by these attack forms.

Hakeashar can sense magic within a 600-foot radius; they always move toward the greatest concentration of magic within that area. Hakeashar move fearlessly and relentlessly toward sources of magic, taking full damage from physical attacks. Mind control spells and illusions have no effect on them.

Spells cast at a hakeashar are absorbed by it, having no effect except to give the creature hit points of life energy equal to the damage the spell normally does. A non-damaging spell gives a hakeashar extra hit points equal to the spells level.

Chargeable magical items are drained of 1d4 charges upon contact with a hakeashar. If contact is continued, the 1d4 drain occurs at the end of every second round.

All magical items and artifacts are nonoperational while in contact with a hakeashar. Artifacts do not function for one round after such contact ceases; magical items have their powers negated

for 1d4 rounds after contact ends. If a potion or scroll is used while in contact with a hakeashar, it does not take effect until 1d4 rounds after the contact is broken.

Spellcasters of all classes who are enveloped by a hakeashar lose one memorized spell, determined randomly, at first contact, and one per round after.

Each time a loss occurs, the spellcaster must roll a successful saving throw vs. breath weapon or become feebleminded.

When a hakeashar is slain, its body dissipates, losing luminosity and hue, seeming to sink to the ground. Any magical item within its body area when it is slain, or any magical weapon slaying it, even if no longer in contact with the body, receives a magical bonus of 1d6 additional charges, or a second use in the case of a one-shot item, such as a scroll or an arrow. Potions, memorized spells, artifacts, and items that do not have charges are not augmented.

Habitat/Society: Hakeashar are not native to this Prime Material plane.

They are solitary creatures.

A hakeashar has the ability to give 20% of the number of spells or charges absorbed to a person. This is done very unwillingly, usually in exchange for being brought to this Prime Material plane.

Ecology: Hakeashar feed on magic. Their life spans are measured in centuries.

Lycanthrope, Werecrocodiles

CLIMATE/TERRAIN:	Desert/swamp
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	1-3
ARMOR CLASS:	1
MOVEMENT:	3, Sw 12
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/1-8
SPECIAL ATTACKS:	Infection, Control 1d3 crocodiles
SPECIAL DEFENSES:	Hit only by silver and magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	M-L (6' human, 8-12' long crocodile)
MORALE:	Very Steady (13-14)
XP VALUE:	650
Priest, 1st-4th	975
Priest, 5th	1,400

Werecrocodiles are the creations of Sebek, a crocodile-headed minor deity in the Mulhorandi pantheon. Very few Sebek-spawn remain in Mulhorand, having been driven off by the servants of the god-kings five centuries ago, but they thrive in Chessenta's Adderswamp.

In their human form, werecrocodiles are tall, thin creatures with sharp features, a long nose and chin, and a thin face with a noticeable overbite. In their crocodile-form, they are very long, big, and powerful monsters. They speak Mulhorandi and the common tongue, and can speak with crocodiles at will.

Combat: In combat, werecrocodiles prefer to assume their human form. They try to trick their prey into assuming they are harmless. Werecrocodiles are infamous for playing on people's sympathy by pretending to be grieving. Once the prey is in close range, they change to crocodile form and attack. They can bite with their huge jaws and sharp teeth for 2-12 points of damage, and lash out with their tails for 1-8 points of damage.

Werecrocodiles have an 18 Strength. They use this to sometimes grab their opponents, drag them deep underwater, change to crocodile form, and attempt to drown them. Every point of damage received from a werecrocodile bite equals a 1% chance of turning into a werecrocodile at the next full moon (if a victim takes 20 points of damage, there is a 20% chance of contracting lycanthropy).

Werecrocodiles are able to summon 1d3 regular crocodiles, which obey their every command.

Habitat/Society: Werecrocodiles live in small family groups. The mother is usually the leader of the family pack.

Mating occurs within their own kind, and werecrocodiles are born live from the mother's womb; they attain the ability to transform into a crocodile at the onset of puberty.

Werecrocodiles live in mud shacks by the edge of rivers or in swamps. They usually assume crocodile form to find prey, then assume human form at night to sleep. They are very territorial and attack any human, demihuman, or humanoid that enters their territory, though they will try to be as subtle as possible before springing their trap.

Werecrocodiles worship the god Sebek. Clerics of Sebek can advance to 5th level as priests; they receive 1d4 extra hit points per level.

Werecrocodiles do not collect treasure or possessions. They stay away from populated human settlements. They do not particularly enjoy killing humans, but humans are too tasty to resist.

Ecology: Werecrocodiles are biologically identical to humans, except for the curse of lycanthropy. They prey on both warm-blooded creatures and fish native to the swamps. They eat any wererats native to the swamps. No one preys on werecrocodiles except humans, so werecrocodiles try to have as little conflict with large bands of humans as possible.

