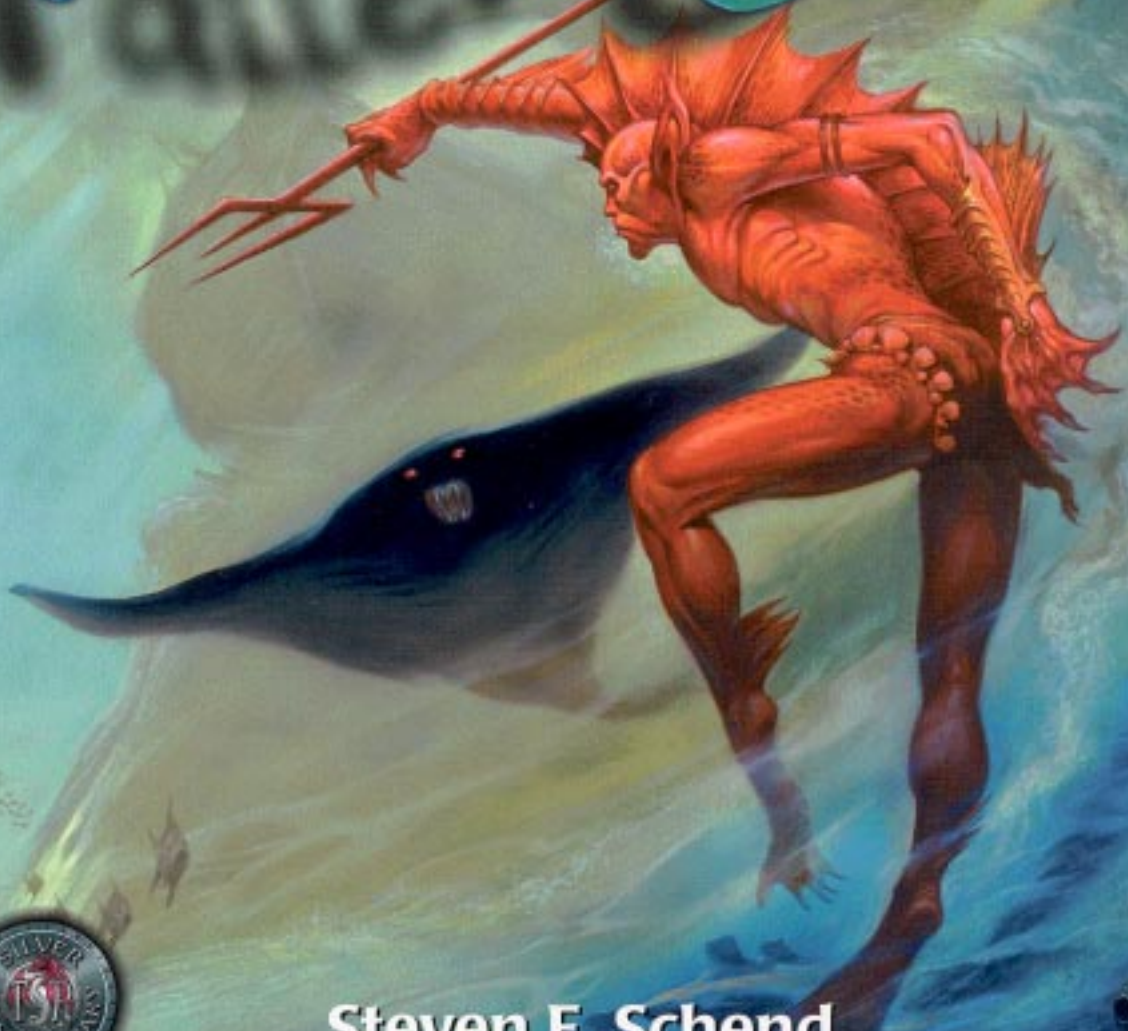


FORGOTTEN REALMS
CAMPAIN EXPANSION

Sea of Fallen Stars



Steven E. Schend

Advanced Dungeons & Dragons®



Sea of Fallen Stars

STEVEN E. SCHEND

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I owe you each a hefty tankard of grog!

Note to Readers: The people, locations, and events described herein take place within the scope of the "Threat from the Sea" novel trilogy by Mel Odom and published by Wizards of the Coast. This game supplement is set after the events of the second and third novels of that trilogy, *Under Fallen Stars* and *The Sea Devil's Eye*. If you intend to read these books (and you do, don't you?), please be aware that this supplement, by necessity, reveals major elements of the books' plot.

Campaign setting based on the original campaign world of Ed Greenwood.
Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson.



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Faerûn's Inner Sea

To the esteemed Blackstaff, Khelben Arunsun of Waterdeep, I send greetings on this twenty-seventh day of Eleasias in the Year of the Unstrung Harp (1371 DR). Despite the current turmoil among the Harpers in Berdusk and elsewhere, and your response to their objections and inquiries, I send you these reports with words of support. My father, Telar of Battledale, brought me into Those Who Harp thirteen years ago, and his words remain with me today: "There are few things you can trust in this world. You can trust that each dawn brings a new day. Trust the Blackstaff equally, no matter what others might believe. Those who see malice in him are shortsighted and ignorant. That one has been through the Abyss and worse for Toril, and we owe him our trust." You often chastised him for being overfond of his own voice, yet his words remain, as do my loyalties to you.

Three years ago, you asked me to wander the Inner Sea and report any news of strange goings-on. In that time, I have kept an eye on the trades, the piracies, and the dangers on and surrounding its waters. I've sent reports of goings-on among the Old Empires and what I could glean of Thay's zulkirs. I even infiltrated the pirate crews on the Inner Sea and the trade guilds of Ravens Bluff, both of which proved equally crafty and paranoid. Thus, while I have many a tale to tell you about what recent events spun the Inner Sea's waters 'round, I can also update you on the current state of the Pirate Isles, which the Harpers sadly have neglected since the Time of Troubles.

Before I left Waterdeep in the Year of the Shield (1367 DR), the news of undersea attacks on sea elves and their like already filtered through the taverns. Soon after, I received the orders I now fulfill via this report. My complete account provides brief notes on the long-term activities and a focus on the most recent developments among all powers on, and beneath, the Inner Sea. I believe the recent attacks along the Inner Sea may be linked to those long-ago attacks as well as those suffered in Waterdeep and Baldur's Gate in the Year of the Gauntlet (1369 DR). Sea creatures that normally prey upon each other were working in concert despite themselves.

The Inner Sea now seems safe and tranquil, thanks to new undersea allies who drove the enemy, Iakhovas, back to the Trackless Sea last year. Few folk outside of sages and some bold adventurers are taking the time to learn of the Inner Sea and its peoples even now, so Serôs remains a quiet land of hidden secrets. Some (especially in Sembia) perceive our newfound aquatic allies as skulking menaces, simply due to ignorance or inconveniently having to acknowledge "new" sovereign territories that interfere with their trade routes. I remain here to watch, learn, and provide guidance where necessary. The sea has its mysteries, but that too may end sooner than not as the world of Serôs opens to those brave enough to reach it."

May the Moonlit Stars watch well,
Alyn Telarson of Essembra





Annals of The Inner Sea

Life has existed around the Inner Sea since time immemorial, though it has not always been human or even humanoid. In fact, elven histories record this area as a major center for dragons ruling over much of these lands. It is only during the last two millennia that other races have come to dominate the lands around the Sea of Fallen Stars.


As with every other sector of the Realms, settlements and kingdoms rose and fell around the Inner Sea. There are always those to seek to dominate the lands or sea around them, and many such efforts are noted in the timeline that follows: the rise and fall of major figures, kings and kingdoms, and any power or event that affected large areas of the Sea of Fallen Stars or its surrounding territories.

In recent years, the lands of the Inner Sea have seen relative peace on the waves. Granted, there are still pirates, feuding merchants, sea monsters and the like, but compared to the tumult of the Time of Troubles and the Tuigan Invasion, the sea has largely been at peace, aside from a few events into which few looked further.

Timeline

- c. -17,000 DR: Elves emigrate from Eiellûr, Syorpiir, and Thearnytar to the Inner Sea for the next seven millennia.
- c. -7700s DR: Rogue genies abandon the Empire of Calim the Great Djinni and settle the lands and waters of the southwestern sea.
- c. -5,800 DR: Jhaamdath founded.
- c. -3000 DR: Trade relations open between the surface elves of Cormanthyr and the sea elves of Arselmalyr at Myth Nantar.
- c. -2300 DR: Earliest human-built boats sail the southern Alamber coasts as Raurinese refugees flee north and along the seacoasts.
- -2135 DR: Mulhorand founded.
- -2087 DR: Unther founded.
- c. -1700s DR: Netherese begin to explore the Inner Sea and establish the three subsea colonies of Deep Netheril.
- -1,660 DR: Destruction of Deep Netheril.
- c. -1,400 DR: First crude ships cross the Inner Sea as Unther expands across and along the Alamber.
- c. -900 DR: Rise of Narfell and Raumathar.
- c. -700 DR: Rise of Vastar, the orc kingdom.
- c. -350 DR: Saldrinar of the Seven Spells defeats Kisonraathiisar the topaz dragon and establishes Westgate on the battle site with himself as its first human king.
- -339 DR: Fall of Netheril and impact of two Netherese sky enclaves into the Inner Sea.
- c. -300 DR: Westgate ruled by King Glaurauth.
- -276 DR: Jhaamdath builds the largest navy on the Inner Sea, beginning in this year.
- -255 DR: Fall of the southern country of Jhaamdath to a tidal wave summoned by the elves of Nikerymath.
- c. -250s DR: Emigration of settlers across the Inner Sea from ruined Jhaamdath to what will become Thesk, Impiltur, and the Vast.
- c. -200s DR: Sea and land migrations continue into the future Dalelands and Sembia.
- c. -150 DR: Destruction of Narfell and Raumathar.
- -135 DR: Refounding of former Raumathan city of Kensten.
- -74 DR: Marsember founded.
- -37 DR: Alaghon settled.
- -29 DR: Starmantle founded.
- c. 10 DR: Suzail settled.
- 26 DR: Cormyr founded.
- 75 DR: Plague erupts throughout the Vilhon Reach, lasting for ten years.
- 132 DR: Turmish officially founded.
- 144 DR: Chondath officially founded.
- 163 DR: Altumbel founded.
- 257 DR: Mount Ugruth, a volcano in the Vilhon Reach near Hlondeth, erupts, covering the area with ash for nearly the whole year.
- 285 DR: Nimpeth founded.
- c. 380s DR: Chondathan traders help establish Chondathan and Chancelgaunt.
- c. 400s DR: Chondath occupies its northern settlements and defends them against orcs.
- c. 450s DR: Many corrupt wizards and officials from the Shoon Empire flee to the Inner Sea lands, settling everywhere. Many ships sunk by vengeful folk, resulting in hoards of treasure sinking into the Inner Sea.
- 482 DR: Delthuntle and Laothkund independent in this year.
- 504 DR: Teth and Nethra independent in this year.
- 535 DR: Milvarn founded with the settlement of Milvarune by Aubayreer the Mage-King.
- c. 600 DR: Open sea travel becomes common with development of better ships to sail farther from the coasts. Trade lanes established within twenty-five years.
- 642 DR: Nytholops takes the throne as Mage King of Milvarn.
- 679 DR: Unther abandons its wars to reclaim the North Coast cities (Delthuntle to Laothkund).



- 
- 719 DR: Lurskas becomes Milvarn's new Mage King.
 - 752 DR: In the Year of High Treachery, thieves steal Aubayreer's Workbook from the royal libraries of Milvarune.
 - 756 DR: First fisherfolk settle in Milvarn and the areas that will become Aglarond.
 - 902 DR: The Rotting War in Chondath splinters that country, and Sespech declares itself independent. Chondathan and Chancelgaunt also gain their independence from Chondath.
 - 913 DR: Sembia founded. Chondathan and Chancelgaunt become Saerloon and Selgaunt.
 - 922 DR: Thay wins independence from Mulhorand.
 - 926 DR: City-state of Telflamm founded.
 - 929 DR: Chessenta successfully rebels against Unther and gains independence.
 - 932 DR: Thayan city of Kensten renamed Bezantur.
 - 937 DR: Thesk founded with the Alliance of the Cities of the Golden Way. Milvarune, former capital of Milvarn, becomes Thesk's "capital." Milvarn is largely dissolved at this time, though it still provides some defense for the fisherfolk south of the river Umber. Lurskas retains the title of High Mage of Milvarune and Mage-King of Milvarn until his death.
 - 968 DR: Jholnareer becomes High Mage of Milvarune and Mage-King of Milvarn, though he rules only as one of the Oligarchs of Thesk.
 - 975 DR: Telflamm annexes Nyth and Culmaster and establishes its own nation under a grand prince.
 - 1018 DR: Rage of Dragons ravages western and southern coasts of the Inner Sea.
 - 1030 DR: Rise of the Zulkirs in Thay.
 - 1065 DR: Brindor, a half-elf with blood ties to Aubayreer of Milvarn, becomes the first king of Aglarond. The nation retains close ties with Milvarn.
 - 1074 DR: Zulkirs take full control of Thay.
 - 1095 DR: Imphras unites the cities and restores the country of Impiltur.
 - 1097 DR: Imphras crowned king of Impiltur.
 - 1104 DR: Birth of Szass Tam of Thay.
 - 1117 DR: Alzurth becomes king of Westgate. Chessenta begins to break up into squabbling city-states.
 - 1128 DR: Althon becomes second king of Aglarond.
 - 1154 DR: Final dissolution of the nation of Chessenta into separate city-states.
 - 1159 DR: Szass Tam becomes a lich.
 - 1162 DR: King Alzurth of Westgate is absorbed into Zeladazar the Ghost Sword.
 - 1164 DR: The Great Pirate Immurk steals the coronation crown of Palaghard I of Cormyr.
 - 1180 DR: Sembia's fleet destroyed among the Pirate
 - 1182 DR: Talryn, prince of Lyrabar, flees to the Inner Sea and takes refuge with Immurk and the pirates.
 - 1186 DR: Prince Talryn returns to Lyrabar upon hearing of the death of his father from ships the pirates attack. Talryn and his pirate companions are arrested in the city. The king's death was a ruse, and the young prince is executed, his name struck from royal records, and his younger brother, Lashilmbrar is named Impiltur's heir.
 - 1189 DR: Elthond becomes third king of Aglarond.
 - 1194 DR: Philipspur, brother of Elthond, becomes the fourth king of Aglarond.
 - 1197 DR: The twin wizards and Gray Sisters Thara and Ulae assume their father's throne together in Aglarond at the age of sixteen.
 - 1201 DR: Immurk dies in battle against Sembian warships at the helm of his ship, Sea Scorpion.
 - 1204 DR: Urdogen claims the Dragonisle and rule of the pirates, and begins raiding all Inner Sea ports.
 - 1209 DR: Cormyr, Sembia, Impiltur, and the Vilhon Reach powers unite a great fleet to defeat Urdogen and his fleet of 90 ships. In Eleint of this year, Urdogen and nearly all of the Inner Sea pirates perish. The hopes of unifying all the nations along the Inner Sea die as each country falls to petty bickering over the spoils of the pirates' holds or accuses each other of delays that result in the near-total losses of the Sembian war fleet.
 - 1229 DR: Queen Ulae of Aglarond marries Ilion the forester.
 - 1237 DR: Thesk and Aglarond form an alliance around the marriage of Elthar of Milvarune and Queen Thara of Aglarond. Thara and her sister are granted a title from Milvarn and become the first rulers of Aglarond to assume the title of Mage-Queen.
 - 1243 DR: Rule of Anaglathos the blue wyrm established in Turmish until overthrown four years later.
 - 1248 DR: Verovan, last king of Westgate, dies in a shipwreck at the Neck.
 - 1249 DR: Death of Jholnareer of Milvarune brings an end to the country of Milvarn. Khalreer, his second son, becomes King of Milvarune and an Oligarch of Thesk.
 - 1253 DR: Plague wracks the northern Inner Sea coast from Cormyr to the Great Dale.
 - c. 1286 DR: Methlas begins to rebuild the pirate fleets of the Inner Sea.
 - 1294 DR: Methlas's lieutenant Thevren murders him and immediately launches successful attacks on Selgaunt and Saerloon with forty ships. Shortly after his victory, Thevren dies of poisoned wine given to him



by Thilana, his mistress and the former lover of Methlas. Thilana successfully led the pirates for years, reviving Immurk's spy networks and sticking to the careful, conservative plans of Methlas.

- 1305 DR: Laershala of the Emerald Eyes strangles Thilana the Pirate Queen while in port at Tantras, and claims the Dragonisle and leadership of the pirates. As her tactics were more brutal and less planned, Laershala slowly loses control of the pirates.
- 1307 DR: Birth of Azoun IV of Cormyr.
- 1312 DR: Teziir founded.
- 1314 DR: Laershala dies in battle against Cormyrean corsairs, and the pirates break apart into dozens of factions.
- 1317 DR: Dragon Plague (also known as the Great Plague of the Inner Sea) begins.
- 1320 DR: The Simbul is queen of Aglarond.
- 1323 DR: Dragon Plague declared over.
- 1335 DR: King Rhigaerd II of Cormyr dies at year's end.
- 1336 DR: Azoun IV becomes king of Cormyr.
- 1338 DR: Sambryl becomes queen of Impiltur.
- 1357 DR: The 11-year-old Horustep III rises to power in Mulhorand.
- 1358 DR: Time of Troubles.

Umberlee ravages the Pirate Isles with hurricanes and storms, destroying more than two-thirds of the pirates' fleets.

Mulhorand launches a fleet of ships to capture the Alaor from Thay; more than half the fleet sinks from storms and sahuagin attacks. Mulhorand spends the rest of the year defending its port cities against sea devil attacks.

Anhur battles and defeats Sekolah in the Alamber Sea.

- 1361 DR: Teldar rises to take Immurk's Seat as king of the pirates.
- 1363 DR: Vurgrom "the Mighty" challenges Teldar, drives him into exile in Thesk, then takes control of the pirates, claiming Immurk's Seat as the pirate-king.
- 1367 DR: Plague in Procampur this year.
- 1369 DR: The "Threat from the Sea" plagues the Sword Coast, resulting in attacks on Waterdeep, Baldur's Gate, Calimport, and other random ports on the Outer Sea. Sahuagin raids on Inner Sea cities are limited to the latter half of the year, and are minor, with only Bezantur being as viciously harassed as the Sword Coast cities.

Flamerule: The Ship of the Gods volcano erupts, and priests of Geb in the Golden Forge temple within fail to prevent the eruption but mitigate the

damage to Mulhorand by venting lava across the sea bed. This causes a tidal wave that swamps the Alaor and Bezantur on the third day of the month, causing much havoc and destruction. Within three days, sahuagin attack Bezantur and wreak havoc on the storm- and wave-damaged city, stealing many magical items. On the twenty-fifth day of the month, a great subsea explosion shakes rooftops in Airstpur and Delthuntle and the resulting waves cause damage to the docks of their small ports. In addition, several large chunks of coral-encrusted stone fell onto notable buildings in Delthuntle, killing 30 people.

Eleint: Mulhorand invades and occupies the wrecked shipyards and ports of the Alaor. Aside from the Mulhorandi tents and makeshift encampments, the only buildings still extant on the Alaor are the House of Holy Tides, a temple to Ishtishia and the village around it, which the priests protect from harm.

Marpenoth: Vague reports filter in about the Whamite Isles and alleged mass suicides by all the inhabitants there. No ships sent to investigate return.

Uktar: A great whirlpool pulls many ships on the central sea down into the depths. This anomalous current destroys more than a third of the pirate fleets.

- 1370 DR: See notes in "Coastal Lands" below.

Trades on The Inner Sea

There are hundreds of trades and activities with ties to the sea, but often such discussions put adventurers to sleep. Still, as they are responsible for the livelihood of far more folk than those who swing swords for hire, they are worth noting and understanding.

Fishing on The Sea of Fallen Stars

Fishing has been the primary source of food and commerce on the Inner Sea for more than fifteen centuries. Every settlement has its fishing boats (and some countries have whole fleets that sail the coastal waters in search of the day's catch); most settlements have at least one fishing boat per dozen settlers. Deep-sea fishing for sport fish is a luxury known only to the idle rich of Sembia, Cormyr, and a few southern states. More than 90% of all fishing is done within sight of land, because of the small boats used by the fishermen.





Shipbuilding on The Sea of Fallen Stars

This trade has made (and ruined) more fortunes on the sea than nearly any other, due to the universal need for the service. All major ports have shipbuilding facilities, but the best shipbuilders reside in Prespur and work officially for Cormyr's crown. While carracks and other cargo ships are available from other shipbuilders, cogs are produced only in Prespur. The Alaor shipyards were great once, though their recent destruction by a great sea wave has increased Cormyr's fortunes and Thay's ire, especially since the ruined shipyards later fell into Mulhorandi hands.

Shipping on The Sea of Fallen Stars

Before the discussion of shipping itself, it might be prudent to briefly outline the types of ships common on the Inner Sea. Carracks, also called curraghs, are primitive ships with a single mast sporting a square sail. These ships are only twenty feet long, hold five tons of cargo, and carry a crew of six to eight. They never venture far from shore but are common on the rivers and bays of the Inner Sea. Cargo ships, also called round ships, hug the coastlines with their cargoes of trade goods. These vessels are sixty to seventy feet long, twenty-five feet wide, and have two masts that carry triangular sails. Cargo ships are not fast, but they can carry up to 100 tons of cargo and a crew of twenty to thirty men. Cogs are improved cargo ships; they range from seventy-five to ninety feet in length and are twenty feet wide. These vessels can carry 150 tons of cargo and a crew of twenty. They are faster than cargo ships.

More advanced vessels such as caravels and the Calishite sohars are becoming less rare on the Inner Sea. These three-masted vessels can carry as much cargo as cogs but tend to be faster and more maneuverable.

Cargo ships, cogs, and carracks have ridden the waves of the Inner Sea for decades now, and the shipping between the Inner Sea states (and beyond) has created a broad shipping network. While navigational skills and equipment now allow trips across the sea out of sight of land, the presence of pirates and other dangers still limit that travel. The bulk of the surface activity happens within fifteen to twenty miles from any coast, and the primary trade lanes run from the Dragon Coast, Cormyr, and Sembia, down to Turmish, where ships either dart southeast into the Alamber or cut sharper turns and enter the Vilhon Reach. Shipping also runs over to the Vast and along Impiltur's coast to Cape Dragonfang and Thesk.

Aside from a few deepwater areas, the reef running from this cape to the Wayrock prevents much sea traffic across the eastern sea to Aglarond, though there

are enough sailors who deem it a worthwhile run. However, there are rarely ships that round Altumbel and head for Turmish. Even though the uninitiated look at that as an easy voyage, it runs between two known pirate enclaves and is deemed too great a risk to establish a trade lane from Altumbel and Aglarond to either the Alamber or the Vilhon. All the sea trade of Aglarond goes north to Thesk and then to Impiltur and parts west.

After the spring storms each year, many ships from Cormyr, Sembia, and other ports make mad dashes east toward Thesk and Aglarond, for fortunes can be made by those who arrive in port first. The proceeds of the first few shiploads of goods always bring higher prices, and greater profits, for the bravest captains. Of course, the pirates know this as well, and thus nearly one out of ten captains see their ships taken from them during this time, but with so much to gain, those risks are taken with regularity every year.

Piracy on The Sea of Fallen Stars

Pirates come in many varieties and the severity of their crimes also varies. Some of the types of freebooters on the Inner Sea are:

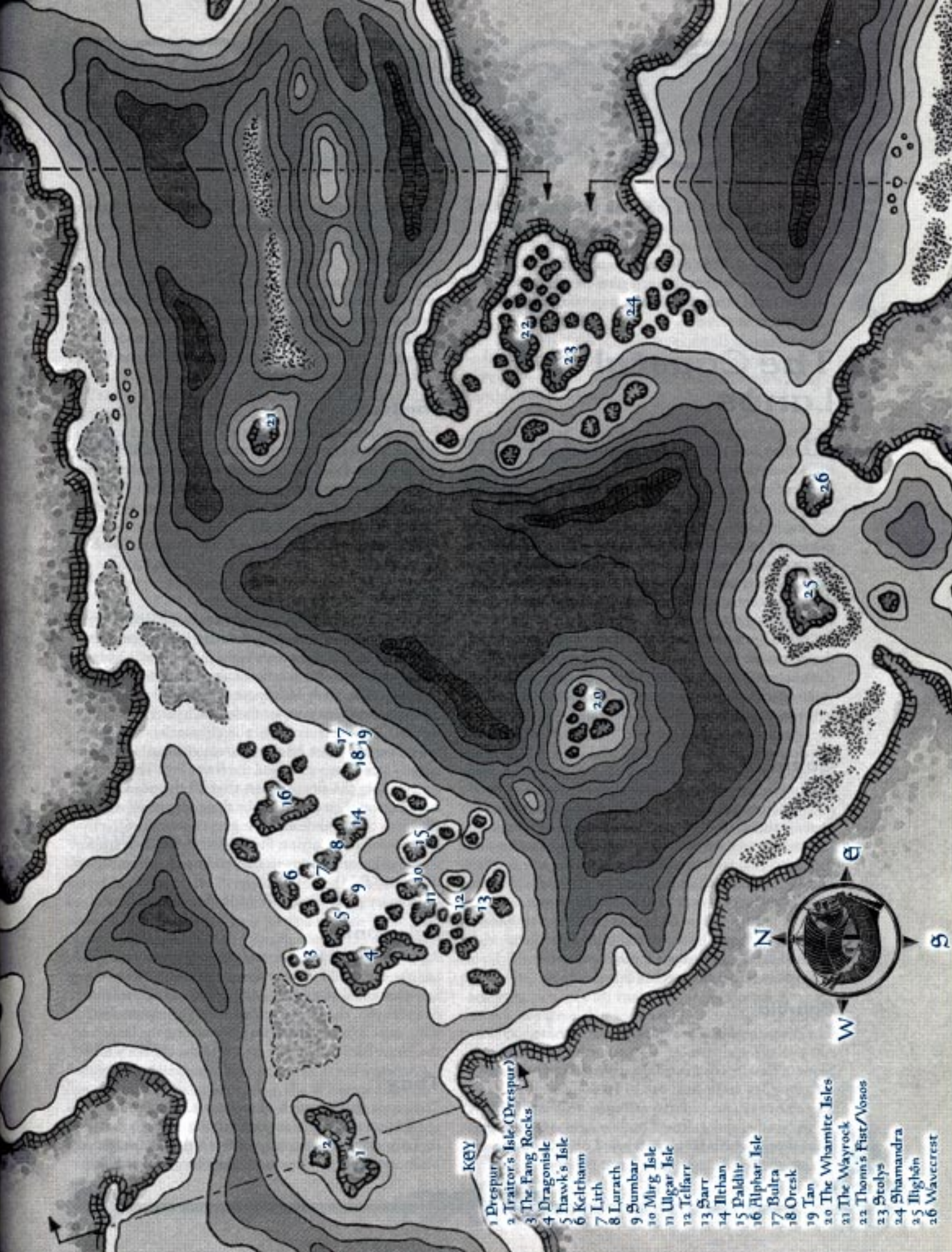
- "True" pirates who attack ships and kill crews, taking money and cargo and lives with abandon (more than half of the pirates of the Inner Sea of this ilk);
- "Noble" pirates who commandeer cargoes but rarely inflict harm on innocents, pursuing the pirates' life out of necessity (sailors forced to mutiny but afraid to face justice at home) or the thrill (treasuring the excitement more than the gold gained);
- Smugglers branded as pirates, as they seek to ship trade goods and avoid shipping taxes and other fees they see as unnecessary or unjust; or
- Corsairs and privateers, pirates at the beck and call of individual coastal governments who raid other pirates or the ships of political enemies.

Adventures on The Sea of Fallen Stars

Unless the DM has built a campaign around shipboard adventures, most AD&D® game player characters have to rely on others and their ships for any opportunities out among the waves. Most often, purchasing berths on a ship for one passage or a charter for the whole ship's use are typical ways to get on board ship. Opportunities and methods for getting adventurers involved in sea adventures include:

- Enemies who flee overseas;
- Campaign hints or adventure hooks that lead them to understand the wealth of lost lore and knowledge





KEY

- 1 Drespur
- 2 Traitor's Isle (Drespur)
- 3 The Fang Rocks
- 4 Dragonisle
- 5 Hawk's Isle
- 6 Kelthann
- 7 Lich
- 8 Lurath
- 9 Sumbur
- 10 Mirg Isle
- 11 Ulgar Isle
- 12 Telfarr
- 13 Saarr
- 14 Ilthar
- 15 Paldhir
- 16 Alphar Isle
- 17 Bulra
- 18 Oresk
- 19 Tan
- 20 The Whamite Isles
- 21 The Wayrock
- 22 Thonn's Fist/Vonos
- 23 Stolya
- 24 Shamandra
- 25 Ilghón
- 26 Wavecrest





lost beneath the sea (and link these to important items or people within the campaign); Pirates who steal important items—from crowns to artifacts—and flee to the Pirate Isles; or Patrons who desire (for any number of reasons—for good or ill) the presence of powerful adventurers aboard their vessels.

The Coastal Lands

As you know, Kelben, the Inner Sea lands have their own intrigues and adventures going on at all times, from the attempt to poison King Azoun to the constant conspiracies of the zulkirs of Thay. Since you asked of me only information on the Inner Sea and matters involving it, I shall turn a blind eye to giving you any geographic or politic briefings. Herein is what I was able to discern about events upon the waves and among the islands of the Inner Sea. The prime ports noted are those that can accept more than thirty seagoing vessels, not just village fishing docks and lesser ports.

“Bear in mind also, sir, that I have elsewhere detailed the goings-on of the lands know as Serôs, even though there is some cause and effect. You were quite specific in your requests on how you wanted this information, and I strive to serve adequately.”

—Alyn Telarson

Cormyr

As always, Cormyr seeks to defend all potential trade partners from piracy, which King Azoun IV sees as the greatest threat to the Inner Sea trade. The Cormyrean Freesails have been active throughout the western and northern sea, watching and waiting for any further sahuagin attacks while helping to rebuild the fleets of Sembia and the Dragon Coast cities at Prespur. Cormyr also put four new Blue Dragon cogs to sea, reinforcing the fleet at Prespur despite the inland problems with orcs and ogres against their northern cities.

Primary ports: Marsember, Suzail.

Sembia

The Merchantlands provide literally hundreds of fishing villages and hamlets dotting the shores, though Sembia’s main connection with the sea is the trade entering its main harbors in its four major cities. These areas (and many villages and minor port towns) came under attack by sahuagin over the past year, though the raids have tapered off and business is seemingly back to normal in Sembia.

Primary ports: Saerloon, Selgaunt, Urmlaspyr, Yhaunn.

The Vast

The eastern coastal ports of the Dragon Reach have seen little raiding activity beyond the norm. For some unknown reason, no ports in this area came under attack during the sahuagin activity of the past year.

Primary ports: Calaunt, Yrlaphon, Ravens Bluff, Procampur, Tantras, Turlagol.

Impiltur

Between constant scrag (sea troll) attacks and concurrent orc, tiefling, and other monstrous attacks during the summers, Impiltur welcomes every winter’s respite. Despite these problems, increased trade with the Vast and other ports have seen Impiltur’s fleet grow by nearly twenty ships this last year alone.

Primary ports: Hlammach, Dilpur, Sarshel, Lyrabar, Ilmwatch.

Thesk

The rocky coast of Thesk provides few easy ports for larger ships, and most villages along the coast lie in ruins as they have since such dangers such as the Tuigan horde and uprisings of “demons” force most folk to flock to the cities’ walls for safety. Only Milvarune and the still-unaffiliated Telflamm act as sea ports for the oligarchs of Thesk.

The Carrion Fleet of the Fallen Pirates has been spotted numerous times off the western coast of Thesk between Cape Dragonfang and the River Eth. The legends surrounding the fleet suggest that all the dead pirates strung up on their own ships by their opponents still sail the Inner Sea as undead seeking revenge against the living. Seeing the Carrion Fleet is an omen of death for whole ships or port towns (depending on whom sights the cursed fleet).

Primary ports: Emmech, Milvarune, (Telflamm).

Aglarond

All of Aglarond’s ports are merely fishing-boat docks and are not equipped for many sea-going vessels. Velprintalar has seen more pirate activity than normal recently. Spandeliyon, the pirate port of Altumbel, is also busier than usual, as some unknown plans among the leaders of the Pirate Isles sends many pirates to the eastern waters.

Thay

Thay now spends much of its time rebuilding its port at Bezantur and has mounted, but not sent, an army to reclaim the Alaor shipyards from the encroaching Mulhorandi for two reasons. They have too few ships



to spare from basic trade alliances to mount the invasion; and more Mulhorandi amass in eastern Thazalar.

Primary ports: Bezantur, Thasselen.

Mulhorand

Despite near-constant sahuagin raids at Sultim, Mulhorand's major activities on the sea include moving more troops to hold the Alaor as well as rebuild its shipyards for Mulhorandi use.

Primary ports: Skuld, Gheldaneth, Neldoriid, Sultim.

Unther

Despite the shakeup by the subsea eruption of the Ship of the Gods volcano, Unther seems relatively untouched by most problems from the sea. However, sometime during the last year, ail the folk of the coastal city of Shussel mysteriously vanished, and the former fishing and mining city is a ghost town

Primary ports: Messempurar, Unthalass, Red Haven.

Chessenta

The only major change to the status quo of the city-states of Chessenta is a minor trade alliance between Mordulkin and some sea elves in the Bay of Chessenta. These trade pearls and coral for spells and magical items, as the aquatic elves report many problems against the sahuagin. Few raids occur on the ports within the Bay, though Cimbar and Airspur reports rising activity.

Primary ports: Reth, Airspur, Cimbar, Soorenar, Luthcheq, Mordulkin.

The Vilhon Reach

Aside from the usual koalinth and merrow (aquatic ogres) harassment, no irregular activities have been reported around Chondath and Sespech. However, those states report numerous vessels leaving the two island enclaves at the mouth of the Reach and heading toward the Whamites, suggesting that the Emerald Enclave is up to something mysterious.

Primary ports: Hlath, Ijak (Chondath); Nimpeth, Arrabar (Sespech), Hlondeth.

Turmish

Increased koalinth and ixitxachitl raids notwithstanding, the rush to claim territory in the Whamite Isles saw many ships and crews destroyed by the monsters and whatever powers still call them onto the rocks and into the surf. All Turmishite ships now avoid the Whamites.

Primary ports: Alaghôn.

The Dragon Coast Cities

While shipping and piratical activities here continue without much interruption, many smaller fishing boats have come under attack by ixitxachitls seeking sacrifices and treasure, as well as far more organized attacks by one koalinth tribe bearing some wizard's mark as their standard. The mark is unknown to all of these free cities. The koalinth individually steal small treasures and magic, but collectively their take is impressive.

Primary ports: Wipur, Pros, Teziir, Westgate, Star mantle, Amry, Telpir.

The Unfallen Stars

Forgive the overindulgent title, Khelben, but this colorful title for the islands of the Inner Sea kept coming up in so many tales and writings that I felt the need to acknowledge it in some way. Here are the latest reports I could glean on the Pirate Isles."

—Alyn Telarson

Prespur

These islands are not considered part of the Pirate Isles, but the dual islands of Prespur are among that chain. The main island houses two small towns that act as the main ports and shipyards for Cormyr's Blue Dragons as well as the begrudging presence of some Sembian freesails as well (each group in separate towns on opposite ends of the isle). Palaggar is the Cormyrean shipyard and garrison town, while the Sembians occupy the smaller town of Uarhold. Uarhold took serious damage at the claws of merrow forces late last year, and more than 25% of its people died in its defense. Despite their usual enmity, the folk of Palaggar have helped Uarhold's rebuilding.

The lesser island, referred to as Traitor's Isle, has nothing on it save the mysterious and magically sealed tower of the exiled Jorunhast Kingslayer, one-time Royal Wizard under King Rhigaerd II. Few ever approach this island due to its high rocky cliffs and jagged rock approaches (with the safest approach being from the air), and those that have visited can never get closer than 100 yards to the Tower of Stars (after the mosaic stars set all about the tower).

Primary ports: Palaggar.

Pirate Isles

There are fifteen identified islands among this chain, though with Prespur and the smaller, uninhabited islands, there are over sixty "Pirate Isles." All contain





high, rocky cliffs and peaks with limited shorelines, few approachable ports, and limited vegetation along the lower slopes of the peaks. Most wood used for boat repairs or building comes from the mainlands or shipwreck.

Alphar Isle

Alphar is the site of Immurk's first pirate hold, and its several harbors still host nearly 3,000 pirates. The western port on Alphar is neutral and allows any to put into its docks, though those who start trouble here find their welcome rescinded.

Primary ports: Alphar.

The Dragonisle

The largest of the Pirate Isles, Dragonisle is the seat of anyone who claims lordship over the pirates, as Immurk did decades ago. The Earthspur is an 8,000-foot-high mountain on the southern end of the island that is used by many seafarers as a navigation point while at sea. This is the largest stronghold of pirates, holding over 4,000 men and over 50 ships, though many are at sea at any one time.

Primary ports: Immurk's Hold.

Hawk's Isle

This pleasant-looking island was named after Hawk, a pirate who competed against Immurk and used this isle as his hold. The isle is forest covered, has abundant wildlife, and it has over a dozen safe harbors for ships. However, a long-ago plague has left the inhabitants horribly deformed; while the plague is long gone, the natives are now simple mongrelmen with no seagoing capabilities beyond canoes.

Ilthan

This oft-visited island is settled by cyclopean shepherds, though the few harbors available in the southern shores are temporary each year and set by the pirates. The pirates find it too difficult either to destroy the cyclopes or effectively do more than raid a few head of sheep here. There is a huge ruined city at the island's center and highest point, but only legends tell its tale: destroyed by vengeful gods, worshippers of dark undersea powers, more than half the eastern isle sunk beneath the waves (explaining the rugged cliffs), etc.

Kelthann

While this island is easily reached by Sembian forces and thus is absent of most true pirates, it is the smugglers' haven. Cargoes transfer between ships without harbormasters or guildmasters taking a share of the profits. The natives of the island—humans and halflings—

worship Grumbar the earth god, and claim their faith keeps the island (indeed all the isles) out of the sea. Their survival of Umberlee's wrath in the Time of Troubles supports their beliefs. Kelthanni and smugglers alike maintain the few harbors.

Mirg Isle

The second strongest pirate hold of the Inner Sea, Mirg Isle was once the stronghold of Xenz, a rival pirate not allied with Dragonisle but with Zhentil Keep. Vurgrom the Mighty managed to defeat Xenz in personal combat and claimed this port and the allied ships his own. Much of the power of this isle's pirates was diminished by the whirlpool that dragged more than twenty-five ships of Vurgrom's fleet to the sea floor. The two ports on this isle still hold pirates, but Vurgrom is no longer in charge due to the losses caused by his alliance with Iakhovas. With this loss of power, folk whisper that Xenz, "the unseen pirate lord", has taken control of the island.

Ulgar's Isle

Ulgar Isle is haunted by its namesake, Ulgar the Undying, made into a vampire more than 2,000 years ago in western Unther. Banished here, he was released after two millennia by pirates, and those who have visited since have fallen to the fangs of the island's blood-starved vampires. The vampires are under some magical restriction (perhaps part of Ulgar's original banishment) that prevents them from leaving the isle. Despite these dangers, some fools still venture here in search of long-lost magic held by Ulgar, but they often pay with their lives.

The Twisted Rune has made attempts to ally with Ulgar for the past decade, who has gone mad due to lack of blood, by sending shiploads of slaves to the island and allowing the vampires to feed, thus restoring some of their sanity. With Ulgar moderately stable, the Rune looks to provide Ulgar with a way to escape the island in exchange for all his secrets. Keeping him contained there is the Rune's true goal however, as the vampire lord believes himself destined to rule Chessenta and has not been kept apprised of recent events.

Other Pirate Isles

Among the other Pirate Isles are few safe navigable ports but many mysteries and wonders.

- Bulta, where all the trees and animals are all of half their normal sizes (and is sometimes raided for small bulls for food on pirate ships).
- Fangrocks, the cluster of reefs exposed only during low tide where many ships and items have been lost.
- Lith, a tiny islet around which many meteors have "crashed" (truly, spelljamming ships landing), though





none know the island's secrets as none ever return from it alive.

- Lurath, a 20-square-mile island of impassable cliffs rumored to enclose a land of dinosaurs and primitive monsters ruled by dragons. In truth, sea caves leading into the cliffs have time portals leading to the past of Toril.
- Oresk, the pirate hold ruled by Azla, and its two harbors support nearly thirty ships that all swear loyalty to her. The disappearance of both her and her flagship, the Azure Dagger, into the great whirlpool last year has torn the group apart as many fight to claim Azla's power.
- Paldir, which is more a sheer-sided mountain than an island, but for a few hardy souls clinging to its lower slopes seeking answers to the cryptic carvings 1,000 feet tall in the cliffs above them.
- Sarr, notable only for the ruined lighthouse on its eastern end.
- Sumbar, a treacherous isle due to surrounding reefs which seem to move with every visit, though people return simply to consult the Oracle at Sumbar: a large well into which valuables are tossed to gain enigmatic answers to one question per sacrifice. (Treat this as a contact other plane spell with an entity of Intelligence 20.)
- Tan, home to a mildly smoking volcano and little else. (This is actually the home of Eshcaz the Red, a venerable wyrm who has slept for the past 170 years but may soon be awakened by intrusions of the Cult of the Dragon.)
- Telfar, which has a perfect natural harbor on its western side. It is avoided at night (especially on nights of the full moon), as few return if they dock there overnight. In truth, the tides are powerful within the harbor cove and during full moons, whirlpools suck any ships down to the bottom.

Wayrock

Used as a landmark for the most part, this 11,000-foot-peak has sheer cliffs rising straight from the sea to its peak. No one currently (or in known history) lives on the Wayrock, though there is a ruined keep carved into the eastern slope from which ghostly lights flicker on the nights of the full moon and new moon each month. Like the Earthspur on Dragonisle, sailors use the peak as a navigation point as it's easily spotted for 100 miles.

Whamite Isles

Reports of mass suicides here came from varied sources. Nearly 95% of all the people living on the nine-island cluster fell victim to some foul magic that

still haunts the waters today. Until a way is safely found to circumvent the powers around these islands that drive sane folk to dive to their deaths into the surf, I would recommend a quarantine against the Whamites now.

Recently, numerous ships of the Emerald Enclave entered the waters of these isles and circumvented the dangers to lay claim to the islands for themselves.

Primary ports: None current; former ports include Agenais and Garhunclen, which still exist as natural ports, though much shipwreck makes navigating difficult.

Archipelago of Altumbel

These coral and rock islands harbor a number of small fishing villages, a few isolated wizards' towers (many in ruins, some still aglow with magical power), and the everpresent pirates. The three largest islands from north to south are Thonn's Fist (or Vosos, as it's also called), Stolys, and Shamandra.

Primary ports: Spandeliyon.

Eyes of Silvanus

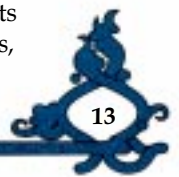
The twin islands of Ilighôn and Wavecrest on the Vilhon Reach guard the mouth of the Vilhon Reach, as they have since they were reduced from the mountains they were before the fall of Jhaamdath. The reefs around the two islands protect them from pirates, and the magic of the Emerald Enclave protects them from other, more powerful miscreants.

Alaor

This lonely island once housed Thay's official shipyards and a number of small fishing villages from which much of the labor came. With the volcano-caused massive sea wave that destroyed the shipyards and more than half the population of the island, the Alaor was briefly a free state ruled from the untouched temple to Ishtishia, the House of Holy Tides, on its southern shore. Now, however, more than fifteen Mulhorandi ships form a blockade around the two major ports on the north and west sides of the island. They plan to rebuild the shipyards and use this as a strategic point by which to "restore Thay to proper Mulhorandi rule."

Ship of The Gods

This volcanic island in the southern Alamber Sea erupted in 1369 DR, with the collapse of part of the upper slopes of the volcano as mute evidence. There are unfounded rumors of many treasures buried within its barren, black-rock slopes, though no ports dot its shores, providing no easy access for seekers.





INNER SEA LORE



nyone familiar with the Realms even in the briefest sense has seen the Sea of Fallen Stars—wide, blue, and one of the oddest inland seas anywhere. What folk can't get from maps of the waters is the life of the Inner Sea and its effects on the people who live near (and as you'll soon learn, beneath) it.

This chapter deals with the knowledge Faerûnians might accumulate if they make the Inner Sea part of their lives. Volumes could be written on the more common beliefs about the sea, some of which are recorded here, many for the first time. There have also been hundreds of ships (and some empires) lost into its depths over the history of sailing the Inner Sea. A few of the more famous of the lost vessels are detailed below, as are the treasures that went down with them. Finally, the magic of the seas—both in items in the treasure holds of shipwrecks or hidden up the sleeve of a ship's mage, and in spells designed to tame the seas or its denizens—are detailed, making the Inner Sea an accessible, exciting place to explore!

Lore of The Sea

From the latest tales of Cormyr's Blue Dragons (the king's navy) to old sailors' yams, the lore of the sea is oft unwritten and is therefore questionable. Given the tendencies of sailing men to exaggerate, bluster, and desire to make land-dwellers look foolish, very few "facts" about life on the sea hold much water. While the laws and habits of maritime conduct are easily uncovered by speaking to the naval personnel of any Inner Sea country, more than half of this knowledge was unwritten until recently.

A book of recent interest is "Life Beneath the Sails," a lengthy volume of sea lore originally written in three massive ship's logs. It is a massive conglomeration of hundreds of maritime laws, vignettes, stories, homilies, helpful hints, traditions, and superstitions all linked to the sea. Some of its more colorful traditions, sayings, and superstitions are hinted at below. This information may also help spell out some of the more colorful curses prevalent around the docks of the Inner Sea. Also of use in constructing this section was "My Journeys Around the Sea of Fallen Stars" by Nelve Harssad of Tsurlagol.

Maritime Laws and Customs

Many Cormyrean, Sembian, Thayvian, and other national laws covering sea travel are on record. Many people looking into these matters for the first time admit surprise that so many countries share quite similar laws for their naval conduct, differing according to how each country's social and fiscal priorities are set. Rather than list exact punishments and codes of law for all Inner Sea powers, here are the basics; DMs can adapt what follows to best suit the tone of their own Realms campaigns.

- All countries and most cities recognize one simple precept: The captain of the ship is the sole voice of order and conduct. As kings rule with total authority in their own lands, the captain rules his ship, and he has the power of life and death over all aboard her. Cormyr's and Impiltur's ship captains rarely put criminals to death aboard ship, instead jailing them in the ship's brig and bringing them home for punishment.
- Mutiny against a ship's captain is a crime not suffered by any sea power. If successful, the mutineers can return to port and present their case before the proper authorities. Only Cormyr has ever refrained from hanging a mutineer (and then, only twice), regardless of circumstances. Most mutineers become pirates or privateers without homes beyond their berths and bunks in the Pirate Isles.
- Piracy is an offense that many decry along the Inner Sea, though some states offer harsher punishments than others. Cormyr allows first offenders of piracy to keep their lives, but at the price of one hand; the second offense costs the pirate's life. Most hang pirates upon proof of their crimes, though few question a captain who defeats a pirate crew and hangs them from the yardarm of his own ship. The rotting corpses of pirates can occasionally be seen near the Pirate Isles. The only pardon for those guilty of piracy is to recruit them as corsairs to hunt down their former fellows as unofficial arms of the coastal governments.
- Smuggling is an even greater problem, because smugglers are either dodging taxes or providing a need or a product



that is banned due to political or legal machinations. Most powers confiscate smuggled goods then tax the smugglers two to three times the cost of the contraband for early offenses. Repeat smugglers end up banished or put to death. Smuggling is rampant on the Dragon Reach and among the Dragon Coast cities and the Vilhon Reach.

- Salvaging treasure from shipwrecks is not unlike dungeon delving, though it is more difficult due to the hostile environment. Any ship sunk within territorial waters officially becomes the property of the authorities, but they usually claim only 20% of the treasures or goods recovered. Another 20% of any salvaged treasure automatically goes to the ship's captain, and he gets first choice of the goods. Folk who quarrel over such arrangements often find their chartered ships abandoning them while they dive, leaving them to drown.
- Ten miles offshore is the recognized limit of territorial waters for any lone port or country. It's tricky to recognize waters around the Alamber, as Mulhorand, Thay, Unther, and various independent cities have laid claim to overlapping territories at times, and thus sea battles happen as one power's vessels finds another power's within "its territory."
- Attacks on a country's ships within that country's waters are considered acts of war and are dealt with harshly and quickly. (Sinking or confiscating the offending ship and the imprisonment or execution of its crew are the most common penalties).
- Fishing in territorial waters without paying either the local or national authorities is illegal, but hardly enforced anywhere save along Cormyr's and Sembia's coastal fishing areas. Despite penalties to the contrary, most local fishermen attack each other's boats when they feel someone is intruding in their waters, leading to many bitter rivalries and feuds among neighboring coastal villages.

Customs and Traditions

There are many traditions among seafarers, some of which are based in part on superstition and part on sensible regulations. Customs vary wildly between the nations, cities, and villages along the Inner Sea.

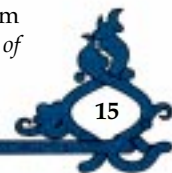
Ships are named in consistent patterns, each group with its own pattern. While some deviations do exist, these are only minor.

- All of Cormyr's official naval vessels are named for the monarchy's rulers. Some are given fanciful names like *Valashar's Bane* while others sport actual names such as *Queen Besmra*. Cormyr's corsairs and privateers (which unofficially fight the pirates for reward



from Cormyr) use lesser known titles for weapons used by Cormyr's rulers as ship names, such as *Drake's Tooth* (after Shiningbite, Queen Gantharla's sword) or *Undying Gaze* (after the eye-studded war shield of King Draxius the Never-Dying).

- Sembian vessels, whether naval or commercial, are all named for various coins around the Realms, such as *Three Falcons Volant*, *Yulthaari Hunter*, or *Bicentan Sail*.
- Official Thayvian vessels (those owned by the zulkirs or tharchions and Thay's navy) are named after spells, types of magic-users, and specific spellcasters (*Lightning Bolt*, *Black Tentacle*, *Alkammar*, or *Enchanter*). Other Thayvian vessels have varied names still somehow linked to magic.
- In times past, most pirates named their ships after great battles or their captains. Now, there is almost no rhyme or reason to the names of pirate ships. (Some pirates betray their origin by using the naming patterns of their old homes.)
- Ships of Mulhorand, Chessenta, and Unther are named after various creatures, monsters, or myths of the sea, often mixing them with familiar terms, such as *Sea Hag* or *Unthallasshark*. The god-kings name their government vessels using elements from their own mythologies, for *Eye of Horus* or *Purse of Nephthys*.





- Ships of Impiltur, Thesk, Altumbel, and Aglarond tend to name vessels after their uses or the products they carry, such as *Spicesail* or *Timberhold*. Some ships gain colorful names that outstrip their own opulence, such as the rag-tag ore-hauler *Dragon-jaws' Bounty*, the spice trader *Golden Wayfarer*, or the farmer- and miller-owned *Chauntea's Blessings*.

Ship colors have traditional rules as well, both for the paint of the hull and the color of the sails.

- Most sails are made of coarse, drab canvas. A sign of wealth among seafarers is for the captain to have the sails dyed or made of fine materials such as silk or muslin. Cormyr objects to any who use purple sails, as they use it themselves and most folk assume that ships with purple sails are Cormyr's ships. (Some pirates count on that to disguise their vessels).
- Most ships' hulls are painted in dull colors. Black, however, is reserved for official vessels owned by heads of state. (Such ships are often sent ahead of the actual vessel upon which a ruler sails, to attract the attentions of both pirates and assassins).
- Cormyr's official "Blue Dragons" navy paints the gunnels, mainmast, and the bowsprit a bright blue so pirates and blackguards know that the eye of Cormyr is on them.
- A tradition exists among disease-bearing ships is to stain the sails and mainmast of a plague ship with blood or red paint, signaling a port or passing ship for either clerical aid or a merciful death by fire arrows (or *fireballs*) to burn the ship to the water.

Finally, the flags or "colors" a ship flies immediately mark the group or state to which the ship owes allegiance.

Ships can signal other ships with their flags. Cormyr's ship flags all have the Purple Dragon facing away from the mast, the opposite side of the flag holding the captain's (or highest-ranking officer's) personal mark. To turn the flag around and have the dragon face the mast signals that the ship wishes to come alongside and talk. Most ships' flags have a symbol on one side that, when reversed, sends a similar message to passing ships. Multiple flags on the main mast and from the stern of the ship communicate numerous things, though most powers wish to keep such codes secret so their enemies cannot decipher their meaning. Cormyr and Thay, most of all, use an elaborate system of no less than four flags beneath their main colors to signal other ships.

Beliefs and Superstitions

Beliefs and superstitions are as vast a sea of tales as the one upon which the sailors who tell them sail. The truth of these is suspect, but enough folk believe in them that even evidence to the contrary is seen as an exception.

- If a shark bites a boat and leaves any teeth in the wood, the boat has as many days as there are teeth before falling prey to disaster.
- If you cut your hair or nails while at sea, you will drown before returning to shore. Grooming is seen as an offering to Sune, and the jealous Umberlee will claim the life of the offender.
- No ships set sail on Shieldmeet. Those that do are cursed to drift for years, destined not to reach port until the next Shieldmeet, or they are lost forever.
- Red-haired people bring bad luck onto a ship, thus barring their use as dockhands.
- Pouring wine on a ship's foredeck, the mainmast, and bow ensures a prosperous and safe voyage.
- Keep two dogs on board ship, and scraggs and sea ogres'll never bother you.
- If a tressym (a winged cat most common in Calimshan) alights on your mainmast, prepare for three days without wind.
- Figureheads on ships are most often of unclad females of any variety of races, since Deep Sashelas may protect "her" and the ship that carries from harm during a voyage.
- Dolphins or porpoises swimming alongside a ship are signs of good luck, and it is bad luck to kill one, even for food.
- If you count your catch, you'll not catch any more fish that day.
- Never utter the word "drown" while at sea. It attracts Umberlee's attention without fail.
- If you fall overboard, it is useless to fight Umberlee by learning how to swim.
- The full moon's light purifies the sea and prevents any evil from harming a ship.
- Temple bells heard while at sea (while passing along a coast, pulling into harbor, etc.) signal the impending death of someone on board.
- Carrying the feather of a peryton keeps the bearer safe from death by shipwreck.
- Tattooing open eyes on your eyelids warns you of danger while you sleep.





Shipwrecks

By even the most conservative of Faerûnian reckonings, hundreds of ships have been recorded to have sunk in the Inner Sea, with thousands more likely have gone down with no record of their existence or loss. More than 80% of all sunken ships fall within twenty miles of a shore, for no matter how advanced ship technology gets, the dangers of open-water sailing are considerable. Thus, with so much of the shipping hugging the coasts, that should be the area where most shipwreck is found.

In general, there are more shipwrecks along the shallow waters of the Vilhon Reach and the southern shores of Thay and western Mulhorand than anywhere else on the Inner Sea. These areas have had boats upon their waters far longer than some of their northern neighbors. Thay and Mulhorand both are notoriously close-lipped on details about their ships, whether sunk or not, as they almost always seem to be shipping contraband, slaves, and magical items, none of which they want folk to interfere with. Thus, most of the shipwrecks talked of around the Inner Sea are those of the northern powers of Sembia, Cormyr, and Impiltur.

As it would be nearly impossible to catalog every shipwreck of the Inner Sea, only a few recent or notable shipwrecks are describe here, giving the ship's condition and location, as well as any special features such as treasure or inhabitants (as some erstwhile treasure hunters have discovered).

Alaor's Dead

Much shipwreck and debris lying about the shallows around the Alaor comes from the recent monstrous tidal waves that swamped the island shipyards and settlements there caused by the eruption of the Ship of the Gods volcano. More than fifty ships now lie on the bottom of the sea within two miles of shore and all in less than 100 feet of water, making passage into the ruined major port on the western side of the island treacherous with sunken masts that can sink ships by puncturing hulls. Sahuagin took to hunting amid these wrecks with great glee during the immediate aftermath, for victims and riches. Now, all that remains are rotting, bloated corpses, some salvageable equipment, and hundreds of rumors about treasures in the ships and buildings swept into the sea by the wave. While not all rumors are true, treasures can be found. Many treasures are guarded by those who bore them into the deep, reanimated as sea zombies, revenants, and lacedons.

"Anhur's Regret"

This is the title of a bard's song that makes the rounds of the Inner Sea and commemorates parts of the great sea Battle of Summer Storms that lasted throughout the Year of Shadows (1358 DR). "Anhur's Regret" specifically refers to the destruction of the fleet by forces well beyond those it intended to face: fierce sea storms, sahuagin, and the divine fracas between the gods Anhur and Sekolah.

Strewn across the fifty miles between the sahuagin town of Korinagh and the Mulhorandi port of Sultim is the wreckage of more than thirty ships, all lying beneath seventy-five to 230 feet of water. While a few have punctured hulls from sahuagin or merrow attacks, most capsized due to the great storms into which they inadvertently sailed in their failed attack on the Alaor. The five sinking ships that crashed into the town of Korinagh spurred the sahuagin attacks against Mulhorand that continue to this day, though these hulls have been thoroughly scavenged and the sahuagin have built up around these hulls, making them part of the town. Since every ship carried a contingent of soldiers and crew, there are many metal weapons and loads of armor, arrows, bows, etc. lying amid the skeletal remains of the dead. DMs can decide if these captains and officers held any special treasures or magical weapons, though prying any out of the clawed grasp of Prince Korinagh or King T'Kalah of Kurrimal will be a task of some doing.

Lost Princess

While the ship's name was actually *Nadyra's Glory*, its tale has popularly changed the name to the "Lost Princess," after its famous, tragic victim. The Year of the Cracked Turtle (924 DR) saw the deaths of the rulers of Old Impiltur by a plague, and the sole survivor was the young Princess, Aliia. Of marriageable age and in need of maintaining her country's rule, Aliia was courted by nearly every noble within 1,000 miles of Impiltur, and she accepted the proposal of the Crown Prince Rhiegard of Cormyr after two summers' courting. Her bridal ship was laden with enormous amounts of treasure as her dowry, and the momentous union would unite Cormyr and Impiltur as a great power that many nobles assumed would eventually absorb Sembia and rule the Inner Sea as an empire. Setting sail from Hlammach in the Year of the Fearless Peasant (926 DR), Princess Aliia's ship turned west, hugging the coast so her subjects could see her purple sails as she headed for Cormyr. *Nadyra's Glory* was last seen in the light of the setting sun by fishermen of Lyrabar. No storms were reported during that but the ship never made it to either Tsurlagol or its port of Suzail. Folk of the Inner Sea today speak of the





Lost Princess as one of the greatest treasure finds waiting to be discovered.

Nadyra's Glory sank south-east of Tsurlagol almost thirty miles off its course. Its impact zone lies 290 feet deep and on a direct line between Tsurlagol and the Wayrock, at the cliff's edge looming above the Po'ioa Plateau. The ship lies on its right side and is only partially intact, some hull ribs sticking out like a skeleton under 400 years of heavy mud and silt. For the first thirty-three years of its sea-floor berth, the ship lay exposed and its timbers rotted away, as did much of the finery that wasn't scavenged by the many aquatic races.

The only thing remaining of value on the ship is the carved ivory figurehead of Nadyra, the former queen of Impiltur and mother of Aliia, though this fell free and lies partly buried beneath the bow. All of the gold, jewels and magical items among Aliia's dowry have been stripped from the ship by creatures who lair around the area of the shipwreck. Thus, the most fabulous treasure to sail the Inner Sea lies split between more than two dozen different scrag and koalinth tribal caverns. However, given the skirmishes among the shalarin of Es'daan with these scrag, it is conceivable that some of these treasures made it into civilized hands. Among the most notable treasures that PCs may find in less-than-worthy hands are the bridal crown of Aliia, a pair of magnificent crowns for the future king and queen (crafted to signify the dual rule of Cormyr and Old Impiltur), no less than twelve chests of gold coins and four small chests of green and blue pearls; the *Great Sword of Impiltur*; and *Kimeltaar the Demonsbane Shield*.

For the past four centuries, sailors and pirates alike speak of seeing a ghost ship near the Impilturan coast between Tsurlagol and Lyrabar. Men on fogbound ships smell the scent of violets across the early morning sea, and they hear a woman sobbing loudly as she plucks at a small harp's strings. A purple-sailed ship then appears in the mists alongside. Soon after, the ship exits the fog or the sun disperses the fog. Sighting the Lost Princess is considered an ill omen by most, but all who view the ship feel pity for the ship and its ghostly princess.

Shadowake

The *Shadowake* was the flagship of a fleet owned by Volludan, Guildmaster of the Shadowmasters of Telflamm. Fleeing Telflamm and the retribution of the church of Tempus for stealing the *Red Book of War*, Volludan sailed his ship into dangerous waters, and directly into the teeth of a great storm in late Alturiak of the Year of the Arch (1353 DR). The ship broke its main mast in the storm, and that great timber broke the ship in twain. The *Shadowake's* last surface position was ten miles

north of Cape Dragonfang. While most hands on board died, trapped in the ship as it sank, four made it away to report that Volludan most definitely died: A snapping line from the mast lashed about his neck and whipped him across the ship several times.

The small cog sank swiftly to the bottom, 120 feet below, settling into the mud in a field of debris over a mile wide. Among the many treasures within Volludan's hold at the time of the ship's sinking were the holy *Red Book of War*, the *Scarlet Cap of Courage* stolen nine years previously from a warrior of Ethdale, the bejeweled *Goblet of Vartan's Glory*, and more than a dozen chests of gold bars and gems. The site has remained undisturbed since its sinking seventeen years ago, as more than half of it (including the bulk of the captain's cabin with these treasures) fell into a shallow depression on the sea floor and mud and silt have since filled in the area, rendering it undetectable as anything more than a flat abyssal plain.

Thepurl's Diamond

A standard cargo ship owned by a simple merchant of Chondath, *Thepurl's Diamond* was commissioned to carry seven crusaders and three watchers of the Temple of the Vigilant Guard in Iljak from the Vilhon to Tsurlagol (and Helm's temple of the Noble Hand therein). The ship's captain balked at the seven huge crates of cargo brought with the ten holy men until paid in full with 1,000 scarlet pearls from the Lake of Steam (a payment worth more than 20,000 gold!). The ship set sail from Iljak on the 10th day of Mirtul in the Year of the Shield (1367 DR) and it was expected to reach Tsurlagol a month later, after stops at Reth and Delthuntle. *Thepurl's Diamond* never reached port.

Sunk by pirates or merrow, or perhaps after striking a sunken shoal, *Thepurl's Diamond* sank about three miles west of the island of Shamandra in the Altumbel Archipelago, the largest of the southern islands in that chain. Only a few fishermen saw the ship in these waters, and they paid it little mind as it sailed past the western cape of Shamandra. *Thepurl's Diamond* rests along the upper slopes of one of the Mountains of Volar no more than seventy feet from the surface. The ship rests uneasily on a rocky spur and shifts forward and back with the tide, so its precarious position may change at any time, pitching it further into a 300-foot-deep canyon yawning below it on either side.

The true danger of the wreck is simple: The priests had recently captured a Chondathan lich, Hlura "the Ebonsoul" (CE lich Inv19), but were unable to destroy her. Trapping her in a silver coffin (sealed shut with molten silver and layers of magic), the priests took her





and all of the contents of her lair in the Chondalwood back to Iljak and later on to Tsurlagol where the lich and all her evil artifacts could permanently be destroyed. It is certain that the holy men of Helm perished, weighted down by plate armor and uneasy at sea. However, it is left to DMs to decide the fate of the wreck and its contents, as silver corrodes in sea water, as do unprotected scrolls, tomes, and other items (though the innate power of most magical items saves them from immediate harm). Among Hlura's rumored possessions are a *staff of the magi*, at least seven wands of various powers, a *mirror of life trapping*, and three scrolls of beaten metal that she guarded more jealously than any other items.

Valashar's Bane

Named for the victory of Crown Prince Azoun I over the invaders of Valashar, Valashar's Bane was a swift running cog that was the prince's pride. While not heavily armed, its speed allowed it to overtake pirates on the Inner Sea along the Dragon Coast. The ship was lost in a particularly harsh storm that swept through the Neck in the Year of Autumn Drums (389 DR), catching prince and crew off guard. The ship punctured its hull on coastal rocks about thirty-five miles east of the Darkflow River. As it slowly took on water, the prince and his crew sailed the wounded ship as close to Cormyr as they could. *Valashar's Bane* sank about three miles off the coast and twenty miles east of the river. While he regretted the ship's loss, Prince Azoun I enjoyed the fact that no hands were lost in the sinking. The smaller boats from the ship (with all the crew) landed on the western side of the Darkflow at dawn a day later, and Azoun proclaimed the moment "the best gleaming dawn seen in Cormyr yet." Nearly a thousand years later, the landing site is now the village of Dawngleam.

The ship sank at a rocky patch of subsea terrain thirty-nine miles due east from Nalufaen of Naramyr and sank to a depth of about ninety-five feet. The cog's wooden timbers have long since been claimed by the deep, as have most of the copper fittings from the wreck. All that remains are scattered coins, nails, and cutlasses, all of which have been protected by their burial in ten inches of mud. The most famous treasures on board were the magical short sword *Ilbratha*, the *Mistress of Battles*, a stone horse recently confiscated from pirates which was to be presented to the king on his birthday; and two items of the Shoon Imperium that Amedahast and Azoun procured in a short adventure within the Chondalwood: The *Silver Scimitar of Amahl the Mad* and *Amahl's Mastering*, two items long missing from Shoon hands and thought to be safer kept by Cormyr. Only the prince and his wizardly advisor Amedahast knew of the last two.





Many immediately sought this shipwreck, hoping to turn up the magical sword the prince carried with him. Those who sought it met with failure, as they look too far to the east. The currents set up by the storm dragged the sinking ship at least a mile west and a half-mile away from the coast before it came to rest on the eastern slopes of a small hill. It then rolled down that eastern slope, snapping the mast and strewing debris as it went, and it came to a halt upside down. A more than 200-yard-field of debris from this shipwreck all buried anonymously within the mud.

Ruins

While most folk expect only shipwrecks to clutter the ocean bottom, they rarely realize the existence of either the undersea cultures or the larger remnants that surface civilizations leave in the security of the deep. Old folk tales tell of comets and flying cities, flying boats and such falling into the Inner Sea. Aside from Nhalloth's empty ruins, none of the material in this section is known to surface-worlders other than a select few sages of note.

Netheril

The fabled era of Netheril spawned so many wild tales and even wilder magic that few folk know where truth and fiction separate. There are hundreds of stories about Netherese wizards creating fish-men or parting the seas around the Neck to walk from the Heartlands to the area that would become Westgate. Details on the few true ruins of Netheril in the Inner Sea are noted below.

Nhalloth: This ruined Netherese enclave lies nineteen miles northwest of Thonn's Fist (also called Vosos), the northernmost large island, in nearly 200 feet of water. Nearly 900 years old as a floating city when magic failed at the Fall of Netheril, Nhalloth crashed and has been underwater for 1,700 years. It was only discovered by surface dwellers in the Year of the Creeping Fang (1305 DR). Treasure seekers have scoured it since then, though few come away with anything other than awe at the Discovery Age architecture that remains intact despite the fall and the sea's erosion.

Sakkors: This fallen Netherese city suffered more grievously than Nhalloth in the eastern seas, though in many ways it retains more of the lost empire of magic. Upon the destruction of Karsus and the disruption of the Weave, Sakkors, a Silver Age city eighteen centuries old, fell from hundreds of feet in the air into the Sea of Fallen Stars just south of the future site of Urm-laspyr. It continued its rapid plunge on an angle, striking the edge of the continental slope and rolling down into

the Plains of Duna, inadvertently crushing three small sea elf and merman colonies (as well as its own surface architecture). Coming to a halt with a great impact about ninety miles north (and 630 feet beneath sea level), Sakkors is now little more than a pile of rubble honeycombed with dangerous magical effects corrupted by time and the sea. Hundreds of ancient magical items and artifacts are buried beneath the silt and rubble of Sakkors' fifteen-mile-long path. With 1,600 years of shipwrecks, subsea wars, and civilizations rising and falling, it is anyone's guess as to what remains recognizable if not usable.

"The Three Seaflame Battles:" Two surface elven histories of Cormanthyr and the many oral histories of numerous undersea races speak of attempts by Netherese colonists and sorcerers to settle the Inner Sea. These efforts were steadfastly resisted by the elves of Aryselym and the races over which they ruled, as the Netherese enslaved all Serôsians who drew near their cities. The common slaves of the undersea Netherese were the locathah. Remembered almost exclusively from the undersea perspective, the magically adept invaders built three crystal-domed cities along the continental shelves overlooking the Plains of Duna, naming them for their founding arch-mages: Cuulmath, Werapan, and Quaeluvis.

Around -1,660 DR, Coronal Essyl Merynth and more than half the mages of the Inner Sea (including all the Dukar orders) rallied against the three major enclaves of Netherese colonists in "Deep Netheril." The battles to remove the three crystal-domed cities ended abruptly as the High Mages transformed the domes into a substance that burns in the water. The resulting explosions of heat and light destroyed everything within the domes as well as the domes themselves, and additional magic brought to bear sent the shock waves and explosive force back against the forces of "Deep Netheril" rather than disturbing all of Serôs. This backlash of forces shattered the coastline rising behind the cities.

While few surface histories remember these battles or colonies at all, they still note the handiwork of their ends. The First Colony of Werapan's eradication created the shallow bay that leads today into Saerloon. The twin domed cities of Cuulmath and Quaeluvis nestled together in a shallow canyon on the shelf to the east. The forces unleashed by the High Magic blew out the canyon, creating the wide, deep bay where Selgaunt now stands.

Jhaamdath

The ruins of a 2,000-year-old empire litter the floor of the Vilhon Reach, though so few in Faerûn today remember the existence of the Twelve Cities of Swords that they are surprised to hear of anything preceding



the rise of Alaghon, Hlondeth, and Arrabar. Accurate historical details are few on Jhaamdath, later altered by time into Chondath, causing careless scholars to name the earlier empire Chondath as well. Elves speak of Jhaamdath as a great despoiler of the nearby forests known to them as Nikerymath. It was this abuse of the forest and the concurrent extirpation of the elves therein that caused the remaining High Mages to summon a great tidal wave in the Year of Furious Waves (-255 DR) to scour the shores of the inlet and wipe the Twelve Cities off the face of Faerûn. The wave widened the basin and made it into the Vilhon Reach of today.

With the destruction of Jhaamdath, the elven High Mages above unknowingly shattered the elven capital of Corsymal beneath the waters at the mouth of the inlet, ending the rule of elves in Serôs. Still more abuse was to come, as the once numerous small undersea villages and farms within the Selmal Basin (as the undersea dwellers called the Reach) vanished under the rain of debris picked up by the wave or dragged back into the basin by the backwash of the crashing wave. Still, ever since the fall of Jhaamdath, the only folk who have built more than remote outposts and hidden enclaves are koalinth. The elves abandoned the ruined basin, as the pearly towers that characterized this region lay shattered beneath the heavy green marble debris dragged down from the coastal cities above.

Exactly what can be discovered in these waters is up to DMs. Much potential treasure is here from either the elven ruins or the Twelve Cities (and whatever may have washed down out of the mountains when a mile-high wave crashed above some lower peaks). DMs do need to remember are that most Inner Sea creatures can't breathe both the saltwater of the sea and freshwater, which is west of Arrabar. Koalinth rule these waters with a fierce eye, as they too explore the ruins for riches.

Faerûnian Flotsam in Serôs

Over centuries of Faerûnian civilization, those with no understanding or respect for the sea and its forces have given up their lives and their ships to the waves. Many other things have been thrown, dropped, hidden, or otherwise abandoned in the Inner Sea by surface-worlders believing this to be a safe and desolate place in which to drop things. Serôs is filled with the detritus of the upworld civilizations, some of which entice adventurers seek the treasures out and others which invoke only fear in those who discover what the sea holds.

Blades of Ochir Naal

The once-named *Blades of Dragons' Tongue* were created by Mahtor Auricheart, a female dwarven dragon-slayer and smith from long-lost Delzoun. Legend has it she managed to create five adamantite daggers with magical abilities using lost rune magic and a process of tempering the blades in dragons' blood. The blades were in use for a few centuries during Delzoun's twilight, and their abilities resembled those that are now commonly held by dragon-slaying swords.

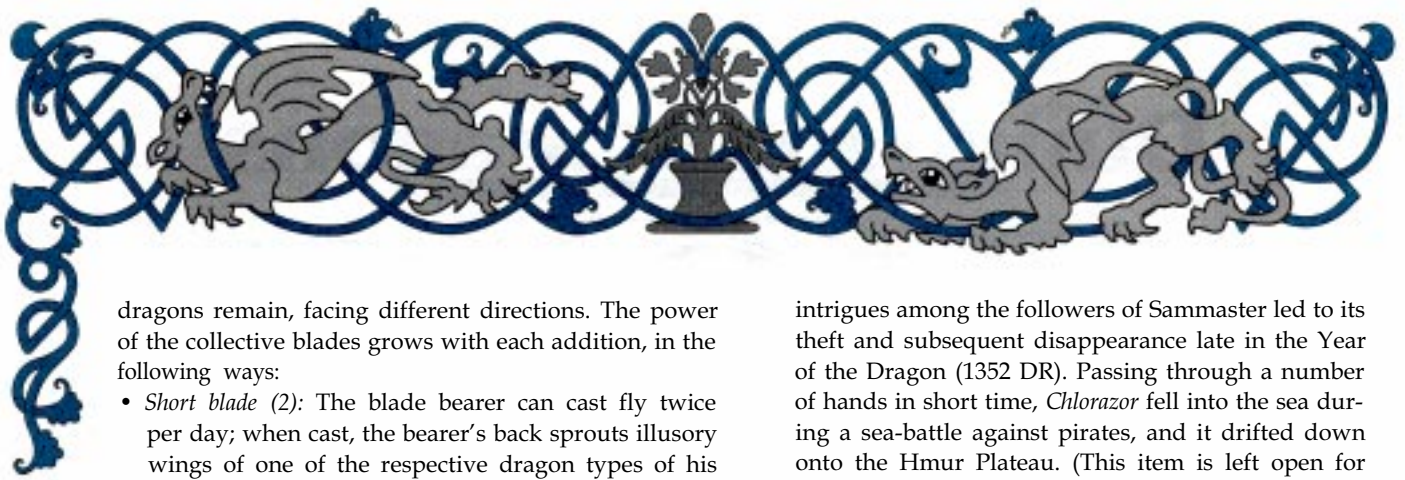
Nineteen centuries ago, the *Blades of Dragons' Tongue* were stolen by a corrupt human spellcaster named Ochir Naal. Conflicting tales claim he was a Netherese necromancer, a forgotten and outcast founder of the Cult of the Dragon, the powerful mentor of Halaster Blackcloak, or an evil priest of an otherworldly dragon god. None of these claims matter much, nor can any be conclusively proven, but Naal's alterations to the blades linked his name to them forevermore and granted him the secondary title of "Tiamat's Prophet." Ochir Naal was slain 1,400 years ago by Harkter Allhon, a human paladin, and his paramour, Pyyra Thesme, a priestess of Helm.

The *blades of Ochir Naal* are daggers of exquisite workmanship. Each of the blades was formed of pure adamantite, and the edge remains sharp despite use over the past twenty centuries. The pommels are each made from a dragon's tooth and a platinum grip wrapped in the skin of a black, green, blue, white, or red dragon. Each of their platinum pommels resembled the dragon that tempered it; hence, the pommels have a standard grip that ends with the heads of a black, blue, green, red, and white dragon. The blade is seated in the dragon's teeth, carved to appear as if the pommel held the blade in a dragon's jaws.

Original abilities: Each blade allows the bearer to understand and speak all dragons' languages. Each also acts as a *dagger of throwing* +2. Against their respective dragons, each blade acts as *daggers of throwing* +4 and deal triple damage against the dragon (3d4+4 hp of damage). These abilities, given to the blades by their dwarven creator, still exist, regardless of the form or combination of the blades.

Altered abilities: Ochir Naal infused the blades with the ability to merge into collectively more powerful weapons by simply touching them together. While each blade was a dagger individually, two merge into a short sword, three together become a long sword, four daggers fuse into a bastard sword, and all five combine to become a two-handed great sword. When the blades join, the pommels' skin becomes an alternating-color scale pattern of the respective dragons, and the heads of





dragons remain, facing different directions. The power of the collective blades grows with each addition, in the following ways:

- *Short blade* (2): The blade bearer can cast fly twice per day; when cast, the bearer's back sprouts illusory wings of one of the respective dragon types of his blade. Includes all previously listed abilities.
- *Long blade* (3): The blade bearer is immune to the breath weapons of the respective dragon-types. Includes all previous abilities.
- *Bastard blade* (4): The blade can release the breath weapons of its respective dragon-types. This power can be used four times per day, but each dragon breath type can be used only once per day. Includes all previous abilities.
- *Great blade* (5): The blade can, using a ceremony delineated in Pyrra's diary from Ochir Naal's own notes, slice open a gate to the Outer Plane of Baator and allow Tiamat, the Queen of the Chromatic Dragons, to enter the Prime Material plane in physical form. This power has never been used, as Ochir Naal was in the midst of the ceremony when he was slain by Pyrra and Harkter. Includes all previous abilities.

Last Known Location: Since the death of Ochir Naal, no one person has collected or wielded all the blades, but their powers were carefully archived by Pyrra. Her diary of the quest for Ochir Naal, including the information on the blades, was kept a secret heirloom of the Allhon family for seventeen centuries. Only Khelben Arunsun, Laeral Silverhand-Arunsun, and a handful of others (the Chosen of Mystra and one or two Master Harpers, but also Shangalar the Black of the Twisted Rune) even know of the volume's existence, let alone what secrets it contains. Of the blades, these are their last known locations:

- *Black Blade/"Acridirk"*: The black dragon blade was lost in Undermountain over thirty years ago. Its carrier was a ranger/Harper friend named Cirel, of the adventuring company "The Clan of Dark Justice." During the Twisted Rune's manipulation of Halaster's gates and their invasion of his mind (see TSR #09538 *Stardock*), the Rune learned of this blade, and a vampire servant stole into Undermountain to claim *Acridirk* for his mistress, Shyressa.
- *Blue Blade/"Azurazor"*: The blue blade is currently in the hands of an elven Harper named Orist Moonbow (NG em R9). He is currently traveling in the foreign lands of Maztica as one of a trio of Harpers based in New Waterdeep.
- *Green Blade/"Chlorazor"*: *Chlorazor* was in the grasp of a small Cult cell in Elversult for some time, but

intrigues among the followers of Sammaster led to its theft and subsequent disappearance late in the Year of the Dragon (1352 DR). Passing through a number of hands in short time, *Chlorazor* fell into the sea during a sea-battle against pirates, and it drifted down onto the Hmur Plateau. (This item is left open for ownership by any PC or NPC who happens to find it, depending on DM's discretion.)

- *Red Blade/"Firedge"*: Syloné of Shadowdale was the last known possessor of the red blade. Since her fiery death at the hands of a dragon, the blade's location has been concealed from her and her confidants. Many believed it was still around the Shadowdale area, but it was actually secreted away by unknown parties to Westgate. There, it fell into the hands of Branym Narkall, a Zhentarim mage. Branym, a savvy opportunist, immediately set sail up the Dragon Reach to deliver the blade to Manshoon in the Year of Shadows (1358 DR). In one of the many wild storms and during the Time of Troubles, the *Crimson Wind* sank with all hands (including Narkall). *Firedge* quickly drifted into the possession of Jaonos Ildacer, (CG em F4) a sea elf scout of Toraluppiir.
- *White Blade/"Icedge"*: After centuries of ownership by the Allhon family, the white blade was taken from their grip by agents of the Cult of Dragon. *Icedge* is among the many artifact-level magical items in the grasp of Sapphiraktar the blue dragon of the Calim Desert (and a secret Runemaster of the Twisted Rune). His illusory guise as his own Cult of the Dragon controller has served him well and brought him one of the *blades of Ochir Naal*.

One of the many dangers now before the Realms is that the Twisted Rune both knows what these blades are capable of and they hold two (the black and the white) of the five. While the Rune has an interest in collecting the remaining blades, it is highly doubtful that even the Runemasters would sanction the summoning of Tiamat into the world. It is even less likely that the Rune would dare to bring more than two of these items together. After all, the escalation of the blades' power is great, and unless it fits a plan of some depth for the Rune, it is better to hoard the power and remain beneath the notice of those who would "use such powers for good."

As for the other wielders of these daggers of power, they remain blissfully unaware of their weapons' true potentials or histories.

Ilbratha, "Mistress of Battles"

Ilbratha is a bronze short sword with a row of six matched bloodstones set into the helve of the blade on its left





face. Each bloodstone is worth 70 gp; as an undamaged set of stones, they might bring 500-600 gp if sold shrewdly. *Ilbratha* does not glow and bears no inscription. It gives a +1 bonus on attack and damage rolls. When grasped by a fighter of any alignment, its powers are communicated telepathically to the holder. This is a feature of its manufacture; the blade is not sentient.

Ilbratha gains its nickname from its powers, which are very useful in combat. When grasped (flesh to handgrip) and given a mental command, *Ilbratha* can jump with its bearer (as in the spell) three times per day, blink itself and its bearer once per day, and create a *mirror image* of itself and its bearer once a day.

It also rings like a chime or tubular bell when it touches magic, including spell effects from devices and physical contact from enchanted items, but not physical effects (such as a *stinking cloud* or a *gust of wind*) caused by an already-cast spell. This power is a warning only and is no way a protection against magic.

Ilbratha was created by unknown hands in Cormyr at the behest of then-Crown Prince Azoun I in the Year of the Woeful Resurrection (375 DR). He bore it once into war against the advances of the greedy Prince Ashar Tornamn, who sought to expand the Shoon Imperium north to the High Moor. With both a powerful army and a powerful blade to lend power to his charge, Azoun forced the Tethyrian prince all the way back to Ithmong before returning to Cormyr with his triumphant army. Fourteen summers later, Azoun, having carried the blade constantly but wielding it rarely, bore it with him on a trade mission to the Vilhon Reach, where *Ilbratha* slew Dima the Djinni-Lord of the Chondalwood.

The Cormyrean prince's flagship *Valashar's Bane* sank in a storm at the Neck later that year (the Year of the Wooded Altar, 389 DR) as noted in Chapter One. While no lives were lost, some small regalia and a few magical items, including *Ilbratha*, were lost with the ship. A pair of fishermen from Teziir found the sword, who sold it to a rich merchant, Sevan of Amnwater. He took it west on caravan along the Trader's Road and the river Chionthar to Scornubel, where he sold it to Phelas Urm, a merchant of Thentia. These first four "owners" did not know of the blade's tie to the kings of Cormyr. When agents of King Azoun I attempted to recover the blade in the Year of the Firstborn (392 DR), they slew the hapless Phelas. However, in the confusion (and Phelas' panic over being hunted), *Ilbratha* was lost (or stolen by one of the Cormyrean agents for himself).

Ilbratha was lost until, nearly 200 winters later, when the sage Thallastam of Procampur was offered the blade for 1,500 gp by a peddler from a nearby town who seemed ignorant of its true nature. During the summer

of the Year of the Zealous (550 DR), Thallastam brought the blade to Elminster, the only fellow Loremaster interested in swords whom Thallastam trusted.

Elminster identified the blade from the writings of King Azoun I. The old king's great-grandson now claimed the Purple Dragon's throne, and Thallastam bore it back toward Procampur by way of Tilver's Gap and Essempra. However, Thallastam did not reach Procampur. His ruined diary, staff, and a skeleton were found some years later when the Pool of Yeven in Battledale was dragged, but the sword was not there.

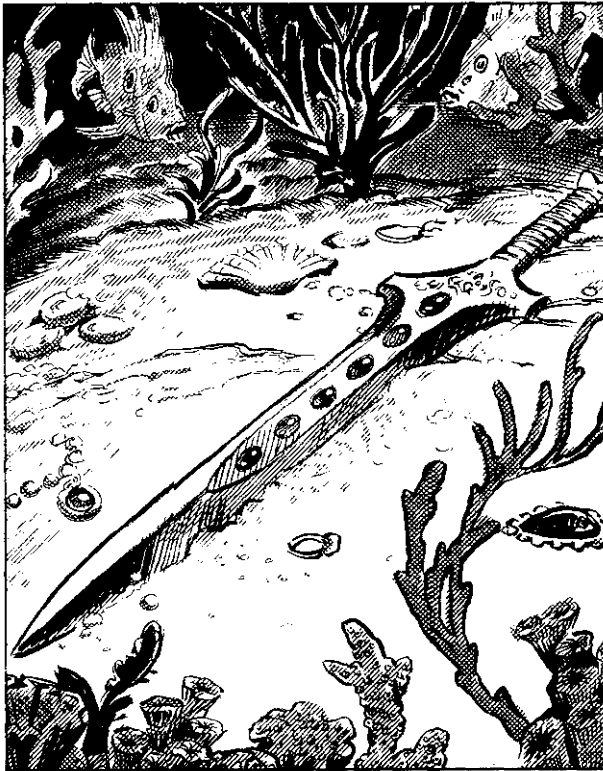
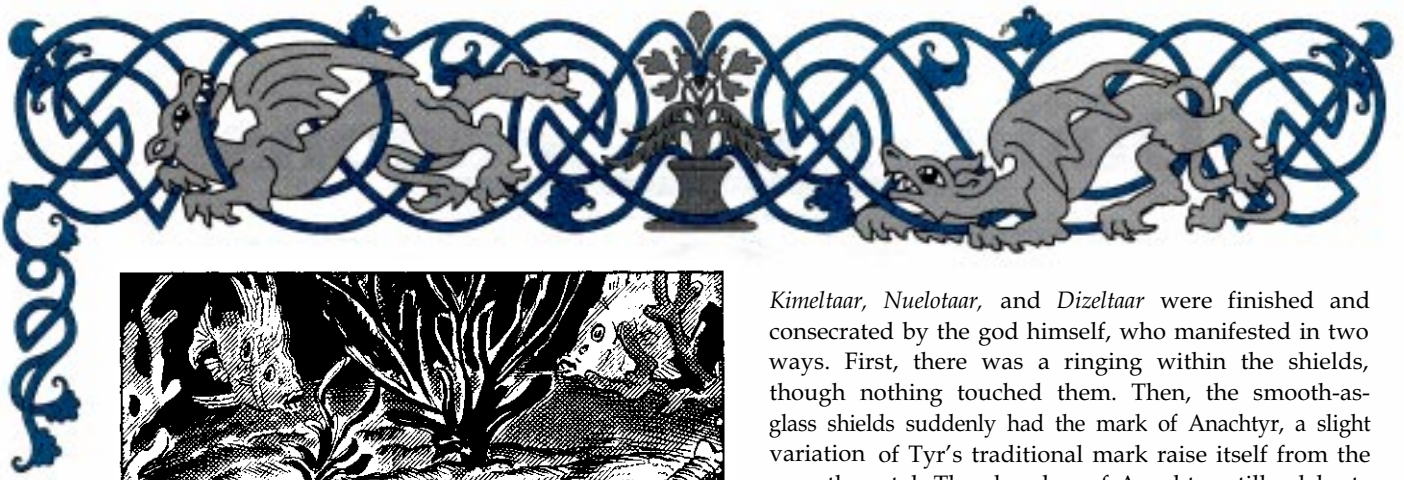
Undersea history: *Ilbratha's* location, while a mystery to Faerûn, is at least partly known in the world of the Inner Sea. In 652 Timesong (Year of the Deep Wound, 582 DR), Tarag, a merrow chieftain, carved the two Axe Kingdoms of Khuur and Nmalk out of the western frontiers of the merman kingdom of Hmurrath using some battle strategies and the power of *lbratha*. The sword remained with the merrow kingdoms until their fall seventy-three years later, and an unknown Homurr-clan merman claimed the sword. The sword stayed with the clan, and with the formation of Eadraal in 806 TS (Year of the Prophet's Child, 735 DR), it became the official Heir's Blade. For the past seven centuries, *Ilbratha* has been worn and used by the recognized heir of the Monarch of Eadraal and it has gained the name Haalorth and the nickname "the Warrior's Fang."

Last Known Location: During the final battles at Myth Nantar during the Twelfth Serôs War, the warrior Princess Jian died at the hands of Iakhovas alongside her redeemed half-brother Vhaemas the Bastard, and *Ilbratha*/ Haalorth was lost during the confusion. Since it fell from her hand, the blade has not been seen, leading many merfolk to assume that the merfolk traitors of Thuridru or the morkoth of Olleth took it from the battlefield. Whether either group claims the blade or if it falls into the hands of others is up to the DM, though this leads to potential problems. Depending on who finds or frees the blade, the kings of both Cormyr and Eadraal consider this short sword to be part of their official regalia, and this could become a serious issue. Only sages and a few royals could recognize *Ilbratha* in Cormyr, while nearly any merfolk of Serôs would identify that blade with Eadraal's heir.