Minions, Divine

CLIMATE/TERRAIN:	Any/Desert, arid, or cities
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-20
ARMOR CLASS:	-2
MOVEMENT:	12 or see below
HIT DICE:	6 (25 hp)
THACO:	11 (15)
NO. OF ATTACKS:	1 or see below
DAMAGE/ATTACK:	1-12 or see below
SPECIAL ATTACKS:	Polymorph self
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	Variable, M (6½' tall)
MORALE:	Elite (16)
XP VALUE:	1,400

Each divinity of the Mulhorandi pantheon has a number of magical servitors, known as minions. Each minion is a fanatical follower of the deity and serves his ends at all costs.

Divine minions serve as messengers of the deities. In the case of the minions of Set, they also serve as assassins and as military assistance for his mortal worshipers. They appear as great warriors, well over six feet tall and quite broad, in bronze plate armor that is decorated with the symbol of their deity.

Combat: Divine minions are capable of taking a number of different forms. Armor Class, Hit Dice, and hit points remain the same, while they acquire the movement rate, attacks, and special attacks of each form. The stats of these forms are as follows:

Form	Move	#AT	Dmg	SA
Baboon	12	1	1-4 +1	Nil
Bear	12	3	1-6/1-6/1-8	Hug
Crocodile	6, Sw 12	2	2-8/1-12	Nil
Hawk	3, Fl 24	3	1-3/1-3/2-8	swoop
Ibis	Sw 6, Fl 12	1	1-3	Nil
Jackal	15	1	1-2	Nil
Lion	12	3	1-4/1-4/1-8	Rear claws
Scorpion	12	3	1-8/1-8/1-4	Sting
Snake	15	1	1-3	Venom

All minions roll their attacks and saving throws as 10th-level fighters; this is reflected in the THACO stat above.

The minions of each deity in the Mulhorandi pantheon can assume a number of different forms, as follows:

Anhur: Lion
 Horus-Re: Hawk, Lion
 Isis: Hawk
 Nephthys: Hawk, Crocodile
 Osiris: Hawk, Bear
 Set (any 3): Bear, Jackal, Snake, Scorpion, Crocodile
 Thoth: Ibis, Baboon

Habitat/Society: Divine minions are creatures touched by divine power. They serve the deities of the Mulhorandi pantheon; hundreds live in the deities' towers in Skuld. With the exception of Set, all minions are willing volunteers to divine service; they forfeit life in return for the honor of working for their deity throughout eternity.

Set's volunteers are less willing, as his touch can transform its victim into a minion of Set. These lawful evil creatures are by far the most active divine minions, as the others prefer not to be noticed by mortals unless specially called by magic.

Ecology: Divine minions are supernatural creatures; they need not eat or drink.

Their armor and all possessions disappear when slain, and they carry no treasures.

Skriaxit

CLIMATE/TERRAIN:	Subtropical/Desert
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Destruction
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	3-18
ARMOR CLASS:	-5
MOVEMENT:	12, 18, or 24 (see below)
HIT DICE:	16+16
THACO:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-20/2-20
SPECIAL ATTACKS:	Sandstorm, dispel magic
SPECIAL DEFENSES:	+ 2 or better weapon to hit, immune to slow, acid, fire, lightning

MAGIC RESISTANCE:	50%
SIZE:	L (10' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	
16 + 16 HD:	16,000
24 + 24 HD:	24,000

Skriaxits, the blackstorms, the living sandstorms, are the most feared creatures in the deserts of the east. When the ancient gods were defeated by those lords of Raurin who would later become the god-kings of Mulhorand, the ancient gods summoned spirits of retribution that destroyed all that had not been demolished in the war. When the god-kings fled Raurin, these spirits took the land as their own domain, with each pack stirring from slumber every century to wreak havoc on all that oppose them.

Skriaxits are powerful and intelligent air elementals that take the sand and dust of the desert and whirl it to create their ten-foot-tall forms. It is as a pack that they create their greatest terror, generating huge winds and a fierce sandstorm that can render a human fleshless in minutes. They speak the tongue of air elementals and their own language, a howling, shrieking tongue that frightens most humans who hear it.

Combat: Skriaxits move by creating a large vortex of wind that propels them at tremendous speed. If there are one to six skriaxits together, their speed is 12; if there are seven to 12 skriaxits, their speed is 18, and if there are 13 or more skriaxits, their speed is 24. The skriaxit vortex creates a sandstorm in a 200-yard radius around them; those caught in this storm suffer 1 point of damage per round per skriaxit (thus if there are 12 skriaxits, those caught in its whirlwind receive 12 points of damage per round).

Within the confines of this sandstorm, the skriaxit group continuously dispels magic, as a 16th-level wizard.

Each skriaxit can form its winds into a razor sharp lash, inflicting 2d10 points of damage on a successful strike.

Though skriaxits were originally summoned from the elemental plane of Air, the Prime Material is now considered to be their home and they cannot be dispelled.

Habitat/Society: Skriaxits are a society of highly intelligent, but extremely evil, air elementals. They feed on causing destruction and terror; once they have caused enough catastrophe, they sleep for 1d3 centuries. While asleep, they have removed themselves from the confines of existence and not even the gods can affect them. They reawaken when hungry. They view humans, demihumans, and humanoid as playthings, with the same sadistic attitude as a human child playing with a fly. They hate nothing and fear nothing; they just delight in destruction. They may amuse themselves by listening to humans bargain with them, but humans have nothing to offer them of interest. The skriaxit pack is ruled by the Great Skriax.

Ecology: Skriaxits are creatures of magic, now considered to be native to the Prime Material plane. They feed on the feelings of superiority they gain by destroying and killing. No known magic is has been able to control them, though they are susceptible to wards against air elementals.

The Great Skriax

The leader of the skriaxit pack is the Great Skriax. It has 24 + 24 Hit Dice and attacks with a +4 bonus to all attack and damage rolls. The Great Skriax is considered the most evil of the pack.

Sphinx, Draco-

CLIMATE/TERRAIN:	Desert/Plain
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	F
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	9, F1 24 (MC C)
HIT DICE:	11+11
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-12/3-12/5-20
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (9' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	12,000



The dracosphinx is native to the desert highlands, where it competes with the more numerous hieracosphinx for territory. This fierce, sly predator scours the wilderness for prey, be it small game or humans.

The dracosphinx has a lion's body, a red dragon's head, and a mane of colorful feathers. Its long paws have very sharp dragon claws. The dracosphinx speaks the language of red dragons, to whom it is distantly related.

Combat: A dracosphinx attacks with its large claws and its teeth, causing 3d4 points of damage with a successful claw strike and 5d4 points of damage with their fangs. They have a breath weapon that they can use once per turn; this spews forth flaming gas in a 100-foot-long cone that is 20 feet wide at its far end. This gas inflicts damage equal to the number of hit points possessed by the dracosphinx when it is uninjured (e.g., a dracosphinx with an uninjured total of 65 hit points inflicts 65 points of damage with its breath weapon, regardless of its current hit point total). A successful saving throw vs. dragon breath cuts this damage in half.

Dracosphinxes are excellent wizards, specializing in illusions; they have the spells of a 9th-level wizard but cast as 12th-level spellcasters.

They like to use their illusions to fool prey into a false sense of security, then strike when it is least expected.

Habitat/Society: Dracosphinxes live solitary existences on bleak cliff sides. They spend their days looking for prey and lying in the sun.

Each dracosphinx carves out a territory of approximately five miles in diameter. It does its best to keep out major predators from that territory: dragons, men, hieracosphinxes, and the occasional wyvern. Its philosophical ideas include "only the strongest deserve to survive" and "the weak get what they deserve."

Dracosphinxes know that humans like to seek them out, talk to them, then slay them; they enjoy tricking humans with riddle contests and conversation that leave the humans unaware for a sudden attack. Dracosphinxes pride themselves on their cunning. Like dragons, they like to hoard coins, jewels, and other valuables.

Ecology: Dracosphinxes are egg-laying mammals. They mate once in a lifetime, with the female flying away to raise a clutch of three to five large, brown eggs. The eggs are laid in separate areas and buried, since hatchlings are likely to eat each other. The hatchlings are one foot long at birth and are capable of hunting small game. They grow to nearly full size within a year. They have life spans of about 60 years. Dracosphinxes cannot be tamed except through magical means.

Wraith, Desert

CLIMATE/TERRAIN:	Subtropical/Desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary or Group
ACTIVITY CYCLE:	Night
DIET:	Life energy
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	9 (18 in jackal form)
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (in human form) or 1-6 (in jackal form)
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	30%
SIZE:	M
MORALE:	Elite (13-14)
XP VALUE:	2,000

Creatures killed by skriaxits are animated three days later as desert wraiths, malevolent spirits of the sands.

These creatures have two forms—that of a human and that of a jackal. Their goal is to destroy any living creature that they encounter.

Combat: The desert wraith shifts between its two forms as it sees fit; it uses its jackal form to charge at its prey, then transforms itself into human form to attack. The human form inflicts 1d4 points of damage on a touch and drains the victim of one life level (no saving throw allowed), as per a wraith, with appropriate reductions in hit points, spell abilities, etc.

A desert wraith is undead and can be turned, on the same column as a spectre. Daylight destroys them utterly, and holy water inflicts 2d4 points of damage per vial.

While they have only low intelligence, they are capable of cunning (e.g., burying themselves in the sand, then attacking their prey by surprise).

They can see in total darkness as if it were noon.

Habitat/Society: A desert wraith is totally evil. It lives only to feed off the life forces of others. Desert wraiths dig barrows for themselves in the sand; they retreat to these during the day.