KimelTaar "The Demonsbane Shield"

This holy relic of the church of Tyr has a long and fabulous history that could fill two tomes this size easily. In fact, it does, as the *Legacy of the Three Shields* and *The Demonsbane Annals* both rest in the Vault of the Sages in Silverymoon, penned centuries ago by the Harper





Iana Robinsong of Silverymoon and the sage Tuorn of Sarshel, noted travelers of the Southlands and the Inner Sea coasts. Of course, the truth of *Kimeltaar* is now far from what is recorded in either tome.

Forged in the rising days of the Shoon Imperium, *Kimeltaar* was meant as its religion's defense against some of the excesses of the Shoon nobility and their summoned "pets" such as baatezu, tanar'ri, and yugoloths. As they often broke their bonds of servitude, the "demons" (as they were all deemed by the church of Anachtyr, Tyr's local alias) became ravaging menaces out among the common people while those responsible for their presence in the Realms hid safely behind their villa walls. Thus, a plan was formed to create relics that would allow Anachtyr's faithful to thwart them.

The temples of Anachtyr in Zazesspur (in Tethyr), Memnon, and Athkatla (in Amn) all acted in concert, as their patriarchs received identical visions from their god, and worked as one to achieve the goal their god set before them. Three triangular shields were forged of the pure gold, silver, and copper, and seven years of prayers and preparations went into enchanting them. After the initial spells were set, the three shields were brought together in secret in the northern Alimir Mountains west of the Lake of Steam. Within the ancient stone circle of Allyn's Anvil, where the great warhammer *Vilnarjhyrn* was consecrated to Tyr's service, the three shields

Kimeltaar, *Nuelotaar*, and *Dizeltaar* were finished and consecrated by the god himself, who manifested in two ways. First, there was a ringing within the shields, though nothing touched them. Then, the smooth-as-glass shields suddenly had the mark of Anachtyr, a slight variation of Tyr's traditional mark raise itself from the smooth metal. The churches of Anachtyr still celebrate the night of the seventh day of Uktar (in the Year of the Vow Manifest, 44 DR) that the shields were empowered as the Night of Ringing Shields. Great galas surround mock combats, hammer-throw contests, etc.

Once completed, the shields were used by paladins and crusaders of Tyr's churches across the Calim Emirates north of Calimshan and in the areas most troubled by rampant demons. The church gave the shields into the hands of three paladin brothers, who wielded them well, handing them over to their sons after a few decades' service. This pattern repeated through the fall of the Shoon and the continued quest of the shield-bearers to seek out and eradicate demons.

This quest against the Lower Planes led to the shields and their bearers traveling beyond Calimshan, Tethyr, and Amn entirely. The shields were seen in Cormyr, Sembia, and the Moonsea, then in Impiltur. The bloodline of the paladin shield-bearers intermarried with the royals of Old Impiltur by the late seventh century Dalereckoning. The Three Shields became part of Impiltur's royal regalia and equipment for Impiltur with the blessings of the local churches of Tyr.

The last time three wielders used the powers of *Kimeltaar*, *Naelotaar*, and *Dizeltaar* together was a great battle in the lower Earthfast Mountains north of Hlammach in the Year of the Moaning Gorge (786 DR). Later immortalized as the Battle of Moaning Gorge (or the Demon's Revenge at Moaning Gorge, or other equally colorful bards' tales), the Paladin Princes Essys, Araln, and Nord fought an army of demons at the Citadel of Conjurers, an evil site just beyond the Hill of Tombs. The three shield-bearers formed the Abyssal Portal that claimed the demon army and sent them back to the Lower Planes that spawned them. However, the demon lord, Ndulu, shattered two of the shields (and their shield-bearers) with a final swing of his great sword as he tumbled into the vortex, collapsing the portal. Many pieces of the shields *Naelotaar* and *Dizeltaar* fell through the gate as well, though the hammers from their shield fronts were still flying about, punching through the remaining foes. At the end of the battle with the gate's collapse, the hammers merged with *Kimeltaar*, adding themselves to the shield's symbol and lending it the name of the *Hammer Shield of Impiltur*.



The many powers of the shields became magnified by legends and tales. The powers below are noted as the shields were originally created, and in italics is the current state of *Kimeltaar's* power.

- Each of the three *Demonshields* (as they were often called, suggesting far more sinister powers than they actually held) could be touched only by paladins of Anachtyr/Tyr. All others would suffer burns on contact regardless of any protections or gloves (1d3 points of damage per point of contact: two hands=2d3 points of damage) aside from spectral hand and other ways of manipulation without physical contact. *Kimeltaar* now burns for 2d4 points of damage due to its enhanced powers.
- For the most part, each was a *shield +4*, and enhanced the paladin's aura of power such that all summoned and evil creatures attack at -2 penalties within a 10-foot radius of the shield. The paladin could turn undead and Lower Planar beings as if he was a cleric of equivalent level. The same creatures now suffer a -3 attack penalty within that radius, though the turning abilities remain unchanged.
- Any tanar'ri (demons), baatezu (devils), or yugoloths (daemons) that touch the shield (or are touched by it) suffered an automatic 1d10 points of magical damage from the holy power of law within the shields. The Lower Planar beings now suffer 2d8 points of damage if touched by *Kimeltaar*.
- The shields were each stamped with the mark of Tyr: the scales of justice balanced on the head of a warhammer (though some worshipers of Anachtyr see their symbol of the long sword acting as the fulcrum of the scales in addition to the hammer). These symbols held a power that could be called once a day: The hammers flew off the shields, acting as *spiritual hammers +4*. Unlike the spell, the paladins never chose the hammers' targets, as they automatically attacked the most powerful evil being within a 20-foot radius. *Kimeltaar* now holds all three hammer emblems and can manifest three spiritual hammers of like effect as above, but the wielder chooses whether to release one, two, or all three hammers at any given time.
- The major power of the shields was to open an Abyssal Portal which, despite its name, accessed more than just the Abyss. When the three shields were placed edges together to form a pyramid, the concave area within the three triangular shields automatically became a vortex *gate* to the Lower Planes. Any creatures native to the evil planes and within twenty yards of it were irresistibly pulled into the vortex gate and returned to their respective home planes. The more "demons" within the vicinity when

the vortex is opened, the more powerful it will be, and its radius of effect widens by an additional 10-foot radius for every ten lower-planar beings within initial ranges. Since the other two shields don't exist to form the gate, the only way to do open it now is to summon all three hammers and cause them to clash together at a previously created *gate* location. The clashing hammers magically activate the *gate* to the Abyss.

- **Curse:** *Kimeltaar* is no less a holy item of a good church than it ever was, but its power is now just as extreme as any relic of evil. With all three hammers embedded on its shield, their hafts crossed near the grips, too much power now courses through this relic. As a result, it now has a curse. It keeps suggesting (by dreams and visions) that its bearer find or create a portal to the Lower Planes so it can battle the creatures directly. The curse makes itself felt to any bearer of the shield who bears it for more than 3d10 days.

Last Known Location: See the entry on "Lost Princess" in the Shipwrecks section.

Red Book of War

This holy book is a massive volume two feet wide by three feet high. Its covers are made of armor plates beaten flat, carefully shaped, and hinged at the spine of the book to form a very strong binding. The volume contains fifty-one thin pages of burnished copper, carefully stamped with letter and sigils, each page containing one prayer or priest spell on one side only. No sigil or title is visible on the outer covers. A permanent, pale-red flickering faerie fire emanates from the book's pages.

Worship of the war-god Tempus is well established in the more lawless and troubled lands of the Realms, and a large, well-organized priesthood has come into being over the years. The *Red Book of War* is one of half a dozen or so similar volumes, temple tomes containing prayers for use by the priests of Tempus. However, the *Red Book*, unlike its fellows, has gone missing. It was stolen when the great Tower of Tempus in Telflamm was robbed one night in winter of the Year of the Arch (1353 DR) by representatives of the local thieves' guild. It seems that Taeron, High Priest and Champion Rampant of Tempus in Telflamm, refused to render unto Volludan, guildmaster of the Shadowmasters of Telflamm, certain protective monies. So the Shadowmasters relieved the temple of several of its greatest treasures, including two great magical blades, a *helm of brilliance*, and the *Red Book of War*.

The Shadowmasters promptly quarreled over their booty, and Volludan and several lieutenants perished as a result. All of the temple treasures were recovered except





the *Red Book of War*, which is still actively sought by all priests of Tempus across the Realms. A reward of 25,000 gp (plus, if the finder is a faithful of Tempus, a promotion of one rank in the priesthood or church hierarchy) can be claimed at any temple of the Wargod in return for the complete *Red Book of War*. The Red Book will be recognized on sight by all canons and higher-ranking priests of Tempus, and they will do anything, including mounting an ambush or pitched battle with all the armed men they can muster, to regain it. Its present whereabouts are unknown, but it is thought that thieves conveyed it far from Telflamm, and that it has changed hands several times.

The *Red Book* contains the following priest spells, one to a page, appearing in the order mentioned. All are standard *Player's Handbook* spells save four special spells marked with an asterisk (*), which are restricted only to Tempus's clergy and presented in *Faiths and Avatars* (TSR #09516): *bless, command, cure light wounds, detect magic, remove fear; augury, chant, hold person, know alignment, resist fire, slow poison, spiritual hammer; animate dead, continual light, cure blindness, cure disease, dispel magic, feign death, holy flail*, locate object, prayer, remove curse, speak with dead; cure serious wounds, detect lie, divination, imbue with spell ability, neutralize poison, protection from evil 10' radius, reveal*, tongues; atonement, commune, dispel evil, flame strike, quest, raise dead, true seeing; blade barrier, heal, speak with monsters, stone tell, word of recall; bladebless", gate, regenerate, restoration, resurrection, sacred link*, symbol, and wind walk.*

Last Known Location: Consult the *Shadowake* entry in the "Shipwrecks" section.

Treasures of The Shoon

The *Ring and Sword of Amahl* of the Shoon Imperium detailed below are not the only items of power from the Shoon that are lost in the Inner Sea. However, they are the only ones with any prayer of being found by surface dwellers, as most other items were lost in the deepest parts of the sea. Items given up for lost over the centuries include the *Crysoberyled Cloak of Aamath*, the *Bloodstone Staff*, four of the seven *Emerald Shields of Shoonach*, the sentient guardian statue known as *Ghuroth the Gargoyle*, and the five complete malachite-plate volumes of the *Nekorrak*, now viewed as holy relics of the dead church of Myrkul even though they were commissioned by Shoon VII and created by necromancers of the court.

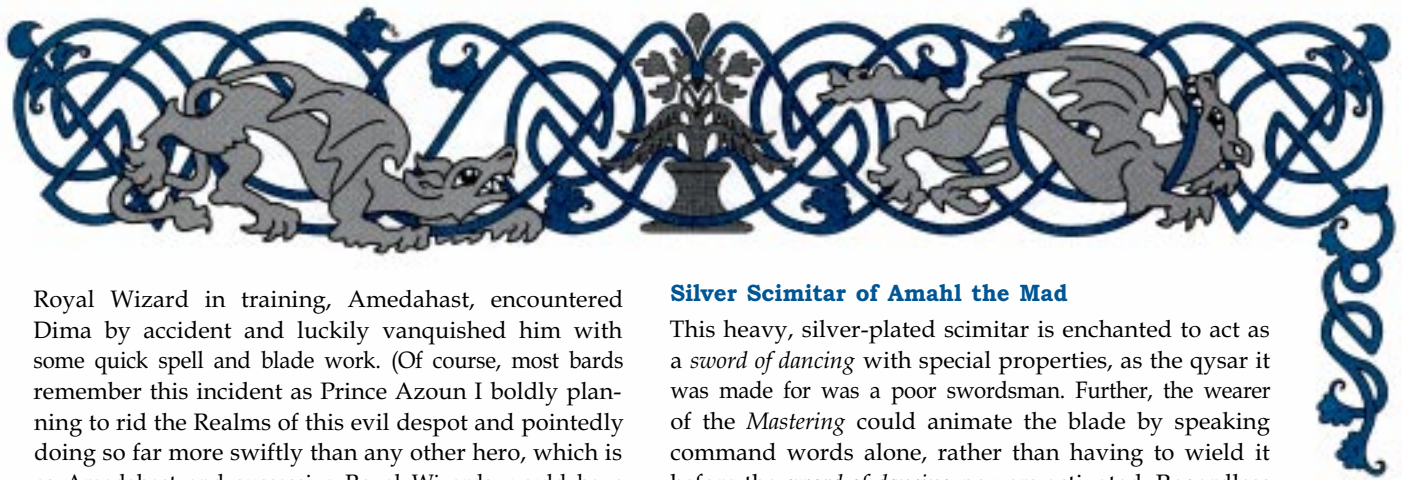
History of the Ring and Sword of Amahl: Created for he who would become the mad Qysar Amahl Shoon IV, these two items were made in the Year of Thirteen Prides Lost (132 DR) in order to protect the paranoid qysar from those who would scheme against him.

Despite his many precautions and the power of these and other items, he created too many enemies who all supported any successor over him. In the Year of the Prowling Naga (142 DR), the mad Amahl IV died when his youngest brother Amahl of the Nine Whirlwinds blew him off the Royal Mount at Shoonach with a *gust of wind*. The mad despot fell over 900 feet into the harbor of Agis below and he apparently died on impact. While his body was recovered and buried in the Tomb City of Nykkar, his ring-bearing left hand and sword were never recovered. Folk search in Calimshan yet today for the hidden ring and sword of the mad qysar to no avail.

In truth, both items were stolen quickly after Amahl's impact, as they quite nearly fell into the lap of a nearby lone sailor guarding his ship, which was moored just off the docks. The unknown sailor dove into the water and relieved the dead ruler of his sword and, given the fat fingers of the qysar, severed the left hand rather than abandon the ring on it. Returning swiftly to his ship, the sailor left the following morning, his treasures well hidden, and he went down the river and out to the Trackless Sea. This unnamed sailor most likely fell victim to southern pirates and the treasures went through a multitude of hands outside of Faerûn proper, as no reports of either of these items appears in Faerûn for over 200 years.

The next actual sighting of the *Silver Scimitar* and the *Mustering* was as part of a manifest of cargo in the Untherite city of Messempar, where it was sold to a trading company. That company just as swiftly parted with them both for over 100,000 gp from a wizard giving the name of Dima el Qufis yi Manshaka. Dima swiftly mastered the powers of both items and tried to impose his will upon various towns and villages of the Vilhon Reach, unleashing the djinni to cause major havoc and allowing him to enter rulers' houses and slay them with the sword. Making off with much gold and other magical items, Dima the self-styled "Djinni-Lord" continued this reign of terror, theft, and petty despotism for the next two years from hidden bases within the Guthmere Forest and the Chondalwood.

As many treasure seekers Calishite or otherwise tried to zero in on Dima and relieve him of his burdensome magical items, trade opportunities were opening up with Cormyr along the Reach. In response to that (and the possible promise of adventures), the Cormyrean Prince Azoun I's flagship pulled into Arrabar in the Year of the Wooded Altar (389 DR). While his advisors handled the dull drudgery of trade negotiations, the prince attempted to sneak away into the Chondalwood to explore the elven ruins rumored to be there. He and the



Royal Wizard in training, Amedahast, encountered Dima by accident and luckily vanquished him with some quick spell and blade work. (Of course, most bards remember this incident as Prince Azoun I boldly planning to rid the Realms of this evil despot and pointedly doing so far more swiftly than any other hero, which is as Amedahast and successive Royal Wizards would have it remembered.)

Donating much of Dima's hoard of treasure to Arrabar's coffers to sweeten the trade relations, Azoun I and Amedahast quietly kept the blade and ring hidden away, even from the eyes of the crew. To distract others, they made a show of confiscating Dima's *stone horse* and announcing it as a birthday gift for the king of Cormyr. Setting sail back for Cormyr, the sword and ring stayed in a secret chest hidden within the captain's cabin, where it remains yet today on the sea floor.

Last Known Location: See the entry for *Valashar's Bane* in the Shipwrecks section.

Amahl's Mastering

A *shoonring* made for the Qysar Amahl Shoon IV, this ring of steel, gold, and silver is an exceptional piece of work separated from the other Qysari Rings visually and conceptually due to its unique three-band construction. Its status as the *Mustering* was among the greatest secrets of the mad qysar, and few within the Shoon Empire knew how the Qysar Amahl Shoon could so easily humble and influence other nobles and their magical items.

Shoonrings are simply standard magical rings for the AD&D® game made in the Shoon Imperium 1,000 years ago. Still commonly used in the lands of Calimshan, Tethyr, Amn, and the southern Realms, wizards of that era created *shoonrings* in special ways and their corrupt rulers found enchantments that allowed them to affect the wearers of such rings.

- The *Mustering's* primary powers, used most often and thus assumed to be its only power, match a *ring of djinni summoning*.
- With a command word twice a day, the bearer can send 1d8 hit points of magical damage (save for half damage) to all *shoonring* wearers within fifty feet. This feature was designed to disrupt spellcasting of potential foes.
- Spells cast by the wearer of the *Mustering* with a range of touch can be incurred upon any person wearing a *shoonring* within a fifty-foot radius.
- The *Mustering* is enchanted to work in concert with the silver scimitar below.

Silver Scimitar of Amahl the Mad

This heavy, silver-plated scimitar is enchanted to act as a *sword of dancing* with special properties, as the qysar it was made for was a poor swordsman. Further, the wearer of the *Mastering* could animate the blade by speaking command words alone, rather than having to wield it before the *sword of dancing* powers activated. Regardless of whatever commands are given to the blade, the *Silver Scimitar* always has a *free action* enchantment active to help counter basic magical protections prevalent during the time of the Shoon.

The *Silver Scimitar's* command words are single words in the antiquated and extinct Alzhedo dialect of the Shoon court. Given Amahl's poor memory, the words are carved into the pommel and are easily read. Once spoken aloud, the word spoken glows with red arcane energy and animates the *silver scimitar* to perform the commanded function. Only the blade's standard sword of dancing powers can be accessed by any wielder not wearing the *Mustering*.

- **Attack:** The scimitar acts as a standard *sword of dancing*, attacking with a +1 through +4 magical bonus that climbs each round against one specific foe within twenty feet of the blade when activated.
- **Defend:** The *Silver Scimitar* leaps into the air (or whatever medium) and circles around its commander (the *Mustering* wearer). It can parry up to three attacks a round, and effectively increases the wielder's AC by a +5 bonus against physical attacks (including missile weapons) for up to four rounds. It remains within a five-foot radius of the *Mustering*-bearer during this time, even if the bearer moves.
- **Defeat:** Designed to combat traitorous spellcasters in his court, Amahl had this partial-vorpal ability created. With a word and a pointing finger, the *Silver Scimitar* rockets out (maximum distance of 100 feet in any direction) toward the indicated target, who it attacks with a +6 attack bonus. If the blade connects with its target, it deals 2d8 hp of damage; if the victim fails a saving throw vs. spell, it severs one of the victim's arms between wrist and elbow. Treat such wounds as per those caused by a *vorpal sword*.

Command Mode	# of Uses per Day
Attack	3
Defend	4
Defeat	1





Faerûn's Spells for The Seas

The most difficult part of getting to the bottom of things aquatic is simply surviving the feat itself. The basics of breathing, movement, and communication are all altered in various ways. Some sages and mystics of the Inner Sea lands, find it astonishing the number of adventurers unwilling to explore one of the greatest wildernesses, due simply to a dislike of water and insecurity over leaving armor and weapons behind.

Thus, mages and priests of the Inner Sea (and those beyond it, like many in Waterdeep seeking to know the merfolk and sea elf harbor guards better) have created many magical spells that allow underwater exploration and adventuring. The bulk of these have been developed by individual concerns, though some were crafted by guilds for the purpose of salvage or underwater defense and exploration. All of them should be considered uncommon to rare, though there are some that are limited to a handful of people and remain so unless your PCs are involved with said characters. It is up to DMs to reveal these spells in campaigns, though some hints are provided among their rarity notes on how to best use them.

Wizard Spells

Sashelan Blessing

(Alteration, Enchantment/Charm)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 hours/level of caster

Area of Effect: 1 target/3 levels of caster

Saving Throw: None

This elf-created spell from Semberholme and Myth Drannor places the target person into a state of deep slumber as its most immediate effect. It infuses the target(s) with the ability to breath water, survive underwater pressure, and remain dry (including all belongings held when spell was cast) while under the effects of the Sashelan blessing. If the target of the spell remains above water, he continues to breathe air, but the spell only lasts for two rounds per level if the target is not submerged.

The spell leaves a minor coral-pink glamour over the target that is visible only in the upper fifty feet of water. Once submerged below that point, the shifts in color make it invisible except by detect magic spells. This spell cannot be cast on someone who already has some active water-breathing magic (or the innate ability) active in her system, nor does it work on any creatures

larger than Medium size. Like a normal sleep spell, the target's slumber can be broken by damage or loud noises, but the hum of the deep (the constant background noise of the sea and its inhabitants) or any non-damaging impacts (with dolphins or the like) are not enough to break the spell. If the target is awakened, the water breathing effect remains for only 1d6 rounds.

Created during the days of Aryselmalyr and the rise of Cormanthyr, this spell was created with the goal of allowing better relations between Faerûn's elves and the sea elves of Serôs. *Sashelan blessing* allows sea elves to immobilize struggling surface dwellers in danger of drowning and provide them with the means to survive a trip either to shore or other safe havens. In ideal casting situations, folk would know what was occurring and voluntarily submit to the spell, knowing it spared them the sometimes terrifying trip down through the depths to the haven of Myth Nantar. Now, the few elves and humans that know it think of it as a rescue spell for overboard sailors that allows them to survive until they can be brought to shore. Numerous sailors of the Inner Sea have been saved by this spell, but the slumber it places upon them results in their continued doubt that tritons, merfolk, or sea elves really exist in numbers.

Rarity: Rare, but approaching Uncommon. This spell is known to the Shipwreck and Salvagers' Guild of Cormyr, based out of Marsember. Access to this spell is based on guild membership and dues of 5% of all treasures salvaged or a minimum of 50 gp a year. Unknown to the guild members, the founder of their guild also gave this spell to various comrades, so with some inquiries and some gold, spellcasters throughout the Dragon Coast, Cormyr, Sembia, the Vast, and Impiltur can be found who may perform this spell for PCs (or teach it for much more gold).

Aura of the Sea

(Abjuration, Alteration, Evocation, Illusion/Phantasm)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 2 hours+ 1 hour/level

Area of Effect: 2-foot-radius around target

Saving Throw: None

This spell surround the target is a 2-foot-thick nimbus of green energy that quickly turns invisible in more than ten feet of water, as it lights up a 30-foot-radius around the caster. This aura provides the target with all the adjustments and aid needed for a surface dweller to venture deep into a body of water with little problem. It handles the usual problem areas of breathing, sight,



hearing, speech, warmth, and undersea movement all at once.

- *Breathing*: The aura makes the water within it breathable and keeps the caster dry as if in air, but is still water.
- *Sight*: Looking out through the aura, the bearer of this magic sees normally for the depth in all conditions (including having a heightened chance at blindness while under the influence of this spell). In addition, the basic glow of the aura that provides a 60-foot-diameter space of its own light never drops below the conditions of moonlit night (see "Undersea Facts of Life").
- *Speech and Hearing*: PCs within aura of the sea hear normally. They can also engage in conversation, as the aura automatically translates both aquatic elvish or the merfolk language into Common for the PC's ears and any PC's speech to aquatic elvish. If neither speaker or listener understand these tongues, they at least have no problem clearly hearing the other's attempts at communication.
- *Warmth*: The aura provides a basic level of warmth equal to the air temperature at the water's surface when cast, regardless of the depth of the water.
- *Movement*: Rather than force a person to learn how to swim, the aura actually allows the target to move simply by thinking and with small body movements. In other words, the target gains a MV 9 (D) without any effort. In terms of other movement (including combat), the bearer has the effects of free action, allowing freedom of movement and the negation of the standard underwater combat penalties.

The material components are a sahuagin's eye, a handful of mermaid's scales, and a cluster of five pearls, each of which needs to be at least of 250 gp in value. These are transformed into a gleaming paste which seeps into the target's open palm and the glow spreads throughout the body.

Rarity: Unique (but will soon become Rare). Jorunhast created this spell long ago during his tenure as Royal Wizard of Cormyr, and he found it tremendously useful once he'd finished training his replacement, Vangerdahast. Spending the last century of his exile in the Inner Sea, Jorunhast ventured far from the shores of his tower at Prespur. Given the current situations in the Inner Sea, he has begun spreading knowledge of this spell to those allies and acquaintances who might entice right-minded adventurers and heroes to enter this watery realm.

Other Spells

There are quite a few other spells that have been published for surface dwellers to use either atop the waves or to join their aquatic brethren in underwater adventures. The following are a few sources for DMs to add more aquatic spell lore from Faerûn.

Demihuman Deities (TSR #09585): "Sashelan Spells" (pages 107-108) by Eric L. Boyd;

DRAGON® Magazine #220: "Arcane Lore: Sea Magic" (pages 71-78) by Deborah Christian;

DRAGON Magazine #235: "Mage on Deck: The Ship Mage kit for AD&D campaigns" (pages 31-42) by Ted Zuvich;

DRAGON Magazine #235: "Arcane Lore: Sea Spells" (pages 50-56) by Brian Dunnell;

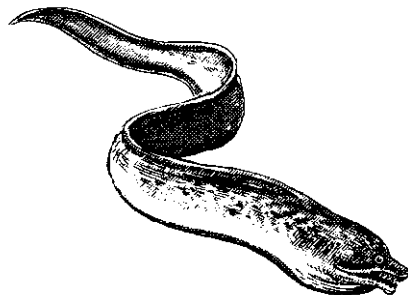
DRAGON Magazine #250: "Sunken Fortunes" (pages 64-68) by Steve Berman;

Pages from the Mages (TSR #09491): "The Chamberbeleon" (page 30) and "Laeral's Libram" (page 71) by Ed Greenwood;

Prayers from the Faithful (TSR #09545): "The Orglara" (pages 67-72) by Ed Greenwood;

The Sea Devils (TSR #09539): "Sahuagin Priest Spells" (page 89) by Skip Williams;

Wizards' Spell Compendium Volume Four (TSR #02177): (pages 1000-1003) by various creators.





Undersea Facts of Life



uch of the material in this chapter comes from the AD&D game supplement *Of Ships and the Sea* (TSR #02170) by Keith Strohm; related rules also appear from Skip Williams' *Sea Devils* (TSR #09539) and Bruce Cordell's modules *Evil Tide* (TSR #09542), *Night of the Shark* (TSR #09550), and *Sea of Blood* (TSR #09560). Additional rules—such as rules for underwater spellcasting, magical item use, ships, and ship-board adventures—make all of these products incredibly useful for your *Sea of Fallen Stars* campaigns, since space constraints limit what basic rules can be placed within this product.

Survival in an undersea environment is simple, if you ask a mermaid, but for the hundreds of adventurers of Faerûn, the simple task of staying alive in that totally foreign environment has a number of factors that must be addressed: how to breathe, see, communicate, and move. Worries about spellcasting and combat, while equally problematic, are secondary compared to the basics of survival. This chapter provides all the information every AD&D player character needs to enter a whole new world within the Realms.

Breathing

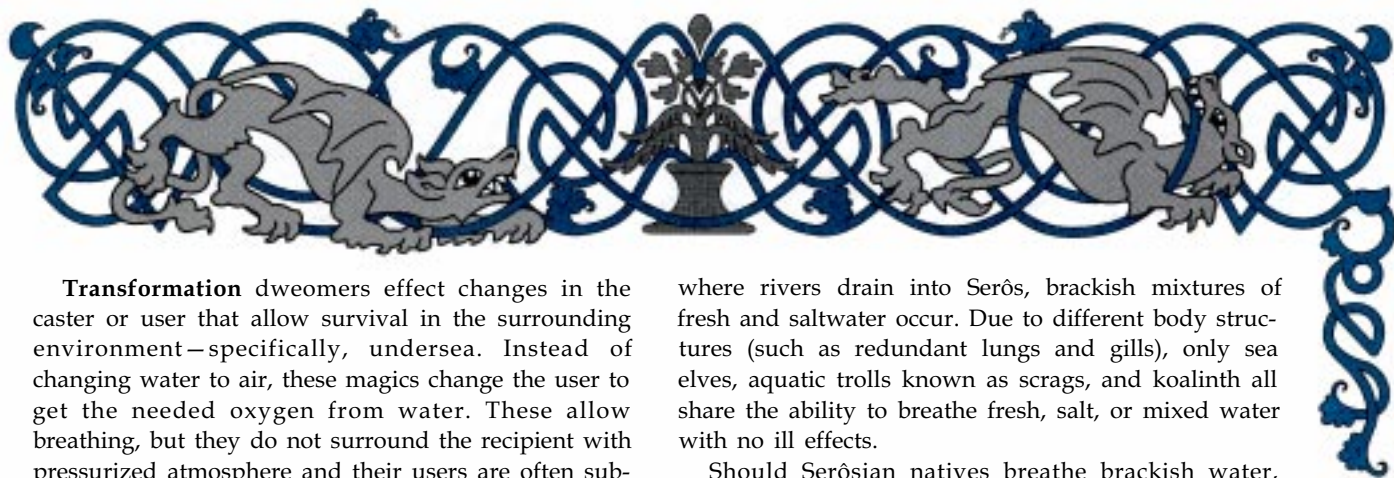
The ability to breathe precludes all other needs underwater, and magic provides the key for underwater breathing. Characters can use anything from *potions of water breathing* to *airy water* spells, which enable them to exist and adventure in an underwater setting. Dungeon Masters can also provide “naturally” occurring plants, such as oxygen-supplying seaweed, minerals (look for hissing coral in the “Encyclopedia Serôsica” chapter), or other objects as a way of solving this dilemma. If some method of breathing is not devised, adventurers must resort to the last-ditch solution of holding their breath. Rules for holding one's breath, as well as drowning, are in Chapter 14 of the *Player's Handbook* (see “Swimming”).

Magical Breathing Methods

Especially in the Realms, magical means of breathing underwater are varied in form and function. Potions, rings, helms, and spells allow surface-dwelling player characters access to the mysterious underwater realms. Magical breathing falls into three general categories: conversion, transformation, and adaptation.

Conversion dweomers change the environment around the caster or magical-item wielder, converting the water into air. These allow the recipient to speak while underwater, since the lungs are not filled with water, but creatures outside the influence of the item or spell might not easily understand the speaker. Conversion dweomers automatically compensate for pressure changes. The atmosphere generated by the magic gradually matches the pressure of the surrounding water, thereby protecting users from the negative effects of pressure. However, these dweomers do not protect the user from cold temperatures.

- Example 1— *Airy Water*: This spell changes a volume of normal liquid into a bubbling, breathable substance. The sphere the spell creates does not float, but slowly sinks until at rest against a solid surface. Those creatures inside an *airy water* sphere can freely speak with and understand creatures outside the sphere if they understand each other's languages. Additionally, anyone in combat inside an *airy water* sphere does not suffer the negative effects of underwater combat and combat occurs normally.
- Example 2— *Helm of Underwater Action*: This magical item converts a quantity of water into a bubble of air surrounding the wearer's head and enables normal breathing while underwater. The item also grants exceptional underwater vision and hearing, but the helm does not nullify water resistance, so the wearer still suffers all movement and combat penalties associated with underwater adventuring.



Transformation dweomers effect changes in the caster or user that allow survival in the surrounding environment—specifically, undersea. Instead of changing water to air, these magics change the user to get the needed oxygen from water. These allow breathing, but they do not surround the recipient with pressurized atmosphere and their users are often subject to the full effects of pressure, temperature, and other dangers.

- Example 1— *Water Breathing* (spell or potion): All forms of this spell or potion transform the recipient's body so it can extract oxygen from water. The recipient's lungs and vocal chords fill with water, thereby cutting off both normal speech and spell-casting. Although recipients of such magic can breathe water, they gain no other abilities to move more easily underwater. Thus, all attack and movement penalties usually apply to creatures using these methods.
- Example 2 — *Polymorph Self/Other*: These wizard spells can completely transform a surface-dwelling creature into a water-breathing one. This transformation protects the recipient from all negative effects of pressure and temperature while in marine form. Both spells allow the recipient to hear, see, and attack as the marine creature they become, and they negate movement penalties incurred by pressure and water resistance.

Adaptation dweomers facilitate complete adaptation to a hostile environment and grant total immunity to some specific negative effects associated with environmental conditions—penalties on movement, combat, temperature, and pressure. The benefits and drawbacks of adaptation methods are:

- Example 1 — *Ioun Stone* (Iridescent): This stone does not serve a biological function—it grants its user complete independence from the need to breathe at all. However, it does not allow the user to speak without air, nor does it provide ways to bypass the penalties to movement and combat due to pressure, temperature, and water resistance.
- Example 2— *Necklace of Adaptation*: This magical item protects the wearer from harmful gases. The adaptation dweomer completely protects the wearer from the effects of pressure, but not movement or combat penalties.

Freshwater vs. Saltwater

Most of the races within the Inner Sea breathe only saltwater, since that is more than 99% of its total volume. However, near the coastal shallows and at inlets

where rivers drain into Serôs, brackish mixtures of fresh and saltwater occur. Due to different body structures (such as redundant lungs and gills), only sea elves, aquatic trolls known as scraggs, and koalinth all share the ability to breathe fresh, salt, or mixed water with no ill effects.

Should Serôsian natives breathe brackish water, they become sluggish (or light-headed and tipsy) due to the freshwater content, halving their movement and losing two maneuverability ranks.

Continued exposure to brackish water for more than an hour, or freshwater for more than a turn, reduces movement by half again, leads to extreme nausea (and a subsequent loss of one point of Strength per hour). This leads to unconsciousness (when Strength is less than 3) or death if removed from saltwater for more than their Strength in hours.

Vision

Many factors can interfere with vision underwater. Rather than cover all the details of light refraction, color shifting, and effects of particulates in water, let's refer to the tables for a surface-dweller's underwater vision and define the specifics therein. (Adaptations have been made to these tables to make them specific to Serôs and its depth designations.)

Infravision

Consider that any surface-light condition of moonlit night or less or a depth of 200 feet or greater to be dark enough to use infravision. However, infravision only works at one-quarter normal effect (15 feet instead of 60 feet). This reduction remains constant regardless of depth.

Aquavision

While the spell *aquavision* (see the "Magic of Serôs" chapter) mimics the effects of this natural ability, it only grants the basic ability to see as the recipient would normally see but at greater depths and darkness than their eyes normally register. True aquavision provides the deep-dwelling races—tritons, morkoth, and shalarin—with a membrane over the eyes that allows the creatures to see the natural bioluminescence of objects and creatures living in waters too deep for sunlight to penetrate. The three stated races have this sight to a distance of 60 yards; for all intents and purposes, it functions as infravision does in dungeons. The membranes that allow this vision naturally recede once there is enough light for creatures to see at least 20 feet normally.



Table 1: Shallows Vision Table

Surface Light (Shallows)	General				
	Motion	Stationary	Shapes	ID	Detail
Clear day	100 feet	80 feet	60 feet	40 feet	5 feet
Overcast day	50	40	30	20	5
Stormy day	40	30	20	10	5
Moonlit night	25	20	15	10	10
Moonless night	15	10	5	10	5

Shallows are the first 150 feet, then followed by the Gloom for the next 150 feet. Surface dwellers cannot see effectively at depths of 250 feet or greater without external light or assistance.

Modifiers of Visual Acuity

Depth Modifier: Adjust the surface light conditions down one category for every 50 feet beneath the water’s surface. Thus, a dwarf at 75 feet under Clear conditions sees as if the light conditions are Overcast.

Water Quality: If PCs enter an area with moderate amounts of silt, seaweed, and other detritus that blocks vision (including schools of fish or jellyfish), likewise reduce the visual conditions down by one rank. Freshwater, as opposed to the Inner Sea’s saltwater, would affect vision thusly.

Condition Notes

- Clear day:** Bright sunshine, no clouds;
- Overcast day:** heavy cloud cover, light rain/fog, other blocks;
- Stormy day:** heavy rain/fog, blizzards, gale winds; stirs up silt and sediment among the shallows (depths 75 feet or less) and can (50%) reduce visibility by another rank therein;
- Moonlit Night:** clear nighttime, moon and starlight;
- Moonless Night:** cloudy nighttime conditions, no moon or star light;

Detection Notes

- All of the distance marks are the maximum allowable range from which the level of detail noted can be seen.
- Motion:** PCs can spot motion or “something moving”;
- Stationary:** PCs can spot stationary objects or figures with no real definition;
- General Shapes:** PCs can see the classification of the object/person sighted—humanoid, fish-like, general shape, etc.;

ID: PCs can clearly identify an object or creature by race or species, and most actions can be noted at this range;

Detail: PCs can see all level of actions (include smaller actions, such as pick-pocketing), identify physical features and characteristics (and thus specific people and creatures), and emotions (seeing faces for example).

Table 2: Gloom Vision Table

Surface Light (Gloom)	General				
	Motion	Stationary	Shapes	ID	Detail
Clear day	25 feet	20 feet	15 feet	10 feet	10 feet
Overcast day	15	10	5	10	5
Stormy day	10	10	10	5	1 foot
Moonlit night	5	5	5	1 foot	—
Moonless night	10	1 foot	1 foot	—	—

Visual Acuity of Serôsian Races

Many of the undersea races have light-sensitive eyes, but very few are commonly known to surface folk for one simple reason: light-sensitive races rise to the surface only at night and are easily overlooked unless they choose to attack. Of the undersea races of Serôs, only the sea elves, ixitxachitls, and merfolk can easily bear bright sunlight. Tritons, shalarin, koalinth, and merrow can approach the surface without penalties from dusk to dawn, but otherwise the sky is blinding. The remaining races—morkoth, sahuagin, and scrag— all approach the surf at night, and even the light of a full moon is a bit uncomfortable for their eyes to bear. For races in uncomfortably high levels of light, apply a -2 penalty to attack rolls and to saving throws.

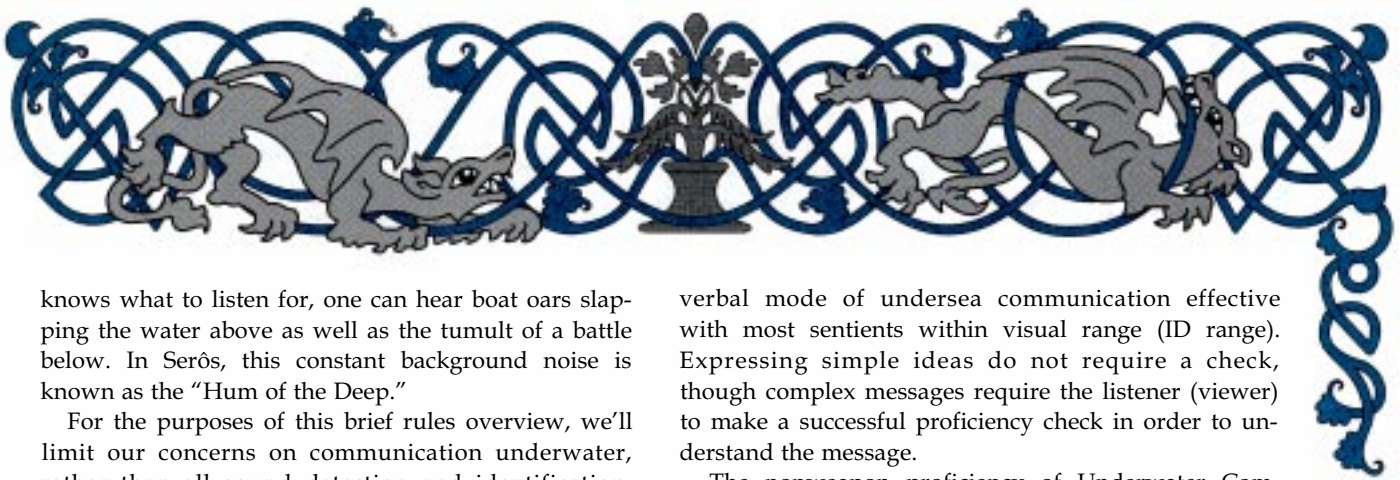
Additional Light

Any light sources equivalent to normal sunlight will allow vision equal to a Clear day at a surface depth, but only within the radius of the light source (a continual light spell has a sixty-foot radius). Other sources, from lucent (light-giving) coral to other spells, raise the lighting condition to no better than Overcast within the radius of the light.

Communication

Serôs and other underwater realms are noisier than expected by most adventurers, and the ability to communicate is often impaired by the very same methods used to survive below the waves. The difficulty is not in making noise, but making coherent noise discernible from the background din of whalesong, swimmers in the distance, the laughter of dolphins, the crashing of the surf on the shore, etc. Sound also travels much farther in water and if one





knows what to listen for, one can hear boat oars slapping the water above as well as the tumult of a battle below. In Serôs, this constant background noise is known as the “Hum of the Deep.”

For the purposes of this brief rules overview, we’ll limit our concerns on communication underwater, rather than all sound detection and identification. More details can be found in *Of Ships and the Sea*.

Table 3: Underwater Hearing of Speech

	Unassisted Surface Dweller	Assisted Surface Dweller	Serôsian/Marine Creature
Speech	10 feet	20 feet	100 feet
–Simple	5	10	50
–Complex	–	5	25

Unassisted Surface Dweller: Submerged surface dweller with no magical aid for hearing underwater;

Assisted Surface Dweller: Submerged surface dweller with magical aid for hearing underwater (*airy water*, *helm of underwater action*, *iridescent ioun stone*);

Serôsian/ Marine Creature: Indigenous aquatic sentient (and semi-sentient) life from fish to cetaceans and folk polymorphed into marine-creature form.

Speech: Maximum range at which intelligent creatures recognize sounds as speech but without comprehension;

Speech–Simple: Maximum yards at which simple ideas and 1- or 2-word phrases (“go up,” “danger,” “flee,” etc.) can be successfully communicated to another person;

Speech–Complex: Maximum yards at which full sentences and standard communication can be effected.

Underwater Communication

Most surface-dwellers speak by forcing air out through the vocal chords and shaping the sounds with their lips, teeth, and tongues as it leaves the mouth. This does not work underwater as air either must be retained in the lungs or there is no air in the lungs to expel. While some spells allow for speech (such as *airy water* or *free action*, which allows for any activity to function as if in air), their effective communication of ideas may suffer.

Surface dwellers in Serôs can learn Serusan, the Common tongue of the undersea, at Myth Nantar, where they can learn a number of other skills as well (see “Myth Nantar”). They can also be taught a non-

verbal mode of undersea communication effective with most sentients within visual range (ID range). Expressing simple ideas do not require a check, though complex messages require the listener (viewer) to make a successful proficiency check in order to understand the message.

The nonweapon proficiency of Underwater Communication costs two General slots, and proficiency checks are made on Intelligence with a -3 modifier. While most surface dwellers need to learn this ability once in Serôs, any surface-world priests of water powers (such as Umberlee, Eldath, Deep Sashelas, and the like) automatically have this ability as a gift for their piety if they spend more than a tenday in the depths.

Effects of The Depths

Beyond the effects on sound and light, the seas exert other effects on surface dwellers and natives alike.

Pressure

Water pressure affects PCs in Serôs as follows:

- Characters have a maximum depth threshold or category, at which the water pressure becomes too much to comfortably bear. Until that depth is reached, PCs can function to the best of their abilities, given the other difficulties already discussed. Beyond this depth (when a character goes to the next, deeper depth category), a PC must make a successful saving throw vs. paralyzation to resist the pressure (4d10 hp minimum crushing damage if failed) once every 24 hours. At even greater depth categories, even with a successful save, all of a PC’s abilities and checks and rolls suffer a cumulative -1 penalty per depth category.
- *Free action* spells or items provide a way to bypass water resistance and allow a better range of motion and ability. They also negate most underwater combat penalties.
- The chart below does not list the Shallows (the water’s surface to 150 feet undersea) and the Gloom (151-300 feet underwater) as even surface-dwelling PCs can withstand the pressures at these depths. Unassisted surface-world PCs cannot go deeper than the Gloom due to the pressure on their relatively fragile frames.





Table 4: Maximum Safe Depths

Depths of Serôs	PC Races (max. depth)
Twilight (301-600 feet)	Surface Races (350-600 feet), Sea Elf (600 feet)
Upper Depths (601-1,200 feet)	Locathah (800), Malenti, merfolk (1,200)
Lower Depths (1,201-2,400 feet)	Shalarin (2,400)
Underdeep (2,401+ feet)	Triton (3,000)

Temperature

Any surface-dwelling creature traveling at the Twilight or lower (301 or more feet underwater) needs some form of protection from the cold that exists at these depths. Unprotected characters suffer a -2 penalty to attack and damage rolls and a +2 penalty to Initiative rolls. These penalties are cumulative with the standard underwater combat penalties listed under "Underwater Combat" below.

Movement

Characters who only know how to walk or run are at a disadvantage in a world where everyone effectively "flies" by swimming. Basic movement rates for both surface and aquatic races are noted in the Appendices, but briefly noted here:

- PCs without Swimming NWP: one-third land movement times five in yards (MV 12/3=4x5=20 yards per round swimming);
- PCs with Swimming NWP: one-half land movement times five in yards (MV 12/2 = 6x5=30 yards per round swimming);
- Swimming speeds drop to nonproficient speeds if the person is carrying any weight beyond 20 pounds.

Weight and Buoyancy

For all intents and purposes, we can assume that any character has the basic strength and stamina to swim. However, clothing and equipment do add weight, slowing a person, due to water resistance (if not the sheer weight of water-logged cloaks and robes). Under no circumstances can any armored character swim, regardless of proficiencies, as the weight of any armor (including leather, padded, etc.) drags that character down to the bottom.

If PCs cannot bear to part with their armor, they must either plan to walk across the sea bed at all times or devise ways by which to negate the weight of the armor and make it buoyant. Generous DMs may devise spells or magical enchantments for armor that allow it to weigh nothing, but the limitations of movement in armor prevent swimming in armor of any kind beyond leather.

Table 5: Aquatic Movement Rates

Action	Rate of Speed
Sinking	10 feet per round; 40 feet per round if overloaded or armored
Diving	Swimming rate plus 10 feet per round
Rising	10 feet per round
Surfacing	Swimming speed

Sinking: This denotes a dropped item, weapon, etc., that does not float (metal, stone, etc.) If a character or object is heavy (i.e., if armored or carrying more than 30 pounds of equipment), the rate of sinking speeds to 40 feet per round.

Diving: A creature actively swimming to deeper water.

Rising: An item (wood, for example) or an unencumbered, unconscious creature that's buoyant enough to float on the surface.

Surfacing: A creature actively swimming toward the water's surface.

Underwater Combat

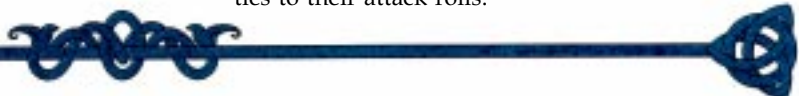
Rather than a long discussion of the changes and effects on combat, here's a table of all the effects.

Table 6: Combat Modifiers

Type Dwellers*	Penalties to Surface
Initiative	+4
Attacks—Melee	-4 to attacks; weapon specializations cancelled
Attacks—Missile	Only specialized underwater weapons for certain races (see Table 7) and these need separate WPs; all other thrown weapons impossible,
Sudden/complex moves	Dexterity check (-4 penalty if nonproficient in Swimming) or action delayed until end of the following round

Proficiency in weapons designed for underwater cancels these penalties, as does a ring (or spell) of *free action*. Underwater Combat is a proficiency to learn to overcome these penalties of fighting currents and water resistance.

* Surface PCs with the Underwater Combat proficiency only add +2 to initiative rolls and suffer -2 penalties to their attack rolls.





Underwater Combat Proficiency

Characters can become proficient in underwater combat and master practical fighting styles that prove effective in a marine environment. Through extensive training, proficient PCs learn to compensate for the inexorable pull of underwater currents and the resistance of water to the motion of weapons.

Surface-born characters with the Underwater Combat proficiency only add a +2 penalty to initiative rolls and suffer -2 penalties to their attack rolls. The proficiency costs two slots and is available under the Rogue and Warrior proficiency groups. Its relevant ability is Dexterity. Aquatic characters do not need to learn this proficiency as their environment dictates this style of combat as natural. (In the same way, surface characters have no “surface combat” proficiency; it’s simply the normal style for such an environment.)

Underwater Equipment

In the broadest sense, the only weapons useful down in the undersea are those that don’t have to fight water resistance when used. That leaves puncturing weapons that require thrusting attack motions, not wide, sweeping slashes. Exceptions are rare. The statistics and the most common allowable weapons from the surface are noted on the table below, followed by brief discussions of weapons native to Serôs and differences they have from Faerûn’s arms.

Serôsian Weapons

Certain weapons on the **Common Serôsian Weapons Table** are indigenous to particular races and cultures of Serôs, which require some explanations.

Bone, coral, and stone weapons: All of these weapons have a greater chance of breaking than forged metal weapons or specially treated weapons, such as fire-hardened cryscoral (see the “Encyclopedia Serôsica” entry on coral) weapons. When any of these weapons deals maximum damage, there is a 1-in-6 chance of breaking the weapon (on a roll of 1 on a d6, the weapon breaks).

Net, Locathah: Similar to a gladiator’s net, a locathah net is most often used to foul attacks and snatch weapons from foes, as the weights around the net’s rim help open it when swung. Successful attacks then lead to Strength checks by each combatant; if the locathah wins, the net snags the foe’s weapon and pulls it from his grasp.

Table 7: Common Serôsian Weapons

Weapon	Wt	Sz	Type	Spd	S/M Dmg	L Dmg
Crossbow, Heavy	14	M	—	11	—	—
—Quarrel, Heavy	*	S	P	—	1d8+1	1d10+1
Crossbow, Light	7	M	—	8	—	—
—Quarrel, Light	*	S	P	—	1d6+1	1d8+1
Crossbow, Shalarin	7	M	—	7	—	—
—Quarrel, Shalarin	*	S	P	—	1d6+1	1d8+1
Dagger	1	S	P	4	1d4	1d3
—Bone Dagger	1	S	P	4	1d2	1d2
—Coral Dagger	1	S	P	4	1d3	1d3
—Stone Dagger	1	S	P	4	1d3	1d2
Dart, Sahuagin	1	S	P	4	1d4	1d3
Fork, Military	6	L	P	8	1d6	1d6+1
Gaff/Hook	2	S	P	3	1d4	1d3
Harpoon	6	L	P	7	2d4	2d6
—Bone Harpoon	5	L	P	7	1d6	1d10
—Sahuagin Harpoon	6	L	P	6	2d4	2d6
Javelin	2	M	P	4	1d3	1d3
—Bone Javelin	2	M	P	4	1d3	1d2
—Coral Javelin	2	M	P	4	1d3	1d3
—Stone Javelin	2	M	P	4	1d3	1d2
Knife	—	S	P	4	1d3	1d2
—Bone Knife	—	S	P	4	1d2	1d2
—Coral Knife	—	S	P	4	1d2	1d2
—Stone Knife	—	S	P	4	1d2	1d2
Net	10	M	P	11	—	—
Net, Locathah	7	M	P	8	—	—
Net, Sahuagin	10	M	P	9	1d4	1d3
Spear—One-handed	5	M	P	6	1d6	1d8
Spear—Two-handed	5	M	P	6	1d6+1	2d6
Spear—Long	7	L	P	9	2d6	3d6
Sword—Broad	4	M	P	7	1d4	1d6
Sword—Cutlass	6	M	P	7	1d3	1d4
Sword—Long	4	M	P	7	1d4+1	1d6+1
Sword—Short	3	S	P	3	1d6	1d8
Tapal	4	M	P/S	5	1d8	1d8
Tapal, greater	7	L	P/S	7	2d4	2d4+1
Trident—Standard	5	L	P	7	1d6+1	2d4
Trident—Merfolk	5	L	P	7	1d6+1	2d4+1
Trident—Sahuagin	8	L	P	6	1d8+1	3d4
Trident—Shalarin	7	M	P	6	2d4+1	2d4+1

Crossbow, Shalarin: A light crossbow that will not deteriorate underwater (though it dries out and shatters with one shot after being out of water more than a turn), the shalarin have the most complex missile weapon in Serôs made of coral and kelp.





Note: Surface-made crossbows must save (as metal) against acid for each turn they remain underwater, with failure meaning the weapon is useless. For every turn after the first, a surface-made crossbow suffers a cumulative -1 penalty to this saving throw. Ranges for these weapons are one-tenth normal. Damage is reduced by one point for any quarrel fired from such a weapon. All other bows are useless underwater.

Tapal: This is one of the primary weapons of the tritons, and aside from those Dukars (see the "Magic of Serôs" chapter) who learn the Path of the Tapal, these weapons are never seen outside of triton hands. The tapal is an arcing, razor-edged crystalline blade that wraps around the fist and stretches along the forearm, extending to a point almost to the shoulder. The long outer edge and rounded, front point allow a triton to swim past targets with his weapon arm extended to slash his foes without effort or water resistance, though the weapon also can be reversed to stab with the point end. While they might not displace tridents as the most favored weapons, many beings are intrigued by them and have begun emulating their designs. Larger, two-handed versions also exist, but are very rare.

Tridents: As the most common weapon of Serôs, nearly every race has slight variations on the basic form of this three-tined spear/pole-arm. Merfolk tridents are hydrozoan (see "Encyclopedia Serôsica") shafts set with a carved bone or coral or forged-metal trident head. Each major merfolk clan has its own trident-head design. Sahuagin tridents have a lighter construction allowing them to be thrown (a skill known only by sahuagin). Shalarin tridents are smaller than average with an angled shaft, allowing this race to wield with as strongly with one hand as with two, though the barbed tines also aid in damaging any unlucky foes.

Serôsian Armor

Most adventurers are surprised by the relative lack of armor among the races of Serôs. Once visitors learn the importance of mobility, speed, and maneuverability in swimming and combat, they realize that armor as they know it needs to change.

The shalarin and tritons craft two special types of armor. Silverweave is a flexible, light fabric made of silver coral fronds (see "Encyclopedia Serôsica") that are treated to become as durable as chain mail but as light and flexible as cloth. Silverweave is worn only during wars, and these are most often leggings to protect one's mobility (one can't swim with a badly wounded leg). The harder, bulkier (but more orna-

mental and durable) armor is pearl armor, which roughly equates to plate armor though it is much lighter than metal armor. These armors work differently in that they have no set AC of their own: they simply add +2 or +5 AC bonus respectively to the wearer's normal AC. For more on these armors, see "Encyclopedia Serôsica."

Serôsian Clothing

As surprised as Faerûnians are about the lack of armor among Serôsians, they are less surprised by the general lack of clothing among these societies. As very few fabrics provide any protection or warmth in the water, the primary purpose for the invention of clothing is negated.

The most non-utilitarian items worn by any native of Serôs are jewelry, including rulers' crowns at Eadraal and other kingdoms, and magical items. Crowns are often carved from coral or scavenged gold from shipwrecks is sometimes melted and recast into a crown, though they are smaller, lighter, and more streamlined than any surface ruler's crown. A merfolk crown tends to cling to the head and fan backward through the monarch's hair, with a large forehead guard that comes to a point on the nose. Shalarin rulers wear no crowns; their ruler's symbols are unique bracers worn on the left arm. The eadar (emperor) wears a platinum bracer, the finars (kings) wear gold bracers, and the golmars (dukes) wear coral bracers inlaid with some gold. Some younger shalarin (and the aging eadar, who found the trend interesting) have pierced the crowns of their dorsal fins with gold loops taken either from treasure hoards or the ears of dead pirates.

Members of all Serôsian cultures do wear belts, harnesses, or bandoliers when equipment and weapons need to be worn or carried. These items, which appear similar to supple leather, are almost all made in one of two methods: woven kelp fronds treated for durability or treated sea-snake and eelskin. Very few wear more than this due to the drag such items create when swimming. Clothes were once common among the nobility of Arysalmalyr, though that may have simply been a hold-over from the elves' days as surface dwellers. Today, the only clothing regularly seen on any of the major aquatic races are the courtly finery among the sea elves and the shalarin, and these diaphanous silken weaves simply mark the wearer as a certain rank or position.



Underwater Spellcasting

Using magic underwater presents many adjustments for adventurers from the world above. Speaking from the rules perspective, more drawbacks than benefits exist when casting spells underwater, which helps explain the lack of adventurers' interest in exploring Serôs for many years.

DMs and their players must decide just how they wish to play magic-use underwater, as it affects the scope and difficulty of a Serôs campaign. If you choose to strictly adhere to the full AD&D rules of material and verbal components, use the rules established in *Of Ships and the Sea* for checking against the deterioration of spell components. Many spells are altered just by the watery medium in which they are now cast; they likewise can be referenced in that AD&D rules guide. Thanks to water pressure and resistance, the initiative penalty below is unavoidable (save by free action).

Table 8: Underwater Spellcasting Penalties

- Initiative: +4 initiative penalty when casting a spell; noncumulative with combat penalty (only a +2 penalty if a spellcasting priest of a water deity)
- Spells: Consult *Of Ships and the Sea* for all changes and adjustments to spells for underwater casting.

The other option is to simply continue playing your AD&D game as always, and use the campaign base of Myth Nantar to make this campaign as simple an adventure as a stroll through the Haunted Halls of

Eveningstar. Myth Nantar provides many allowances for DMs to easily integrate Serôs into their greater Realms campaigns, as a place of learning more than willing to teach newcomers how to breathe, speak, fight, and cast magic underwater.

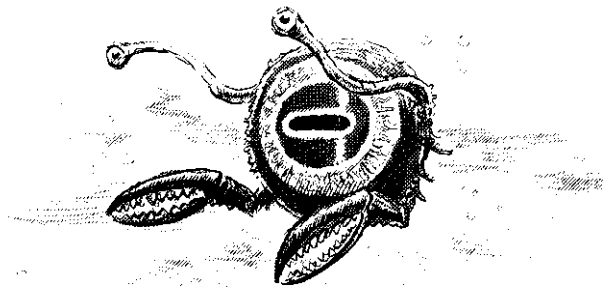
Underwater Spellcasting Proficiency

The verbal component of spells cannot be done away with (if you use them in your campaign), and spellcasters need to learn how to speak and thus cast spells, effectively underwater. Characters can become proficient in underwater speech and spellcasting in a marine environment. Through training, proficient PCs relearn how to vocalize the words for their spells and also learn how to better communicate in an undersea environment. They also learn how to cast spells with less broad movements for the spells' somatic components.

Surface-born characters with the Underwater Spellcasting proficiency gain the ability to cast spells underwater and negate the initiative penalty for spellcasting mentioned above. They further benefit by learning to speak underwater as well (consider this to be the equivalent of the Underwater Communication proficiency). This proficiency, which is available under the Priest and Wizard groups, costs two slots and its relevant ability is Intelligence.

In Closing

Do not let the rules in this chapter affect the level of enjoyment DMs and players derive from a Realms campaign. Discard or modify the rules here as you see fit. Also, DMs and players can skip ahead to the "People of Serôs" chapter and create PCs belonging to any of several aquatic races.





The World of Serôs



ow that we've seen the basics on what the surface-world knows of these undersea lands and we've examined what characters need to know to survive physically in the Inner Sea, players and DMs alike need to learn about the aquatic world that is Serôs, how it is organized, and how it is perceived by its denizens.

This chapter first reveals how the aquatic environment changes with increasing depth. Next is the geography of the sea bottom, followed by a look at the flora and fauna, unusual undersea phenomena, and mysterious sites that PCs, be they from the surface-world or Serôsian natives (see "People of Serôs") can explore and investigate. Finally, we will examine the sentient races of Serôs, detailing their monetary systems and trade, language, and religions.

The Depths

Below are the six major depth zones of the Inner Sea, as noted on Table 9. Bear in mind that these terms come from surface-worlders in Serôs and carry an "up-worlder's" attitude in their names: The waters of Gloom and Twilight apply only when using human eyesight, for example. Most natives of each noted area can see well in what they consider natural environments. Regardless of differences among immigrant races and natives, the depths of Serôs still break down as noted and the terms are used for ease of reference.

Table 9: Sea of Fallen Stars Depth Zones

Name	Depth
Shallows	0 (Surface) - 150 feet
Gloom	151 - 300 feet
Twilight	301- 600 feet
Upper Depths	601 - 1200 feet
Lower Depths	1201- 2400 feet
Underdeep	below 2401 feet

Shallows (Surface - 150 feet)

The sunlit waters here hold the widest variety of life seen in Serôs. More than half of all corals and plantlife grow here in the warmth and light. Even with the great variety of corals and kelp below, shallow waters are alive with colors undreamt of either in Faerûn or in the deeper waters. Despite the bright illumination here, the shallows are often obscured by clouds of plankton, sargasso weeds, schools of fish, and the shadows of ships' hulls passing overhead.

These waters are the primary home for aquatic elves, locathah, ixitxachitl, selkie, kelpie, sirines, crabmen, seawolves, and many cetaceans and air-breathing mammals (dolphins, smaller whales, otters, seals, etc.). Nearly any of the sentient sea races can be found in the shallows, depending on the amount of light and heat in the water at the time. The aforementioned creatures spend at least 75% of their time at this depth, thus likely making themselves the first races any who visit this layer of Serôs will meet.





Gloom (151-300 feet)

While not necessarily considered “gloomy” by those who dwell here, this zone is dimly lit by surface-world standards. All shadows disappear due to light dispersion through the water above them, and the predominant color seen by human eyes is blue. At this depth are great hydrozoan and kelp forests, hatcheries for egg-bearing sea creatures (to take advantage of the relative warmth of the shallow waters), and much of Serôs’s activities. In these waters, the deep-dwellers and shallow-dwellers socialize or do battle. This is also the level at which most shipwrecks settle, as more than 80% of all wrecked ships falter within forty miles of the shorelines.

These waters host the civilizations of the mermen and the tribal societies of the koalinth and merrow. Sea hags also frequent this depth but tend toward a solitary existence. As this zone is the boundary layer between the dark depths and the sunlit surface waters, many of the so-called Serôs Wars and other conflicts take place here. The city of Myth Nantar nestles amid seamounts (undersea mountains) off the Hmur Plateau in this depth (see “Myth Nantar”). This “lost” elven city is provided to serve as the center of all Serôsian campaigns.

Twilight (301-600 feet)

The waters more than 300 feet beneath the surface of the Inner Sea seem black to the eyes of most surface folk, though some light still filters down from above. Some of the cloudiness and darkness of this layer comes from “marine snow,” the detritus and debris of creatures and plants consumed above. This precipitate can obscure the water if particularly dense (say, beneath the site of a recent shark frenzy), but generally causes little concern beyond its adding to the particulate that hides many discoveries on the sea bed at this level. Most plantlife drops off in abundance the deeper one dives. Hardy animals such as some corals and hydrozoans have their origins here and grow into the shallower waters. These waters begin to take on the chill of the depths, as the sun barely warms them and any thermal vents on the sea floor are too distant to provide heat. The twilight zone also sees undersea currents generated by fluctuating temperature shifts between the shallow waters and the deep. Many of Inner Sea’s currents are due to wind on the water’s surface, and this layer sees turbulence from both sources.

The only civilizations found at this depth are those of the sea devils, the sahuagin. The other primary race of this depth is the saltwater troll, also called the scrag, whose brutal tribal society is considered even less civilized than the tribes of the merrow and koalinth. As the bulk of the scrag population exists in eastern and southwestern Serôs, and most sahuagin remain in the Alamber

(at least until the breaching of the Sharksbane Wall and the Iakhovan Invasion), many surface-folk foolishly believe there are no major races at this depth.

Upper Depths (601-1200 feet)

These deep waters are as dark as a moonless night in Faerûn. While the upper depths are unlit at most places, lucent coral reefs are found near the civilized settlements of the shalarin, creating areas lit like the twilight waters a zone above them. Sponges and only the hardiest of kelp and coral survive at these depths. Scavengers and deep-water fish begin to dominate the food chains at these depths, and great herds of wild hippocampi and sea horses roam among these currents.

The shalarin are the largest civilization at this depth, though this layer of Serôs is shared in detente with the morkoth of Olleth, as well as the long-hidden morkoth of Qatoris. To the surprise of many, shalarin agricultural methods have created incredible kelp beds in certain regions of this zone, thus allowing the shalarin population to be much larger than otherwise possible.

Lower Depths (1201-2400 feet)

These dark canyons and plains seem bleak and dead compared to the vibrant zones above, but there is abundant life here as well. The only light that ever reaches the eyes of these deep dwellers comes from lucent coral, sunken magical items and artifacts, or the magic of kraken and other spellcasting races down here. The majority of lifeforms here are the semi-gelatinous jellyfish and cephalopod creatures such as octopi and squid, as well as some giant varieties of creatures found in zones above, such as sea stars of incredible size and strength, giant squid, and huge sea hydras and hundred-foot-long eels! One other interesting feature of deep-sea life is that many creatures native to this zone or deeper water develop bioluminescence, so the darkness is sometimes punctuated by moving rainbows of glowing fish.

The only civilized life found at these depths are the tritons, the hardiest sea creatures of humanoid size found on Toril. Their city-states nestle along the edges of the great trenches at the Protectorates of Vuuvax, Ahlors, and Pumana. If there are other triton settlements within the Inner Sea, they have not revealed their presence to any folk who survived the encounter. The triton lands are laid out in similar patterns and are quite regimented, but those who have visited the cities of the tritons claim they are among the most amazing sites, with soaring spires and wondrous feats of stonework only seen among dwarves of the Underdark.





Underdeep (Below 2400 feet)

Originally a punning term used by early Netherese explorers of Serôs, based on the word Underdark, “Underdeep” has become the generic term for the utterly black and frigid waters sunlight never reaches. This depth exists only in the three deep trenches in the sea floor of Serôs. Some folk hint that vertical shafts have been dug into the Hmur Plateau and some of the continental slope caverns lead deep into the planet, even leading down to another sunlit sea! As few facts are known in Faerûn of the Underdark, there is also little more knowledge of the Underdeep than legends and rumors.

Few sentient races other than the great whales and some tritons dive into these depths. For millennia, these have been the waters from which all manner of monsters are born into the imagination of all the seas’ children, making the dark waters as forbidding as the High Moor or the orc-infested Spine of the World are to surface children. The morkoth and kuo-toa believe the dark gods of their myths lie imprisoned here, and they could prove it if the tritons did not guard the trenches so well as to prevent entry by anyone. The Vitanar of Xedran Reefs (rulers of the morkoth, see “Encyclopedia Serôsica”) use this as proof of their claims, since “why would the blue tyrants keep all manner of things away from the trenches if they weren’t trying to keep something trapped below? The tritons, as usual, mutter about sacred duties of guardianship and nothing more.

Undersea Geology

Technically, the terminology used here to differentiate the regions and features of Serôs is compressed in terms of scale. The Inner Sea, while vast in its own right, is a small sea. Thus, while continental shelves and oceanic ridges are actually far larger, wider, and more vast beneath the Sea of Swords for example, we use the terms here to showcase the same features on a lesser scale.

CONTINENTAL MARGINS

The margins are the shallowest areas near the coasts that gradually slope down to the sea floor. In the Inner Sea, the continental margins account for about the first 600 to 700 feet of water out from shore.

Continental shelf: On a geologic scale, continental shelves are gentle slopes angling from the coasts toward the cliff edge of the continental slope. In reality, even in Serôs’s reduced scale, hills, gullies, terraces, and reefs

make these undersea coastal lands far from smooth. Most shelves extend at least ten (and up to 100) miles from shore and only drop about 150 feet in that span.

Continental slope: Once the edge of the shelf is reached, the continental slope begins and drops into deeper waters. Created of sedimentary rock and the debris of higher waters, these slopes can be steep (up to a 90-degree angle in places), though most in Serôs are relatively gentle, and allow for settlements along them. In fact, about a third of all the settlements of Serôs exist along the continental slopes, including all of the Xedran Reefs of the *ixitxachitl*. These slopes, like many shelves above, can be intercut with canyons, caverns, and other terrain. The slopes drop from the upper areas of the Gloom into the Upper Depths.

SEA FLOOR

While the sea bottom of open oceans tend to be no shallower than a mile deep, the floor of Serôs is shallow at about 1,200 feet from the surface. While geologically quite level, the sea bed slopes from north to south and from west toward the east, so the lowest point in Serôs (outside of the trenches, that is) is the triton Protectorate of Ahlors at 1,875 feet beneath the surface. Most sea bottoms are unexplored places, but the floor of the Inner Sea actually has cities (both inhabited and abandoned) and civilized lands in its depths.

Oceanic plateaus: Usually sedimentary constructs of massive size that jut up more than 1,000 feet from the sea floor, plateaus can be miles wide. Many of the major civilized sites in Serôs are found on the Hmur Plateau of the central sea, though there are other lesser plateaus throughout the Inner Sea. These are perfect places for adventure possibilities, as they are likely places for ruined cities, tombs, dungeons, or cavern complexes.

Abyssal hills and plains: Just like the world above, the floor of the sea has plains and hills. Many hills are either dormant volcanoes or large mounds of sediment over shipwrecks. In open oceans, hills are less than a half-mile in height; in Serôs, hills are under 400 feet high. In fact, the abyssal hills provide many of the cavern complexes that act as homes for creatures like merrow. (Koalinth huddle in caves amid the continental slopes and shelves.)

Oceanic ridges: Just as the ocean floors have hills like the surface-world, they have mountains and volcanoes, too. Undersea mountains are usually grouped in ranges, though lone seamounts can jut up from the sea floor in incongruous places. Like the continental slopes, these ridges are riddled with caves, canyons,





and valleys in which adventures may hide. The primary ridge within Serôs stretches from the mouth of the Selmal Basin to the Mountains of Volar, which are the end of the ridge.

Oceanic trenches: Of all the mysteries of Serôs, the best-kept secrets are among the dark depths of the three trenches in the sea floor. Sloped too steeply for any settlement beyond a few outposts, the trenches simply drop off to unknown depths. Most often, these trenches become the lairs of sea dragons, kraken, and other massive deep dwellers. Great dangers skulk within the three trenches, though the exact nature of these dangers is unknown.

Seamounts: Many undersea mountains rise off the Hmur Plateau to become the Pirate Isles and the Whamite Isles. Seamounts are mountains that are fully submerged. While normal oceanic seamounts can rise 10,000 feet or more, those of Serôs are defined as rising 400 or more feet. The best known of Serôs' seamounts is Mount Teakal near the merfolk capital of Voalidru.

Living Geology

Not all areas of Serôs are mere rocks, but there are sites fully alive yet too massive to be counted as anything but geography. Over time, these living places add to the biologic and geologic variety of life found in Serôs.

Coral reefs: Capable of growing hundreds of miles long or more, coral reefs are living coral built up upon layers of older coral remains. The simple coral organism secretes its own shell for protection, and reefs build up when the coral dies (or moves on, in some cases); new coral grows atop the remains of the previous generation. While normal coral growth often is limited to tropical waters, Serôs has numerous breeds of cold-water coral that form moderate size reefs all around the Inner Sea. Coral reefs are most common in the Alamber.

Hydrothermal vents: The other truly interesting sources of life in the sea are hydrothermal vents which cycle water near volcanic magma and both inundate the water with minerals and superheat it. Currents are intense above and around these vents, where the waters are filled with metallic and mineral debris, limiting vision. Around such vents, it is not uncommon to find wild variants of common sea creatures, including giant varieties. Tritons and shalarin also use the heat of these geothermal vents to smelt metals and produce tapals (the favored weapon of the tritons) and other weapons and items, though they limit their exposure to the mineral-rich waters, as high levels of these substances can make some ill.

Undersea Biology

Life adapts to its environment, and given the varying environments within the sea, there are variant species of fish, cetaceans, invertebrates, and other creatures beneath the surface of Serôs only guessed at by those of Faerûn. Many surface-worlders, upon their first visits to Serôs confuse harmless jellyfish and scavengers with fearsome monsters, much to the amusement of their hosts. (The confusion would be equal for a merman seeing a dog or an eagle for the first time.)

While Faerûn is filled with strange and wonderful creatures, little confusion exists as to which creatures are domesticated and which are intelligent beings with whom one should have a conversation. Many surface-worlders make such mistakes upon entering Serôs (or any aquatic area). Therefore, here is a rundown of the many creatures of the sea and how to determine friend from food.

Low End of The Food Chain

Plankton, tiny shrimp called krill, and the like are the beginning of the food chain in the ocean. Locathah, baleen whales, and other creatures race through currents thick with these creatures and sustain themselves.

Slightly up the food chain is the standard foodstuff of many aquatic races—small fish under a foot in length. Kelp is another staple of an aquatic diet for many races. Also at this level are shallow bottom-feeding crustaceans, sea snakes, and eels, all of which are edible and considered delicacies by certain races.

Steeds and Beasts of Burden

Where confusion sets in for many visitors to Serôs are with the beasts of burden. While some races like the sahuagin use sharks as beasts of burden, most employ strong and docile pilot whales, narwhals, sea turtles, and giant crustaceans for hauling and heavy lifting. Hippocampi and giant seahorses become standard mounts in order to conserve energy on long swims across Serôs. While some surface folk kill and eat whales (or find other uses for their carcasses such as oil or perfume), this practice is horrifying to many Serôsians, especially the whales, of course. As a general rule of thumb, if a creature is as large or larger than you are, think twice before trying to consume it as food; not only might you be committing a terrible offense in the eyes of Serôsians, you might also have quite a struggle on your hands when the creature fights back. While some giant crustaceans are still considered food by some races because of their animal-like intelligence, these giants are rarely consumed simply because they are more useful as draft animals.



To determine the carrying capacity of these of these creatures, consider each creature can carry or pull its experience-point value in pounds before being encumbered. For example, a dolphin could carry or pull 120 pounds of weight without being encumbered. Double that weight and the creature moves only at half-normal speed (240 pounds for the dolphin). At triple the base weight (360 pounds for the dolphin), movement is one-quarter normal. Beyond these weights the creatures cannot move (and may sink to the sea bottom if not aided).

Note that these weight figures are low compared to land animals; however, water is a much more difficult medium to move through than air (as surface-world PCs will learn) and this increased resistance from cumbersome packs, equipment, or treasure accounts for the lower numbers.

CARNIVORES AND SCAVENGERS

Next up the food chain are the most common dangers of the deep—the hunting creatures. Such menaces include such monsters as seawolves, sea lions, ascallions, and the like, but these are discussed later. More common are the sharks and killer whales. While these are a danger, so are the common scavengers and giant fish such as giant gar, giant pike, and manta and stingrays. Creatures such as these are often hunted by the intelligent aquatic races to cut back on the dangers to their families and homes as well as for simple nourishment. While some of these creatures do have borderline intelligence, the nuisance factor in their hunting makes them targets (and, in some cultures, consumption).

Allied and Neutral Sentients

Creatures that one should not attack, harass, or attempt to eat are the intelligent beings that inhabit all levels of Serôs. Some might be domesticated, others might be priests of Eadro or some other aquatic deity, and still others could be working to solve some oceanic problems that impact all of Serôs. Below are some of the standard sentients and neutral animals that are not considered food and should never be hunted. Unless otherwise noted, these creatures can be found in the *MONSTROUS MANUALS™* tome.

Crabmen differ in one important way from their giant crustacean cousins headed for the stewpot—crabmen are intelligent. These bipedal man-sized crabs settle below the surf from Impiltur's southern coast around to the western coast of Aglarond.

Dolphins are highly intelligent and physically powerful creatures that can do damage to those who treat them ill. Dolphins are separated from the major PC races only by a lack of forelimbs. Dolphins, with some



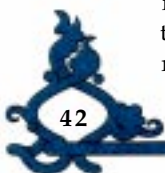
training and divine inspiration, can serve among the clergies of Milil, Oghma, and even Mystra, should those gods wish it so. Dolphins are also commonly found as companions to undersea rangers and bards. Their intelligence is evident to those who bother to learn Selusan (the aquatic equivalent of Common), and former surface-worlders who once ate dolphin find themselves seeking penance for such acts.

Hippocampi are the swiftest and most powerful of marine steeds. A combination of horse and fish, these animals are far more intelligent than surface-world horses and even many humans. If found among other aquatic races, these creatures expect to be treated as allies and friends, not simple steeds or slaves. Hippocampi prefer the company of tritons and mermen, though they are also intrigued by the shalarin.

Sea lions can be quite fearsome predators, and when left wild, they collect in prides and hunt in packs. Five sea lions can, with the proper lead lion, bring down a whale five times their size. These powerful creatures can also be educated and domesticated, and then they become great mounts or draft animals. While most often found as wild animals, some sea lions have been tamed to work with the tritons of Vuuvox as fearsome war animals and brave but independent-minded mounts.

Selkies are seal-like beings that can take on human form for a few days each month. Organized in primitive hunter-gatherer groups, selkies worry more about their environment more than many, and they will be among the first to object to abuses on the sea's life cycles by surface-worlders or nonnative immigrants. Allies with many a merman or aquatic elf, the selkies for some reason avoid both the locathah and the shalarin.

Tako came to Serôs many centuries ago when the wizards of far-off Kara-Tur created a gate to establish trade between the Shou Lung empire and "the great sea to the west" which happened to be Serôs. The average-intelligence tako were originally the guardians of the just-below-the-waterline *gate*, the ships, and the trading





port on the Inner Sea. Unfortunately, something disrupted the gate, and the tako have been trapped here since. Acclimating to new surroundings, they have spread across the shallows and reach from Cormyr and Sembia to Serôs's eastern shores.

Whales are intelligent, powerful creatures who simply do not deserve the ill treatment visited upon them by surface-worlders. The common humpbacks, sperm, and baleen whales have healthy numbers in the Inner Sea, though the often-savage attacks by *ixitxachitls* and *sahuagin* are damaging many whale herds. These largest of sea mammals have many surprises, but few beyond Serôs ever listen. Many of the great humpback whales are bards in Oghma's service, reciting the ancient legends via their whalesong. At the least, whale bards can alter currents around them to add to their speed, conjure air to avoid the time-consuming rise to the surface after a deep dive to feed, or even temporarily translate whalesong into common speech. As many say in Serôs, listen to the whales, as they speak for the sea.

Evil Sentients and Monsters

These other evils of the deep often appear as random dangers or as allies and cohorts of the primary evils of Serôs noted later (such as the *sahuagin*, *merrow*, and others).

Ascallions are some of the largest predators in the Inner Sea and the most unique in their hunting style. Females, which can reach up to eighteen feet in length, approach a prey and open their jaws wide, disgorging their young that hide inside. Once her young are done feeding, the adult ascallion finishes the remainder of the prey. The jaws of this powerful fish are strong enough to splinter ships' hulls. Luckily, ascallions tend to remain away from coasts and out amid the twilight waters. These creatures are defined in *MONSTROUS COMPENDIUM® Annual #4* and in *MC Appendix Volume Three: FORGOTTEN REALMS® setting*.

Dragon turtles are among the great dangers of the lower depths, thought they pass through all levels of the sea as do the great whales. Unlike land dragons, dragon turtles rarely seek attention or conversation, and their hoards consist primarily of treasures scavenged from shipwrecks. Rumors circulate of at least six dragon turtles lairing in the eastern and southern waters; though they fiercely protect their lairs and thus few survive to tell of the locations.

Drowned ones, or sea zombies as they are sometimes better known, are the wretched remains of some few of those ill-fated men lost at sea or drowned in a storm or other mishap. Unlike "normal" undead, drowned ones need not be animated by a spellcaster; some unknown

force brings them to unlife.

These unintelligent yet still mobile pieces of flotsam offend the currents and the cycle of life with their stench, and they serve no purpose within the ecosystem of Serôs. Their numbers are up in recent years, and remnants of *Iakhovas'* undead army still mindlessly occupy the merfolk capital of *Voalidru* after the cessation of the Twelfth Serôs War. They are most common in the coastal waters, among shipwrecks, and are almost impossible to avoid on the Haunted Plains.

Eyes of the Deep are aquatic beholders of some power. Unlike most other beholders, they actually have limbs with pincers. One of the menaces of the Depths, the eyes (or "seaholders" as one immigrant to *Myth Nantar* labeled them) are among the more cunning hunters. If not for their solitary natures, these creatures might easily become frequent allies of the *morkoth* and aid their plans to dominate the shallower waters of Serôs from below.

Kelpies are malevolently intelligent patches of seaweed which were nearly extinct within Serôs during the Third Epoch due to cutting by the merfolk. Restored along coastal shallows, kelpies still lure air breathers to their deaths. They are useful in the ecosystem for providing a natural scent that repels sharks and other larger predators. Thus, many Serôsian hunters seek out kelpies to gain some protection against attacks (-3 to shark's *Morale* and forces an immediate *Morale* check within ten feet of a hunter so protected).

Kraken should have more of a political impact on Serôs, given its limited size and the fractious nature of its peoples. However, the storm giants and *merrow* of the *Mountains of Volar* and the *Hunters' Ridge* have always hunted kraken and kept their numbers low. The only Serôsian kraken ever to grow to a size to threaten the balance of power was *Xisal the Blue Kraken*. Its attempts to unite the *morkoth* and *ixitxachitl* fell apart during the Tenth Serôs War, and its final status is unknown. Rumors abound of a young kraken with the brilliant blue coloration matching *Xisal's* hide, but few know whether this is true or not.

Kuo-Toans live in the Depths off the coast of *Sembia*, and they only rise while there are night skies above her waters. The area where these fish-men are common is near the *Cave of Lost Hope* ninety miles northeast of *Prespur*, off the *Sembian* coast. The *kuo-toans* enter Serôs on raids solely to collect slaves, food, and treasure, then swim back through tunnels beneath the *Hmur Plateau* and escape into the Underdark.

Lacedons (aquatic ghouls) are another undead creature of the depths and are thankfully rare in Serôs. Eaters of the dead, *lacedons* swarm about shipwrecks and are most prevalent (recently) among the shallows of





the Whamite Isles, feeding on those corpses that did not become part of Iakhovas' legion of drowned ones. They now occupy Voalidru, where merfolk forces constantly fall prey to them.

Sea hangs lead miserable military lives in caves in the shallows and gloom. Often lairing in the cliffs and slopes above or near settlements, sea hags watch the lives of others play out before them until their anger either vents on intruders to their lairs or they go out and hunt down victims. Even koalinth and merrow are in danger of their jealousies.

Seawolves are hardly the most intelligent creatures of Serôs, though they rank high among the most tenacious and crafty pack hunters. Often sailors and pirates infected by previous seawolf attacks, seawolves remain near their former homes, harassing old enemies and sometimes attempting to return to their former lives. Seawolves are common only around northern Serôs on either side of the Hmur Plateau.

Sirines or sirens are temptresses of the sea and a danger to all who sail the seas. Very few sirines live on the western shores of Serôs for some reason; the majority is found near Thesk and Altumbel. Small families of good sirines within the Mountains of Volar ally with the storm giants when needed and sometimes save surface-worlders from drowning.

Skeletons are another form of undead found mindlessly walking along the upper seabeds, their fleshless forms ignored by all natural creatures. While some may be guardians of some site left by wizards, they are more often simply the still animated skeleton of a drowned one whose flesh became too rotted and putrid to remain attached to the bones.

Vodyanoi are aquatic umber hulks. Folk of Serôs believe these creatures to be extinct since the wars that wiped the kuo-toans from the sea. Vodyanoi yet exist, though in very small numbers, tunneling through the abyssal hills and continental slopes, creating dangerous, monster-filled tunnels within the Hmur Plateau.

Vurgens, as known as giant gulper eels, frequent the lower depths of Serôs. Little more than a spiny but powerful tail with a huge head and a distendable set of jaws, a vurgen strikes quickly and swallows prey whole. While it is possible to escape the mouth of a vurgen if not paralyzed by its digestive process, such victims are often scarred for life. These creatures are defined in *MONSTROUS COMPENDIUM Annual #4* and in *MC Appendix Volume Three: FORGOTTEN REALMS setting*.

Other creatures of the sea are sometimes encountered in Serôs, from the mysterious water weirds and other elemental-water creatures to the many aquatic denizens from the Outer Planes. If it lives in saltwater,

there's a chance that it either has lived or lives in Serôs. "Just be careful what ye seek, for in stirring up the waters, ye may find more than just clams beneath the silt."

Undersea Phenomena

So many strange happenings occur in the Inner Sea that to list them all would take pages. Rumors and tales abound of living currents, healing waters flowing from cold thermal vents, sentient coral reefs and more. Three of the most common phenomena in Serôs, though they are far from the strangest, are listed below. These can be counted on to occur somewhere in Serôs every day. DMs are encouraged to spice up their Inner Sea campaigns with one of the following—or to create original menaces of their own.

Hum of The Deep

In a world where sound travels ten times better than in air, conversations, battles, and mishaps never quite die as sounds reverberate through the watery void for a time. No matter where a person swims, there is the background cacophony of whalesong, the surf breaking on shore, and the sounds of swimming. For those used to the surface-world, it is a difficult adjustment (Wisdom checks at a -2 penalty until three consecutive checks are passed, which indicates the PC has acclimated), but the constant noise has driven some surface individuals insane. Only in Myth Nantar is the constant background noise muted to near-surface levels (though the mythal is attuned not to block out whalesong, which still comes through loud and clear), which negates the penalty listed above. The sole benefit of this constant noise allows folk a +5% chance to "move silently" for those with that skill, and a base 5% chance for those who lack the skill.

Wild Currents

These currents flow no closer than seventy feet beneath the water's surface and correspond to no known natural forces. They do not relate to the phases of the moon or to any understood currents within Inner Sea waters. All the folk of the Undersea know is that there are wild currents that strike without warning, are often uncommonly strong, and usually drag creatures and objects within them for miles before lessening enough to break free of them (a Bend Bars/Lift Gates roll once per turn to successfully pull oneself out of a wild current). They usually flow with a forced MV rate of 18 and most of them are downward currents, forcing creatures into cold



and dark depths they are not always capable of surviving. Some of the deeper currents (more than 600 feet down among the Upper Depths) force other creatures up toward the light and heat that they likewise find unbearable.

Subsea Gates

Like Faerûn, Serôs is riddled with ancient magical *gates* that both bring new denizens into the Inner Sea and allow Serôsians a rare chance to follow currents that flow between worlds. Still, the tritons make it a task of theirs to monitor any *gate* they hear of, though they are loathe to see any race use the *gates* from either end, due to their belief that one *gate* may one day be opened into a plane of air or fire and empty the great sea of Serôs into itself (one of the Great Disasters they guard against).

While many races respect the tritons' zeal at guardianship, there are too many *gates* and not enough gatekeepers. Most *gates* are found among the ruins of Arysalmaln cities and sites, though a few natural *gates* have been found. The labyrinthine Forest of the Seven has no less than three *gates*, all of which require swimming in certain patterns to activate the *gate* before using it. The most terrifying *gate* is the *whirlpool gate* at the center of Myth Nantar, which needs the *gate* to be exposed to open air to activate.

Undersea Geography

This section of text consists of extracts from a report to Khelben Arunsun by the Harper and ranger Alyn Telarson of Essembra, the Blackstaff's primary contact along the Inner Sea. While it is not exhaustive, it does provide an overview of Serôs, in order to put things in a better geographic context with the world above. Details on many of the people and places named here can be found in the "Encyclopedia Serôsica."

"Sir, I've taken the liberty of copying pieces of Ondam Moray's little-seen work of ten years ago, *Notes on Serôs*. This, in addition to my own studies, should give you an accurate general understanding of this emerging realm with which we're starting to become familiar. While it might be more logical from a Serôsian perspective to cover their world by depth, I'll deal with the areas from a surface point of view, especially since it's better we know all the powers involved along one coastal area, no matter how deep, than to split



things up vertically. We'd no more provide them with maps of the goblin kingdoms of the High Peaks before telling them of Erlkazar and the Land of the Lions, which surround them. On that note, here is my broad 'tour' of Serôs and all that it contains."

Naramyr

Starting in the Dragonmere off the coast of Cormyr, we enter Naramyr, a sea elf realm entirely contained within the lower depths of the "lake." Telvanlu, its capital, sets about 200 feet deep in the western lake about thirty miles due north of Ilipur on the Dragon Coast. Other settlements of Naramyr include the artisans' city of Nalufaen twenty-five miles south of and 210 feet below Marsember, and Corsuur, a small town in only 125 feet of water ten miles north of Teziir's harbor.

In general, these sea elves are as approachable as any elves are with humans, and they seem willing to trade with the surface. Despite some discomfort living in the brackish waters of the Lake of Dragons, these conservative, somewhat skittish elves associate little with the other Serôsian races for fear of being exterminated.

The petrified remains of King Verovan of Westgate are still visible here, though restoration of the man would be too dangerous, as both arms and part of his head have snapped away over the years. The elves use



the figure resting about 175 feet beneath the surface and dead center in the Neck to mark the extent of their sovereign lands of Naramyr.

Lost Lands

Only the sea elves refer to these lands as “lost,” though those who dwell here care little for naming it anything beyond “ours.” The lands are lost only in the sense that they used to be the sovereign lands of at least three different elven or merfolk kingdoms, all long dead, buried beneath the detritus of the sea. Today, the continental shelves off southern Sembia to Selgaunt and the Dragon Coast from Westgate to Amry play host to koalinth tribal caverns, beds of giant clams, endless fields of wild kelp, and much shipwreck.

The Severed Fin tribe of koalinth tribal Chief Hurok dominates the aquatic shelf off the eastern coast of Westgate, and his 300 koalinth spend much time threatening (but rarely acting) to invade Naramyr. This koalinth cannot truly invade, due to numerous smaller koalinth tribes jealously looking to take the local resources of silver coral, sun kelp, and giant clams from the Severed Fin and Hurok.