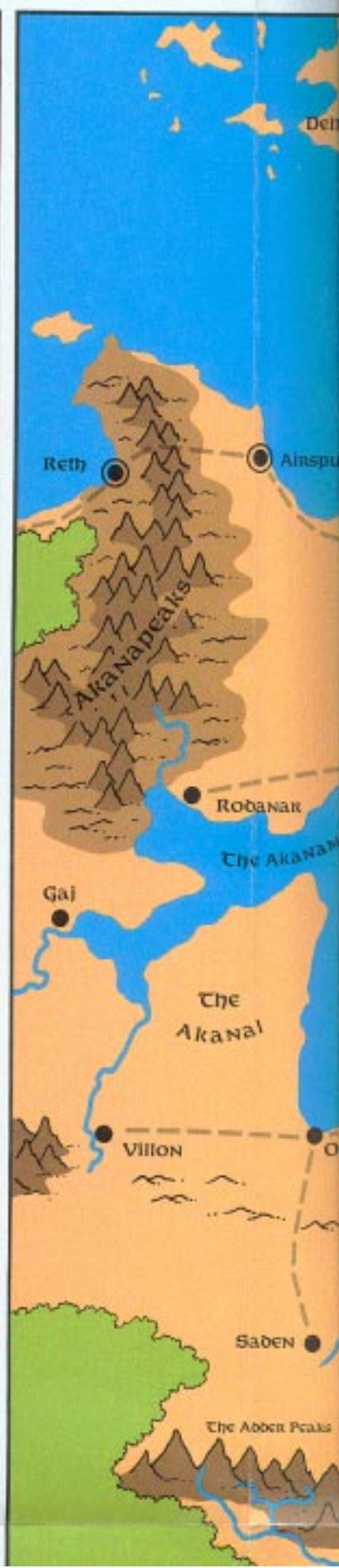
Ecology: Desert wraiths feed off life force energy. No creatures exist that prey on them. Creatures brought to 0 life levels by a desert wraith are transformed into zombies within 48 hours, even if raised, unless their bodies are washed in holy water.

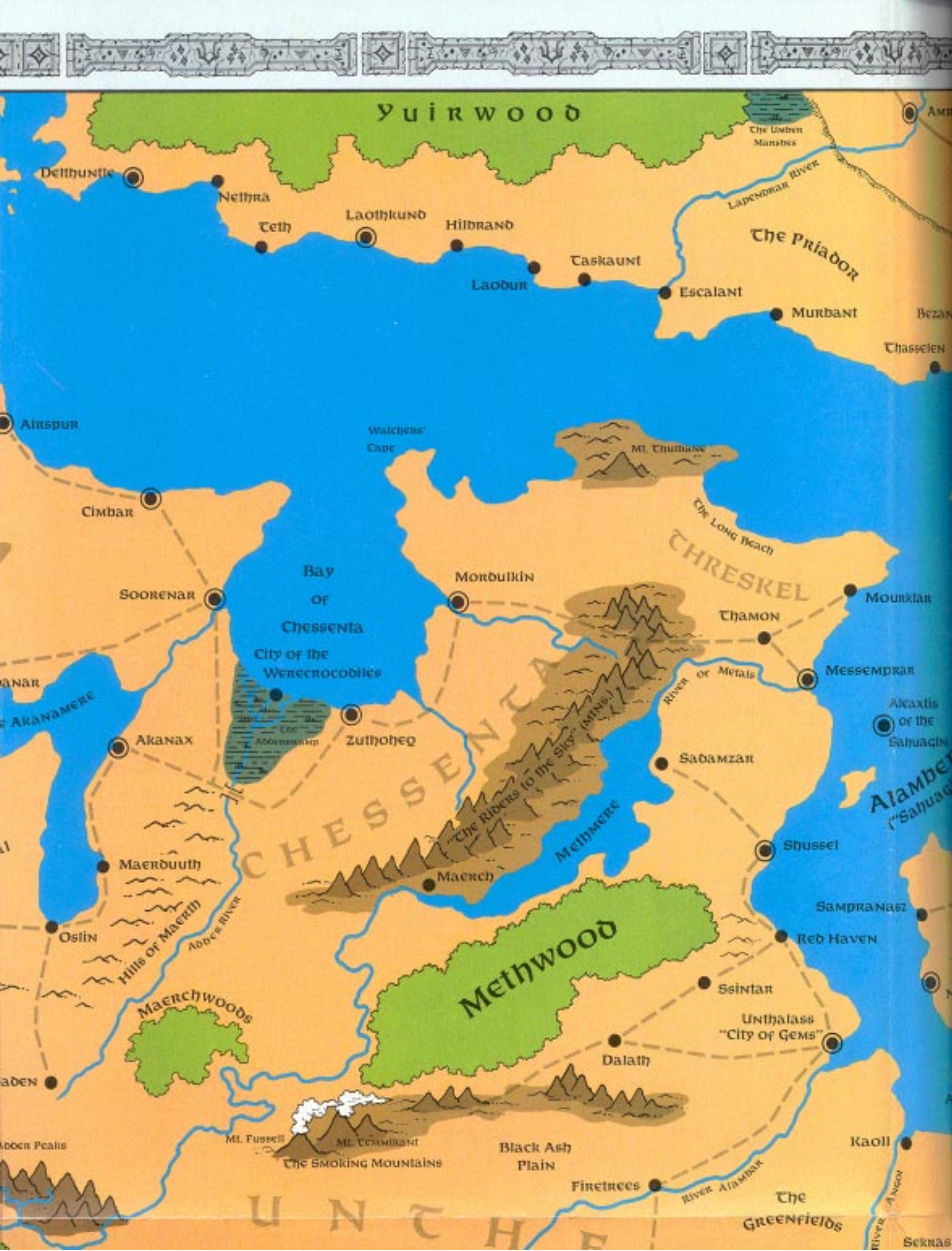
SKULD City of Shadows





- | | |
|----------------------------|-----------------------------------|
| 1. Smith | 21. Tower of Osiris |
| 2. Bridge Gate (closed) | 22. Tower of Nephthys |
| 3. Naval Yard | 23. Towers of Thoth |
| 4. Moneychanger | 24. Towers of Horus-Re |
| 5. Temple of Nephthys | 25. Palace of Pharaoh |
| 6. Grinning Locust (inn) | 26. Lake Skurb |
| 7. The Sea Wall | 27. Rezin's Palace |
| 8. Merchant Yard | 28. Temple of Isis |
| 9. Temple of Osiris | 29. Temple of Thoth |
| 10. Catacombs (entry) | 30. Mercenary Guild |
| 11. Tavern | 31. The Dungeon (tavern) |
| 12. Inn | 32. Cryer's Square |
| 13. Guard Hill | 33. Gaol Tower |
| 14. The Leech (tavern) | 34. Villain Villa (rented castle) |
| 15. Temple of Anhur | 35. Lamia Inn |
| 16. Temples of Horus-Re | 36. Tavern |
| 17. Tower of Pronouncement | 37. Flophouse |
| 18. Pyramid/Tomb of Re | 38. Temple of Isis |
| 19. Tower of Isis | 39. Tavern/INN |
| 20. Tower of Anhur | 40. Farms |





YUIRWOOD

The Priabor

CHRESKEL

CHESSENTA

Methwood

UNTHE

Delthuntle

Nethra

Ceth

Laothkund

Hilbrand

Taskaunt

Laodur

Escalant

Murbant

Ainspur

Cimbar

Sookenar

Bay of Chessenta

City of the Werencobiles

Zuthoheg

Mordulkin

Chamon

Mounktan

Messempran

Alambak

Akanax

Sabamzar

Shussel

Sampranas

Red Haven

Maerduuth

Maerch

Ssintan

Unthalass "City of Gems"

Dalath

Kaoll

Black Ash Plain

Mt. Fuscill

Mt. Commirant

Black Ash Plain

Firetrees

The Greenfields

River Alambak

River A Noon

Sekras

The Umben Marshes

Lapesonnan River

Watchers' Cape

Mt. Chumane

The Long Beach

The Rivers to the Sky (Mines)

Hills of Maerch

Maerchwoods

The Smoking Mountains

Alambak (Sahuagin)



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CHAZALHAR

SUNRISE MOUNTAINS

The High Valley

Ganathwood

Rauthgor
"The Rainbow Falls"

Fields of Ganath

AMBER SEA
SAHUAGIN SEA

MULHORAND

SWORD MOUNTAINS

The Lonely Lake (oasis)