Other sites to see among the Lost Lands flanking the coasts out to Prespur’s waters include a few settlements for folk who appreciate solitude. Twenty miles north of Star-mantle, a long-dead garrison town of Aryselmalyr’s empire has been resettled by some enterprising sea elves looking to profit from the abundant pearl beds surrounding the town. While its original name is lost, the coral-encrusted garrison is now called Faenasur. Forty miles farther east and closer to the shelf’s edge, a tower rests on the seabed, slightly askew from a proper vertical placement. This, with magical fields keeping the water out of the shattered windows, is the sunken tower of the lich Vamar Isahn (also called Vamar the Cold). While he was not greatly involved in the war against Iakhovas, neither has he been seen since the attack on the tower or the war’s conclusion.

Haunted Plains

These were once the Plains of Duna but too many undersea wars and too many shipwrecks from the world above turned a once beautiful plain of kelp and coral into a ships’ and peoples’ graveyard. There are more undead in this area of Serôs than any other (until the recent events at the Whamite Isles).

More tribes, including the Sharktooth and the Kraken’s Rage tribes of Chiefs Guax and Affam, of koalinth reside among the shipwrecks within the Haunted Plains. Some merfolk complain of some sort of ghostly hauntings in the waters there, but I can attest to nothing of that sort.

Selu’Maraar

This sea elven kingdom resides fully within the Dragon Reach from 170 to 250 feet beneath the waves. Three cities dominate life in this realm, though this feels more like a militaristic society as the bulk of the settlements are garrison towns and fortified outposts. The Coronal Semphyr rules from the capital at Aluwand just ten miles east of the Scar, and he sees it as his duty to protect all things elven in Serôs, no matter the cost. Thus, his rule, his realm, and his people reflect that attitude with slight paranoia, a preference toward military buildups, and zeal toward taking on any elven causes.

The last High Mages (which are defined in *Corman-thyr*, #01165) of Serôs came from the temple city of Sylkiir (forty-five miles northwest of Procampur) and performed incredible tasks for all during the Twelfth Serôsian War. Neither Coronal Semphyr nor Sylkiir’s Cormal Ytham approved of their involvement, and the these rulers are less than open toward the alliance at Myth Nantar, due to the fact that two of the five High Mages died during the war and the survivors all chose to remain with the city of magic, rather than return to add to the strength of Selu’Maraar.

Hmur Plateau

The largest civilized area of Serôs rises from the sea floor and continental margins around it, and looms over Serôs with its steep cliffsides raising its surface to an average depth of 210 feet beneath sea level. Its major geographic landmarks from the surface are the Pirate Isles. Merfolk have lived among the peaks and valleys of this plateau since time immemorial, as have many other sea races. While mermen cities, towns, and outposts dot the plateau nearly to Prespur’s shores, the bulk of merman civilization concentrates beneath the southeastern islands closer to the Lower Plateau upon which the Whamite Isles rest.

This plateau helps stratify much of life in Serôs. To the west are the no-swimmer’s-lands that no one beyond barbaric koalinth or isolationist elves wish to settle. To the east of it are the placid waters that act as the breadbasket of the sea, and in these waters swim the noble shalarin and locathah as well as the raiding scraggs and seawolves. To the south of it lie the danger zones, from the Arcanum of Olleth and the hazards in the trenches below to the sea devil’s playground of the Alamber. There are even magically created tunnels that bore through this massive reef, and-stone plateau, though most have become infested with monsters and ambush gangs from the Underdark always looking for more slaves.





Xedran Reefs

The area detailed here is not all coral reefs. In fact, more than a third of it exists along the southern edges of the Hmur Plateau where it meets the continental slopes around Telpiir and the Alaoreum Mountains. While there are a few major coral reefs clustering along the coasts here, the Xedran Reefs are actually the name for the theocracy of the ixitxachitls. Its capital of Xedras rests 200 feet down and forty miles southeast of Telpiir. The settlements of the Xedran Reefs stretch along the reefs, plateaus, and continental slopes in the waters from Amry around the coast and down to Alaghôn.

The Xedran Reefs and their zealot Vitanar (their version of a High Imperceptor or somesuch) have taken a more aggressive approach against their enemies (both real and imagined) in recent months. Their political control used to extend down to the Vilhon Reach, and given the destruction of their people and settlements south of Alaghôn during the Iakhovan Invasion, their anger is justifiable. While the sahuagin and morkoth are of more immediate concern to many, the 'chitls of Xedras may soon set off something akin to the Banedearth with far harsher consequences for non-believers.

Cliffs of Atin

While this term is often used by Serôsians to refer to the coastal slope of Turmish, there is actually a specific area where they actually are cliffs. In the waters between Telpiir and Alaghôn (or Xedras and Thuridru in Serôs), the shelf strangely does not slope down gradually a few hundred feet. After about a mile or two of coastal shallows, the shelf plunges away in part of this area, exposing cliffs hundreds of feet high. These cliffs meet the seabed around 500 to 700 feet below the surface. Vertical coral reefs cling to some of the cliffs, and the stone is riddled with caverns for all manner of sea life and adventures to hide within.

The name comes from one cliff-city founded during the days of the Hmurrath empire more than 1,000 years ago. Located equidistant from Xedras and Thuridru against the coast, Atin is a long-dead city of coral and shell buildings built within a massive cavern opening on the cliffs. No one today remembers which race built it, only that the morkoth destroyed it about 100 years ago by introducing some unknown creature there. That monster dwells there still, and by second-hand descriptions, it sounds like some strange cross between a gibbering moulder and a deepspawn, constantly breeding mutated sea monsters.

Thuridru

This site off the coast of Turmish is unique. Thuridru is a fortified sea city about eight miles off the peninsula north of Alaghôn in about 180 feet of water. A city of merfolk outcasts from the major enclaves on the Hmur Plateau, merfolk of Eadraal say the Clan Kamaar ambushed and destroyed a city of ixitxachitl, willfully breaking the Law of the Battle Heralds and the Law of Gods (as all of Xedran Reefs is considered holy ground by its rulers). As punishment, King Vhaemas cast out the entire clan and forced them to settle the area they had recently "conquered."

Thuridru was also a base of operations for Iakhovas during the Twelfth Serôs War. His alliance with Vhaemas the Bastard ended at Myth Nantar, as the merman turned on Iakhovas and joined the allies against him. Unfortunately, few of his fellow-traitor merfolk saw this and continue their feud with Eadraal, as Vhaemas, their leader, was slain by Iakhovas almost immediately upon changing sides (alongside his half-sister Princess Jian). Shama, the granddaughter of merman king Vhaemas, continues to plot the downfall of Eadraal as she believes her father would want. Kept in check by the forces of Xedras, Thuridru is another problem for the continued peace of Serôs, especially given the city's penchant for weapon-smithing in some volcanic vents far beneath the city.

Eadraal

Just as Cormyr is a shining example of civilization at its best, so is Eadraal such an example for the Inner Sea. Merfolk society is remarkably similar to human social structures, such that they are ruled by kings, dukes, and barons in an almost feudal society. Remarkably friendly, inquisitive, and open, Eadraani (citizens of Eadraal regardless of species) quizzed me about the world above while I gleaned the majority of my information for this report through interviews with them and the Allies at Myth Nantar.

Eadraal controls all the waters above and within five miles of the edges of the Hmur Plateau except the area within thirty miles of Turmish and the Dragon Coast (which fall to the Xedran Reefs). Ten major clans provide the kingdom's nobility for its duchies of Jhalaed, Vholead, and Calnead, and the towns and cities they oversee. Merfolk rarely name their villages, which sometimes amount to little more than a collection of homes surrounded by kelp farms, so there are only twenty-one major urban sites in Eadraal that stretch from fifteen miles east of Prespur to fifteen miles east of the Pirate isles. The capital or voalidru is discussed in its entry, as it is not part of the primary kingdom area.

While the pirates of the Inner Sea confound our surface forces easily, they bother the merfolk little, save for





the occasional sinking ship. However, what might horrify some of those pirates is that numerous buildings in towns and cities of Eadraal (and elsewhere) are built of the plunder that dragged their ships to the bottom of the sea; since gold is too soft to use for weapons and too heavy for any other use, Eadraani use the secretions of sea snails as mortar and build homes out of the gold bricks taken from the ships that fell upon their previous homes.

Watching Peaks

At the southeastern edges of the Hmur Plateau, the sea floor drops away precipitously for about 100 feet before leveling some and sloping lazily down to the sea floor 1,000 more feet below. What marks the extent of Eadraal off the Hmur Plateau are the easily spotted mountains that rise in defiance of the other slopes around them. Only the whales (in song and metaphor) daresay that they can see both Mount Halaath and Mount Teakal at the same time, as none can see through the thirty miles of water between them. It was the whales that gave the mountains the name of the Watching Peaks.

Mount Halaath looms 300 feet above Myth Nantar (and to within 100 feet of the surface) much like Mount Waterdeep does over your home, sir. Its coral-encrusted upper slopes delineate the edges of the mythal around the city, as once lucent coral enters the mythal, it becomes transformed into a mirror-like coral unique to the site that seems to reflect and magnify light from the surface. The transformed coral glows some on its own, thus providing nighttime sailors a way of marking where the undersea city lies.

Mount Teakal has been the Garrison Mountain, the Morkoth Peak, the Stone Sentinel, and other colorful names across time, but its most commonly used name has been Mount Teakal, after the merman hero who established the great garrisons on its slopes in the early days of Hmurrath. These garrisons, set at the cardinal compass points, overlook the waters over the nearby towns of Lacuan, Naulys, and Xadea, which rest north, west, and east of the peak. This seamount also marks the southernmost point of Eadraal's territory.

Myth Nantar

Like Eadraal and Cormyr show countries at their best, so do Myth Nantar and Waterdeep show cities at theirs. This great city, at which Iakhovas was defeated and the races of Serôs stood united for the first time in centuries, is discussed in full in a separate report, sir (see "Myth Nantar"). In terms of placing it within the context of our tour of Serôs, it lies 350 feet below the surface and along the eastern slopes of Mount Halaath about twenty

miles west-northwest of Voalidru. From the surface, Myth Nantar lies forty miles northwest of the northernmost of the Whamite Isles.

Lesser Hmur Plateau

While the Hmur Plateau generally remains within 100 to 300 feet of the surface, there is a secondary plateau that levels off about 500 feet from the surface. From this plateau, the Whamite Isles rise, and along the upper slopes of this plateau rest the its settlements of Eadraal including its capital of Voalidru. As this plateau is stepped similar to the topography of Thay, the merfolk reside along the main plateau while the lowest level of this plateau provides the highest reaches of the next political state of Serôs.

Olleth

The Arcanum of Olleth is the primary country of the morkoth of Serôs, though it is not their only settlement. This magocracy centers on the Grand Tor Arcanaal and the nine towers of the Grand Casters who rule the nine counties. These ten towers rest at variable depths, four of them including the Grand Tor resting at the lowest level of the Lesser Hmur Plateau, from 600 to 1,000 feet below sea level. While I did not travel there, directions from Eadraani place Olleth's towers no closer than fifty miles from Turmish and no more widespread than the Whamite Isles chain.

Led by the Great Arcane Syzythus, Olleth is a slave society that forces merrow and locathah into servitude to support the opulent lives of the spellcasting nobility. The evil mages of Olleth pursue their quest for more powerful magic with which to dominate the other races, just as the Red Wizards of Thay have tried on Faerûn.

Selmal Basin

This is the Serôsian name for what we know of as the Vilhon Reach. It was once the center of the Aryselmalyr Empire of the sea elves, though I suspect (from what I can piece together of legends and my own observances) that the tidal wave that ended Jhaamdath's Twelve Cities of Swords also destroyed Coryselmal, the capital of this empire. We now know two fallen empires litter the mountains and the waters of the Reach.

Currently, the Selmal Basin is home primarily to koalinth tribes, sea hags, scraggs, and isolated pockets of other sea races who have fled their normal societies (including one reputed merfolk town in the Echoing Canyon of Ovlos north of Samra). Koalinth also thrive in the mixture of fresh- and saltwater that fills the Reach as far east as Mussum, which helps protect them from attack by other sea creatures who can't abide the



brackish water (just as rugged mountains often protect orc tribes from attack).

Ruins of Coryselmal

Coryselmal was the Coral Capital of Aryselmalyr, and its ruins still lie just beyond the mouth of the Selmal Basin and between the two islands of Ilighôn and Sapra. A monolithic plateau, called the Esahlbane Monolith, shoved its way up through the city, shattering its eastern half and burying much of the rest in rubble and mud. About a dozen coral and marble towers jut awkwardly out of the silt, and these provide access to the ruins of the city. Many young merfolk dive into the ruins on a dare and survive with only a few scales lost in the scary thrill, but there are unknown things within the ruins that lead to the deaths of some thrill-seekers.

Coryselmal holds many secrets and many dangers, as more than 75,000 people died suddenly and many ghosts and spirits have haunted these waters for the fifteen centuries since their deaths. Iakhovas apparently uncovered some great artifact here, which he then used to shatter the barriers separating the Alamber Sea from Serôs. Based on this report alone, I might suggest a more thorough examination of Coryselmal at first opportunity, and I merely await your endorsement.

While we might normally continue our tour on into the southeastern spur of the Inner Sea, I would like to finish with what the natives consider Serôs proper before closing with the eastern Alamber. Thus, we head back north and into deeper waters of Serôs, drifting through the void and down to the sea floor more than 1,600 feet below.

Triton Protectorates

The tritons are isolationists partly by choice, partly by societal mores, and partly due to the depths at which they live. The highest point among all of the Triton Protectorates never approaches any closer than 1,250 feet below sea level—and this is the top of a 200-foot high tower!

Though the other races seem to think that the triton all answer to one central authority, the truth is three sovereign “countries” of triton exist at the seafloor, clustering around the Trench of Lopok. The three settlements each take the names of their central founding cities of Vuuvax, Pumana, and Ahlors. The tritons’ methodology and organization of resources is unmatched by any culture of Serôs or Faerûn save perhaps the dwarves. Every outpost, town, village, or watchtower is within a half-day’s swim of at least two to four other sites. All triton protectorates follow a basic pattern of a central city surrounded by eight trade cities (at

the compass points), then a ring of twelve trade towns. Each town or city has two central towers, one for the military garrison and one for the religious of Persana. Triton society provides religious rule over all settlements, though the military patrols and controls the waters and regions among the cities and towns. Thus, while tritons are ruled at home by the priesthood of Persana, each of their countries relies on the leadership of the military to survive. Thus, rather than have one primary leader in each settlement, the highest-ranking soldier and priest share secular power equally in the urban area and an eight-to-ten mile perimeter around it.

Trench of Lopok

This information unfortunately comes third-hand, Khelben, as I had no magic by which I could survive the pressures of diving into the trench. The Trench of Lopok drops precipitously from the sea bottom, its sides nearly vertical as it falls away from the watching eyes of the Ahlors Protectorate that rests directly on the eastern cliff edge. Not even the tritons hazard a guess as to how deep the trench runs, though plumbing lines have failed to find a bottom at more than a mile beneath the sea floor.

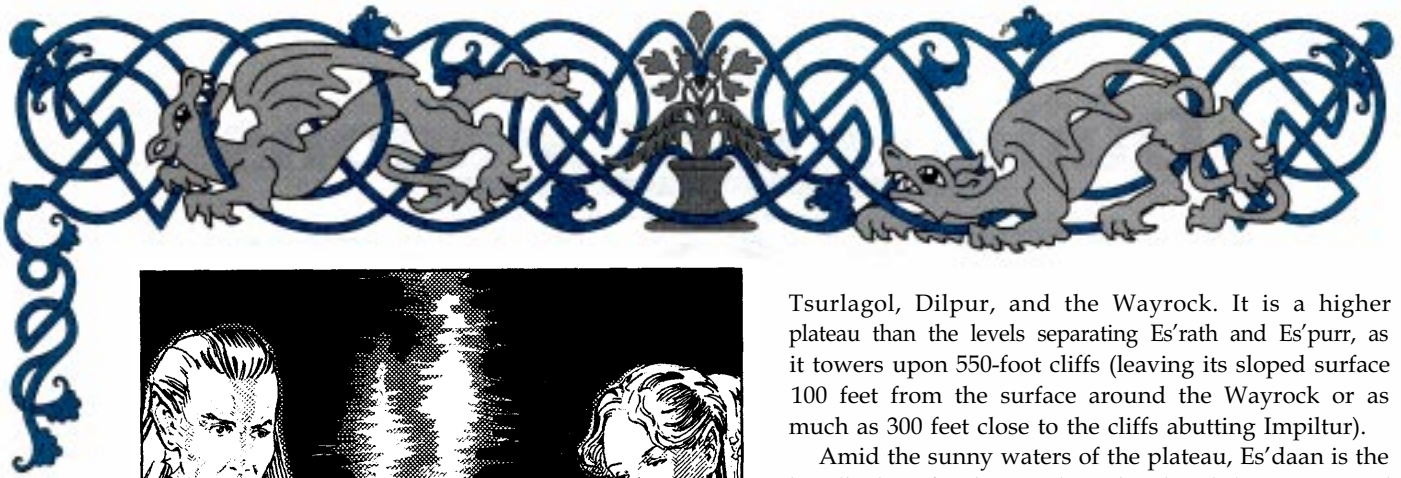
The Trench of Lopok lives up to its name (the locathah word for kraken), and has seen its share of kraken and morkoth and other evils far darker come up from its depths. The earlier morkoth theocracies believed their gods slept below and only fervent prayer would wake them to help their children claim their rightful place as rulers of Serôs. True or not, the tritons of Ahlors the Silent City and its attendant garrisons remain constantly at the ready, quietly keeping the peace at the trench and slaying any morkoth that attempt to swim into the trench.

As’arem

The “Empire of Arem” consists of the collective four kingdoms of the shalarin. As’arem spans from the lower abyssal plains of central Serôs and dominates the eastern sea up to the Caverns of Khinas (in the Easting Reach). It is ruled (at least in theory) by Eadar Ri’ola’con, an elderly shalarin heavily sheltered from his people. The shalarin are a caste society, and while they already control the largest area of Serôs, they rigidly hold themselves to proscribed patterns and do not look to conquer more territory, only hold that which they now have.

Es’rath is the broadest, oldest, and richest of the shalarin kingdoms, and it spans the seabed at 1,200 to 1,450 feet deep between the Pirate Isles and the Wayrock. Led by Finar Ri’yea’var, Es’rath is the Faithland of the shalarin with the highest population of the Faith





caste (priests) and the largest proliferation of old temples than any of other parts of As'arem. Most important, the *Wildtide Gate* rests at the center of the great capital of Us'rath, and all shalarin fervently plan their next months in hopes of being near for the time of the Fifth Passing sometime in the Year of the Unstrung Harp.

Es'purr is within the eastern sea, and all of eastern Serôs looms on a sloping shelf above the sea floor, separated from Es'rath by 500 feet. Es'purr spawns many of the warriors and hunters of As'arem, and as this realm borders on all three other shalarin kingdoms, Es'purr sees itself as the lynchpin of As'arem society. Their territory spans a triangular area from the foot of the Po'ioa Plateau (which runs from the coast of Impiltur to ten miles south of the Wayrock) and follows the plateau along to Es'roch and the Easting Reach.

Po'ioa Plateau

This plateau takes its shalarin name from the clan and caste that claimed it from the scraggs and koalinth that had formerly occupied it. While the Hmur Plateau continues almost contiguously from the continental slope off the coasts, this plateau slips away from the shelf, dropping over 100 feet in a quarter-mile once one is more than twenty miles south of Impiltur. This plateau of rolling hills and flat terrain slopes upward the Wayrock, thus ending as a triangular area with points at

Tsurlagol, Dilpur, and the Wayrock. It is a higher plateau than the levels separating Es'rath and Es'purr, as it towers upon 550-foot cliffs (leaving its sloped surface 100 feet from the surface around the Wayrock or as much as 300 feet close to the cliffs abutting Impiltur).

Amid the sunny waters of the plateau, Es'daan is the breadbasket of As'arem. Their abundant kelp, sponge, and sea urchin harvests supply more than 80% of the food for all of As'arem and no less than 25% of the food for Myth Nantar and other allied states. The only problem for Es'daan is a notable lack of Protector Caste shalarin among their own clans, so they rely on Es'purr's military to aid them.

Alsyrret is a former ruin of Aryselmalyr in the process of being resettled and reclaimed by the sea elves and some allies (including the shalarin). It lies east of Wayrock about 120 feet below the surf. The elves and shalarin currently hold the two of the five wards of Alsyrret against the scraggs and other creatures that occupy the other wards. One purpose in reclaiming this city is its symbolic importance as the former center of study and life among the High Mages of Aryselmalyr.

Easting Reach

While the deeper waters of the Reach belong to the shalarin kingdom of Es'roch, the shallow waters between Es'roch and the surface belong to the locathah. Their summer hunting grounds and caverns are within the reach, and while they have names and titles for individual rock formations and caverns, they have never named the area beyond it being "our warm lands." Thus, this gets the name by which we recognize it.

Es'roch's usefulness to As'arem stems from its craft and industry. Much of the empire's greatest weapon-smithing, whitesmithing and jewelry, art, and music comes from this smallest of kingdoms. While it is far from Us'purr, the center of the Protector Kingdom, Es'roch abuts its northeastern border, and aside from some raiding by seawolves and scraggs, Es'roch's eastern valley is relatively peaceful. The shalarin of this kingdom are firm allies with the locathah nomads that wander the eastern seas and help protect them from harm.

Resting high up on the continental shelf forty miles west of the mouth of the River Flam, the elven town of Lyrathil has been reclaimed by sea elves, though at high costs. This garrison and watchpost has survived both the falls of Aryselmalyr and Hmurrath, though no elf had lived here in over 500 years since an incursion of vodyanoi and drow (armed with magic to survive here) broke through from caverns beneath it and claimed the city for their own. Just before the Twelfth Serôs War, Ivaess Selakhiir and his band of sea elf and shalarin warriors finally drove out the last of the invaders and





dispelled the magical fields of darkness that allowed the drow to thrive here. Lyrathil is once more in good hands, though the vengeful drow destroyed most of the garrison in their retreat. This is an interesting place, both for the changes wrought by the rare occurrence of sea-dwelling drow and by the alliance of sea elves and shalarin that now rules here.

Hills Bymmalyn

The waters between Cape Dragonfang and Altumbel's northernmost arc are uncommonly deep save for the shallows in the Sea of Dlurg. Even among the Eadraani and the shalarin I met, there is surprisingly little information on this area other than it is rough terrain with many wicked currents and rugged, hilly terrain. Locathah winter here among the hills beneath the warmer coastal waters of the Sea of Dlurg in the specific series of caverns in the Hills of Etalis.

The lack of information I found regarding this place tells me something is hidden here.

Bymmal Trench

Unlike the relatively smooth cliff edges of the other trenches, Bymmal Trench is a ragged, craggy place resembling more the elongated, toothy maw of a shark with sharp promontories jutting out of hillsides. The grade from the northern shores of Aglarond down to the trench drops from 500 to over 1,300 feet in the space of twenty-five miles. Its deepest points are at its western end and center, where the shalarin have measured the black water's depth to be more than 4,000 feet below sea level. It appears no flat areas exist upon which to settle, though a few sites lie among the caverns and cliffs near the trench.

The Raging Reef hugs and partially obscures the eastern end of the trench 620 feet below. While most of the area among the Hills Bymmalyn is dark, this blaze-coral reef glows brightly, appearing as a bed of glowing embers to those who have seen campfires in the surface-world. While most Serôsians do not concern themselves with why the reef glows, I suspect some sunken magical treasure lies within the reef that both promotes its growth and life and generates its light.

Well below and between Velprintalar and Findar's fishing waters lies the tiny outpost of Kymal. The primitive structures of giant clam shells and makeshift cavern homes house a small population of "tu'sarlos," what the shalarin call malenti. Fearful of persecution but hopeful of alliances, these noble malenti long ago fled their sahuagin progenitors and have created a farming community around small kelp and pearl beds. The one thing that protects them from attacks by the elves of Lyrathil are the currents and riptides that swirl through this area.

Despite all natural logic, currents act unpredictably fifty or more feet beneath the surface due to unknown factors within the trench. The malenti have learned where to swim to avoid the most dangerous cross-currents that threaten to slam folk into the sharp cliffs or coral reefs or even suck them down into the depths of the Bymmal Trench (as happened to the sea elf philosopher Bymmal, after whom it is named).

Mountains of Volar

The Archipelago of Altumbel encompasses the coastal shallows of both Altumbel and Aglarond. From beneath the waves, these canyons, guyouts (seamounts with flat peaks), slopes, and valleys form the Mountains of Volar. Like the mountains of Faerûn, they hide numerous tribes of creatures, from merrow and koalinth, to sahuagin for the first time in centuries. They also still host a number of storm-giant holds and deep caverns rumored to hide vodyanoi, entrances to the Underdark, or dragons so old they have slept since Hmurrath's fall.

It was from the giants that the mountains' name arises. Eadaar and As'arem named the mountains for the storm-giant hero Volar, whose friendships with the shalarin and the merfolk are still fondly remembered. Volar's legend has grown in the sixty years since his disappearance into the Bymmal Trench. Many believe he took part in the Twelfth War deep below, simply because they heard of a great warrior who slew any morkoth working for Iakhovas. The truth of this is pointless, as "Volar" is spotted about as frequently as the imaginary lost kings of Cormyr, the Moondragon of Waterdeep, or the Hairy Men of Haptooth Hill.

Hunters' Ridge

This ridge of subsea mountains follows the surface Akanapeaks through into the Mountains of Volar and those peaks that pierce the surface to become the Archipelago of Altumbel. This ridge is one of the few geographic features of Serôs that Faerûnian cartographers can actually anticipate, given the mountains and islands around the area. The peaks and the ridge in general rise to an average depth of 140 feet below sea level.

Sharksbane Wall is the most amazing feat of subsea engineering I have ever encountered (even compared against the Great Coral Crab off the Shipgrave Isles south of Chult). More than 100 miles long, sixty feet high, and about 100 feet thick, this wall compares only to the Dragonwall of Shou Lung as a defensive rampart built during the early decades of Aryselmalyr. Manned by various forces (mostly sea elves but all of the Serôsian races have garrisoned the wall at times), the Sharksbane Wall kept the majority of the sahuagin penned in the





Alamber Sea aside from small raiding parties that sometimes slipped over the wall and between guardposts.

Now, however, the pride of the Knights of the Trident—a semi-religious order of sea elves and others built of many smaller groups such as the Order of the Sea Unicorn that staffed numerous holds to guard against Sekolah's sea devils—lies shattered. Due to some unknown relic found in the ruins of Coryselmal, Iakhovas freed the sahuagin by blowing a massive breach in the Sharkbane Wall that signaled the start of the Twelfth Serôs War. Much of the force of the explosion went up, blasting debris out of Serôs and onto the plains west of Delthuntle and the Yuirwood. Still, enough of the force and debris remained to bury Akhanmyr and at least send a sonic pulse through the waters that alerted Serôs to danger.

While the Sea Unicorns and others still hold the guard posts set every two miles along the wall (total forces are forty-two scattered units of sixteen to twenty soldiers each), they do not have enough forces to hold the two-mile wide breach in the wall and prevent even more sahuagin from entering Serôs. Plans are being made to strike against the sea devils and rebuild the wall, but morale is fearfully low here.

Akhanmyr

This was a sea elven city and it acted as the heart of the defenses against the sahuagin. Sharkbane Wall and Akhanmyr were collectively considered one of the Pillars of the Trident, and the city died in the explosion that rent the Sharkbane Wall. It now lies buried under more than sixty feet of rubble and rock slides that rained upon it. T'Kalah's sahuagin have been busy scavenging amid the rubble for weapons from the now-buried garrisons here, but almost constant sea elf patrols have managed to keep the area undisturbed. One of the plans of the Knights of the Trident is to build a temple and memorial at the site, rendering it holy ground up to the shattered base of the wall.

Western Alamber

Past the Sharkbane Wall to the east and into the peaks along Hunters' Ridge, one swims in the Alamber Sea. The coastal margins in this part of the Inner Sea are all significantly steeper than those in the Selmal Basin or along the Dragon Coast except in one area. The coastal zone between the Vilhon Reach and the Bay of Chessenta has a moderate to low slope with miles of massive coral reefs and shallow valleys that lead to the Bay of Chessenta. The Alamber, like the rest of the Inner Sea, is relatively shallow, bottoming out at 1,600 feet in the Pythan Trench.

Tynathiir

Tynathiir lies on the eastern side of the Hunter's Ridge and is also one of the Trident's garrisons. This well-hidden and easily defended garrison exists within a subsea mesa, for lack of a better term. Tynathiir is one of only two of the Pillars of the Trident still extant in the wake of the Twelfth Serôs War, and its commanders have become all the more militant and paranoid, given their new duties as the last bastion that can slow down the sahuagin as they forge west into Serôs for the first time in centuries. Forced into clandestine strikes and sneak tactics that defy the Laws of Battle, the soldiers of Tynathiir have adopted numerous sahuagin tactics. They are more concerned with the survival of the outpost and to stay alive themselves than to play by the rules. They also seek to keep an all-out invasion of Serôs from reoccurring in the days after the battle at Myth Nantar that drove the sea devils back. Their tactics drive the sahuagin south and into the steeper peaks of the Hunters' Ridge, where other garrisons along the wall can engage them, or north into the peaks occupied by merrow tribes.

Merrow Mountains

The northern coasts of the Alamber are controlled by a number of merrow clans, ruled a few merrow kings. The leading contender to unite all the tribes currently is the Great Chief Porag, who has also recently laid claim to two places of note (see Rulovar and Phalaggiir). The territories of the merrow tribes span from thirty-five miles from the coast until the abyssal hills begin to fall away sharply into the Pythan Trench.

Pythan Trench

This trench has long served as a buffer zone between the warring factions of the merrow and the sahuagin of the Alamber. Its angular sides, while steep, are not as severe as the drops into darkness that mark the other trenches of the Inner Sea. In fact, the silt-covered slopes are relatively smooth, hardly disrupted by abyssal hills or plateaus. The few disturbances of the gentle slide of the trench are the two sahuagin towns and the score of subordinate villages that dot the trench.

Kurrimal

Kurrimal is the new name established for the dominion of the sea devils. This replaces the ancient sahuagin kingdom of Aleaxtis and moves the capital closest to the center of the sea floor claimed by the sea devils. Kurrimal claims the sea from the western end of the Pythan Trench to the brackish shallows off Unthalass of Unther. Kurrimal only fully controls waters deeper than



300 feet across that span, as merrow tribes make the shallow waters of the western Alamber a constant war-zone between these two races.

The fall of the old capital, Vahaxtyl, began these changes with the death of King Kromes and more than a third of the nobility beneath the boiling lava of an eruption of the sea floor around the old capital. The old order of Aleaxtis tore itself apart trying to re-establish control. Iakhovas's taking control of the sahuagin and forcing them into war against Serôs further disrupted what remained of Aleaxtis (though in doing so, he freed the long-penned-up sea devils from this part of the sea). Upon their loss at the Whirling Battle for Myth Nantar, many of the sahuagin returned to their homes and recognizable territories in the Alamber, though some stayed behind and today cause trouble in some areas of Serôs. The king who soon rose to power among the Alambren sea devils is T'Kalah the Black Claws, a three-armed monstrosity who is the oldest surviving sahuagin of the Inner Sea at 530 years old.

Kurrimal has its one capital city of T'Kalah, the nine towns of the princes, and innumerable villages in all sectors of the Alamber. Like the capital, the towns have been renamed to match the names of their princes (and are listed in order of west to east placement in Kurrimal): Kiture, Gatlogh, C'Saxah, Widaan, a leaderless town southwest of Escalant, Korinagh, another open town northwest of Messemprar, Onakeal, and one other leaderless town between Unthalass and Neldorild.

Velyraar and Nearby Sites

Velyraar is the last remnant of the Pillars of the Trident aside from Tynathiir to the west. Resting 160 feet below the waves forty miles west of Mordulkin, Velyraar still stands as a fortified city in the thick silt of the Bay of Chessenta. It survived the savage attacks of blood-frenzied sea devils by the surprise interventions of a pack of noble malenti hiding among the shallows across the bay. Velyraar is now the first joint-effort of noble malenti and sea elf allies to resist the sahuagin of Kurrimal.

Velyraar's forces are reduced by half, even with their newfound allies, and it now has to act as a full garrison, though its youthful commander (the highest-ranking officer left here is a junior officer and grandson of the former commander) is nearly paralyzed with indecision. He does not wish to abandon the garrison, but it was meant to be only a resupply post for Rulovar and Phalagiir, not a fully fortified site from which to strike at the sahuagin. However, the soldiers here learn new tactics daily from the malenti, who teach them more effective ways to resist the sahuagin in exchange for acceptance and access to the shrine of Deep Sashelas whom the malenti worship.

Rulovar and Phalagiir

Rulovar and Phalagiir were, until the Twelfth Serôs War, two of the Five Pillars of the Trident. With the overwhelming forces of nearly every sahuagin of the Alamber unleashed against them, they fell within hours despite having stood for millennia. While the bulk of the sahuagin tribes ventured beyond the Sharksbane Wall for the first time in epochs, the ruins of these two strategic points were occupied instead by merrow.

At the end of 1369 DR, Porag has more than 40% of the viable territory of the Alamber from the Wall to Mount Thulbane under his control, though only down to a depth of about 250 feet. Beyond that, it becomes the sovereign territory of four different sahuagin princes, their lands clustered on their towns of Kiture, C'Saxah, Widaan, and Gatlogh (see "Kurrimal").

Canyon of Aleaxtis

While the sahuagin kingdom that once occupied the eastern leg of the Alamber is now dead, this shallow canyon still bears its name, until the sahuagin decides to change its name officially to "the Canyon of Death." The canyon, which once spanned the length of the eastern Alamber at a depth of 500 to 750 feet, now rises up more than 200 feet around the submerged slopes of the Ship of the Gods volcano. Here in this canyon, the volcano vented massive amounts of lava, filling the canyon for ten miles around its base and raising the seabed simply by accumulation of cooled magma. Thus, the southern end of the canyon is now isolated, separated from Kurrimal by 100 miles of steaming seas fouled and cloudy with the biological and chemical changes wrought by the volcanic explosion that ended the old sahuagin kingdom in an instant.

The Golden Forge, the temple to Geb within the volcano, had its responsibilities to keep the Ship of the Gods from erupting and decimating Mulhorand. For more than a decade, the priests of the earth god dutifully prepared the area for controlled eruptions. In 1369 DR, the volcano violently shuddered and began to erupt. Despite the unexpected sacrifice of more than a third of their lesser acolytes to lava punching through the walls into parts of the temple, the priests managed to use their preparations and spells to force the lava flow across a readied channel and out through the seabed rather than toward the land. As you might expect, the Mulhorandi priests cared little that more than 12,000 sahuagin died in the course of minutes, and they even perceived it as a benefit that the force of the eruption would create monstrous tidal waves to swamp the Alaor and the Thayan city of Bezantur. Upon last reports, some Mulhorandi factions were preparing to march upon the weakened



Bezantur and retake it as part of Mulhorand once more.

While few of Those Who Harp were surprised by the eruption of the Ship of the Gods (as it was only a matter of time), the form it took surprised most of us. After some investigation, all I can piece together is that either godly intervention by Sekolah caused the eruption, powerful magical items detonated at the Arnrock and the Ship of the Gods near-simultaneously caused the eruptions of both volcanoes, or the Mulhorandi priests of the Golden Forge unleashed the volcano on orders from their political rulers to damage Bezantur and distract Thay. The facts of this are likely buried beneath cooling lava, along with rumors of animated sahuagin skeletons as hot as lava, magmen of unliving molten rock that guard the site of buried Vahaxtyl, a now-buried gate to the elemental plane of fire, etc.

CANYON OF ONAKEAL

On the southern end of the Canyon of Aleaxtis, one of two prince's towns in the farthest-most point of the Inner Sea, the lava flow has boxed in this city. Onakeal lost a few of its warriors to the volcano, but for the most part it is intact and its people are eager for revenge. Thus, any unfortunates who live in or sail the seas near Unthalass, Neldorid, or parts south have come under near-constant attack by sahuagin seeking to even the scales for all their dead.

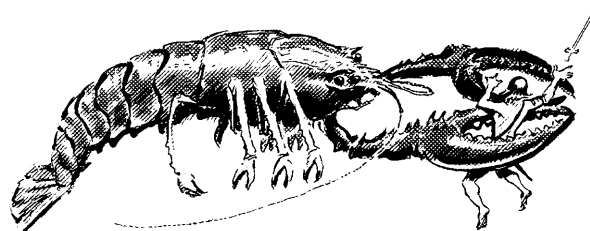
IN CLOSING

Much more remains to be discovered about Serôs, Khelben, though this should suffice as a basic primer for you and your allies in terms of Serôs's powers, sites, and intrigues. I entrust this shall be kept out of public eyes, as few people can easily cope with the understanding of the societies beneath the waves and even fewer still can regard them rightfully as equals to the surface nations.

Undersea Sociology

Serôs is more than a collection of geologic formations and water—it is a living world of wonders undreamt of by the “upworlders.” Acclimating to this new realm takes an understanding of its denizens, their cultures, and their customs. Ondam Moray's recently penned *Notes on Serôs* provides a close look at the Sea of Fallen Stars and its aquatic peoples (with adaptations by our chroniclers for AD&D game rules).

The politics and intricacies of Serôs are complex and long-standing. For hundreds of years, a situation of detente, even stagnation, existed among the races



of Serôs, due to few unifying threats, a lack of serious trade issues, and the ability of the “more civilized races” of Serôs to keep many of their monstrous enemies in check. Now, in the aftermath of the Twelfth Serôs War, the detente is gone and political and military power are in the midst of great changes, some potentially for the worse.

Natural animosities do exist among the races of Serôs. Lobsters, moray eels, and octopi are all natural enemies of each other, as are sharks and dolphins or whales and kraken. Likewise, these “species enemies” exist among the more advanced Serôsians, as morkoth and locathah attack each other nearly on sight, as do ixitxachitl and shalarin. Other racial hatreds stem from history, as the locathah are wary of nearly all the races save the shalarin, for only they have not enslaved the locathah in past centuries. Koalinth bow to the superior strength of the merrow, though when weakness is perceived, they attack their former (and often current) overlords.

CURRENCY AND TRADE

Unlike the surface-world, Serôs does not have a standardized monetary system or any discernible currency that overlaps all the aquatic races. The standard method of trade is barter, as it often is up in the Realms itself. Although barter seems a bit ill defined, know that each area of Serôs has resources that can be traded for other materials from other regions. The most common trade items include bales of kelp, varieties of fish, works of art, weapons, and the deepwater lucent coral that provides light to many areas where there is none.

While currency is not standardized in Serôs, many of the races of the shallows know where to find pearls of astonishing varieties and sizes. While the other races simply hunt natural pearls in known habitats, the shalarin and the mermen have knowledge of culturing pearls, and they hope to change the economies of the Inner Sea so they may more easily trade with the surface-worlders. While pearls are the most common currency among the aquatic races, ixitxachitls, morkoths, and tritons do not use them as currency but



as simple ornamentation. Among the other races, pearls are common coin, though some are starting to realize that the surface-worlders value them far more than they do themselves.

Below is a table detailing Serôsian pearls and their relative worth in Serôs and the Realms. Prices assume a pearl of 1/6' diameter of good quality; flaws or size changes alter the worth accordingly.

TABLE 10: Serôsian Pearl Money System

Pearl Color	Nickname	Worth in Serôs	Worth in Faerûn (Average)
White	"Seyar"	1 cp	1d4 sp (2sp)
Yellow	"Hayar"	1 sp	1d4 gp (2gp)
Green	"Tayar"	1 gp	2d4 pp (4pp)
Blue	"Nuyar"	1 pp	2d20 pp (18pp)

Rarer pearls exist in far deeper depths and the risk in finding and harvesting them adds greatly to their value both in Serôs and in the surface-world. Purple and black pearls are found only in waters deeper than 100 yards, and they garner 10 tayars (avg. 40 pp) and 15 tayars (avg. 60 pp) each. The rarest and most dangerous pearls of Serôs are "olmars," diamond-shaped olive-toned pearls of the great spitter clams, worth 500 tayars in Serôs and over 2,000 gp in the Realms. These pearls are never less than seven inches long and three inches in width. For more, see the "Encyclopedia Serôsica."

Languages

Unlike the surface-world, there is no true unifying language among the aquatic races. However, enough members of nearly every race have learned enough of other tongues that some level of communication exists for all living things beneath the sea's surface (just as surface elves and dwarves might speak to each other using gnomish, a language common to both races). In general, there are three "common" tongues in Serôs, and every character knows its racial tongue and at least one of these common languages

About 12% of the undersea dwellers have taken the time to learn the surface-world's Common tongue, so they can either trade with the surface or spy on their enemies in the surface-world. Many learn this language from the aquatic elves, who still have the most traffic with the surface Realms. With an increasing stream of surface-world adventurers and a few enterprising merchants now entering Serôs, more are learning this

tongue, though the vast majority of them are folk living in and around Myth Nantar (25% chance that anyone approached in Myth Nantar can speak common).

Serusan (or Serosian common) is a pidgin language used as a bridge language among the shallow-water races. Distinctly an undersea tongue, it is an amalgamation of dolphins' clicks and whistles, the merfolk tongue, the aquatic elvish tongue, the shalarin base tongue, and some other constructions from locathah, kuo-toan, and sahuagin speech. All the races noted above can speak and understand Serusan, but unless fluent in it as a separate language, they can only grasp the most basic meanings. For complete understanding and use of Serusan as a common language, PCs and NPCs must learn it as Intelligence proficiency (as per "language, modem").

Currentspeak is a combination of sounds and movements within water that create a very rough language that communicates only the most basic concepts. Totally alien to surface-worlders, this pantomime-like language relays its information through currents set in motion by the speaker and the listener. It only communicates basic messages such as "flee" or "welcome" or "friend", and cannot communicate on any level deeper than a human might have with a loyal pet. While some sounds help clarify the meaning, the bulk of information in Currentspeak comes from how water fluctuates across gills, flukes, and other membranes. This language allows shalarin, mermen, and others to "speak" in a rough sense with whales and others with whom they might not be able to otherwise communicate. Currentspeak must be learned as a Wisdom NWP (1 slot; no modifier).

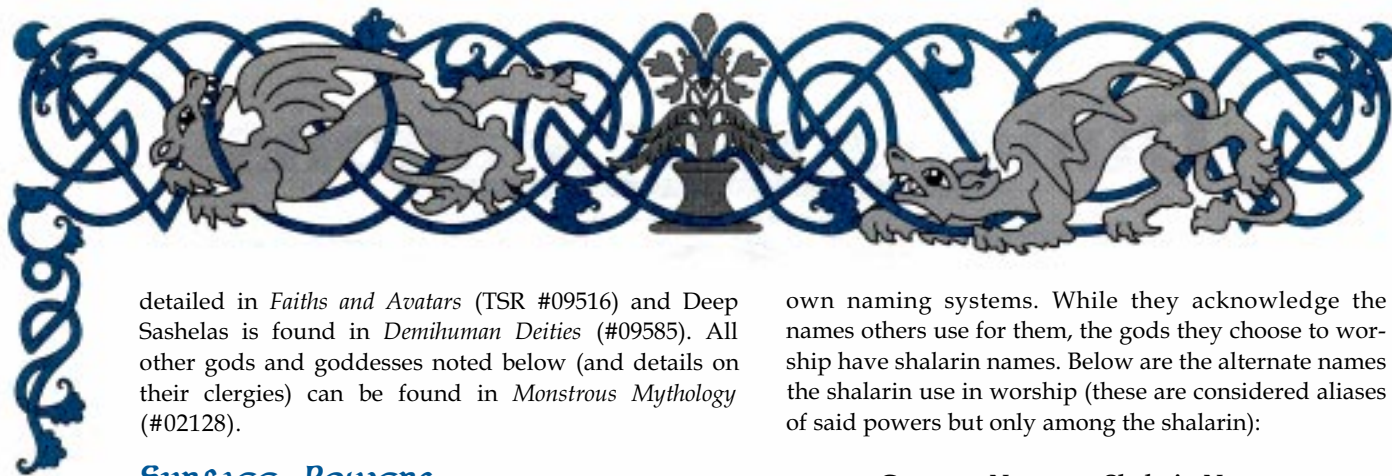
Other languages exist in Serôs, though none are as cross-cultural as these three. Each sentient race has their own racial tongue. While many are interrelated (such as those of squids and kraken and morkoth), only fluency of each tongue provides total comprehension.

Religions of Serôs

The Realms has over 100 gods for the surface-world races, while Serôs appears much more limited in divine interests. Those noted below are merely the major gods of the depths and those revealed to the surface-worlders and their chroniclers.

Gods of the Inner Sea are often split along racial lines and act as patrons and mythical founders of their respective races. Each god is introduced below, along with the basics of its worshipers and clergy. Only the briefest of details are provided herein for many new undersea gods. Eldath, Milil, Mystra, and Oghma are





detailed in *Faiths and Avatars* (TSR #09516) and Deep Sashelas is found in *Demihuman Deities* (#09585). All other gods and goddesses noted below (and details on their clergies) can be found in *Monstrous Mythology* (#02128).

Surface Powers beneath The Waves

Many of the surface-oriented powers entered Serôs via the god's faithful lost at sea. Once saved by members of the aquatic races, the grateful victims shared their stories, their knowledge, and their piety with their new-found friends. Other gods became known through trade and other contact with surface-folk over time, whether they entered Serôs or undersea denizens rose to the surface-world and learned of them there. A third option is the potential worship of powers was assumed to be limited only to Faerûn, when in fact the aquatic races also heard the call of some pervasive gods, such as Mystra or Oghma. Regardless of the faith's origins in Serôs, the gods listed here are major religious powers within the Inner Sea.

Shalarin Worship

Due to unknown circumstances among their own gods, the shalarin who reside in the Inner Sea found quickly upon their arrival that some of their gods did not answer their prayers, despite no change in the shalarin's piety or their methods of worship. Believing this to be a test of faith, some priests of the First and Second Passings retained their worship of their old gods, but this died out within a generation. Other shalarin priests found that they recognized their own gods in the Serôsian sea powers, only that their names had changed, and they simply became an offshoot of those religions (using their standards of worship rather than the more common Serôsian forms). Some shalarin, especially those of the Third and Fourth Passings, have taken to the worship of some of Faerûn's gods with fervor and have been accepted by those gods and their clergies.

Of all the faiths of Serôs that the shalarin embrace, they worship Trishina more above all others, followed by Eldath, Persana, Ishtishia, and Mystra. All shalarin, whether priests or not, worship Trishina as Rí'daa'trisha, and treat her within their transplanted culture as a mother goddess. Each of the shalarin castes also seems to have a patron god or goddess paired with Trishina to rule them (or perhaps, act as parents of that caste, shalarin are as protective about religion as the locathah).

The one thing that links all of the shalarin faiths is that they adapt the names of the gods to fit within their

own naming systems. While they acknowledge the names others use for them, the gods they choose to worship have shalarin names. Below are the alternate names the shalarin use in worship (these are considered aliases of said powers but only among the shalarin):

Common Name	Shalarin Name
Deep Sashelas	Rí'dea'shela
Eadro	Rí'dea'dra
Eldath	Rí'daa'lada
Ishtishia	Rí'dea'shia
Milil	Rí'dea'mila
Mystra	Rí'dea'mystra
Oghma	Rí'dea'goma
Persana	Rí'dea'prasa
Trishina	Rí'daa'trisha
Umberlee	Rí'dea'brela

Blibdoolpoolp

(blib-DOOL-pool-ip) **Sea Mother**

Intermediate Power of the Elemental Plane of Water, NE

Portfolio: Creator and patron goddess of the kuo-toans; darkness of the sea depths and the Underdark, insanity, revenge.

Symbol: Lobster head and black pearl; holy symbols worn as amulets.

Worshiper's Alignment: NE, CE (exclusively kuo-toan worshipers); NE, CE (priest's AL).

Notes: While the bulk of her worshipers cluster in the gloom of the Underdark of Faerûn, Blibdoolpoolp provides power to her clergy who come to Serôs for slaving raids. The crustacean-headed goddess constantly fights against the drow and illithid powers, their followers locked in battle everywhere save the sea. In Serôs, she and her clergy may be fighting a greater battle: rumors of long-lost magic that she alone holds attracts the attention of many, especially those greedy treasure seekers new to the sea.

Regardless of the truth about this secret magic, there are few temples to raid for such lost power, since few holy sites in Serôs have been as systematically eradicated as those of Blibdoolpoolp since the fall of the morkoth Theocracy of the Dark. Thus, when found at all, kuo-toan raiders always spend more time near and within the Xedran Reefs and the Hmur Plateau than any other sites in Serôs, and their activities always draw attention (as is planned). The Sea Mother's faithful have learned to capture and use those fools who dare disturb their currents to gain many useful sacrifices for their bloodthirsty goddess.



Deep Sashelas

(DEEP SASH-uh-lass) Sailor's Friend, Dolphin Prince

Intermediate Power of Arborea, CG

Portfolio: Creator and patron of sea elves; god of creation, knowledge, magic, beauty.

Symbol: A crystal-clear dolphin; holy symbols in some form of jewelry, commonly a bracer.

Worshiper's Alignment: NG, CG, CN (primarily sea elves); CG (priest's AL).

Notes: As far as the aquatic elves are concerned, all of Serôs (and all of Toril's seas as well) is Deep Sashelas' creation and remains under his near-total control. In typical elf fashion, they put their god above all others. Of all the aquatic gods, more temples to Deep Sashelas exist in Serôs than any other god. While most other clergies simply shrug and leave them their hubris, Deep Sashelas' priests embrace the egotistical view that they are the voice of their god and thus the voice of Serôs.

Despite this arrogance about their place in the sea, the priests of the sea elf god are quite useful in uniting Faerûn and Serôs in small steps. In fact, the clergy of Deep Sashelas are heavily involved in the rebuilding of Myth Nantar and the city's ongoing attempts to establish better ties with the surface. As one of the few races capable of entering either habitat with a minimum of discomfort, the sea elf clerics and priests have built themselves up both faithfully and politically. While the official Serôsian clergy of Deep Sashelas is limited to surface and sea elves, half-elves, and an isolated few malenti, the god embraces any worshipers, and many shalarin have recently converted to the faith.

Eadro

(ee-AD-ro) The Deliverer (locathah); Lord of the Sunlit Shallows (mermen)

Intermediate Power of the Elemental Plane of Water, N

Portfolio: Creator and patron of the mermen and locathah.

Symbol: A spiral.

Worshiper's Alignment: LN, N, CN, NE (exclusively locathah and merfolk worshipers); NG (merfolk only). LN, N, CN (priest's AL).

Notes: While the god is the same, the churches of Eadro differ wildly among the locathah and the merfolk. The merfolk worship Eadro openly with great emotion, inviting in outsiders to hear Eadro's songs; they have different prayers and swimming dances for each season, as well as numerous holidays. The merfolk attitude on religion is simply, "Eadro wishes his folk to be as the tides—constantly moving, physically and spiritually." While they respect their locathah brethren as fellow children of



Eadro, they have always been confused but accepting of the locathah's worship and its differences from their own.

The locathah worship of the Deliverer, on the other hand, is dogmatic and exclusive. Only locathah males are allowed among the clergy in Serôs. They protect their rituals, keeping them secret from all, save during spellcasting. While they accept their fellow worshipers among the locathah, their take on Eadro's religion is one of punishment and the hope for redemption. The priests point to the trials of their oft-enslaved race and their own scaly forms as evidence that corruption of one's worship of Eadro corrupts the form and one is less than Eadro divinely intended.

After more than five centuries of this belief system, some locathah priests and clerics breaking away from this attitude and joining other, more liberal religions at Myth Nantar. They preach an acceptance of their form and the abilities Eadro gave them, rather than some misguided, vague hope that prayer can redeem the locathah and transform them into merpeople.

Eldath

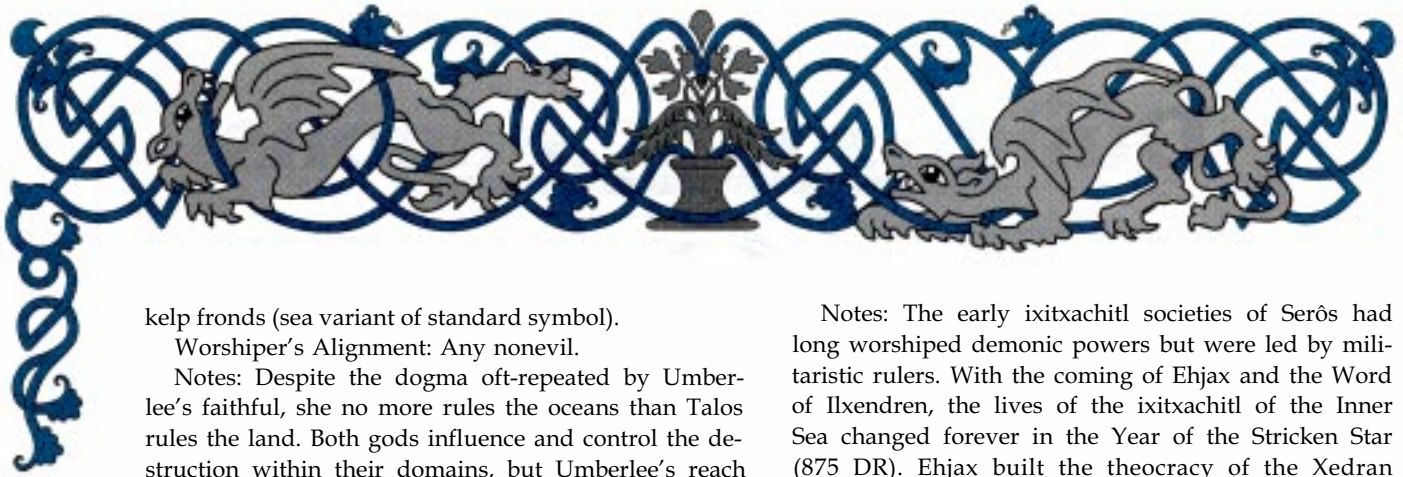
(EL-dath) The Green Goddess, The Quiet One

Lesser Power of Elysium, NG

Portfolio: Stillness, peace (see Faiths and Avatars); the tranquility and nurturing states of the ocean depths.

Symbol: A circular deep-blue disk fringed with





kelp fronds (sea variant of standard symbol).

Worshiper's Alignment: Any nonevil.

Notes: Despite the dogma oft-repeated by Umberlee's faithful, she no more rules the oceans than Talos rules the land. Both gods influence and control the destruction within their domains, but Umberlee's reach extends only along the surface and the shallows to a depth of about 100 feet. As Umberlee and her worshipers dominate Upper Serôs among the shallows, Eldath keeps the peace in the depths. More than 100 feet below the surface, the chaos above rarely intrudes on the peace, tranquility, and calm ballet of the tidal currents. While Umberlee rules surface-worlders' view of the oceans, many here point to calm Eldath as the true goddess of the sea.

This benevolent goddess works in concert with Deep Sashelas and Trishina (and loosely with the detached, elemental Ishtishia) to maintain the life cycles of the sea. The powers do so in answer to the depredations and abuses of both the unknowing surface-world interlopers and the worshipers of the sea's darker powers. Eldath's clerics and druids often swim the length and breadth of Serôs seeking to maintain the sea's life cycles and correct them when they are not as they should be. Thus, many shrines to Eldath dot the cliffs and plains at nearly all depths including the dark Underdeep.

Iakhovas' recent entry into the Sea of Fallen Stars was a surprise to the deities and their faithful only in terms of its savagery and impact. Despite this and not a small amount of sacrifice on the parts of their faithful, little divine intervention was needed to stop the ancient threat beyond prophecies among Eldath's, Deep Sashelas', and Persana's clergy that foretold of the events of the Twelfth Serôs War. The priests of the Green Goddess—her most common title here, where she's envisioned as a female made only by currents and the songs of the deep—captured numerous weapons and magical items during the conflicts from both Iakhovas and his allies, the morkoth of Olleth and the koalinth of Selmal Basin. In order to keep all of Serôs safe from their future misuse, the Eldathan clergy now busy themselves with burying the weapons with their recent casualties in crypts beneath Myth Nantar.

ILXENDREN

(ILKS-en-dren) "The Great Kay, the Demon Ray"

Lesser Power of the Abyss, CE

Portfolio: Cruelty, revenge, vampirism.

Symbol: Blue, barbed manta tail on a black manta shape with two glowing red almond-shaped eyes on its wings.

Worshiper's Alignment: CE (exclusively ixitxachitl worshipers only); CE (priest's AL).

Notes: The early ixitxachitl societies of Serôs had long worshiped demonic powers but were led by militaristic rulers. With the coming of Ehjax and the Word of Ilxendren, the lives of the ixitxachitl of the Inner Sea changed forever in the Year of the Stricken Star (875 DR). Ehjax built the theocracy of the Xedran Reefs, and this society has become the longest-lived settlement for this race in Serôs. After many centuries of conflicts with other races, the mantas of the Inner Sea embraced this harsh god of revenge in order to regain their strength and ability to defend themselves against their enemies.

Unbeknownst to any other races (though a frequent topic of discussion among the higher-ups of Ilxendren's church), there is a schism among the faithful. The rogue Vitanar Qyxas has also achieved greater vampiric status, rather than go to his sacrificial death a century ago, and he maneuvers from secret to undermine both the Xedran Vitanar and its own allies in the name of Ilxendren. This schism could take hold if more folk heard of it, but Qyxas's need for secrecy to protect itself from the retribution of the primary church keeps its message quiet for now. One of Ourqax's priorities beyond reclaiming the southern cities of Xedran Reefs is to find and destroy "the heretic Qyxas and any who follow it."

The only distinctions between these two "churches" of Ilxendren are these: Vitanar Ourqax preaches the orthodoxy of facing one's enemies and destroying them, "for they offend Ilxendren with their existence." Qyxas preaches a slightly different message, wherein knowledge and learning of one's foes to destroy them indirectly or from within is the key to Ilxendren's revenge. Followers of both sides gain spells from the god, so apparently the schism is not great enough to blaspheme the god, at least from its point of view.

Ishtishia

(ish-TISH-ee-uh) The Water Lord

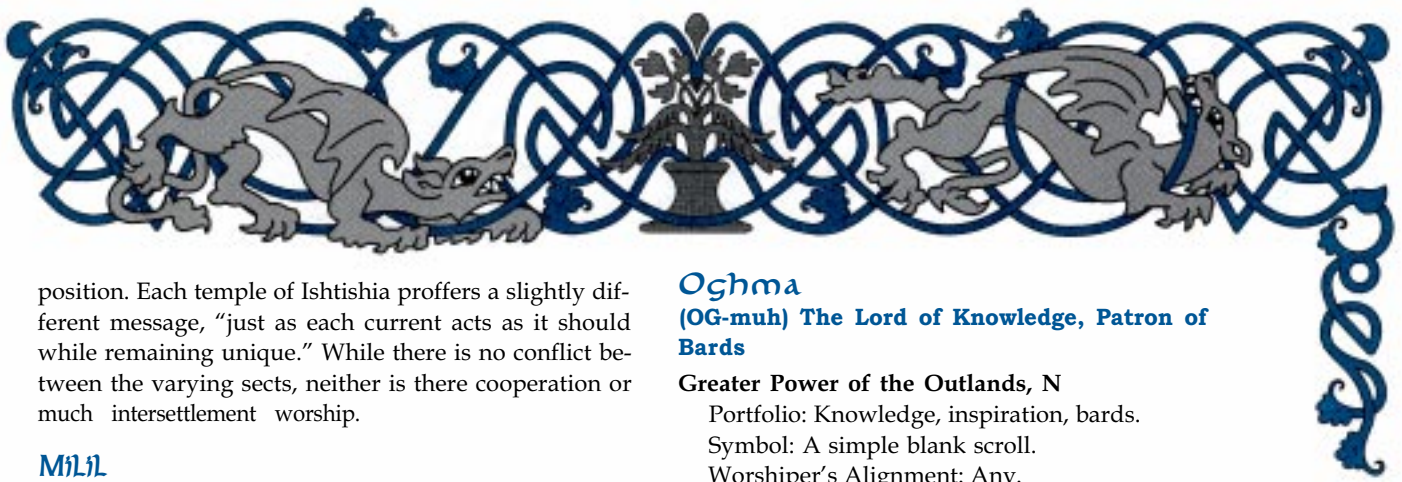
Greater Power of the Elemental Plane of Water, N

Portfolio: Elemental water, wetness, water elements, purification through cleansing.

Symbol: A drop of water.

Worshiper's Alignment: Any.

Notes: Just as Eldath is the sea's calm and Umberlee is the sea's rage, Ishtishia is the aloof power that represents the sea as a source of life and a force of nature. He is as distant to his own as Eadro is to his worshipers. Given this lack of direction, great variety exists among Ishtishia's worshipers and their practices. The binding belief among them all is the preservation of the cycles of the sea and that water eventually triumphs over all op-



position. Each temple of Ishtishia proffers a slightly different message, “just as each current acts as it should while remaining unique.” While there is no conflict between the varying sects, neither is there cooperation or much intersettlement worship.

Milil

(mil-IL) The Lord of All Songs

Lesser Power of the Beastlands, NG

Portfolio: Poetry, song, eloquence; whalesong.

Symbol: A silver harp, depicted in this context as if the harp’s body were a diving fish or whale.

Worshiper’s Alignment: Any (any undersea race).

Notes: The primary difference in Milil’s worship among the races of Serôs is the medium in which it is performed. The conductivity of water provides far greater range at which songs can be heard, and once surface folk adjust to the new methods of singing in the deeps, more songs resonate through the shallows and the twilight than ever before. Most astonishing to surface-worlders, even a few whales are counted among Serôs’s worshipers of Milil, who sing whalesong for the clergy. In deference to the death of the Great Whale bard during the Twelfth Serôs War, the clergy of Milil established in Myth Nantar plan to undertake pilgrimages into the depths to join some whale pods to sing in memoriam: a new Serôsian tradition wholly embraced by the faithful.

MysTra

(MEE-struh) Our Lady of Spells, She of the Wild Tides

Greater Power of Elysium, NG

Portfolio: Magic, spells, the Weave.

Symbol: A single blue-white star (the oldest of MysTra’s symbols).

Worshiper’s Alignment: Any.

Notes: MysTra’s faith is the oldest of the surface powers within Serôs. Her underwater worship has existed at least since the time of Netheril and stemmed from the many mages who entered the sea with MysTra’s magic and never left, once they found the beauty of Serôs. While among the more popular powers, she is not a native water power, and she is more often a bridge between the surface-world and Serôs. MysTra’s church remains one of the primary patrons and defenders of Myth Nantar, though numerous small shrines dot the waters across the shallows and into the edges of the twilight waters. The merfolk and the shalarin are the most numerous of the aquatic races who embrace MysTra’s faith.

Oghma

(OG-muh) The Lord of Knowledge, Patron of Bards

Greater Power of the Outlands, N

Portfolio: Knowledge, inspiration, bards.

Symbol: A simple blank scroll.

Worshiper’s Alignment: Any.

Notes: Just as Oghma’s church maintains the historical record and the beauty of its tales through song and word, Serôs embraces the faith of Oghma through many of its races. Those from the surface-world learn old methods of preserving knowledge in the deep, such as the crude stone-carved tablets of the early koalinth kingdoms to the elegant coral carvings of Aryselmalyr or the transcendent Caves of Memory. None today know, however, how the greatest bards on Faerûn came to Oghma’s faith, but the great whales have true bards among them, and their songs and memories preserve everything that is great about Serôs and the Lord of Knowledge! Should there be new lore that all should learn, the whales sing and few are the places in Serôs where the song cannot reach.

Persana

(pur-SAN-uh) Guardian of the Deep, Justice of the Depths

Intermediate Power of the Elemental Plane of Water, NG

Portfolio: Creator of tritons; architecture.

Symbol: Silver trident against a silhouetted conch.

Worshiper’s Alignment: LN, N, CN, LG, NG, CG (exclusively triton worshipers).

Notes: Persana’s worship, like so much about the tritons themselves, is wrapped in mystery and silence. Similar to the *ixitxachitl*, the tritons are a theocratic society in Serôs, and all save the rare outcasts have ties to the church of Persana. All that most nontritons can glean about Persana’s faith is the devotion to construction and guardianship; the tritons built many great undersea cities for their god. Priests of Persana cooperate readily with other faiths (as Persana will himself), if it is to the betterment of the tritons.

There are only two places in all of Serôs where the tritons can be found with any frequency: Myth Nantar and the Protectorates near the Trench of Lopok. Spear-headed by the a few faithful warriors and priests of Persana, the tritons actively work with the other races to rebuild Myth Nantar into a greater city than ever. Persana’s priests insist this place has a destiny that must be protected, and thus they remain united with other races they rarely had any traffic with before. While some hint the tritons do this as a penance for their long-held neu-





trality and their delays in joining the Twelfth Serôs War, most simply appreciate the help and the newfound sense of alliance with the normally aloof tritons.

Sekolah **(sek-O-la) The Plunderer**

Intermediate Power of Baator, LE

Portfolio: Creator and patron of the sahuagin; hunting, tyranny, plunder.

Symbol: A white shark.

Worshiper's Alignment: LE (exclusively female sahuagin).

Notes: Sekolah's priestesses have more influence than other females among the sahuagin packs, though they rarely build any major political power. Their god grants the sahuagin what they need: viciousness and brutality for hunter-males and fertility for all to insure the race's survival. Neither the pack nor the god itself put much stock in anything beyond the hunt, though priestesses often join the hunt, especially when they hunt alongside Sekolah's great-white-shark avatar. While many priestesses initially doubted Iakhovas' ties to Sekolah during the Twelfth Serôs War, his destruction of the Sharkbane Wall made many of Sekolah's faithful praise the Great Ravager as something truly sent by Sekolah. The priestesses now believe that Iakhovas came from Sekolah to show them a new, more brutal way of life so that the sahuagin may finally become the rulers of Serôs, and their zeal helps fuel the sahuagin expansion beyond the Alamber Sea.

Trishina **(trish-EE-nuh) The Waverider, Mistress of Games, the Joyswimmer**

Lesser Power of Elysium and Mount Celestia, LG

Portfolio: Love, play, children, fidelity

Symbol: Dolphin with calf

Worshiper's Alignment: Any good

Notes: Aquatic elves and dolphins are the primary clergy of Trishina, Deep Sashelas' consort, although some shalarin have embraced her church with an amazing fervor. While pacifistic by nature, Trishina's faithful pledge their lives and hearts to protecting the young, no matter what the species, and saving lives. Trishina's bond with Deep Sashelas helps explain the tight-knit links between dolphins and the sea elves, and why some of the most respected figures in a sea elf community are elderly dolphins. Others point to the sleek-skinned shalarin and their similarities to humanoid depictions of Trishina, making some wonder if their worship of her as a mother goddess may be more than a coincidence.

UmberLee **(UM-bur-lee) The Bitch Queen, Sea Queen**

Intermediate Power of the Abyss, CE

Portfolio: Oceans, currents, waves, sea winds.

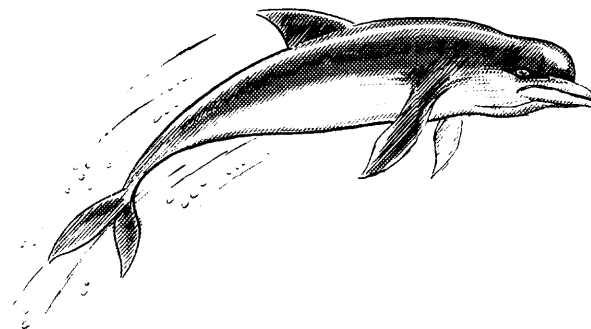
Symbol: A forked blue-green wave, curling in breakers to both left and right, on a background of black streaked with white.

Worshiper's Alignment: Any.

Notes: Umberlee's faithful have long dominated the minds and hearts of the surface-world sailors, and many believe her to be the primary power of the sea. Serôs is not as tied to the Bitch Queen as much as she and her faithful would have many believe. While her power is great among the shallows and the many areas therein, only infrequent forays into the depths by brave clerics of Umberlee disrupt the peace in the depths. The few folk who came into Serôs via shipwrecks found this to be true, but upon returning home and speaking of this, they all seemed to die in terrible storms at sea the next time they set foot near the ocean.

Other Gods of Serôs and The Outer Sea

Do more gods exist in the oceans, both Serôs and the Outer Seas and beyond the horizons? Many mysteries both above and beneath the waves await those with the bravery to seek them out. Among those enigmas are many other powers that few surface-worlders could ever believe, and these all guard themselves jealously from exposure, though whether they do so out of fear or simple caution, none know. From the many lost gods of the Shalarin to the mythical Great School of the parent aquatic races and on to Those Who Sleep Below in the deep-sea trenches beneath the tritons' lairs, they all have their stories to tell. All that needs happen is the intervention of folk brave enough to face the mysteries in the deep.





Undersea Time

Lives above Serôs tie themselves to the sun and moon and the changing seasons. Here in Eldath's embrace, neither stars nor seasons are as intrusive, though they are no less present. Each creature and civilization views time differently, though the entire lifeblood of the sea shifts in unified answer to the subtle movement of time. Finding a way to unify their measurement of time so all races (including those sages in Faerûn with an interest) shall be my gift to those who honor the Loremaster and other powers in the Inner Sea."

— Arkallus Vorduhl, lorekeeper of Oghma and early native of Myth Nantar, the Year of Sudden Kinship

Arkallus Vordahl is a much-honored name both above and below the surface of the Inner Sea. On land, however, he is known only among the monks of Candlekeep, the attendants of Silverymoon's Vault of the Sages, a few historians, and those who study the seas. Such sages revere him as the human who created a unified calendar for the undersea races of the Inner Sea and opened much of the ancient histories of Serôs to surface-world eyes. Time and history in Serôs are the focus of this chapter.

Time Measurement

Nearly every sentient race within the Inner Sea has its own methods for measuring the passage of time. Very little strict attention is placed on the specific passage of time by hours and such. Time in the day-to-day sense is measured in broad, activity-specific terms, suggesting patterned times for feeding, hunting, resting, and other activities. There are no clocks that more than an isolated few recognize among themselves, as all life attends to certain patterns and norms, and every living thing in Serôs knows them.

Only three calendars have progressed beyond oral traditions, and one of those has not been used in centuries. Thus, those book-bound historians seeking great tomes of knowledge are often disappointed at how little has been preserved (at least in a method and form they accept and understand). Below are a number of calendars and approaches to viewing the passage of time that are either recognized but incomprehensible or still in use today.

Aryselmalyr Calendar

This long-dead calendar measured time as all elven civilizations once did (and still do in Evermeet and Evereska). The elven empire of Aryselmalyr marked every four years as one *aeloulaev*, ("when peaces meet") with the celebration of *Cinnaelos'Cor* ("The Day of Corellon's Peace"). This holiday, which ended one *aeloulaev* and began another, is recognized as Shieldmeet among Faerûnians. Aryselmalyr, like all elven civilizations marked time by the reigns of their rulers, and the elven *rysar* enveloped the reign of one ruler. When Aryselmalyr fell, it had reached the 71st *aeloulaeva* of the 197th *rysar*, which added to just over 11,000 surface years.

Some examples of the coral calendars used in Aryselmalyr still exist in private collections all around Faerûn and Serôs, and in Candlekeep. The sea elves also had their histories recorded in many mysterious ways, most commonly onto cryscoral spindles that recorded eight pages on eight separate facets. Much of this knowledge was destroyed with the fall of the empire over 1,500 surface years ago, though a few fragments continue to be found. Given the fragmentary nature of the recovered crystals and other archives and a lack of contemporaries to decipher them, much of Aryselmalyr's history remains lost and undeciphered even today.

Calendar of Hmur

The Calendar of Hmur is still used today by most locathah and some merfolk. It measures time in rough patterns around the natural stages of life for those species, akin to the whales' sense of time. There are nine seasons per cycle and they are tied to their winter molting (the shedding of old scales from their whole body or the tail), birthing, planting of kelp crops, summer migration, summer hunting, summer harvests, winter migration, breeding, and winter hunting. The Hmurr cycle corresponds to a surface year and is surprisingly accurate for all, even though the locathah keep it an oral calendar while the merfolk use it for written history.

Similar to the elves' method of marking time, the cycles are noted only by their number within the rule of particular merfolk kings at Nehmur or Voalidru. Each ruling merfolk king (or the rare merfolk queen) marked time within a praess,



their reigning years. In old Hmur, the calendar recorded around 900 cycles among forty-six *praessars* (rulers), or thirty-seven merfolk kings and nine merfolk queens. Since the Fifth Serôs War, which ended Old Hmur, there have been over 600 cycles on the Calendar of Hmur. Currently, the Great merfolk King Vhaemas has been the 26th *praessar* of Eadraal for thirty-five cycles.

Notes: When a date uses the Calendar of Hmur, the abbreviation will be NH, or New Hmureckoning. In comparison, the current surface year of 1370 DR equals NH 620. Merfolk recognize the total number of years in Hmureckoning, but they also note the current *praessar* and cycle by adding it after the year—NH 620p26c35. Cycles recorded during the Hmur Empire have the note of OH (Old Hmureckoning), and the twenty-six years/cycles between the two calendars are always OH cycles.

WhaleTime

Whales, a sentient race of Serôs often-overlooked as intelligent by surface-worlders, measure time far differently than the other races. When conversing with whales, one finds that “now” can span across three days by other measures, and equally fluid are their concepts of “then” and “years.” They speak of time periods compared against the birth of their own children or the death of noted ancestors, and their songs are structured

similarly. If one records the births and deaths of the whales and matches them recorded against other calendars, one can determine the dates of events remembered by whales. Relying on the whales themselves for specific historical details is futile, as what is important to the whales rarely intersects with the sorts of questions historians ask.

The closest the whales have to a calendar of sorts is their reference to particular seasons important to them all. Their patterns follow approximate periods during which they deliver and begin to rear their young (“Childsong,” approximately 150 days), migrate either to summer or winter waters (“Roamsong,” twice a year, roughly forty-five days each), and mate or simply feed and teach their songs to their young (“Greatsong,” approximately 120 days). Obviously, their calendar is highly interpretive and is unwritten, but it follows the life cycle of the whales and each “year” for them is considered a “Lifesong.” The approximations of time for the whales match the 365-day calendar year of Toril.

DM’s Notes: While any whale would have a different benchmark for the cycles previous to Iakhovas’ invasion, many refer to this present year as the First Lifesong after the passing of Naahal the Great Bard, given the shock of Iakhovas killing the gentle whale leader.

Timesongs of Serôs

This is the common calendar of Serôs just as Dalereckoning and the Calendar of Harptos (as created by Alaundo the Seer) holds reign as the common Faerûnian calendar above. Strangely enough, a surface-worlder priest created it in order to unify the undersea races in understanding and to provide them with the word of Oghma the Loregiver. Nearly all creatures in Myth Nantar, Eadraal, As’arem, the Protectorates, and many along and around the Hmur Peninsula use this calendar now to aid in teaching surface-worlders about Serôs and its tales. The great sage and Lorekeeper Arkallus Vordahl created a separate calendar that used correlatives between the Hmurran, Arysalmalyn, whales’, and surface-worlders’ calendars to measure time in ways all the sentient races could follow.

Created in the last century before Dalereckoning, the Timesongs came into use by the shalarin and some merfolk factions in the Year of No Regrets (-69 DR), as the calendar became tied to the Third Passing of the shalarin. Thus, while the current Faerûnian year numbers 1371, Serôs has reached the year 1441. While many legends, tales, and historical events color the calendar of Serôs with names to remember years by, Serôsians note time by numbers more than by name—though years



such as the last one will collectively be remembered as the Timesong of Iakhovas the Ravager.

There are twelve days to a “current” and three currents become one “song” (36-day month); a “song” in this context, is nothing more than a name for a month, not an actual song by whales or other creatures. Like Faerûn’s calendar, there are no names for days, only their number within the song or current. There are ten songs in a cycle (360-day year), and five songs are named in reverence to one of the major sea gods while the other songs signal the primary activities for that time. There is also the Heartsong, a special holiday season of five days at midyear for festivals for many of the races (as opposed to five separate holidays across the year as in the calendar of Harptos). Below are each of the songs, aliases and nicknames for each, and the primary activity within Serôs.

Icesong (The Seas’ Cloak): Most migratory races swim in southern Serôs, and tend to the major kelp harvests there if they have farms.

Ilxenhunt (Ilxendren’s March): This month is the primary crusading month for ixitxachitl, as they raid some summer settlements and the central and northern sea while many still live in warmer waters.

Homesong (The Journey): This month begins the migration to summer waters in northern and central Serôs north of the Whamite Isles.

Eadarsong (Eadro’s Blessing): This is a common birthing month for nonmigratory races, while it also signals kelp harvests all over Serôs.

Huntsong (Germal’s Stream): This is the exciting song as now is time for the hunts by the locathah, merfolk, shalarin, and tritons. It still retains the name of a great merman hunter from the time of the Hmur and only the deeds of Volar the giant come close to challenging Germal for the title of the greatest hunter of Serôs.

Sashelsong (Seascalm): This day precedes Heartsong once every four years. Aquatic elves view this day as one where Deep Sashelas set their former charges free and signaled their guardianship to be shared. Other races simply celebrate their long-ago-won independence from Aryselmalyr’s long domination. This is curiously tied to a particular whalesong only heard once every four years, and this signals Sashelsong as a prequel to Heartsong.

Heartsong (Ishtishia’s Bounty): This five-day festival celebrates the life of and in the seas, the peace of the seas, and the alliances among the seas’ races. Most marriages among merfolk and other races happen during these days.

Eldasong (Eldath’s Kiss): Another major kelp harvest

month across all Serôs, Eldasong also marks the most common month for morkoth raids.

Lifesong (Time of Renewal): This month is common for births among the migratory races.

Sekolhunt (Sekolah’s Wrath): Minor kelp harvests hardly deter the sea devils, and as per its namesake, sahuagin raids fill the sea this song (month).

Roamsong (The Journey): This month begins the migration to winter waters in southern Serôs, often badgered by sahuagin.

Umbersong (Umberlee’s Threat): This is the common breeding month for migratory races, as well as a month of general rest in the northern seas from the usual toil and dangers.

Table 11a: Calendars

Month (# Days (total))	Serôs Song (# Days (total))
Hammer (30 (30))	
Midwinter (1 (31))	Icesong (36 (36))
Alturiak (30 (61))	
Shieldmeet 1 (1/4 yrs.)	Ilxensong (36 (72))
Ches (30 (91))	Homesong (36 (108))
Tarsakh (30 (121))	
Greengrass (1 (122))	Eadarsong (36 (144))
Mirtul (30 (152))	
Kythorn (30 (182))	Huntsong (36 (180)) Sashelsong (1 (1/4 yrs.)) Heartsong (5 (185))
Flamerule (30 (212))	
Midsummer (1 (213))	Eldasong (36 (221))
Eleasias (30 (243))	Lifesong (36 (257))
Eleint (30 (273))	
Higharvessong (1 (274))	Sekolsong (36 (293))
Marpenoth (30 (304))	Roamsong (36 (329))
Uktar (30 (334))	
Feast of the Moon (1 (335))	Umbersong (36 (365))
Nightal (30 (365))	

Example: Greengrass, which celebrates the coming of spring and planting, occurs in the second day of the second current of Eadarsong (day #122 for the year).

Example: Aside from Sashelsong years, Heartsong always occurs from the 29th day of Kythorn to the third day of Flamerule.



History of Serôs

Due to a noted lack of written histories and an equal lack of serious scholarship on the history of Serôs, full histories of the Hmur or the Aryselmalyn may prove difficult if not impossible to assemble. The following timeline plots out the major events, changes, and pertinent historical facts of the world beneath the surface of the Inner Sea for current-day campaigns. As far too often proven by those of the surface-world, wars are the most commonly remembered events due to their impact on Serôs.

Myths and Prehistory

How old are the Inner Sea and its peoples? How did each race arrive here?

There are more than 100 myths telling the origins of the Sea of Fallen Stars and twice as many more “sources” for its name. Most hinge on the idea that a massive meteor fell from the Tears of Selune or beyond the moon to shatter the continent in the middle and merge four or more inland seas into one. As these theories have little chance of being proven, more suppositions are hinged to them: The meteor killed all the dragons in Faerûn’s seas, which is why the aquatic dragons are only found in Kara-Tur; the ash and tumult of the meteor strike brought about the downfall of the dragon civilizations; ad nauseum. In fact, that final theory is a myth among the faithful of the Lady of Mysteries. They say Mystra sent the meteor down to punish the dragons, who did not pay her proper fealty as goddess of magic.

The origin of each species is even more vague and laden with legends than that of the sea itself. The merfolk, locathah, sahuagin, koalinth, scrag, and merrow all have their origin myths tied to their gods’ direct influences. While there is certainly ample precedence for divine intervention on Faerûn, the lack of solid historical record has many outside of each faith questioning their validity due to conflicting details and reports. After all, some say that Eadro created merfolk and locathah both to fight Sekolah’s children, building the merfolk for speed and strength and the locathah for endurance and tenacity. However, if you ask the sea devils, they describe Sekolah’s avatar biting Eadro’s original child into two, forcing that god to put legs on the fish half (locathah) and a torso on the tail half (merfolk). Until such time that nonclergy outside of each race accepts such tales as facts, all such stories fall into myths and continue to be points of contention whenever religion becomes a topic.

Mortals, not gods, are also credited species’ origins. According to some Faerûnians, locathah, morkoth, and

kuo-toa are the results of the magical combination of human slaves with fish by dragons, the Imaskari, the Netherese, the God-Kings of the Old Empires, or all these powers. The reasons were simple: There were treasures in the seas worth plundering, and they needed to create subraces of aquatic creatures to go into the depths to find food, gold, and whatever other jealous mages might have thrown into the depths to keep out of their hands. Some enslaved fish-men descended deep into the Inner Sea and discovered dark powers that promised them freedom from their masters and greater power in their worship. These powers changed them into the kuo-toa and the morkoth (and others add selkie and the ixitxachitl to this secondary transformation). While very few scholars in the sea accept this theory, numerous “sages” above embrace this idea as fact. Mysteries exist deep under the sea that may never be brought to the surface, whether in history or religion.

Epochs of The Inner Sea

No historical records date back to the Time of Dragons, as the early years of Faerûn’s history are named. Serôsian historians usually mark four major eras in its history, while it has just recently opened the doors to a new, fifth, era.

The First Epoch (Time of Beginnings): Stretching from fables and myths to the emergence of recorded history, the First Epoch looms large as a time of change as the Serôsian races all take to the sea. Only the whales have much knowledge of this time, and all they sing of are the delights of meeting the new people of Serôs and of the dragons that loom large in the surface-world lands. This Epoch ends with the elven migrations into Serôs and their Rise to power.

The Second Epoch (Time of the Elves): The Second Epoch begins officially with the building of Aryselmalyr. This sea elven empire dominates all aspects of life, history, culture, and growth of all the races of Serôs, leaving changes to all the races that remain indelible today. Major events of this era include the herding of the sahuagin into the Alamber Sea behind the Sharksbane Wall, the creation of the Dukars, the destruction of the kuo-toa as a power in the Inner Sea, and the initial migrations of shalarin into the Inner Sea. This era also marks the first extended intrusions into Serôs by living beings from the surface-world: the wizards of Netheril and other surface powers. While the fall of Coryselmal began the fall of Aryselmalyr, the Second Epoch ended with forty years of wars and turmoil among the elves and the other races before achieving peace and settling into another Epoch.

The Third Epoch (Time of the Merfolk): At the start, the Hmur Imperium promised to be a bright and



shining example of everything that Aryselmalyr once was. For a time, the merfolk ruled Serôs almost as well as the elves. However, it too fell to corrupt despotism, and its mad merfolk kings almost destroyed more of Serôs than the sahuagin. Major events of this era include more shalarin and triton migrations into the depths, the loss of the Dukars, the final fall of the original morkoth civilizations, the rise of the sahuagin empire of Aleaxtis, the extinction of the locathah in the Alamber Sea, and the creation of the Timesong calendar.

The Fourth Epoch (Time of Tempering): Nearly all the sentient races of Serôs heard their oracles and priests predict the coming of three great challenges to “temper the mettle” of all the undersea races and change the currents of Serôs forever. Still wildly debated, many accept that the three great Forgers of Destiny (to borrow the merfolk prophetic term) were the collective tritons (who come to power during this epoch, upsetting the morkoth’s control of the deep), the gods thrown into the sea during the Godswar (Sekolah, Umberlee, Anhur), and Iakhovas (whose recent invasion and resulting Twelfth Serôs War only just recently ended).

The Fifth Epoch (The Current Time): As this Epoch is just beginning, no major events of note have yet to be recorded beyond the everyday occurrences of life. Still, oracles are peering into the future currents and watching for signs of what greatness (or dread) is to come.

Table 11b: Epochs of Serôs

Era	Years (in DK and TS)
First Epoch	? – -14,000 DR
	? – -13,930 TS
Second Epoch	-14,000 – -215 DR
	-13,930 – -145 TS
Third Epoch	-215 - 750 DR
	-14.5 - 820 TS
Fourth Epoch	750 - 1369 DR
	820 - 1439 TS
Fifth Epoch	1371 DR + (current year)
	1441 TS + (current year)

Serôs Wars

While all of these will be dealt with individually within the timeline, the Serôs Wars must be discussed as a regrettably recurring event. Unlike some of the regional wars and border skirmishes and battles for economic or social control in Faerûn, battles within the Inner Sea by proximity and effect involve all denizens of the deep. Therefore, aside from minor skirmishes among hunting parties and guard patrols along established borders, all major conflicts among two initial parties usually draw in all their allies, not to mention the interaction with sea

life. The scavengers that a war’s dead attract and the difficulties of restoring them to their natural habitats after said wars are one of many reasons that the races of Serôs try and limit wars. In all, only twelve major conflicts have erupted across all of recorded Serôsian time, the others having been kept to a minimal and local level. The most constant of local conflicts seems to be between the morkoth of Olleth and the tritons of Pumana (and the other two of the three Protectorates).

The Wars of Serôs tend to last for no less than three months of intermittent battles, with numerous lulls in accord with certain understood conventions among the combatants (which are in play regardless of the severity of the conflict). These conventions are actually based heavily on sahuagin culture, as many of the wars involve the sea devils. This distinction has been forgotten by many of the races of Serôs, and they just perform in accord with these Laws of Battle.

- **Law of Wounds:** No less than ten days pass between battles of particular forces or sites. It is understood that each side has wounded, and there is no true victory in fighting a wounded opponent.
- **Law of Duels:** Personal challenges are acceptable forms of battle, though this option has rarely been used in recent centuries. Either leader of opposing factions can proclaim a personal challenge to his opposite and choose to settle the conflict personally (or by each choosing a proxy). Triton, morkoth, and sahuagin prefer this method, as it is more direct and to the point of the conflict between two leaders. Challenges can be nonlethal and to first blood (or by using noncombative methods of competition), though the choice is left to the challenged, not the challenger. All duels must be public before the amassed forces.
- **Law of Gods:** No battles are ever fought on holy ground of any god. This covers temples, holy groves, caverns, etc.
- **Law of Heralds:** Before any battle, heralds for one side (or both, if a battle is expected) approach under truce to within earshot of the battle lines (or patrols, or outposts of a city, etc.) and announce the grievances that have led to the battle. This “airing of charges” comes no less than a turn before a battle, though it can be as much as a day in advance of an attack. Thus, few battles are total surprises, though even if a patrol has an hour’s notice, superior opposing numbers (or an hour’s worth of panic in ranks) can undo even the best tacticians.

Note that battle heralds are not used by sahuagin raiding parties seeking only food and treasure, as that is not a battle or challenge—that is the seeking of



slaves or meat and little else. This same attitude applies when sahuagin are on the Wild Hunt or part of Sekolah's Pack, as they are little more than savage berserkers.

- **Law of Horns:** Aside from blood-frenzied combatants, all battles end when either side blows a horn three times in quick succession (which can only be ordered by the highest ranking combatant or officer). Both sides separate and line up behind their respective leaders, and funeral rites are performed as needed for either side. Once those rites are complete (which can take anywhere from an hour to four days), the two leaders (or surviving heirs to their positions or their superiors) meet at the battle site to discuss and meet the terms of victory.

No races other than the koalinth, merrow, scrag, and sea hags have ever willingly ignored or changed any of these conventions, for quite simply, "wars among the people of Serôs are not fought that way." As these races tend to be disorganized, this hardly poses problems.

Sahuagin obey the first three Laws, though their concept of all enemies as meat to be consumed does not afford them the mercies of the latter two Laws. The merfolk of Thuridru, specifically the Clan Kamaar, were out-

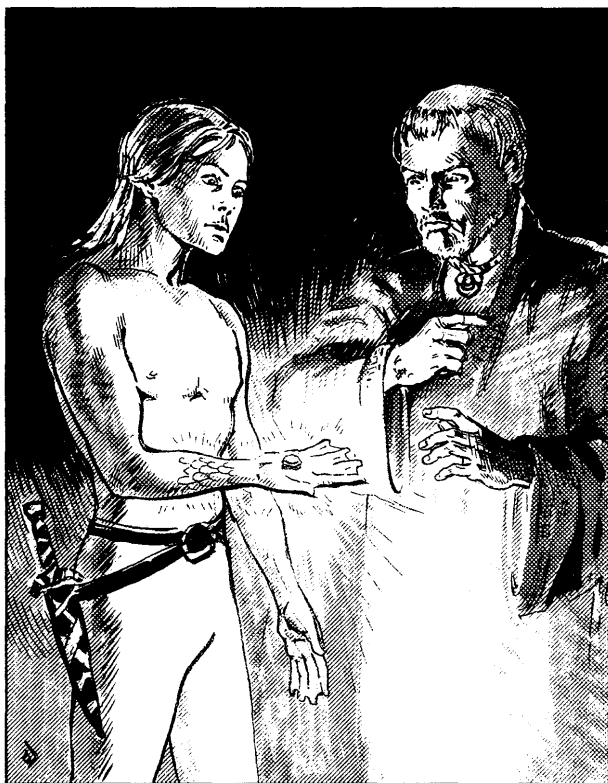
cast from Eadraal simply because they broke the Laws of Battle by performing sneak attacks on the Holy Reefs of the ixitxachitl. Their punishment was to have their old city abandoned (to become Thurid Reef) and resettle themselves within the territory of those wronged.

During the Twelfth Serôs War, one of the primary reasons Iakhovas and his forces inflicted so much damage was that he broke every convention of Serôsian warfare and magically coerced his forces to do the same. Now, given the grievous wounds done to the ixitxachitl during the war and the tactics they adopted during "the Great Trial," the Vitanar of Xedras has openly proclaimed to all that the Faithful of the Xedran Reefs no longer recognize the Law of Heraldry. Thus, Eadraal keeps sharp eyes to the west in anticipation of possible "holy retribution" from the ixitxachitl.

Timeline of Serôs

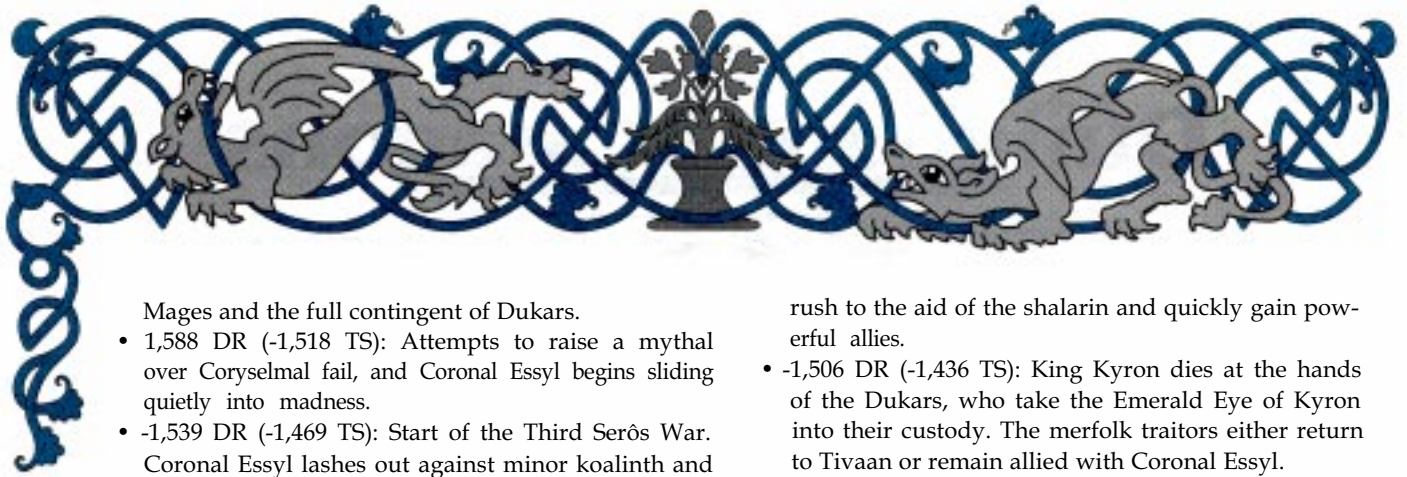
Below are the primary broad events to affect Serôs over the past twenty-one millennia, and they are noted both by the Forgotten Realms campaign standard and by the local Timesong calendar, which is in use at Myth Nantar and elsewhere. The first provides the general breakdowns of years by the Five Epochs of Serôs, followed by the timeline of events.

- c. -20,000 DR (c. -19,930 TS): Evidence from carvings in some sea caves suggests that the merfolk, locathah, and sahuagin exist in Serôs and have battled each other since that time.
- -16,900 DR (-16,830 TS): Numerous elves abandon the surface realms of Eiellûr and Syorpiir (present day Chondalwood and the Land of the Lions) during the War of Three Leaves to settle in the Selmal Basin. This begins the elven migrations, which continue for seven millennia.
- -11,400 DR (-11,330 TS): The start of the Crown Wars (and the Sable Wars and the fall of Eiellur) sees a sudden influx of elves entering the Inner Sea, forcing the elves out into the sea and away from the coastal waters. This ignites the first major conflicts with merfolk and sahuagin.
- -11,200 DR (-11,130 TS): With another major migration to the sea after the fall of Thearnytar, the sea elves expand militarily beyond the Selmal Basin and establish the kingdoms and regions of Coranthy's, Tor Meraliir, Ulllythan Reef, and Ryeniir.
- -11,003 DR (-10,933 TS): Rise of the Aryselmalyr Empire. Coryselmal, the grandest of the sea elf cities of Selmalyr (an elven kingdom of the Selmal Basin), becomes the capital of the Aryselmalyr Empire over all the elf kingdoms in the Inner Sea. The Aryselmalyr calendar marks Year 1.





- -9,872 DR (-9,802 TS): Garrison towers built among the Sharksteeth Mountains, with the help of Vodoss the Great Builder.
- -9,845 DR (-9,775 TS): Construction begins on the Sharkbane Wall (uniting the existing tower garrisons) by clergy of Deep Sashelas, Trishina, and Eadro.
- -9,839 DR (-9,769 TS): Start of the First Serôs War. The burgeoning empire of elves allies with the merfolk against sahuagin of eastern Serôs.
- -9,833 DR (-9,763 TS): End of the First Serôs War. This war destroys the major sahuagin kingdom in "Sekolah's Trench" (the Trench of Lopok). Wars and skirmishes continue across centuries to slow or stop the building of the wall.
- -9000 DR (-8,930 TS): The end of the Crown Wars brings the last of the great elven migrations into the Inner Sea.
- -8,938 DR (-8,868 TS): The 135-mile-long Sharkbane Wall is completed this year.
- -8,830 DR (-8,760 TS): The five Tunnels of Iratis are completed by the end of this year.
- -8,298 DR (-8,228 TS): Start of the Second Serôs War. The elven empire uses locathah forces to rally the enemies' enslaved locathah against them, as well as merfolk and crabmen.
- -8,282 DR (-8,212 TS): End of the Second Serôs War. This war destroys the Kuo-Toan Consortiums. All their cavern cities along the Plains of Duna collapse, and their people are put to the slaughter, rendering the kuo-toans nearly extinct in the Inner Sea until the present day.
- -8000 DR (-7930 TS): All sahuagin settlements west of the Sharkbane Wall destroyed by this time.
- c. -7,700 DR (c. -7,630 TS): Rise of the Marid States. Rogue marids from the surface Calim Empire trespass in Selmalyr, sparking war with the elves. Within a year, the marids and their jann spread into Serôs, allying with and sharing their power with the other aquatic races. The Marid States are in deep-water beneath the Hmur Plateau, allowing them to claim territories out of reach from direct elven retribution.
- -7,130 DR (-7,060 TS): Rise of the Dukars. This quasi-mystical order of monastic and military wizards arises from the efforts of its four founders in the small town of Nantar on the Lower Hmur Plateau. The orders are composed of only lorekeepers at this time.
- -6,946 DR (-6,824 TS): The Mervae Alliance. Dukars develop the powers and become peacekeepers across Serôs with the alliances made with Aryselmalyr here, though unlike any other forces, they do not bid oaths of fealty to the elven empire.
- -6,681 DR (-6,611 TS): The four academy cities of the Dukars are all completed this year.
- -6,676 DR (-6,606 TS): The Golden Era of Aryselmalyr Begins. With the end of koalinth border wars against the elven cities of the Hmur Plateau and the Selmal Basin, and a peace accord with the Marid States (as some jann join the Dukar Orders), this marks the beginning of 5,000 years of general peace in Serôs.
- -6100 DR (-6030 TS): End of the Marid States. The deep-water Marid States mysteriously vanish or fall prey to kraken attacks. Many marids and jann also vanish or die over the course of sixteen years, though the bulk of the disappearances occur in this year. This ends the major challenge to Aryselmalyr's control of Serôs, though the Dukars temper their rule.
- -3,309 DR (-3,239 TS): The Numosi and Jhimari schools of the Dukars are destroyed by kraken out of the Trench of Lopok.
- -3,002 DR (-2,932 TS): Raising of the Mythal/Birth of Myth Nantar. Nantar, a small town on the slopes of the Hmur Plateau and long the center of Dukar culture, becomes Myth Nantar, City of Destinies, as the High Mages raise a mythal around the soon-growing city. This becomes the site for much magical research and lore. It is the location of a new central academy for the Dukars and other schools and towers in the city teach numerous other methods of magic brought by the former surface elves (and some hidden marids' magic). Any Dukars trained at Myth Nantar, for the first time, must vow oaths of fealty to the Empire and the Coronal at Coryselmal.
- c. -2,300 DR (c. -2,230 TS): Early boats sail the surface of the Inner Sea around the southern Alamber. Easily attacked and sunk by sahuagin, boats are small and usable only for coastal fishing, not exploration. Raurinese refugees continue their expansions overland.
- c. -1,720 DR (-1,650 TS): Netherese explorers start to build and settle undersea cities on the continental shelf over the Plains of Duna within claimed territories of the elves and merfolk. Netherese mages either keep Aryselmalyn forces at bay or enslave any Serôsians that enter their sphere of influence.
- -1,694 DR (-1,624 TS): Rise to power of the Merynth dynasty of Aryselmalyr under the warrior Essyl Merynth, nephew of the dying Coronal Tanrah Eshalniith.
- c. -1,660 DR (-1,590 TS): Battle of the Three Seaflames: Destruction of the three "Deep Netheril" enclaves of Cuulmath, Werapan, and Quaeluvis by allied mages of the Inner Sea, including the High



Mages and the full contingent of Dukars.

- 1,588 DR (-1,518 TS): Attempts to raise a mythal over Coryselmal fail, and Coronal Essyl begins sliding quietly into madness.
- -1,539 DR (-1,469 TS): Start of the Third Serôs War. Coronal Essyl lashes out against minor koalinth and scrag raids to the north, and ignites the war by uniting the koalinth and merrow against a common foe.
- -1,537 DR (-1,467 TS): The merrow kingdom of P'karnis falls.
- -1,535 DR (-1,465 TS): The ixitxachitl Imperium of Ilvanyv falls. In the same year, the long loyal merfolk of Thalorlyn on the Hmur Plateau rebel against the oppressive violence of the war.
- -1,533 DR (-1,463 TS): Establishment of Thalorlyn as the independent First Kingdom of Hmur, and they claim Myth Nantar.
- -1,531 DR (-1,461 TS): Nearly 30% of all merfolk of Serôs are killed as Aryselmalyr viciously puts down the rebellion at Thalorlyn.
- -1,530 DR (-1,460 TS): Agents of Coronal Essyl create The Emerald Eye of Kyron for the mad merfolk King Kyron.
- -1,527 DR (-1,457 TS): The First Dukars' War. Within the scope of the Third Serôs War, the fifth Dukar Order of Nantari (those who vowed allegiance to Aryselmalyr) go to war against the other orders.
- -1,525 DR (-1,455 TS): Merrow and koalinth band together into the Horde of the Bloodtide, only to be defeated again by the mad King Kyron of Thalorlyn. The rebel Republic of Tivaan rises among the merfolk to unite the Hmur Plateau against Aryselmalyr's mad ruler, once spies reveal that Coronal Essyl and King Kyron have allied with kraken to supplement their power.
- -1,524 DR (-1,454 TS): Kyron and his loyalists are deposed and outcast from Hmur Plateau, despite the king's kraken ally and the powerful Emerald Eye.
- -1,523 DR (-1,453 TS): End of the First Dukars' War with the destruction of the House of the Nantari Order in Myth Nantar. This loss sets back Essyl greatly, and twenty years of tense detente begin.
- -1,522 DR (-1,452 TS): The Four Arcana of Humbar, the usually isolationist morkoth from the deep-waters below, ally with Tivaan after numerous attacks from the Coronal's forces.
- -1,509 DR (-1,439 TS): The First Shalarin Passing. The first "Wildtide Gate" opens and the shalarin arrive within Serôs. Immediately attacked by the magically attuned Emerald Eye and the madmen Kyron and Essyl, the shalarin lose more than 75% of their number. Tivaan, the Dukar Orders, and Humbar all rush to the aid of the shalarin and quickly gain powerful allies.
- -1,506 DR (-1,436 TS): King Kyron dies at the hands of the Dukars, who take the Emerald Eye of Kyron into their custody. The merfolk traitors either return to Tivaan or remain allied with Coronal Essyl.
- -1,502 DR (-1,432 TS): End of the Third Serôs War. War ends with the death of the Mad Coronal Essyl Merynth by his brother, the Grand Dukar Jholar of the Jhimari Order. Jholar abdicates the coronal's throne in favor of his younger sister, the devout priestess Vaeqiis.
- -1,501 DR (-1,431 TS): The Dukars again become an independent group of peacemakers not answerable to Aryselmalyr, The Nantari Order is dissolved, though the school at Myth Nantar is rebuilt as an academy where all four orders convene to keep a closer eye on the magic of Aryselmalyr elves.
- -1,492 DR (-1,422 TS): Shalarin survivors of the Third War settle Es'krin on the northeastern Hmur Plateau. Alliances with the Dukars and Humbar provide protectors for the city-state until they can restore their own warrior caste.
- c. -1,400 DR (c. -1,330 TS): First crude ships sail the open waters of the Inner Sea, as Unther expands across the Alamber. These ships are the standard for sea travel for the next two millennia.
- -1,399 DR (-1,329 TS): Start of the Fourth Serôs War. The Hmur Plateau becomes overrun by a horde of koalinth and merrow, ending the peaceful merfolk Republic of Tivaan. A desperate mermaid steals the Emerald Eye of Kyron from the Dukars' Tower at Myth Nantar to drive the horde off the plateau, only to become corrupted by its power and lead the horde herself against her remaining people and the rest of Serôs.
- -1,396 DR (-1,326 TS): End of the Fourth Serôs War. This war destroys the Second Kingdom of Kyron, setting back koalinth populations for decades. The Emerald Eye is recaptured, and the possessed mermaid is believed dead, buried in a collapsed reef on the Plains of Duna, which hereafter are called the Haunted Plains. The new merfolk community, under the auspices of the kindly Coronal Vaeqiis, is the kingdom of Thalvan, led by King Darmox.
- -1,219 DR (-1,149 TS): Coronal Vaeqiis dies, and her warrior son Merath becomes coronal.
- -1,094 DR (-1,024 TS): Coronal Merath dies fighting sahuagin raiders, and his wizard son, Lynsal becomes coronal.
- -819 DR (-749 TS): a Dukar allegedly assassinates Coronal Lynsal, and his paranoid daughter, Vaeqiis





(soon to be known as Vaeqiis the Dark) begins sanctions and crackdowns against the Dukar Orders and all mages.

- -800 DR (-730 DR): Rise of the Purple Order of Pamas. A small band of forty Dukars abandon their normal colors and allegiances to form the Pamasi Order, dedicated to a harassing war against Aryselmalyr and its increasingly draconian tactics against wizardry. The two-score Dukars seek to embarrass Coronal Vaeqiis II and raise awareness of the problems among the common folk, not just the wizardly orders.
- -789 DR (-719 TS): The Second Shalarin Passing. Below the Hmur Plateau, the *wildtide gate* opens again and more shalarin emigrate to Serôs. Initially, many of the new shalarin come to Es'krin, though some move farther east and look for a home of their own.
- -788 DR (-718 TS): Start of the Fifth Serôs War. Aryselmalyr's paranoid concerns about the second arrival of shalarin bring them to mobilize troops around Es'krin and the northern Hmur Plateau. Objections from other allied or neutral states are ignored or responded to with force, bringing war to Serôs again.
- -780 DR (-710 TS): The Kraken Gambit. Coronal Vaeqiis II desperately allies with two kraken to shatter the Four Arcana of Humbar, the peaceful morkoth magocracy. The few survivors of this offensive dive into deeper waters, away from Aryselmalyr's persecution.
- -777 DR (-707 TS): End of the Fifth Serôs War. With the deaths of her two kraken allies (whom many suspect controlled her for quite some time, despite Vaeqiis' beliefs) and herself, the Fifth War ends. The main casualties are the Arcana of Humbar and the shalarin kingdom of Es'krin. Aryselmalyr's new ruler (approved by the four Grand Dukars as well as the elven nobility) is Coronal Pravis Orolson, who restores the peace missed for over six centuries.
- -760 DR (-690 TS): Rise of Es'rath. The surviving shalarin, having quietly slipped into the deeper waters left vacant by the morkoth, announce the official rise of Es'rath, the shalarin kingdom of the deep. Its close ties to the Dukars and its own power keep Aryselmalyr at bay.
- -412 DR (-342 TS): The Orolson dynasty ends and passes the crown of Aryselmalyr to the House Vesahliir of Naramyr.
- -339 DR (-269 TS): Fall of Netheril. Serôs suffers numerous blows during this year, as the wild magic (due to the death of Mystryl and the Fall of Netheril) creates a whirlpool from the surface down to the mythal at Myth Nantar, destroying many buildings and dragging surface ships to watery graves. The Netherese enclaves of Nhalloth and Sakkors crash into the Inner Sea, coming to rest from forty to 300 feet beneath the sea's surface.
- -294 DR (-224 TS): The Coronal Luszoeh rises to power in Aryselmalyr, and makes many veiled threats to all allied and subject powers during his first tour of the empire. While no one acts outwardly, all forces prepare for war but wait for the belligerent coronal to make the wrong move.
- -281 DR (-211 TS): The despotic Coronal Luszoeh Vesahliir dies of poison, his senior general killing his lifelong friend for the sake of the empire and peace. Rule falls to his pacifistic Dukar son, Esahl, who promises reforms in Aryselmalyr so the other races can eventually lead themselves.
- -255 DR (-185 TS): Fall of Aryselmalyr. Coronal Esahl Vesahliir and more than 40,000 sea elves and other aquatic sentient die instantly when the Esahlbane Monolith shatters Coryselmal.
- -255 DR (-185 TS): Start of the Sixth Serôs War. After the destruction of Coryselmal and the end of the Aryselmalyr Empire, all the once subject powers vie for control of Serôs and seek to claim better territories than those they had been held to by the elves for centuries.
- -240 DR (-170 TS): End of the Elf Purges. After fifteen years, the worst of the backlash against the sea elves dies down. Those who survived the attacks from koalinth, merfolk, and locathah zealots, and the newly returned (and far more evil) morkoth do so by use of magic (including High Magic) and some Dukar protection.
- -238 DR (-168 TS): Start of the Second Dukars' War. After seventeen years of constant skirmishes amid all the powers of the central sea (and a resurgence of the sahuagin presence due to lack of order at the Pillars of the Trident), the Orders of Jhimari and Numos took proactive steps toward maintaining the peace by attempting to found an Dukars kingdom centered on Myth Nantar: Nantarum.
- -231 DR (-161 TS): Three entire clans of elves flee Serôs to save their lives and those of their children migrate to Lake Sember within the elven nation of Cormanthyr.
- -220 DR (-150 TS): End of the Second Dukars' War/End of Nantarum. Under mysterious circumstances, the powerful city-state of Nantarum loses the war for the Hmur Plateau while under siege from merfolk forces of "King" Ristan. Forces at the siege noted only a strange humming rising from the mythal and numerous discharges of magical energy lighting the night-darkened sea. When the forces swam into the city, they found the only person alive was the sea





elf Dukar Yupal Narlis, his mind destroyed. His thirty Dukar followers and “nobility” stood along the avenue leading to the Council Academy of the Dukars, all transformed into coral statues with looks of contrition on their faces.

- -215 DR (-145 TS): End of the Sixth Serôs War. The new powers of Serôs are shalarin As’arem, the morkoth Theocracy of the Deep Ones, and the merfolk Kingdom of Hmurrath. The Rise of Hmurrath signals the start of the Third Epoch.
- -108 DR (-38 TS): Start of the Seventh Serôs War. The morkoth of the Theocracy of the Deep Ones attack Es’rath and Hmurrath on two fronts. They free the Emerald Eye of Kyron, using it with astonishing effectiveness.
- -106 DR (-36 TS): End of the Seventh Serôs War. This war ends with the surprising appearance of long-hidden triton forces from the deeper trenches of the sea. Breaking the back of the Theocracy and sending the morkoth fleeing back into the depths, the tritons help maintain the balance among the shalarin and the morkoth on the floor of Serôs.
- -104 DR (-34 TS): The Emerald Eye of Kyron, after some study, is secretly sealed within the black coral walls of Vynagyr.
- -91 DR (-21 TS): Rise of the Triton Protectorate of Ahlors.
- -69 DR (1 TS): The Third Shalarin Passing. For once, the shalarin arrive to a peaceful Serôs, and quickly establish two more shalarin kingdoms within thirty years: Es’daan and Es’purr.
- -69 DR (1 TS): Founding of the Timesong Calendar.
- -51 DR (19 TS): Rise of As’arem. The three shalarin kingdoms of Es’rath, Es’daan, and Es’purr unite under one Eadar (emperor) and now rule the twilight waters from the Hmur Plateau to the coast of what shall become the surface-state of Thesk.
- 3 DR (73 TS): Rise of Aleaxtis. The sahuagin emerge from a century of war with the merrow of the Alamber to claim more than half of that sea as their own.
- 12 DR (82 TS): Rise of the Triton Protectorate of Vuuvax.
- 165 DR (235 TS): Rise of the Triton Protectorate of Pumana.
- 319 DR (389 TS): Start of the Eighth Serôs War.
- 321 DR (291 TS): End of the Eighth Serôs War. This war destroys the ixitxachtl kingdom of Paolan Reef off Impiltur’s southern and Thesk’s western shores. The reef still exists as a geographic point, not a political border, and it is an aquatic wall/reef ten miles wide and 250 miles long running from Wayrock to
- c. 600 DR (c. 670 TS): Modern sailing ships sail the surface of Serôs from many ports, allowing safer sea travel at last. Numerous powers in Faerûn establish major trade lanes across the sea, though the majority of sea traffic remains within sight of land.
- 651 DR (721 TS): The Fourth Shalarin Passing.
- 653 DR (723 TS): Start of the Ninth Serôs War.
- 654 DR (724 TS): Battle of the Haunted Plains. After their defeat here, more than 80% of all merrow in Serôs flee or are driven south, behind the Sharksbane Wall. The remainder survives within the Hmur Plateau or among the ruins on the Haunted Plains.
- 655 DR (725 TS): Three years of war destroys the two Axe Kingdoms along the Dragon Coast and Sembia coasts. The Axe Kingdoms of Khuur and Nmalk are the last pretenses of “civilized” merrow in Serôs.
- 656 DR (726 TS): End of the Ninth Serôs War. Due to merrow invading their territory and adding to their enemies’ populations, sahuagin send massive raiding parties storming over the Sharksbane Wall. All this serves as retribution for the other races invading Aleaxtis, and that continues the Ninth War for another year.
- 660 DR (730 TS): The Laws of Battle drafted by the merfolk, shalarin, and Dukars after this war ends to avoid the kind of genocidal violence from ever fouling the waters of Serôs ever again.
- 709 DR (779 TS): Start of the Tenth Serôs War. This is the start of more than seven separate civil wars that tear apart Hmurrath, pitting nearly all the races against each other, with conflicts spanning merman vs. merman vs. shalarin vs. sea elf.
- c. 715 DR (785 TS): These Hmurrath civil wars might have died down earlier but the interjection of Myth Drannan refugees into the sea elven population saw a sudden backlash of concern that the elves were trying to restore the 1,000-years’-fallen Arysalmalyr empire.
- 717 DR (787 TS): End of the Dukars. The Dukars have remained outside the Hmurrath civil wars aside from protecting bystanders and innocents and upholding the Laws of Battle. During this year, of which few facts are known, the Dukars slowly withdraw from all political sectors of Serôs. By year’s end, the Dukars vanish, and their schools either disappear or remain mute behind massive, impenetrable shields of magic.
- 720 DR (790 TS): With the Dukars absent, sahuagin raiding parties slaughter the remaining sea elf and merfolk guardians and look to destroy as much of Myth Nantar as possible, though they soon abandon the city due to the uncomfortable nature (for them) of the mythal.



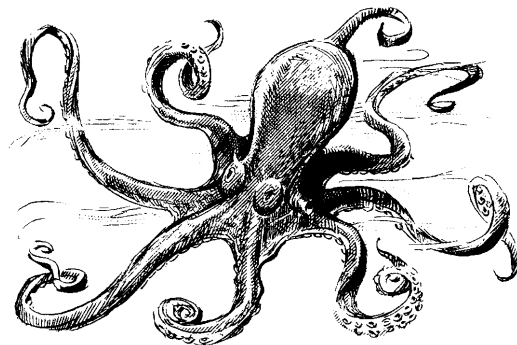


- 727 DR (797 TS): Rise of Keryvyr. Unnoticed during the Tenth War, sea elves clear and resettle a portion of the cliffs above the Haunted Plains (the Bay of Yhaunn off Sembia). Within twenty-five years, this grows into a string of cities and outposts spanning the western cliffs.
- 735 DR (805 TS): Rise of the merfolk Kingdom of Eadraal. Selana the Peacemaker brings some merfolk back into harmony with Serôs as she founds Eadraal in the city of Voalidru just off the plateau. The rise of Eadraal does not end the war, as Eadraal exists for the next fifteen years as but one city, an ideal of peace among all races and merfolk, and a line of noble merfolk whose drive to restore peace rises above all the chaos of war.
- 750 DR (820 TS): End of the Tenth Serôs War. This war destroys the last warring remnants of Hmurrath, though other casualties include an ixitxachitl baron's plan to take over the plateau. Eadraal, having absorbed all of fallen Hmurrath's territory, is now the largest nation to survive into the Fourth Epoch, followed by Keryvyr and its sea elf allies to the west and north.
- 771 DR (841 TS): Rise of Naramyr. The depths of the Dragonmere off Cormyr become the new home to the sea elf kingdom of Naramyr, a former barony of Arysalmalyr. Sea elves resettle here after being refused to form colonies on the Hmur Plateau by Eadraal. Their best protection is the Haunted Plains, which keeps all but koalinth and other monsters from their borders. Alliances with Keryvyr also help.
- 800 DR (870 DR): Sealing of Myth Nantar. Mysteriously, the shields around the Academy of the Dukars expand slowly over the years since Myth Nantar's fall to sahuagin. Now, all areas where the mythal touches are made impenetrable by all matter and magic save corals, sea stars, and fish. For the next 500 years, folk will swim near Myth Nantar less and less frequently, given the haunting singing that seems to emanate from the mythal when touched. Folklore arises noting that the city is cursed, as are the Dukars, until they perform some penance for all the races of Serôs.
- 851 DR (921 TS): Rise of Selu'Maraar. Protected from persecution by distance and the abundance of surface-world fishing boats and ships, Selu'Maraar is founded by sea elves in the Dragon Reach area. Contact is rarely made with either the surface-world or other states of Serôs other than Keryvyr.
- 911 DR (981 TS): Rise of the Morkoth Arcanum of Olleth. The First Arcane Xynakt begins his reign of terror among the morkoth and establishes the Nine Towers.





- 916 DR (986 TS): Rise of Es'roch/ Expansion of As'arem. The shalarin of the Fourth Passing and children of other generations found a new kingdom within the lower depths of Easting Reach to expand As'arem to its "manifest destiny" from the Hmur Plateau to the coast.
- 936 DR (1006 TS): Start of the Eleventh Serôs War. The New Aryselmalyr War begins as three sea elf kingdoms unify under the wizard Nyratiis and try to use magic to reconquer Serôs. With the Dukars absent and the morkoth as current enemies, chances seem slim of resisting the elven advances.
- 939 DR (1009 TS): Nyratiis creates numerous powerful items for his generals and fellow elf rulers, including *Arygantor the Coral Net*, *the Chariot of Nyratiis*, *the four Unicorn Saddles*, *the Staff of the Deep*, *the Helm of the Sea Lion*, *the Swift-Swimming Anklets of Osura*, and *Aceal the Commander's Trident*.
- 942 DR (1012 TS): End of the Eleventh Serôs War. This war destroys the central sea elven kingdom of Keryvyr, though the failed High Mage and would-be-Coronal Nyratiis escapes capture. Keryvyr's allies survive. Of the subordinate kingdoms and duchies of Aryselmalyr's golden era, only Naramyr and Selu Maraar survive.
- 1003 DR (1073 TS): The Kamaar Slaughters. What was a territorial skirmish over some of the lower kelp beds along the coastal slopes west of Voalidru and Mount Teakal becomes an infamous lesson in Eadraal's history. Five war parties comprised mostly of Clan Kamaar warriors willfully ignore the Laws of Battle and destroy an entire ixitxachitl city with their ignoble ambush. For their crimes, merfolk King Kosul I exiles the clan to the site of their crimes among the ixitxachitl reefs west of Eadraal; the exiled merfolk eventually turn the 'chitl cavern town into Thuridru, named after their former home.
- 1269 DR (1339 TS): The sahuagin ambush of a hunting party devastates Eadraal as the beloved merfolk Prince Aldem and Prince-Consort Kran die to protect Kosul, the king's heir.
- 1320 DR (1390 TS): The indiscretions of the merfolk Prince Vhaemas lead to the illegitimate birth of Vhaemas the Bastard, as he is called by his mother and her clan, Kamaar of Thuridru.
- 1329 DR (1399 TS): Morkoth, at the behest of Great Arcane Aodk, kidnap merfolk Queen Wylla, Princess Diera, and Princess Aeda, and magically change them into monstrous forms that mindlessly attack Voalidru. Their deaths are avenged with the attacks on Olleth later that year and the death of Aodk and his Arcounts.
- 1341 DR (1411 TS): Sylkiir celebrates as the High Mages Taranath Reefglamor and Yrlimn Tidark announce the first acceptance of students for High Magic study in over 200 years. Their current student Pharom Ildacer of Naramyr becomes a tutor and High Mage.
- 1346 DR (1416 TS): Of seven students chosen by the High Mages of Selu'Maraar, three are marked for great destinies. The youths Keryth Adofaer, Talor Vurtalis, and Jhanra Merlistar excel at the basics of High Magic. They privately learn more about High Magic in an unorthodox manner—Taranath unveils three *selu'kiira* and places them upon their brows, sending the students into comas while the gems force-feed the knowledge of millennia into their brains. All High Mages and students remain behind closed doors in their estate on the outskirts of Sylkiir.
- 1358 DR (1428 TS): The Time of Troubles. The Summer Storms War claims the lives of many sahuagin of the Alamber as well as over thirty ships and 2,000 people of Mulhorand as the god-kings' forces clash with the sea devils. The visitations of Sekolah, Anhur, Umberlee, and other lesser water powers cause much disruption. The mythal barrier around Myth Nantar crackles and surges but holds against attempts to break the barrier.
- 1359 DR (1429 TS): Ixitxachitl temporarily conquer some areas of northeastern Hmur Plateau (beneath the Fangrocks), but are ousted from their redoubts within a year.
- 1363 DR (1433 TS): A large number of surface-world shipwrecks descend upon the Hmur Plateau and the Lost Lands this year.
- 1367 DR (1437 TS): Bold Faerûnian pirates descend to the Hmur Plateau, seeking treasure. Plunderers of a dragon turtle's cave amid the plateau cliffs, they pay for their invasion with their lives, though some pirates escape with magical treasures.





New Currents

Detailed below are the recent events of Serôs as “new currents” (what surface-world folk call “current clack”). The headers note Faerûnian calendar months, but the individual events are listed by Timesong-calendar dates for reference.

Year of The Gauntlet (1369 DR; 1439 TS)

The primary event of the 1,439th year of Timesong is the sudden and devastating Twelfth Serôs War. Nearly every major event in Serôs this cycle has its ties to the destruction wrought by Iakhovas, He who Swims with Sekolah. For the full impact of the Twelfth Serôs War, Mel Odom dramatically plays out these events in the novels, *Under Fallen Stars* and *The Sea Devils Eye*, parts II and III of the “Threat from the Sea” trilogy. Detailed below are the activities of the power players of the war, the timeline of details, and some of the stories hidden from the eyes of the heroes and villains in the novel.

Tarsakh

- Eadarsong 1: After thirteen years under the influence of a *selu'kiira*, Jhanra Merlistar, Keryth Adofaer, and Talor Vurtalis emerge from reverie with the full powers of High Mages. Taranath instructs them on the legends that drove them to such desperate measures: “The Ravager shall swim upon the seas and unleash forces that shall destroy peace. Only by the power of the Six shall Serôs hope to restore harmony.”

Flamerule

- Eruption of the Ship of the Gods/Fall of Aleaxtis.
- Heartsong 3: The volcano south of Aleaxtis rumbles and erupts, though aquatic earthquakes open fissures along the floor of the Alamber and allow the volcano to expend much of its force and lava along the sea floor. The magma flow both destroys the capital of Vahaxtyl and more than half of the upper hierarchy of the sahuagin kingdom Aleaxtis, including the king.
- Heartsong 5: High Mage Pharom Ildacer meets the “Loreweaver” Pacys in Telvanlu and chaperones him to Sylkiir to meet the other High Mages and to piece together the rest of the Prophecy of Thurlathiirn.
- Eldasong 11-13: Disturbances at Coryselmal draw little attention, though many report hearing sounds of unleashed power from the ruins followed by deep laughter echoing along the currents. Koalinth activity picks up during and after this time.
- The Scattering/Start of the Twelfth Serôs War. Eldasong 21: Iakhovas shatters a large section of the



Sharksbane Wall, destroying Akhanmyr and one of the Sea Unicorns guardposts in one explosion. The Xedran Reefs take this as a sign that their religious Time of Tempering has begun. Sahuagin and Iakhovas occupy Coryselmal for a time.

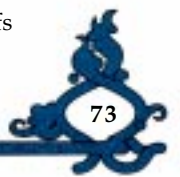
- Eldasong 22: All six High Mages, their four students, and Pacys the Loreweaver leave Sylkiir and head for Myth Nantar upon hearing the explosion from the Sharksbane Wall.

Midsummer

- Eldasong 28: Iakhovas allies with Olleth to have the morkoth collect more magic across Serôs and gain spoils of war.

Eleasias

- Eldasong 32: Vhaemas the Bastard and the merfolk of Thuridru ally with Iakhovas and the Sea Hulks koalinth tribe to help decimate the southern Xedran Reefs, which are starting to react to the presence of the sahuagin.
- Lifesong 1: Sahuagin begin resisting Iakhovas’ rule until Iakhovas personally slays the Great Whale Bard of Serôs to prove his worth as their king.
- Lifesong 3-9: During the frenzy over the death of the Great Whale, Iakhovas’ forces attacks Xedran Reefs and destroy colonies at Orilidren, Ageadren, Ilkanar, Ilphaeth, and Ilteon.





- Lifesong 5: Morkoth of Qatoris get wind of plans among the morkoth of Olleth and mobilize a few Dukars to rally allies among the good races to fight both their common enemies and these new invaders. The rest of this song/month sees the alliance slowly built among the shalarin of Es'rath, the triton of Vuuvax and Pumana, and merfolk of Voalidru.
- Lifesong 11: Most sahuagin forces are sent off to all comers of Serôs to raid undersea and surface areas.

Eleint

- Lifesong 24: Surprise sahuagin attacks on the Ola, Aya, and Yea clan hatcheries of Es'rath cause the deaths of over 1,000 unhatched shalarin. Over 200 shalarin and sahuagin each perish, including the ranking eadar's heir. This is what brings all the shalarin kingdoms of As'arem into the war.

Higharvestide

- Sekolsong 17: The still-grieving shalarin Eadar Ri'ola'con names the 21 -year-old Ri'ola'kirk his heir, as his own father perishes unsuccessfully defending the clan hatcheries at Ys'ivis.

Marpenoth

- Sekolsong 22: The High Mages and Pacys arrive at Myth Nantar, only to be confronted with the Barrier at the edge of the mythal. To the High Mages' astonishment, Pacys easily pierces the barrier and enters the city alone.
- Sekolsong 26-30: Iakhovas uses magic to summon some monstrous elder form of kelpie all around the Whamite Isles, drawing its entire population into the sea to drown and rise as sea zombies. Iakhovas' army of drowned ones (as sea zombies are referred to), lacedons, koalinth, and merfolk traitors marches on Voalidru and the Lower Hmur Plateau.
- Sekolsong 36-Roamsong 6: Fall of Avina, Lacuan, and the abandonment of Voalidru; Naulys doesn't fall due to the rescue by revenge-driven 'chitls from Xedran Reefs killing 75% of koalinth forces.
- Roamsong 10-16: The Nantarn Alliance comes together at Xadea and Myth Nantar, with sea elves, shalarin, merfolk, and morkoth all working together. Central players are the long-hidden shalarin Dukar Tu'uua'col, the displaced Princesses Jian and Arina and Prince Mirol of Voalidru, the tritons Keros the Wanderer and Tribune Akkys of Vuuvax. On the 12th day of Roamsong, Tu'uua'col touches the Barrier along with the collected High Mages, and with one note (sung by Pacys from inside the mythal), the Barrier falls.

Uktar

- Roamsong 17-19: Merfolk forces fall back from Xadea slowly, sacrificing lives to draw Iakhovas and his dwindling forces to Myth Nantar for the prophesied showdown there. Morkoth of Qatoris and Dukars erode Iakhovas' control over his armies and allow the natural enmities among the races to break up the troop formations.
- Roamsong 20-22 Tritons finally join the war, forcing Iakhovas toward Myth Nantar while breaking his army in two. T'Kalah and two other sahuagin princes abandon Iakhovas and return toward the Alamber.
- Roamsong 23: End of the Twelfth Serôs War. Battle for Myth Nantar culminates in great *Whirlpool Gate* opening at the urging of High Mages. This wrecks quite a few ships, including many allied with Iakhovas, but succeeds in expelling the Great Ravager out of Serôs and into the Outer Sea at the cost of the two elder High Mages and others.

Feast of the Moon

- Umbersong 6: The Nantarn Feasts collect the allied races at Myth Nantar to celebrate the end of the Twelfth Serôs War. To the surprise of many, the Dukar Orders make themselves known to Serôs for the first time in over 600 years. Numerous shalarin, morkoth, sea elves, and some surface-world immigrants join the Dukars to become the peacekeepers of Myth Nantar and the Nantarn Alliance.

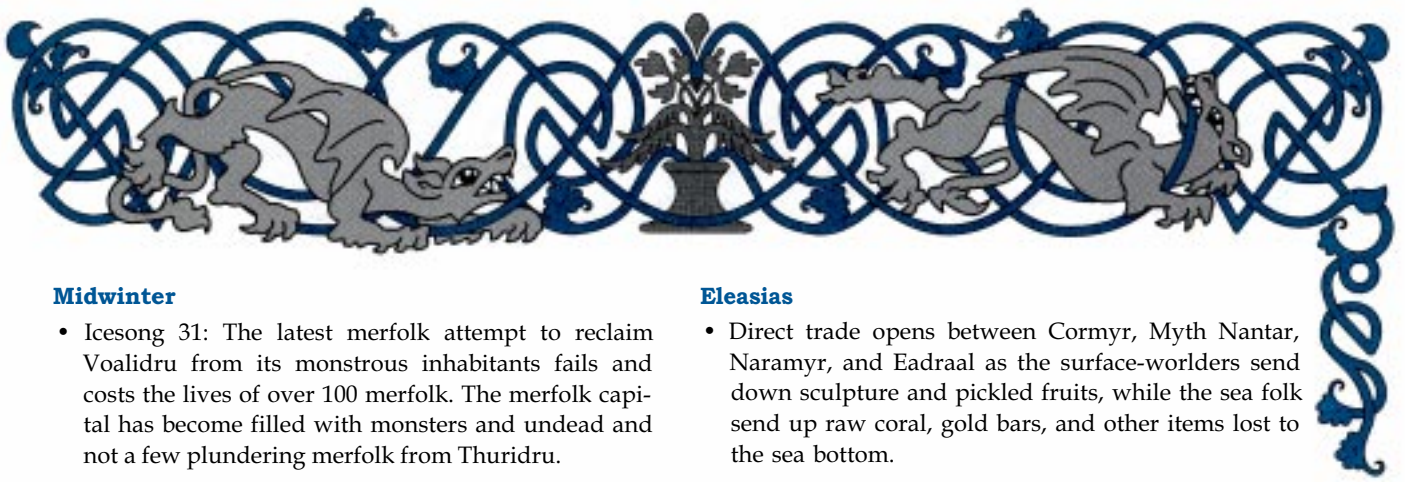
Year of The Tankard (1370 DR; 1440 TS)

Listed below are the events of the ongoing Year of the Tankard (1370 DR), or the 1440th year of the Timesong calendar of Serôs.

Hammer

- Icesong 8: Malenti enter Myth Nantar and petition to join some of the clergies and the militia. Despite serious misgivings, the High Mage Pharom Ildacer gives his endorsement. By the end of the following song, they have set up a smithy and started to forge metal weapons for the defense of Myth Nantar and allies, against the aggressive sahuagin who have remained in Serôs after the war.
- Icesong 14: After a few months under the mythal, the triton Keros leaves Myth Nantar and his fledgling training with the Dukars under mysterious circumstances that leave a large hole in the Academy's south wall.





Midwinter

- Icesong 31: The latest merfolk attempt to reclaim Voalidru from its monstrous inhabitants fails and costs the lives of over 100 merfolk. The merfolk capital has become filled with monsters and undead and not a few plundering merfolk from Thuridru.

Alturiak

- Ilxensong 1: Gayar the morkoth (and Dukar paragon) dies after a racially based attack by a recent sea elf arrival from Selu'Maraar (who joins the Dukars in penance). Jorunhast is summoned from Qatoris to become the acting paragon of the Order of Kupav.

Ches

- Homesong 4: High Mage Talor Vurtalis summons a Whirlpool Gate recklessly within Myth Nantar, endangering others without concern, and disappears. Qos the Living Reef actually speaks aloud upon Talor's disappearance: "From one fin, many ripples and blooded water."

Tarsakh

- First conflicts with surface-world people occur as Thayvian wizards hunt the deep for the forces responsible for the damage to their city of Bezantur. They seek Iakhovas and believe anything undersea that does not help them must be harboring him.

Greengrass

- Eadarsong 14: Eadar Ri'ola'con of As'arem dies mysteriously while in his palace at Us'roch. The Warrior caste of Es'rath accuses their long-time political enemies in Es'roch of slaying the eadar. Political and interclan strife ensues across As'arem, which does not calm after Ri'ola'con is found to have been poisoned.

Mirtul

- Huntsong: Elves of Selu'Maraar and Naramyr open small amounts of trade with the surface-world in Suzail and Selgaunt. Cormyr sends a representative down to Myth Nantar to open dialogues with the Dukar Orders, who is shocked to meet Jorunhast, the exiled Royal Mage. While this does not strain relations, it prevents the unscrupulous lesser Cormyrean noble from abusing his welcome.

Kythorn

- Huntsong: Triton patrols warn that tombs within the Hmur Plateau have been opened and desecrated, though it's uncertain if something broke in or out.

Eleasias

- Direct trade opens between Cormyr, Myth Nantar, Naramyr, and Eadraal as the surface-worlders send down sculpture and pickled fruits, while the sea folk send up raw coral, gold bars, and other items lost to the sea bottom.

Marpenoth

- Sekolsong 20: A group of adventurers uncover the *Red Book of War* on the sea floor and plan to bring it to Myth Nantar, not knowing of its importance but knowing the scholars there might.

Feast of the Moon

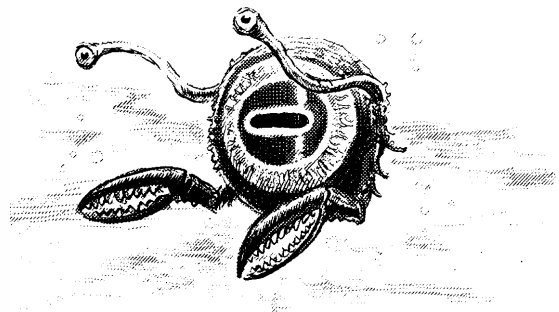
- Umbersong 6: The first Dukar peacekeepers trained within the Nantarn Alliance become full agents on this day of feasting to celebrate the first year of the Alliance.

Nightal

- Umbersong 14: Talor Vurtalis has been found, though he sorely wounded those Dukars who discovered him. He resides in the Cliff City of Atin, having renamed himself Atin he's taken control of the great beast that lives there.
- Once believed to be a relatively shallow trench whose bottom was only 1,600 feet from the surface, the Pythan Trench recently rumbled with aftershocks from the Sharksbane Wall event and the bottom fell away. Waters seemingly filled with sunlight appear to be beneath, but this displaces many sahuagin from colonies within the Trench, as they cannot stand the light. The angered sea devils prevent others from getting close enough to solve this mystery.

Year of The Unstrung Harp (1371 DR- 1441 TS)

- The Fifth Shalarin Passing (anticipated).





People of Serôs



erôs is a living world of wonders undreamt of by surface-worlders. Successful adventuring in this new world requires an understanding of its denizens and their cultures and customs. Ondam Moray's recently penned *Notes on Serôs* provides a close look at the Sea of Fallen Stars and its aquatic peoples, with adaptations by our chroniclers for AD&D game statistics and rules.

PC Races of Serôs

This chapter takes a long, hard look at each of the "friendly" races of Serôs to see what makes each special. A number of differences exist between the races here in Serôs and those detailed in the AD&D game *MONSTROUS MANUAL* tome. The races described here are standard only for the Realms' Inner Sea; members of these races who live in the Outer Sea (and beyond) conform to the standard AD&D game creatures. Each PC race is examined with the following breakdown:

Race obviously notes one of the six primary aquatic species we will look at for player characters.

Listed next are any other names that the race is known by across Serôs and Faerûn. Whether aliases or insults, the slang terms are quite useful for DMs to drop hints without being too obvious.

The first paragraph discusses the broad stereotype of the race, its purpose and motivation within Serôs (or Faerûn), and what others expect when meeting this race. This can sometimes be false, but this paragraph often reveals the social status quo of the race.

Physical Characteristics identifies the race's standard body type and its primary characteristics. Skin, hair, and eye color are all discerned, as is the character's size compared against standard AD&D PCs.

Psychology reveals the truth about the race as a social whole. All people are raised with certain values and assumptions, and these tell us how each race thinks and reacts to given situations. Obviously, PCs can vary from these greatly, but that comes from both background building and role-playing that separates the PC from the pack.

Social Characteristics briefly looks at the social structure of each race. How each race is ruled and how it organizes itself socially (as well as how each interact with other races) does have affect a character simply by upbringing and what is assumed "normal." More details on the societies of all the races are available in the "Encyclopedia Serôsica."

Notes reveals the broad spectrum of a race's effect on Serôs, as well as other items of interest.

Finally, **AD&D Game Characteristics** notes any changes to any previously given AD&D statistics and rules for said race.

Most have adjustments as none of these races has ever been an official Realms player character or nonplayer character before now. This area provides ability-score ranges and adjustments, special abilities for play, and the other basics (age, size, etc.). Also noted are the multiclass combinations for said race, if possible. Finally, if the race provides special abilities beyond the norm for surface-world PCs, drawbacks to using said races as active characters are listed here for game balance.

Aquatic Elves

Alu'Tel'Quessir, sea elves, water elves

Aquatic elves have been a major race within the waters of Serôs since the time of the Crown Wars, though a small population of elves had been present before then. Only with the destruction of southern surface elf kingdoms by fire did many elves flee into the Inner Sea for safety. While all elves are seen as aloof by most surface-dwellers, sea elves are viewed as skittish, paranoid creatures afraid to leave the water. While that is hardly the case, sea elves rarely take the time to educate land-dwellers.

Physical Characteristics

There are no great physiological differences between the Alu'Tel'Quessir of Serôs and those of the Outer Sea. There are, however, other cosmetic differences between the sea elf races, and these are noted below. In all other details, sea elves are very much like their surface cousins.





Skin: Blue with patches of white; rare: ivory skin with blue highlights.

Hair: Black, blue, silver-white; rare: red

Eyes: White, black, blue, green; rare: silver

Hands/Feet: As an elf, but webbed

Size: As standard elf

Psychology

Isolated by their physical nature from other Tel'Quessir, aquatic elves simply want to protect their homes, wherever they may be. Aquatic elves trust only themselves and their clans, even though they share many strong bonds of culture and history with their fellow elves. Still, they cannot understand why the surface elves cannot see the truth all sea elves know: Alliance and community means survival, while factionalism and arrogance mean death. As for their attitudes among the other sea races, they are as woefully standoffish as their surface counterparts, save when it serves the elves to have allies and trade partners. After the Twelfth Serôs War, however, the Alu'Tel'Quessir of Naramyr have drawn up trade and social alliances with Myth Nantar, signaling some begrudging acceptance of other races (at least in elves of that nation).

Social Characteristics

While there are some distant connections between the sea elves of Serôs and the ruling class of elves in Evermeet, they are of little practical consideration for day-to-day governing. Aquatic elves form loose feudal societies of nobility with a servant class. Rule is assumed by the nobility, and all social conventions follows a patriarchal structure for inheritance and the transfers of power. While women still wield considerable influence among aquatic elves (primarily among the wizards and clerics), the bulk of the political power still falls solely into the hands of the eldest male child.

Notes

The Alu'Tel'Quessir, like all elves on Toril, are immigrants. They have settled among the shallow waters of Serôs, and over the millennia have lived in nearly every area of the Inner Sea. While they seemed to abandon the Inner Sea until a few years ago, the sea elves that once had ties to Semberholme in Cormanthyr merely returned to the central sea and avoided much contact with the surface.

Currently, the major colonies of sea elves are in Naramyr and Selu'Maraar (in the Dragonmere and Dragon Reach areas, respectively), the Sharksbane Wall garrisons east of the mouth of the Vilhon Reach and west of the Alamber, Faenasuor on the continental

slopes east of Starmantle, and in a number of small villages among the reefs off the Fang of western Aglarond.

AD&D Game Characteristics

Treat as standard elves, though the +1 bonus for longsword attacks applies to either a trident or a spear for each sea elf PC.

Classes Allowed (Level Limits): Fighter (12), Ranger (15), Mage (15), Dukar (U), Cleric (12), Priest (12).

Multiclass Options Allowed: Fighter/Mage, Cleric/Ranger, Cleric/Mage.

Ability Adjustments: +1 Dexterity, -1 Constitution. Maximum Dexterity of 19; maximum Strength 18.

Preferred Armor and Weapons: One piece of silver-weave armor (armored leggings most common) if at all; tridents, spears, nets.

Half-breeds

It is possible for humans to procreate with sea elves and create half-elves. However, sea half-elves are rarer than even malenti in Serôs. If a player desires to play one, the character has certain strictures and limitations:

- Half-sea-elves gain the ability to breathe water as well as air at birth.
- The character is raised in either the human or sea elf culture that spawned it. Thus, the character reacts either as a human or as a sea elf.
- Their submerged eyesight is only half as effective as a normal sea elf, though they can withstand greater depths due to their sturdier half-human bodies (750-foot limit).
- The sea half-elf can become any class available to the regular half-elf, regardless of where he is raised: Fighter (14), Ranger (16), Cleric (14), Mage/Wizard (12), Thief (12), Bard (U).
- Sea half-elves take only one month, rather than three, to acclimate fully to undersea life (speech, combat, movement, etc) if this is not the habitat in which they grew up.
- In ability and game statistics, treat these as standard half-elves with all adjustments as noted above and as needed for undersea.

Locathah

Fish-men, Gill-men, Kaparl ("slave" in kuo-toan)

Often looked upon as the victims of prejudice and injustice, the locathah have been the slaves of nearly every race of Serôs (though mostly by the kuo-toans and the ixitxachitl) at various times in the past. Now, while pockets of them are still enslaved in the depths, most locathah live a nomadic existence in the lower shallows. Some point to their hunter-gatherer culture as a sign of





barbarism, but the locathah simply move on and pay them little mind. Foremost in their minds are their sense of community and an overwhelming drive for freedom.

Physical Characteristics

Serôsian locathah appear as humanoids covered by fine scales, their fishlike heads having large eyes, a gaping toothless mouth, and small fins where ears should be. Like the standard MONSTROUS MANUAL locathah, the males of the Inner Sea are distinguished from females by the coloration of a stripe near the egg sac.

Skin: Olive green to ochre scales; stomach scales a sea green to pale yellow hue. The female's egg sac stripe is merely a continuation of the stomach scales' color.

Hair: None; flukes and dorsal fins either match the scales' tone or the stomach coloration.

Eyes: Larger than normal eyes (Vision underwater equivalent to unaided human sight on land), coloration either all black or all white (the latter a good omen).

Size: Medium sized, comparable to humans.

Psychology

Despite centuries of cruelty, locathah are not by nature angry or vengeful toward their oppressors. Their sense of tribal unity is merely heightened, and they form tight-knit units for their own protection. In their minds, they were enslaved in times past only when they were at odds with their own kind or a former allied race. Thus, locathah do everything possible to keep their alliances together to prevent the fragmentation that allowed large segments of their people to fall into slavery. While they do not ally with just any race, these hunter-gatherers are stolid allies once others have proven themselves trustworthy to a specific locathah and later, her whole tribe.

The other prime factor in locathah minds is their almost primal need for freedom. If enslaved or imprisoned locathah do everything possible—everything save threaten the welfare of their school—to regain their freedom. This often manifests as both a nearly indomitable will when shackled (+2 reaction bonus to Charisma). Locathah do not see any shame in being imprisoned or bullied by greater foes. It is shameful only to do nothing about the situation.

Social Characteristics

Locathah culture is organized in a communal tribe system, and while smaller hunting parties and colonies of under 100 people are male-dominated hunting schools, locathah favor a matriarchal chieftain. The chieftain is equally responsible for the viability of her tribe by laying a multitude of eggs and the children are raised equally by the entire community.

Locathah are primarily nomads traveling among their usual territories in the northeastern sea south of Impiltur's and west of Thesk's coasts, known to them as the Bymmalyn Hills. Some locathah, however, have begun to live among more permanent settlements among the slopes atop and within the Hmur Plateau.

Notes

As stated before, the locathah have been enslaved by numerous other races, and while their lives are far from tranquil, their limited settlements in the eastern seas use the great Hmur Plateau (the Pirate Isles) as a broad barrier against their most common enemies: the kuo-toans and the morkoth. They are capable of thriving in much deeper waters, but they have acclimated to the shallow waters to be farther from their enemies. They also once swam among the currents of the Alamber deeps, but the sahuagin hunted them to extinction in those waters, and to this day, there is a great hatred between locathah and sahuagin.

Locathah place great value on their traditions and habits, and it is easy to offend them unintentionally by violating one of their unwritten social rules. Never approach a locathah with a weapon in hand; it is seen as an aggressive move and will be met with either flight or combat. Physical contact is rarely made with locathah, as they prefer not to be touched save by their own people. If they need to lead someone, they circle the person or creature and lead by their wake-currents. They are territorial and protect their hunting territories and kelp grounds with the zeal of those who once were enslaved and who refuse to be ever again. Despite these strictures, they are quite open to surface-worlders and often guide newcomers around Serôs.

AD&D Game Characteristics

While the standards are fine for generic settlements, flesh out those locathah near where your campaign is set.

Classes Allowed (Level Limits): Fighter (10), Ranger (12), Cleric (14), Priest (14), Druid (U).

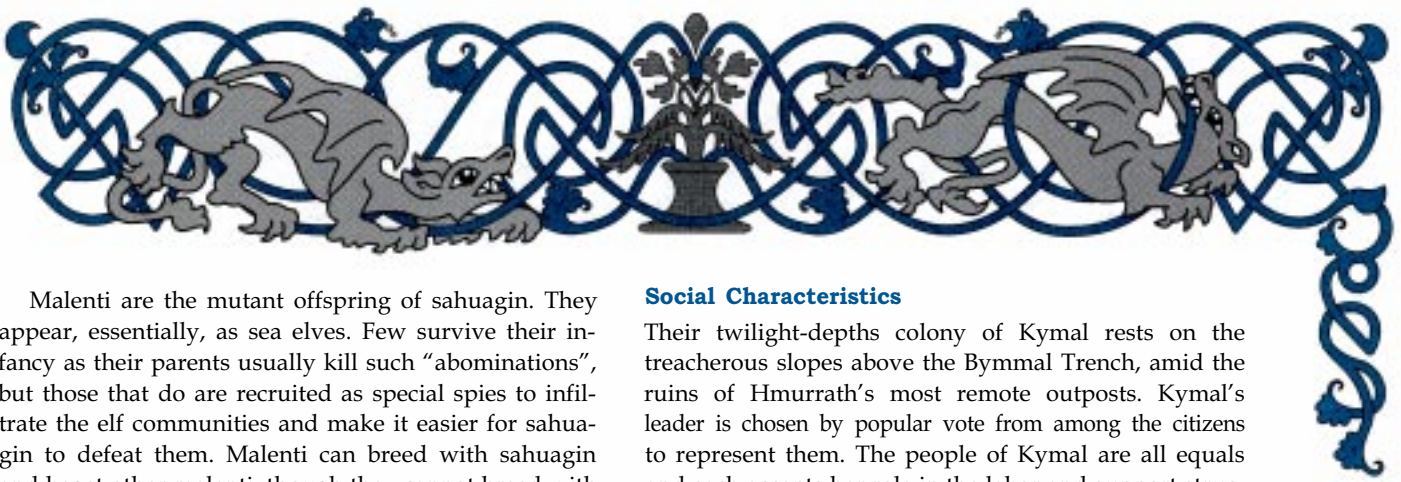
Multiclass Options Allowed: Cleric/Fighter, Cleric/Ranger.

Ability Adjustments: +1 Constitution, -1 Intelligence. Maximum Constitution 19; maximum Strength 18(00).

Preferred Armor and Weapons: Locathah wield spears and short swords.

Malenti, Noble

Exile, N'Tel'Quess, "False-fins," Khymallar (as citizens of Kymal colony), and Kuaumin (sahuagin word specifically for "traitor-kin of Sekolah", which is not used on malenti loyal to sahuagin).



Malenti are the mutant offspring of sahuagin. They appear, essentially, as sea elves. Few survive their infancy as their parents usually kill such “abominations”, but those that do are recruited as special spies to infiltrate the elf communities and make it easier for sahuagin to defeat them. Malenti can breed with sahuagin and beget other malenti, though they cannot breed with sea elves. These, the common “true” malenti, are not available as player characters.

However, Serôs holds one of the greatest surprises to scholars of sahuagin: two small populations of malenti that have fled sahuagin society and started their own culture and colonies away from sahuagin influences. These “noble malenti” are those set up for players to use in a Sea of Fallen Stars campaign.

Physical Characteristics

These mutants have the same internal structure as sahuagin, so their teeth grow back when lost and they are physically tougher than sea elves. In all other physical ways, they appear as the hated sea elf enemies.

Skin: Common Serôsian sea elf colors; half of the malenti are born with the coloration of Outer Sea elves (green), and these are most often fed to sharks, as their usefulness in infiltrating sea elf communities in Serôs is nil.

Hair: Common Serôsian elf colors. While barely noticeable, malenti have vestigial cartilaginous ridges above and behind the ears where anterior fins might have grown. These are hidden beneath hair from birth and are not noticeable unless closely felt beneath the scalp.

Eyes: Pale colors, ice blue being a common color. They share the sahuagin nictitating membrane that reflexively pops up over the eye to protect it from bright light (+1 to saves vs. light-induced blindness, etc.). This reflex is sometimes used to expose malenti hidden among sea elves.

Size: As normal sea elf.

Psychology

Evasive and highly secretive about their nature and their home until they know to trust those they meet, these “noble malenti” rejected the manipulations and savagery of sahuagin society to form their own colony beyond the reach of the sea devil kings. They realize that most races (including that which originally spawned them) hate them with blind ferocity, and they prepare themselves against such hatred at all times. Still, unlike their ferocious and unforgiving sahuagin ancestors, the noble malenti seek to live among the other races in peace and learn other ways of life beyond the all-consuming hunt of the sahuagin.

Social Characteristics

Their twilight-depths colony of Kymal rests on the treacherous slopes above the Bymmal Trench, amid the ruins of Hmurrath’s most remote outposts. Kymal’s leader is chosen by popular vote from among the citizens to represent them. The people of Kymal are all equals and each accepts her role in the labor and support structure of the society. Whether they work, hunt, cook, or play, no one does so alone, and everyone performs their duties to aid and support their fragile society. They established Kymal about thirty years ago, and this is the first settlement of its kind in Serôs.

There is a second enclave of noble malenti who recently revealed themselves during the Twelfth Serôs War. During the slaughter of the garrison at Velyraar in the Bay of Chessenta, the malenti interrupted and slew the attacking sahuagin, saving the elves therein. In exchange for that aid and their continued military support of Velyraar, the aquatic elves tentatively accept the malenti in order to reduce the threat of sahuagin marauders from the Alamber.

Notes

The noble malenti have fought hard to be free of their sahuagin ancestry, though they retain some of their ancestors’ teachings. When in battle, they are quite ruthless and almost savage in their tactics. Luckily, many sea elves say, the malenti are focusing much of their hatred against the sahuagin. Of course, they are also accepted in limited fashions simply because they hold the secrets to forging and working metal beneath the waves, in some subsea caverns north of the coast off Velprintalar in Aglarond. Kymali smiths forge basic shields, metal ornaments, and weapons, which they use to defend themselves.

AD&D Game Characteristics

Malenti player characters, as true outcasts from sahuagin society, are not bound by their social and biological limitations. While they have long left behind the arcana-phobic sahuagin society, malenti still have some difficulty accepting wizards’ magic and cannot learn to be wizards.

Of all the sixty approximate noble malenti in Serôs and the Alamber, less than a dozen have clerical abilities. Some of the noble malenti have embraced the churches of Deep Sashelas, Eldath, and Mystra as faiths that show them other paths than the ruthlessness and savagery of Sekolah’s faith. A rare few (including Tupix of Velyraar) have become full clerics of the goddess of magic, much to the horror of any sahuagin she meets. These clerics have become a shining example



the break the noble malenti are making from their sea devil origins, and the ruler of Kymal does everything he can to support their temples and their teachings. The noble malenti hope that, within a few generations, their piety to Deep Sashelas or Mystra may be strong enough to allow her gift to spread as true wizardry in the fingers of their children and to allow them to transcend their origins.

Alignment Restriction: Any nonevil alignment.

Classes Allowed (Level Limits): Fighter (14), Ranger (12), Cleric (12).

Multiclass Options Allowed: Cleric/Fighter

Ability Adjustments: +1 Constitution, -1 Wisdom. Minimum/maximum Strength, Wisdom, and Intelligence of 10/16.

Preferred Armor and Weapons: Noble malenti never use supplementary armor. Any weapons are possible, as they scavenge them from sunken ships, but spears are the most common.

Merfolk

Mermaids, mermen, man-fish.

The most populous sentient race of the Inner Sea outside of dolphins, merfolk have dominated Serôs in appearance if not in truth since the beginning of recorded time. The merfolk of Serôs have learned hard lessons over the millennia, both as conquerors and as conquered. In the aftermath of the Twelfth Serôs War, the merfolk face uncertain times with new alliances forming in Myth Nantar that remind them of ages past, under elven rule. Still, despite any current turmoil, the merfolk believe that their god Eadro spurs them toward a great destiny.

Physical Characteristics

Merfolk possess human torsos atop a fish's rear torso and tail. Aside from some slight webbing between their fingers and gill slits along the neck, merfolk viewed with their tails hidden appear human.

Skin: Any Faerûnian human skin tones, though most tend toward pale pink or tan skin. Scales and fins range from a deep kelly green to a brilliant silver, though some Serôsian merfolk have exhibited brighter colors or even striped or speckled scales. In general, a few merfolk of the southern seas (the Alamber and the Vilhon Reach) off Turmish and Aglarond have darker skin and tails tending toward copper or golden scales.

Hair: Like skin tone, a mermaid's hair can vary as much as human hair, though common colors tend to be light brown and blond to better blend in with kelp forests and the like. The rarest hair colors are blue or silver hair, and merchildren born with hair like this are

marked as having great destinies and are watched and raised by the entire clan.

Eyes: As with the hair and skin, the color of merfolk eyes is as varied as any human. The only minor difference is the ice blue or pale silver tone of their pupils.

Size: Mermen grow to eight feet in length on average, while mermaids are only slightly smaller. There are no overweight merfolk, and their musculature swims beneath their skin and scales like that of a dolphin. While males tend to broaden in the shoulders, all merfolk are stronger than their physiques often show, and lithe mermen can easily overpower surface-world immigrants nearly twice their size.

Psychology

Once, the merfolk of Serôs were as paranoid and isolated as those of the Great Outer Sea still are. When their great empire of Hmurrath fell, the merpeople were led out of the chaos by the oracle, Selana, and her teachings led to many of the beliefs and mindsets of the merfolk today.

Merfolk now ally with other races, though they are still bitter enemies of morkoth, sahuagin, and ixitxachitl. They accept immigrants or lost souls from the surface-world and do what they can to protect them from the rigors of the deep, as Selana taught them to do. While they are neither superstitious nor naïve about Faerûnians that drop into Serôs, they treat them with politeness in respect for the magic and knowledge they brought the merfolk in Selana's time. However, once crossed or betrayed, merfolk prove to have a ruthless sense of vengeance; "for if the overworlder refuses to follow Selana's customs and stabs at us as a sahuaein does, we shall remove Selana's blessings from him and leave him to the mercy of Eadro's sea."

The merpeople still carry one major prejudice from the days of Old Hmurrath. Of all the major races of Serôs, merfolk are the only ones with full fish tails. While it is often unspoken, they pity those lacking one or feel superior to other races because of it.

Social Characteristics

Formerly a patriarchal warrior culture, the destruction of the great subsea empire of Hmurrath shattered the old ways and signaled a change. While the clan structures remain for each settlement, the old patriarchies are generations gone and a more egalitarian society has emerged, allowing mermaids to rule clans and settlements.

Merfolk culture retains much of the structure of its old empires (built after the elven model of Aryselmalyr), so the merfolk all claim fealty to the king at Voalidru,



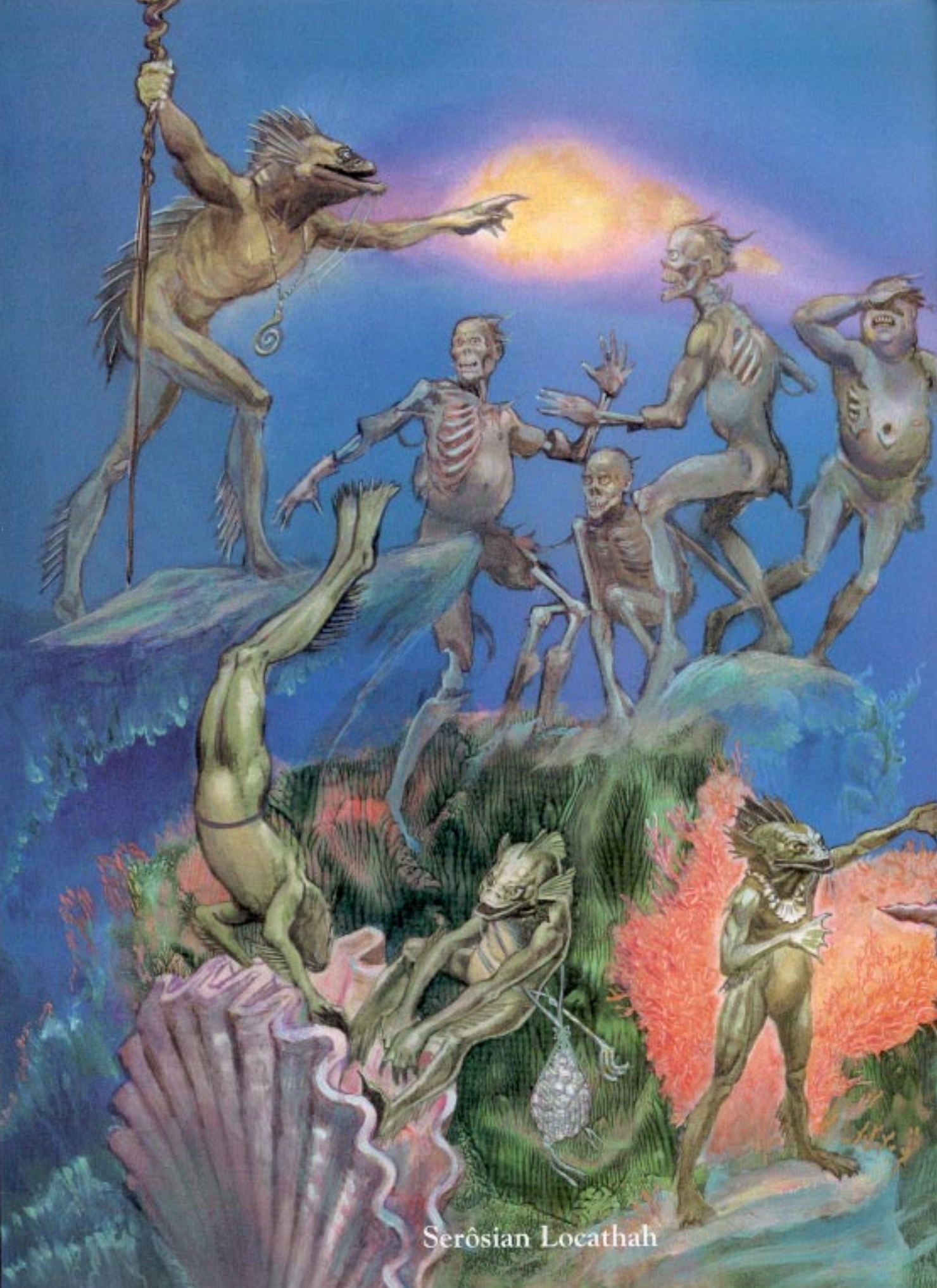
Serôs at War



Serôsian Aquatic Elves



Serôsian Aquatic Elves



Serôsian Locathah



Serósian Locathah



Serôsian Merfolk



Serôsian Merfolk



Serôsian Shalarin



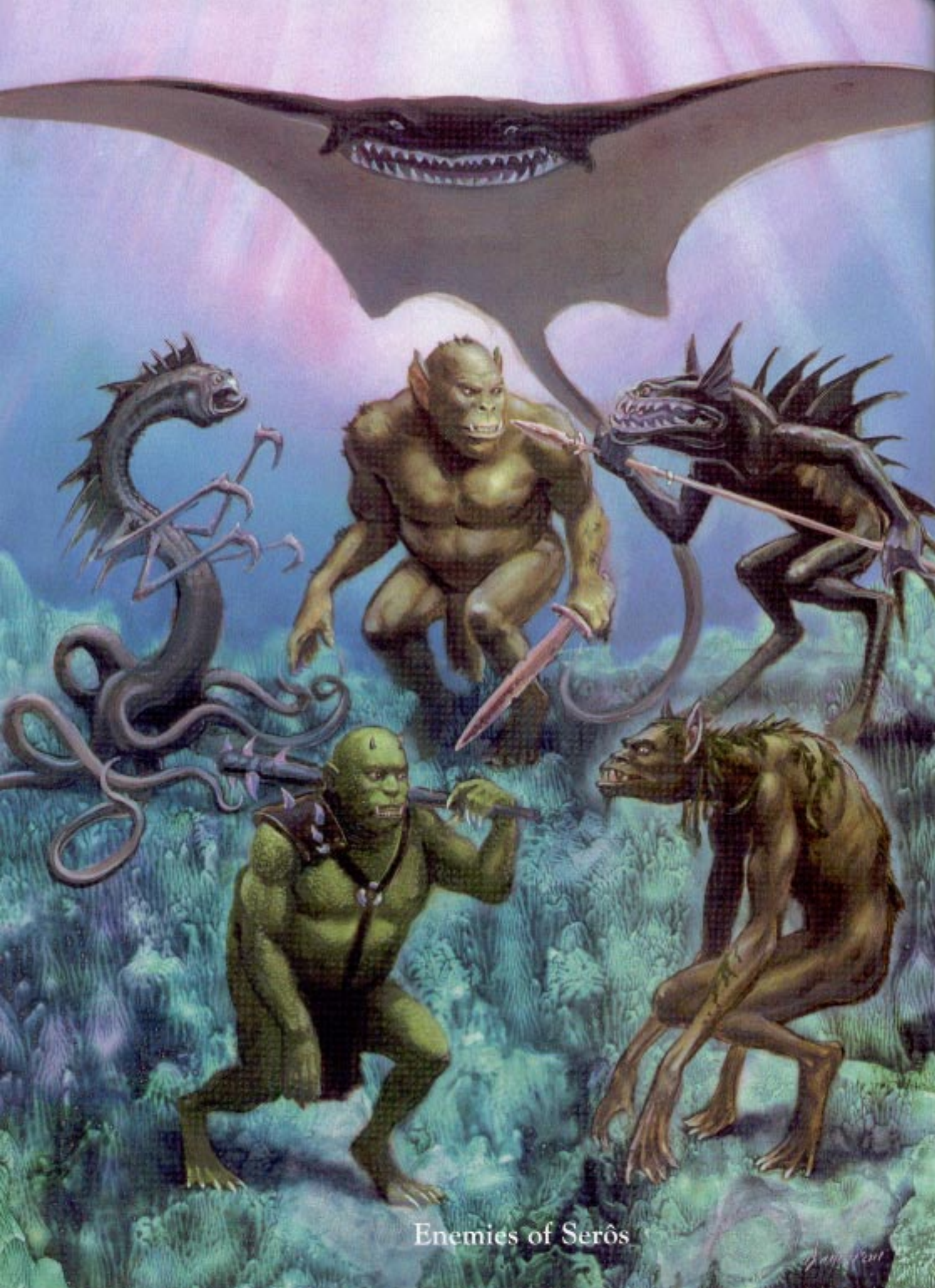
Serôsian Shalarin



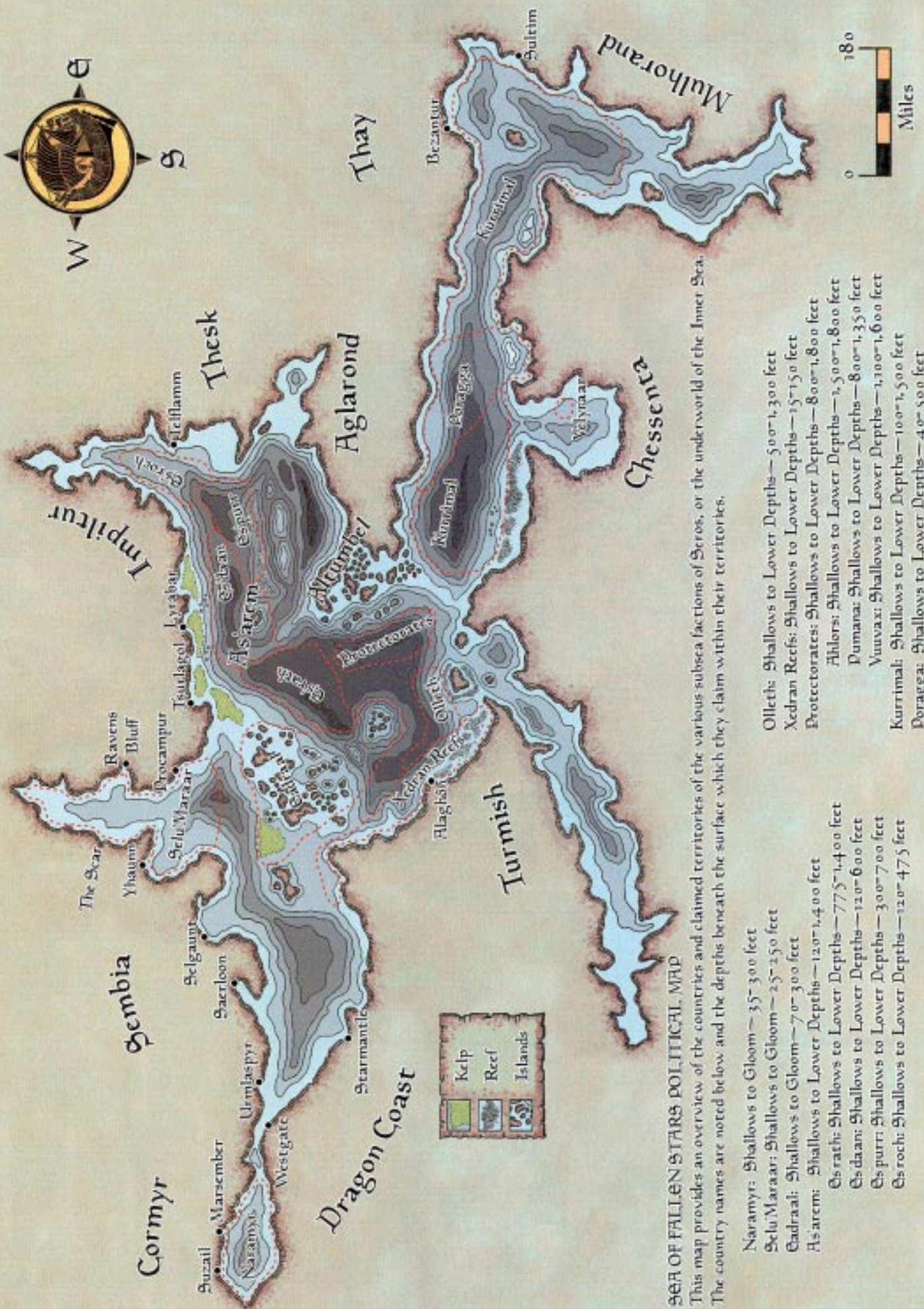
Serôsian Tritons



Serôsian Tritons



Enemies of Serôs

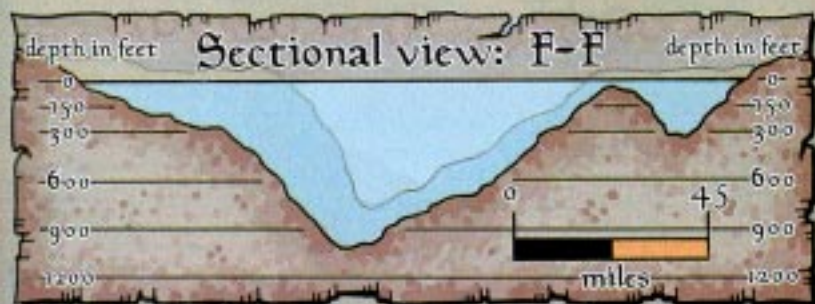
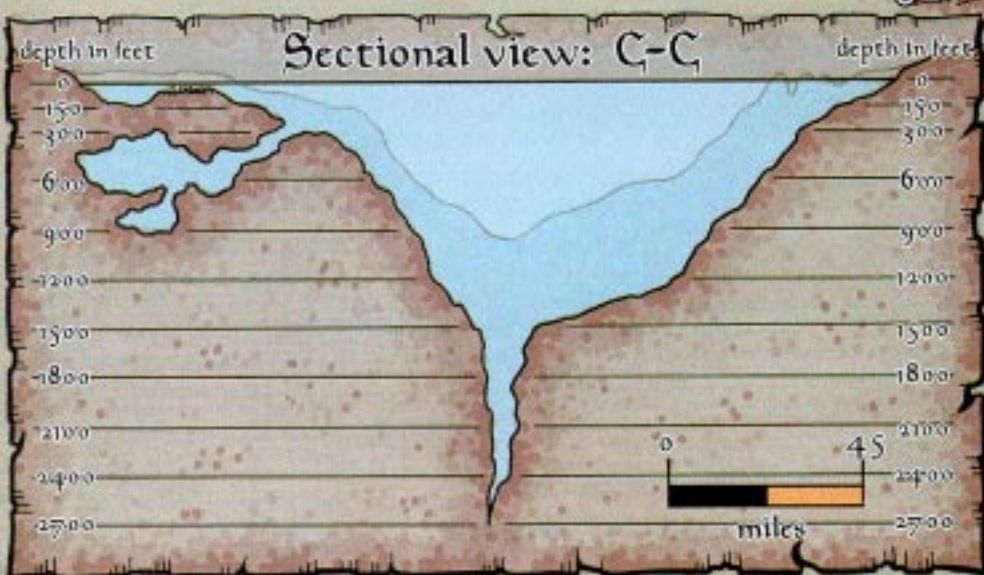
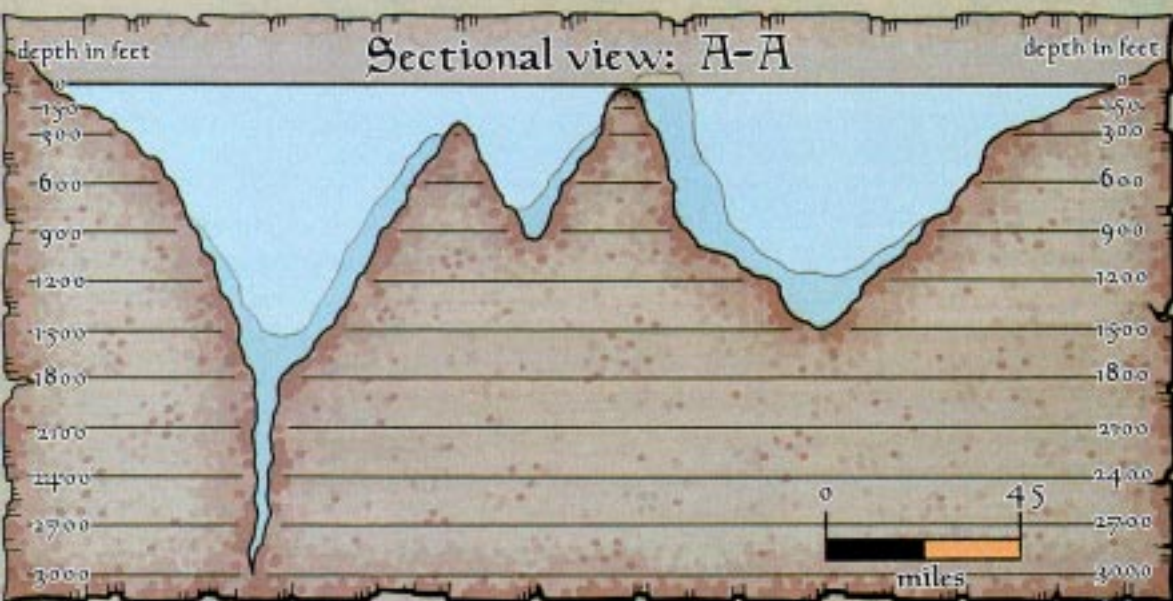


SEA OF FALLEN STARS POLITICAL MAP

This map provides an overview of the countries and claimed territories of the various subsea factions of Serôs, or the underworld of the Inner Sea. The country names are noted below and the depths beneath the surface which they claim within their territories.

- Naramyr: Shallows to Gloom—35–300 feet
- Selu Maraar: Shallows to Gloom—25–250 feet
- Qadraal: Shallows to Gloom—70–300 feet
- Asarem: Shallows to Lower Depths—120–1,400 feet
- Es rath: Shallows to Lower Depths—775–1,400 feet
- Es daan: Shallows to Lower Depths—120–600 feet
- Es purr: Shallows to Lower Depths—300–700 feet
- Es roch: Shallows to Lower Depths—120–475 feet

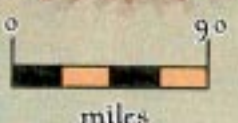
- Olleth: Shallows to Lower Depths—500–1,300 feet
- Xedran Reef: Shallows to Lower Depths—15–150 feet
- Protectorates: Shallows to Lower Depths—800–1,800 feet
- Ahlors: Shallows to Lower Depths—2,500–1,800 feet
- Pumana: Shallows to Lower Depths—800–1,350 feet
- Vuuva: Shallows to Lower Depths—1,100–1,600 feet
- Kurrimal: Shallows to Lower Depths—100–1,500 feet
- Doragga: Shallows to Lower Depths—40–500 feet

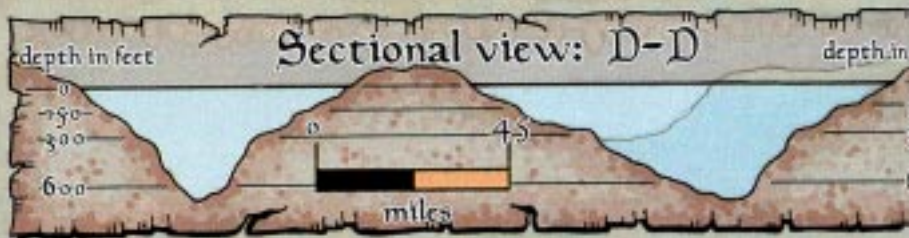
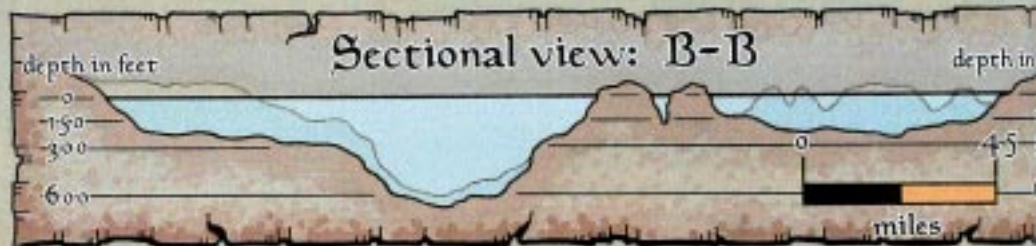




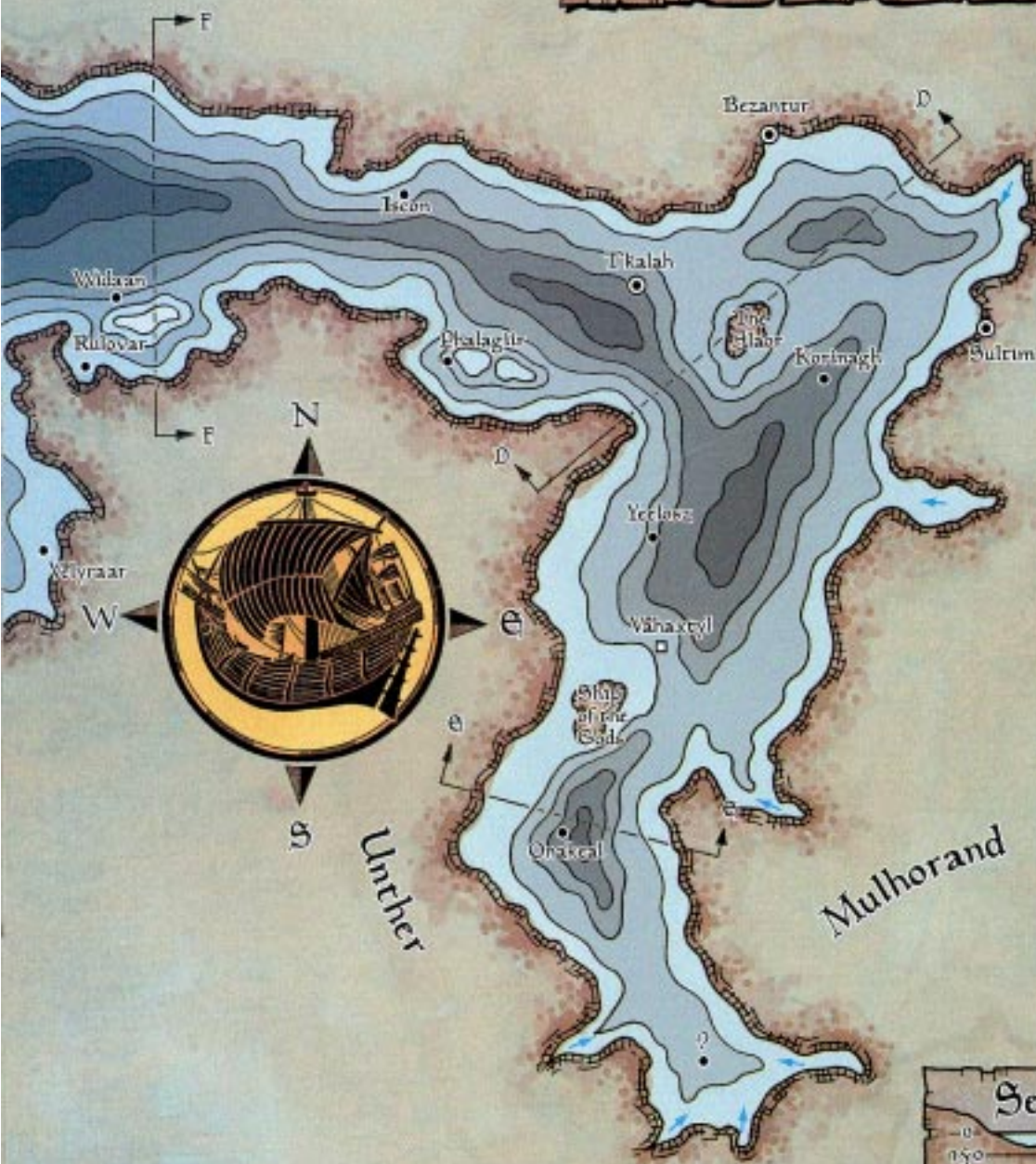
	City		Inflowing water
	Town/Village		50 feet
	Site of interest		100 feet
	Reef		200 feet
	Kelp/Undersea Forest		300 feet
	Subterranean caves		400 feet
	Hydrothermal Vents		500 feet

- TR - Tor Transmal
- E - Tor Evocal
- Ph - Tor Phantal
- GTA - Grand Tor Arcanal
- Ch - Tor Charimal
- Th - Tor Thaumatal
- AU - Tor Augural
- AR - Tor Arcal
- N - Tor Necral
- AB - Tor Abjural

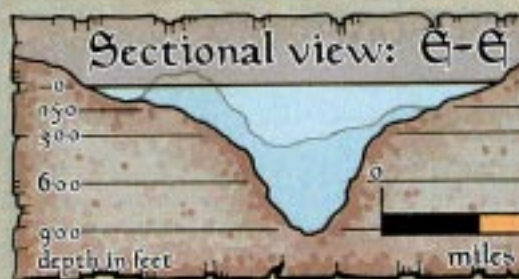
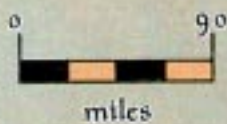




Aglarond



Thay





with dukes and barons aiding the king. While quite structured in terms of social and political expectations, most colonies and clans have a great amount of autonomy. The dukes and barons are not the clan elders or speakers, but often the eldest child of the clan ruler. While the King and his bloodline gained ascendancy over the clans by Selana's prophecies, he does not rule out of any ephemeral "divine right," as do the kings of Cormyr. The clans hold the true power and allow the king's rule only at their sufferance, the royal family acting as the chief clan of the merfolk.