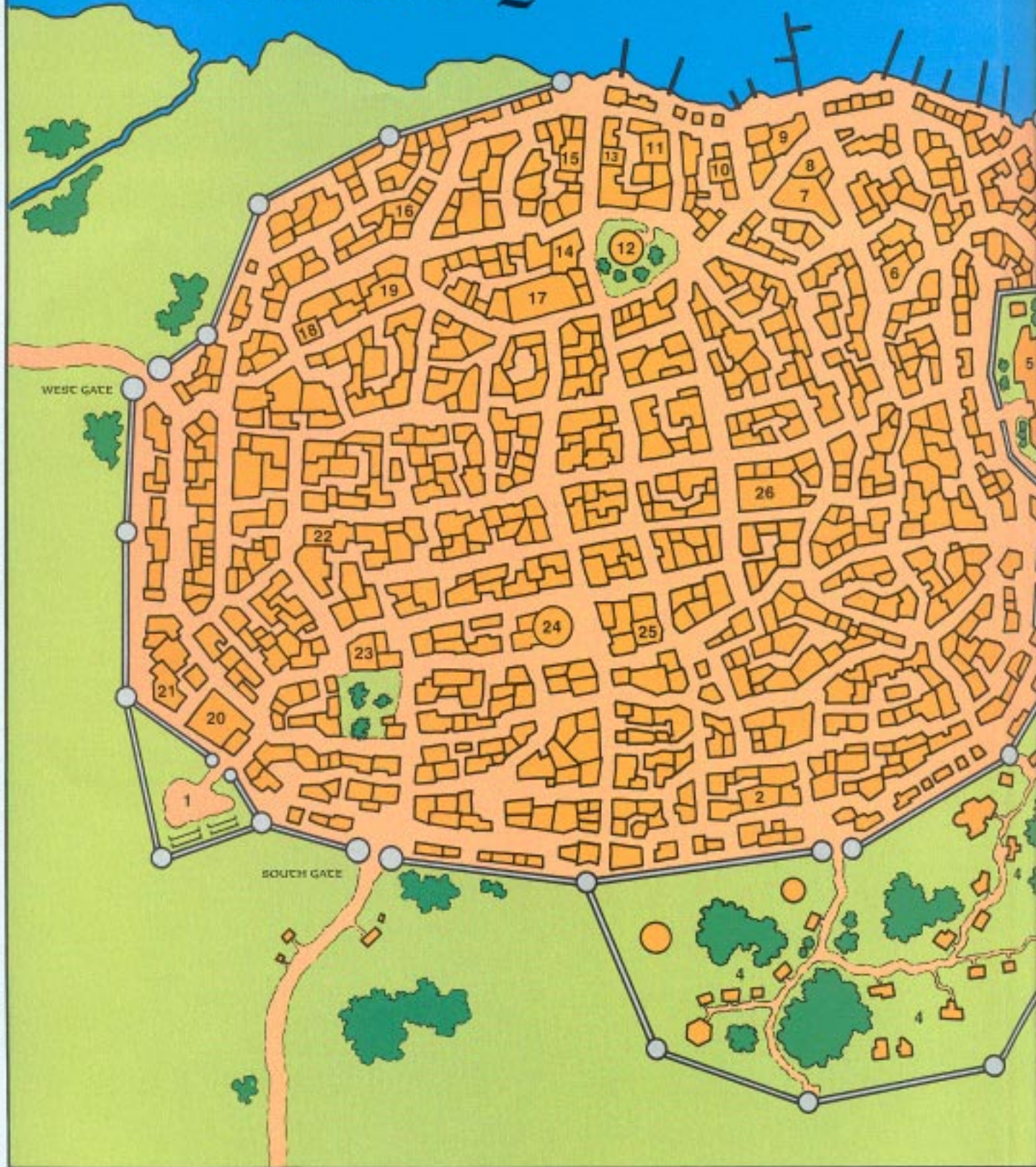
The Great Vale

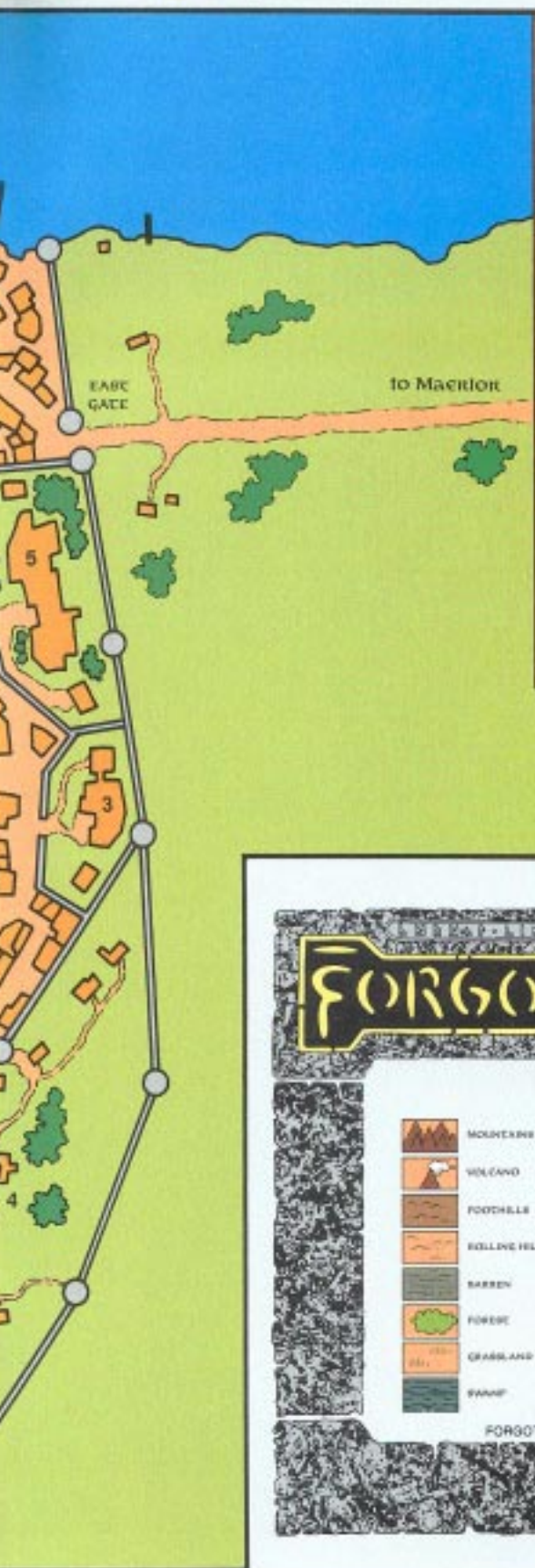
Sekras

Mishtan

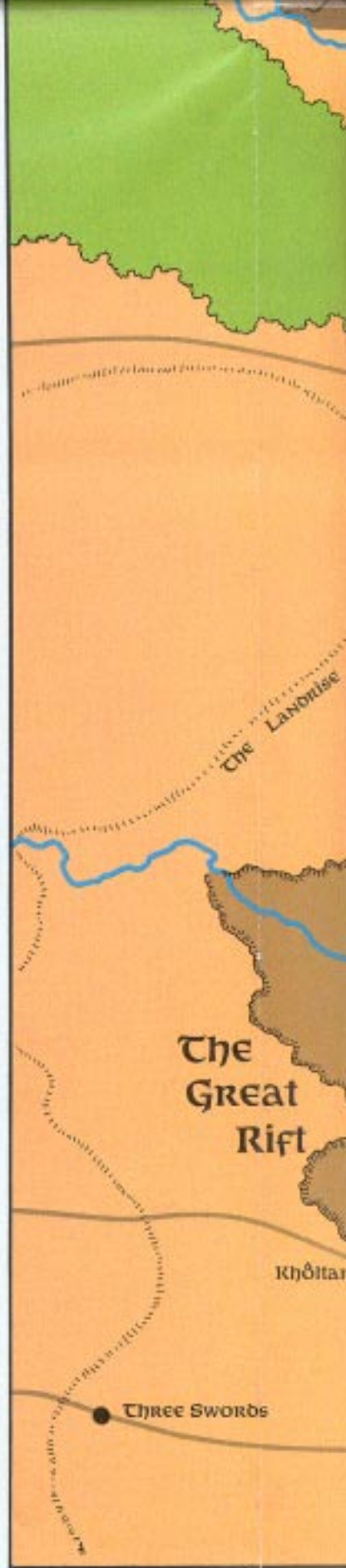


LUTHCHEQ





1. Execution yard
2. Burning Mage (INN)
3. Temple of Entropy
4. Witchweed Farms
5. Palace of the Karanoke
6. Black Mercy (Tavern)
7. Trading Center
8. Bloody Roger (INN)
9. Vampire's Tooth (Tavern)
10. Secret Meeting Place of the Mage Society
11. Merchants' Club
12. Tower of Naeros
13. Moneychangers
14. Distressed Damsel (INN)
15. Gaol of Lost Souls (INN)
16. House of Ill Repute
17. The Crypts
18. Tyrol (barber)
19. Temple of Waukeen
20. Stables
21. Barracks
22. Society of Free Swords (Mercenaries)
23. The Forge (Metalworker)
24. Old Wizard's Tower (Ruins)
25. Bale's Bones (Tavern)
26. Castle Theatre (closed)