Mermaids and mermen share the responsibilities for hunting, fish herding, the defense of the realms, care of the home, and every task commonplace above or beneath the waves. While mermen still dominate their military forces and the governments, mermaids populate and command the clergies and the wizard schools. While there are exceptions, these new roles have become commonplace in merfolk society today.

Notes

Serôs has been home to these tribes of merfolk for over 10,000 years. Since the fall of Hmurrath, they have been adapting and changing their society to better their lives and their new roles in the undersea. The fall of Hmurrath, while disastrous in its loss of life, restored the merfolk's sense of clan loyalties as opposed to the political loyalties imprinted on their culture by the elven Aryselmalyr Empire. Their revival of their original social structures (kept down in many ways during the rule of the elves) brought out the merfolk's pride and they are now as strong as they have ever been, although they do not rule Serôs as they once did. The only remnant the current merpeople kept from Aryselmalyr's rule is more organized and complex architecture and better weapon technology than their Outer Sea counterparts.

The merfolk of Serôs also have a major cosmetic difference from their kin of the Trackless Sea: their culture embraces tattooing as an art form. Every merchild gets a personal tattoo upon reaching adulthood, and the mark is as individual as a wizard's mark. Others get additional tattoos to mark someone's social status or military rank, to celebrate occasions such as a child's birth, a wedding, or the conquering of an enemy, and to mourn by taking on the mark of one deceased. Some warriors tattoo scales across their entire bodies to frighten their foes! Some Oghmans and other scholars suggest this social tattooing is a holdover from ancient times under the elves. The military of Aryselmalyr tattooed its officers, many of whom were merfolk, and this may have remained as a social remnant.

AD&D Game Characteristics

Changes have been made to the merfolk from the AD&D game MONSTROUS MANUAL standards to accommodate them as a major race for undersea adventurers. The standard merperson was relatively primitive and power was limited to the males, but the merfolk of Serôs are a far different breed.

Classes Allowed (Level Limits): Fighter (12), Ranger (10), Cleric (12), Priest (10), Bard (U).

Multiclass Options Allowed: Cleric/Fighter, Cleric/Ranger

Ability Adjustments: +1 Dexterity, -1 Constitution. Maximum Dexterity 19.

Preferred Armor and Weapons: No armor is worn beyond magical protection devices. Primary merfolk weapons are the trident and dagger.

Shalarin

Fins, finheads, skelar (noble malenti term for "light fins"), "wild-tiders" (nickname from the merfolk, based on a prophecy of Selana).

The shalarin are a previously unknown race, and they exist only in Serôs now, though they speak of an ancient watery home far away. Their lives are governed by a caste system that has stratified them into groups that operate independently, yet remain strongly united at the center. This culture helped save Serôs during the recent threat of Iakhovas the Invader. While they had long mockingly been called the "diplomats of the deep," the shalarin were the glue that held the allied races together to defeat the great evil.

Physical Characteristics

The shalarin are a unique race in Serôs unknown in the Outer Sea (though they may simply have remained hidden or merely are undiscovered in those waters). Upon first seeing the shalarin from afar, many viewers become confused, as the shalarin move like a graceful humanoid swimmer, but their prominent dorsal fins remind many of equally graceful but deadly sharks. Fully adapted for life in the oceans, the bipedal shalarin might be able to survive in the surface-world. However, no shalarin has ever attempted to leave Serôs, so no one knows.

The greatest physiological difference between the shalarin and other races of Serôs are their gill slits. Unlike most races, these are placed not at the neck but along the collarbones and ribcage. Shalarin breathe by taking in water along their shoulders and exhaling out their sides.

Skin: Sleek and scaleless, a shalarin's skin is closest to a dolphin's in silken texture and coloration. While silvery skin is the norm, shalarin coloration can range as



wildly as coral colors, from ivory or white and down to midnight blue in some rare cases.

Hair: None at all.

Fins: Shalarin all share a major characteristic that signals adulthood: a large dorsal fin beginning at the tailbone and rising slowly up the back to crown high above the head. The dorsal fin then recedes across the forehead and down the bridge of the nose. The lighter coloration of the shalarin's hand- and foot-webbing is matched by the dorsal fin. The only major differences among dorsal fins apply to the castes (see Notes). This provides a great amount of stability while swimming at great speeds, but flexing this fin while swimming at any speed is what allows the shalarin their incredible maneuverability.

Eyes: Unlike the other races which share eyes similar to humans and other land-based races, shalarin eyes are more akin to fish and cetaceans. The eye is all pupil, making the eyes all black, though a few shalarin gain deep blue or purple eyes. A nictitating membrane constantly cleans the eyes, protects them from blindness or obstructions, and automatically shields the eyes while shalarin swim.

Size: Shalarin are closest to elves in body type and size, that is they average six feet in height (both genders). Their fingers and toes are quite elongated, and shalarin have webbing between all digits for better swimming. However, they seem taller and more dominant due to the dorsal fin, which in mature adults peaks a foot above the head and fans out two feet behind the shalarin at the shoulders.

Psychology

While the shalarin have been in Serôs for nearly 3,000 years, they still consider themselves visitors and guests here. They have never forgotten their original home: the Sea of Corynactis, an alleged paradise of green waters, plentiful food, and a notable lack of enemies, unlike here. While they continue to dream of this other place, they (or at least those of the Faith Caste) have never fully accepted Serôs as their home.

As their culture is caste-based, shalarin know exactly how to act and speak both within their own castes and to members of other castes. Since caste defines how a person thinks and acts in shalarin culture, it is incredibly important for a shalarin to learn what a nonshalarin person does in order to determine how to interact with that person. If someone tells them disparate information (such as a warrior being able to cook or sing songs, etc.), they are both fascinated and confused if the skills of a person cross caste boundaries they have mentally put in place. A warrior is a warrior, while a cook is a provider, and they cannot be the same.

As a race, shalarin are quite open and polite, though they avoid sea elves to a certain degree due to the early persecutions visited upon them by the Arysalmalyn. The only races they outwardly loathe are the *ixitxachitl* and *morkoth*, as their encounters with these malevolent creatures taught them to hate. The shalarin seem naïve to many, especially the tritons, but their open nature often leads many to underestimate their quick minds.

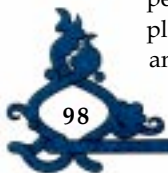
Social Characteristics

Shalarin, who dominate a large amount of the north central sea from the gloom to the lower depths, form their society under a caste system. It is said of shalarin that the four Great Castes reveal the four great divisions of the shalarin themselves: We are ruled by the Hand, the Heart, the Head, and the Currents themselves. Below is the breakdown of the castes and what sort of characters/people belong to each caste:

Protectors Caste: The Protectors (16%) are the Hand, the defenders of the shalarin personally or collectively. Visually, protector caste shalarin have bone spines supporting their fins, and their skin takes on any colors. Caste members learn warfare, both their own style and that of their enemies, and they also establish a separate code of conduct and honor for themselves as warriors. Always honor the trident and it shall honor your skill; never lie to one you protect, or your protection is false and futile; give a foe the defeat his methods prove he deserved, and dishonorable attacks gain the defeat of death; and respond to a foe's attack, but never begin the battle, for the protector's job is to provide defense, not aggression. Fighters and rangers are the character classes of the Protectors Caste.

Providers Caste: The Heart of the shalarin population are the Providers (70% of shalarin). This caste is split further into three sub-castes. The Providers (50%) are the common people, the workers, and they have the most freedom to choose their own lives and livelihoods. The Servant Caste (18%) directly and exclusively serves the opposite end of the caste: the Rulers (2%). Regardless of plans and dreams, the castes are quite rigid, and while the Rulers control the governments and shalarin society in general, they are effective captives of the caste and can never leave or stray from their duties. So too suffers the Servant Caste in its chores menial and major, and its attendance of the Ruling Caste, not to mention its acting as a liaison between all other castes and the rulers.

Regardless of their sub-castes, all Providers take pride in their work and their necessary tasks within society. There are no corresponding character classes within this caste, nor are there any corresponding





visual distinctions about this caste beyond one. Shalarin of the Rulers' Caste have large white spots or stripes on their fins (and rulers with an entirely white fin take special places in society).

Scholars Caste: The caste of the educated; the Head (4%) contains three subsets as well. All of the subsets are intelligent and responsible in some way for maintaining shalarin histories, and their fins are marked by a red stripe in places distinct to each sub-caste. The Minstrel Caste (1%) provides the shalarin with their poets, singers, and bards, and the outer edge of their fins flash with red. Sage caste members (2%) are the studied and knowledgeable sources through which many others may learn, and they use their talents as tutors and teachers or as famed fonts of knowledge. Sages' fins have a red stripe on the leading edge of the fin only, ending at its apex. The Arcane Caste (1%) wears its red stripes along the base of the fin at the scalp and back. It allows the studied and educated shalarin to wield magic as a wizard. Thus, this caste provides comfort for wizard and bard characters.

The Seekers: Forever among the Currents, the Seekers caste (10%) embraces those shalarin cut adrift from the norm and looking for meaning beyond the shalarin themselves. Marked by solid black fins and webbing, seekers lose their place within the structures of shalarin society and are forced to seek knowledge and understanding from places and peoples away from other shalarin. The Wanderers Caste (4%) are the rogues, those among the shadows uncovering secrets and things adrift on the currents. The Faiths Caste (6%) provides seekers of truth and purpose. The Faiths Caste has adopted many of the surface-worlders' and Serôsian powers simply to fill the gap as many of the gods of Corynactis have not answered prayers since the shalarin migrated to Serôs. The Faiths Caste was once part of the Scholars Caste, but with the changes since the Passings, the priests have become Seekers as much as any thief. Even their fins changed to reflect this, once marked with blazing red whorls and now black fins with a blazing red indented dot at the facial base of the fin "where a god touched the priest as a child."

Within the caste system itself, there are thirty clans, which have members of all the castes in varying degrees. Some of the clans have dominated the rulership of some areas for centuries, while others have no ruler caste among their settlement and are ruled by a proxy ruler caste member of another clan. The clans, unlike the merfolk system, are less important to the society than the castes, though some clans gain more political and social power due to a high number of rulers in it.

Notes

The shalarin originally migrated to Serôs through an undersea gate from their home in the Sea of Corynactis. Some sages theorize that this sea is either on the far-off planet of Karpri in Realspace or on the other side of the planet Toril! The "wild tide" that brought them thus was part of a long-foretold destiny of the shalarin people: "Five times will the great tide turn and five times a bridge arcs between worlds new and old. The castes shall go forth on that bridge and share the bounty each Passing allows. One for Hand, one for Heart, one for Head, and one for Currents. The Fifth Passing shares nothing but judges, and it will restore the shalarin as one or see them scattered ever." Four Passings have occurred and the Fifth is imminent—the Feast of the Moon in the Year of the Unstrung Harp.

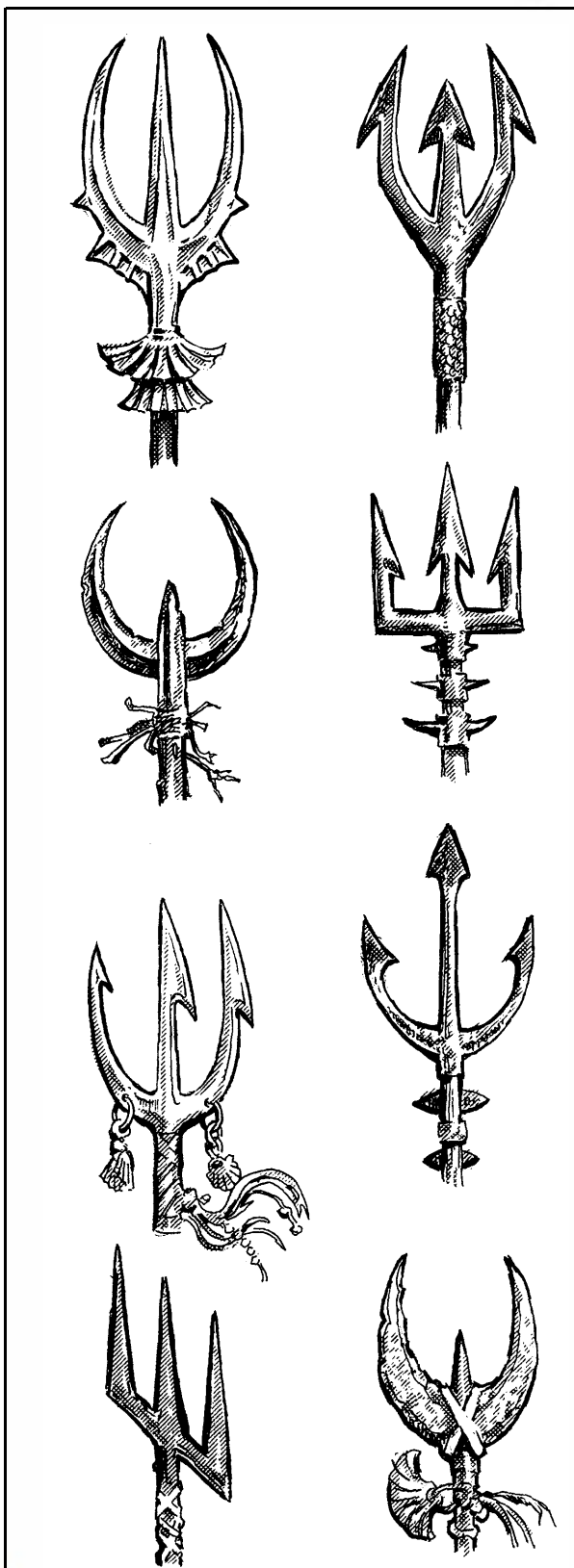
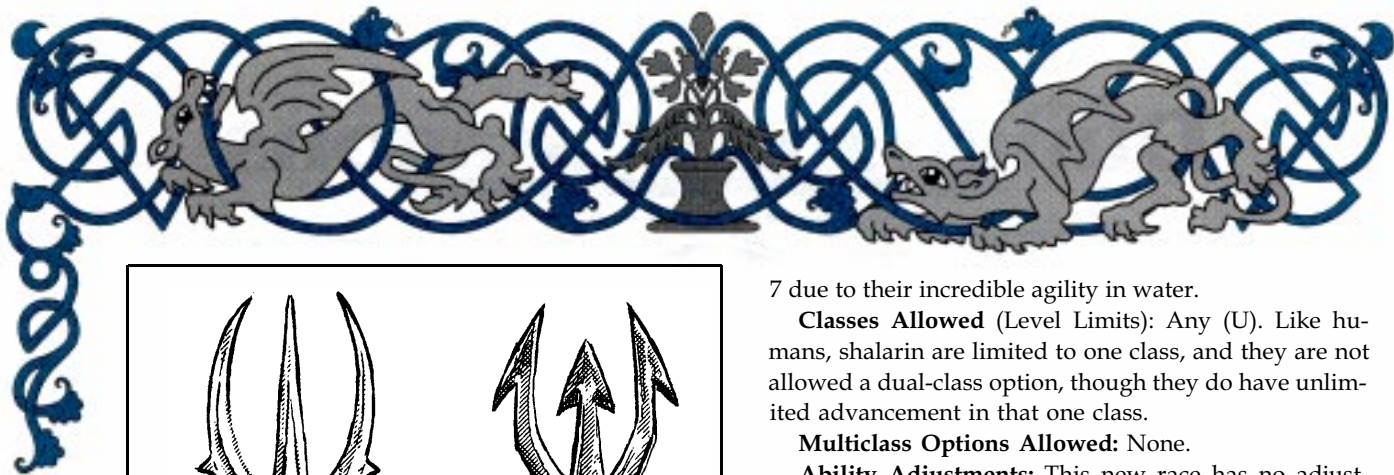
Shalarin are oviparous creatures, laying their eggs externally and incubating them for six months in warm subsea caverns and mud. Each of the clans has a communal hatchery for all the eggs of that clan, and protectors heavily guard these hatcheries. Shalarin eggs are both colored and textured, and these markings flawlessly predict the caste of the child: rough, dark brown shells for protectors; light brown whorled shells for providers; rust colored, tightly striated shells for the scholar caste; and smooth, black shells for the seekers. Once the egg is laid, it is brought to the clan hatchery and placed with other eggs of its caste. Parents may request to raise the child themselves, once the egg hatches, and that request is granted only if at least one parent is of the same caste as the egg. Once hatched, shalarin children are raised by "parents" of their caste and clan and taught their duties and destinies almost from infancy.

When a shalarin reaches adulthood, the broad stripe of cartilage down the spine and up over one's head and nose unfolds and a person's fin marks the start of adulthood. If a person's dorsal fin never emerges or never rises off the spine (laying flat like a large flap of skin), that signals the shalarin's position as a Servant Caste member. All others learn their skills, aptitudes, and castes more slowly and more naturally. Ruling caste shalarin can learn the skills of any other caste (or character class), though they must also accept the burden of rulership when the time comes for them to succeed another ruler. If a shalarin is a spellcaster (priest, wizard, etc.), her hand webbing and dorsal fin glow with magic.

AD&D Game Characteristics

Shalarin are a new race revealed for the Sea of Fallen Stars, and their broad abilities mimic humans most of all the other PC races. With a base Hit Die of 1, they simply adopt the hit dice of the character classes into which their clan indoctrinates them. Their base Armor Class is





7 due to their incredible agility in water.

Classes Allowed (Level Limits): Any (U). Like humans, shalarin are limited to one class, and they are not allowed a dual-class option, though they do have unlimited advancement in that one class.

Multiclass Options Allowed: None.

Ability Adjustments: This new race has no adjustments for it as a PC race, though they do have the benefit of exceptional Strength (up to 18(00)). However, any Armor Class penalties for low Dexterity also affect the shalarin's maneuverability class. Thus, a Dexterity of 5 reduces AC by 2 and changes MV Class from A to C.

Preferred Armor and Weapons: Shalarin wear pearl or silverweave armor, and even have tried some surface-dwellers' armor, though they avoid armor that interferes with their dorsal fins. Weapons are equally diverse, though they favor tridents and tapals, the latter weapons shared with them by the tritons.

Tritons

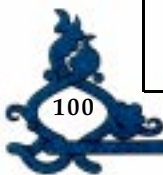
Aloof Ones, Blues, Longmanes, the Elders.

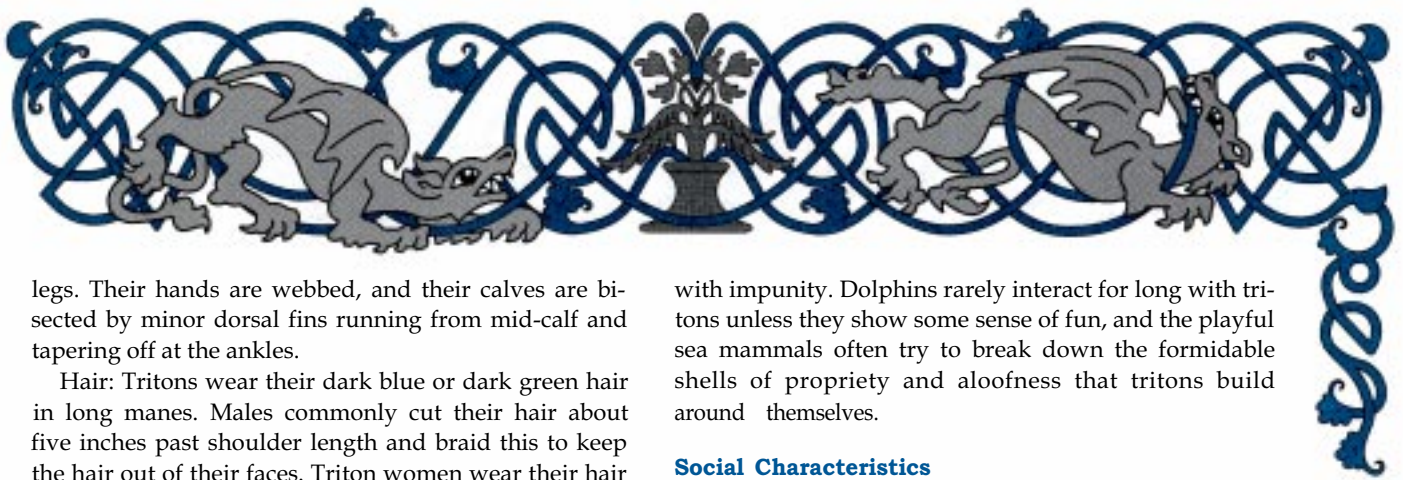
Easily the most mysterious and distant people of Serôs are the tritons, the deep-dwelling folk who rarely interact with the other races—that is, until recently. Tritons have long been the guardians of the depths, keeping many secrets and dangers from creating more than ripples in the deep currents. They are considered among the eldest of the aquatic races in the Inner Sea, though they are not native to this plane. Still, their arrival in the depths predates even the legendary merfolk Histories of Hmurrath. Once the only magic-wielding race to stand against the morkoth, they helped many of the sea peoples to resist the evil races and learn some of their magic or fighting skills. Now, with the other races becoming their equals in culture, magic, and might, the tritons' long isolation may soon come to a close, provided of course that they can consider their new allies as equals, rather than children or pets.

Physical Characteristics

As in the *MONSTROUS MANUAL* tome, tritons are humaniform with their legs ending in finned legs with flippers. While their facial and upper body features are quite comely in human and elven terms, they are obviously their own people and do not mate across their races.

Skin: While they most often appear with the deep-blue skin of common tritons, those of Serôs sometimes bear young with skin closer to pearl or light green hue. All other characteristics are unaffected, though the albino or mutant triton is socially outcast. No matter the pigmentation, there is a slight sheen to their skin that increases and eventually becomes the scales of the lower





legs. Their hands are webbed, and their calves are bisected by minor dorsal fins running from mid-calf and tapering off at the ankles.

Hair: Tritons wear their dark blue or dark green hair in long manes. Males commonly cut their hair about five inches past shoulder length and braid this to keep the hair out of their faces. Triton women wear their hair as long and as free as they desire, though they too braid some or all of their hair when expedient. While it seems they all shave their heads around their ears, in truth the hair grows no closer than two inches to the base of their pointed ears. This is often missed due to their long hair, but when tritons are on the warpath, they bind their hair into tight ponytails or other configurations for visibility, exposing this adaptation for better hearing. They also weave in pieces of metal or coral to use their braids as bludgeons in emergencies.

Eyes: If seen anywhere closer than 200 feet from the surface or any amount of light greater than a standard torch, a triton's eyes look normal, with irises of brilliant green and blue hues. If in the depths or in dim lighting, the pupils of tritons' eyes expand tremendously to allow vision in the depths, often turning the entire eye black. A nictitating membrane protects the eye from any sudden flashes of light and blinding, but this reflex allows normal vision at depths of up to 1,000 feet beneath the surface of the ocean.

Size: Like most of the other races, they are close to human size, though the standard triton of either gender swims at a mere five feet in height. There are some "giants" among them of six feet, but the average falls between 4' 8" and 5' 4".

Psychology

As the elder race of the allied sea peoples, tritons have many biases and preconceptions about those with whom they occasionally swim. They have come to expect that all races that are not their enemies should treat them with some awe, or at least respect. If they do not get that respect, the immediate response is either total indifference or anger. For centuries, they have guarded the depths and the rest of Serôs from alleged great evils, and many tritons feel that the other races owe them some level of fealty for such activities. However, with their recent successes due only to alliances with the other races, many no longer see them with the same eyes, and this is galling to many a triton.

As their typical creature allies are sea lions and hippocampi, they are nervous around the always prankish and happy dolphins of the shallow sea, and they resent the fact that dolphins interrupt their currents ("getting in one's personal space" is the surface-world's metaphor)

with impunity. Dolphins rarely interact for long with tritons unless they show some sense of fun, and the playful sea mammals often try to break down the formidable shells of propriety and aloofness that tritons build around themselves.

Social Characteristics

Tritons operate under a patriarchal feudal system of nobles, inherited titles, and the like. There is little evidence of the inner workings or titles within the nobility or even the military, for the tritons do not readily share such information with outsiders.

How they build their settlements and organize their society is quite regulated, and they are currently helping to rebuild parts of Myth Nantar with their characteristic orderliness. All triton protectorates begin with one garrisoned outpost (usually one central tower building surrounded by support buildings or caverns for additional living space). Once the tritons have made the areas around said outpost safe for more inhabitants, they establish four more outposts in sequence at cardinal points a half-day's swim from the central garrison (sixteen miles N, S, E, and W of the central tower). Once those outposts are established, the central garrison grows to become a town. Slowly but surely, tritons increase outposts in sets of four and in a grid-like pattern, so no triton outpost or settlement is more than a half day away from another. At their largest, triton protectorates are never more than three days' swim across, and consist of the capitol city, a ring of eight core trade cities around it, twelve farming towns around them, and a perimeter of twenty-four garrisoned outposts.

Notes

The recent disruptions by Iakhovas in the Inner Sea were ignored early on by the tritons, who felt it "an upwater problem that only distracts from our true duties below." Even with the mourning songs of the great whales telling them of great troubles above, the tritons avoided the turmoil in the waters above. When a rogue mermaid and her shalarin companion stole a triton conch to summon aid against their enemies, the tritons merely gave chase over the stolen property. Morkoth soon invaded the Pumana Protectorate at Abydos and at Pumanath, reclaiming some of the fell magic the tritons kept from them in order to fight the Twelfth Serôs War. Once the tritons faced the enemy and saw what their arrogance had blinded them from seeing, they realized their folly and became the cavalry that broke the invaders at Myth Nantar and sent them back to the Outer Sea.

The tritons wield a unique weapon of their own design called the tapal. These are made for each triton and





presented to him when each becomes an adult. Many tapals are family heirlooms, and many older tapals have great enchantments placed upon them. It is in effect a long sword, dagger, and spear all in one, for it is used with lightning efficiency as a stabbing and slashing weapon despite the water resistance. The tapal is some form of crystal carved into an arc almost like an angular fisherman's hook, though with more width, a razor's edge all along the outer edge, and a handle inside the arc. The short "hook" end of the arc stays on the inside close to the body, while the long edge and front point are ideal for swimming past a foe and slashing it without effort while passing by. The weapon is also used like a dagger, its front arc a massive but wide point. The tapal can also be flipped about so the long point is forward; grasping a secondary handle toward the middle of the tapal as well as the main handle, it works as a spear or general stabbing weapon. Tritons jealously guard the creation secrets of the tapals, though the new alliances at Myth Nantar have seen the tritons begin sharing this weapon with the shalarin.

AD&D Game Characteristics

Unlike the standard AD&D tritons, the tritons of Serôs neither wear scale armor nor wield crossbows of any sort. Their weapons have always been tridents, daggers, spears, nets, and tapals.

Classes Allowed (Level Limits): Fighter (12), Ranger (12), Mage (15), Dukars (U), Cleric (12), Priest (12).

Multiclass Options Allowed: Fighter/Cleric, Fighter/Mage, Cleric/Ranger. Cleric/Mage.

Ability Adjustments: Strength + 1, Constitution + 1, Charisma -1, Dexterity -1. Maximum Strength and Constitution 19.

Preferred Armor and Weapons: Silverweave armor is the standard for tritons, as are tridents and tapals as weapons.

NPCs of Serôs

The races discussed in this section, while "monsters," are merely the antagonists and enemies of the player character races of Serôs. They are labeled as monsters to fit the standard viewpoint a Faerûnian (and AD&D players) put on the inhuman creatures. They all have cultures after a sort, though only the *ixitxachitl* and the *morkoth* cultures come close to what the other Serôsian races consider "civilized."

These races are presented in different formats to those player-character races of the previous section as they are intended to be nonplayer characters only for the Dungeon Master. If players (and their DMs in turn)

choose to use denizens of these races as active player characters, note that all the political and social biases and drawbacks of these creatures should be placed in play against said characters. If you or your players want to play an outcast, choose the noble *malenti* PC above.

As nearly all of these races have different hit dice than the basic human or demihuman races of the Realms, DMs can use two options for basic hit points.

- Simply allow the NPC to start as a 1st-level character and ignore the base Hit Dice benefits or drawbacks; or
- Use the base monster HD for initial statistics, and while the NPC can adopt a character class, it gains no added hit points or Constitution bonuses until they reach the level beyond their base Hit Dice.

Like most undersea races, these monsters (when they choose to wield weapons) most often wield tridents, spears, and daggers. However, given the scavenging nature of some of these races, it is not unheard of to see *koalinth* fighting with badly pitted cutlasses or knives found in shipwrecks. As armor is quite a luxury, most of these NPCs do without it, though they scavenge what they can off their victims, so they sometimes have pieces of armor taken from other Serôsian races.

Ixitxachitl

"'Chitls," deep zealots, demon rays

Ixitxachitl appear as larger-than-average manta rays with a malevolent, toothy maw and eyes that reflect only intelligence and hatred of anything not of their race or creation. Aside from having one of the more complex racial names of any race above or below the sea, *ixitxachitl* are an intelligent, yet highly single-minded race. While all 'chitls tend toward evil and the worship of dark powers, the demon rays of the Inner Sea build their lives around their religion. While only 5% of the populace actually become priests of *Ilxendren*, all of them worship this god and pattern their daily lives upon the teachings of that religion. The theocracy that governs the *ixitxachitl* stacks the upper echelons with vampiric *ixitxachitl* and greater vampiric *ixitxachitl*, making a clear distinction between the ruling class and the ruled.

The three upper ranks of 'chitl society are the *vitans* (who rule the great temples), *devitans* (who rule the great cities and their subordinate temples), the *vitanar* guards (who protect his Holiness, the *vitanar*), and the *vitanar* at the top (who rules from the Holy City of *Xedras*). As far as any *ixitxachitl* is concerned, the *vitanar* is its god manifest in Serôs. Unlike most governments, any commands from these leaders are never questioned, for to fulfill a request of a holy fanged one is to be one current closer to such a gift oneself. The *vitans* work up



through the ranks, hoping to be turned by their vitanar and thus allowed into the upper echelons of power. The devitans and vitanar guard are all turned to vampiric 'chitls by their vitanar, and their bite then drains one life energy level from victims. The vitanar itself drains two life energy levels. All vampiric 'chitls regenerate lost hit points, rather than being as immune to harm as a humanoid vampire, though they are not banished to a night-time existence or an aversion to either.

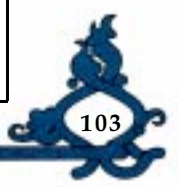
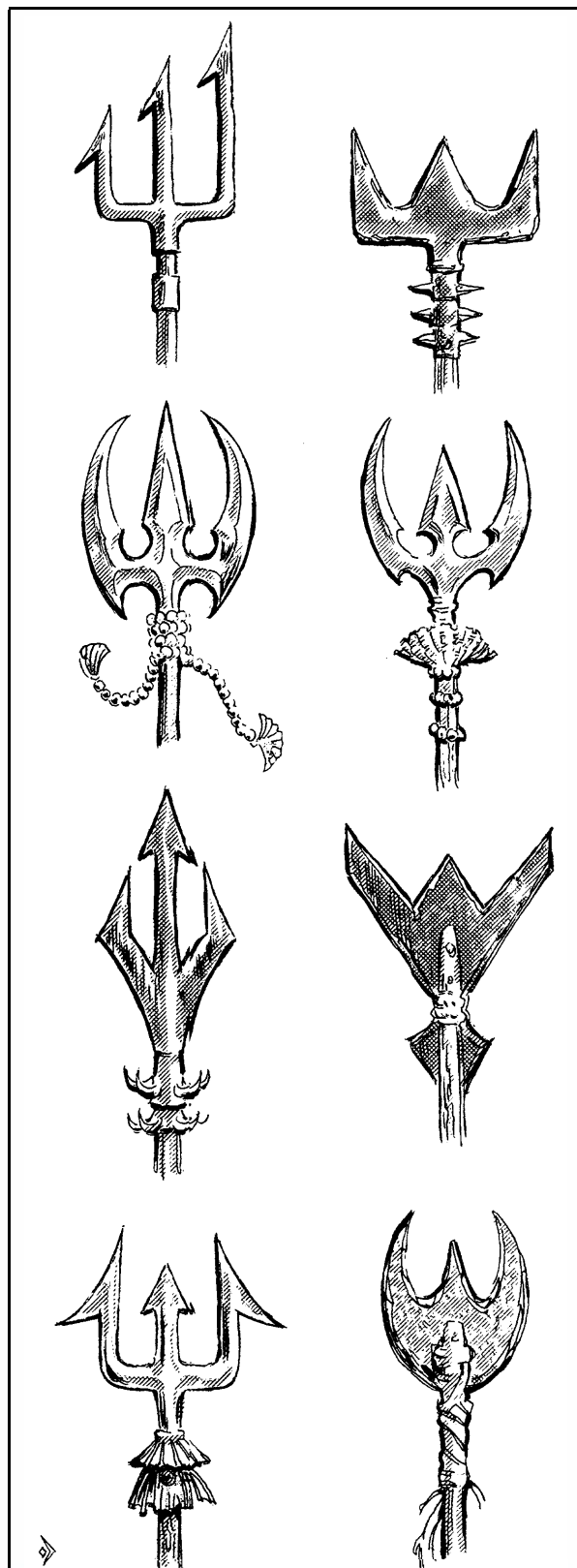
A slaving race, ixitxachitl have kept and bred entire populations of koalinth and locathah slaves to perform menial tasks and heavy labor in their society. The cruelties visited upon their slaves are in keeping with their religion, which preaches cruelty and a noted preference for the strong who prey on the weak. The ultimate gift is to become a vampire and mutate into the more powerful forms of the vitans and above. Thus, in order to be worthy of such a gift, 'chitls from birth are arrogant, self-centered, and paranoid of all others and competition for anything is fierce. Unlike some of the other races of Serôs, 'chitls have always had both male and female rulers, as the only thing that mattered was one's ruthlessness and zeal for power and Ilxendren.

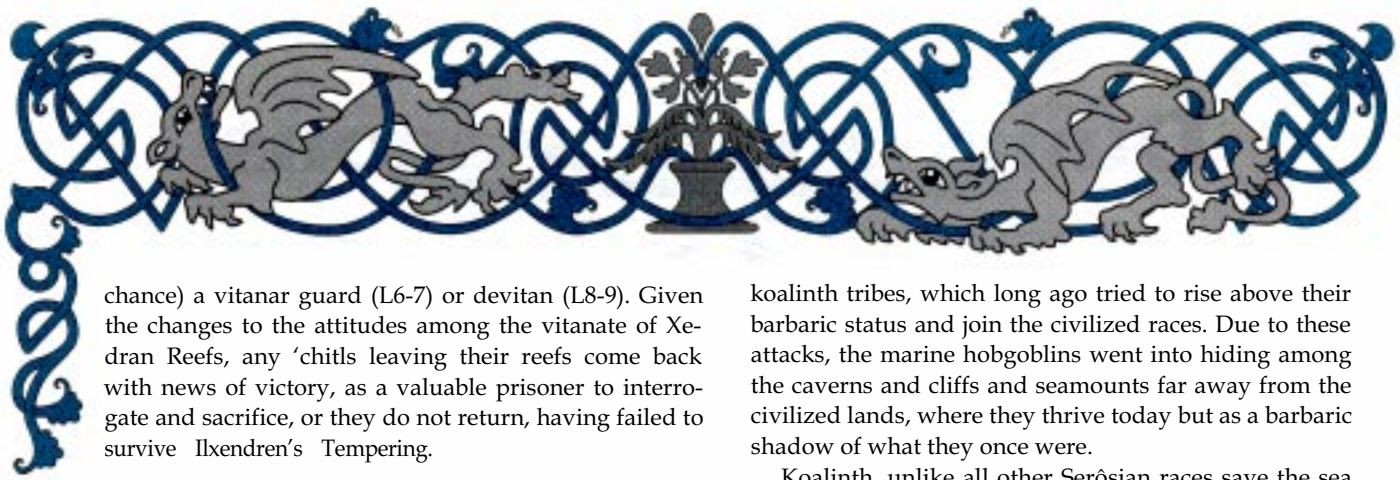
The ixitxachitl of Xedran Reefs once were content to remain on the western shallows of Serôs, claiming their territory and invading very rarely into other claimed waters. With the advent of the Twelfth Serôs War, the 'chitls died by the thousands and they merely looked upon it as a "Time of Tempering," a crucible through which they would emerge stronger and more worthy. Thus, as this time continues for them through the present year, many 'chitls throw themselves into battle against unbelievable odds and believe that they are improving themselves and their society through this practice.

Game Characteristics

Standard combat tactics for ixitxachitl are hiding beneath the sand and swooping out of hiding after prey passes to attack from behind. All ixitxachitl of Serôs have a unique attack that is most often used on their slaves or others they wish to intimidate. Their tails, which normally just serve to guide them while swimming, can wrap around and hold a Medium-sized or smaller sized victim and holds, due to the tail barb threatening to cut one open, with a Strength 16.

Among its territories, more than 80% of the 'chitls are common, though among the settlements, the incidence of priests is much higher (and the larger the settlement, the greater the priests as a rule). On patrols and at war, 'chitls hunt in packs of ten led by a priest (L1-3), though such packs are often in groups of four to ten packs further overseen by a vitan (L4-5) or rarely (25%





chance) a vitanar guard (L6-7) or devitan (L8-9). Given the changes to the attitudes among the vitanate of Xedran Reefs, any 'chitls leaving their reefs come back with news of victory, as a valuable prisoner to interrogate and sacrifice, or they do not return, having failed to survive Ilxendren's Tempering.

Ixitxachitl, Common Serôsian: AC 6; MV Sw 12; HD 1+1; THAC0 19; #AT 1; Dmg 3d4 (bite); SA Barbed tail; SD None; MR Nil; SZ S-L (3-8' wingspan); ML Champion (15); AL CE; XP 35.

Ixitxachitl Priest (L1-3): AC 6; MV Sw 12; HD 1+1 - 2+2; THAC0 19; #AT 1; Dmg 3d4 (bite); SA Spells, barbed tail; SD None; MR Nil; SZ S-L (3-8' wingspan); ML Champion (16); AL CE; XP 65 (L1-2); 120 (L3).

Ixitxachitl (Vitan; L4-5): AC 6; MV Sw 12; HD 2+2; THAC0 19; #AT 1; Dmg 3d4 (bite); SA Spells, barbed tail; SD None; MR Nil; SZ M-L (5-8' wingspan); ML Fanatic (17); AL CE; XP 270.

Ixitxachitl, Vampiric (Vitanar Guard; L6-7): AC 6; MV Sw 12; HD 3+3; THAC0 17; #AT 1; Dmg 3d4 (bite); SA Spells, barbed tail; SD Regenerate 3 hp/rd; MR Nil; SZ M-L (5-8' wingspan); ML Fanatic (17); AL CE; XP 420 (L6); 650 (L7).

Ixitxachitl, Vampiric (Devitan; L8-9): AC 6; MV Sw 12; HD 4+4; THAC0 15; #AT 1; Dmg 3d4 (bite); SA Spells, barbed tail; SD Regenerate 3 hp/rd; MR Nil; SZ M-L (6-8' wingspan); ML Fanatic (18); AL CE; XP 975 (L8); 1,400 (L9).

Ixitxachitl, Greater Vampiric (Vitanar; L10-11): AC 6; MV Sw 12; HD 8+8; THAC0 12; #AT 1; Dmg 3d4 (bite); SA Spells, barbed tail; SD Regenerate 5 hp/rd; MR Nil; SZ L (8' wingspan); ML Fanatic (18); AL CE; XP 3,000 (L10); 4,000 (L11).

KoalInth (marine hobgoblins)

Sea marauders, murk-dwellers, Khapak (locathah for "scourge")

KoalInth appear as common surface-world hobgoblins adapted for undersea life: Brawny and powerful (even while being sleeker than the hobgoblin) with massive limbs that belie their speed in the water, koalInth have light green skin, and their wide ears are scalloped to allow for better directional hearing. Hands and feet are webbed with a darker shade of green, and the coarse hair dominant on the scalp and limbs (though present all over the bodies of some) runs from black to emerald green.

The koalInth were once a prouder, more advanced race in Serôs, akin to what the locathah are today. However, the sea elves purposely visited genocide upon the

koalInth tribes, which long ago tried to rise above their barbaric status and join the civilized races. Due to these attacks, the marine hobgoblins went into hiding among the caverns and cliffs and seamounts far away from the civilized lands, where they thrive today but as a barbaric shadow of what they once were.

KoalInth, unlike all other Serôsian races save the sea elves, can breathe both fresh- and saltwater without difficulty (see "Undersea Facts of Life"). This ability to "breathe the murk" provides them the safety of freshwater outlets along the coasts into which they can retreat and not be easily pursued by other Serôsians.

KoalInth, like the orcs, ogres, and hobgoblins of the surface-world, are barbaric, relying on physical might to determine status among themselves and sheer might of numbers to assert their status on other tribes and other peoples. KoalInth, as a rule, dislike and distrust everything, including other koalInth, as one only has what one can keep others from taking. The tribes loosely organize around the concept that, once established, the rulers of a tribe protect their tribe from other tribes with only minimal fighting within a tribe itself. Challenges for leadership happen often among the koalInth, unlike some surface races, so the chiefs are rarely idle and soft but always in fighting trim. The koalInth might rise again to nearly a civilized status, but the infighting among the tribes as well as with other races keeps them from any real successes at developing skills beyond raiding, hunting, gathering, and crude tool-making.

Even during pitched battles, the koalInth hatred of one particular race will provoke special attentions toward sea elves. During raids and hordes, while they mow everything else down in their paths, koalInth attempt to capture any sea elves alive to be brought back to their caverns for torture and food. A popular superstition among the koalInth is that a chief's eating the heart of a sea elf both brings good luck to the tribe and it could grant magical powers to the chief (though no actual record of such occurrences has ever been found). They also reserve this kind of attention to any single or collective foes that has fought them repeatedly (such as adventurers).

Game Characteristics

KoalInth tactics are quite simple: Overwhelm a foe by strength of numbers and ravage everything in your current. Only their great hatred for sea elves will change the path of a koalInth raiding party or horde. When raiding, koalInth travel in bands of eight, all lined up to hide their numbers from those listening to or watching currents. The leader of any band is a sergeant, though sub-chiefs lead larger companies of four to six bands. Chiefs



only leave the tribal caverns when the whole tribe has gone into horde status (either by overpopulation and the threat of starvation or by coercion by other koalinth tribes or merrow) and lead their tribe into battle. The sub-chiefs and chiefs often carry tortoise-shell shields or wear them as breastplates, slowing them down to MV 9, though their armor class rises to AC 7 or 5 when worn.

Koalinth, Common: AC 8; MV Sw 12; HD 1+1; THAC0 19; #AT 1; Dmg By weapon—1d4 (dagger) or 1-6 (spear); SA Nil; SD Nil; MR Nil; SZ M-L (6-8'); ML Steady (12); AL LE; XP 35.

Koalinth, Sergeant: AC 8; MV Sw 12; HD 1+1, hp 9; THAC0 19; #AT 1; Dmg By weapon—1d4 (dagger) or 1-6 (spear); SA Nil; SD Nil; MR Nil; SZ M-L (6-8'); ML Steady (12); AL LE; XP 50.

Koalinth, Sub-chief: AC 8; MV Sw 12; HD 3, hp 16 (min.); THAC0 18; #AT 1; Dmg By weapon +2 Strength bonus—1d4 (dagger) or 1-6 (spear); SA Nil; SD Nil; MR Nil; SZ M-L (6-8'); ML Steady (12); AL LE; XP 65.

Koalinth, Chief: AC 8; MV Sw 12; HD 4, hp 22 (min.); THAC0 17; #AT 1; Dmg By weapon +3 Strength bonus—1d4 (dagger) or 1-6 (spear); SA Nil; SD Nil; MR Nil; SZ L (8'); ML Steady (12); AL LE; XP 120.

Merrow (Marine Ogres)

Sea ogres, "the Bellowing Ones," the Unclean

Standing nine to ten feet in height, merrow loom large in the sea. Their speed surprises many, for they appear as ungainly as surface ogres. These green-skinned merrow are not the lummoxes they appear to be though, with their massive necks and torsos, sloped shoulders, and huge jaws and mouths. The hair on their bodies is stringy and usually strewn with debris, and has the consistency of seaweed. Their black nails and teeth are disturbing to many, but not nearly as much as their dark green eyes with brilliant white pinprick pupils.

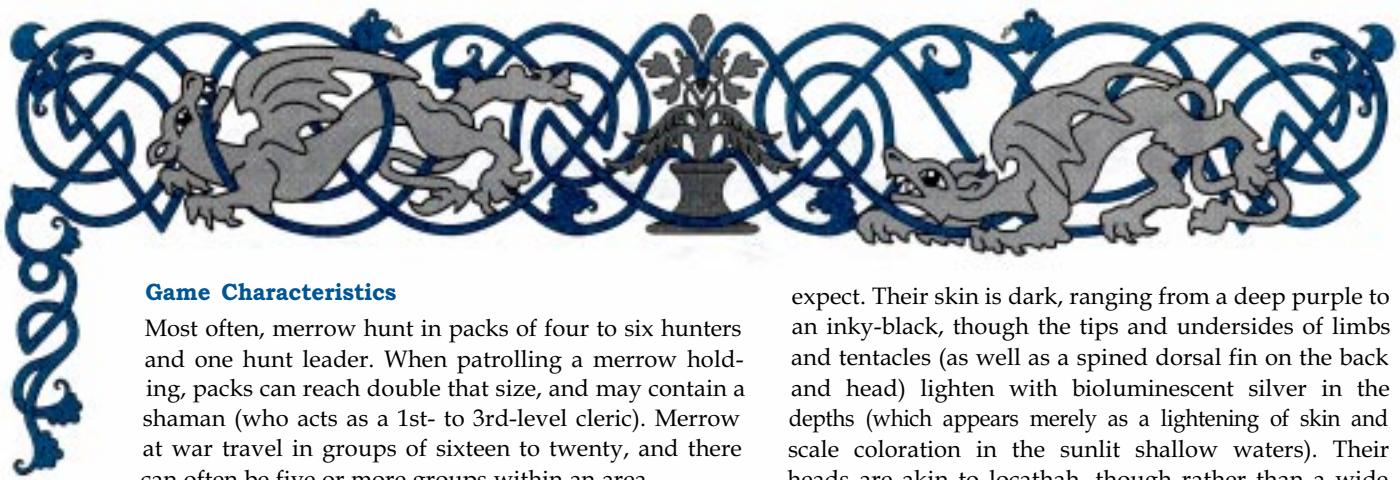
Like the koalinth, the merrow of Serôs are semi-barbaric due to the persecution of the elves and the destruction of three separate attempts at civilization. In fact, the merrow (due to sea elven fears of their domination due to their size and physical power) were systematically kept to barbaric stages of development by both Arysalmalyr and later by Hmurrath. Despite the oppression, the merrow survived, though more than half of their populations fled into the Alamber away from Serôsian interference. While most believed the sahuagin would destroy the merrow, they have become one of the few races that has resisted the efforts of the sahuagin to exterminate them from the Alamber.



In the greater sea of Serôs, the merrow occupy much territory within the Mountains of Volar and inadvertently helped keep the sahuagin in the Alamber for many centuries by not allowing that mountainous area as a safe passage. They also occupy the coastal caves of the northwestern, eastern, and southern parts of Serôs, though small tribes of merrow can be found nearly anywhere save at the heart of other territories such as Ead-raal, Xedran Reefs, or As'arem.

Merrow society, like the koalinth and the ogrish societies of the surface-world, are savage, barbaric clans and tribes brought together and dominated by the strongest merrow. The chiefs often bear ivory horns on their foreheads, though these do not grow in until well into adulthood. If a merrow exhibits black horns, he is considered to be blessed and all of the past six "blackhorns" led numerous tribes of merrow on the warpath against Aleaxtis with some small successes.

Finally, merrow do not have any particular foes, as they fight nearly every other Serôsian race in order to dominate their territories. Some assume they hate the merfolk due to one social tie: Merrow are fond of tattoos and cover their grotesque bodies with many images and symbols (especially the shamans). In seeming mockery of merfolk who adopt a tattoo of a dead spouse's or friend's mark, the merrow copy the marks of those merfolk they slay onto themselves.



Game Characteristics

Most often, merrow hunt in packs of four to six hunters and one hunt leader. When patrolling a merrow holding, packs can reach double that size, and may contain a shaman (who acts as a 1st- to 3rd-level cleric). Merrow at war travel in groups of sixteen to twenty, and there can often be five or more groups within an area.

Merrow, common male: AC 4; MV 6, Sw 12; HD 4+4; THAC0 15; #AT 3 or 1; Dmg 1-6/1-6/2-8 (claw/claw/bite) or by weapon—large spear (2-12); SA Swimming charge (+1 to hit); SD 10-80% invisible in green terrain, foes at -5 on surprise rolls; MR Nil; SZ L (9'); ML Steady (12); AL CE; XP 420.

Merrow, common female: AC 5; MV 6, Sw 12; HD 3+3; THAC0 15; #AT 3; Dmg 1-2/1-2/1-6 (claw/claw/bite); SA Swimming charge (+1 to hit); SD 10-80% invisible in green terrain, foes at -5 on surprise rolls; MR Nil; SZ L (9'); ML Steady (11); AL CE; XP 270.

Merrow, shaman: AC 4; MV 6, Sw 12; HD 4+4; THAC0 15; #AT 3 or 1; Dmg 1-6/1-6/2-8 (claw/claw/bite) or by weapon—large spear (2-12); SA Spells, swimming charge (+1 to hit); SD 10-80% invisible in green terrain, foes at -5 on surprise rolls; MR Nil; SZ L (9'); ML Elite (13); AL CE; XP 650.

Merrow, hunt leader: AC 4; MV 6, Sw 12; HD 5+5; THAC0 14; #AT 3 or 1; Dmg 1-6/1-6/2-8 (claw/claw/bite) or by weapon—large spear (2-12) +1 Strength bonus (all melee attacks); SA Swimming charge (+1 to hit); SD 10-80% invisible in green terrain, foes at -5 on surprise rolls; MR Nil; SZ L (9'); ML Steady (12); AL CE; XP 420.

Merrow, Chief: AC 4; MV 6, Sw 12; HD 6+6; THAC0 15; #AT 3 or 1; Dmg 1-6/1-6/2-8 (claw/claw/bite) or by weapon—large spear (2-12) +2 Strength bonus (all melee attacks); SA Swimming charge (+1 to hit); SD 10-80% invisible in green terrain, foes at -5 on surprise rolls; MR Nil; SZ L (9'); ML Elite (13); AL CE; XP 975.

Morkoth

The Corrupted, *kraknyth* (triton word for “kin of kraken”), deep demons (slang term by merfolk), “wraith of the deep”

Morkoth are among the strangest lifeforms of Serôs and certainly among the strangest of all Toril. Given a strange morphology, sages are left wondering what race originally spawned them, as they appear a gross amalgamation of numerous species, from human to kuo-toa, locathah, squid, and even some elven attributes. Regardless, the morkoth of Serôs have a general appearance to

expect. Their skin is dark, ranging from a deep purple to an inky-black, though the tips and undersides of limbs and tentacles (as well as a spined dorsal fin on the back and head) lighten with bioluminescent silver in the depths (which appears merely as a lightening of skin and scale coloration in the sunlit shallow waters). Their heads are akin to locathah, though rather than a wide jaw, they have a beak similar to an octopus or kraken. Their eyes are wide and fish-like, moving independently on either side of its head. Their four forelimbs are of three types, and these determine which layer of society the morkoth inhabits: Human-like arms and hands; claws and pincer limbs; and flexible tentacles. If they have at least two human-like limbs with at least three fingers on each hand, they can cast spells and rise in morkoth society accordingly. Those morkoth with pincers and claws become part of the military, and those with common tentacles become the underclass of morkoth (who at least still lord it over the slave classes).

Morkoth maneuver and move through the water by means of undulating muscular contractions of their octopoidal bodies and by jet propulsion. In short, they flex the lower halves of their bodies and simultaneously force water rapidly through their gills and other orifices to pressurize the water and rapidly surge through the water. While their standard movement rate is 18, they are capable of moving in “sprints” of 36 yards per round for one round out of every five (no other actions while jetting and no more than three times per day without seriously exhausting the morkoth).

There are many differences between the Outer Sea morkoth and those of Serôs, some of which have to do with their histories and others with the sea itself.

- Morkoth of Serôs are not solitary cave-dwellers who wait for victims to stumble upon them. The morkoth of Serôs (with very few exceptions) live in a magocratic state at the foot and lowest reaches of the Hmur Plateau. Called the Arcanum of Olleth, it resembles Thay in the sense of each ruler dominating a single school of magic, though there is one Grand Arcane mage who rules over all the schools. The sorcerers are the elite class, and all morkoth society supports their rule in many ways. The rulers are the Grand Casters (mages of L7-9) who rule the towns and villages and are apprentices of the Arcounts (mages of L10+). They in turn all operate at the sufferance of the Grand Arcane, whose Grand Tor Arcanaal acts as the heart of Olleth.
- Morkoth warriors have partial chitinous plates instead of scales along their bodies, and their four limbs are all a minimum of Strength 12 (maximum of Strength 18 (50)). In pairs, warriors all have one pair



of claws (1d6 damage each) and another pair of more refined pincers (finer motor manipulation of small objects or just holding onto prey for hypnosis).

- Command of the military still falls to the mage morkoths, though they often simply assign a proxy leadership to a favored warrior morkoth.
- Morkoth commoners still have all the basic statistics of the AD&D core morkoth, though they do not consume prey in solitary caverns. Instead, they perform all the functions of a normal society's merchant class, including the management and procurement of slaves.
- Unlike the morkoth of the Outer Sea, female morkoth take their fertilized eggs and, after finding a magic-using being, they implant the eggs among their internal organs. With an incubation period of two months, the eggs hatch inside their carrier and the young morkoth gnaw their ways free. Each hatchling morkoth does 3-6 points of damage while emerging from its host. Cure disease will destroy incubating eggs, but 3-24 eggs are implanted within any host, and the spell only destroys 1-6 eggs.
- While it has yet to be seen, sages speculate that the morkoth mages may have discovered ways to make the transformation into lichdom and outlive their normal lifespans by centuries. Given the hidden nature of the Great Arcane Syzythus (who never leaves the Grand Tor Arcanaal), many suspect he has done just this.

Game Characteristics

The morkoth of Olleth can be encountered in numerous group permutations, and the most common of these are:

Slaving party (6): four commoners, two warriors

Hunting/Raiding party/Military patrol (60-10): 4-6 warriors, 2-4 commoners.

Mage's retinue (4-12): 1-3 mages, 1 warrior per mage, and 2 commoners per mage.

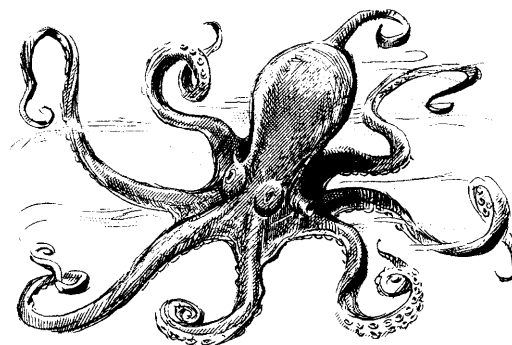
Ruling mage's retinue (10-28): 1 mage (ruler), 3-9 warriors (3 per rank of Grand Caster, Arcount, and Great Arcane), 6-18 commoners (6 per rank of Grand Caster, Arcount, and Great Arcane).

Reconnaissance Mission/"Spies" (3): Any combination of morkoth, often one mage and two warriors.

War Party (30-32): 3-5 mages, 9 commoners, 18 warriors (and each county of Olleth sends 1-4 to war).

Morkoth, commoner: AC 3; MV Sw 18 (36); HD 7; THAC0 13; #AT 1; Dmg 1d10 (bite); SA Hypnosis, 90-foot infravision; SD Spell reflection; MR Nil; SZ M (6'); ML Elite (14); AL CE; XP 1,400.

Morkoth warrior: AC 1; MV Sw 18 (36); HD 7+2;



THAC0 12; #AT 3; Dmg 1d6/1d6/1d10 (claw/claw/bite); SA Hypnosis, 90-foot infravision; SD Spell reflection; MR Nil; SZ M (6-7'); ML Elite (14); AL CE; XP 2,000.

Morkoth mage: AC 3; MV Sw 18 (36); HD 7; THAC0 13; #AT 1; Dmg 1d10 (bite); SA Hypnosis, spells, 90-foot-infravision; SD Spell reflection; MR Nil; SZ M (6'); ML Elite (14); AL CE; XP 2,000 (L1-5), 3,000 (L6+).

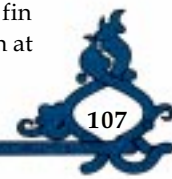
Note: The potential exists for playing morkoth Dukars, and they use the statistics of the morkoth mage with one exception: These morkoth have lost the *hypnosis* ability and the *spell reflection* only works 50% of the time. For all other details, see the information on the returning Dukars in the "Magic of Serôs" chapter.

Sahuagin

Sea devils, Children of Sekolah

Sahuagin have long been the greatest known enemies of the deep sea, primarily because every race either above or below the waves has come under attack by the sea devils at some time during their history. While not as numerous in Serôs as the koalinth or merfolk, sahuagin are among the top five races in terms of sheer population in the Inner Sea depths. As this population was maintained in the Alamber with only about 30% of the territory of Serôs, many expect a population explosion among sahuagin as they now freely roam the Inner Sea again.

The Serôsian sahuagin, due to the enclosed and isolated nature of the Inner Sea, developed minor cosmetic differences from their Outer Sea counterparts, though they affect none of their abilities. The anterior fins (what many humans and other races see as "ears") are slightly larger and do not anchor at two points on the sides of the head. The fins radiate out at the side of the head, peak as normal, but then the rear part of the fin flows back along the skull to merge with the dorsal fin at the top of the sahuagin's shoulder blades.





In terms of coloration, Inner Sea sahuagin tend toward more blue-toned scales than others, leading to many sahuagin of turquoise or teal coloration, and even some rare sorts of a near-navy-blue color. They also do not lose their hatchling markings (mottled scale colors of greens, blues, and such) half the time, but all sahuagin darken with age. Thus, in contrast to Outer Sea sahuagin, those sea devils of the Alamber Sea appear to be striped or speckled more often than their counterparts. There are still solidly colored sahuagin which account for 60% of the sahuagin population.

The mutant population of sahuagin, the malenti, is larger than the norm. Also more prevalent, though still quite rare due to their being devoured amid the hatchling dens or to sharks upon birth, are four-armed sahuagin. Those with the strength to survive often become the harshest and strongest of the sahuagin, as the constant challenges to their right to live prepares them for constant combat.

Sahuagin have a tightly controlled and regimented society focused on little more than conquest and hunting. Their worship of Sekolah the Uncaring puts them among the most ruthless and merciless of all beings in Toril, as anything that is not sahuagin is no more than meat to be consumed. Their society centers on the village and the baron that rules over it. All hunting parties and raiding bands answer first to their own lieutenants and chieftains, then the baron of the village (one out of nine), then the local prince (who is also one out of nine), and finally to the sahuagin king.

Kurrimal is the only country of sahuagin within the Inner Sea, and many sahuagin still swim the waters of the Alamber even down to the boiling seas near the volcano and the site of dead Vahaxtyl. Hundreds or thousands of sahuagin remain amid the distant reaches of Serôs, both reveling in the freedom of the hunting and seeking to establish new territories and build a kingship for themselves.

Sahuagin have been exhaustively detailed in the AD&D game supplement *The Sea Devils* (TSR #09539). This book contains greater amounts of information on sahuagin culture, psychology, life and society, and even special sahuagin priest spells.

Game Characteristics

Standard battle tactics to expect from sahuagin follow long established patterns that those who encounter sahuagin often can relate to new combatants. They are never spearheading an attack but following in the second ranks. They usually focus their strongest attacks on magic-users due to a strong hatred of magic. They

swarm, rather than advance in any organized fashion, as the confusion it breeds allows them to drag foes into the water, where more than a quarter of the attackers lie in wait. There are many more tactics and legends about sahuagin, but the most basic is this: They often wield spears, javelins, nets, and tridents, but they are equally dangerous (if not moreso) disarmed and fighting with tooth and claw.

Sahuagin can live for over 600 years, and they continue to grow slowly over that time, and their rulers often dwarf the youngest warriors among their villages and towns. While most sahuagin societies have a king of much larger size than the princes and barons, the recent Twelfth Serôs War, and events that triggered it, saw the deaths of more than two sahuagin kings, seven princes, and over a score of barons. Thus, while T'kalah Black Claws rules the sahuagin of Kurrimal, he still falls under the statistics for a sahuagin prince until he reaches his 600th year in another seven decades.

Sahuagin, standard warrior: AC 5; MV 12, Sw 24; HD 2+2; THAC0 19; #AT 1 or 3; Dmg By weapon or 1d2/1d2/1d4 (claw/claw/bite); SA Rake (1d4/1d4 with foot claws, if raking possible); SD Detect invisible creatures 30' radius; MR Nil; SZ M (6'); ML Steady (12); AL LE; XP 175.

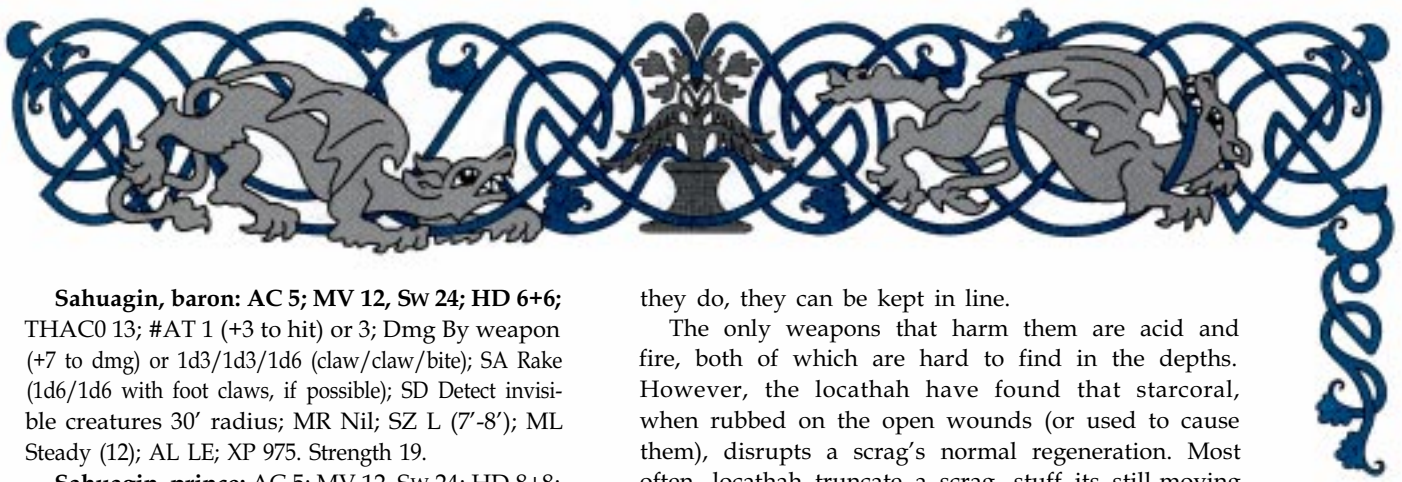
Add additional claw attacks to all entries as needed for mutant three- or four-armed sahuagin.

Sahuagin, chieftain: AC 5; MV 12, Sw 24; HD 4+4; THAC0 15; #AT 1 or 3; Dmg By weapon (+1 to hit and dmg) or 1d2/1d2/1d4 (claw/claw/bite); SA Rake (1d4/1d4 with foot claws, if possible); SD Detect invisible creatures 30' radius; MR Nil; SZ M (6'-8'); ML Steady (12); AL LE; XP 420. Strength 17.

Sahuagin, malenti: AC 5; MV 12, Sw 24; HD 2+2; THAC0 19; #AT 1 or 3; Dmg By weapon or 1d2/1d2/1d4 (claw/claw/bite); SA Rake (1d4/1d4 with foot claws, if raking possible); SD Detect invisible creatures 15' radius; MR Nil; SZ M (6'); ML Steady (12); AL LE; XP 270. Strength 12 (minimum).

Racial Ability Limits (for malenti): Strength, Dexterity, Constitution, Charisma (min/max range 11-15); Intelligence and Wisdom (min/max range 12-16).

Sahuagin, senior priestess (Average priestess level encountered, though they range as high as 9th-level royal high priestesses.): AC 5; MV 12, Sw 24; HD 5+5; THAC0 15; #AT 1 (+1 to hit) or 3; Dmg By weapon (+1 to dmg) or 1d2/1d2/1d4 (claw/claw/bite); SA Rake (1d4/1d4 with foot claws, if possible), spells (at 5th level of ability); SD Detect invisible creatures 30' radius; MR Nil; SZ M-L (6'-7'); ML Steady (12); AL LE; XP 2,000. Strength 17.



Sahuagin, baron: AC 5; MV 12, Sw 24; HD 6+6; THAC0 13; #AT 1 (+3 to hit) or 3; Dmg By weapon (+7 to dmg) or 1d3/1d3/1d6 (claw/claw/bite); SA Rake (1d6/1d6 with foot claws, if possible); SD Detect invisible creatures 30' radius; MR Nil; SZ L (7'-8'); ML Steady (12); AL LE; XP 975. Strength 19.

Sahuagin, prince: AC 5; MV 12, Sw 24; HD 8+8; THAC0 11; #AT 1 (+3 to hit) or 3; Dmg By weapon (+7 to dmg) or 1d4/1d4/1d8 (claw/claw/bite); SA Rake (1d8/1d8 with foot claws, if possible); SD Detect invisible creatures 30' radius; MR Nil; SZ M-L (7'-9'); ML Steady (12); AL LE; XP 2,000 (standard+ 1,000 additional if mutant four-armed sahuagin). Strength 20.

Scrag

Saltwater trolls, marine scrag

Scrag are the bane of many creatures in the sea as well as on land, since these saltwater trolls are as voracious and mean as their surface counterparts. The scrag dominate the waters off the southern coast of Impiltur, though they are also found in scattered pockets all over Serôs. Nearly as ugly as the troll of the surface-world, scrag have heavy scaling on their skin, limp seaweed mops for hair, and their skin varies from the sickliest shade of pea green to a deep, mottled emerald green. Their claws and teeth are a dingy dun color most often, encrusted as they often are with pieces of their last victims.

Even more barbaric than the koalinth or merrow, scrag lack even their rough military structures and ability to use tools. They simply live in small tribes or packs dominated by one female shaman and chieftain. Scrag hunt in groups of three or four, but if they are warring with another tribe or settlement, the entire tribe can become the attacking force. Their methods are straightforward in keeping with their barbaric nature. Wildly swinging at anything that moves, scrag attack with both claws and their vicious bites, and they are ungainly enough that they can attack multiple targets at the same time. They attack ships by clawing into the hull and climbing up over each other to launch themselves into ships, and eventually overwhelm a boat.

Female chieftains and shamans rule scrag in Serôs. She leads the hunts (though rarely the attacks), finding prey for the less-intelligent male scrag in exchange for her choice of mates. Her intellect is slightly higher (Int 9) and her ability to cast spells as a shaman (7th-level cleric) leaves her followers in awe of her power. Her spellcasting is what really grants her the ability to rule them. Scrag only understand power, and as the shamans wield more than

they do, they can be kept in line.

The only weapons that harm them are acid and fire, both of which are hard to find in the depths. However, the locathah have found that starcoral, when rubbed on the open wounds (or used to cause them), disrupts a scrag's normal regeneration. Most often, locathah truncate a scrag, stuff its still-moving pieces with large hunks of starcoral, and while that prevents regeneration, a reef quickly forms around and atop the pieces, as starcoral seems to feed and thrive on scrag tissues.

Game Characteristics

If scrag use weapons (such as picking up a fallen weapon during a fight), they use such items with a +8 bonus to damage. They do not gain an attack bonus, since they are hardly directed and do not wield most weapons with any finesse—the brute force they put behind the blow is what's effective.

Scrag, standard: AC 2; MV 3, Sw 12; HD 6+12; THAC0 13; #AT 3; Dmg 1d4/1d4/1d8+8 (claw/claw/bite); SA Nil; SD Regeneration; MR Nil; SZ L (10'); ML Champion (16); AL CE; XP 1,400.

Scrag, shaman/chieftain: AC 2; MV 3, Sw 12; HD 6+12; THAC0 13; #AT 3; Dmg 1d4/1d4/1d8+8 (claw/claw/bite); SA Spells (5th-level of ability); SD Regeneration; MR Nil; SZ L (10'); ML Champion (16); AL CE; XP 2,000. Spells cast only from Charm, Divination, Elemental (Water), Sun (Darkness only), and Weather.





Magic of Serôs



his chapter reveals much of the magic that originates in Serôs itself. After covering the basics and providing a brief catalogue of magic items, and spells, this chapter reveals the greatest magic-users of Serôs for the first time—the Dukars, or (as noted in merfolk histories), “They who Kept the Peace and Knowledge for All.”

Forms of Undersea Magic

Simple changes in forms and standards of surface magic within Serôs must be addressed first. After all, while surface wizards may believe that magical *flying carpets* and *wands* made from twigs are the sole forms that magic may take, they often find themselves ill prepared for the varieties of magic found in the Inner Sea.

Spellbooks and Scrolls

As paper does not stand up well to saltwater, spellbooks of Serôs take on a variety of forms. Sea elves and shalarin treat sharkskin with chemicals, cut it into sheets, and use this rough material for scrolls or bind them into near-standard spellbooks. Shalarin do the same, but they later magically treat the pages with a coating of pearl, so their books are heavier but ultimately more durable. Morkoth permanently carve their spells onto rock spindles, which morkoth read by wrapping a tentacle around the spindle and reading the spell tactilely. Thus, morkoth spellbooks are cumbersome bundles of carved rocks, with the spindles increasing in size with each spell level (which necessitates a morkoth wizard having retainers carry such burdens). Tritons carve their spells permanently into a cavern wall, though it does few others any good as it is written in a language only taught to those who apprentice under a triton wizard. Further, the cavern wherein all the spells are carved is accessible only to students of the wizard who carved the cavern. Despite their varying forms, treat all of the above as standard spellbooks.

Scrolls, on the other hand, are the temporary spell pages usable by folk other than just wizards. The ink in a Serôsian scroll is composed of magical varieties of kelp and coral mixtures that, once the magic of the scroll is activated, consumes the scroll and leaves nothing but desiccated sharkskin.

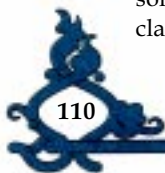
Magical Weapons

Whereas the sword is the standard weapon on land, the trident serves the same role undersea. Other prevalent weapons include daggers, spears, knives, short swords, military forks, and javelins, though an ancient weapon mostly unseen above the waves comes from the tritons—the *tapal*—and its design makes it a sought-after weapon by all Serôsians. Any enchantments from the DMG are possible on Serôsian weapons (within reason: a flaming sword is obviously not a workable enchantment for this setting), and any surface-world magical missile weapons or items able to be thrown (a dagger, hammer, throwing axe, etc.) have an automatic *free action* enchantment that allows these weapons to function despite water pressure and resistance. Native Serôsian magical weapons are carved from coral or bone strengthened by enchantments to make them hardy enough to hold additional magic. Some are made from metal, and part of their enchantment process makes them impervious to pitting and rusting. The only paladins' holy weapons in Serôs are those that sink from the surface-world.

The light often generated by magical weapons is also commonly found on Serôsian weapons, though the glow (with special exceptions) never illuminates more than a thirty-foot radius, adding one step of visibility to the surroundings.

Potions and Ointments

Unlike the liquid potions of Faerûn, Serôsian potions and ointments are identical: a thick gelatinous paste of kelp and other viscous substances. These take effect, depending on the type of potion/ointment, when smeared on open wounds, rubbed into the skin, or ingested. (“*Think of it as akin to your toothpaste.*” —E.) Ointments can be troublesome as the odor and magic attract more attention than is desired. Potions and ointments are stored either in clamshells or in flexible tubes made from the skins of dead eels, to be scooped or squeezed out when needed.





Rings and Magical Jewelry

Nearly any type of magical ring or jewelry can be found in Serôs, though such are almost never made from metal. Most standard Serôsian magical rings are carved of lucent coral and blaze coral, with inset pearls from oysters. While amulets are not unheard of, the need for as little drag as possible while swimming results in much magical jewelry being chokers, arm or leg bands, tight belts or bandoliers, etc.

Rods, Staves, and Wands

Given the lack of wood in the undersea, the basic forms of rods, staves, and wands needed to change for Serôs. Shells have always served as spell receptacles similar to wands, and pearl-coated hydrozoan branches were introduced by the shalarin as alternate devices of this type. Tritons prefer nautilus shells, clam shells, and turtle shells in place of magical staves.

Narwhal horns are a rare but powerful substitute for staves, as they can hold considerable magic, and are the only known substance strong enough to hold such enchantments as the *staff of the magi* or a *rod of lordly might*. These items function the same as their surface counterparts despite their varied forms.

Serôsian Spells

Below is a collection of Serôsian spells which PCs can be exposed to (and learn for themselves) during their aquatic adventures. Spells marked with an asterisk (*) originally appeared in the *Of Ships and the Sea* supplement. Additional spells can be found there as well.

Wizard Spells

Neutral Water

(Alteration)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 5 rounds/level

Area of Effect: 30-foot-radius globe

Saving Throw: None

Rarity: Common

This spell completely neutralizes all scents within the area of effect for the duration of the spell. This prevents some sea animals from sensing the presence of a predator, and it allows a wounded person to avoid detection by sharks and other predators. If characters within the area of effect have already succumbed to blood frenzy, this provides a saving throw to resist its effects, but it



does not automatically end it (though it does prevent its onset if the spell is cast before such creatures register the scent).

Aquavision

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 2 hours + 1 hour/level

Area of Effect: Creature touched

Saving Throw: None

Rarity: Common

By means of this spell, the wizard enables the recipient to see in aquatic darkness up to a range of 60 feet in areas where their eyes normally don't see without light (for humans, a depth of 600 feet; for most other races, 1200 feet). *Aquavision* does not work effectively in the presence of stronger lights than bioluminescence or glowing coral more than 20 feet distant. Invisible creatures are not detectable using *aquavision*. The material component of this spell is an eye of a creature from the Lower Depths that is consumed during the casting.





Bloodwater

(Enchantment/Charm, Evocation)

Level: 2

Range: 10 yards + 10 yards/level

Components: V, S, M

Casting Time: 2

Duration: 1 round+ 1 round/level

Area of Effect: 20-foot-radius globe

Saving Throw: Neg.

Rarity: Uncommon

This spell summons an expanding field of blood that permeates the water in the area of effect. Any creatures such as sharks and sahuagin that are prone to blood frenzy must make immediate saving throws vs. spell. If the saving throw is failed, the affected creature must make a Morale check at -6 below normal Morale; if failed, the creature enters blood frenzy and attacks the nearest creature, not the nearest foe. Those affected do not notice other foes beyond the scope of the spell effect, and continue to attack those within the spell's effects until the duration ends. This spell automatically sends piranha into frenzy, but sharks and sahuagin—the most common targets of this spell—have a small chance of resisting.

Any creatures that succumbed to blood frenzy gain an additional Morale check at -2 to break free of the frenzy the round after the spell ends. Those who fail here continue in frenzy until the most powerful creature within an affected group shakes off the effects of the spell. The material component of this spell is a drop of blood, which must be pricked or cut from a finger, etc.

Carrier Current

(Alteration, Conjunction/Summoning)

Level: 3

Range: 60 yards

Components: V, S

Casting Time: 3

Duration: 3 rounds+ 1 round/level

Area of Effect: 30-foot-radius globe

Saving Throw: None

Rarity: Common

When this spell is cast, all affected creatures feel a current flow around them, moving them faster. They all move at 150% (round fractions up) of the MV rate of the fastest swimmer among them. All those in a carrier current must remain within a 30-foot radius, the fastest in the lead with all others swimming in her wake.

If this speed is more than twice an affected person's normal speed, such characters suffer a -6 Dexterity penalty against dodging any obstacles while under the effects of a carrier current. If the lead swimmer stops

moving, the *carrier current* ends prematurely, but any other person under its effects can cancel its effects merely by swimming outside the area of effect. The maximum number of characters affected is equal to the caster's level.

Thus, four surface dwellers (MV 6), two shalarin (MV 12), and a mermaid (MV 18) would now all move at a movement rate of 27 ($18 \times 1.5=27$), though only the mermaid has any real maneuverability and does not suffer the -6 Dexterity penalty.

Pressure Resistance*

(Alteration)

Level: 3

Range: Touch

Components: S, M

Casting Time: 3

Duration: 1 turn+1 turn/level

Area of Effect: Creature touched

Saving Throw: None

Rarity: Common

This spell magically increases the recipient's resistance to the crushing force of water pressure, allowing him to function at greater depths than normal. The spell's recipient can safely dive to twice his normal depth limit. The material component of this spell is a piece of bone or cartilage from a creature native to the Upper Depths (or deeper).

Cone of Teeth

(Evocation)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

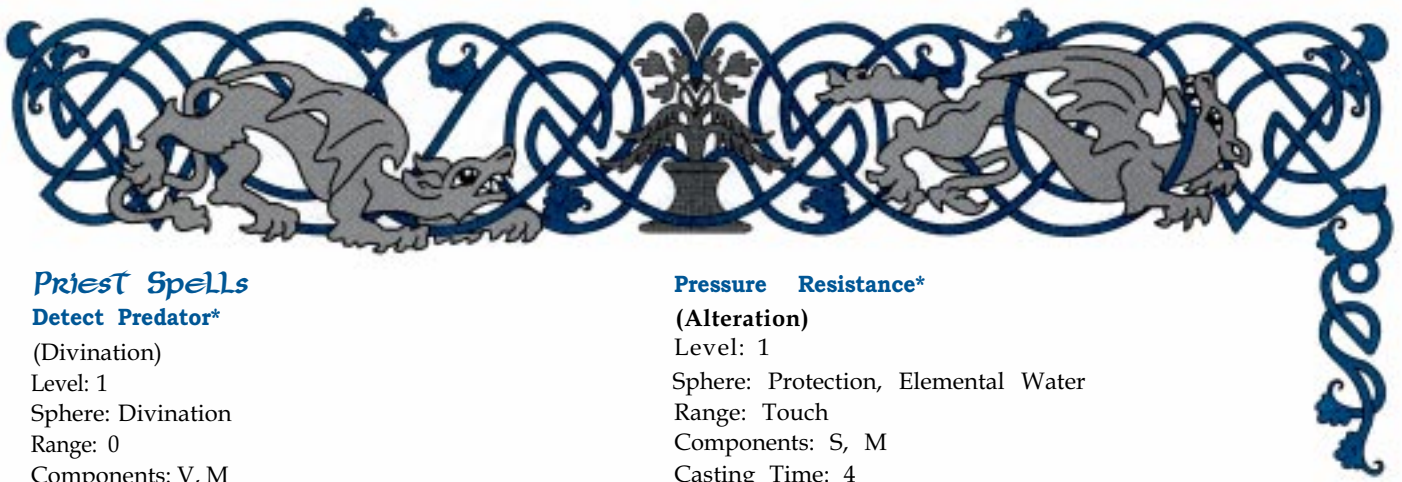
Area of Effect: Special

Saving Throw: ½

Rarity: Uncommon

This spell causes a cone-shaped area of water to take on the rough aspects of sharks' teeth. The cone extends from the caster's hand outward in a cone five feet long and one foot in diameter per level of the caster. It causes 1d4+1 points of damage per level of the caster. For example, a 10th-level wizard casts a cone of teeth 10 feet in diameter and 50 feet long that causes 10d4+ 10 points of edged damage to all within its effect. The material component of this spell is a handful of sharks' teeth that are consumed in the casting.





Priest Spells

Detect Predator*

(Divination)

Level: 1

Sphere: Divination

Range: 0

Components: V, M

Casting Time: 1

Duration: 4 rounds/level

Area of Effect: 60-ft-radius globe

Saving Throw: None

This spell allows the cast to sense the presence of any predatory creatures (such as sharks, eels, rays, and intelligent beings such as shogun, merrow, or scraggs) within a 60-foot radius. Though the caster can detect the presence of any such creatures, he cannot identify the species of the creature(s) detected.

Float*

(Alteration)

Level: 1

Sphere: Elemental Water, Travelers

Range: Touch

Components: V, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: Creature or object touched

Saving Throw: Neg.

A creature or object receiving this spell becomes exceptionally buoyant and floats to the surface of the water like a cork. If the recipient is a creature, it floats upward 50 feet per round, along with up to ten pounds of equipment per level of the caster. A floating creature remains at the water's surface until the spell ends or a means of leaving the water entirely exists. The creature's fairly rapid ascent causes no harm; thus, this spell is useless in harming a foe.

The spell does not interfere with swimming or even diving if the recipient chooses to do so. As soon as the creature stops swimming however, the spell takes over.

An object (that can weight no more than ten pounds per level of the caster) also floats to the surface, at the above rate, unless a creature or obstacle prevents the object from reaching the surface (the item is grabbed by a foe, is trapped within the hull of a sunken ship, etc.). The priest's holy symbol is the spell's material component.

Pressure Resistance*

(Alteration)

Level: 1

Sphere: Protection, Elemental Water

Range: Touch

Components: S, M

Casting Time: 4

Duration: 1 turn+1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell magically increases the recipient's resistance to the crushing force of water pressure, allowing him to function at greater depths than normal. The spell's recipient can safely dive to twice his normal depth limit. The material component of this spell is the priest's holy symbol.

Converse with Sea Creatures*

(Alteration)

Level: 3

Sphere: Animal, Divination

Range: 0

Components: V, M

Casting Time: 3

Duration: 1 round/level

Area of Effect: 10-yard-radius/level

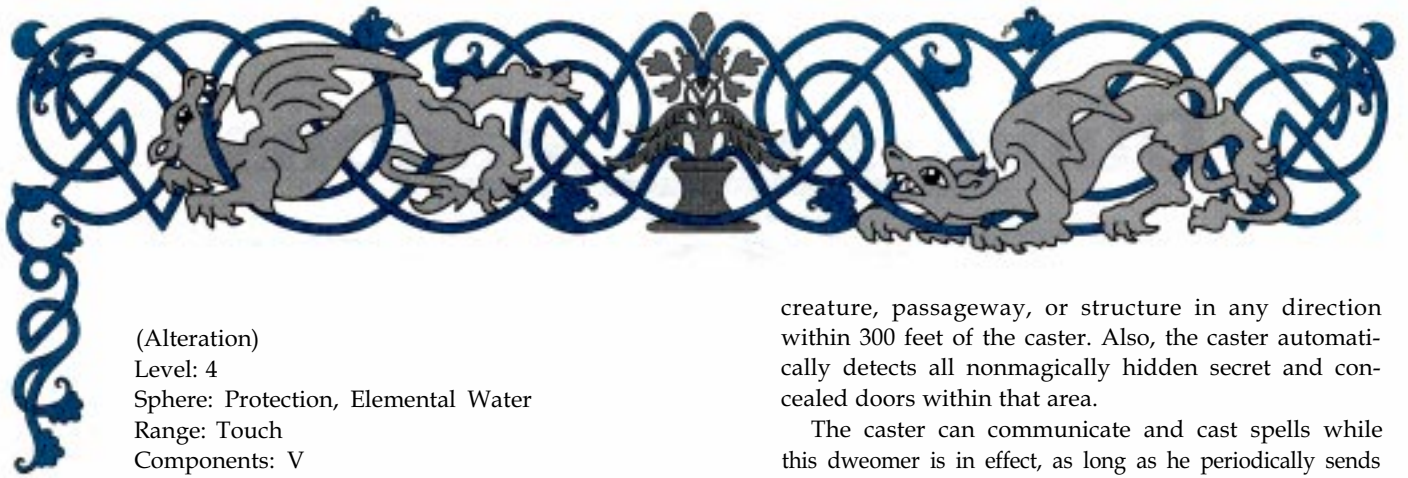
Saving Throw: None

This spell allows the caster to converse with any sea creature with an Animal or higher intelligence. The caster understands such creatures and can respond in the correct tongue. Conversation with multiple species is also possible, provided these creatures are all within the spell's area of effect.

Like the spell speak with animals, this spell does not guarantee the sea creatures will be friendly to the caster. Nor does it give the caster the ability to breathe (and thus speak) underwater; the caster must have some other means to breathe and speak or the spell is wasted. Also, the conversation may be limited by hearing limitations (see "Undersea Facts of Life").

The material component of this spell is a small trumpet made of shell, which is consumed in the casting, and the priest's holy symbol.





(Alteration)

Level: 4

Sphere: Protection, Elemental Water

Range: Touch

Components: V

Casting Time: 7

Duration: 4 rounds+ 1 round/level

Area of Effect: Creature touched

Saving Throw: None

This spell covers the skin of the recipient with a substance that hardens to form shell-like armor. The base armor class of a creature protected by this spell is AC 4, plus an additional +1 AC bonus for every five levels of the caster. A 7th-level caster would grant the recipient an AC 3, a 10th-level caster would grant an AC 2, etc.

Echolocation*

(Alteration)

Level: 5

Sphere: Elemental Water

Range: 0

Components: V

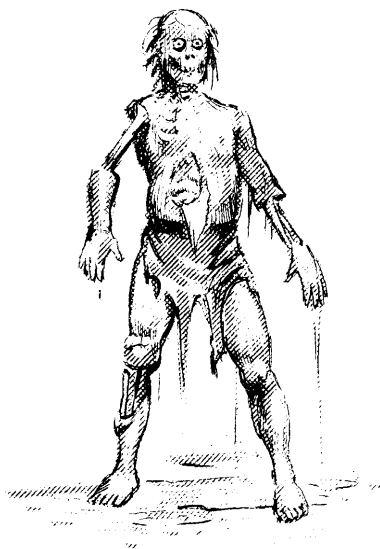
Casting Time: 5

Duration: 1 turn+1 turn/2 levels

Area of Effect: Caster

Saving Throw: None

This spell allows the caster to send out an array of sound pulses and receive clear, three-dimensional representations of his underwater surroundings from the rebounding waves—just as a dolphin does. This process gives the caster a very detailed impression of any object,



creature, passageway, or structure in any direction within 300 feet of the caster. Also, the caster automatically detects all nonmagically hidden secret and concealed doors within that area.

The caster can communicate and cast spells while this dweomer is in effect, as long as he periodically sends out a burst of sound. Note that many aquatic creatures can hear such bursts of sound. A silence, *15-foot radius* spell centered on the echolocation's caster voids the effect of this spell.

The caster also has the option of focusing his sound bursts into a sonic wave that inflicts 5d6 points of damage on one creature, also stunning it for 1d4 rounds. A single use of this "sonic wave" ends the spell.

Because of the demands placed on the caster's vocal chords by this spell, the caster cannot speak for one hour after the spell ends.

Dukars

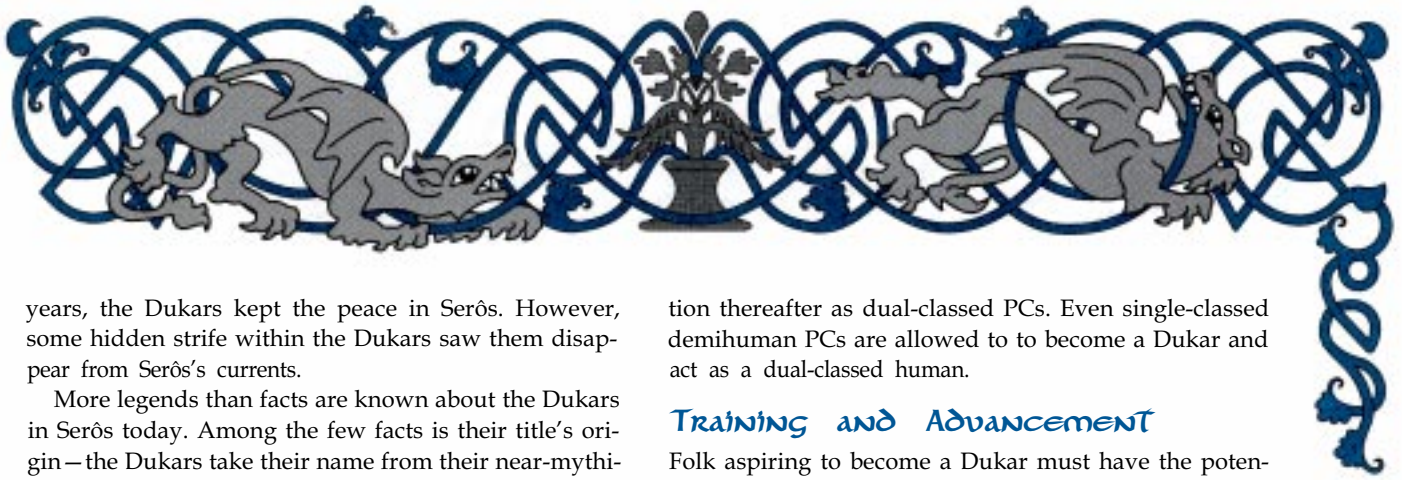
Dukars are a unique type of Serôsian specialist wizard organized around four philosophical schools of thought and one unifying principle: Promote peace and harmony among all the races of Serôs, and Serôs will prosper. The primary difference between other specialist wizards and Dukars are the coral skeletal implants of the latter through which all Dukar magic flows. The coral—implanted during mysterious, final initiation ceremonies—provides the potential for a variety of magical powers taught by the order the initiate joins. This is not a new form of magic, only a new way to learn and store the magic of Mystra.

Two types of Dukars exist, each with its own role: the Lorekeepers, who maintain the histories and knowledge of the past and present; and the Peacekeepers, who strive to maintain the peace in Serôs and gather knowledge by exploring the deeps.

Dukars began as elven dualist mages—an early elven form of specialist wizard that knew only one school of magic and its diametric opposite school (which is fully defined in *Cormanthyr*, TSR #01165)—but slowly, over time, the mages who emigrated to Serôs found new ways and new philosophies regarding magic in Serôs and within their own Serôsian students. Forming a central philosophy about magic and life that unified many of the races of the sea, the Dukar orders diverged from the *kiira*-wearing elves to become something more.

Born in the earliest days of Arysalmalyr, the Dukars grew slowly over a millennium of study and adaptation. They were truly representative of all life in Serôs, as legends exist of great whales, dolphins, storm giants, and even koalinth and ixitxachitl Dukars. For over 8,000





years, the Dukars kept the peace in Serôs. However, some hidden strife within the Dukars saw them disappear from Serôs's currents.

More legends than facts are known about the Dukars in Serôs today. Among the few facts is their title's origin—the Dukars take their name from their near-mythical first Grand Master and teacher of the Four Founders, the triton, Dukar. The Dukars held themselves to a strict code of conduct that promoted peace and harmony amongst the races and the currents of Serôs, and they were willing to fight when necessary to achieve such harmony. The only other fact known is that the Dukar orders disappeared long ago. Most other facts of the Dukars's existence is now nothing more folklore: from their ability to grow weapons from their own bodies to their mystical links to coral to and the sea itself.

While they were nearly destroyed over 600 years ago, the Dukars still exist, though only in small numbers. Where they once proudly proclaimed their status as Peacekeepers and Lorekeepers, they now work in secret, for they have more enemies than allies. Their primary goals now are to restore their lost heritage, and, as a more immediate goal, to maintain the tenuous alliance being built at Myth Nantar.

Requirements

While the Dukars once welcomed all, time and the loss of much the orders' knowledge have claimed many of their abilities, both for training and for practical use. Thus, prospective Dukars today must meet specific criteria, though these are not quite as restrictive as the original prerequisites for elven dualist mages.

Races: These PC races can become Dukars: elf (any), half-elf, human, shalarin, and triton. Morkoth are also capable of becoming Dukars, but for now, these remain NPCs only. (Full PC rules for the aquatic races appears in the "People of Serôs" chapter.)

Alignments: The Dukars' Code allows for little selfishness or greed, so no evil person can become a Dukar. Each of the orders has specific philosophies that cater to particular nonevil alignments.

Ability Score Minimums: All Dukars must have a minimum Constitution of 12 and Intelligence of 14. Any further ability-score minimums come into play when learning particular paths of power or certain skills of one's order.

Class/Level Restrictions: No level-limit restrictions exist for Dukars, regardless of race. However, no Dukars can be multi-class characters. Many, especially those migrating from Faerûn, abandon all other abilities and classes to become a Dukar. Provided a PC has no more than one other class, they can become Dukars and func-

tion thereafter as dual-classed PCs. Even single-classed demihuman PCs are allowed to become a Dukar and act as a dual-classed human.

Training and Advancement

Folk aspiring to become a Dukar must have the potential of being a wizard before beginning their schooling (the PC's race must have wizards as an allowable class). The Dukars train on a specific curriculum pattern:

1. Learn the central philosophies of the Dukars, each of the four orders, and the eight schools of magic;
2. Choose their order and the two schools of magic to study, then expand their knowledge of the same;
3. Begin the year with the Initiation of Coral (wherein the coral is first magically grafted to the Dukar's hand-bones), which takes from 1-12 months to complete (during which time the coral magically spreads throughout the Dukar's skeletal structure), study the basic skills and axioms of the peacekeepers and lorekeepers, including how to use the coral implants;
4. Choose the Trek of the Lorekeeper or the Trek of the Peacekeeper, then train to reach 1st level.

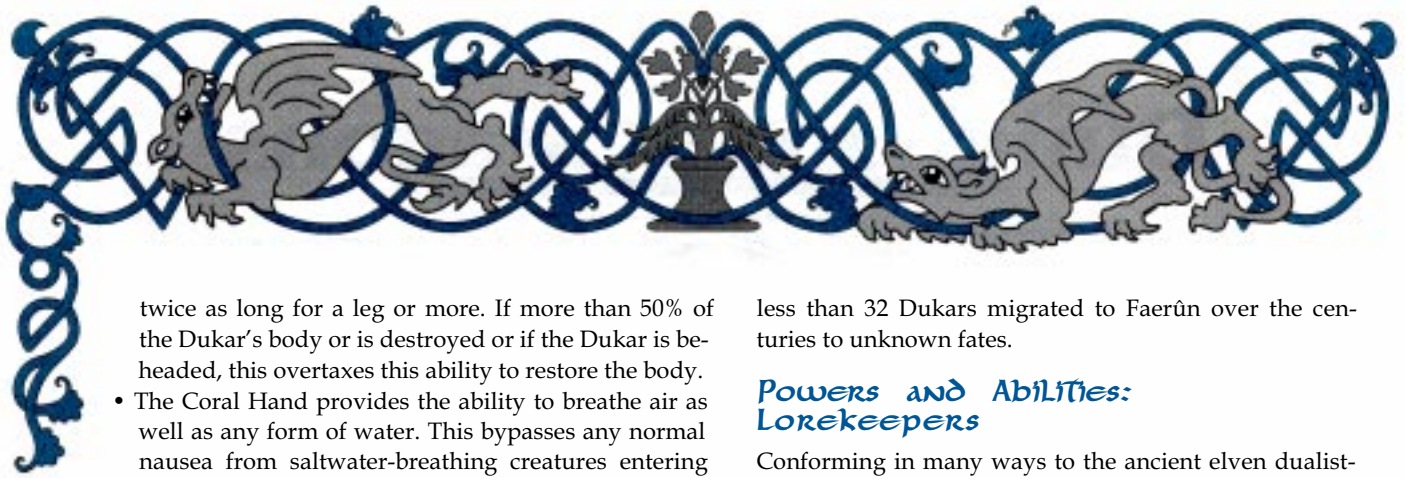
This process was once a leisurely four-year curriculum, but the current procedures (due to the need for more Dukar peacekeepers) speed the training to one year's time. The Dukar must return to his order and train for level advancement for 1d6 weeks to gain the ability of the next level. If the Dukar attempts to train herself without her order's help, it can be accomplished, but this self-training 3d6 weeks. (This time is doubled if the Dukar is trying to train in a Lost Step or Lost Path, as there literally is no one from which to learn such an ability.)

Power and Abilities: Dukars

All Dukars are wizards and have the hit dice, saving throws, THAC0s, and spells as in the *PHB*, though their spell access is limited to the two schools of magic taught by their order. The only exceptions to this limitation are the spells of detect magic and read magic, which all Dukars gain during their training.

All Dukars gain the "Coral Hand" upon their full initiation into their orders. A piece of coral matching the color of the order is ritually fused by magic into the initiate's right palm. While they do not choose their roles as lorekeepers or peacekeepers at this time, all Dukars gain the following abilities via the Coral Hand.

- All Dukars have a greater healing ability, and regain 2 hit points for every full night of rest, rather than the standard 1 hp. This ability also provides a very slow *regeneration* to regrow lost limbs and organs, though this



twice as long for a leg or more. If more than 50% of the Dukar's body or is destroyed or if the Dukar is be-headed, this overtaxes this ability to restore the body.

- The Coral Hand provides the ability to breathe air as well as any form of water. This bypasses any normal nausea from saltwater-breathing creatures entering freshwater, or the usual problems of a water-breather on land. In effect, the coral keeps the Dukar alive and adapts for these extreme breathing atmospheres (and permanently provides surface-dwellers with the ability to breathe water). As the natural habitat for the coral is saltwater, only Weapon Path coral powers can be activated while in a freshwater or surface-world environment, but access to all powers returns on contact with saltwater.
- All Dukars can use the Coral Hand as an apprentice-level weapon. With concentration, a Dukar can manifest a coral weapon-edge out of her body. This can be visualized however she desires—via fingernails, the side of a hand, teeth, small horns, etc.—but the damage from these coral weapons is all the same: 1d4 points of piercing damage plus any bonuses from Strength.
- Despite the current secrecy of the Dukars, one feature of the Coral Hand sometimes reveals Dukars to outsiders. Whenever two Dukars are within 10 yards of each other, the coral in their palms glows with a light matching the individual colors of the Dukars' orders. While the light is no brighter than the embers of a campfire, it is enough that the colors can be differentiated at a five-yard distance regardless of the depth of the water. In the past, Dukars greeted each other with both palms out, facing the fellow Dukar. Now, in this more secretive stage, Dukars may hide their glowing palms under eelskin gloves to keep their identities secret, but all realize that this reflex cannot be controlled at will.
- One of the limits of all Dukars is a -2 saving throw penalty against all schools of magic outside of the two schools of magic they know.

Dukars out of Water

All Dukars have the ability to exit water and breathe air, though some, such as morkoth, cannot move ably outside of water. The Coral Hand magically keeps the gills moist and allows either lungs or gills to be used to breathe air. During this time on dry land (more than a turn out of water), no coral powers active upon leaving the water are disrupted, but no additional powers can be activated until the Dukar returns to full immersion in saltwater for at least one-half the time spent on land. Provided she has no need to access any coral powers, a

less than 32 Dukars migrated to Faerûn over the centuries to unknown fates.

Powers and Abilities: Lorekeepers

Conforming in many ways to the ancient elven dualist-mage, lorekeepers merely use the Coral Hand as their badge as Dukars (or as an emergency weapon), and gain additional spells to aid them in their teaching and studies. Lorekeepers are the teachers and scholars of the Dukar orders.

- The Lorekeeper gains two additional spells per spell level, but only from the lorekeeper's two available schools of magic.
- With their focused knowledge on their own magic, lorekeepers gain a +2 bonus to saving throws against spells of those schools and the targets of lorekeeper spells incur a -2 saving throw penalty.
- Every time a Lorekeeper reaches a new spell level, he automatically gains two spells (one of each school if such spells exist at that level, or two from a single school) to add to his spellbooks. The spells can be determined randomly or chosen by the player with the DM's approval.
- The Lorekeeper has a 90% chance to understand and learn a spell from either of his two schools.

When a Lorekeeper creates an original spell for one of his two schools, the spell is considered one level lower for the purposes of determining difficulty only; this spell is then accessible for all wizards to learn. The lorekeeper has the option to further streamline the spell-creation process (reduce the spell level by two when determining difficulty), but then the spell is usable only to Dukars of the creator's order, as the order's use of the Coral Hand plays a vital role in the spell's casting.

Powers and Abilities: Peacekeepers

Peacekeepers maintain the standard spell progressions of a normal generalist wizard, although they too are limited to casting spells from only two schools. Despite their limited combat abilities as wizards, the peacekeepers are the active adventurers and warriors of the Dukar orders. Instead of the bonus spells of the lorekeepers, peacekeepers gain the Coral Hand ability of the Paths.

- Paths are innate abilities that a peacekeeper can imprint within himself through the Coral Hand, and the PC can call on these abilities under specific circumstances. Each path has specific controls and limits noted below.
- There are five types of paths: Weapons, Defense, Movement, Senses, and Arcane.

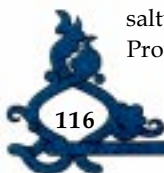




Table 14: Dukar Spell Progression

Peacekeeper Spells/Lorekeeper Spells per Level

L.	1	2	3	4	5	6	7	8	9
1	1/3	—	—	—	—	—	—	—	—
2	2/4	—	—	—	—	—	—	—	—
3	2/4	1/3	—	—	—	—	—	—	—
4	3/5	2/4	—	—	—	—	—	—	—
5	4/6	2/4	1/3	—	—	—	—	—	—
6	4/6	2/4	2/4	—	—	—	—	—	—
7	4/6	3/5	2/4	1/3	—	—	—	—	—
8	4/6	3/5	3/5	2/4	—	—	—	—	—
9	4/6	3/5	3/5	2/4	1/3	—	—	—	—
10	4/6	4/6	3/5	2/4	2/4	—	—	—	—
11	4/6	4/6	4/6	3/5	3/5	—	—	—	—
12	4/6	4/6	4/6	4/6	4/6	1/3	—	—	—
13	5/7	5/7	5/7	4/6	4/6	2/4	—	—	—
14	5/7	5/7	5/7	4/6	4/6	2/4	1/3	—	—
15	5/7	5/7	5/7	5/7	5/7	2/4	1/3	—	—
16	5/7	5/7	5/7	5/7	5/7	3/5	2/4	1/3	—
17	5/7	5/7	5/7	5/7	5/7	3/5	3/5	2/4	—
18	5/7	5/7	5/7	5/7	5/7	3/5	3/5	2/4	1/3
19	5/7	5/7	5/7	5/7	5/7	3/5	3/5	3/5	1/3
20	5/7	5/7	5/7	5/7	5/7	4/6	3/5	3/5	2/4
21	-/7	-/7	-/7	-/7	-/7	-/6	-/6	-/6	-/4
22	-/7	-/7	-/7	-/7	-/7	-/7	-/6	-/6	-/5
23	-/7	-/7	-/7	-/7	-/7	-/7	-/7	-/7	-/5
24	-/7	-/7	-/7	-/7	-/7	-/7	-/7	-/7	-/6
25	-/7	-/7	-/7	-/7	-/7	-/7	-/7	-/7	-/7
26	-/8	-/8	-/8	-/8	-/7	-/7	-/7	-/7	-/7
27	-/8	-/8	-/8	-/8	-/8	-/8	-/8	-/7	-/7
28	-/8	-/8	-/8	-/8	-/8	-/8	-/8	-/8	-/8
29	-/9	-/9	-/9	-/9	-/8	-8	-8	-/8	-/8
30	-/9	-/9	-/9	-/9	-/9	-/9	-/9	-/8	-/8

- Each path contains four steps that must be learned in sequence, and these steps are what each peacekeeper gains instead of additional spells.
- Every peacekeeper starts at 1st level with the first Step of a single Weapon Path.
- A peacekeeper can begin learning steps in a new path at levels 5, 9, and 16, so a peacekeeper can learn a maximum of four paths. He can learn any number of steps within each path that his abilities and levels allow.
Example: A 9th-level peacekeeper has 3 steps in a Weapon path, one step in an Arcane path, one step of a Movement Path.
- Peacekeepers have a maximum level of 20th-level.
The paths are detailed after the orders, including any prerequisites for the paths and steps.

Dukar Orders

Four Dukar orders exist, each named for their founders and linked to two schools of magic and the personal beliefs of said founders. All are detailed by their colors, schools of magic, the standard alignments that embrace each order's philosophies, the leader of the order, and the paths each order teaches its peacekeepers. Paths other than these can be learned, but the current paragons of the orders frown on any unorthodox paths until the orders are more fully restored.

Order of Jhimar (Jhimari)

Color: Red Dukars.

Schools of Magic: Invocation/Evocation and Enchantment/Charm.

Alignments Allowed: Any nonevil alignment

Paragon: Unknown/None.

Standard Paths: Weapon, Defense, Movement.

The Jhimari are the Lost Order, destroyed during the Last Dukars' War. There were the warriors of the Dukars and spent most of their time enforcing the peace in Serôs. Created by Jhimar, the triton warrior maiden, the Red Adherents (all Dukars refer to themselves as Adherents) saw themselves as wizard-knights, and openly flaunted their coral weaponry. Currently, the order does not exist, though many lorekeepers and peacekeepers work to restore its lost knowledge and traditions, which only Qos can teach (unless a lost paragon can be found). See the "Encyclopedia Serôsica" for more on Qos.

Order of Kupav (Kupavi)

Color: Blue Dukars

Schools of Magic: Abjuration and Alteration

Alignments Allowed: LN, LG

Paragon: Grand Savant Gayar of the Third Order (LG morkothm Du24)

Standard Paths: Weapon, Defense, Arcane

Formed by Kupav the sea elf, the Blue Dukars were the defenders of the orders, the garrisoned troops that protected the schools and cities of the Dukars in the days of Aryselymalyr. For a time, they also shared duties at the Pillars of the Trident on Sharkbane Wall and beyond. Their primary goal today is the protection of Myth Nantar and what it symbolizes in bringing the aquatic races together for the first time in centuries.

Order of Maalirn (Maalirni)

Color: Green Dukars

Schools of Magic: Conjunction/Summoning and Divination

Alignments Allowed: LG, NG, CG

Paragon: Grand Savant Qos of the Fifth Order (N trm Du26)



Standard Paths: Weapon, Senses, Arcane

The towering storm giant, Maalirn, founded his order to act as the seers, the watchers, the eyes and ears of the Dukars. At times seen as evil spies and other times as learned scholars, the Maalirni now see their journey as one of understanding. They must restore the orders through the pursuit of knowledge and regain ancient powers and abilities now only dreamt of among the orders. Their ancient paragon, who had for so long kept Myth Nantar closed, is the most respected of the paragons, though the order is slightly amiss that Qos presently teaches more peacekeepers than lorekeepers for this order.

Order of Numos (Numosi)

Color: White Dukars

Schools of Magic: Illusion/Phantasm and Necromancy

Alignments Allowed: LN, N, CN

Paragon: Grand Savant Lashyrr Maerdrymm of the First Order (LG baelnorn ef DU22)

Standard Paths: Weapon, Movement, Arcane, Arcane.

The female morkoth, Numos, was among the first to come briefly out of the deep water to lend a tentacle in friendship and helped form the Dukars. Currently, this order has the largest population due to the continued secret existence of its school at Qatoris. A liberal order, the Numosi teach the highest number of paths, and they are actually responsible for keeping some paths alive at all. While the other orders keep to a conservative two to three paths per peacekeeper, the Numosi actively embrace diversity and seek as many paths as possible (10 at 20th level with 3 steps in two paths and 2 steps in two other paths is every White Adherent's goal). The baelnorn paragon continues to research many spells in hopes of finding ways to open new paths (and teach other orders to do the same).

The Dukar's Paths

The five path types are all arrayed below with some of the possible paths peacekeepers can learn. The table provides prospective paths and the basic pertinent information. The powers of each path are linked to the magic schools, and the orders that have access to each path are chosen by those links. In other words, if the power has some basis in necromantic and alteration magic, the White and Blue Dukars can learn the path. However, there are many paths with lost steps. The knowledge of exactly how to advance the path beyond the steps noted needs to be found or created anew by current peacekeepers.



Table 12: Dukar Experience-Point Tables

Lvl	XP	Lorekeeper Title	Spells	Peacekeeper Title	Paths
1	0	First Disciple	+2 1st-level	Recruit	Add New Step
2	2,500	Second Disciple		Squire	
3	5,000	Third Disciple	+ 2 2nd-level	Yeoman	New Step
4	10,000	Fourth Disciple		Soldier	
5	20,000	Master Disciple	+2 3rd-level	Scout	New Step/New Path
6	40,000	First Adept		Master Scout	
7	60,000	Second Adept	+2 4th-level	Warder	New Step
8	90,000	Third Adept		MasterWarder	
9	135,000	Fourth Adept	+ 2 5th-level	Veteran	New Step/New Path
10	250,000	Master Adept		Hero	
11	375,000	First Sage		Champion	
12	750,000	Second Sage	+2 6th-level	Icon	New Step
13	1,125,000	Third Sage		Guardian	
14	1,500,000	Fourth Sage	+2 7th-level	Guardian Vigilant	New Step
15	1,875,000	Master Sage		Knight	
16	2,250,000	First Savant	+2 8th-level	Knight Vigilant	New Step/New Path
17	2,625,000	Second Savant		Justicar	
18	3,000,000	Third Savant	+2 9th-level	Grand Justicar	New Step
19	3,375,000	Fourth Savant		Myrmidon	
20	3,750,000	Master Savant		Grand Myrmidon	New Step
21	4,250,000	Grand Savant		Minimum Int. 15	
22	4,750,000	Grand Savant of the First Order			
23	5,250,000	Grand Savant of the Second Order		Minimum Int. 16	
24	5,750,000	Grand Savant of the Third Order			
25	6,250,000	Grand Savant of the Fourth Order		Minimum Int. 17	
26	6,750,000	Grand Savant of the Peacekeepers			
27	7,250,000	Grand Savant of the Lorekeepers		Minimum Int. 18	
28	7,750,000	Grand Savant of the Council			
29	8,250,000	Grand Savant of the Dukars		Minimum Int. 19	
30	8,750,000	Grand Master		Minimum Int. 20	

Table 13: Dukar Proficiencies

WP/NWP	Lore.	Peace.
Start WP	1	2
#/Lvls	6	4
Penalty	-5	-3
Start NWP	4	2
#/Lvls	3	4





Table 15: Peacekeeper Paths

Path of the	Orders	Path Type	Steps
Claw	All	Weapon	4
Crystal	Kupav	Defense	4
Fist	All	Weapon	4
Foeform	Maalirn, Numos	Arcane	4
Justice	All	Arcane	4
Light	Kupav, Numos	Arcane	4
Messenger	All	Senses	4
Misdirection	Kupav, Numos	Senses	4
Phantom	Jhimar, Numos	Senses	4
Shield	All (Kupav)	Defense	4
Sounding	All (Maalirn)	Senses	4
Stinger	Kupav, Numos	Senses	4
Swimmer	All (Numos)	Movement	4
Sympathetic	Numos	Arcane	4
Tap al	Jhimar, Numos	Weapon	4
Tentacle	Jhimar, Numos	Weapon	4
Trident	Jhimar, Maalirn	Weapon	4
Warrior's Eye	Jhimar, Maalirn	Defense	4
Wound	Numos	Defense	4

Unless stated otherwise, coral powers of any path can be activated in a combat round as if drawing a weapon or casting a spell. The default time it takes to summon a coral power (or two if only using Defense and Weapon Paths) is an Initiative penalty equal to the step of the power within its path. (Thus, activating the third step of a weapon path would invoke a -3 Initiative penalty in the round it is first activated.) The PC can use the coral power in the round it's summoned, but that prevents him from other actions except moving up to one-half normal movement during the round.

Weapons Paths

All Dukars have the Coral Hand at the apprentice level of a weapon path noted above, and thus no Dukar is ever unarmed. Unlike any other paths, all Weapons Paths produce the same effects, though all can appear different. Just as any Dukar can summon the Coral Hand to provide a hardened coral edge along the hand or elsewhere to be used as a weapon, all weapon paths teach the peacekeeper to visualize a weapon and create that weapon from one's coral-riddled bones. The weapon can emerge from only one limb at any time, though if a limb is severed, the peacekeeper can manifest the weapon path through other limbs (with standard combat penalties for off-hand attacks).

Students of any weapon path focus on the shape and strength of their chosen weapon, creating a better, more efficient weapon with each step. While some folk used to believe that those of the weapons path gradually in-

creased the size and type of weapons, the weapon's form and type of damage are wholly up to the path chosen and the form desired by the wielder. Regardless of the form or path, a weapon-path weapon has these specific properties:

- Uses: At will;
- Step One: 1d6 points of damage; +4 Initiative penalty to summon weapon and use;
- Step Two: 1d8 points of damage, +3 Initiative penalty to summon weapon and use;
- Step Three: 1d10 points of damage, +2 Initiative penalty to summon weapon and use;
- Step Four: 1d12 points of damage, +1 Initiative penalty to summon weapon and use.

Initiative penalties are applied only in the round in which the coral weapon is summoned from within the Dukar's body.

While the weapons created by these paths are capable of harming creatures as if they were +1 weapons, they do not gain a bonus on attack or damage rolls. The weapons, once summoned through the skin of the peacekeeper (causing no damage), remain active for the length of battle, and they sheath themselves on command or if unused for one turn. Exceptional Strength scores can increase the damage done. The Jhimari allegedly knew ways to channel magic into their weapons, allowing them to do more damage with their attacks, but that ability has been either lost or never existed at all.

Claw Path: Slashing damage; claws manifest as hardened fingernails, claws out of the backs of hands, barbed hands or tentacles, etc.

Fist Path: Bludgeoning/Grappling damage; the peacekeeper's hand and arm become hardened like coral, and each attack, while doing damage, also has a 5% chance per point of damage of knocking a foe of similar or smaller size out (no one can knockout a whale). It can also manifest as a glowing fist (in the order's coral color), coral actually covering the fist and arm, etc.

Tapal Path: Piercing/Slashing damage; allegedly the first weapon path created by Grand Master Dukar, the path of the tapal emits the unique curled blade of the tritons out along the knuckles and forearm of its wielder. This is one of the few weapon paths that has only one form, regardless of the will of the wielder.

Tentacle Path: Bludgeoning/Grappling damage; this path allows the peacekeeper to turn his arm into a tentacle or simply elasticize the bones to use the arm (or hand or fingers) as such. Targets successfully attacked with the tentacle are held by 18 Strength (or the peacekeeper's own Strength, whichever is greater) and held until the trapped victim can break free. Damage via the





tentacle is by crushing, though no damage results if the tentacle is used to merely hold onto a victim.

Trident Path: Piercing/Slashing damage; the third most common weapon path commonly manifests large, edged tines out the sides of the hand and changes the hand into a wide central point from which the tines grow. This form changes rarely, though some prefer three tines jutting from the wrist in a triangular pattern.

If a peacekeeper's coral weapon becomes shattered or otherwise broken (failed saving throw for bone against impacts, parries, or snapped off while unconscious) or separated from her, she automatically takes damage equal to the weapon's maximum potential damage. (For example, a Dukar with the third step of the trident path has her weapon broken by a dragon turtle; the Dukar suffers 10 points of damage.) For 24 hours after such an injury, the weapon path is wholly unavailable due to strain. During this time, all other coral powers respond at one step less than normal until the peacekeeper gets eight full hours of rest (or the twenty-four hours passes).

Defense Paths

While all the orders have their defenses, the Defense Paths are primarily taught by the Kupavi, as suits their magic of abjuration. One thing to note about the Defense Paths is this: as wizards, Dukars can use one Defense Path and also cast spells or use one other coral power (generally a Weapon Path) and maintain both. The Paths of the Shield and the Armor bypass normal armor restrictions, as they are both natural and do not hinder the Dukar's movements for spellcasting.

Path of Crystal: An external form of defense, the Dukar raises a dot of crystal-like coral on one palm to emit this defense, which affects the density of water around her to provide additional protection. The Dukar reaches out and hardens the water directly in contact with her skin. Duration for these defenses is equal to rounds per level of the Dukar, not the step level, though the defense can be cancelled at will or if the caster is rendered unconscious.

Uses: 3/day (Steps 1-2), 1/day (Step 3), 1/3 days (Step 4).

Step 1: A field of water mimics effects equal to shield spell (defense in one direction out of six), and the shield remains at that position in relation to the caster regardless of movement;

Step 2: While the effects are still identical to the *shield* spell (AC2/3/4), they manifest in a field that surrounds the caster (maintain for up to one turn before it must be dropped to restore freshwater inside the shield for breathing);

Step 3: The shield can now be projected as a 10' diame-

ter sphere, encompassing allies, and it can resist pressures of up to 1,200 foot depths (allowing some creatures deeper dives than normal);

Step 4: The *shield* again manifests as a tight field only around the body of the Dukar and provides a +8 AC bonus (or minimum AC2), and it allows dives down to 1,800 foot depths (though this form of *shield* automatically cycles freshwater in through the shield).

Path of the Shield: The simplest of the Defense Paths, the Shield summons a coral construct up through the skin of the peacekeeper, usually on the opposing limb from the weapon. As the Dukar learns more steps, the coral summoned for protection increases until fully covering him. Like the weapon, it can be summoned and remains in place during combat, but it recedes into the skin within one turn of inactivity or at will. It also recedes when the peacekeeper is unconscious. If any parts of the armor are damaged or torn from the peacekeeper's body (failed saving throw as bone vs. crushing blow), he suffers 2 points of damage per step of this path manifested and must make a Constitution check to maintain any remaining armor on his body.

Uses: At will; the number of the step provides the Initiative penalty for the round when summoning the coral shielding;

Step 1: Coral buckler shield roughly one foot in diameter, adds +1 to AC, +1 Initiative penalty;

Step 2: Coral medium shield on arm roughly 2_ feet in diameter, adds +2 to AC, +2 Init. penalty;

Step 3: Partial coral plates acting as a breastplate, bracers, add +4 to AC, +3 Init. penalty;

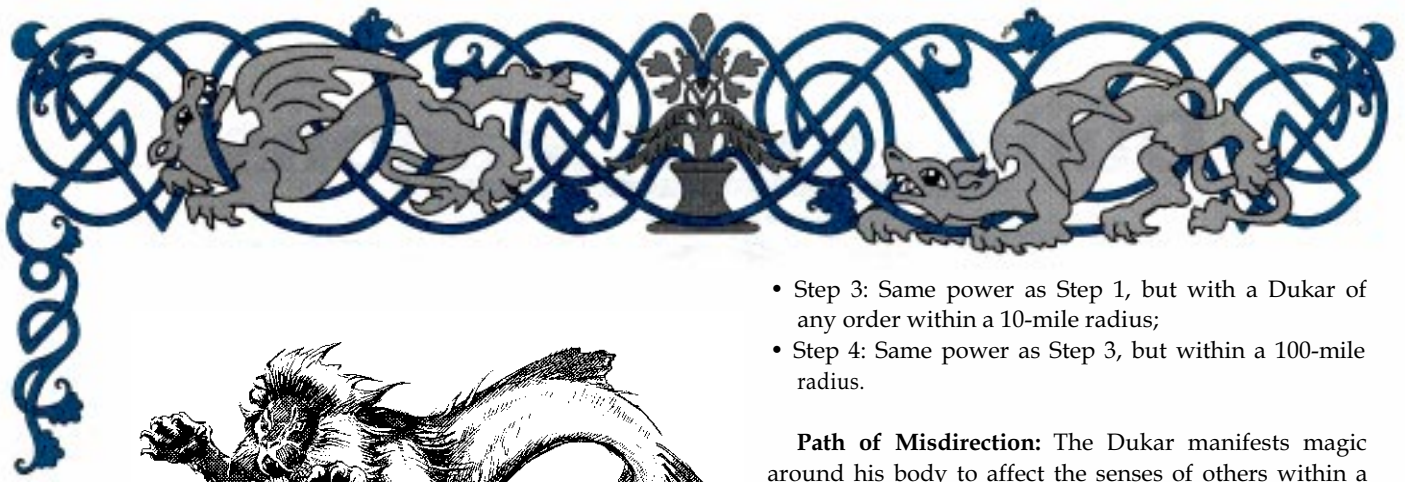
Step 4: Full coral armor on all external surfaces, adds +6 to AC, +4 Init. penalty.

Path of the Wound: The Order of Numos developed a necromantic method of defense, though it does rely on being wounded numerous times to learn it. In effect, this path trains the Dukar to change her body structure in anticipation of the three types of damage (Piercing, Slashing, and Bludgeoning) that has happened before. In other words, if wounded by a piercing weapon like a trident or a dagger, a Dukar remembers what that feels like and how it deals damage, and steels her body against that type of damage.

Limitations: Dukar that take on this power need a minimum Wisdom of 13. This path allows one additional coral power to be active while using this defense, but no spells can be cast while using this power.

This Defense Path can be taken twice to guard against two different types of weapons. The limitation on this is that the Dukar must complete all four steps of





the path against one type of damage before learning how to guard against other types. In other words, Selar must learn how to resist the damage of slashing weapons (learning all four steps) before beginning learn how to resist piercing damage.

Uses: At will, but there is a limit of wounds one can attempt to resist per day. There are no initiative penalties for using this power, as they only become activated by attacks. Once the next step is learned, the Dukar can only use the ability at its highest step (not all of them in sequence).

Step 1: Resist 10 points of one type of damage/day;

Step 2: Resist $10+3d4$ points of one type of damage/day;

Step 3: Resist $10+4d6$ points of one type of damage/day;

Step 4: Resist $10+5d8$ points of one type of damage/day.

Note: This path is effective only against physical weaponry, not against spells, poisons, or any other types of attacks.

Senses Paths

The Maalirn order teaches the ways of the senses as part of their ethos of revelation and introspection. Other schools teach different methods to enhance or fool the senses, such as the Numosi methods of illusions. These paths either add to existing senses, provide new ones that a Dukar lacks, or befuddles the senses of one's foes.

Path of the Messenger: This coral ability allows the peacekeeper to use the coral within him to resonate with magic and communicate with another Dukar within range. This power only provides one ability, which is used at the highest step learned by the individual Dukar. The power use counts only for the person who initiates the contact, and the target Dukar does not need to know the power to respond,

- Uses: 5 times per day for up to 1 turn each;
- Step 1: Can communicate with any one member of the same Dukar order within a radius of 10 miles (including lorekeepers and peacekeepers);
- Step 2: Same power as above but in a radius of 100 miles;

- Step 3: Same power as Step 1, but with a Dukar of any order within a 10-mile radius;
- Step 4: Same power as Step 3, but within a 100-mile radius.

Path of Misdirection: The Dukar manifests magic around his body to affect the senses of others within a 100-foot radius, including those who sense by echolocation or scent.

Uses: 3/day (Steps 1-2), 1/day (Step 3), 1/3 days (Step 4)

Step 1: Mimic the effects of a *blur* spell for 3 rounds/level;

Step 2: Mimic the effects of a *cloak of displacement* for 3 rounds/level;

Step 3: Mimic the effects of a *mirror image* spell for 2 rounds/level;

Step 4: Duplicate the previous *mirror image* ability for 3 rounds/level and cast spells through the images (as with the *spectral hand* spell).

Path of the Phantom: Dukars with this ability use the Coral Hand to cloak their presence in the sea. All powers can be used as desired, once learned.

Uses: At will (Steps 1-2), 3/day (Step 3), 1/day (Step 4) (all powers are maintained for 1 turn/level per use);

Step 1: The Dukar's scent is hidden, including blood from any wounds, mimicking the effects of neutral water;

Step 2: The Dukar can try to mask any sounds made by his own movement (5%/level Move Silently ability);

Step 3: The Dukar can try to camouflage himself (5%/level Hide "in Shadows" ability);

Step 4: The Dukar mimics the abilities of a robe of blending.

Path of the Sounding: Essentially, this provides Dukars with the ability to use echolocation and sonar to increase their awareness of their surroundings just as do dolphins. This allows peacekeepers to navigate through waters that might normally be too dark to navigate. Any known step known can be used, depending on need and how much noise one wishes to make.

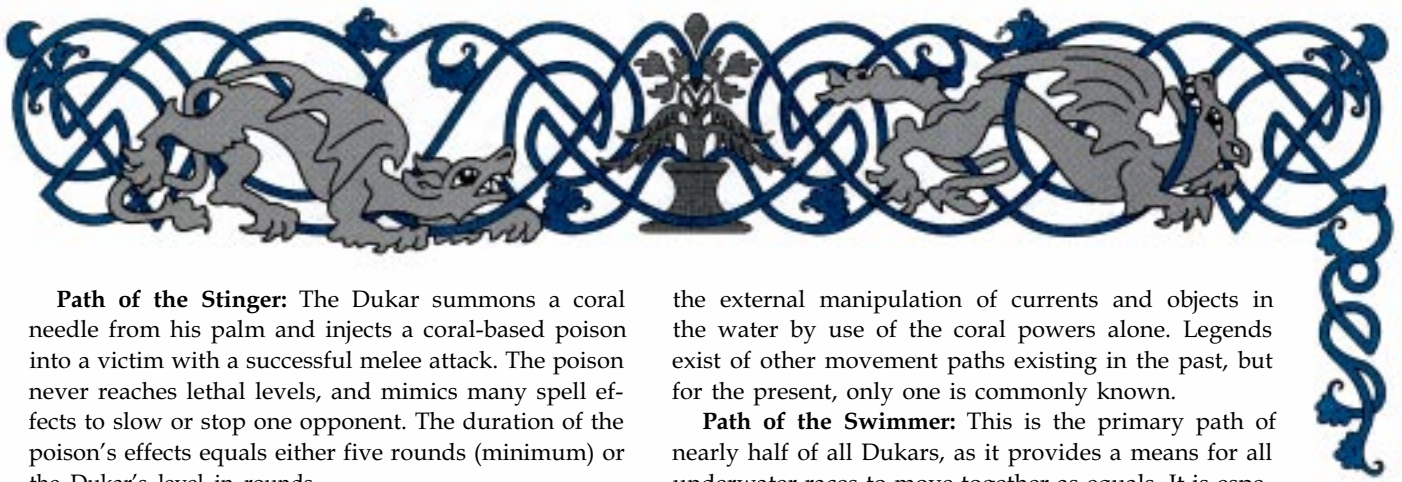
Uses: At will (Step 1), 4/day (Step 2), 2/day (Step 3), 1/day (Step 4)

Step 1: Provides the Dukar with a 3-dimensional view of the surroundings with a 15-foot radius;

Step 2: Echo radius of 30 feet for 1 hour;

Step 3: Echo radius of 100 feet for 2 hours;

Step 4: Echo radius of 200 feet for 4 hours.



Path of the Stinger: The Dukar summons a coral needle from his palm and injects a coral-based poison into a victim with a successful melee attack. The poison never reaches lethal levels, and mimics many spell effects to slow or stop one opponent. The duration of the poison's effects equals either five rounds (minimum) or the Dukar's level in rounds.

This power is one of very few that can be joined with another coral ability—the weapon path. The Dukar must sacrifice one full round to concentrate and allow this power to manifest through the weapon (which must be summoned first, in the round preceding). After one successful strike, the Stinger is spent at whatever step was used. To use an lesser step and lesser poison takes another full round to summon and place within the weapon.

Uses: 1/day, though each successive step does not negate the use of previous steps once a day;

Step 1: Poison acts as a *melf's acid arrow* spell on its victim;

Step 2: Poison acts as a slow spell on its victim;

Step 3: Poison acts as a *hold person* spell on its victim;

Step 4: Poison acts as a *hold monster* spell on its victim.

Path of the Warrior's Eye: This ability sharpens the senses of the Dukar and allows a greater focus on the details within combat. This coral ability allows the Dukar to anticipate combat, both increasing his ability to attack effectively but also to defend against attacks.

Uses: At will, though the use of this power beyond Step One (which becomes instinctive and constant once Step Two is reached) precludes any spellcasting or use of coral powers other than a weapon path;

Step 1: The Dukar is surprised only on a roll of 1, and he gains a +1 Initiative bonus;

Step 2: The Dukar focuses on one opponent and gains a +1 to attack and damage with any weapon against that one opponent;

Step 3: The Dukar focuses on all opponents within a 10'-radius and gains a +1 to attack and damage with any weapon against any opponents within that space;

Step 4: The Dukar focuses on all opponents within a 10'-radius and gains a +2 to attack and damage with any weapon against any opponents within that space.

Movement Paths

Movement Paths are not the purview of any one order, but they are shared equally by all orders. These abilities provide additional mobility, speed, and modes of transport beyond the norms for Serôs. They also provide for

the external manipulation of currents and objects in the water by use of the coral powers alone. Legends exist of other movement paths existing in the past, but for the present, only one is commonly known.

Path of the Swimmer: This is the primary path of nearly half of all Dukars, as it provides a means for all underwater races to move together as equals. It is especially useful for surface immigrants who have a harder time keeping up with native Serôsians. It allows a Dukar of any race to adopt the movement type, rate, and other movement related benefits of any one of the Dukar races. At least for the Numosi, the coral produces phantom illusory outlines of the race around the Dukar when he adopts one of the steps.

Uses: 1/day (Steps 1-3), 1/3 days (Step 4), and the duration of these movement changes are concentration (Steps 1-3), though Step 4 is instantaneous and only applicable for one round.

Step 1: Shalarin speed and movement (Sw 12; MC A);
Step 2: Mermaid speed and movement; (Sw 18; MC B);

Step 3: Locathah speed and movement (Sw 12; MC C; Stamina to swim for up to 24 hours at a stretch);

Step 4: Morkoth speed and movement (Sw 18 MC D; Jet: 36 MV for one round in five, 3 times/day).

Arcane Paths

Returning to the wizardly roots of the Dukars, Arcane Paths provide abilities that are far more closely tied to the schools of magic taught by each order than the Coral Hand and its natural abilities. As these are more powerful spell-like abilities, they are usable far less frequently, and tend to be usable only by themselves, with no other coral abilities usable or spells castable for their duration.

Path of Foiform: While the path was named long ago by Dukar himself and kept due to tradition, the Foiform path actually provides a changeling-like ability to transform oneself into increasingly dissimilar beings. Unlike most transformational magic, this fully changes a being into this other form, and the second transformation usable per day is often the restoration of the original form. This power is often one chosen by the Numosi to aid them in infiltrating areas unnoticed; it was this power that allowed numerous Dukars to leave Serôs and enter Faerûn virtually undetected for centuries. This path does not grant the Dukar any special or magical abilities that a normal specimen of the shape assumed possesses.

Uses: 2/day; duration permanent until altered by external forces or at will;

Step 1: The Dukar can become any creature he





personally seen of the same body type and size (a triton can become another humanoid, while morkoth can only become another similar-sized nonhumanoid);

Step 2: Same as above, though the Dukar can increase his size up to that of Large similar-structured creatures (triton to giant, morkoth to kraken);

Step 3: Same as Step 1, though the Dukar can now change into non-humanoids of the same relative size (triton to morkoth);

Step 4: Same as above, though the Dukar can now change into Large dissimilar creatures (triton to kraken, morkoth to giant).

Path of Light: A very simple Arcane Path, this uses the involuntary glowing of the Coral Hand and brings its light into more active and controlled use illuminate, blind, or hypnotize. This path can be used while one other coral power is active, but it and a spell cannot be activated at the same time.

Uses: 3/day (Step 1), 2/day (Steps 2-3), 1/day (Step 4);

Step 1: Effect mimics a light spell;

Step 2: Effect mimics a *color spray* spell;

Step 3: Effect mimics a *glitterdust* spell;

Step 4: Effect mimics a *hypnotic pattern* spell.

Path of the Sympathetic: The Sympathetic Path allows the Dukar to transfer wounds from others and absorb them into himself. Effectively, the Dukar mentally inflicts wounds on himself in order to transfer life energy into another being. There are some random amounts of damage to roll for power uses. The amount rolled is the absolute minimum amount of healing that takes place for the target.

Uses: 1/day (Steps 1-2), 1/3 days (Step 3), 1/6 days (Step 4);

Step 1: The Dukar can absorb one wound (generally the most recent) and trades the amount of hit points to his target on a one-for-one basis;

Step 2: The Dukar suffers 1d4 hp of damage in order to heal 2d4 points of damage;

Step 3: The Dukar suffers 1d6 hp of damage in order to heal 2d6 points of damage;

Step 4: The Dukar suffers 1d8 hp of damage in order to heal 2d8 points of damage.

“The Lone Path”/Path of the Justice: This path is accessible to all the orders, though it is only undertaken by two or three peacekeepers at any one time, and only at the behest of the paragon of the order. In essence, a peacekeeper of the Justice Path is the “internal affairs” officer trained in ways to reprimand, control, and ultimately

negate other peacekeepers. The existence of this path is kept a secret even among the current peacekeepers save one. While the orders have a history of very few Dukars going rogue, the paragons cannot risk even one rogue damaging the reputation of the orders now. DMs are advised to limit, if not forbid, access to this path to PCs, holding it as a power strictly for NPCs. Paragons do not hand out these powers to just anyone who asks, after all.

This is a highly respected but undesirable position and not a path from which one can deviate. Once begun, the path is followed to its completion, to the exclusion of other paths. Thus, most paragons do not request this path of any Dukar of less than 9th-level. The range of this path’s powers is 30 yards.

Uses: 1/day (all steps);

Step 1: Reduce all of a target Dukar’s paths by one step for 3 hours (if used on a Dukar with 3 steps in a weapon path, this power prevents the use of Step 3);

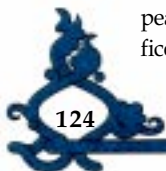
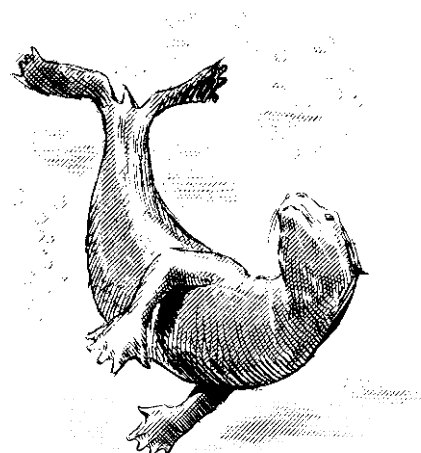
Step 2: Reduce all of a target Dukar’s paths by two steps for 3 hours;

Step 3: Shut down one path permanently (the Dukar with this power or a paragon can restore the power);

Step 4: Shut down all of a target Dukar’s coral powers permanently (either the Dukar with this power or a paragon can restore these powers).

Peacekeepers Beyond 20th Level

As is noted on the Experience-Point Table, lorekeepers alone advance beyond 20th level. Definitions and discussions of the abilities and responsibilities of the Grand Savants of the orders are noted within the “Encyclopedia Serôsica”. Dukars recognize there are levels of knowledge far beyond their own not-inconsiderable powers, and the survival of the orders, Myth Nantar, and Serôs itself could rely on the learning and secrets held by the three paragons or the Dukar orders.





Encyclopedia Serôsica

This tome I now deliver to ye is quite remarkable for its contents and their eventual impact on Faerûn. Penned late in the Year of the Tankard and attributed only to "A Mariner," my copy (one of four in existence) came by way of the Blackstaff, who assured me the source was of impeccable credentials but, as matter of course, needs to remain hidden. Nevertheless, I have added some personal notes where applicable.

The book contained a few surprises, as I had only taken a minor interest in the Inner Sea's workings and left it to those of more decidedly aquatic interests. This book provides a broader understanding of Serôs, and it already causes some debate among those few who know either the work or the world of Serôs. One sage in Ordulin screams that it is a ruse of the War Wizards so Cormyr may interfere with Sembian trade. Some among the Red Wizards note names and sites of future vengeance for the ruination of Bezantur. Even Vangerdahast and his liege find much of this information shocking, though it has not changed their policies overmuch. For the first time since Eltargrim threw open the gates of Myth Drannor, Faerûn has had a hidden world revealed to them, and that mixed scent of fascination and fear wafts heavy on Inner Sea winds. I shall keep ye apprised of changes, but enjoy this 'full immersion' into the world beneath the surface of the Inner Sea.

— Elminster

Format and Function

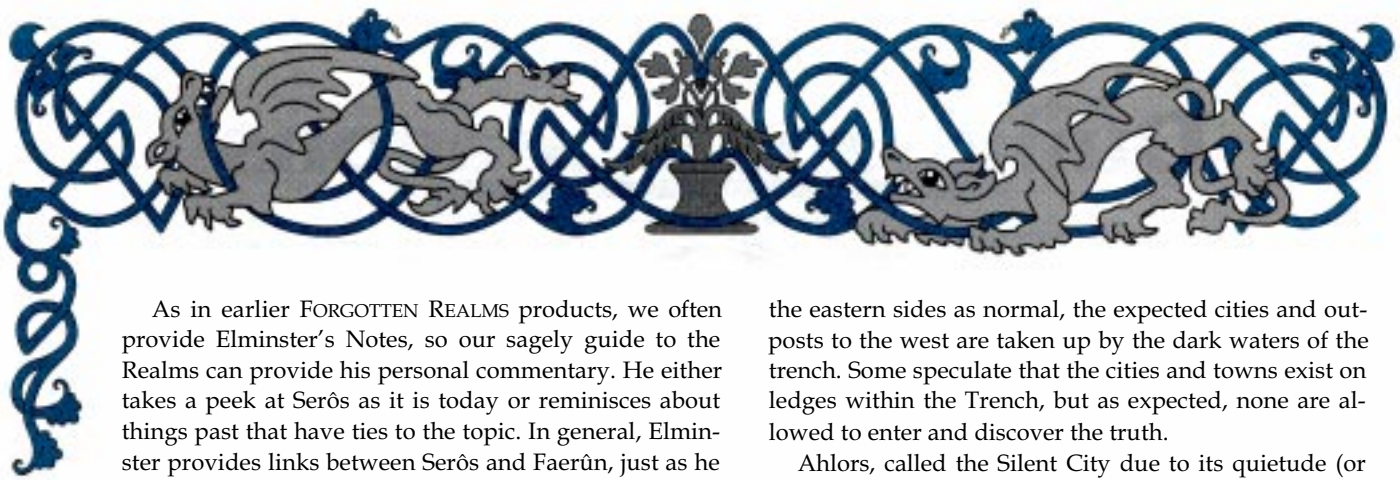
Every entry in the Encyclopedia Serôsica has a name or title. If it is a person, they are listed alphabetically by surnames or by their most common alias. Places are likewise listed by proper names, though acknowledgement of major aliases occurs within the text of the entry. Listings of events have a multitude of names, due to bardcraft's incessant title changes, but the Encyclopedia Serôsica notes them under the titles given to the events by the priests of Oghma in Myth Nantar.

Each entry, where necessary, has a pronunciation guide provided for ease of understanding the many new terms, characters, and names from the depths of the Inner Sea. Likewise, dates are given in Dalereckoning, for convenience's sake in measuring against Realms standard time. The primary reason for dates tells us whether or not this person or creature is still alive within Serôs today or to give us a sense of its age. (To compare dates and convert to Timesong, add 70 years to any DR dates.) Dates may also be provided for noted events, though any entry on multiple events will have only the broadest of dates to cover the events in their entirety. For generic geographic or racial entries on all the features and creatures of the Inner Sea, no dates are posted unless it is an extinct race or the date marks some noted change in geographic status.

There should be one to three paragraphs on each topic. Most provide information available to all individuals in Serôs (and literate sages of the Inner Sea who have this tome). If a paragraph is noted as "Secrets," this is information kept from the public (but not DMs, for whom these become plots from which adventures stem).

Entries for whole races are not in this version. All that information has been boiled down to the necessary AD&D game terms and placed in the "People of Serôs" chapter. Thus, all broad racial entries on the twelve major PC and NPC races appear as "See Also" sections, linking all the entries on a race at one central reference point.





As in earlier FORGOTTEN REALMS products, we often provide Elminster's Notes, so our sagely guide to the Realms can provide his personal commentary. He either takes a peek at Serôs as it is today or reminisces about things past that have ties to the topic. In general, Elminster provides links between Serôs and Faerûn, just as he links our world and his own. As any good encyclopedia does, it also notes other references to look up under other headers within the Encyclopedia.

A

Adoivaealumanth

(ah-doy-VALE-oo-manth) -3,645 DR - 718 DR (as a temple city); 1279 - present (as singular temple)

The Temple City of Adoivaealumanth was built as a labor of love by lesser royals during the latter centuries of Aryselymalyr. While the grandest temples went to Deep Sashelas and Trishina, all the sea gods had temples in this small city in eastern Serôs. No business or politics were ever conducted there, and the Law of Gods kept it safe from destruction during the wars. However, something still unknown triggered a great illness among all who dwelt in Adoivaealumanth and they all died within two tides, their gills raw and blistered from unknown poisons.

Long believed a cursed place due to some unknown forces unleashed during the Tenth Serôs War, Adoivaealumanth stood empty for centuries, and it soon no longer appeared a city at all. Many of the coral buildings, which were left untended, grew into massive reefs of mixed corals and sealed up great treasures within them when the growth closed doors and windows. At least two large shipwrecks fell directly into the midst of the city (heading toward or from the town of Telflamm above), and these skeletons have long since become reefs as well. Only the Great Temple to Deep Sashelas survives, and the elves and other folk who people the temple and try to clear the surrounding city spend equal time tending to the faithful and exploring the reef city for its hidden treasures.

Ahlors Protectorate

(AAH-lorz) ? DR (actual origin); -91 DR (revealed presence) - present

Ahlorsath (the triton name for the collective colonies around Ahlors) immediately appears different from the other protectorates due to its placement. Its central capital rests immediately at the southeastern edge of the Trench of Lopok, rather than having all of its cities and towns surrounding it. While they encircle Ahlors from

the eastern sides as normal, the expected cities and outposts to the west are taken up by the dark waters of the trench. Some speculate that the cities and towns exist on ledges within the Trench, but as expected, none are allowed to enter and discover the truth.

Ahlors, called the Silent City due to its quietude (or just to keep Those Who Sleep Below from awakening), is the Guardian colony with the task of vigilance over the trench. It is apparently the oldest of the triton colonies, and some of its features differ from the norms. Instead of the typical double archways over major crossroads, there are monstrous kraken setting two tentacles down on each corner. There are also five statues of 100' in height about the city—Persana, the oracle Ahlors (after whom the city is named), Copos the Hunter, Aryn the Grand Savant, and Wolyn the Puissant.

Known settlements of Ahlorsath are Ahlors; the trade cities of Otanyn, Wahlos, Turos, Duthyn, and Koryn; and the towns of Andas, Flaryn, Ulgas, Tuiros, Qualas, Cimbryn, and Sosath. Ahlorsath's rulers are the Grand Centurion Zunis (N tm F13) and High Priest Shalryn (LG tf P12 of Persana).

See Also: Protectorates, Pumana Protectorate, Vuuvax Protectorate

Akhanmyr

(ah-kog-ann-MEER) -4306 - 1369 DR

Nestled against the lower western slopes of the Sharkbane Wall, this religious community of sea elves both fortified the garrison atop the Wall and acted as the closest trade city for the garrisons within the Alamber. It was destroyed and buried beneath hundreds of feet of rubble when Iakhovas breached the Sharkbane Wall.

See Also: Pillars of the Trident, Sharkbane Wall

Akhageas Garrison

(ah-KOG-ee-ahs...) c. -9800 - 1369 DR

This former aquatic elf sentry garrison once rested atop the Sharkbane Wall, ever vigilant to protect the bulk of Serôs from the marauding of the sea devils. It was besieged by sahuagin as a distraction while their new leader Iakhovas destroyed the wall beneath the garrison. All troops at the garrison (as well as not a few sahuagin) in the explosion that sundered the Wall, and the garrison only exists as scattered fragments of statuary or wall debris in the waters at the mouths of the Alamber and the Vilhon Reach.

Elminster's Notes: One of the last remnants of the Aryselymalyr Empire now shattered. A shame really, as aside from Evermeet, it was one of the oldest elf-made structures still extant on Toril.

See Also: Sharkbane Wall



Aleaxtis

(al-ee-AKS-tiss) -810 - 1369 DR

This long-standing kingdom of sahuagin existed in the Alamber Sea for two millennia, but its final defeat came suddenly. Due to machinations with the Ship of the Gods volcano, Aleaxtis effectively fell when its king Kromes and more than a third of the ruling elite died in the subsea lava flows and explosions that destroyed the capital at Vahaxtyl. Aleaxtis, as a political kingdom, virtually controlled the entire undersea region of the Alamber with the exceptions of the Pillars of the Trident and some mountainous areas wherein merrow tribes proved too difficult to fully root out. Now, with the new kingdom of Kurrimal venturing in more northerly waters and expanding beyond the far-less-effective Sharksbane Wall, Aleaxtis is now only a swiftly fading memory.

See Also: *Iakhvoas, Kurrimal, Sahuagin, Serôs Wars, Ship of the Gods*

Alsyrrt

(ahl-SEER-t) c -9000 - -180 DR; 1353 DR - present

This is one of numerous Aryselymalyn ruins that have recently been resettled and the sea elves and allies restore them to some semblance of civilization. Lying east of the Wayrock on the sunny shallows about 120 feet beneath the waves, Alsyrrt avoids detection by surface folk by building along a valley in the plateau. Almost like the cliff city of Volothamp in Calimshan, Alsyrrt has five discrete sections staggered across and down a steep valley, but it allows for tall towers in the central and lower sections of the city.

As of the end of the Twelfth Serôs War, settlers had reclaimed the two top levels of Alsyrrt and fortified the coral reef walls around their perimeters. The rest of the city further down the valley holds scraggs or hags or large patches of kelpie.

Aluwand

(ah-LOO-wand) 713 DR - present

The capital of Selu'Maraar was built before the nation formed, though its birth ties directly into the death of Myth Drannor. Elves fleeing Cormanthyr used the *Sashelan Glass* to transform into sea elves just as their predecessors had done during the Crown Wars. Their mere presence shifted political powers and without any malice intended, directly led to the excesses of the Eleventh Serôs War. After that war, the capital of the realm of Selu'Maraar became Aluwand.

Today, Aluwand is a large sea elf city ruled by Semphyr Ildacer, kin to Aolis Ildacer, exiled hero of the Elven Court Wars. The coronal sits uneasily on his

throne due to the many changes wrought by the Twelfth War. He has lost his most powerful agents—the High Mages—whom he now sees as traitors for having abandoned Selu'Maraar and joining the Nantarn Council at Myth Nantar. For now, he holds his tongue and waits, but paranoid thoughts creep into the mood of all Aluwandans, and many prepare for future conflict.

See Also: *Selu'Maraar*

Anaxadren

One of the holy cities of Xedran Reefs, Anaxadren remains unchanged by the Twelfth War aside from the religious ardor gripping all 'chitls in this Time of Tempering. Aside from some minor attacks by sahuagin which were easily repulsed, Anaxadren's remote location away from the war-torn waters kept it strong. The leader of Xyladren is Devitan Ersaqav.

See Also: *Xedran Reefs*

Arcanum of Olleth

See Also: *Olleth*

Architecture, Serôsian

Despite the normal assumptions of surface dwellers (at least from the undersea perspective), not all subsea cities appear alike, though they share many details and patterns to account for the watery medium.

The sea elven architecture is the most prevalent due to the Aryselymalyr Empire's rule of Serôs for more than 10,000 years and a plethora of ruins to either live in or scavenge from. Elves built low and medium-height structures out of coral and stone, often blending with the landscape, though when using magic to build, they also produced buildings that defied description (like those in Myth Drannor).

Ixitxachitl cities often appear to be ruined elven cities, but the true city lies beneath it in a warren of caverns and tunnels. There are never less than seven ways in or out of a 'chitl city, but only two of them are totally without traps. In general, 'chitls live in 40 to 100 caverns of variable size to count as a city.

Locathah are a nomadic race and thus their typical architecture is either natural caverns or hardy tents woven from hydrozoan branches and kelp fronds. These tents are made for individuals and whole families.

Mermen took up the elven style of building but worked less with carved stone and adapted hardier corals to the style of grand temples and buildings. (*"The closest your world gets to merfolk building is the style of building in Greece. Lots of columns and carved work."* –E)

Morkoth settlements are dark, dreary places with a few huge buildings for the mage oligarchs and numerous





hovels and low buildings for all others. Towers have been the standard since the rise of Olleth, and these have high vaulted ceilings and sometimes buttresses carved like great tentacles to support the massive stone buildings. (*"I believe ye would call it Gothic.. "* – E)

Sahuagin of the Inner Sea have an eclectic mix of structures, such that no real standard exists within Kur-rimal or among those of the Scattering to say. The most common settlements are organized cavern systems on the sea floor, but sea devils are known to occupy cities abandoned by their enemies.

Shalarin have the architecture most familiar and most expected by surface-worlders in Serôs—square buildings with “wattle and daub” siding made from hydrozoan wood (the wattle and daub being kelp fronds covered in a pearl-like substance that hardens to a tough material). Roofs are tiled with sea shells of variable size (and the larger the shells, the more opulent the home).

Most subsea cities are clusters of buildings kept close together to conserve warmth and to add further protection from inclement weather or attacks by invaders. However, the layouts of triton cities are far different due to both the depth they live at and what they expect. They build large, strong towers with support buildings clustered around its base, but aside from their central dual-towers in every settlement, they rarely place two large towers within 200 feet of each other for one reason. Their battles with kraken and other giants of the deeps sometimes draw them to a town or city, and spreading buildings out both provides a grand style aped by each settlement and prevents one gargantua from destroying the entire colony. In terms of general look of buildings, tritons plan cities and towns in grid patterns and their buildings use stone, coral, and natural shell; in terms of scale and standard, their buildings are grand and most often compared to the great stone buildings of Mulhorand or Calimshan.

Arina

(AHR-ee-nuh) 1354 DR - present

The fifth child of King Vhaemas, Arina has always been a spitfire of a mermaid, much to the chagrin of her mother, sisters, and tutors. It was only after her heroic charge with a pod of whale companions during the Battle for Voalidru that saved her wounded father's life. While most had paid the brash auburn-haired mermaid no mind before, she had gained their respect then and afterward. Unlike most, the whales recognized her and she sang the mournsongs with them for Naahal's death, and helped hold the alliances together at Myth. Nantar so that had many seeing the young mermaid in a new

light. Her audacity forced the involvement of the whales and the triton forces, without which, much more may have been lost.

Secrets: Currently, Arina secretly helps her brother Mirol behind the scenes at Myth Nantar. With the able advice of the king's shalarin advisor Tu'uaa'col and a few other allies, Arina has privately shown she has the gift for rulership just like her namesake, the Great Queen Arina of the 3rd Praessar of Eadraal. While Mirol wishes he could return to the priesthood he left behind in the war, Arina knows her destiny is on a different path, as her dreams are filled with stars, yet she has never been to the surface of Serôs to see them.

Elminster's Notes: I have it on a good authority that this little girl has a destiny to fulfill that shall show her things no other mermaid has ever witnessed and allow her power never before touched by Eadro's children. I pray she has the sense to use it well... .

See Also: Mirol, Myth Nantar, Naahal, Tu'uaa'col, Vhaemus, Voalidru

ARTIFACTS, Serôsian

Just like Faerûn, the world of Serôs has had its share of good and bad enchanters willing to risk all to place power into great works of craft and Art. To define or even list them all would be prohibitive (as it would be in the normal Realms), but here are some of the more legendary items and hints of their power (so they may be developed by DMs for Serôsian or Faerûnian campaigns).

- The *Grandmaster's Tapal*, which provided Dukar with powers from each of the orders and only the worthy could even touch it without being transformed into air bubbles;
- The *Honor Tridents of the Twelve Clans* are a dozen great artifacts allegedly crafted by Eadro himself for the merfolk, and each has its own great powers (though only the Royal Trident of Clan Homurr is the original Honor Trident, all others having been lost and the subjects of many quests);
- *Jhiarl, the Emerald Tapal*, was also known as Elfkilker during the fall of Aryselmalyr, and it allegedly chooses its wielder at times of great need, a rogue current coiling up along the wielder's empty arm and solidifies into Jhiarl (but often possesses its wielder with an evil intelligence);
- *Luuvamtar "the Kraken's Bane"*, a starmetal tapal wielded by the military leader of Vuuvax, which provides speed and might to its wielder;
- *The Sashelan Glass* is the Eielluran artifact that allows any elf that touches it (and thus passes through it) to transform into an aquatic elf (allowing many tel'quesir to escape the harsh life of the surface); and



- The Vestments of Ehjax are numerous ixitxachitl holy relics either created by or for the First Prophet of Ilxendren and the First Vitanar of the Xedran Reefs, such as the *Miter of Ilxendren's Blessing* and the *Cope of Darkness*, all usable only by the vitanar itself.

See Also, *Kyron, Emerald Eye, Vynagyrr*

Aryselmalyr

(ahr-riss-SELL-mul-leer) -17,390 - -255 DR

Aryselmalyr was the great subsea empire of the elves, and it accomplished what was only dreamt of on land. For nearly 18,000 years, aquatic elves ruled over much (if not all) of Serôs from the Coral Capital at Coryselmal. Aryselmalyr's noble houses and true rule took 6,000 years to establish, but once established, the elves held onto the power with an iron grip. They taught numerous races magic and the domestication of kelp, coral, and pearls, skills that still help farming and trade yet today. While most races today have cordial or polite dealings with elves (similar to their dealings with humans in Faerûn), some still believe the elves will try to dominate everything again and work against any wishes of sea elves.

See Also: *Coryselmul*

Armor, pearl

The shalarin weave sheeps' coral into loose tabards, kilts, and similar clothes and then carefully insert them into the maws of giant clams. They do all this for the singular purpose of turning said clothes into pearl armor. After two months within the maw of a giant clam, the cloth is coated with a mucous that the shalarin temper with special spells to finish the job quickly.

Once complete, the pearl armor either protects the full torso (tabard), one arm and the upper torso (shirt), the loins and upper legs (kilt), or full legs or tail (pants or wrap). It provides AC +4 protection, though the drag of the armor slows movement by 3 (and wearing a tabard and pants would slow MV by another 3 while only providing a total of AC +5).

Armor, Silverweave

Silverweave armor is carefully crafted by skilled artisans to provide the common armor used by warriors of Serôs, no matter what their race. While the silver coral is still alive, they are partially woven together so the fronds grow together like a net and actually fuse the fronds as they grow. To do this, patches of silver coral are cultivated within areas where the currents can be minimized to allow the silver fronds to stay in place. Once a patch is of sufficient size, it is cut loose from its reef and the armorer swiftly laces other silver coral fronds among the gaps in the weave. If done swiftly and cleanly enough, the cut sil-

ver coral fronds and weave will fuse together over the course of twelve days before all life leaves the coral.

At that time, the silverweave is either custom cut to fit one person or generically crafted into pieces (common pieces protect the legs, tail, or left arm and chest to protect the heart). Once cut and shaped as needed, the material is heated and cooled repeatedly until it becomes as tough as surface-world chain mail. It retains its flexibility though toughened, so it fits snugly like skin-tight metal.

Silverweave armor, due to the limited size of it, barely slows down its wearer underwater, and its snug fit cuts down on water resistance normal clothing incurs. Silverweave armor, rather than having a separate armor class rating, adds +3 to the wearer's normal AC. Adding additional pieces of armor only adds a +5 AC rating overall, though more than one medium-sized piece of armor reduces MV ratings by one and speed by 4.

Elminster's Notes: Tried on a silverweave heartsleeve once during my travels there, and I daresay I cut a dashing gladiatorial figure. I marveled at the fact that a shark tried to bite my arm and I felt only the pressure of its jaws (and none of its teeth) on my protected arm. Fascinating material—too bad it dries out decidedly fast and becomes very brittle out here in the air.

As'arem

(OSS-arr-um) -51 DR - present

Literally translating into "Empire of Arem," As'arem is the name of the collective four kingdoms of the shalarin. As'arem spans from the lower abyssal plains of central Serôs and dominates the eastern sea up to the Caverns of Khinas (in the Easting Reach). It is ruled by the Eadar Ri'ola'con, an elderly shalarin heavily sheltered from his people. There is much recent tumult among the finars (kings) of the Four Kingdoms over the fact that the eadar chose to establish a palace away from all the kingdoms in Myth Nantar, and some look to either breaking away from the empire to avoid joining the Nantarn Alliance or removing the aging ruler who steadfastly wishes to put the shalarin in among the other races despite the history of domination and abuse upon them.

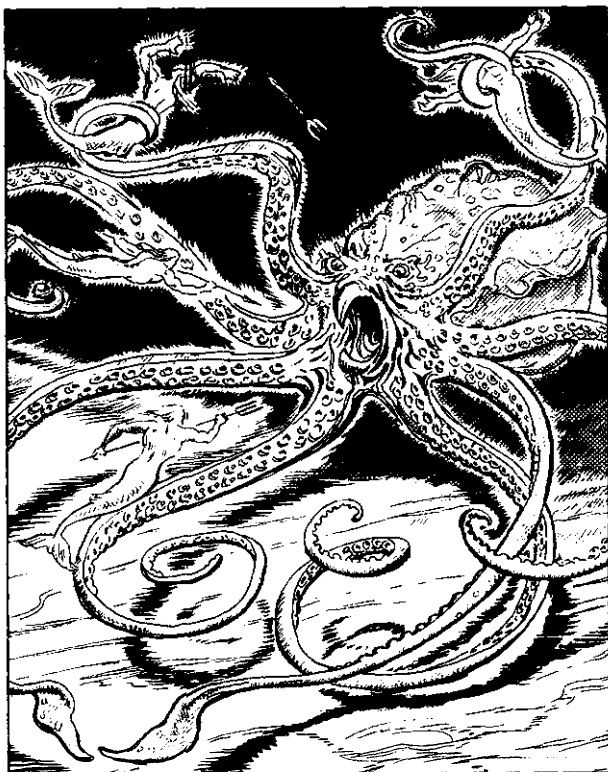
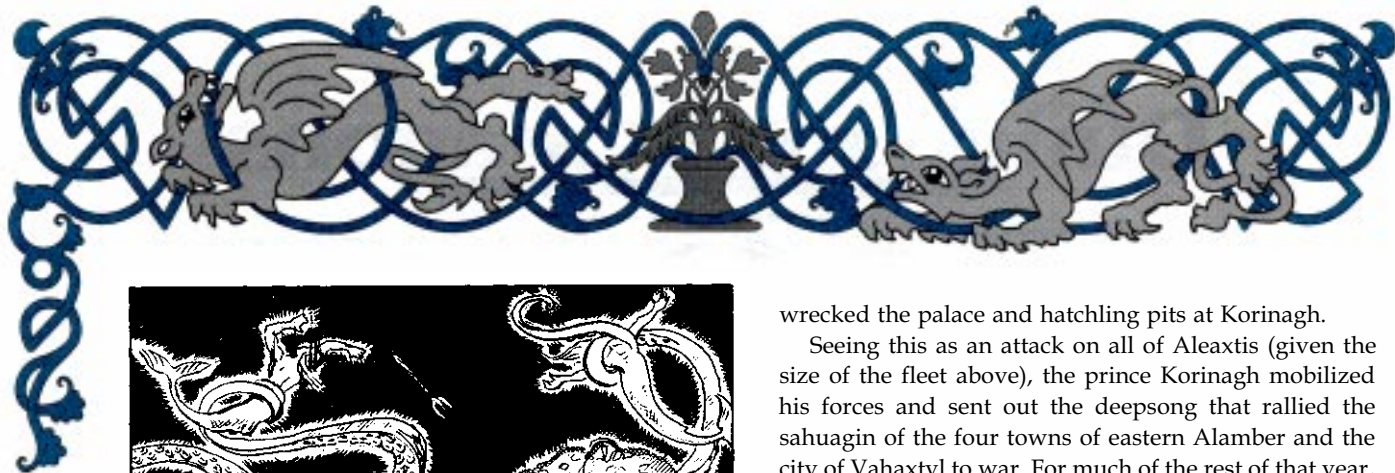
See Also: *Es'daan, Es'purr, Es'rath, Es'roch, Shalarin*

B

BaLaTh

This is a minor settlement of sahuagin among the Mountains of Volar. Within the remnants of a sea elf guard tower, there are 35 males, 18 females (of whom 3 are priestesses), and all are battling for dominance to see who shall be the baron and high priestess among them.





While still technically owing fealty to Black Claws at Kurrimal, the sahuagin of Balath are on the opposite side of the Sharksbane Wall and rarely return to the Alamber. The small encampment falls under attack by local koalinth and merrow tribes, but they have managed to eke out an existence here for the past year and their first clutch of young is due by year's end.

See Also: Kurrimal, Mountains of Volar, Scattering, T'Kalah

Baomal

This was a former city of the merfolk during the Second Kingdom of Hmurrath. Very little of the old city can be found here, as scavengers and builders in nearby villages and farms contributed to its barren appearance by carting stone and coral to their own settlements.

See Also: Hmurrath, Merfolk, Voalidru

Battle of Summer Storms

Ches to Eleint, Year of Shadows (1358 DR)

A massive fleet of ships constructed in the Mulhorandi port of Sultim plied its way across the Alamber en route to a secret attack on the Thayan shipyards and holds on the Alaor. Caught up in massive sea storms, the fleet lost many ships, which sank into sahuagin territory and five near-simultaneous sinking ships actually

wrecked the palace and hatchling pits at Korinagh.

Seeing this as an attack on all of Aleaxtis (given the size of the fleet above), the prince Korinagh mobilized his forces and sent out the deepsong that rallied the sahuagin of the four towns of eastern Alamber and the city of Vahaxtyl to war. For much of the rest of that year, all of Mulhorand's coasts came under attack by sahuagin, and they destroyed many ships and dock areas of ports. However, the turning point of the war came during the Time of Troubles, as the exiled gods Sekolah and Anhur met in the sea just northwest of the Alaor. Despite being in the Great Devourer's element, Anhur defeated Sekolah, and this defeat demoralized the sahuagin, allowing the war to end in defeat despite not taking major losses and causing much havoc upon their enemies.

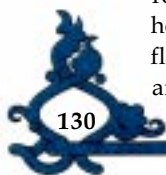
Elminster's Notes: Aye, let this be a lesson to ye all – folk think the sea devils attack without provocation and reason, but if someone dropped a 70-foot-brick on your house, ye'd feel provoked! It merely needs be said that all creatures, even Sekolah's oh-so-touchy children, do not act without cause, though they as so many in Faerûn act in rash temper rather than in sense.

See Also: Korinagh

Beacon of Light

This holy relic of the god-king Anhur of the Mulhorandi pantheon once lay off the shores of Sarr among the Pirate Isles. It was recovered by priests of Anhur in late summer of the Year of the Banner (1368 DR), despite some harassment by pirates. Upon sailing back to the Alamber with their prize, the priests and their ship, Golden Osprey fell prey to foul weather, which wrecked the Osprey on the rocky shoals along the coast near Mount Thulbane where they were chased by the Wraith of the Inner Sea (privateers formerly of Chessenta now hoping to profit from the power vacuum among the corsairs of the Pirate Isles). Several members of the *Osprey's* crew survived the hull-shattering wreck and made their way to Mourktar, where they reported much sahuagin activity in the waters around the wreck.

The Beacon of Light swiftly came into the possession of the sahuagin king Kromes of Aleaxtis. Taken to his capital at Vahaxtyl, the Beacon was kept in the sealed chest it was carried in to keep its light from harming the sahuagin. He realized the priests of the surface-world would come to him to reclaim this item, and he wanted that chance to gain revenge for his people's defeat during the Battle of Summer Storms and Anhur's humiliation of Sekolah itself. While a few attempts were made to regain the Beacon, they failed, and most assume that the relic remained in Vahaxtyl's treasure vaults at the time of the city's destruction.





Elminster's Notes: I have serious doubts that the Beacon was harmed in any way by the lava flow that engulfed it and the city that held it. While it may seem an impasse and defeat by those of Anhur's Way today, this relic shall add its light to Faerûn some day again. It and other relics like it have returned from similar "dooms" before and will again, mind ye.

See Also: Battle of Summer Storms, Vahaxtyl

Berydren

Berydren is one of the holy cities of Xedran Reefs, and as the last city and supporting temples between Xedras and Thuridru, it has become a military stronghold far more than any other holy city. The leader of Xyladren is Devitan Reakdar, though the vampiric 'chitl military leader (made by the devitan) Baalex has been building more influence among his troops (to boost his chances of becoming a vitanar guard or devitan itself).

See Also: Xedran Reefs

Black Claws

This is the honorific and title by which most nonsahua-gin know the king T'Kalah. This name comes from his near-black scales and deep emerald green underbelly and fins.

See Also: T'Kalah

Bloodline of Selana

While very rare, some Serôsians have innate magical abilities beyond the normal capabilities of their racial standards; whether this is due to magical tampering by the elves or other races long ago, the agendas are long lost and the powers still remain. Among the Clan Homurr of the merfolk, the descendants of Selana the merman prophet have become the new royal line of Eadraal. Her legacy to them entails numerous innate abilities which all of her blood share but only the fully invested monarch gains to their fullest potential. Among the possible abilities seen among the descendants of Selana are (with the maximized abilities for kings and queens noted in parentheses):

- Communication with fish: The person can hear and speak with any fish within communication range. Some wielders of this power could also control (as if by *charm animal*) their level or hit dice worth of one type of fish rather than speak with all. (Monarchs can speak to and control up to 40 HD worth of fish for an hour a day.)
- Communication with mammals: The person can hear and speak with any aquatic mammal within communication range; these include all sentients with different race languages or species like dolphin whose language is usually difficult to emulate without

shapechanging into one. Some wielders of this power could and control (as if by *charm mammal*) their level or hit dice worth of one type of mammal rather than speak with all. (Monarchs can speak to and control up to 40 HD worth of fish for an hour a day.)

- Currentsight: A unique version of undersea infravision, this allows the bearer to distinguish currents and water flow and temperature merely by sight. This works out to 60 yards in clear water. (Monarchs can flawlessly track creatures' movements simply by looking at the currents.)
- Free action: The person swims faster through water. MV +3 (MV +6).
- Natural camouflage: The person can alter the pigmentation and coloration of skin and scales to become harder to see. Hide in Shadows 65%. (This ability acts like a robe of blending.)
- Electric eel charge: The person stores up bioelectricity, like an electric eel, and can release it by touch once a day for 1d4 points of damage. (Same ability at will.)

Keep in mind that there can be other powers involved in the bloodline abilities of the Homurr, as none have exhibited Selana's abilities for scrying or visions since the Queen Elena more than 500 years ago. The ones noted above are simply the most common, and they are the core powers given to all monarchs upon their assumption of power. The three-day-ceremonies to prepare and invest a new monarch have numerous religious and magical rites that enhance the abilities inherent in their blood. Thus, every monarch of Eadraal has at least the first four powers maximized as noted above plus any one other sea-based ability the DM chooses.

See Also: Arina, Mirol, Merfolk, Vhaemas

Blue Kraken

This is the colloquial name by which many children of Serôs hear horror stories about the great monstrous kraken of the depths, Xisar the Destroyer. There are no other villains of the Inner Sea more feared by all races than this myth.

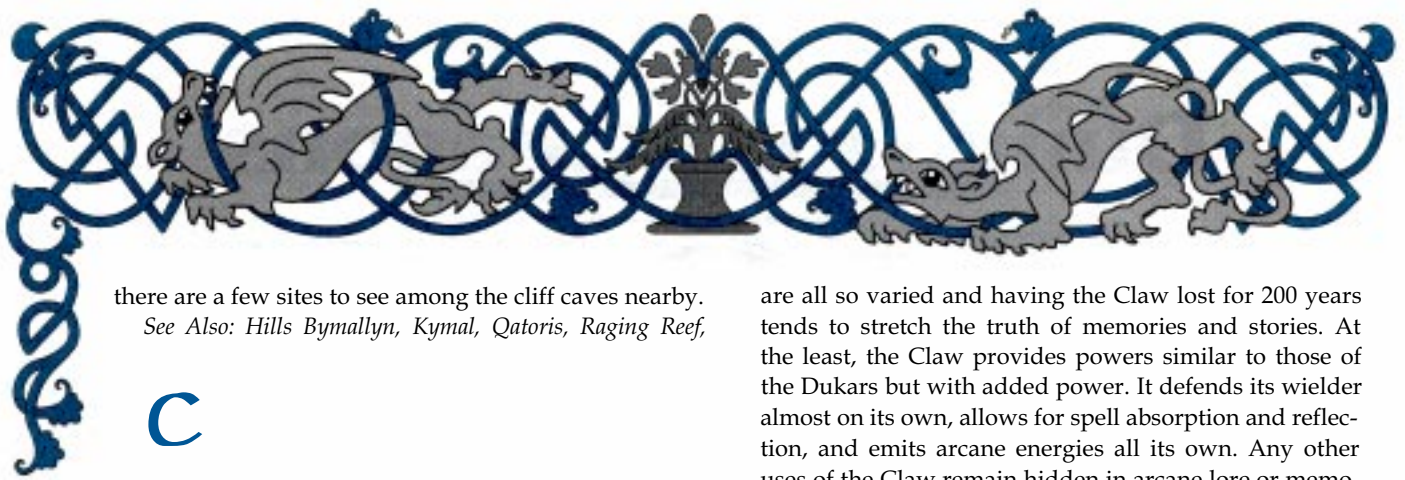
See Also: Bymmal Trench, Volar, Xisar

Bymmal Trench

(BIM-mol)

This jagged, rock-strewn scar across the sea floor drops away from the hills and slopes north of Aglarond, and it is the steepest of the trenches, dropping near vertically in places. At its western end and center, the shalarin measure the black water's depth to be more than 4,000 feet below sea level! There are no apparent shelves within the trench upon which to settle, though





there are a few sites to see among the cliff caves nearby.
See Also: Hills Bymallyn, Kymal, Qatoris, Raging Reef,

C

Canyon of Lost Ships

Amid the settlements of Naramyr at the center of Dragomere is the 200 foot deep Canyon of Lost Ships, into the eastern end of which the sea elves tend to push looted shipwrecks that fall near or onto their settled lands. On the western slopes, the elves have begun to build a magnificent spired city partially within the canyon to allow for magnificent coral spires. They seek to build a settlement like those of the Seventh Rysar of Aryselmalyr. While only one cathedral to Deep Sashelas is built, its towers rise to within 150 feet of the water's surface, but its grandeur matches that of Waterdeep's Spires of the Morning.

See also: Aryselmalyr, Naramyr, Telvanlu

Caves of Memory

Elminster's Notes: On a long ago trip through the Underdark, I chanced upon the Caves of Memory, which quite surprised me. A huge warren of caves, they echoed with the resonating songs of whales and the light tap-tap-tapping of magical chisels that carved the songs into the rough rock walls. Had I been able to spend a century there, I'd not have had a chance to read more than one song as it was carved in Espruar across more than a mile of cavern ceiling and around fifteen stalactites. From Serôs, the Caves of Memory (or at least the pools that form the floor of the cave in the Underdark) should be accessible through caves in any of the trenches, as my calculations showed it to be directly underneath Aglarond by more than a mile. After all, there had to be some way for the whales to get here to breathe.

Claw of Xynakt

(KLaw uv ZIN-act) Before 400 DR (origin/creation); 979 DR (received present name) - present

The *Claw of Xynakt* has been one of the banes of many lives in Serôs for centuries, and while many know of it, none know its true origins. Many believe it fell to Serôs from the surface-world "in a ship made of glass," while others suggest it was created from the bones of Dukars slain by morkoth (as the origin proffered by Xynakt himself). More than 900 years old, it has borne its current name for nearly four centuries.

The *Claw* provides a variety of powers, but the tales

are all so varied and having the *Claw* lost for 200 years tends to stretch the truth of memories and stories. At the least, the *Claw* provides powers similar to those of the Dukars but with added power. It defends its wielder almost on its own, allows for spell absorption and reflection, and emits arcane energies all its own. Any other uses of the *Claw* remain hidden in arcane lore or memories undisturbed in this century.

Secret: The *Claw of Xynakt* is far older than any morkoth is willing to admit, for to do so is to diminish its importance within the legends of Xynakt the First Arcane. Its origins are lost to the currents, though the tritons at the Tower of Volar in Abydos recognize it as something older than any civilization currently extant in Serôs today. Previous wielders (which the morkoth do not acknowledge) include an ancient koalinth shaman, a drow matron who long ago brought her people into Serôs, and a power-mad duke of Aryselmalyr, though its most famous wielder was the First Arcane.

Elminster's Notes: Ye must bear careful witness of the Claw and its current bearer, for while he does not wield its power to its greatest advantage (or corruption), its three previous bearers found more than enough mischief to wreak with it. Regardless of his attached name, Xynakt was not the first to wield the Claw, only its most adept and most infamous. If ye would know more of the Claw and its potentials, seek out Qos of Myth Nantar for his wisdom, though ye shall need patience to gain answers from that one.

See Also: Dukur Orders, Keros the Wanderer, Persana's Blade, Qatoris, Claw of Xynakt

Coral

There are more than 500 types of coral indigenous to the waters of Serôs, though more than half of them are found no farther north than the southern slopes of Teakal Mountain. Unlike some worlds where coral only exists in a fragile ecosystem of sunlit warm waters, the coral of the Inner Sea is hardy and robust in a number of locations far beyond such limits. While all the corals noted in *Volo's Guide to All Things Magical* (#09535) exist in Serôs, they are not as common as these:

- **Blaze coral:** This bright red coral grows in rounded clumps similar to oval disks and it has some innate incandescence while alive which mutes slightly when separated from the reef to bold reds and vibrant pinks. It is a shallow water coral located only in the Vilhon Reach and within the Alamber Sea; all attempts to cultivate it on the Hmur plateau have failed.
- **Claw coral:** Also know as hydra's stone by surface-worlders after its seven collective offshoots, this greenish-gray coral grows in long fingers from a



central anchor point, and all of its extremities have sharply edged facets. Unlike other corals, claw coral is a strong, dense material and stands up to much punishment. Even brushing against claw coral has a chance of drawing blood from all but the most heavily scaled sea creatures. Many races carve weapons from claw coral, which grows 50 to 300 feet down; it is as durable as bronze (in terms of relative wear and tear and durability as a weapon), but cracks and shatters rather than pitting.

- **Cryscoral:** This aqua-colored coral grows immensely fast in crystalline plates, spreading out wide beneath and around each other almost like stacked plates. While alive, it has a faint blue tinge to it, but this fades upon death, and large reefs of clear crystal spindles provide a solid stone-like substance from which locathah and other races form weapons (like spear heads or daggers) or other items (like the carved spindles that record some of Aryselymalyr's history). While strong initially, cryscoral weakens over time, becoming brittle and shattering easily after three to five years. Reefs built by cryscoral constantly pack down around shattering remnants, using them as a new base to continue to add onto the reef, causing it to spread easily through the twilight and shallow waters.
- **Fronnd coral:** This delicate shallow water coral grows into great flowing fans of yellow and orange lace up to 4 feet in length. While it appears very fragile, frond coral can (like hemp or silk in Faerûn Above) be twisted and woven together with other strands to form strong ropes, nets, and baskets.
- **Hissing coral (or bubble coral or "Overworlder's Savior")** is a unique purple coral, as it produces air when in sunlight, emitting steady streams of miniscule bubbles that rise to the surface. A favored game among merchildren is to hold large leaves of blue kelp over bubble coral and let the air bubbles speed you to the surface. However, if bubble coral comes closer than 50 feet from the surface under a strong light source (like sunlight or spells), it shatters with a great burst of air (1d6 points of damage per fist sized chunk of hissing coral. Many of the more benevolent races carry small pieces in pouches to provide air for air-breathers they rescue in the seas.
- **Ice coral:** This ice-blue coral grows in clusters of knobby branches, but it is strong enough to build up plateaus and massive reefs. This is one of a few cold water corals, but it glows if in extremely cold water, thus making it useful for lighting during deep dives and triton patrols. It differs from lucent coral by color and location, as ice coral is indigenous only to the waters of the seas west of the Hmur Plateau.
- **Lucent coral:** Also known as glowcoral, this is found deep within the cold waters of the depths. When brought to the surface, lucent coral appears a translucent yellow but as one descends into the dark, cold water, it glows steadily and brightens the colder the water becomes. This natural light property of the coral remains even after it is separated from a reef (though pieces smaller than the size of a fist lose their luminescence within a tenday), and that will continue to glow when cold for up to three months.
- **Rusar's Coral:** This deepwater coral grows in the Twilight waters or deeper, and it grows in small clumps that are rarely larger than a standard shield. This aquamarine-colored coral, when exposed to extreme heat such as volcanic vents or prolonged fire (if it were brought to Myth Nantar or the surface), condenses into a steel-hard emerald-green crystal; it shrinks by about 20% in the conversion, but all details remain, so a weapon with a honed edge is now a steel-hard weapon with a slightly keener edge, and statues retain their beauty forever. Tritons named this material Rusar's Coral after the first triton who learned to forge weapons from this coral.
- **Silver coral:** This is an uncommon coral and an incredible commodity within Serôs, for it is one of the primary substances from which to make armor! While it grows in deeper waters and has the color and sheen of its namesake metal, silver coral is akin to frond coral and can be woven into ropes, nets, and (if one is skilled enough) armor (see *Armor, Silver-weave*).
- **Star coral:** This common coral is indigenous to the eastern waters of Serôs off of Thesk, and its massive reefs form help build and maintain much of that area of continental shelf. Starcoral, or white coral, grows more like a starfish spreading wide and gripping whatever surface it contacts. It also grows and collects swiftly, forming small reefs in a tenth of the normal time. It is a relatively strong coral and is carved into many knives and daggers, though any larger weapons (including axe heads) tend to shatter too easily to be functional weapons.
- **Tiger coral:** The striped gold-and-brown coral grows in similar speed to star coral and is a hardy breed found nearly everywhere across the shallows of Serôs. A hardy and quite common material, many Serôsians (especially merfolk and locathah) use dead tiger coral as a building material.