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OLD EMPIRES

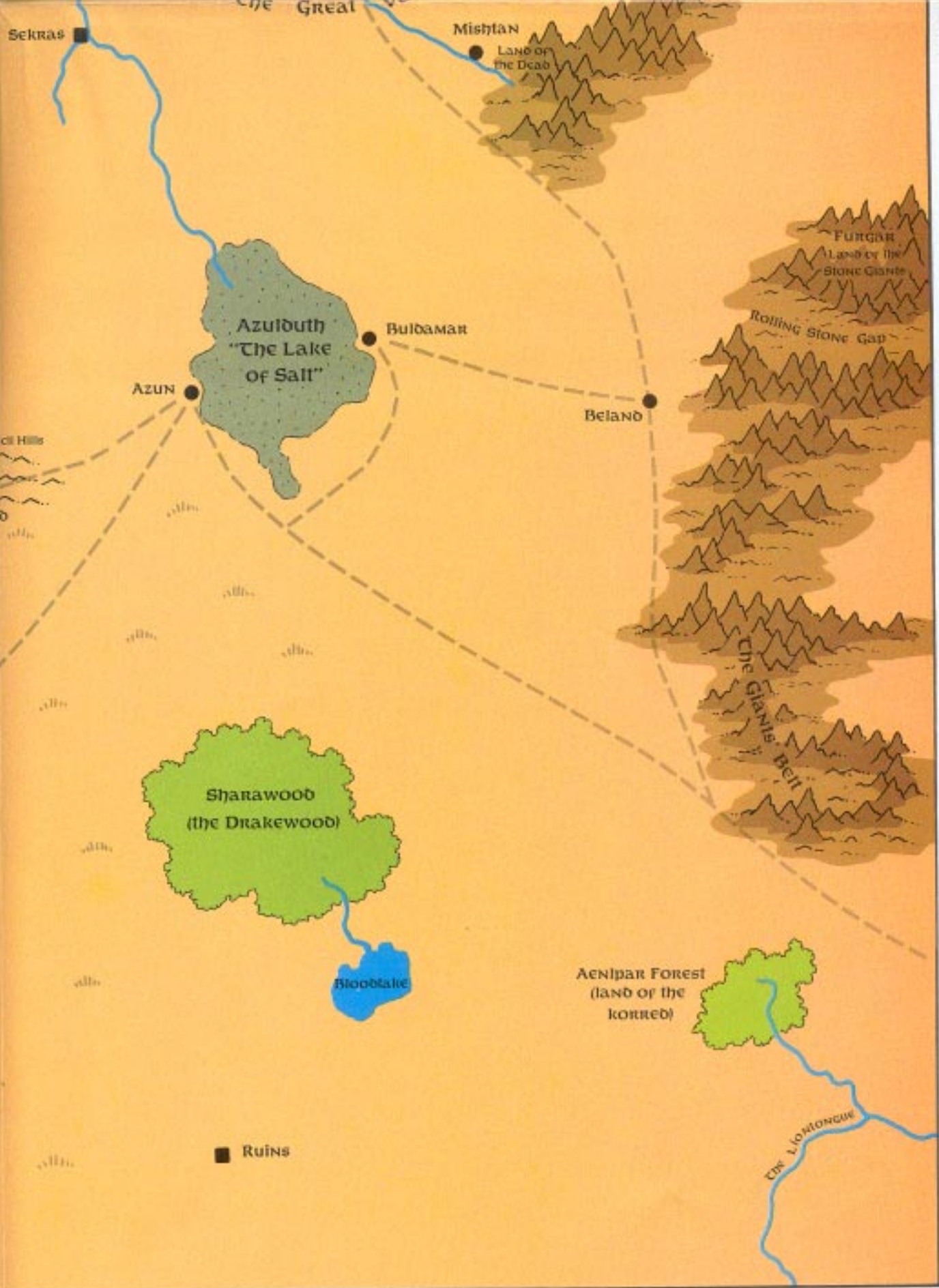
Scale: 1 inch = 75 miles

	MOUNTAINS		CLEAR		CASTLEKEEP
	VOLCANO		CLIFF		BURG
	POOTHOLE		RIVER		BRIDGE
	ROLLING HILLS		RILL		TRAIL
	BARREN		LAKE		ROAD
	FOREST		SEA		SPECIAL HIGHWAY
	GRASSLAND		CITY		
	SWAMP		TOWN		

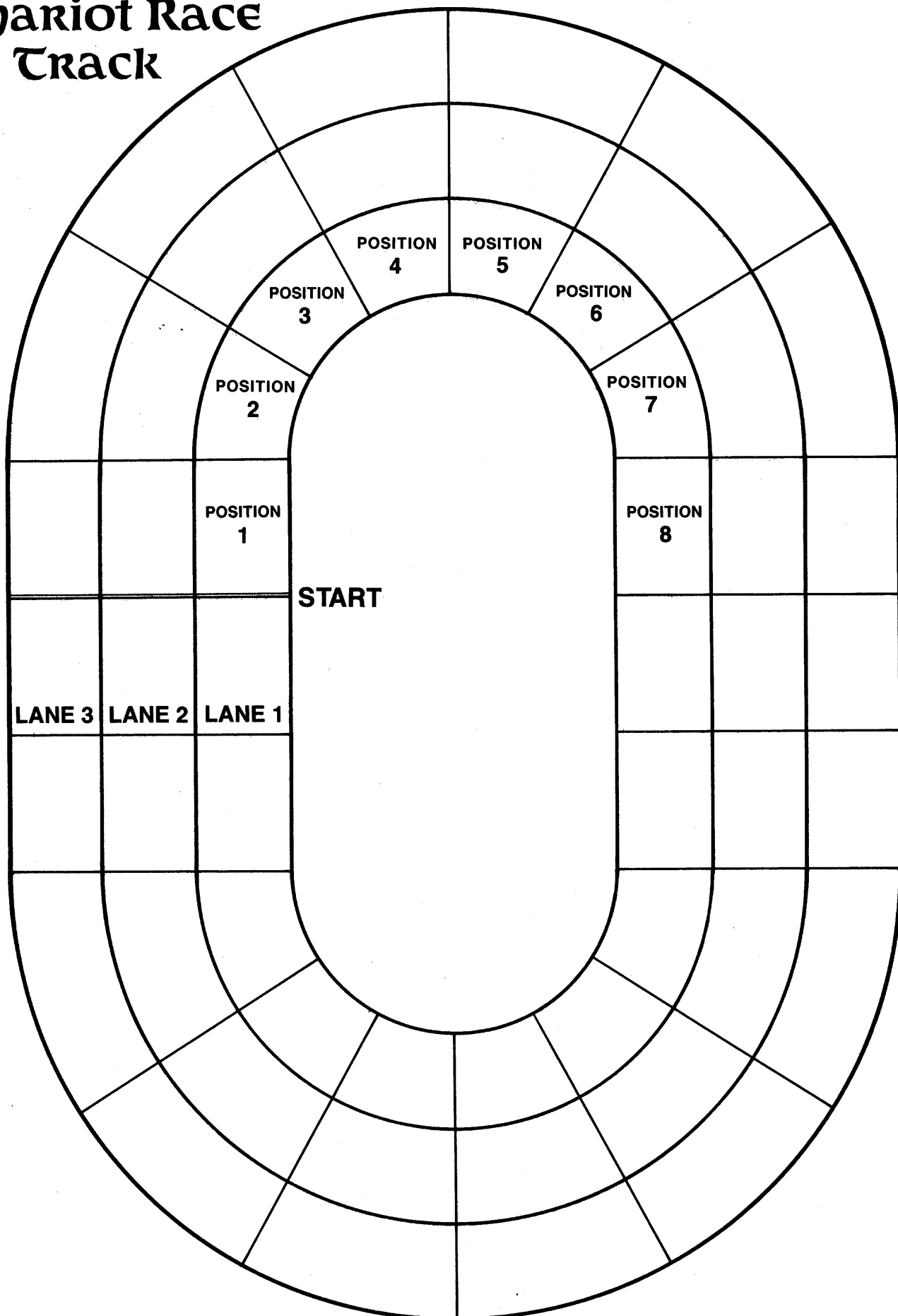
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