Elminster's Notes: One of the most beautiful things I own is a blaze coral statuette of a shalarin maiden I once met in a brief excursion to her world. The deep reds and muted pinks



of the coral almost make her appear to blush as if in life, rather than being o'er twenty decades gone...

See Also: *Armor, Silverweave*

Coryselmal

(kor-ISS-sel-maul) -11,743 DR - -255 DR

The greatest city of Aryselmalyr, Coryselmal was the Coral Capital that rested just beyond the mouth of what is now considered the Vilhon Reach and the Straits of Alaghôn. As the center of the Aryselmalyr Empire, the city fell in -255 DR when an undersea plateau suddenly and violently shoved its way up from the deeper sea floor, shattering the eastern half of the city and burying the rest in rubble and mud. As there were no preceding quakes to warn the inhabitants, more than 75,000 people died in the ensuing disaster. There are still ruins beneath the waves at the mouth of the Vilhon Reach to mark Coryselmal's location, but they all lie in the shadow of the Esahlbane Monolith.

Coryselmal played a part in the recent Serôs War against Iakhovas the Ravager. Blasting through dozens of feet of silt and crushed coral structures, the Great Enemy uncovered one of its long lost relics of power and used that relic's power to breach the Sharksbane Wall. The relic, of which no descriptions survive, generated an energy that seeped into the coral and stone wall and destroyed it, leaving nearly two miles of open water where the Akhageas Garrison and numerous outposts once stood.

Secret: The sudden eruption of the undersea plateau that destroyed the city was caused by four elven High Mages of Nikerymath (the Chondalwood). They summoned a tidal wave to scour out the Twelve Cities of Swords known collectively as Jhaamdath, and unthinkingly destroyed their aquatic brethren's empire. The wave threw much debris up into the mountains and plains along its path, though much remains on the sea bottom of what is now called the Vilhon Reach. For more on Jhaamdath, see *Empires of the Shining Sea*.

See Also: *Aryselmalyr, Esahlbane Monolith*

C'Saxah

(KISS-ax-uh) 319 DR - present

This is a sahuagin town within the Pythan Trench ruled by Prince C'Saxah, and it is part of the new sahuagin kingdom of Kurrimal. Prince C'Saxah is actually one of the many sons of the previous King Kromes, since he shares his distinctive markings of a black stripe of scales along the base of the dorsal fin. He believes he is destined to be the true king of Kurrimal but bides his time and waits for a moment of weakness on T'Kalah's part.

See Also: *Kurrimal, T'Kalah*

D

Demonreef

c. -8000 DR - present

This conglomerate of blaze and unique black coral does not grow normally, as it extends limbs out which grow heavy, break off and fuse with the coral at the bottom of the reef. At times, the reef appears to more imaginative to actually live up to its name, as tails or clawed arms or scalloped wings seem to be jutting out of the reef as it grows. The coral also grows much more slowly than others around it, and any who come into contact with it find its corals mildly poisonous (-1 to saving throw, save or -1d3 Strength for a day).

Elminster's Notes: While I had little traffic with Serôs during my lifetime, I have heard songs at Myth Drannor that told of this particular reef. Long ago during the golden days of Aryselmalyr, a greedy sea elf wizard opened a gate to the Outer Planes and unleashed a horde of tanar'ri onto the Hmur Plateau. Eventually, the tanar'ri were all forced together by the allied forces of mermen and elves and High Magic bound them into what is now called the Demonreef. Thus, what folk joke of is as true as my beard—there be demons in the reef, though I doubt they've any more chance of escape than ye have of casting fireball with your nose....

Dukar Orders, The

c. -9000 - 717 DR (acknowledged history); 717 DR - present (continued in secret)

The four Dukar orders are the Order of Jhimar (the Jhimari, or Red Dukars), Order of Kupav (the Kupavi, or Blue Dukars), the Order of Maalirn (the Maalirni or Green Dukars), and the Order of Numos (the Numosi or White Dukars).

For more information, see Chapter 7: Magic of Serôs.

Dulfan

(DULL-fan) 1329 - present (seawolf 1348 DR+)

Dulfan was once a simple fisherman from Uthmerg on the eastern shores of the Easting Reach. A greedy man, he fell victim to a seawolf one night while he was slashing the nets of some rival fishermen. While he managed to slay his attacker, Dulfan fell under the curse of the seawolf. Since that time, Dulfan spends little time on land and has collected quite the pack of blackguards willing to follow any plan he comes up with.

Elminster's Notes: It amazes me not how Dulfan gathers such about him but how he actually has found ways to use what little brains the gods gave him effectively as a pest and criminal.



Dulfan's Cave

1362 DR - present

This cave rests on the submerged slopes just north of the town of Nyth on the Easting Reach. Only 100 feet from the surface, this air-filled cave is the lair of Dulfan's Pack. Rumors talk of it being filled with loot from their many attacks on ships and boats, though none have entered the cave to find out. At the center of the oval cave is a recessed tidal pool that has hissing coral within it; Dulfan is careful to always leave a lantern burning over the pool to provide light, and thus keep the coral generating the air in the cave. This lair is in constant use during the winter, as it is safer for the pack to live here and attack the Easting Reach in summer. This cave also has hidden Dulfan and the seawolves from many pursuers who could not reach the cave.

See Also: Dulfan

Dulfan's Pack

1357 DR - present

Led by the crafty lycanthrope Dulfan, this pack of sixteen seawolves constantly harasses the locathah in the Caverns of Khinas, but they spend much of their ire on the surface-world fishermen along the Easting Reach. They are the bane of any fishing boats during the summer, and while great efforts are made to destroy them, they seem to steal away and disappear for days (and whole winters!) at a time, confounding all of their hunters.

See Also: Dulfan, Dulfan's Cave, Seawolves

Duna

(DOO-nuh)

Duna is the mythological first mermaid and mate of Hmur, the first merman. According to the merfolk of Serôs, they engendered their race long ago before even dragons ruled the surface-world. In millennia past (especially during the Third Epoch), the plains west of the Hmur Plateau were known as the Plains of Duna. Their more common name now of the Haunted Plains has nearly eradicated all memory of this former name except in the clergy of Oghma and Eadro's mer-clergy.

Elminster's Notes: It would appear to some eyes that Duna had the same problems with Hmur (in their stories) as Trishina does today with Deep Sashelas. While I am hardly the best person to speculate, I might suggest ye examine the legends and songs of Hmur and Duna, if ye have an interest in finding links between the locathah and the merfolk.

See Also: Haunted Plains, Hmur

E

Eadaran Palaces, The

(ay-AD-ar-ann PAL-uss-es)

There are four palaces, one each among the four great cities of the shalarin, where the Eadar (emperor) lives when he is in any of these cities. All are adjuncts of the royal palaces in each city, for their protection when the eadar is not present. The only major distinction between these palaces and the palatial homes of the finars (kings) is their building material: The Eadaran palaces are always totally constructed of starcoral, and their glistening-white walls stand out against the other coral and stone buildings. The four palaces are (in order of construction) Ri'ta'panal, Ri'ta'tresk, Ri'ta'vus, and Ri'ta'quap.

The greatest of the Eadaran palaces is Ri'ta'panal, the Great Palace that is the emperor's most common place of residence. Placed within the deep city of Us'rath, Ri'ta'panal gleams brightly as its white walls are decorated by lucent coral, making the many guards on the walls easily spotted. Its impressive five towers rise four levels above the three domed buildings that comprise the palace, making it one of the larger buildings in all of As'arem. Ri'ta'tresk is within the royal ward of Us'purr, Ri'ta'vus rises above all other buildings within Us'daan, and Ri'ta'quap is home to the emperor when visiting the remote city of Us'roch.

See Also: Us'daan, Us'purr, Us'rath, Us'roch

Eadraal

(Ay-uh-drahl) 735 DR - present

Eadraal is the merfolk kingdom that dominates the Hmur Plateau. It is the third major merfolk civilization in recorded history, though it rules over far less territory than its predecessors. Eadraal, unlike the others, has spent more of its years at peace than any other merfolk civilization. Of the seven cities of Eadraal, each is ruled by a duke (including Voalidru, as the king rules all of Eadraal and it needs an immediate hand).

Eadraal divides up into four duchies and the Voalidru Protectorate around the capital (and encompassing the Lower Hmur Plateau and southern Eadraal). The duchies are Jhalaed (western Eadraal), Wholead (central Eadraal), Mhiraed (eastern Eadraal), and Calnead (three city-states in northwestern Eadraal).

While there have been a few others in the past and some of the present clans went by different names, only two clans have fully fallen into extinction. Currently, twelve clans exist within the power structures of Eadraal, and each clan has at least a baron ruling



- Ambaal (includes Clan Drawal), seated at Dalinidru as one of the three dukes of Calnead;
- Arynnh, the duke's clan of Tenamidru;
- Eroch, one of the oldest clans from Old Hmurrath ruling the duchy of Jhalaed from Oemnh;
- Homurr, the current ruling clan of Eadraal, with their clan seat at Voalidru (Myth Nantar in exile);
- Kaamar (outcast clan) in Thuridru;
- Mhaeris (with its subordinate clan Elrun) rules from the clan seat at Arinaelh and holds the ducal title over Vholead;
- Nalaez, lesser clan ruling from Avina with a baron's seat in the Voalidru Protectorate;
- Ounyyr Seear, cousin clan of Holar with the clan seat at Naulys and the duke's rule of Voalidru;
- Yalaar, lesser brother clan of Holar with Lacuan as the clan seat and the duke's rule of the Voalidru territories; and
- Xymmur (with its subordinate clan Paryl) holds Mhiraed's ducal title and the clan seat of Minolh.

See Also: Myth Nantar, Mirol, Vhaemas, Voalidru

Ehjax

(AY-jaks) 885 DR to present

Ehjax was the First Prophet of Ilxendren and the First Vitanar of the Xedran Reefs. He started the rule and strictures that the 'chitl society still follows today, with rule belonging only to the undead vampires of their species. Ehjax also started a tradition for the vitanar leaders: each successor to the title is bit by the predecessor upon abdication each century. This ceremony is built on one tenet—if the holy ones of Xedran Reefs have not slain all their enemies by the end of a century under one vitanar, that ruler is unfit in the eyes of Ilxendren and must place his power in another. Ehjax brought this dogma with it from the Underdark and created the theocratic chitls as they are now.

See Also: Ilxendren, Xedran Reefs

Elf, Aquatic

More than 80% of the elves living in Serôs today came from surface elf stock that entered these waters during the Crown Wars or the more recent Fall of Myth Drannor. Many used High Magic—the ritual of *Akh`Faen`Tel`Quess* allowed them to become true sea elves without the loss of their magic. It was the ability to cast wizards' magic that allowed the elves to so swiftly dominate Serôs and hold it for so long.

See Also: Akanmyr, Akhageas Garrison, Arysebmalyr, Coryselmal, Esahlbane Monolith, Hunter's Ridge, Sharksbane Wall

Emerald Eye, The

See Also: Kyron

Esahlbane Monolith

(ESS-ol-bayn MON-o-lith) -255 DR to present

Named after the last Coronal of Aryselmalyr, the Esahlbane Monolith looms 40 feet high at an extreme angle over the ruins of Coryselmal beneath the waters at the mouth of the Vilhon Reach. It is part of a ridge shoved up from the seabed that is more than 10 miles long and 200 to 500 feet thick in places. The monolith is merely the most prominent part of the ridge due to its placement atop the ruins and its eastern face. On the opposite side of the monolith and ridge (where the continental shelf drops away for hundreds of feet), there is a massive depression of a long-fingered hand more than 60 feet long!

Many theories surround the Esahlbane Monolith as do many prophecies and portents. The most prominent hint that the sea elves who came from the surface-world did not belong in Serôs; it was this idea that stirred up the latter half of the Seventh Serôs War, when refugees from Myth Drannor dove into the sea for safety. Now, after centuries of its forbidding presence, many of the races simply believe it means no civilized races should settle the Selmal Basin (the Vilhon Reach); thus, the basin is now the lair and breeding grounds for merrow, koalinh, scrag, and sea hags.

Secret: This monolith (and the rest of its ridge) was pulled up from the sea cliffs along the continental slope to generate the Killing Wave that destroyed the surface cities of Jhaamdath.

See Also: Coryselmal, Selmal Basin

Es'daan

(ess-DON) -60 DR - present

Finar Ri'ioa'culn II is the 36th ruler of Es'daan, the agricultural kingdom on the Po'ioa Plateau. While others manipulate political or military power, Es'daan focuses on the stuff of life and allows the politics to flow past like idle currents. Es'daan has very good relations with all nations of Serôs due to their abundant kelp crops that help feed all those across Eadraal and Es'rath. Solid alliances with Es'purr grant them the Protector Caste warriors needed to defend their crops and kingdom from the scrag that live on the slopes above them (since all the clans of Es'daan strangely do not produce more than half the usual Protectors but more Seekers make up the difference).

The ruling city of Es'daan is Us'daan within the Is'clarn duchy (all the territory east of Wayrock). The other duchy is Is'turt to the west.

See Also: As'arem





Es'purr

(ess-PUR) -42 DR - present

Finar Ri'ala'tad is the current and 65th ruler of Es'purr, whose youth has not kept this kingdom from being the military powerhouse among the Four Kingdoms. Claiming the territory between the Paolin Reef (stretching from the Wayrock to the Dragonfang) and the Bymmal Trench, Es'purr has a huge amount both of farmland to protect and wilderness to patrol. Blessed with a higher birth rate than the other kingdoms, Es'purr provides protection for its two adjoining kingdoms of Es'daan and Es'roch, and it is always answering a call to arms from the eadar somewhere across As'arem,

The Knights of Es'purr are the standing army of warriors with a small contingent of ranger scouts and wizards among them. During the heyday of the Dukar orders, most of the shalarin Dukars came from Es'purr, and that is still true of those trained secretly at Qatoris. The spiritual center of Es'purr is the Military Academy at Us'curn within the western duchy of Is'dugh, even though the capital is within the same duchy at Us'purr; the greatest hero of Es'purr—Po'ara'toral the Hunter—was hatched there and he was the greatest hunter of all the Es'purran hunters, with more than nine kraken kills to his name.

See Also: As'arem, Qatoris

Es'rath

(ess-RATH) -760 DR - present

The 32nd finar of Es'rath is Ri'yea'var, the ancient crone shalarin whose wizardry has helped her remain on the much-contested throne at Us'rath. She is a bitter old woman who hardly wishes to rule over the constantly bickering elder golmars (dukes) of northern Is'lag and southern Is'mardh. She merely awaits other opportunities to slay the Golmar Ri'aaa'lir, whose machinations caused the death of three of her daughters and her husband more than 43 years ago (though there was not enough proof to take the golmar's seat from that most ancient clan). She nurses her hatred and intends to do more than merely outlast the aged golmar—she intends to deliver his death herself. She has outlasted more than 17 named heirs during her 71 years on the Rathrone, and the eldest inheritor among her clan is a simpleton easily swayed by the more politically savvy golmars. She carefully weaves a plan to place blame for the death of Golmar Ri'aaa'lir on the idiot Ri'yea'vidar in order to clear the way for her young and vibrant apprentice Ri'yea'mora.

While the eadars often stayed in Es'rath given its greater opulence and grander palace compare to the other four kingdoms, very few eadars in the past cen-

turies have made the politically minded shalarin of Es'rath welcome at the palace. If in residence, the eadar saw folk in individual audiences, and Ri'ola'con made it quite clear that regardless of how feeble he might seem, none of the young were quite able to hide their games from him and he intended on fixing it so the Es'rathan shalarin would shake off their affectations and politics and rejoin the other kingdoms and the rest of Serôs rather than wallowing in the power games. Despite all the money and history of Es'rath, many of its young are leaving the kingdom and migrating to other parts of As'arem or Serôs regardless of caste, and Es'rath fears the eadar's joining the Nantarn Alliance most of all...

See Also: As'arem, Myth Nantar

Es'roch

(ess-ROK) 916 DR - present

This relatively recent addition from the Fourth Passing has found itself the most peaceful of the four kingdoms, even though it has lost two finars to wars—Finar Ri'ena'mor died in the Eleventh Serôs War, while the much-loved Finar Ri'ena'plir died just recently during the Twelfth War aiding the High Mages at Myth Nantar. While Es'roch still mourns its beloved "Finar of Light," her young daughter Ri'ena'wyn has taken to the throne somberly and well.

The shalarin of Es'roch support themselves among the kingdoms of As'arem with their artistry of carved coral, weaponsmithing, whitesmithing, and other crafts. In fact, despite being millennia younger than Es'rath, this young nation may soon challenge its financial superiority. With a high number of priests among their shalarin, the leaders at the golmaries (duchies) of Is'cadh and Is'merln (who also have created many enemies among the elder houses of Es'rath) want Es'roch to allow them to establish an Es'rochan colony within Es'rathan territories soon, so they may witness the Fifth Passing firsthand. This political dance has been brewing for decades and heats up now with only months before the Fifth Passing of Judgement. The young finar hopes to sidestep the whole issue of political propriety by seducing the eadar-to-be Ri'ola'kirk, and through that alliance allow all the kingdoms of the shalarin access by eadar's order to the Passing Plains. Despite the dangers, Ri'ena'wyn plans a journey over the territory of her enemies to visit Myth Nantar and reestablish the strong ties between her and Ri'ola'kirk from their youth in Os'dahr.

See Also: As'arem





F

Faenasuor

(fay-NASS-yu-or) -8130 DR - -251 DR (as Aryselmalyn city); 1299 DR - present (as resettled city)

This aquatic elf city east of Star mantle holds some of the best representative pieces of Aryselmalyn art simply due to sea storms that buried this shallow water city under tons of silt and detritus. Recently excavated by the High Mages of Sylkiir, the city was repopulated by sea elves and other students of history.

Fhaoralusylkiir

(FOUR-uh-loo-sy-ale-keer) -8,993 DR - -80 DR (as an Aryselmalyn garrison city); 573 - present (as temple)

Fhaoralusylkiir was once a primary garrison for the Coronal of nearby Coryselmal. Nestled along the cliffs just west of the Selmal Basin, Fhaoralusylkiir still retains some of the grandeur of its glory days more than nine millennia past. Its grand guardposts and city gates are set into the valley edge of the Selmal (between the Apprhun Mountain peninsula and the subsea slopes that become Alaghôn), their blaze coral tridents still gleaming and straight. The former palace of the garrison commander has become, in recent years, a great temple to Deep Sashelas. While there are about 200 sea elves in residence here, most are tied to the temple and much of the garrison city remains buried back within the cliff in mostly collapsed caverns.

G

Great Gate

Also called the Whirlpool Gate and other names, the Great Gate lies near the center of Myth Nantar. While there are more than enough other gates within that city capable of sending folk to and from about Serôs, the Great Gate is the only one capable of banishment—its true hidden purpose known only to the High Mages and the Dukar Paragons. While they knew these secrets, none of them knew exactly what would happen to any one sucked into the *gate* other than they would be banished from easily reaching Serôs ever again.

To activate the gate, one merely has to set up a current within the area of the Great Gate Plaza, and the stronger the current, the farther the *gate* sends the recipient. However, if the *gate* has access to open air (as the High Mages gave it by pulling the surface down to the sea floor via a whirlpool), the *gate* magically tags those who pass through it and does not allow magical travel directly back to Serôs for the rest of that person's life.

They can physically reenter Serôs, but no *gate* will open into Serôs for them.

When the *Great Gate* opened at the urging of the High Mages, bards (including the great whales and Pacys the Loregiver), and dozens of swimmers aiding the whirlpool, it wreaked havoc from the surface all the way through Serôs. Many forces still fought battles while the *gate* was being opened and Iakhovas was battling foes despite being on holy ground (in the now-ruined temples to Mysteria and Umberlee in Dukar Quarter). More than twenty ships were pulled into the whirlpool and capsized or wrecked. While all the ships were still nudged to Shipwreck Plains, some evil pirates became lacedons under the fell magic sent up the whirlpool by Iakhovas, while others just drowned or were sent through the *gate*. Others, including heroes and villains alike, became victims of the great magic of the *gate* and were flung far from Serôs.

H

Halaath Seamount

(hull-AH- th SEE-mount)

Halaath Seamount (Mount Halaath) is a 500-foot tall mount jutting from the Lower Hmur Plateau that does not breach the surface of the Inner Sea. It is notable for the massive reef of cryscoral that climbs all around its slopes, and the famous city that nestles against its eastern slopes—Myth Nantar. The mountain points the way toward Voalidru and the lower reaches of Eadraal.

See Also: *Eadraal*, *Khuralosothantar*, *Myth Nantar*, *Teakal Seamount*

Hanalitanar Forest

(HAN-uh-lit-tan-nar) 729 DR - present (as wreck)

Identified by the sea elves during the latter days of Hmurrath, this one-time elven armada ship of green and yellow crystal crashed into the Sea of Fallen Stars in the Year of the Twisted Horn (729 DR). One wing snapped off on impact, while the other only shattered its outer edges as it sank, though now all the wreckage has grown together in a forest of hydrozoans and crystal. At the center of this forest, the central ship is still relatively intact though it is incredibly difficult to reach through the crystal and coral brambles, not to mention the high incidence of barracuda and sharks (and sahuagin in recent months, which have claimed the central wreck as their new lair) within the forest that lies at the northern end of the Hmur Plateau.

Elminster's Notes: Mayhap more spelljamming wrecks would be found with such magnificence in the waters of the Trackless Sea and more yet here, had not Khelben spent three





decades in the 10th Century Dalereckoning destroying all evidence of their existence. I think the boy was literally drowning his sorrow of love gone bad in work and water.

See Also: *Hydrozoans*

HAUNTED PLAINS

This area west of the Hmur Plateau was once called the Plains of Duna, though the numerous horrific battles over the millennia have made this area a dead-man's-land. It first gained the name after the Fourth Serôs War, and the name has stuck. The plains lie over 100 feet below the Hmur Plateau, and they are littered with shipwrecks all across its length and breadth. During the Second and Third Epochs, cities and farming towns were built among the abundant kelp beds along the abyssal plains, but these were either destroyed in wars or abandoned due to the increases in surface-world ships falling down upon them. More than 300 ships, four cities, and over a dozen small towns stand mute amid miles of wild kelp and untended coral reefs.

Those brave (or foolish) few who have used the Tunnels of Iratis and ventured within the Haunted Plains report that the currents flowing through the Haunted Plains feel bone-chillingly-cold and do not follow normal currents. Many Serôsians feel that the currents are not water flow, since the cold currents would kill much of the kelp that still grows here and said kelp also waves with the normal currents and the cold always runs counter to the same. Even the most advanced of the sea races generally avoid these plains, as they feel the cold currents are those spirits of the dead from the Sixth, Eighth, and Tenth Serôs Wars. Such spirits are still bitter, and the cold currents are their attempts to possess folk through their gills.

There are also confirmed reports of huge tribes of koalinth, scrag, mindless hordes of sea zombies, hunting packs of seawolves and lacedons, and many other horrors. While most of these monsters are dangerous only if their territory is invaded (descending to within 40 feet of the plains), some of them come out at night from the shattered remnants of elven and merfolk cities and the skeletal shipwrecks to wreak havoc both on the surface and along the frontiers of Selu'Maraar, Naramyr, Xedran Reefs, and Eadraal.

See Also: *Duna, Hmur Plateau*

HILLS BYMMALYN

(bim-MAUL-in)

The Hills Bymmalyn are both a haven for locathah nomads of eastern Serôs and a hideaway for many dangers and mysteries. The specific Hills of Etalis within the eastern cove (the Sea of Dlurg to folk above) are the winter homes of numerous locathah tribes.

Hmur

(hm-UR)

Hmur was the legendary first merperson created by Eadro long before recorded history. With his mermaid mate Duna, they created the merfolk race, at least in the eyes of the Serôsian clergy of Eadro. It is unknown if the merfolk of the Outer Sea share these mythological figures among their religious or historical figures.

See Also: *Duna*

Hmur Plateau

The Hmur Plateau is the large subsea land mass from which juts the Pirate Isles and the Isle of Prespur. This broad expanse of rock and mud has been the home of many subsea kingdoms, and merfolk, shalarin, and locathah currently share the territory at different depths and placements. It has always taken the name of Hmur, the great First Merman, as this plateau allegedly was the place from which the merfolk of Serôs sprang.

HmurraTh

(hm-MUR-rath) -215 DR - 724 DR

Given the mythological tie to the original merman, Hmurrath was the name of the ancient undersea empire of the merfolk centered along the plateau. This empire arose four decades after the merfolk broke away from the aquatic elf rule of Arysalmalyr. The merfolk kingdom of Hmur dissolved into civil war among the six princes of the realm and that led to the 26-year-long Fifth Serôs War. After its conclusion, the surviving merfolk clans reformed around some of their older settlements and created Eadraal. Its capitol of Voalidru lies off the southern edge of the Hmur Plateau, far removed from the former capitol of Baomal.

See Also: *Arysalmalyr, Baomal, Serôs Wars*

Hunters' Ridge

While rarely used, Hunters' Ridge is the old name given the ridge of mountains that span the mouth of the Alamber Sea. Since the building of Sharksbane Wall, most Serôsians refer to the general ridge and the wall collectively as "Sharksbane," and take its protection for granted. With the partial destruction of the wall during the Twelfth War, more and more sahuagin have taken residence among the mountainous ridge that has kept them at bay for centuries. Hunters' Ridge is a name coming back into vogue, though the hunters it refers to no long stand for the elves or merfolk, but their mortal enemies, the sea devils.

See Also: *Sharksbane Wall*





Hydrozoans

Hydrozoans are most properly aquatic ferns, but on Faerûn, these grow in huge varieties that seem as trees and create forests across the continental margins. Just like the trees of the Realms Above, they come in many

- Vauranfruit hydrozoans grow in the waters of western Hmur Plateau and they produce a pulpy yellow fruit that travels well, is quite nutritious, and the smell of which nauseates sahuagin;
- Jadeseed, a tall-growing hardwood tree that produces seed cones that explode in a cloud of filmy gelatinous seedlings;
- Black hydrozoan, an extremely hard plant that grows swiftly in curling massive brambles (and is quite useful as a hardwood for magical items).

Elminster's Notes: I have never seen trees or living things as wondrous as those in Duna's Forest in eastern Serôs since the days when Myth Drannor was young..

See Also: Duna

I

Iakhovas

(eye-uh-KOVE-uss) ??? - ???

"Born of the sea, wedded to blood."

So many stories exist of he who was known as Iakhovas, and even now after the High Mages of Serôs expelled him from Serôs, none may say where truth ends and legend begins. The stories, as always, continue to grow and change. Only Iakhovas's capacity for great evil is not exaggerated.

He was known by many names throughout the stories told by those who live beneath the ocean. Only their histories duly recorded his presence. They knew of his beginning and his first end. Mermen called him the Taker. The High Mages of Sylkiir knew him as the Ravager. Others called him the Destroyer, the Desecrator, the Predator, the Demolisher and the Mangler. But to all of those in Serôs he became known as Iakhovas the Invader.

Most of the legends gathered by Pacys, known as the Taleweaver in Serôs, agree that whatever his beginnings actually were, Iakhovas was once Umberlee's lover. The Bitch Queen found him in a lowly station and elevated him by her passion. Perhaps he was the only true love Umberlee had ever known. Under her guidance, he came to power over the seas of Toril, subjugating many undersea races and robbing them of their heritage and the magical items they'd learned to craft for themselves. There was never a time more fearful for the undersea races.

At some point in history lost to all those legends, thousands of years ago, Iakhovas fell out of favor with Umberlee. Some say he tried to replace her as god of the seas, made overbold by the things she had given him. Others say she finally grew bored of him. At any rate, she stripped from him all the gifts of power she had given him, and broke him physically. She took from him his eye and shattered his body, and left him nearly dead. However, either she chose to let him linger in his near-death or she still had enough love for him that she could not kill him.

Once she broke him, Umberlee destroyed Iakhovas's palace. She swept up the fury of the seas that were hers to command, and ripped the palace from the sea floor, broke it and scattered its pieces in all direction. She paid particular attention to the gifts she had given him or allowed to come into his possession. With her power, she raised up tsunamis that forever scarred the face of Faerûn. Unleashed, those powerful forces drove many of Iakhovas's magic items into the Sea of Fallen Stars.

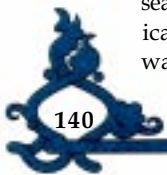
She knew the possibility existed for Iakhovas's return and she prepared. But as the gods are sometimes wont to do, when he arose again, Umberlee did nothing to stop him.

One of the legends that persisted about him lived on through the Sahuagin. But even they lost it after a time. If it had not been for a human historian named Ronassic of Sigil, the legend would have died. In 1349, the malenti priestess Laaqueel found Ronassic's book while acting in her capacity of spy on sea elves. From there, she tracked down the stones that eventually led her to Iakhovas's tomb in 1354 DR. In sahuagin myth, Iakhovas was known as One Who Swims With Sekolah, the Shark God of the sahuagin people.

Using the ring she also found while pursuing the legend, Laaqueel revived Iakhovas. He came to power under her watchful eye while she worked to find favor with Sekolah by carrying out the Shark God's will. Immediately, Iakhovas set about recovering his lost talismans and his power, and he began the war with the surface people to bring together the undersea armies he would need to acquire everything he had lost.

Iakhovas acquired spies and underlings all across Faerûn, above and below the waves. To the pirates of the Nelanther Isles, he was the most recent reincarnation of Black Alaric, a pirate that has existed in their history for a thousand years and more. To the sahuagin who'd once been trapped behind the Sharksbane Wall, he was a savior, speaking the will of Sekolah.

War ensued in all of Serôs, in the worlds above and below. In addition, Iakhovas kept adding to his treasures, acquiring much of what had been lost to him, finding





more things that had been lost to the surface-world and the world below. In the end, the combined forces that stood against him broke his army.

Even then, Iakhovas had planned for success. He knew of the Taleweaver, and Iakhovas knew that all of the Sea of Fallen Stars would rise against him. But he counted on the Taleweaver's part in bringing down the barriers of Myth Nantar. Once that took place, he amassed what appeared to be a final assault against the undersea races that would break them. Only it was a ruse to get what he coveted most of all: his lost eye, which was the center of all his power.

The High Mages of Myth Nantar used the *Whirlpool Gate* to throw him back into the outer seas, but the cost to the surface and undersea worlds was tremendous. Where Iakhovas the Invader went after this remains to be writ.

See Also: Aleaxtis, Coryselmal, Scattering, Serôs Wars (Twelfth), Sharkbane Wall, T'Kalath, Thuridru

Isahn, Vamar

(VOM-arr EES-ahn) 1247 DR - present

Vamar Isahn (NE lichm M20) was an unassuming mage of Starmantle during his lifetime, but upon becoming a lich, he uprooted and levitated his entire tower into the sea in the Year of the Catacombs (1308 DR). The Tower of Vamar the Cold now rests 20 miles off the coast along the continental slope, where he still works away as evidenced by flickering lights and some small movements noted through his tall tower windows.

As far as any merfolk noted, he never left the tower nor disturbed anyone of Serôs until he himself came under attack during the Twelfth Serôs War. Few details exist of the three battles reported in and around his tower, but Vamar the Cold may now be a threat, now that his security has been threatened.

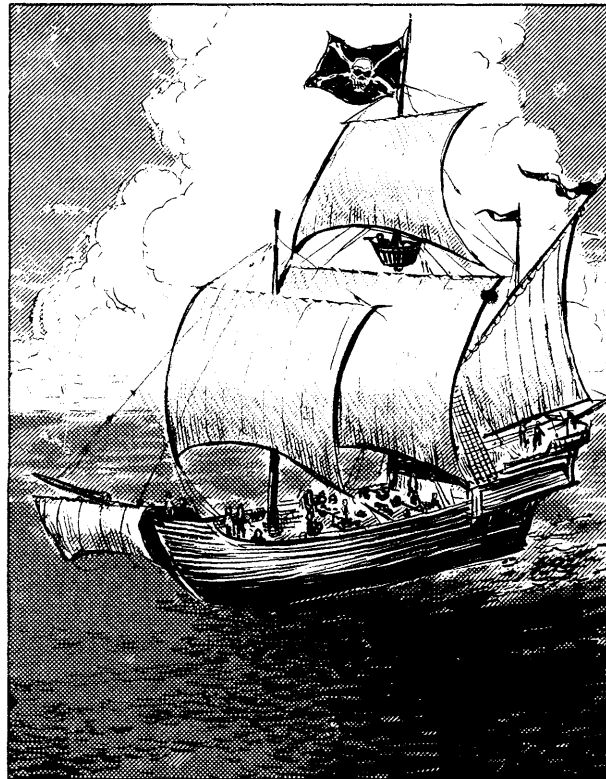
Elminster's Notes: I never met Vamar the Cold during his lifetime, though I spoke with him at length some years buck after his move to Serôs. Despite his status as one of the undead, he is not an altogether unpleasant sort, and his studies on aquatic magic proved to me that he yet serves the Lady of Mysteries in constructive ways. Still, fair warning—he is quite paranoid and strongly dislikes being disturbed, so tread lightly.

See Also: Vamar's Tower

Ixitxachtl

(IKS-its-uh-chit-ul)

See Also: Anxadren, Berydren, Orilidren, Ourqax, Qyxas, Vitamarate, Xedran Reefs (Xedras, Xyladren



J

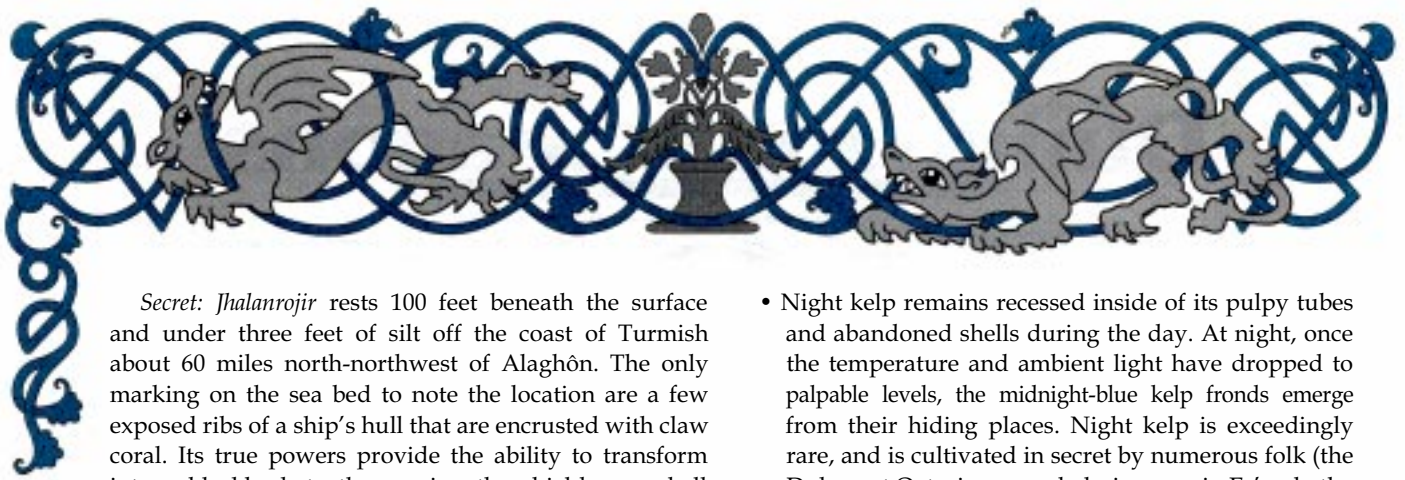
Jhalanrojir, The Piratshield

(jol-ann-ROJ-er) c. 1160s - present

The history of *Jhalanrojir* is spotty at best, though its name makes it clear that it came from Turmish—the name *Jhalanrojir* translates into “mark of the rogue.” Crafted of a blackback turtle's shell, the shield appears to have naturally formed the mark of the skull and crossbones; its legend suggests that it is the shell of the mythical turtle that inspired the great pirate Immurk and he had it made for him; other scholars reserve judgement as the shield's appearance in history predates the legends of Immurk. The *Piratshield* allegedly allowed its wielder to breathe water, move through water as fast as a sea turtle, and invoke fear.

Its most notable wielder was Immurk the Great Pirate, who wielded it at least until the Year of the Tomb (1182 DR), as records in Lyrabar note it in Immurk's possession. The shield disappears from record until the Year of the Sarune (1206 DR), when the *Piratshield* was the property of the dreaded pirate, Black Anzil. At least three others were noted as having wielded the *Piratshield*, but it was lost long before Black Anzil's death in the Year of the Swimming Cats (1218 DR).





Secret: *Jhalanrojir* rests 100 feet beneath the surface and under three feet of silt off the coast of Turmish about 60 miles north-northwest of Alaghôn. The only marking on the sea bed to note the location are a few exposed ribs of a ship's hull that are encrusted with claw coral. Its true powers provide the ability to transform into a blackback turtle wearing the shield as a shell when immersed in saltwater, water breathing for up to one hour a day, and a magical AC +3 bonus.

See Also: *Jolly Roger, turtles*

Jolly Roger

1160s DR to present

This is the name for the black and white flag of piracy, traditionally a full human skull set over two crossed leg bones. While the true origin of the mark and name is unknown, many suggest that the name comes from a corruption of *Jhalanrojir*. The Turmishite name means "mark of the rogue" and it is also the name given to the great *Pirateshield*.

See Also: *Jhalanrojir*

K

Kelp

Aside from the krill and plankton that feeds the whales and a number of other species, kelp is the most basic food staple of the sea for its sentient beings aside from fish. Since the early days of Aryselmalyr, most of the races learned how to cultivate and grow kelp, even in places that it was previously never found naturally. Kelp is an almost inexhaustible food supply, since most of the smaller kelp grow incredibly quickly and are eaten mostly by animals and such, growing up to two feet in a day. The larger kelps grow more slowly but have more uses and these are the thrice-annual harvests that are important for some Serôsian cultures.

- Such standards as blue, green, or aqua kelp are typical sea grasses used as supplementary foods;
- The gold and red frond kelp are often woven together into ceremonial or formal clothing (or simply for the more bashful surface-worlder);
- Skazar kelp—a curious broad leaf kelp with an outer edge of red on an otherwise brown leaf—actually has a strange interaction with blaze coral. If you wrap a fist-size piece of blaze coral with skazar kelp, be prepared to set it down quickly, as the two react to create a great amount of heat and light (equivalent to a torch). Some Serôsian explorers simply fashion long clubs of blaze coral and wrap one end with the kelp to provide temporary light or heat;

- Night kelp remains recessed inside of its pulpy tubes and abandoned shells during the day. At night, once the temperature and ambient light have dropped to palpable levels, the midnight-blue kelp fronds emerge from their hiding places. Night kelp is exceedingly rare, and is cultivated in secret by numerous folk (the Dukars at Qatoris, some shalarin sages in Es'roch, the elves at Velyraar) who know its worth. When prepared into a pulpy pudding (or potion, if in Myth Nantar) and ingested, five fronds of night kelp can negate any known poisons of either the sea world of Serôs or the surface-world of Faerûn. If asked to trade the night kelp mixtures to surface folk, the elves at Velyraar charge 1,000 gp a frond.
- White kelp is a short, clumpy plant with a strong odor to it that can be detected up to a mile off in the water unless kept in a watertight container. While it is a subsistence food for many fish, its greatest use for the races of Serôs is as "chitl-bane," since ixitxachitl and vampiric ixitxachitl especially cannot stand the smell of it (Immediate Morale check at -3, -5 for vampire).

Keros The Wanderer

(CARE-iss) 1354 DR - present

Keros the Wanderer is a young triton cast out of Pumanath and no longer considered a triton due to his accidental assumption of the corrupt *Claw of Xynakt*. Despite the exile, Keros aided his people and Serôs by joining the war effort at Myth Nantar. The young one-time cleric and his loyal hippocampus, Swiftide, made quite a few friends and enemies during the Whirpool Battle, as he saved Arina, princess of Eadraal, and thwarted the plans of the morkoth arcourt Axar Xyrl to gain the *Claw's* power for itself.

Secret: Keros is a young male triton from the settlement of Abydos and a former acolyte of Persana's church. During a morkoth attack on Abydos to claim numerous artifacts hidden there, Keros inadvertently became invested with the powerful *Claw of Xynakt*, which appears as a gem in his right palm and has scale tattoos wrapping around his wrist. Due to the evil power within him, Keros became outcast from his own society and he has been forced to wander the seas to prevent the morkoth from taking the power from him.

Despite solid friendships made with some Dukars and the Princess Arina, he left Myth Nantar under mysterious circumstances. The constant magic of the mythal make it too hard for Keros to control the Claw and he flees for other parts of Serôs, seeking his destiny now that his life is tied to the *Claw*.

See Also: *Claw of Xynakt, Persana's Blade, Pumana Protectorate*



KhuralosThanTar

(kur-AHL-o-soth-ant-ar) 612 DR - present

Known in short at Khuralos or the Protector, this bronze dragon has long laired in an undersea cave within the slopes of Mount Halaath. Having been left undisturbed save for the occasional discussion with a Dukar or two in Myth Nantar, Khuralos had settled in for a dragonsleep and was awakened by the chaos of the Great Gate. While too late to aid in the Twelfth War, the dragon has secretly been keeping an eye on things around and about the mythal's confines and keeping more than a fair share of sahuagin away from the city and its burgeoning alliances. After centuries, Khuralos has more than enough of a supply of sea devils, his favorite food mostly due to the challenge of eating something that fights back. The dragon (and the paragons in the city who are aware of his looming presence) has yet to determine what his role may be in Myth Nantar, though the notion of a dragon Dukar keeps coming to the Protector's thoughts.

Elminster's Notes: Khuralos is a curious and quite amiable chap, for a dragon. However, his curiosity often gets the better of him, and he "borrows" things as they catch his attentions.

See Also: Halaath Seamount, Myth Nantar

Kiture

(KAI-tur-ay) c. 350 DR - present

This sahuagin town is the one closest to Serôs and the Sharksbane Wall. Ruled by Prince Kiture, the city perches at the top edge of the Pythan Trench. Within 50 miles of the hidden garrison at Tynathiir, Kiture's sahuagin spawn an uncommonly high number of malenti, most of which are quickly put to death, though some survive either as warriors, priestesses, or spies (and some of each have experienced changes of heart and remained rogues in Serôs rather than return to Kiture).

See Also: Kurrimal, Pythan Trench

KoalInTh

Basic information on this creature is in the "World of Serôs" chapter and under the "Hobgoblin" entry in the AD&D MONSTROUS'S MANUAL tome.

These aquatic cousins of the hobgoblin are the hordlings of the Inner Sea. As plentiful as orcs in the north or goblins in the south of Faerûn, there are few coastal caves that have not seen evidence of koalinth occupation. Luckily for the other races of Serôs, they are as apt to attack each other as they are to attack the lands and peoples of Xedran Reefs, As'arem, or Eadraal. They are more plentiful in the southern seas than along the outer coastlines, but their largest holding is among the

caverns and tunnels within the Hmur Plateau. While not welcome there, they have adapted quite well to the warrens therein and they are impossible to eradicate from the tunnels.

There are well over 100 tribes of koalinth, but the four largest are the Spider Crab clan (named for their typical use of shields and weapons made from the hard, rounded shells of the spider crab (known above water as the horseshoe crab), which hunts and lairs among the shipwrecks above the Haunted Plains; the Severed Fin tribe (led by Chief Hurok) which lairs 20 miles east and beneath Westgate; and the Sharkstooth and Kraken's Rage tribes (led by Chiefs Guax and Affam) down within the Haunted Plains. Each of these tribes numbers well into the hundreds, and wherever they tread, they leave blooded currents in their wakes.

See Also: Orilidren

Kuo-Toa

These subterranean fish creatures are long extinct in the Inner Sea. They once dwelled here in the early centuries of Arysalmalyr, but they mysteriously disappeared from Serôs over 15,000 years ago. There have been isolated sightings of kuo-toa over the years, but they are as common here as tanar'ri are in Faerûn.

See Also: Tunnels of Iratis

Kurrimal

(KUR-rim-mahl) 1370 DR - present.

The former sahuagin kingdom of Alextis, having been so easily used by Iakhovas and his minions during the invasion, came back together under the rule of the Black Claws and became Kurrimal. Kurrimal's borders span the Alamber from the fouled and boiling waters where Vahaxtyl once lay to just west of the Bay of Chessenta. They plan to seriously expand their territory for the first time in millennia, given the recent destruction of the Sharksbane Wall, so Kurrimal may yet grow beyond the Mountains of Volar.

In the sahuagin tongue, Kurrimal is "the riptide, the hidden current, the danger waiting beneath the surf," and that is exactly the sort of rule that T'Kalah will give the sea devils.

See Also: T'Kalah, Alextis

Kymal

(KIM-ahl) c.1330s - present

This village of malenti rogues who set aside their sahuagin loyalties sets high on the cliffs above the Bymal Trench but still well below the surf against the shores of Aglarond above. The structures are primitive and makeshift, pulled together from giant clam shells,



shipwreck, or simply makeshift cavern homes in the cliffs. These malenti have created small kelp and pearl beds here amid the strong currents and riptides, and hope that slow but steady contact with the elves of Lyrathil or the shalarin of Es'purr can build some friendships that can look past the circumstances of their births and allow them to live freely among them.

See Also: Tuupix of Velyraar

KYRON

(KEE-ronn)

This name takes on two meanings for scholars of Serôs. It is the name of the Mad King Kyron of Thalorlyn, one of the people behind the Third Serôs War. However, only scholars even know his name today, for what he created subsumed his name and made his name its own in infamy. Kyron is the name used to refer to the *Emerald Eye of Vynagyr*.

This mystical artifact has been involved in more wars and coups than can be imagined since its creation in the Third War. Since it has not been seen in some time, the *Emerald Eye's* powers are mostly legendary and not quantified clearly. Tales tell of the *Eye's* blasts of green energy, its symbiotic link of sorts with a host (whose eyes turn green and whose body becomes physically perfect while under the *Eye's* spell). The tales also hidden dangers of using the *Eye*, but none are ever known, as most wielders of Kyron rarely last more than a few years.

Secret: The Dukar orders know more than enough about the *Emerald Eye of Kyron*, as they held it captive for centuries before it was sealed away in the monastery at Vynagyr. The *Eye* enhances all the physical abilities of the person it chooses to link to, and it likewise amplifies all spells cast by that person, sending them through the eye for their characteristic emerald color. While all of its wielders relish the power it offers for seemingly no cost, none ever realized that Kyron takes over their bodies while said "controllers" sleep and force the body to do unspeakable things and work magic that the caster certainly couldn't cast while awake. One secret the Dukars could not discover was the name and nature of this nocturnal intelligence within the *Eye*. As the last Grand Master of the Orders guessed it might be the intellect of its creator, the *Eye* forever after became known by his name of Kyron. It was suggested that Kyron sought to return to life in the shell of the chosen host, and given the mad king's excesses in his first life, the Dukars stand firm to prevent this from occurring.

See Also: Vynagyr

L

Lances of The Sea Unicorn

A religious sect of clerics, priests, crusaders, and pious warriors dedicated to Deep Sashelas, they aided the guards of the Sharksbane Wall. Nine of the sixty-three outposts along the entire Wall were staffed by the Lances, and one of their outposts as well as the Akhageas Garrison was destroyed in the Twelfth War's onset. Still, although they lost over sixty members in the destruction of the Wall, their fervor in helping restore the wall and guard the faithful of Deep Sashelas against the sahuagin inspires many to believe in them and their work.

See Also: Akhageas Garrison, Sharksbane Wall

Lyrathil

(LEER-uh-thil) c. -14,000 - 812 DR (as garrison); 812 - 1368 DR (as drow enclave); 1368 DR - present.

Forty miles west of the mouth of the River Flam and only 170 feet beneath the surf, Lyrathil is an elven town built around the ruined garrison built in the early days of Arysalmalyr. For over 500 years, vodyanoi and drow claimed the garrison and town for their own, cloaking the city with dark magic to allow them to breathe and to adapt to the blue sunlit waters. Reclaimed at great losses by Ivaess Selakhiir and his army of elf and shalarin warriors of Es'purr, Lyrathil again rests in the hands of the sea elves. Unfortunately, the vindictive drow destroyed the garrison in their retreat, leaving a half-broken tower and a missing wall on the garrison. The town grows around the garrison and numbers nearly 100 elves and 60 shalarin, who still dive regularly down to nearby Es'purr.

Elminster's Notes: Khelben and I spoke of these mysterious fields of darkness the drow allegedly wove, and found only a fear that the drow (or at least those who held Lyrathil for so long) have learned extensive mantle magic that may near equal the level of mythals, just as the Shoon sorcerers did long ago in Calimshan. I provided ye with my best guess as to this magic in another letter, but I be not sure what lingering effects may yet skulk in the gloom around the garrison of the eastern sea.

See Also: Es'roch

M

Merfolk

See Also: Arina, Duna, Eadraal, Hmur, Hmurrath, Mirol, Voalidru



Merrow

While most Faerûnian sages sniff at the idea of a saltwater aquatic ogre and insist there is no such creature, Serôsian sages merely shrug and try to teach folk how to avoid their attacks. Merrow, while not quite as fecund as the koalinth, were numerous enough to be the second most common danger in Serôs beyond the Sharkbane Wall. Like the koalinth, the coastal caves of the eastern and southern sea are lousy with merrow.

Curiously, there are also merrow enclaves within the Alamber, despite the near-total domination of those waters by the sahuagin. Merrow have existed in the Alamber for millennia, congregating near the coasts of Mulhorand, Thay, and Chessenta. While they had no love for the sea devils, they also had the strength to resist them and thus survive the great bloody drive of Iakhovas and the sahuagin in the Twelfth Serôs War. They took advantage of the destruction left in their wake and now occupy the ruined sea elven garrisons of Rulovar and Phalagiiir. The chiefs at each of the towns—Umas and Kulb, respectively—are the sons of the great Chief (and shaman) Porag, whose ambitions are to rule the upper seas from Phalagiiir to his great cavern holdings beneath the waters off Laothkund.

See Also: Phalagiiir, Rulovar

Merynth Tomb

(MAYR-inth toom) c -1600 DR - present

Long forgotten due to the few explorers within the tunnels of the Hmur Plateau, this major tomb opens into a side tunnel only 400 yards off Shelassol Tunnel. A number of Serôsian priests of Oghma had recently reported the finding of the tomb to many at Voalidru two years ago, and strangely enough, the doors of the tomb were broken from the inside out! One by one, each of these priests has been found dead in the time since then. The last priest—one Tu'ola'tod of Ys'kunag—seen alive had finally identified the tomb by some of the small offerings they had taken from the entryway of the tomb—it was the burial place of the Mad Coronal Essyl Merynth!

The tomb truly had four coronals and eight other sub-rulers buried in this mausoleum tomb as well, but it gets its notoriety from the worst of lot—the Mad Coronal Essyl Merynth. The sarcophagus of Essyl was shattered from the inside out, just like the tomb doors. While few are willing to speculate on these events, many remember that the coronal vowed not even death would stop him from claiming the greatest magic in the seas. Even though it has been nearly 3,000 years since his death, Essyl Merynth (like Sammaster, Shoon, or Bane in the Realms Above) is one of few names that induces fear in nearly any Serôsian.

See Also: Hmur Plateau, Kyron the Emerald Eye

Mirol

(MEER-awl) 1345 DR - present

The eldest surviving child of King Vhaemas, the Prince Mirol III, has taken on a regency during the king's recovery. Many are surprised that the bookish prince has taken so well to the tasks of rebuilding Eadraal, as he had previously shown little interest in being more than a priest of Eadro. His wife and twin daughters firmly behind him, the shy, nervous prince-regent convenes daily with advisors and the dukes, making plans to both cement the alliance with Myth Nantar through his sister Arina and to restore Eadraal's pride by militarily retaking Voalidru. However, momentum slows as the first two tries met with failure, and Mirol spends at least half of each day praying at the side of his bed-ridden comatose father.

See Also: Arina, Eadraal, Myth Nantar, Tu'uaa'col, Vhaemas

Morkoth

Morkoth have been ruled by an oligarchic magocracy for more than 400 years, and the smallest governmental division is at the county level. The leader of a county is an Arcount with his four apprentices, the Grand Casters. Three Grand Casters rule each of his county's three cities, while the arcoun and the fourth Grand Caster rule from the isolated towers of the Arcounts which lie among but never within their towns. The nine Arcounts—they are each a different type of specialist wizard, though one is a general mage—answer to the Grand Arcane, who rules the nine Arcounts and all the Morkoth Arcanum. Szyzthus has been the ruling Grand Arcane for more than forty years, and his rule by fear has seen more successes and power gained by the morkoth of Olleth since the days of Xynakt the First Arcane.

In all, there are thirty-seven major towers among the Arcanum of Olleth for the magocratic elite, and at the base of the towers are clusters of stone buildings where, from the morkoth elite standpoint, "the rabble live until they are called to serve."

Unlike the morkoth of the Outer Sea, female morkoth take their fertilized eggs and if they find a magic-using being, they implant the eggs among their internal organs. With an incubation period of two months, the eggs hatch inside their carrier and the young morkoth gnaw their ways out. Each hatchling morkoth does 3-6 (1d4+2) points of damage while emerging from its host. *Cure disease* will destroy incubating eggs, but 3-24 eggs are implanted within any host, and the spell only destroys 1-4 eggs.



Mountains of Volar

The island archipelago west and south of Aglarond and Altumbel respectively are known as the Mountains of Volar to those who dwell beneath the sea, as this entire plateau is choked with dozens of major seamounts. Hundreds of cavern complexes riddle the mountains, providing shelter and homes for nearly any aquatic races, but most especially the merrow and koalinth. The mountains take their name from their most prominent native, the storm giant hero Volar.

Elminster's Notes: If ye take the time to explore the Mountains of Volar, be sure ye don't miss a chance at seeing the crashed Netherese enclave that fell amid the peaks within the crook of Altumbel's peninsula. While its ruins are picked clean of artifacts and items of power, they are among some of the best surviving examples of Discovery Age architecture. Scholars have argued for seven decades since its discovery by Faerûnians, and cannot identify which enclave it was, though the popular favorite names it Nhallowth.

See Also: Volar

Mudmen

These creatures form in the mud where enchanted waters create them with one thought alone—protect their territory. There are numerous “tribes” of mudmen along the coastal shallows of Serôs and a few isolated pockets of mudmen elsewhere.

The largest collection of mudmen forms within the Bay of Chessenta, just north of the city of Soorenar. The source of the magical flow of water is believed to be somewhere back along the Akanamere (where even more mudmen are reported), but it must be powerful to generate a colony of forty mudmen over a mile offshore. Other mudmen colonies exist south of Unthalass and north of Delgora in the Alamber, as well as the coastal slopes east of Lyrabar, in Starmantle Bay west of Amry, and in scattered spots throughout the Easting Reach of the Inner Sea.

There are also gargantuan mudmen rumored to exist around artifacts and magical items lost in shallow seas, which have yet to be found. Thus, many surface and quite a few undersea wizards believe that unless an item is recovered in less than a century, it may inadvertently generate its own guardians. The sole example of this known is the Raging Reef, where 12-foot-tall mudmen rise from the silt to protect the coral reef that has developed around some everburning magical item.

See Also: Raging Reef

Myth Nantar

The City of Destinies, long hidden behind the Great Barrier, now stands revealed once more. Unified groups

of shalarin, merfolk, surface-worlder immigrants, and many others now populate the city. For more information, refer to “Myth Nantar.”

N

Naahal

(nuh-HOL) 613 DR - 1369 DR

Naahal was the leader of the largest pod of humpback whales in Serôs. More importantly, he was the Great Whale Bard who led the whalesongs. His death at the hands of Iakhovas is a tragedy, which his fellow whales will sing of for centuries to come.

See Also: Iakhovas, Whales

Naramyr

(NAH-rah-meer) 771 DR - present

Naramyr, the Artisan State of Serôs, is a small and peaceful realm, primarily due to their remote and easily defended location. Naramyr takes its name from a long-dead barony of the kingdom of Ryeniir during the days of the Arysalmalyn Empire. The westernmost section of Serôs (in the Lake of Dragons), Naramyr is little more than two cities, a large town, and one city-in-the-making. Naramyr began originally as a minor barony during the days of Arysalmalyn, but is now little more than three restored cities and one town built from the rubble of previous sites.

There are ten elf clans among the three settlements of Naramyr, though two of them are migrant clans that settled here after the destruction of Myth Drannor—four clans settled here during those days, but the Narlbeth and Orbryn clans were subsumed into the Jonanxil and Shesal clans that had survived since the days of Arysalmalyn. Among two of the Cormanthan clans (Alastrarra, Ildacer) and six of the other clans (Aaroran, Chuldansep, Faeromar, Merlistar, Ni'Merquam, Shesal), there is shared blood with the clans of Selu'Maraar which keep trade relations open between the oft-clashing elven nations of Serôs.

See Also: Telvanlu

Nehmur

(NAY-murr) 751 DR - present

Nehmur is the central city from which the great merman king ruled at the height of Old Hmurrath. Long a place of rumored evils and hauntings, it was long avoided by all sensible sea creatures. The royal palace was recently destroyed by morkoth agents of Iakhovas to retrieve some item of power he claimed was his own. Since the repelling of the Iakhovan Invasion, Nehmur



has quickly dwindled to little more than a memory and a haunted ruin again. Its once great leaning towers have been shattered and the rubble scavenged for use by local merfolk and locathah. Some priests of Eadro hint that the evil that was in Nehmur all those centuries may yet be visited upon those who use the stones, though the only evil truly found in Nehmur today are two tribes of koalinth who have settled within different parts of the ruins after fleeing the battle at Myth Nantar.

Nhalloth

(NAL-oth) -1227 - -339 DR (as living city); 1305 DR - present (as known ruin)

The ruins of Nhalloth rest among the northern Mountains of Volar about ten miles off the coast of Altumbel's peninsula. This former Netherese sky-enclave crashed into the sea here during the Fall of Karsus and the resulting destruction of Netheril. Surprisingly, many of the buildings remained relatively intact, losing only decorative features and snapping parts of towers off around the outer portions of the city. The magic of this city has long since been plundered even before its discovery by surface dwellers—popular notions point to the morkoth of Olleth and its predecessors for picking the cream of the lost magic from its ruins.

The ruins of Nhalloth lie on the shattered rubble of the rock on which it floated, and this base has become a tall barrier reef of claw coral, which also grows in large clumps throughout the city ruins. These ruins have been occupied off and on over the centuries, though the last inhabitants—a large tribe of scraggs—were destroyed by local merrow tribes. Most races avoid it due to odd feelings they get while among the ruins, and many have reported ghosts or like beings among the still-regal towers that reach to within sixty feet of the surface.

Elminster's Notes: Nhalloth is a wonder to behold, even for this easily underwhelmed sage. Upon its discovery, the Simbul sponsored many expeditions into its ruins for full detailing, mapping, and excavations, but found not was any magic or lost lore beyond better understandings of Netherese architecture of their Age of Discovery.

See Also: Mountains of Volar, Sakkors

O

OLLEth

(OH-leth) c. 900 - present

The Arcanum of Olleth is the major country of the morkoth of Serôs, though it is not the exclusive settlement for the deep-dwelling creatures. While it is less than a third the size of Eadraal, the influence and fear of

Olleth provides it far greater political power in Serôs than many would believe.

Olleth and its magocratic structures grew out of the latter half of the Eighth Serôs War and the destruction of the short-lived priestly rule of the Vhakil Theocracy. Olleth, the wizard advisor to the last High Priest of Vhakil, restored order to his nearly decimated people by instituting a magocracy and moving the morkoth into deeper waters than their predecessors to avoid conflicts with the far more numerous merfolk of Second Hmur. From that humble beginning and the rise of the Grand Tor Arcanaal, the evil mages of Olleth have been a growing threat to the peaceful races of Serôs for over four centuries, as they scour the depths and shallows for long-hidden magic to increase their power. While other states and peoples do fight the Ollethan morkoth, they are kept in check primarily by the tritons, who regularly deprive them of artifacts and dangerous magic.

Every settlement in Olleth is named after the central fixture in each of them—the ruling wizard's tower. Thus, the villages are named for the Towers of each of the three Grand Casters beneath a respective Arcount. The nine counties of Olleth are ruled from the cities named Tor Abjural, Tor Arcal, Tor Augural, Tor Charmal, Tor Evocal, Tor Necral, Tor Phantal, Tor Thaumatal, and Tor Transmal. The center, capital, and seat of Olleth's greatest power is the Grand Tor Arcanal.

Olleth is a slave society and the bulk of these are either merrow (75%) or locathah (25%). Any morkoth born in Olleth without magical potentials (no spellcasting ability) are raised and trained as merchants, soldiers, and unlucky slaves. Those who do become part of the magocratic elite lead lives of alternating decadence and study, both to excessive and increasingly disturbing ends. The current Great Arcane Syzythus (CE morkoth M16) tries to maintain

OLONE

(o-LAHN-ay)

An old mythic tale within the oral traditions of both the whales and some worshipers of Eldath names the full moon as Olone, a former lover of the Green Goddess. He was once a mortal merman who fought Umberlee to protect his lover from her wrath, and she evilly changed him into a bubble to rise up, far away from his beloved ocean. Olone and Eldath remain ever apart, but his staring eye coolly lights the depths without disturbing them as he watches his love. Even when worshipers of Selûne try to educate them otherwise about the moon and godly powers, they cling to this old romantic myth, and the whalesongs about Olone also keep the name alive.





Elminster's Notes: I love the story of Olone and Eldath, which has numerous permutations from different places and times. The lengthy tragic ballad, when sung by Serôsian bards, always brings a tear or three to this old sage's eye.

Orilidren

One of the former holy cities of Xedran Reefs, Orilidren was destroyed during the Twelfth Serôs War. While the city still exists below, parts of it have been collapsed and the surface city has been claimed by 300 koalinth, both former allies of Iakhovas and freed slaves.

See Also: Xedran Reefs

Ourqax

(OH-er-kaks) 1212 DR - present

Ourqax is the Fifth Vitanar of the Xedran Reefs as of his ascension from obscurity in 1355 Timesong at Ilkanar and Ageadren. In a short thirty years, the ambitious Ourqax became the Vitanar, and many believed his swift march to power would lead their people into more crusades and wars like those under Phyvvak. However, Ourqax "the Crafty" bided its time once he gained the Holy Throne, and became the least proactive of all 'chitl leaders until Twelfth War. Now Xedran Reefs has come alive with fervent battle madness due to the war. While conservative Ourqax prefers the slow and steady method as well as building up the population after the rash meth-

ods of Phyvvak reduced the population by more than half, the loss of the southern cities of the reefs—his original home and source of much of his political strength—fuels fires of both madness and sorrow in the Vitanar.

See Also: Ixendren, Xedran Reefs

P

Passing, The

-1509 DR; -789 DR; -69 DR; 651 DR; 1371 DR

The Passings are the massive migrations via an incredible *gate* of color and light, allowing the shalarin to travel from their "Great Sea of Corynactis" to Serôs. The gate cycles every 720 years, and the shalarin prophecies say that each Passing was meant as a test for the shalarin, and should they prove worthy, the Fifth Passing would reunite their new world with their original homes. If unworthy, they would forever be cut off from their gods, their original homes, and their promised afterlives. Many priests in Es'roch and Es'daan worry that the corrupt nature of many powerful people in Es'rath (where the Passings have always occurred on the Passing Plains just north of Us'rath) will have the shalarin judged unworthy. As the Fifth Passing is destined soon, tensions and expectations mount.

See Also: Es'rath

Persana's Blade

This title refers to a mythological prophecy among Persana's worshipers and is attributed to Keros the Wanderer today, due to his accidental assumption of the *Claw of Xynakt* during the Twelfth War. The prophecy is as follows:

"Crafted by Darkness,
Persana's Blade shall come to the guardians from an enemy.

Forged in Anger,
Persana's Blade shall become light from darkness.

Tempered by Sorrow,
Persana's Blade shall protect all save one.

Wielded in Fear,
Persana's Blade shall fight darkness within and without.
Guarded by Duty.

Persana's Blade shall be forever on guard but never a guardian."

The final line alludes to the triton's sense of self—triton in their language stands for "guardian." Thus, whoever shoulders the responsibility of Persana's Blade shall be an outcast among the tritons.

See Also: Claw of Xynakt, Keros the Wanderer



Phalagiir

(fa-LAG-eer) -8169 - 1370 DR

This was once the boldest of the Pillars of the Trident, its gleaming garrison walls standing in seeming defiance of the sahuagin threat it watched for millennia. All but one of its towers and its entire outer perimeter wall lies in rubble after the savage attack by the sahuagin as the start of the Twelfth Serôs War. While more than two-thirds of the garrison was slain, forty survivors fled to Rulovar to find it in like straits, and fled for days to Tynathiir, where they reinforced the garrison there and brought news of the terrifying new power on the march out of the Alamber.

While the elves would love to reclaim Phalagiir, their numbers are vastly reduced and demoralized, as only two of the five Pillars remain in elf hands. The ruins of Phalagiir were soon occupied and held by Subchieftain Kulb and his sixty merrow followers.

See Also: Merrow

Phyvvak

(FIV-ak) 1107 DR - 1285 DR

Phyvvak the Crusader was the Fourth Vitanar of the Xedran Reefs as of his ascension in 1185 DR. The rash methods of Phyvvak reduced the population by more than half. Crusades in the name of Ilxendren claimed more than 200,000 merfolk, 2,000 sea elves, and nearly 1,000,000 koalinth during his century as vitanar, though it cost more than 500,000 subjects to achieve those goals. Still, none of the other rulers of Xedran Reefs embraced Ilxendren's more dogmatic approach as much as Phyvvak.

See Also: Ilxendren, Ourqax, Xedran Reefs

Pillars of The Trident

c. -10,000 DR - present

The Five Pillars of the Trident were combined military and religious outposts created and manned since the days of Arysalmalyr by nearly every benevolent race of Serôs. Each built at the insistence of Vodos the Great Builder (and his god Persana), other clergies and their faithful heard their gods calling for these outposts and defenses. Thus, Eadro, Deep Sashelas, and Persana are the original gods of the Trident, a loose conglomeration of their clergies to man these defenses against Sekolah's sea devils. Over the millennia with triton involvement being nonexistent, the Trident changed the third god to Trishina. Over the years, the Pillars came under the auspices of the Dukars as well as the churches, though they reverted solely to native sea elven outposts (rather than any of the immigrant "noble" bloodlines of sea elves that ruled Arysalmalyr) by the start of the Fourth Epoch.

During the Twelfth Serôs War, Iakhovas the Ravager and the sahuagin of Aleaxtis overran two outposts and destroyed the primary garrison and city at the Sharksbane Wall. No more than twenty-five elves survived the slaughters at the city of Akhanmyr and the garrison towns of Phalagiir and Rulovar. The two surviving towns are Velyraar and Tynathiir, though both are badly damaged from the sahuagin armies.

See Also: Akhageas Garrison, Akhanmyr, Phalagiir, Rulovar, Vodos

Poragga

(por-RAG-guh) 1370 DR - present

The self-named Poragga is yet an idea in the lice-riddled head of Great Chief Porag of the merrow tribe of the Alamber. He believes that his "country" will span the sea from the eastern side of Hunters' Ridge to Mount Thulbane. Of course, he and his forces hold individual pieces of ground taken from the elves or long held among the subsea mountains, and they have yet to openly challenge the sahuagin control of the waters of the Wizards' Reach.

See Also: Merrow, Phalagiir, Rulovar

Protectorates, The

912 DR - present

The three triton states lined along the Trench of Lopok comprise the Triton Protectorates. While the settlements of Vuuvax, Pumana, and Ahlors all operate independently in all ways, the other races of Serôs see them as a collective unit politically and socially. The only manner in which these three states cooperate are in their guardianship of the trench and whatever mysteries lie within it. Thus, while other races speak of the Protectorates as one cooperative, the tritons refer only to the individual states (which add a "(a)th" suffix to their capitals for their names) of Ahlorsath, Pumanath, and Vuuvaxath.

Triton city structures (and town structures which ape them at a smaller scale) are highly systematized and amazing given the extreme darkness of their surroundings. All cities are built on a grid pattern, just as the whole colony is built along straight lines and angles. Somehow, the tritons manage to engineer straight roads, aligned city gates, and exact "lines of sight" that do not stray more than ten feet across the miles between settlements! Thus, the two central towers of any city are square-based towers with a 90'-wide road between them bifurcating the city (and this central road sets the central west-east axis for the colony), the military tower always on the north side of the city, and the temple tower to the south. Roads radiate out straight north and south from





the central towers (also ninety-foot wide), dividing the halves into quarters, as well as diagonally from the corners of the towers (only 30' wide), creating eight defined sections of each town. Every 300 yards away from the central towers, there is a major 90'-wide street which crosses the four major roads, and these crossroads are surmounted by massive stone or coral arches that span both streets, creating large Xs atop which guard posts watch the city. Throughout all triton cities, most structures are of stone or coral with very strict geometric layouts and many pillars for decoration or structural support.

See Also: Ahlors Protectorate, Pumana Protectorate, Vuuwax Protectorate

Pumana Protectorate

(poo-MON-uh) ? DR (actual origin); 165 DR (revealed presence) - present

Pumanath appears to be the typical triton colonial spread of a central capital, eight surrounding cities, twelve trade and farming towns, and the ring of sixteen outposts beyond them. Pumanath considers itself the Devout colony with the task of faith, and while its clergy still shares its power with the military like all tritons, the focus of this colony is toward maintaining the religion, its teachings, and attending to Persana's Way. However, while many of the cities and towns have more ties to the church than normal, this colony is not a theocracy.

One of the prime tasks held by the tritons of Pumanath is the guardianship of magical items and artifacts taken from the hands of the unscrupulous or power-mad. During the Twelfth War, more than a third of the cities and towns of Pumanath came under attack by the morkoth of Olleth and allied evils. The worst attack occurred at Abydos with the deaths of more than half the priests at the temple tower of Numos and the theft of the artifacts therein. Pumanath lost numerous magical items and artifacts to the morkoth, kraken, and other unrecognizable creatures during the war, and now the military forces of Pumanath seek to patrol the deep and reclaim these items from those who would abuse their power.

Elminster's Notes: While I've not seen Pumanath in person, Khelben made a study of them during his time in Serôs, and their sensibilities may have rubbed off on him. After all, it was only after his return to the surface that he began his extreme hoarding of magical items in Blackstaff Tower "to keep them out of the hands of children. . ."

See Also: Protectorates, The

Pythan Trench

(PITH-ann)

This trench holds the deepest waters of the Alamber Sea. It gained its name after the great triton wizard who

bound the greatest evils of Serôs below by sacrificing her life somewhere in the black waters.

See Also: C'Saxah, Kiture, Kurri'mal

Q

Qatoris

(KA-tar-iss) c. -800 - present

Qatoris is a magically hidden morkoth city on the western cliffs above the Bymmal Trench. While most believe the tale of a benevolent city of morkoth not ruled by the Great Arcane of Olleth to be a myth, those few Dukars restoring their numbers in the Inner Sea seek it out as a holy place important to their cause, and make frequent pilgrimages into the eastern sea to seek it out.

Qatoris is notable as the sole remnant of two long-dead organizations: It is the last city of the Arcana of Humbar, destroyed in the Fifth Serôs War, and it is the only intact Dukars Academy also surviving from the fall of Aryselymalyr.

Lastly, and most secretly, folk avoid the western end of the Bymmal Trench due to the legends of Xisar the Blue Kraken lairing there, and even fewer enter the trench by more than a few dozen feet to satisfy a dare. At a depth of 1,600 feet below sea level and fifty feet within the western trench, the Hidden City of Qatoris rests within a cavernous plateau in the northern cliff, screened behind a magical veil of shadow to keep its existence and its lights secret from both predators of the deep as well as greedy Serôsians who drove them here.

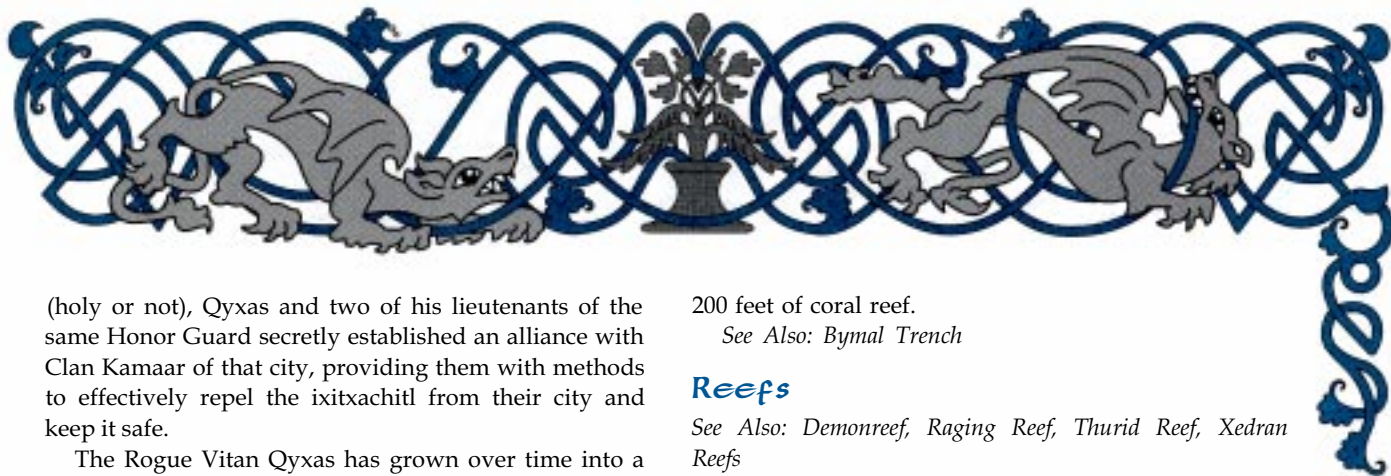
The Great Cavern of Qatoris actually rises within some of the hills above the trench, and the massive cavern is magically lit in its ceiling with lucent coral. To some visitors, this place reminds them of a drow city of the Underdark, with its cavern complex and great amounts of magic, but the atmosphere (aside from being wet) is light and full of ambition and scholarship.

See Also: Bymmal Trench, Dukar orders

Qyxas

(KEE-shas) 1141 DR - present

Qyxas was the head of the last Honor Guard of the Vitanar Phyvvak, though he has been a rogue element on the Xedran Reefs for the past century. His final mission upon the rise of the Vitanar Ourqax in 1275 DR in was to suicidally attack the outcast merfolk fortress of Thuridru and wipe it out. Because he believed he deserved a vitan's power rather than be made a sacrifice



(holy or not), Qyxas and two of his lieutenants of the same Honor Guard secretly established an alliance with Clan Kamaar of that city, providing them with methods to effectively repel the *ixtixachtl* from their city and keep it safe.

The Rogue Vitan Qyxas has grown over time into a greater vampiric *ixtixachtl* on its own, and begins to form his own faithful around him in the caverns beneath Thuridru and above in the Cliffs of Atin. His power base is still coalescing, but some of his secrets were revealed by his erstwhile merfolk allies of Clan Kammar during attacks on Thuridru and Naulys in the Twelfth War.

Founding a small schismatic religion where the 'chitls' prime goal is not to eradicate all other races (like the sahuagin) but to learn what one can of all the races and destroy them from within, "as revenge is only holy when it is absolute and the enemy knows this only at the moment of death." The alliance with Thuridru fractured as most of Qyxas' contacts and pawns among Clan Kammar died in the war, but there are still accessways and secrets it knows that it can use to take control of Thuridru within a decade's time and keep it from the grasp and control of the Vitanar at Xedras.

See Also: Clan Kamaar, Ilxendren, Thuridru, Xedran Reefs

R

Raging Reef

The Raging Reef is the name given to an out-of-place deep-sea reef along and within the Bymmal Trench. More than 600 feet beneath the surface, the blaze coral reef glows brightly and is a landmark for hundreds of yards around it. The blaze coral and the magic within the reef appear from afar as a bed of glowing embers to those of Faerûn. The approach of any creatures larger than a normal sized fish—effectively sharks, humanoids, and larger beings—activate the reef's primary guardians of more than 30 9HD mudmen looming 15 feet tall and set every 30 feet around the perimeter of the Reef!

Secret: An everburning brazier sank with the good ship *Waveservant* more than a century ago, and while most of the rest of the ship's remnants are long gone, the golden brazier and its magic fell to rest on a small shelf along the slopes of the trench. Over the years, coral and other marine life attracted to the light and heat of the brazier built up a reef that continues to grow and thrive today, far away from the sunlit waters that normally feed it. In addition, there are a number of other items that have survived within the reef due to being buried protectively in mud but are also now buried within or under

200 feet of coral reef.

See Also: Bymal Trench

Reefs

See Also: Demonreef, Raging Reef, Thurid Reef, Xedran Reefs

Rulovar

(Pronunciation)

A former sea elfen garrison and one of the Pillars of the Trident, Rulovar was built to be the most active of the garrisons, with daily patrols rotating out to harass the sahuagin. Aside from forty-eight aquatic elves, which were away from the garrison, the sahuagin forces (despite orders from Iakhovas to leave some alive to generate fear of his coming wrath) slaughtered every elf in Rulovar. The survivors fled to Velyraar and helped to save that garrison from a similar fate.

Now, Rulovar (and its armory of sea elf weapons) lies under the control of the merrow subchieftain Umas and his band of forty merrow. Its outer perimeter wall still lies in ruins from the sahuagin attack, though the merrow moved the rubble inside the relatively intact garrison and use the stones as missiles.

See Also: Merrow, Pillars of the Trident

S

Sakkors

(SAH-korz) -2123 DR - -339 DR (as Netherese enclave); 1368 DR - present (uncovered ruin)

Sakkors, a Silver Age flying city of Netheril, fell into the Sea of Fallen Stars just south of the future site of Urmlaspyr. Coming to a halt with a great impact about ninety miles north (and 630 feet beneath sea level), Sakkors is little more than a pile of rubble honeycombed with dangerous magical effects corrupted by time and the seas' corrosion.

Elminster's Notes: All I may tell ye of Sakkors is to bear it a wide berth. I encountered koalinth possessed by ancient sorcerers, magic-infused waters, and other more broken and corrupt magic than anywhere beyond the wastes of Anau-roch or Raurin.

See Also: Haunted Plains, Nhallowth

Scattering, The

1369 DR; continues to present

With the destruction of a portion of the Sharksbane Wall, Iakhovas the Ravager set free the sahuagin that had previously been kept primarily in the Alamber, save for a few crafty raiding parties every summer.





Now, with a two-mile-wide hole in the wall and significantly fewer defenders, the sahuagin have invaded Serôs with a vengeance. While Iakhovas marshaled other forces, he set the sahuagin free across Serôs to wreak whatever havoc they wished. While he pulled them back to participate in a final battle at Myth Nantar, his defeat there left the sahuagin without an official king or a sense of direction. These actions left a large number of sahuagin in Serôs with only their comrades in hundreds of isolated raiding parties.

The Scattering, as Black Claws has named it among his people, continues as many sahuagin live subsistence lives in small caves and areas throughout Serôs. The bulk of the sahuagin fled either east or south after their defeat at Myth Nantar, and those southbound reformed around the rule of T'Kalah back in the Alamber. While Kurrimal is still the preeminent force of sahuagin in the Inner Sea, a number of sahuagin bands look to allying together and forming another sahuagin kingdom near the reefs north of Cape Dragonfang.

See Also: Black Claws, Iakhovas, Kurrimal, Myth Nantar, T'Kalah

Scrag

Basic information on this creature is in the "People of Serôs" chapter and under the "Troll" entry in the AD&D MONSTROUS MANUAL tome. More specific social information is provided in the entries listed below.

Elminster's Notes: My few Serôsian contacts tell me that star-coral daggers and knives are the only weapons that prevent the scrag's regenerative abilities due to some unknown mineral properties. Typical scrag-fighting tactics are to wear them down with normal weapons, pinning the creatures to reefs and sea beds, then sawing their claws off with star-coral knives (or simply rubbing open wounds with pieces of the same) and stuffing any severed extremities with small pieces of star coral to prevent scrag regeneration.

See Also: Coral, star

Sea Stars

There are over 200 types of sea stars living in Serôs' waters today, and they provide a plentiful food supply for many creatures and people, including the shalarin and merfolk. While most are near-harmless creatures that merely cling to rocks among the shallows, there are some sea stars of the greater deep that grow to monstrous sizes and can wrap up far larger prey than the stray clam.

The most dangerous of sea stars has been called the vampire star, the lamprey star, and even the falling

star, but their most common name in Serôs is the bane-star. These deep-dwelling sea stars appear to have some level of malevolent intelligence and they actively hunt the sentient lifeforms of the shallow waters. About the size of a merman's hand, bane-stars clamp onto the base of the skull where it meets the spine and insinuate over 100 barbed teeth into the skin. Once in place, bane-stars mentally force their victims into deep dives until they reach depths at which they perish. It is there the bane-star then feeds upon its former host at its leisure. For a time, these were known as Elfbane, as certain tribes of locathah and mermen used them to assassinate their elf overlords in the dying days of Aryselmalyr.

Sea Unicorn, The

Many subscribe to a myth in Deep Sashelas' religion that times of great change are heralded by sightings of a hippocampus with a glowing horn jutting from its brow. Numerous religious sects have linked themselves to the sea unicorn, such as the clergy and warriors at the Sharksbane Wall known as the Lances of the Sea Unicorn. In fact, one of their number claims to have been saved from death by riding a sea unicorn to safety just before Iakhovas destroyed his post. In the months both during and since the Twelfth War, more and more sightings of sea unicorns have many wondering what portents are yet to come.

See Also: Lances of the Sea Unicorn

Selana

711 - 779 DR

Upon the fall of Hmurrath, the merfolk lamented among the ruins of their empire until the young mermaid Selana dragged them out of ruin and back to healthy currents. She had been touched by a number of gods both of the sea and the land, and she taught them three important things: "Where the maid is equal to the man, life thrives in harmony. Stand not away from those not of Eadro, for all life swims the same currents. Power stems not in control of current and tide, but in the knowledge of how the current and the tide and you control one another."

Selana also predicted the eventual alliance with the shalarin, and called them "the wild tide's children, brought from their world to share of ours and to lend their strength to ours in times of need. For if we are true friends, we will not merely share our world with them but they may share their world with us in ages to come..." While many dismissed this prediction, as the shalarin had recently had a hand in decimating Hmurrath and few were willing to extend the hand of peace, it





is a prediction held dear by both Ri'ola'con and Princess Arina (an ancestor of Selana) of the Nantarn Alliance.

See Also: Arina, Bloodline of Selana, Mirol, Vhaemas

Selmal Basin

This is the Serôsian name for the Vilhon Reach. Once a relatively clear and tube-like estuary of brackish water, the Selmal Basin is littered with the ruins of the Twelve Cities of Swords (the surface cities of Jhaamdath, swept into the sea in -255 DR), the five cities and numerous towns of the sea elves of Aryselmalyr, and hundreds of shipwrecks. The Selmal Basin is also home to over 100 tribes of koalinth.

See Also: Coryselmal

Selu'Maraar

851 DR - present

Originally ruled by the Thuvys clan, their alliance with the mad Coronal Nyratiis during the Eleventh Serôs War brought them down and nearly destroyed the fledgling nation. Aolis Ildacer II, son of the heroes Aolis and Amara Ildacer from Myth Drannor, took the reins of power both by right of challenge and by right of marriage, as his wife was the heir to Selu'Maraar and she abdicated her throne to him.

There are twenty-two elf clans of Selu'Maraar, though seven of them are migrant clans that settled here after the destruction of Myth Drannor. Among two of the Cormanthan clans (Alastrarra, Ildacer) and six of the other clans (Aaroran, Chuldansep, Faeromar, Merlistar, Ni'Merquam, Shesal), there is shared blood with the clans of Selu'Maraar which keep trade relations open between the oft-clashing elven nations of Serôs. The surface immigrant clans of Selu'Maraar (Alastrarra, Echorn, Haladar, Ildacer, Ni'Tessine, Omberdawn, and Ulondarr) are still looked down upon by the "native" Serôsian elves, even though more than 80% of them come from surface elf stock. The remaining clans include: Aaroran, Adofaer, Chuldansep, Faeromar, Kraok, Merlistar, Ni'Merquam, Pyorr, Reefglamor, Samaan, Selakiir, Shesal, Tidark, Vurtalis, and Ytham.

Serôs

(SAY-ros)

Serôs is the name for the undersea realms of the Inner Sea, just as Faerûn encompasses the continent that surrounds it. In the merfolk language, it stands for "the embracing life." Serôs was not used as a title for the entire undersea until the fall of Aryselmalyr.

Serôs Wars, The

Given the interrelated nature of all life in the sea, it is hard for any major conflict that does not affect and involve all creatures in the sea. Thus, unlike Faerûn, wars among two powers will eventually draw in all political powers.

-9839 - -9833	First Serôs War
-8298 - 8282	Second Serôs War
-1539 - -1502	Third Serôs War
-1399 - -1396	Fourth Serôs War
-788 - -777	Fifth Serôs War
-255 - -215	Sixth Serôs War
-108 - -106	Seventh Serôs War
319-321	Eighth Serôs War
653 - 656	Ninth Serôs War
709 - 750	Tenth Serôs War
936 - 942	Eleventh Serôs War
1369	Twelfth Serôs War

First Serôs War: Aryselmalyr vs. sahuagin; building of the Sharkbane Wall results from this war.

Second Serôs War: Aryselmalyr vs. Kuo-Toan Consortiums.

Third Serôs War: Aryselmalyr vs. Imperium of Ilvanyv, First Thalorlyn, Horde of the Bloodtide, merman Republic of Tivaan, and the Four Arcana of Humbar.

Fourth Serôs War: Second Kingdom of Kyron vs. koalinth and merrow hordes.

Fifth Serôs War: Aryselmalyr vs. Es'krin, Arcana of Humbar.

Sixth Serôs War: Civil wars after fall of Aryselmalyr; rise and fall of Nantarum.

Seventh Serôs War: Theocracy of the Deep vs. Es'rath and Hmurrath.

Eighth Serôs War: Shalarin and Hmurrath vs. ixitxachitls of Paolan Reef.

Ninth Serôs War: Hmurrath vs. merrow of the Axe Kingdoms of Khuur and Nmalk.

Tenth Serôs War: Hmurrathan civil wars.

Eleventh Serôs War: "New Aryselmalyr War" of merrow, koalinth, merfolk, and shalarin vs. elves of Selu'Maraar, Naramyr, and Keryvyr.

Twelfth Serôs War: This war officially begins in Eldasong with the destruction at the Sharkbane Wall, as most of the races reacted to that event far more than preceding activities. Blitzkrieg tactics and a willful disregard of Laws of Battle make this the most unpredictable war ever since the Laws of Battle were established after the Ninth Serôs War.



Serusan

(SAYR-oos-ann) c. -4000 DR - present

This “Common” tongue among the allied races of the undersea was developed over time by all the races under the control of Arysalmalyr, and its use has continued and become modified to its modern dialect.

Sharna

1340 DR to present

Eldest daughter of Vhaemas the Bastard and his long-dead wife Eaja Kamaar, this queen of Thuridru nurses only hatred against her grandfather, King Vhaemas of Eadraal, for having cast out her clan and her father. Sharna is a strong, forceful leader for her city, and her drive to repair the city and its defenses serve it well to defend against near-endless feints by the *ixitxachtl*.

Sharna shares a defining trait with her four siblings and their deceased father—bright red hair and at least a scattering of golden scales on their tails. While this is not a dominant mark among the current royals at Voalidru, it was a mark of note a few generations before during the reign of King Kosul. Thus, all five of the children of Vhaemas the Younger have constant reminders of their claims to the throne of Eadraal yet none may exercise their claims due to their father’s and clan’s crimes.

See Also: Thuridru, Vhaemas II

Sharksbane Wall, The

-15,000 DR? - 1369 DR (intact); still exists but ruined in one major section.

This once-proud defense became one of the worst casualties of the Iakhovan Invasion, as the mountain ridge that walled off the Alamber Sea from the rest of Serôs. Built millennia ago during the first of the Serôs Wars, Sharksbane Wall stood against the sahuagin for 15,000 years, keeping all but the stealthiest of raiding parties out of Serôs and in the Alamber Sea.

After allying with the koalinth and morkoth of Serôs, Iakhovas used a relic of power from the ruins of Coryselmal to destroy the Sharksbane Wall.

Now, with the sahuagin no longer penned in behind this wall, the other races look for other methods with which to defend themselves from the sea devils. While more than 95% of the wall yet remains intact and guarded, the forces defending it are spread too thin by trying to rebuild or guard the two-mile-gap in the central wall to effectively do more than warn when sahuagin raiders breach their defenses. The Dukars at Myth Nantar secretly hope to reinforce the garrisons here within a few years, once their own forces are restored.

See Also: Coryselmal, Iakhovas, Myth Nantar, Lances the Sea Unicorn, Pillars of the Trident

Ship of The Gods

This is the volcanic island of the southern Alamber Sea, and the cause of much change in recent months within the Inner Sea. Iakhovas triggered the eruption of the volcano by using some ancient artifacts to gate into the Inner Sea from the Arnrock on the Lake of Steam. The priests of Geb (living within the volcano at the Golden Forge temple) directed the force of the eruption (as instructed by Mulhorand) across the sea floor by opening it up with earthquakes and the like. This geological event destroyed Vahaxtyl and more than 20,000 sahuagin in one swift move, but that was not the end to the destruction.

The lava flow and force of the subsea quakes generated a massive tidal wave up the eastern channel of the Alamber Sea. While damage to Sultim was considerable, the city was temporarily evacuated as they had warning via their priests. All the warning the fisherfolk and shipwrights of the Alaor had was the massive wall of water rolling right over their small island (and only those under the protection of the priests of Ishtishia survived). While much reduced by the time it crashed against the northern coast and Bezantur, the wave inflicted serious physical damage to the city, sank eight out of ten ships anchored in the harbor, and destroyed many lesser buildings (though most towers and public buildings were reinforced with magical screens against such occurrences).

Elminster’s Notes: And people wonder why I and my fellows rarely unleash the forces we are capable of... Let this be a lesson to ye all—know that for every meteor strike ye may drop upon the heads of hapless foes, the force also affects the ground around them, mayhaps burying some escaping slaves by collapsing tunnels in the Underdark. Aye, ye get to my age and ye learn that all things have a price, and rarely are ye the one who pays the most, so if ye are unwilling to have such fares on your conscience, learn to solve problems without pyrotechnics.

See Also: Aleaxtis, Canyon of Onakeal, Vahaxtyl

Silvertide

1171 DR - present

The Silvertide is a free-moving, animate mass of water that was formed from the destruction of a magical mirror of some sort when the ship on which it was carried sank west of the Wayrock. Now, folk huddle inside in fear if they hear of the Silvertide flowing through their part of Serôs. While few can honestly say they have seen it up close (for those that do have died), enough folk see it from afar to know that its touch often means madness or death. Unless in well-lit waters, the Silvertide is nearly invisible due to its partially-transparent



ent, partially-reflective, and amorphous surface. In the light of a torch or brighter, Silvertide is revealed as a shimmering, undulating mass of water that reflects constantly shifting images of its surroundings and its victims like transparent phantoms on its surface.

The Silvertide still retains some properties of a *mirror* of life trapping, though now it swirls around a victim and sticks to her like glue, trapping them inside itself. Unless PCs make saves vs. magic, they cannot break free and either suffocate as the Silvertide blocks their gills or other methods of respiration (40%) or suffer the effects of a *mirror of life trapping* (60%).

Skullmount

This small seamount rests on the broad abyssal plains between the Vuuvax Protectorate and Es'rath. Rounded at the top with flat cliffs on the south side and caverns riddling that face, this place gains the name Skullmount as it resembles a 200-foot-high skull. This technically marks the last marker of the lands claimed by the tritons, as patrols of tritons use Skullmount as a garrison and outpost. Territory claimed by Es'rath begins about 5-10 miles north of Skullmount.

Elminster's Notes: I heard a song in Lyrabar one that told of Skullmount gaining its name during a pitched battle with morkoth long ago. Triton wizards illuminated the seamount's surface to hinder their enemies, and the sight of the glowing "Skullmount" sent them fleeing. I trust ye can discern a good tale from good his tory, yes?

See Also: Es'rath, Vuuvax Protectorate

Sponge

A relatively common lifeform in all oceans and seas, sponges thrive in the Inner Sea in a wide variety of forms. Abundant in the waters off of Thesk and Impilture, the sponge divers from the surface have told tales for decades of the finned humans and fishmen beneath the surface to few listening ears. However, with minor bits of trade opening up, some of the folk who have made their riches on sponge harvesting fear competition from the native sea dwellers and are stirring up tall tales of child abductions and attacks on divers by these creatures before real trade disrupts their business.

T

Teakal Seamount

This mountain (Mount Teakal) is riddled with garrisons along its slopes, as it has long been used for guards to overlook the waters above Voalidru, Lacuan, Naulys, and Xadea and protect the towns and city when neces-

sary. This mountain also marks the southernmost point of Eadraal's claimed territory. Right now, it also counts as the closest redoubt the merfolk have to their capital at Voalidru while the city and its environs are occupied by undead monsters. Deep within the mountain are rumored ruined cities of both the morkoth and the sea elves there and even more rumors of magic buried within the subterranean caverns of the mountains.

Telvanlu

(tel-VAN-loo) 768 DR - present

Telvanlu, the capital of Naramyr, is westernmost, resting in about 200 feet of water 40 miles southwest of Suzail or 30 miles due north of Ilipur on the Dragon Coast. Telvanlu is a moderately sized city with low clam shell-like buildings low to the ground and dug into the silt to avoid problems with overhead shipping. The Coronal Aravae Daudil has a standing policy of stripping all entrants to her city of weapons and armor, "so any thoughts of peace and cooperation are enhanced and others reduced."

Elminster's Notes: Given her ladyship's clan history of assassinations against their crown, I would say she has good reason to wish her city a safer place. Mark ye well, if any get on Aravae's good side, they shall make as staunch an ally as ever there was.

See Also: Naramyr

Temple of The Emerald Eye

This is the colloquial name for the ruined monastery of Vynagyr, nestled among the Mountains of Volar in the eastern sea.

See Also: Kyron, Mountains of Volar, Vynagyr

Thurid Reefs

1290 DR - present

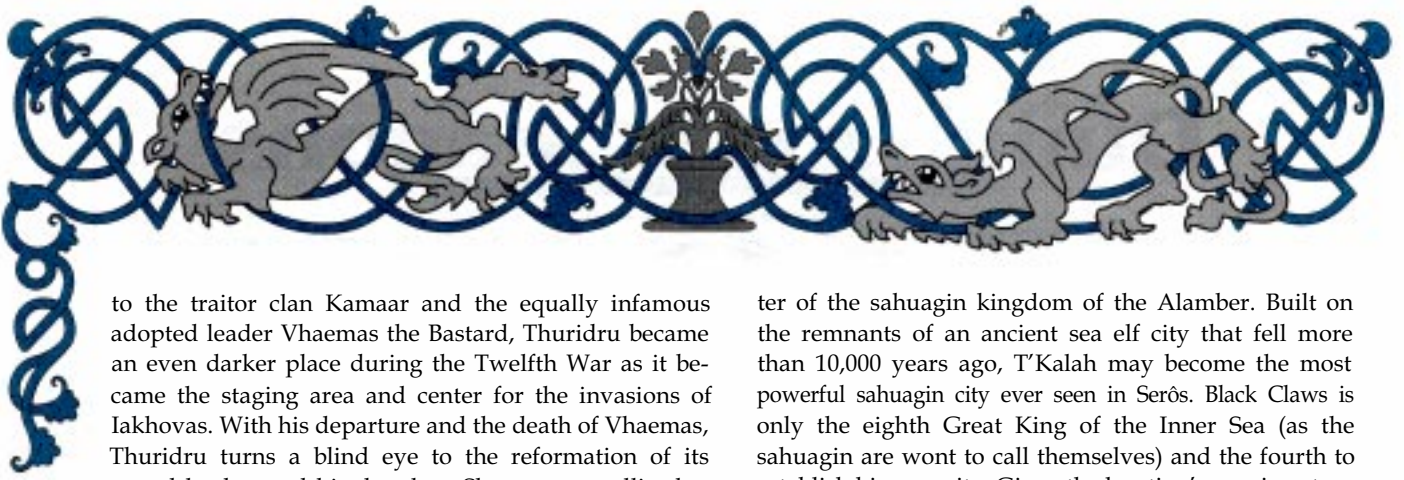
The former site of old Thuridru, merfolk quit this city after its ruling clan willingly broke the Laws of Battle during territorial battles more than 100 years ago. Numerous corals and small reefs now cover the many buildings and none but animals now glide through what has become the Thurid Reefs.

Elminster's Notes: If nothing else, seeing the Thurid Reefs growing up and down around the former buildings and decorations is the best education for surface dwellers. So few understand that coral (unlike rock) is a living structure, and while still a shunned place by most merfolk, the Thurid Reefs are wondrously beautiful and alive with color from dozens of corals.

Thuridru

(THUR-id-roo) 1292 DR - present (original city's lifespan: 216 - 1290 DR)

This city of outcast merfolk resides among the territorial waters of the ixitxachtitl of the Xedran Reefs. Home



to the traitor clan Kamaar and the equally infamous adopted leader Vhaemas the Bastard, Thuridru became an even darker place during the Twelfth War as it became the staging area and center for the invasions of Iakhovas. With his departure and the death of Vhaemas, Thuridru turns a blind eye to the reformation of its proud leader, and his daughter Sharna now rallies her clan toward restoring and repairing their city and eventual plans of revenge against Eadraal.

See Also: Sharna, Vhaemas II

T'Kalah

(KOL-uh) 941 - present

T'Kalah is known more prominently as Black Claws, as his scales are so deep an emerald green that he appears black in coloration unless in brightly sunlit waters. A mutated sahuagin since birth, T'Kalah has three massive arms since he lost his lower left arm at the shoulder in a duel eighty years ago, when he gained his position as a royal guard. The strength of his remaining arms is beyond what it should be for his age and size (Str 22), and he is a feared combatant among the sahuagin tribes of the Alamber Sea.

A former royal guard of King Kromes, T'Kalah took advantage of the disarray of the volcano to duel and slay the prince Githax, only to see his rise to power thwarted by the coming of Iakhovas. After the Twelfth Serôs War and Iakhovas' expulsion from the Inner Sea, the sahuagin kingdom of the Alamber was in chaos. Black Claws challenged the few remaining princes, winning easily as one of the elder sahuagin to survive the wars.

T'Kalah has taken advantage of the disarray left with the destruction of the Sharkbane Wall and sent followers beyond their normal hunting grounds to establish Balath, a small colony among the Mountains of Volar. Whether he is expanding his boundaries or merely forming a garrison to watch and prevent the rebuilding of the Wall is unclear at this time. All that any can determine is that his sahuagin troops are now fiercely loyal to him out of fear and respect, and they are among the most savage bands in Serôs. They lost much in the Twelfth Serôs War, though with their anger up and fewer defenses against them, the sahuagin are again the pre-eminent danger in Serôs.

See Also: Balath; Black Claws, Mountains of Volar

T'Kalah (city)

(KOL-uh) 1370 DR - present

Following barely remembered but ancient sahuagin traditions, the city takes the name of its ruler and founder under, T'Kalah the Black Claws. Due south of Thassen by more than 35 miles, T'Kalah marks the new cen-

ter of the sahuagin kingdom of the Alamber. Built on the remnants of an ancient sea elf city that fell more than 10,000 years ago, T'Kalah may become the most powerful sahuagin city ever seen in Serôs. Black Claws is only the eighth Great King of the Inner Sea (as the sahuagin are wont to call themselves) and the fourth to establish his own city. Given the location's previous tenants, T'Kalah ensures that malenti will be born in the eggs of the sahuagin, thus allowing them more spies and ways to expand further into Serôs, which they look upon once again as the summer hunting grounds.

Trench of Lopok

Running north and south in the deep waters west of the Mountains of Volar, the Trench of Lopok has been home to morkoth, kraken, and many things far darker. In recent years, it has fallen within the undisputed territory of the triton Protectorates, though even they only live along its upper cliffs. The name "lopok" uses the lo-cathah word for kraken, as the creatures still swim among the waters around this trench. It is also from this trench that the morkoth and kuo-toa allegedly rose, leading some to believe that dark gods live beneath its shadowed depths. The triton say little, admitting only to watching against "Those Who Sleep Below" and they are on guard at all times.

Elminster's Notes: I have heard many a strange tale about the trench, but I have not seen it for myself. Best ye ask of Selvoys Ghaur of Telflamm, who once told the Simbul of its corruptive waters and darkness far colder than the depths through which its waters run.

See Also: Mountains of Volar, Protectorates

TRITON

All triton colonies grow almost like trees, since they begin as a single military outpost first, which then grows into a town after additional outposts are built at cardinal points a day's swim beyond the central towers of the first.

Patrols of thirty triton warriors and six triton spellcasters are commonly kept moving from one outpost to the next, so there are always forty patrols moving along the borders and within the domain. Troops have a day's rest before they move on to their next assignments, whether in a city or outpost. Outposts are staffed at all times by thirty-six tritons of all genders (thirty warriors, six spellcasters (one mage, five priests)). Towns average 750 tritons in them, of whom 10% are exceptional (as noted in the *Monstrous Manual* tome). Cities average 1,500-3,000 souls with an equivalent number of exceptional beings, though the capitals house no less than 7,000 tritons with 15% of them being exceptional specimens.



Triton names follow simple patterns. All cities and sites are named after a figure important to that location, and colonies/protectorates take the name of their primary founder. All triton names have any number of syllables, though the standard is two or three. All male names end in a vowel and "s," though names from 500 years or more back varied slightly from this and only ended in "s." All female names end with an "n." Collective terms, whether discussing the colonies surrounding a capital or the family members of a particular parent, simply add a "th" with an interceding vowel where needed to refer to the conglomerate (Numynath can mean the possessions or children of Numyn, depending on the context).

See Also: *Ahlors Protectorate*, *Protectorates*, *Pumana Protectorate*, *Vuuvax Protectorate*

Tunnels of Iratis

-8,830 DR - present

Iratis, one of the greatest High Mages among the Aryselmali elves, created seven massive tunnels that run through the Hmur Plateau and once provided speedier passage from the western ends of the sea elven empire to the central sea. Iratis and his students and fellow mages carved 300-foot-diameter tunnels through hundreds of miles of rock and coral. They even carved lucent coral arches every 50 yards to provide at least a dim source of light throughout and enspelled the arches to glow permanently. Finally, they also placed some unknown magic within the tunnels, increasing the currents flowing through them and thus speeding up the travel of anyone swimming with the current (add 25% to distance traveled without penalties within the primary tunnels, reducing movement by the same %age if against the current).

There are five primary tunnels, and all have splinter tunnels off them. No one knows the names of most splinter tunnels, as most have fallen into disuse or collapsed entirely. The five primary arteries are as follows (with directionals for their currents) and noted by their closest mapped location:

- Kamar's Flow (east to west) from the ixitxachitl city of Ilderus to the Haunted Plains;
- The Faernkarar (north to south) opens directly south and across the Haunted Plains from the Cave of Lost Hope and exits south of the Hmur Plateau near Somur;
- Shelassol Tunnel (south to north) branches off of Kamar's Flow north of Xyladren and exits northeast of Dalnidru;
- Iratis's Gauntlet (west to east) runs west of Estavar and arcs through the plateau to exit 50 miles east of Minolh overlooking Es'rath; and



- Eadro's Way (east to west) runs through the northern edges of the Hmur Plateau beneath the Hanalitanar Forest.

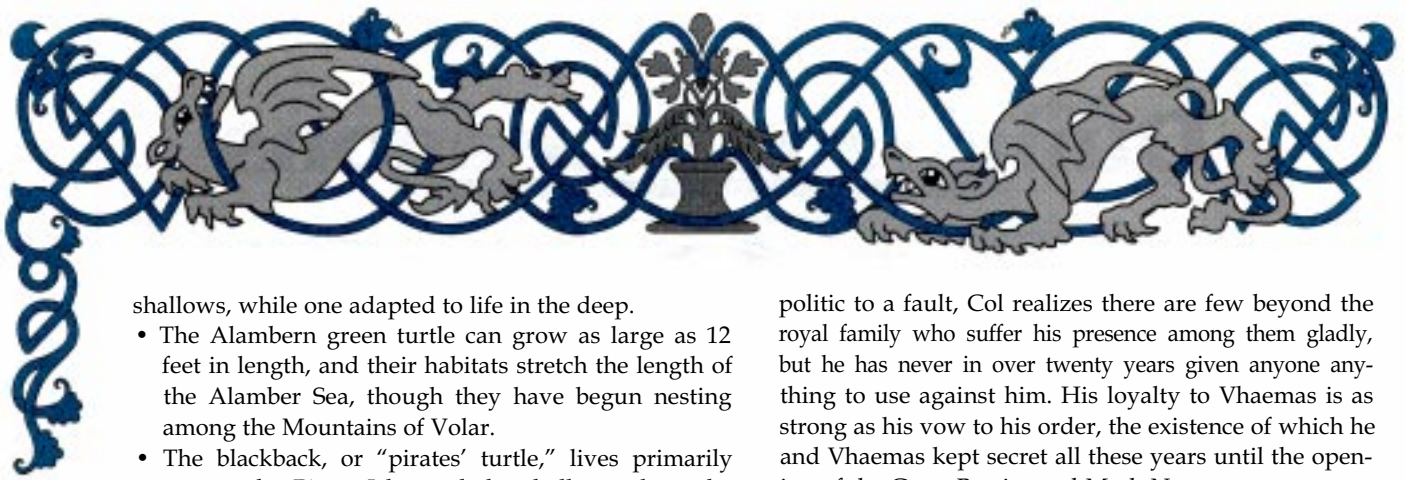
The tunnels remain today, but due to subsequent tunneling within the Underdark and a lack of patrolling within the tunnels, most are dangerous, monster-filled places. The numerous guard posts, armories, taverns, and inns along these routes have all since either been long ransacked by bandits or occupied by such creatures as kuo-toa, aboleth, and scrag. Of all the tunnels, only Eadro's Way at the north end of the Hmur Plateau is still in good repair and relatively clear of lurking monsters and other dangers.

Secret: What all have forgotten are that there were many tombs for the Aryselmalyn rulers placed in side tunnels off these primary avenues. More than 150 rulers are buried within the Hmur Plateau, though the current population of monsters, not to mention a lack of maps or even knowledge of the locations of the tombs, makes their discoveries all but impossible.

See Also: *Merynth Tomb*

Turtles

There are four major species of sea turtles among the lifeforms of Serôs, discounting the dragon turtle, which is a dragon first and foremost. Three are dwellers of the



shallows, while one adapted to life in the deep.

- The Alambert green turtle can grow as large as 12 feet in length, and their habitats stretch the length of the Alamber Sea, though they have begun nesting among the Mountains of Volar.
- The blackback, or “pirates’ turtle,” lives primarily among the Pirate Isles and the shallows along the Hmur Peninsula. They gain their name due to their, smooth shells which are black with mottled green and yellow (and rare white) spots or stripes. Legend has it that Immurk himself became a pirate because he saw a great blackback with the mark of the skull and crossbones on its shell. Ever since, the tallest of tales told among drunken pirates were sightings of the Great Pirate Turtle.
- Ridgeback turtles have a strong, jagged shell often used to cultivate kelp beds by dragging it behind draft animals. Due to the heavy weight of the shell, it is rarely used as a personal shield by anyone other than entrenched defenders.
- The twilight turtle is of deep purple and black coloration, and in the deeps it glows with bioluminescence. This water-breathing turtle is the domesticated workhorse for tritons as a pack animal and hauler, and its light but durable shell is used by tritons as a shield.

See Also: Jhalanrojir the Piratshield

Tuupix of Velyraar

(TOO-picks) 1349 DR - present

Tuupix (NG malf C3), born in the sahuagin town of Kiture, was born a malenti and trained as a priestess. She fled the harsh kill-or-be-killed life of the sahuagin and she entered the western sea of Serôs. Hiding among the Mountains of Volar, she befriended folk who thought her a sea elf, and she kept her secret hidden. Despite ingrained fears, she made a decision to separate fully from her sahuagin roots and became the first malenti cleric of Mystra in Serôs. Finding others like herself who rejected the life of outcasts among the sahuagin, Tuupix led a raiding party back into Alextis and did what they could to aid the Pillars of the Trident against their former brethren.

See Also: Pillars of the Trident

Tu’uua’col

(too-YOO-ah-KOL) 1313 DR - present

This long-time friend of Vhaemas serves as one of his primary advisors at the court of Eadraal. What makes some nervous is that this man is a shalarin and a wizard who also tutors the royal princelings. Many at court don’t like the nonmerman there, and that will only be magnified the longer Vhaemas lies abed. Canny and

politic to a fault, Col realizes there are few beyond the royal family who suffer his presence among them gladly, but he has never in over twenty years given anyone anything to use against him. His loyalty to Vhaemas is as strong as his vow to his order, the existence of which he and Vhaemas kept secret all these years until the opening of the Great Barrier and Myth Nantar.

Secret: Coupling both a personal vow to his blood-brother Vhaemas and Gayar (the paragon of the Order of Kupav), Tu’uua’col has been watching over the king and his family for decades in the hopes that a prophecy is due and the merfolk will soon embrace magic in some way other than through the priesthoods. Col has begun believing that Arina may be the Chosen Star, as Qos prophesied and a key component in restoring the lost Order of Jhimari, but he waits for further proof before bringing her into the Dukar orders.

Elminster’s Notes: From what I know of this jade-skinned man of Serôs, his mission among the courtiers of Eadraal is a cross between Vangerdahast’s role as Crown Protector (though he’s more a steadfast and loyal fiend to the king, not the crown) and Khelben (who HAS to know what’s going on and feels it his right to get that info). He is a wise yet uncompromising old shalarin who continually gets surprised by his star pupil Arina and her intuitive insights into magic, which is a skill beyond all merfolk.

See Also: Arina, Dukar Orders, Eadraal, Myth Nantar, Vhaemas, Voalidru

U

Urchins

These common marine animals serve many needs within Serôs, either as food for many fish and some sentients and as a source of gems. All urchins of the Inner Sea have a central organ that becomes a soft gemstone upon the urchin’s death. These gems have no use or worth as stones, but they are useful for aquatic spell components, potions, and even larger magical items.

All urchins fire their spines like crossbow bolts, and their statistics are all as noted in the MONSTROUS MANUAL tome. However, there is one indigenous species of urchin within Serôs—the seer urchin. Growing as large as 5 feet in diameter with spines that cause 1-8 points of damage, seer urchins are worth the dangers they pose, as their central translucent gems are naturally attuned for enchantments to make them into crystal balls (+ 10% range or true seeing through the orb).

Elminster’s Notes: Two of the Blackstaff’s many scrying



orbs are seer urchin gems of 15 inches in diameter. His only comment to me upon gifting him one about a decade or so back was “they are pleasing to view whether active or not, and their sturdier nature makes them priceless as traveling scrying globes.” For him, high praise and worth indeed.

V

Vahaxtyl

(vuh-HAX-till) -813 DR - 1369 DR

This once proud and enormous sahuagin city no longer rests beneath the waves of the Alamber Sea. The eruption of the Ship of the Gods shattered its seabed and covered all but a few landmarks in boiling lava. More than half of the entire population of Vahaxtyl died in the initial eruption, including King Kromes. Vahaxtyl was the capitol and heart of Aleaxtis, the sahuagin kingdom, but the volcano buried it more than 200 feet deep in lava that is still cooling at the end of the year. What angers Black Claws the most about the destruction is not the loss of king or city—If they had been strong, they and the city would have survived—but the loss and burial of numerous magical items hoarded by Kromes over the past centuries.

See Also: *Aleaxtis, Black Claws, Ship of the Gods*

Vamar's Tower

1308 DR to present

Resting at a seemingly precarious angle on the continental slope off Starmantle, Vamar's Tower is a transplanted surface-world tower occupied by the lich Vamar the Cold. Three stories tall, the external door lies half-buried in the mud and its twelve rosy glass windows around the upper floor provided at least a hint that activity was within, given the flickering lights and shadows in them. Three kapoacanth (marine gargoyles) skulk at the top of the tower.

The tower came under attack during the Twelfth Serôs War as sahuagin and morkoth battled there to claim or destroy the magical prizes held by the lich within the tower. Vamar himself routed all invaders, though the tower took some damage. Sahuagin shattered three of the larger windows at the top of the tower and they now lie open to the sea, but the spells that seal air inside the tower keep the water at bay. One of the four kapoacanth died at the hands of the morkoth, but the others Curiously, no movement has been seen within the tower since the attacks, though it is quite clear that Vamar Isahn wishes to have no visitors.

Secret: Vamar's Tower is protected by numerous spells and effects to guard it, whether Vamar is there or not.

The exact nature of the fields are unknown, though merfolk who ventured too close (within 50 yards) found themselves slowed as if swimming in sargasso weed, and the kapoacanth circled menacingly until they withdrew. Observers of the recent battles also noted sahuagin fighting invisible guardians and the morkoth casting many spells that the tower seemed to just absorb.

Elminster's Notes: The singular time I visited Vamar in his tower, it was quite obvious he kept it sealed and filled with air solely for the purpose of keeping his books dry. His spells for keeping his tower airtight are quite ingenious, as they work from variants of magic that retain air envelopes around spelljamming ships.

See Also: *Isahn, Vamar*

Vhaemas

(VAY-muss) 1302 DR - present

This 68-year-old merman has ruled Eadraal for the past 35 years well. As the thirty-sixth *praessar* of Eadraal, Vhaemas stands out as the most beloved due to the long peace that had marked his reign before the Iakhovan Invasion. He and his family were paragons among the merfolk, and the merpeople cling to the hope that they will deliver them from these dark times and the fall of their capital.

While the king's eldest son originally entered the city an ally of the Great Ravager, the heroism and selflessness of King Vhaemas turned Vhaemas the Bastard against Iakhovas. This slowed the advance of the koalinth and undead forces that inundated the city, but it could not stop them. Vhaemas the Elder and his two eldest children battled Iakhovas together, buying the people time to evacuate west and north. The trio managed to use destroy the powerful trident Iakhovas used and cause the only wounds on him with their magical weapons and pieces of his own broken weapon. In angered retribution, Iakhovas slew the two younger merfolk and left the king with pieces of his own shattered crown driven into his head from the savage strikes. However grievous these wounds, the king's crown was all that kept his skull from shattering against the attack. Since that attack (after which he was left for dead amid the severed torsos of his children), Vhaemas has gained consciousness only once—he named Mirol his heir and regent, and he bid them retreat to Myth Nantar and ally with other races to save themselves.

All of Eadraal offers up prayers to their gods for the king's recovery, and many pin their hopes to his survival. If he should die, the morale of the merpeople might deplete to the point that reclaiming Voalidru would become an idle dream.

See Also: *Arina, Eadraal, Mirol, Vhaemas II*



Vhaemas II

(VAY-muss) 1320 - 1369 DR

Born of an innocent tryst between two young lovers, the boy who would become Vhaemas the Bastard quickly learned hate with his early abandonment by his father and banishment of himself and his mother. Growing up knowing his birthright but having it ever denied him, Vhaemas became an angry, bitter merman.

He married twice, producing six children, all of whom were old enough to participate in the Twelfth War against the chitls and those merfolk who banished them. Long a bitter and angry merman who stirred dissent against his father from the exiles' city of Thuridru, Vhaemas the Bastard joined with Iakhovas for a short time to conquer the ixitxachitl of Xedran Reefs. When Iakhovas' sights turned to Voalidru and the heart of the merfolk, Vhaemas remained loyal until faced with fighting his father and half-sister. None know if the king forgave his illegitimate son, but a number of folks reported the trio fighting together against Iakhovas valiantly until the Ravager felled them with one vicious rake of magically enhanced claws.

While Vhaemas II led the attack of the traitorous merfolk of Thuridru among Iakhovas' armies, he became separated from the main force during the battle. None of his family saw his heroic sacrifice, and thus the hatred between Clan Kamaar and the ruling Clan Homurr continues in his daughter, Sharna. Without even her father's long-buried hope of recognition and reconciliation, Sharna looks to herself and her siblings as potential usurpers of the Homurr rule, and one of her plans is the taking of Voalidru when the time is right.

See Also: Sharna, Thuridru, Vhaemas

The Vitamarate

This is the name for the upper echelons of power within Xedran Reefs. All of the devitans, vitans, and the vitanar belong to the Vitamarate, and all are vampiric ixitxachitl. While not officially among the Vitamarate, the Vitanar Guard are a squadron of vampiric ixitxachitl dedicated to the protection of his Holiness the Vitanar. While some guards go on to become devitans and higher ranks, most of the Vitanar Guard go out in blaze of religious fervor when their vitanar ends its term after 100 years, as they all go on a kamikaze raid into enemy territory, never to return. Each vitanar appoints a new guard of twelve ixitxachitl indoctrinated by turning them into vampires.

See Also: Qyxas

Voalidru

(vo-AL-id-roo)

This monster-infested city was the capital city for the merfolk of Eadraal. It rests on the Lesser Hmur Plateau and rests northeast of Mount Teakal. While once the grandest of cities ever built by the merfolk and having survived since the early days of Eadraal, Voalidru was overrun by Iakhovas and his forces during the Twelfth War. Most of the buildings have been plundered by koalinth and rogue ixitxachitl since the merfolk abandoned the city, but these snatch-and-grab bands don't linger long in the city for the same reason the merfolk forces can't reclaim the city—hundreds of sea zombies, lacedons, skeletons, and other monstrosities have occupied the city and made it their own.

Attempts are made every few months to reclaim the capital, but the overwhelming numbers of undead would take nearly every priest of Serôs to eradicate. In the meantime, Voalidru becomes less and less the glass-towered wonder of Serôs it once was, especially with recent rumors that a kraken has moved in to take control of the near-mindless forces that held the city. Still, a goal clear in the minds of the wounded merfolk at Myth Nantar is simply "Free Voalidru!"

See Also: Arina, Eadraal, Iakhovas, Mirol, Myth Nantar, Vhaemas

Vodos

(VO-dose) c. 11,000(?) - c. -10,400 DR

Vodos, the Great Builder, was the triton architect of the early garrisons of the Sharksteeth Mounts and the planner (if not builder) of the Sharksbane Wall. An ancient triton even during the rise of Arysalmalyr, Vodos was a devout priest of Persana and his accomplishments for the shallow water races stand firm even now, though the Twelfth Serôs War saw the Wall rendered ineffective for the first time in over ten millennia. He was bid by Persana to design the wall and he help lay the foundations and establish the earliest garrison towers along the Hunters' Ridge.

Vodos's death is a matter of assumption, as he disappeared into the Trench of Lopok during the time noted above, and he has never returned. At that time, he was more than 300 years old and simply sought rest, but none have ever found the tomb of Vodos (or, if the tritons have, they have not revealed such).

See Also: Sharksbane Wall

Volar

(VO-lar) 780 - 1304 DR?

Volar was the great storm-giant chieftain of the mountains east of Voalidru. He lived among the valleys



and shallows among the eastern mountains that now bear his name. He was a great friend to the Hmur, and tales of his legendary battles against the sahuagin King Kromes and the Blue Kraken still drift through the depths from the songs of merfolk and whales alike. All who met him in peace called him friend, and in Serôs, there are few beings who can claim such a feat.

Volar's fate is unknown, as he was last seen girded with his armor and his spears, but not his signature trident. He descended into the western depths of the Bymmal Trench, and the tritons say he bellowed out the name of Xisar the Blue Kraken as he dove. Whether he or Xisar survived this battle (their fourth in as many decades) is unknown, though neither has been seen in over sixty cycles.

Elminster's Notes: I managed to meet the great storm giant Volar only once, during a trip to visit the Simbul while she was yet to come to her throne. I found him a most affable host. He looked upon Serôs and its smaller races as an uncle looks upon favored nephews—he helped nurture, protect, and educate them, but they were ultimately not his responsibility. He and the other few of his kin in Serôs busied themselves with maintaining the peace against the marauding sahuagin, kraken, and other menaces.

See Also: Bymmal Trench, Mountains of Volar, Xisar

VORDAHL, Arkallus

(ar-KOL-luss vor-DOLL) -144 DR - -62 DR

The great sage and Lorekeeper Arkallus Vordahl came from Faerûn (his birthplace long forgotten) and he entered Serôs as a proselytizer among the mermen. His early attempts failed, and his exile off the Hmur Plateau and away from the magic of Myth Nantar seemed to signal his end. His rescue by the newly arrived shalarin of the Third Passing showed him a race that he could teach and learn from in turn. Eventually, what he sought to do—introduce Oghma's worship down in Serôs and create the first calendar that unified all the varied methods of time measurement used by Serôsians—was received by other races beyond shalarin.

See Also: Passing

Vuuvax Protectorate

(voo-VASH) ? DR (actual origin); 12 DR (revealed presence) - present

Vuuvaxath (voo-vash-SHATH) is the militaristic colony of the triton, and these are the ruthless warriors of the deep that so many morkoth and sahuagin have learned to fear or at least respect. Vuuvaxath is the wrathful colony with the task of anger—in other words, while Ahlors protects and Pumana believes, Vuuvax avenges (or hunts, depending on whom you ask). Vuuvaxath's cities, towns, and outposts all have 25% more military personnel than normal, including a healthy number of crusaders and warrior clerics.

The most distinct difference in this protectorate is the innumerable statues throughout the region. Lining the paths between the capital and the eight cities are thousands of statues of heroic warriors and priests of Vuuvaxath. There are more than 15,000 statues carved over the course of fourteen centuries, and new statues are currently being carved to replace those who fell during the Twelfth War.

With the mourning songs of Naahal the Great Whale, more than two legions of tritons rose into the fray, either aiding Pumanath against the attacks of Ollethan morkoths or taking the fight to them and aiding the battle at Myth Nantar and Xadea. While most of the legionnaires returned to Vuuvaxath upon the cessation of hostilities, a few remained at Myth Nantar to aid the Nantarn Council.

Elminster's Notes: If ye get the chance to see Vuuvax, ask to see the statue of the lady Vlaryn of Khisos. After that, ye can tell me if she doesn't look everything like Dove Falconhand herself! Curious it is, and something that's nagged at the edge of memory for the past 157 winters. . . .

See Also: Protectorates

VYNAGYR

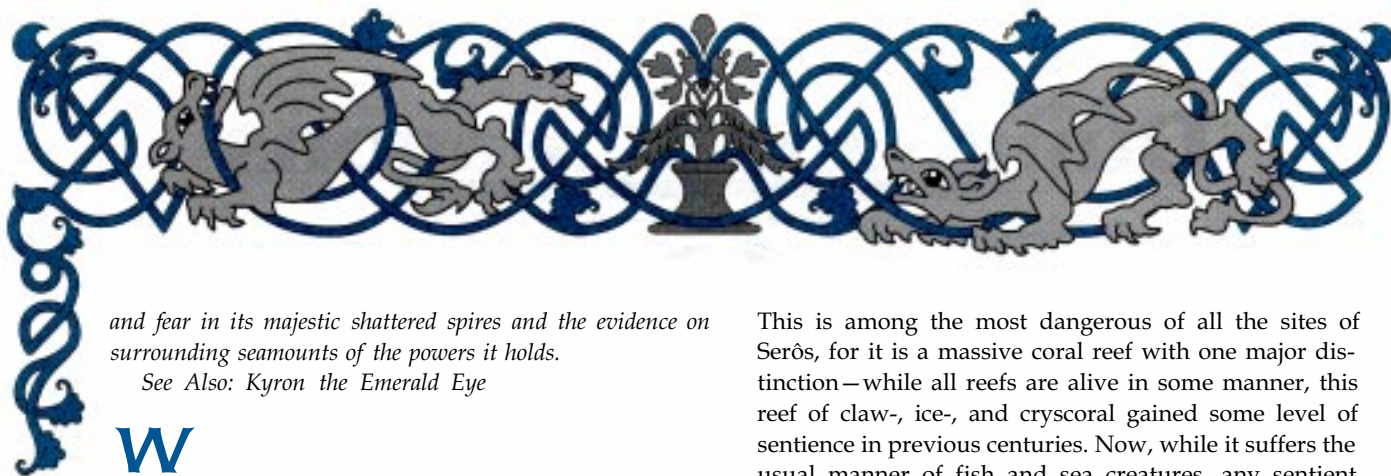
(VIN-ah-gee-ur) -1,523 DR - 185 DR

Vynagyr is a site known to all among the upper reaches of Serôs as a place of undiluted evil. Nestled along the rising slopes of the Nalaan Plateau and beneath the archipelago off Aglarond's western shores, this black coral temple to long forgotten evil powers was built as the center of power for Kyron, the deposed Mad King and ally of the equally corrupt Coronal Essyl Merynth of Arysalmalyr. Together, the two power mad allies brought a wave of darkness over Serôs, allying themselves with morkoth, scrag, and other evil creatures in efforts to quell all resistance to the rule of the Arysalmali. The *Emerald Eye* played a major role in the Third, Fourth, and Seventh Serôs Wars until its interment here at Vynagyr.

During the Iakhovan Invasion of Serôs, the ruins were disturbed for the first time in over a millennium. Morkoth allies brought up from below plundered the site of Vynagyr and made off with many of the fell magical items long kept inside the ruined monastery. Most horribly of all, *Kyron the Emerald Eye* is once again loose in Serôs, "and its gaze always brings war..."

Elminster's Notes: I've been to Vynagyr about 16 decades back and I must say it's impressive. Even destroyed to seal its





and fear in its majestic shattered spires and the evidence on surrounding seamounts of the powers it holds.

See Also: *Kyron the Emerald Eye*

W

Watching Peaks, The

This is a collective name for the seamounts of Halaath and Teakal. This name was first used in a whale's song about the merfolk who used the two mountains as signal and watchtowers.

See Also: *Halaath Seamount, Teakal, Sea mount*

Whales

While some Heartlands scholars insist that there are very few whales in the Inner Sea due to its relative small size, they have obviously not ventured far from shore. There are roughly eight different types of whales in the deeper waters beyond the northern coasts or the Pirate Isles, and they are far more numerous than, say, the sea elves.

There are two general kinds of whales in the Inner Sea: toothed whales and baleen whales. The toothed whales eat such prey as giant squid and kraken, though they often rely on smaller, more accessible food if wounded from previous encounters with the leviathans of the deeps. Baleen whales strain seawater through their mouths to eat the krill and plankton that teems throughout Serôs, and these peaceful creatures fill the sea with their songs. All whales are intelligent, though the baleen whales are the smartest among their kind.

The toothed whales include the massive sperm whale, the cold-water homed whale (also known as the narwhal), the beaked whale (or bottle-nose or giant dolphin) and the black and white "killer whales;" these aggressive hunters are the whales most often spotted by sailors and scholars, as their hunting grounds coincide with some of the more prominent surface trade lanes of the Inner Sea.

Among the baleen whales, there are five separate types, all of which indulge in the whalesong heard throughout Serôs: the humpback whale (also called a peasant whale on the surface due to its hunched back), which is the largest of the Inner Sea whales; the snow whale (so named for its white hue); the sapphire whale (named for its trademark blue flukes); the night whale (a whale with a black hide dotted with white "stars"); and the pilot whale.

This is among the most dangerous of all the sites of Serôs, for it is a massive coral reef with one major distinction—while all reefs are alive in some manner, this reef of claw-, ice-, and cryscoral gained some level of sentience in previous centuries. Now, while it suffers the usual manner of fish and sea creatures, any sentient races that feel emotions animate parts of the reef, causing it to lash out at said parties until the emotions go away. It is unclear if the Wrath Reef lashes out due to reflected emotions or if it simply seeks to absorb or bring such emotions closer to it.

See Also: *Haunted Plains*

X

Xedran Reefs

(ZED-ran reefs) 885 DR - present

The Holy Reefs of the Vitamar are only about half composed of reefs, but this shallow-water nation spans the longest stretch of territory outside of Kurrimal. The Xedran Reefs is a theocracy of ixitxachitls led from the capital at Xedras. All life in Xedran Reefs revolves around the worship of Ilxendren, the Dark Ray. Locathah, merrow, and koalinth slaves teem about the cities and temples and the lands among them, performing the tasks the rays cannot; while many remain resistant and attempt to escape when possible, some slaves have converted to the worship of Ilxendren to be allowed the easier work inside the temples.

While the capital has two minor and one major temple within its confines, all other cities have outlying minor temples which also act as outposts. The leaders of the Xedran Reefs cities and temples are members of the Vitamarate. Xedran Reefs stretches from the southwestern Hmur Plateau (temple at Isaadya) down to the Vilhon Reach (ruined temple of Ilkanar).

While it once spanned the Six Holy Cities, after Lifesong of 1440 TS, the two cities of Ageadren and Orilidren are destroyed as well as their supporting temples at Ilramas, Ilkanar, Ilphaeth, and Ilteon. Vitamar Ourqax intends to marshal his strength this year and launch a crusade soon against those he sees as his prime enemies—the settlement at Thuridru (where he can slaughter merfolk and "the rogue vitan Qyxas" all in one fell swoop). Some of the other vitans look longingly at the disarray at Voalidru and urge attacks there, but despite its twisted fervor of revenge and religion, Ourqax wisely refuses to overextend his reach.

If one asks a denizen of Xedran Reefs about their subterranean freshwater cousins, the Ixzan (see *Night Below*



TSR #01125), it only provokes a battle, as the 'chitls of Serôs refuse to even recognize that their god Ilxendren would have any other worshipers nor would they need to hide among the caverns of the Underdark "like some skulking kuo-toa." The zeal with which the Xedran Reefs faithful embrace their god is all-consuming, and for common ixitxachitl, receiving attentions or orders from a devitan or a vitanar is akin to receiving them directly from the Dark Ray itself.

See Also: Anxadren, Berydren, Orilidren, Ourqax, Qyxas, Vitanarate, Xedras, Xyladren

Xedras

The capital city of Xedran Reefs, this is the apex of ixitxachitl colony building. While the city itself spans a radius of a mile from its central temple, the only thing visible on the surface of the reef is one lone tower constructed of coral and large piles of rubble. From cursory examination, the area looks like a ruined city of Arysel-malyr, which it is, but the areas beneath are riddled with the caverns that make the true city.

The most intriguing aspect of Xedras that separates it from the other 'chitl cities is that rather than being a huge warren of tunnels and subcaverns, more than two-thirds of the city is in one huge central cavern. Over 100 feet high, the ceiling of the cavern is more than 500 feet below the surface-tower entrance (but just as easily reached by the seven hidden entrances about the ruins above). Many pieces of masonry and stonework have been moved down from the city above, though the water-filled cavern already had a long-dead kuo-toan city here, which the 'chitls now occupy. The central temple is Blibdoolpoolp's no longer, and the pieces of her great statue were broken down to create slave huts.

All 'chitl cities (and on a smaller scale, the temple outposts/towns) share these characteristics: the central surface exit/entrance, which is often a tower or easily spotted entrance (and thus can lure invaders through its trap-riddled passages); the central temple in the largest cavern beneath that central site (the great temple always forming the spindle around which the city grows); at least four caverns/sites in which slaves are kept (and these tend to be on the outskirts of the town); separate facilities for the leaders' personal slaves (an outbuilding near the temple); garrisons for the military (two per city, one per town); and at least four public shrines to Ilxendren on the outskirts of the city.

See Also: Ourqax, Xedran Reefs

Xisar

(KEES-ahr) ? DR - 1304? DR

The Blue Kraken is a terror long used to haunt the dreams of naughty children of Serôs, though previous generations knew Xisar to be an all-too-real threat. The sapphire-blue-tinged kraken wreaked much havoc on Es'purr and the Hills of Eralis, and it tried to use its powers to enslave the eastern locathah tribes, against which they eventually sought and found help.

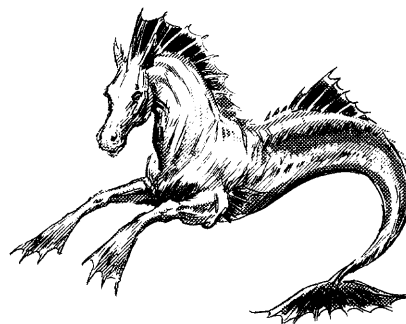
Xisar's activities usually last for six out of every twenty-four years or so and the last was in 1297-1304 DR, when the storm-giant hero Volar dove into the Bymmal Trench after the Blue Kraken, vowing its destruction. Neither hero nor villain have been seen since, though the black waters of the trench hide many more secrets than just this legend.

See Also: Bymmal Trench, Volar

Xyladren

One of the holy cities of Xedran Reefs, Xyladren is one of the strongest of the 'chitl cities due to its easy defense. The ruins that mark its surface location nestle in among a ring of nine hills, and the cavern exits above the city allow 'chitls to swarm invaders from above as the intruders poke around the surface rubble. The leader of Xyladren is Devitan Rialapar.

See Also: Xedran Reefs





Myth Nantar



Myth Nantar has always been a city of powerful magic, even moreso now than in its colorful past. The secrets of the Dukars and others shroud its origins, leading others to speculate. Rumors abound of this place as the last resting place of Dukar, the founder of the Dukar orders, while others suggest it was the last stronghold of the marids or a lost place of power for dragons battered down into the undersea by some great cataclysm. Be all these ideas as they may, Myth Nantar is quite simply the most magical place in all of Serôs.

Campaign Use of Myth Nantar

Myth Nantar is meant to become the central campaign base for all Serôsian AD&D campaigns. The powers and magic of the place allow Faerûnian characters to make an easy transition into an undersea campaign. Likewise, it is a major area of activity for native Serôsians, so this becomes a natural place to center the campaign.

As such, how can DMs use the City of Destinies?

- This city could be an excellent hiding place for lost magical or elven lore and one piece of a DM's major campaign. After all, one can reach Myth Nantar by going through the Underdark, though that avenue is even more fraught with peril than risking near-certain drowning to swim to the city;
- Those of Myth Nantar often rescue PCs and NPCs who might otherwise drown from sea-faring accidents and sinking ships, providing breaks from the usual dungeon interludes;
- Any PCs wishing to start a Serôsian campaign will be taken in at Myth Nantar by patrons and allies. After a two to three month adjustment period during which the magic of the mythal and some active training, PCs gain the NWP's of Undersea Combat, Undersea Speech, and Undersea Spellcasting (as needed) and are ready to swim forth into the open waters of Serôs. Myth Nantar is still the center of Serôs, especially as the Nantarn Alliance is concerned, so like all roads leading to Waterdeep in the North, so too do many events and people lead one ever back to Myth Nantar.

Chronicles of Nantar

Myth Nantar has so many legends and stories linked to it and few folk of Serôs beyond the Dukars can attest to the truth of them, as the city has been hidden away for so long. The particulars of Myth Nantar's history lie in the Timeline given earlier, and we are here merely to get the broad view of it all and cover the present days.

Myth Nantar was created during the height of the elven empire in Serôs. While originally the town of Nantar and the center of the Dukar orders, it became a bipartisan center of magical power during the Aryselymalyr Empire of the aquatic elves. They jointly created the mythal to allow those of the surface the ability to negotiate, trade, or simply associate with the undersea realm of Aryselymalyr. The Dukars both cultivated and protected the magic of Serôs at Myth Nantar, though some limited minds eventually forced their eventual obeisance to Aryselymalyr alone rather than the broad allegiance to their Orders.

Throughout history, when Myth Nantar or the Dukars became political pawns of one power or another, the city and the Dukars suffered, whether under the rule of Thalorlyn, Nantarum, or Aryselymalyr. When both were allowed merely to be symbols or facilitators of peace and understanding through magic and diplomacy, they thrived and Serôs knew peace. That is the hope for the present, as the numerous powers brought together by the Twelfth Serôs War built a tenuous coalition that they all hope to maintain. Due to the many prophecies in many religions that the mythal city is crucial to the next golden age of Serôs, all involved agree that Myth Nantar shall become the center of this fragile union.

Since the closing of the *Great Gate* that expelled Iakhovas from Serôs, the city has slowly filled with all manner of undersea (and surface-world) folk. Many are curious to see the city, sealed as it was for so long from intrusion. Others arrive to aid the Alliance either by joining the growing numbers of support staff to the councilors or by becoming Dukars. Still others arrive seeking opportunities in a place rife with possibility and profit. All have come to the right place, as Myth Nantar has ever been the City of Destinies.



The City

Myth Nantar lies about 35-40 miles northwest of the Whamite Isles, for the purposes of visiting surface folk. From Serôs' perspective, it is forty miles northwest of Voalidru or twenty-six miles southeast from the edge of the greater Hmur Plateau. It rests on interesting terrain, though some of the surface-world compare its layout and placement to the City of Splendors, a far-away place called Waterdeep. These comparisons come due to the immediate presence of Mount Halaath looming north and west of the city and at the edges of the mythal, and the fact that the city spreads out across a minor tableland that rises above the Lower Hmur Plateau. Despite its higher placement above the rest of the lesser plateau, it still lies beneath those depths recognized as Eadraal's territories. Most patrols travelling between the main territories on the Hmur Plateau and Voalidru simply swam around the "double peak" of Mount Halaath and the Great Barrier that for so long defined the mythal around Myth Nantar.

While the mythal's boundaries are defined later, the city boundaries are a little more difficult to discern. The first thing noticed about Myth Nantar as anyone approaches it is that it glows slightly, illuminating the waters around the city more than normal for its depth of 370 feet below the surface. Despite that glow from the mythal or coral (or both), the city seems shrouded, and surface dwellers comment that the city looks as if it were coated in cobwebs, though they fail to successfully explain that image to Serôsians. Coral has insinuated itself everywhere across the city, covering and fusing buildings together, strangely weaving from tower to tower and arch to arch even though coral rarely grows in such a fashion. While inconvenient in terms of exploring the ages-old city, the coral is quite beautiful and most folk have only tentatively carved away small sections of the reefs throughout and surrounding the city to reclaim parts of Myth Nantar without sacrificing this unique beauty of untamed coral.

City Structure

The Dukars teach every newcomer the quarters of their City of Destinies upon arrival, provided they do not arrive with hostile intent. With more than 75% of the city covered in thick reefs of overgrown coral, it's obvious the names and uses for the quarters belong to past eras and only tradition maintains their names. Of course, the new arrivals take to the quarters quite literally in attempts to restore Myth Nantar as it was in its glory days (and hope they will be so again).

The Elves' Quarter is the northeastern quarter of the city. Buried under layers of cryscoral, this quarter houses many libraries, villas, and palaces of elven artistry deeply buried beneath aqua-colored coral. The few sites that are not compromised by thick coral sheathes are the temples of Deep Sashelas and Trishina, as well as one former park and adjoining villa, which has become a makeshift school and complex for the High Mages.

Trade Quarter covers the southeastern zone of Myth Nantar. Formerly the markets and entertainment area of the city, only the Stadium of Tavynos and the environs of Seven Temples Square are free of the tiger-coral reefs that grow everywhere. The cells and staging areas beneath the stadium have become the hospital and housing for the many merfolk displaced from Voalidru and other towns during the war.

Law Quarter marks the southwestern location of the tallest buildings in Myth Nantar, which have been made even taller by the high spindles of tiger coral everywhere. Five separate buildings remain clear and are in use in this quarter by the Nantarn Alliance and its representatives.

The northwestern zone of Dukar Quarter is the only place to truly judge the structure of the city as it once was, since it's the only area aside from isolated sites that is not overgrown. Nestled up against the mountain, this area is well lit by the lucent coral dotting its slopes, as well as street lamps of glowing magic placed strategically about the quarter. Its many sites are discussed below, but its three most spectacular are the Dukam Academy and the Palace of Ienaron and the Keep of Seven Spires.

While not technically part of the city, Mount Halaath and the Three Gates' Reef have become part of Myth Nantar's landscape and structure since the coral of the reef has spread and merged with the city so completely. The reef merges with the overgrowth within the city, though the original purpose of the encircling reef was for defense. The mountain and its caverns act as garrison, lookout, and additional storage of food and other goods. Beyond the city itself, one more site has ties to the city. The Shipwreck Plains are the dumping ground for all ships that have sunk in this area, as the mythal either allowed sinking ships to slide down the mythal here or (as during the opening of the *Great Gate*) it magically guided ships toward this area with some directed force.

Trade and "The Port"

The partially obscured plains between the Three Gates Reef and Trade Quarter have become a trade bazaar of sorts every current and folk are taking toward calling it "the port." While private transactions for trade (like



individual trades with surface folk and the like) remain thus, those looking to establish open trade between other Serôsian states and Myth Nantar meet here, often with some pack animals lugging loads of goods. Typical items include loads of different types of coral not found here, weapons, supplies, and other food for the new settlers, and items from across the seas that are not indigenous to this area. This has also become the place where mercenaries swim, hoping to be hired on to aid the fight either at Voalidru or elsewhere (as many assume the Alliance will raise an army).

Myth Nantar Below

While the city has many places of mystery among its many buildings sealed beneath layers of coral, the tableland upon which the city rests is riddled with caves and tunnels, a few accessible from the eastern cliffs beneath the Elves' quarter. There are also a few places found within the city where floors of buildings have fallen away to reveal great worked-stone areas beneath the city. While those who know the city's history can tell you that many elven and Dukar tombs are among the areas beneath the city, they are at a loss to explain the icy and boiling-hot currents that flow up from below, nor can they explain why those who explore beneath the city are rarely heard from again. The most prevalent rumor crossing Serôs about the undercity is that these openings, which may have formed while the city was sealed and empty, provide access to the Great Dungeons of the Merynths, the mad elf rulers of Arysalmalyr who imprisoned and tortured many folk during their reign within secret dungeons within the greater Hmur Plateau. Regardless of any truth to the rumors and legends, the Dukars try to keep folk (or at least over-curious children and less-than-apt thrill seekers) away from these dangerous entrances and the depths beneath them.

Population

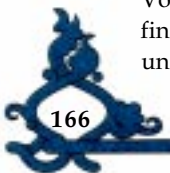
Since the Great Barrier fell and the Twelfth War ended so spectacularly here, the population has risen astronomically, though since the city was empty for over 600 years, that is not so hard a feat. Of the noted PC races, all are present in some ways, though some are more prevalent than others, such as the sea elves (who see this as "their" city by virtue of its mythal) and the merfolk (many of whom were displaced from their homes during the war, including the royals from Voalidru). The rarest races in the city are locathah, who find the mythal and the city uncomfortable if not utterly unsettling, and they tend to enter the city only when

needed; even surface immigrants outnumber the locathah in sheer numbers herein. Of the undersea NPC races, there are a number of morkoth and selkies in attendance here, but the bulk of the 1,900 near-permanent settlers (who do not shuttle to nearby merfolk towns or caves within the mountains) are elves and merfolk. However, Myth Nantar is growing in numbers each month in all quarters.

Law and Order

The Twelfth War brought many surprises, most ugly and fatal, though the most surprising revelation proved a boon for the now-named Nantarn Alliance—the Dukar orders did not die out when they disappeared six centuries ago, and they stood ready to defend Myth Nantar, the original center of their orders, when Iakhovas and the Twelfth War arrived within the mythal. While even the Dukars have lost much of their lore and history over the centuries, they have not lost sight of their motivations: They have chosen to be the sword and shield of the Nantarn Alliance and Myth Nantar. The Dukars are the law in Myth Nantar, and they seek to grow with the alliance to become the peace officers of the allied waters. They still act in relative secrecy in other parts of Serôs, though this may change over time as the Alliance grows.

Myth Nantar has ever been a city of knowledge, scholarship, and magic, not unlike Silverymoon or Myth Drannor in Faerûn. However, over the millennia, the city has also become a place of politics, ideals, and trade, and the lorekeepers and scholars who sought a place of peace in which to study learned to enforce the peace. The laws of Myth Nantar are simple and are quite elven in nature: Like Myth Drannor, treat others, their ideas, and their property as you would wish yourself or your possessions to be treated. The only overt crimes within the city limits are willful unauthorized destruction of the coral reefs, attacks on fellow citizens, or theft or destruction of another's property; all of these are punished by the Dukars and their judge, the paragon Qos who is the reef covering the city (see below). First offenses of anything less than murder usually get a labor sentence at helping to clear away areas authorized for reconstruction, though harsher crimes lead to harsher punishments of banishment from the mythal or death. The code of laws has yet to be written, but until the Nantarn Council fully asserts itself and writes its codes of conduct and alliance, the law in Myth Nantar is what the paragons of the Dukars decide it is.





The Nantarn Council

Despite the attempts to make this an official ruling body, the Nantarn Alliance is still very much a work in progress. Thus, while they are attempting to build the alliance formed by the war and make Myth Nantar the center of a new union of sorts, the Alliance is only sure of a few things. Those of the ruling council—one each from the six allied races plus one representative of each of the Dukar orders and the High Mages, creating a council of ten members—wish to form closer trade alliances than held in centuries. They all want mutual defense pacts to defend each other against the sahuagin threat that has resulted from the Twelfth War. Finally, with increased influxes of surface dwellers beneath the sea, they all wish to learn from them and profit from trade with the surface-world without the hassles of dealing with the surface itself. They are yet undecided if the alliance needs to be tied to constitutions, though most councilors argue that they need to put their ideals and hopes in writing so the intent of their message and their ideals is not lost or confused among the echoes of the deeps.

There are nine current members of the Nantarn Council, though they claim that there are twelve seats and they are to be the Council of Twelve. Members include (and are detailed later in this chapter):

- Locathah Seat: Roaoum, subchief of the Tiger Coral tribe;
- Merfolk Seat: Princess Arina, seventh in line for the merfolk monarch's throne;
- Morkoth (Qatoris) Seat: Vualdia, lorekeeper of the Maalim Order;
- Sea Elf Seat: Morgan Ildacer, captain of the High Mages' guard of Sylkiir;
- Shalarin Seat: Ri'ola'con, eadar of As'arem;
- Triton Seat: Nalos of Pumanath, centurion of the sixth squad of Abydos;
- High Mage's Seat: Pharom Ildacer, elder surviving High Mage and cousin of Morgan;
- Kupavi Dukar Seat: Jorunhast, the exiled Royal Mage of Cormyr and senior Kupavi lorekeeper;
- Maalimi Dukar Seat: Tu'ola'sara, a Wanderers' Caste shalarin lorekeeper from Ys'bol and trained in Myth Nantar;
- Numosi Dukar Seat: Tagar Lusos, a sea elf peacekeeper from Lyrathil;
- Jhimari Dukar Seat: Empty due to lack of any Jhimari students or teachers; and
- The Gods' Seat: Left empty for the symbolism that all the sea gods watch what they do among the Council and any are welcome to seat themselves, should they wish to speak to the allies directly.

One of the prime conflicts among the councilors is the fact that the shalarin and High Mages put forth their most prominent leaders, while others merely work through proxies. While the shalarin believe that the alliance will only work if the primary leaders of each nation sit on the Council, others insist this is still in its formative stages and their leaders cannot be spared from their usual duties for ideas best left to diplomats and ambassadors. Other conflicts rise over the need for four Dukar seats or a seat for the lone city of Qatoris, despite its crucial role in the war effort. As expected, the hard work of the council will take some time as they have yet to find any consensus on simpler issues.

Magic of Myth Nantar

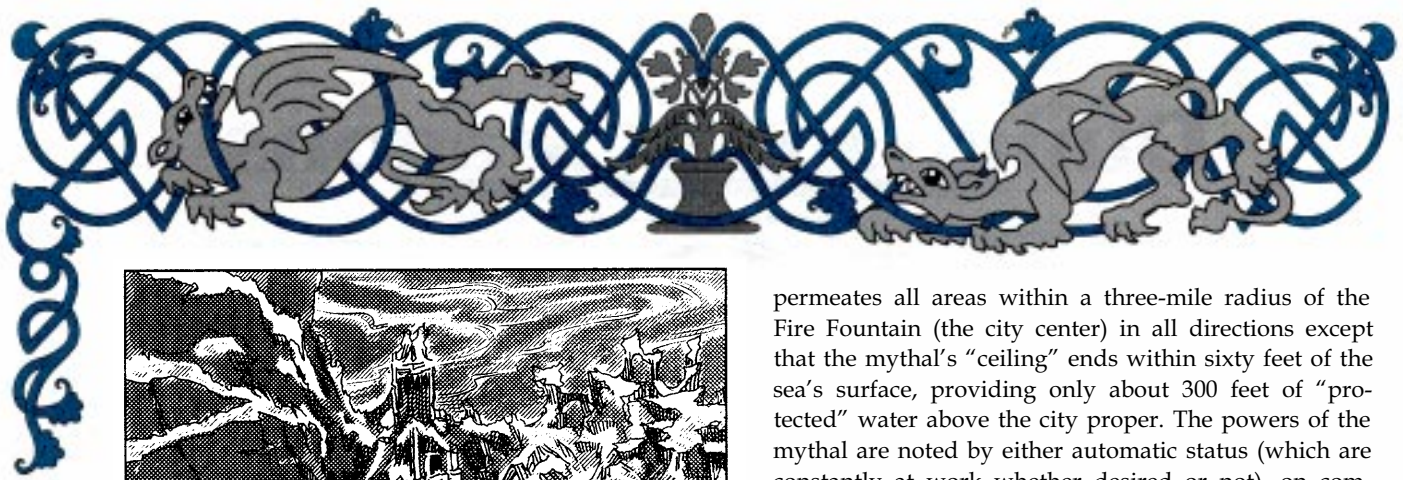
Like so many other cities of learning in the Realms, every inch of the City of Destinies has magic, and not just the mythal and its effects. Aside from the magically enhanced lights in Dukar Quarter and the barriers beneath and around the city, the most important magic are *gates* and the mythal.

Gates of The City

While the Dukars stay mysteriously mum on the subject, the elves remember tales and legends of innumerable *gates* throughout the city that provided quick passage across Serôs, and that was one of the reasons why Aryselmalyr treasured this city from a strategic viewpoint. However, records have lost the locations of many of the *gates*, though they did not lose the activators.

All gates in Myth Nantar are tied to currents—one must establish a proper speed and direction of current in particular areas to open the *gate* in question. The only major *gate* activated since the opening of the Great Barrier was the *Great Gate*, which required a whirlpool all the way from the surface to open it and eject Iakhovas from Serôs. Other gates have been opened by accident, but they do provide one clue—most *gates* are not freestanding like the *Great Gate* (though the courtyard beneath the *gate* showed a circle and the whirlpool conformed to it), but they have boundaries in arches or tunnels. The present theory on the *gates* of Myth Nantar is to swim clockwise as fast as possible in as tight a circle as possible and that will open a *gate*. All *gates* leaving Myth Nantar are one-way unless currents are maintained at both ends of the *gate*.

While the Dukars do know slightly more about the city, they do not reveal their secrets lightly, and have not to others as of yet. Two Dukars simply need to manifest



their Coral Hands (glowing palms between them) and each swims in an opposing circle from the other at their top speed once to open a *gate*. Despite Qos' long tenure in the city, he only reveals the locations of the following *gates* to the citizens:

- Once around Mount Halaath's peak sends swimmers to the mouth of Eadro's Way;
- Looping three time around the head of the Dukar Colossus and swimming straight up opens a *gate* to the former location of the main gates at Akhanmyr; and
- Specially-marked naves within temples to Deep Sashelas contain *gates* activated by simply whirling in place five times, though travel does not occur if the name of the temple to Deep Sashelas to which one would travel is not uttered before beginning.

The Mythal

Created by a High Magic ritual over 2,000 years ago, the mythal at Myth Nantar is surprisingly healthy and whole with no signs of degraded or corrupt magic. The High Mages currently in residence suggest that there are far more constant forces at work in the seas and these natural currents and powers (and the fact that the city has had 600 years of peace beneath its Great Barrier) more easily support mythals than the chaotic weather patterns on the surface-world. The mythal

permeates all areas within a three-mile radius of the Fire Fountain (the city center) in all directions except that the mythal's "ceiling" ends within sixty feet of the sea's surface, providing only about 300 feet of "protected" water above the city proper. The powers of the mythal are noted by either automatic status (which are constantly at work whether desired or not), on command (activated by an act of will or a command word), or situational (activated only under highly specific conditions).

While all of the major and constant powers are defined below along with a number of minor powers, there are at least seven (and up to ten) powers left undefined. Therefore, each DM has his own secrets about the mythal and can determine exactly how many powers the mythal contains. At the absolute minimum, there should be 5 major (and automatic) powers and 13 minor powers within this mythal (and up to 21).

Automatic Powers

- The mythal produces a unique airy water variant effect that is breathable to both air- and water-breathers. While the medium remains water and allows swimming movement through it, it also acts as air for the purposes of flight, items, and spells (all reacting as if within their normal environment on the surface). Essentially, this underwater mythal creates surface-world conditions without removing the water from the area.
- This unique substance also slowly changes any air-breathers within it for more than a month's stay. Prolonged exposure to the mythal adapts the person to the aquatic environment and gills appear on the person's neck. They still have lungs and can exit the sea, expel the water from the lungs, and breath air immediately (though diving back into the water would drown anyone who had taken a breath of air unless within the mythal again).
- Tel'Quessir (elves) gain increases in strength and vitality while within the mythal. Any elves entering the mythal gain 1 point each of Strength (or 20% if over 18) and Constitution; sea elves in particular gain 2 points of Strength (or 40% if over 18) and 1 of Constitution, and these bonuses allow elves to exceed their normal racial limits. Half-elves only gain 1 point of Strength under the influence of the mythal. These abilities do still max out at 19 and do not linger outside the mythal.
- Invisible mantles settle over every denizen beneath the mythal and these provide a broad adaptation to make life at Myth Nantar comfortable. These mantles do not interfere with other magical protections or



fields, but they provide a number of other powers to all entrants in the mythal (save sahuagin and malenti):

Free action to negate all penalties of underwater combat and movement;

Protection from cold temperatures (actually moderating body temperature to find the most comfortable temperature);

Enhanced senses for underwater (providing all with at least 60' vision regardless of lighting conditions within the mythal or physical limits of any race unless a character is blind);

Staunching of all wounds immediately, limiting bleeding into the water for the round when the wound is created; and

Providing a type of flight (MV 15 C) which either replaces a lesser swimming speed or it adds +6 to speed.

All of these abilities dissipate slowly, as every day under the mythal provides an hour of protection by this mantle when away from the mythal.

- On command (for purposes of concentration), the mythal can automatically block out the constant Hum of the Deep (see "Undersea Facts of Life"). Only whalesong, Dukar messages via coral, messages carried by spells (whisper, message, etc.) or sahuagin battlesong can be heard in the mythal from outside its confines. This power is commonly shared and used by many Dukar lorekeepers or surface immigrants so they can hear themselves as they learn how to speak underwater.
- The mythal bars the entrance of certain races into its boundaries or the City of Destinies. The prohibited races are doppelgangers, drow, illithids, ixitxachitl, koalinth, merrow, seawolves, and vodyanoi. These creatures cannot enter the mythal from above, below, or at the same depth. The mythal acts as an effective magical barrier as solid as a mountain of stone against their entry; should any manage to enter Myth Nantar by some unknown means, an intruder of any banned races suffers 2d6 automatic points of damage as the mythal crackles around it and then randomly teleports each intruder more than 500 miles away from the mythal. This only deters the physical passage of these creatures into the mythal; their powers (or missiles, breath weapons, certain psionics, etc.) can still influence things within the mythal unless countered by other defensive powers.

Command Powers

- With the utterance of a power word known only to Qos and a few other Dukar, the speaker can temporar-

ily collapse the mythal and negate all of its powers in a 3-foot-radius area within 20 feet of the speaker, hitting a desired target with a crushing column of water and all of its pressure. In effect, it deals 6d6 points of damage instantly and has a 50% chance of drowning a victim (regardless of subsea or surface status as the pressurized water floods the gills). These effects can be reduced by half with a successful save vs. spells, though System Shock rolls are necessary to survive if drowning is rolled as a possible effect. In concept and execution, it is a reversed version of flame strike; with water dropping from above and all sides. Thoark of Arabel, a past explorer of Serôs, was prudent enough to take the knowledge of the power word to his grave, and the Dukars guard this secret well.

- Illusions can be conjured when desired (and the command word spoken) to make everyone within the mythal look like a sahuagin to anyone not native to an aquatic environment. The purpose of this minor disguise is to scare away surface-dwellers from Myth Nantar and the mythal.
- Any Dukar within the mythal automatically gains the First Step of the Path of the Messenger. If that step is already known, the mythal enhances that ability to add 10 miles to the normal maximum radius of the person's ability. After leaving the mythal, this power/effect lingers for 1 hour / day spent in the mythal.

Situational Powers

- All who live within the mythal and Myth Nantar gain a 25% chance every day of having any diseases cured, from insanity to mummy rot. The percentage chance is not cumulative but is checked every 24 hours when necessary.
- The mythal reacts to any wood and flotsam from the surface falling at a fast rate (i.e. sinking). It extends a feather fall/Bigby's hand effect on the items and everything affected by it glows, so folk below and around can easily find the problems. Effectively, it simply allows its city guardians to guide a shipwreck to somewhere safer than atop someone's house, adding 25 Strength to shoving the wreck toward the Shipwreck Plains.
- Any whale or cetacean (dolphins, etc.) in contact with the mythal is rendered immaterial if it emits a certain high-pitched squeal. As long as the creature remains in contact with the mythal, it is immaterial and acts as if it was a project image. In this way, whales can enter the city and not damage it. Thus, Myth Nantar becomes a refuge to protect whales from whale hunters.



Buildings

While it is hard to determine exactly what the buildings beneath the coral are, people are finding that Myth Nantar, despite its location and long history, is remarkably similar to surface cities and other major capitals in Serôs. Like Waterdeep and so many other places, this is a massive city with hundreds to thousands of buildings in various sizes, or at least it was until the erecting of the Great Barrier.

One of the primary tasks in Myth Nantar is to carefully carve away parts of the reefs that cover the city, but only those places directed by the Dukar Bharron of the Maalirni Dukars (LG sm Du-M(P)6), who gets his directions from the paragon Qos. Thus, rather than build over the coral anew, “builders” and settlers in Myth Nantar spend their time and effort excavating older buildings (though Qos still keeps certain areas enclosed and hidden and other, darker things imprisoned within the trapped buildings). This section merely serves to help the DM determine what buildings are uncovered in the course of a campaign.

Also, remember that despite the details of individual buildings determined below, the coral that has grown everywhere has almost fused whole blocks of buildings together. Until someone finds a difference between one patch of coral and the next (like carved detailing or the curl of an arch that holds a street name but has since merged with two walls), it’s next to impossible to determine where the reef and any one building begins or ends. Many folk adapt the overgrown reef and use its form to add additional levels to buildings rather than clear the reef out. In fact, a number of reclaimed elven villas which once had open garden walls are retaining the coral domes that have grown over them in efforts for privacy (the garden getting light from lucent coral in the dome).

Building Class

Buildings in the City can be artificially divided into three classes:

Class A Buildings: Class A buildings are the unique landmarks of any size or scale, though many (especially in a city built by artists and mages) are great and grandiose. Examples within Myth Nantar include the city’s public structures (the Council House, the Eadar’s palace of Rí’tá’nan, the Great Library etc.), major temples, and the villas of long dead elven and Dukar nobles. These flamboyant sites are never randomly generated, though there are more than a few buried beneath Law and Elves’ Quarters.

Class B Buildings: Class B buildings cover the middle ground of larger single buildings within the city that lack the opulence of those landmarks above. They range up to five stories in either direction or both. Examples include mansions (private residences of lesser materials than stone or rare corals, businesses and warehouses, and the former guildhalls. These are also the least buildings found within the Dukar and Elves’ Quarters.

Class C Buildings: The great majority of buildings in Myth Nantar are Class C—houses of two to three stories with shops on the ground floor. These buildings also act as offices as well as apartments. Effectively, much of what these buildings once were is barely evident by what has turned up within the exposed rooms, the contents long consumed by the sea or its creatures.

Building Notes

There are a few minor notes to remember about Nantarn architecture (and all subsea architecture for that matter).

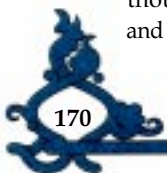
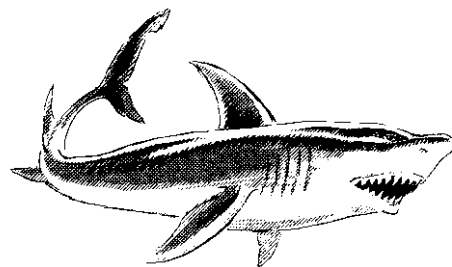
- There are no stairs in these buildings. Access between floors is made via trapdoors or open holes in floors.
- Cabinets and bureaus and chests hold nearly anything within a subsea home, as the currents (no matter how slight) can carry away small objects when least expected.
- Most windows on buildings down here have built-in shutters that were pulled close when privacy was desired. Only imported surface buildings have glass in their windows.

Building Generation

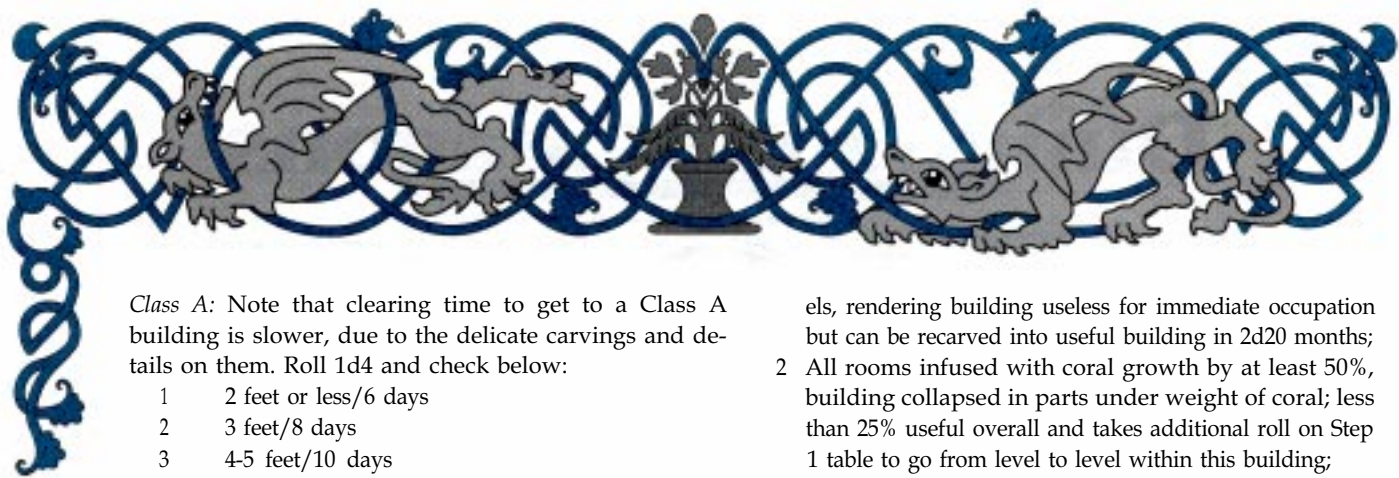
Once the DM has decided the class of a site, the following steps can be used for random (or chosen) generation of building features:

Step 1: Building Perimeter/Depth

Determine how deep within a coral reef the site is buried/how much time it takes to clear an entry:







Class A: Note that clearing time to get to a Class A building is slower, due to the delicate carvings and details on them. Roll 1d4 and check below:

- 1 2 feet or less/6 days
- 2 3 feet/8 days
- 3 4-5 feet/10 days
- 4 6 feet/15 days

Class B: Roll 1d6 and check results below:

- 1 2 feet or less/3 days
- 2 3 feet/4 days
- 3 4-5 feet/6 days
- 4 5-6 feet/8 days
- 5 6-8 feet/11 days
- 6 8-10 feet/15 days

Class C: Roll 1d8 and check results below:

- 1 2 feet or less/2 days
- 2 3 feet/3 days
- 3 4-5 feet/5 days
- 4 5-6 feet/6 days
- 5 6-8 feet/9 days
- 6 8-10 feet/12 days
- 7 10-14 feet/15 days
- 8 15+ feet/15 days + 1/15 inches depth

Step 2: Building Height

Determine number of stories in building:

Class B: Roll 1d8 and check results below:

- 1 One story, no cellar;
- 2 Two stories, no cellar;
- 3 Three stories, no cellar;
- 4 Four stories, no cellar;
- 5 One story + cellar;
- 6 Two stories + cellar;
- 7 Three stories + cellar;
- 8 Four stories + cellar;
(tower + additional cellars possible).

Class C: Roll 1d6 and check results below:

- 1 Two stories, no cellar;
- 2 Three stories, no cellar;
- 3 Three stories + cellar;
- 4 Two stories + cellar;
- 5 Three stories + 2 cellars;
- 6 Two stories + 3 cellars.

Step 3: Building Conditions

Roll 1d6 or choose the condition of the building below as its doors are cleared to open the site:

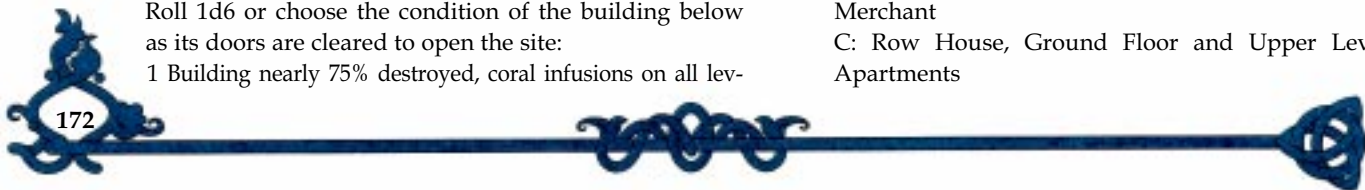
- 1 Building nearly 75% destroyed, coral infusions on all lev-

- els, rendering building useless for immediate occupation but can be recarved into useful building in 2d20 months;
- 2 All rooms infused with coral growth by at least 50%, building collapsed in parts under weight of coral; less than 25% useful overall and takes additional roll on Step 1 table to go from level to level within this building;
- 3 30-60% rooms infused with coral growth of 25-50%; structural integrity intact but walls and conditions altered by coral infusions;
- 4 10-25% rooms infused with coral growth of 5-25%; structural integrity and walls intact and conditions unaltered by coral infusions save in minor cosmetic damage;
- 5 Well-kept and clean, in good condition; minimal cleanup within building beyond detritus; 100% useful after 1d12 days restoration;
- 6 Seemingly pristine condition carefully-maintained despite all logic; immediately useful for inhabitants.

Step 4: Building Function

Remember that all of these functions describe the building's use either after its excavation or its former use—warehouses simply being large areas of open storage space, offices being many smaller rooms per level, etc. Their ultimate use and purpose is wholly up to the DMs and the PCs' needs. Roll 1d10 or choose the purpose below:

- 1 B: Warehouse
C: Warehouse
- 2 B: Warehouse
C: House, Offices on Ground Floor
- 3 B: Business Offices
C: House, Apartments above Ground Floor Shop
- 4 B: Business Offices
C: Row House, Storage, or Apartments above Ground Floor and Second Floor Shops
- 5 B: Boarding/Rooming House
C: Private Family Residence
- 6 B: Boarding/Rooming House
C: Boarding/Rooming House
- 7 B: Row House, Apartments above Ground Floor Shop
C: Row House, Offices above Ground Floor Shop
- 8 B: Row House, Apartments above Ground Floor Offices
C: Row House, Apartments above Ground Floor Shop
- 9 B: Private Family Residence, Lesser Noble or Merchant
C: Row House, Multiple Family Residence
- 10 B: Private Individual Residence, Lesser Noble or Merchant
C: Row House, Ground Floor and Upper Level Apartments





Remember after all this generation and establishing of a site that this is just to establish uses for each building and gain access to the interiors. This does not complete the process, which involves much cleaning out of resident clams, snails, or lobsters, opening of more portals into and out of buildings, or perhaps even the full restoration of the site's original form (which takes at least twenty times longer than it takes to clear an entryway).

Sites and Landmarks

Refer to the full-page map of Myth Nantar to reference the individual tags and placement of the various buildings and sites under discussion. Each quarter is individually tagged with a special prefix that identifies its locations (see below), though the numbers run across the entire city, given the few sites of note at present. The map key and the numbering system are organized in a pattern starting from the northwest corner of the city and moving east to the city boundary, continuing the pattern from north to south. The keyed information is all in a standard format as follows:

Tag # Location Type: Location Name
Building Class and # of stories

Additional information is boxed off, and it usually covers details on the place in question, NPCs that frequent said location, and anything not immediately evident.

Tugs Quarter Placement

D Dukar Quarter location
E Elves' Quarter location
L Law Quarter location
T Trade Quarter location

Major Streets and Byways

Logically, there is little need for ground-level streets or avenues within a watery environment where one can swim from location to location and only need the barest of spaces through which to maneuver. Ever since its earliest days as the village from which Dukar brought forth his four Orders, Myth Nantar has organized itself along its four main roads that quarter the city and lead to the three gates through the reef around the city. They meet at the central square which is dominated by the Fire Fountain (D19). The major roads are 30 feet wide and paved with coral and other stone mosaics, while minor roads among the blocks and buildings vary from raw coral to equally detailed mosaics in the opulent Elves Quarter.

Leading west from the lowest slope of Mount Halaath to the Fire Fountain is **Hmur's Way**. Paved in broken mosaics of blaze coral, this red pathway is the only clear major roadway in Myth Nantar, as its entirety is clear of coral overgrowth from ground to sky.

Maalirn's Walk is the north-south road that marks the eastern border of Dukar Quarter. This is one of the most obscured byways, as arches and webs of coral stretch across its span to link with the walls of the Dukars' Academy. Many young mermen and others have taken to racing up and along Maalirn's Walk, zipping dangerously through patches of claw coral and other hidden hazards as a test of courage. Folk report that despite all the coral overgrowth, it is possibly to swim through it and see the green marble paving, though it is simply easier to swim over it.

Chamal Avenue takes its name after the sole mermaid Dukar and the predecessor of the current royal line of Eadraal. The aqua-colored mosaics are badly ruined and almost totally covered by a thick carpet of coral. There is talk of simply leaving the coral in place and carving walls out of it, but the Dukars on the council insist that all four streets eventually be restored within this century. Chamal Avenue runs from the Fire Fountain east to the Mermaid's Gate (also named for Chamal).

The **Street of Ser-Ukcal** is the avenue that most enter the city along, running from the South Gate up to the Fire Fountain. Like Maalirn's Walk north of the fountain, the way is obscured by millions of coral tendrils arcing across and into the street to make the stretch an obstacle course of major complexity. In addition, the coral overgrowth gets thick enough in places (where there once were arches spanning the street) that some stray from the white-stoned path into some coral tunnels and get lost under coral-covered Trade Quarter.

The only other major avenue that is paved is the **Promenade of Kupav**, the semicircular path that bridged the 75-200 feet between the Three Gates Reef and the walls of the city quarters. Mostly tom up by animals rooting for food as well as damaged during the Twelfth War, the circuit that encircles the city needs much repair work, though the excavations within the city are providing much of the coral chips needed to repair the random mosaics of this "external courtyard."

Temples

There is one unifying note on all temples of Myth Nantar—whether by divine influence or some other reason, the coral that claimed nearly all of the City of Destinies never encroached upon holy ground. There is always a 20-foot perimeter around every temple and its claimed grounds that is free of coral. However, the coral that





does grow up to those boundaries is as smooth as silk and grows along a clearly defined boundary, as if the temples had been surrounded by force fields. As each creates and accepts his own answer for this mystery, few ask further questions or investigate much, as the faithful are thankful their temples are safe and they accept that as signs from the gods.

Inns

One of the biggest adjustments for surface-worlders to adapt to under the sea is the lack of taverns and inns, as they understand them. In contrast, few Serôsians ever quite understand the concept of imbibing fluids or “drinking,” since few wander up to the surface to feel the difference between their watery medium and air, which most believe to be just brightly glowing pale water. There are places in Myth Nantar marked as “inns” and they fulfill every aspect of a normal Faerûnian inn but they serve no liquids—they are restaurants with rooms to rent. After all, it is impossible to drink liquids within a fluid medium, and breathing water at all times keeps most folks hydrated at all times, rendering drinking unnecessary.

The Reefs

There are actually two huge reef systems that form the ecosystem of Myth Nantar, one of cryscoral and another of tiger coral. There is a nearby lucent coral reef along the slopes of Mount Halaath but that barely descends into the city save in a few spots where it was transplanted centuries ago.

The Dukarn Reef is the cryscoral reef, and it begins from the eastern courtyard of the Dukars’ Academy. While it appears and reacts in all ways as a normal coral reef, it is inherently intelligent as the Dukar paragon Qos exists within the reef. The coral is a manifestation of a long-lost coral power that now keeps Qos alive to learn and teach much lost magic to Dukar initiates. He communicates telepathically to those in contact with any part of himself (the reef) or those Dukars within his Maalirni Order, and he can manipulate the coral of “himself” to clear or shroud areas of the city. He keeps his own counsel as to why he has spread out over the northern quadrants of the city, and he seems to have his reasons for keeping numerous areas sealed under tens of feet of coral.

Three Gates Reef gets its name for the three great arches that surmount the three roads that exit the city (the fourth road ending at Mount Halaath). This massive 100’ tall miles-wide coral structure was once simply an encircling reef that marked the boundaries of Nantar. Over the centuries, its walls were carved with

intricate details of battles or myths. During the time the Great Barrier kept most things out of the mythal area, the Three Gates Reef became a more natural reef without regular tending and carving. In fact, it grew out of control and has encroached over much of the southern city like a thick blanket. Qos has some limited abilities to manipulate this reef as well, but he mainly uses that control to resist folks’ digging into particular parts of the city.

City Key

D1 Row House: Dukarest 3-story Class B building

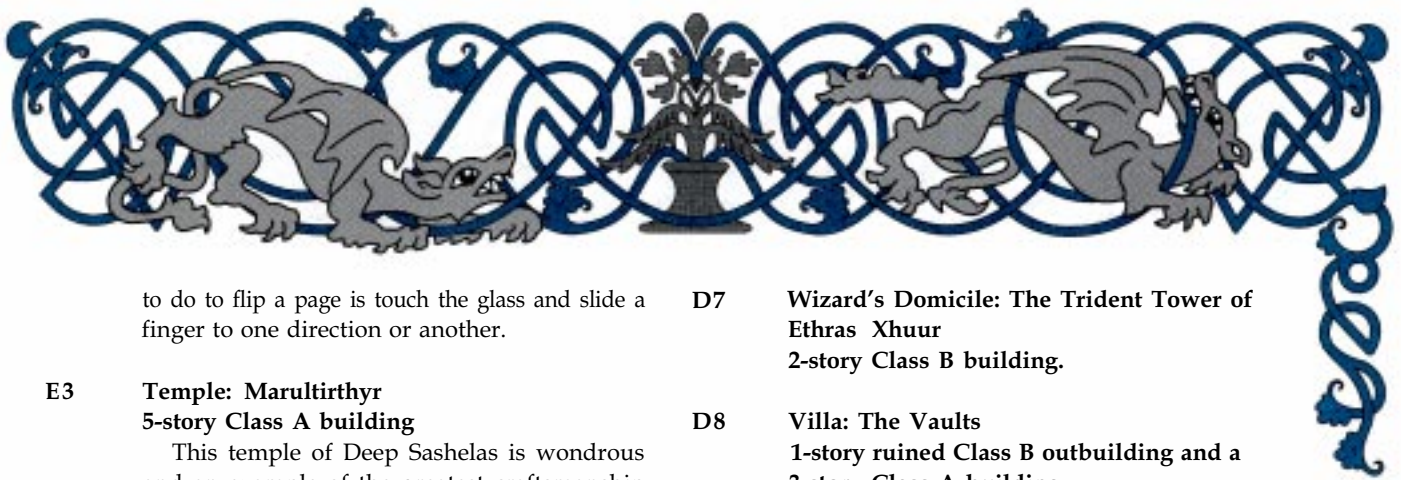
This building has been a dormitory dwelling for Dukar students and acolytes for millennia. Magic nearly hums from its walls, though its numerous ghosts maintain the stability of the building and prevent any initiates from unleashing forces beyond their control. Nearly forty students share the six common rooms here and they come from all the orders.

D2 Public Building: The Great Library Two 4-story Class A buildings

Elves identify this massive pair of connected buildings as once being the courthouse and capitol building of Nantarum, the failed Dukar nation of long ago. Today, they house the most remarkable and varied collection of lore outside of the Vault of the Sages in Silverymoon.

The buildings are still waterfilled on all levels, but they hold much of what folk are flocking to Myth Nantar for—knowledge. Aside from the publicly accessible first floor of the western building, most nondukars never see the rest of the Great Library. There is a small contingent of six Oghman priests from Scrivener’s Harbor (T27) that are allowed to work and study with the Dukars, though this was reciprocated by merging their collections into the Great Library.

There are actually seven themed collections, each of which provides as much collected data as the lorekeepers could find on various races. They also recorded much of the information (or stored that which they had found rather than compiled themselves) in forms typical of each race. The surface-world collection consists of hundreds of volumes spanning two whole floors of the western building—every tome resting on a pedestal and sealed within unique glass globes. All one has



to do to flip a page is touch the glass and slide a finger to one direction or another.

**E3 Temple: Marulthirthy
5-story Class A building**

This temple of Deep Sashelas is wondrous and an example of the greatest craftsmanship from the late Arysalmalyr period. The translucent pearled glass walls of the temple brighten but soften any lights within it, turning the five-storied-towers and the three-story domed central altar into a marvelous shell adorned palace of light.

D4 Place: The Great Gate Plaza

This mosaic-covered plaza adjacent to the Dukars' Academy was the site of the final showdown between the allied forces of Serôs and Iakhovas the Ravager during the Twelfth War last year.

**D5 Public Buildings: Dukars' Academy
Four 4-story Class A buildings**

Comparable to the great bards' colleges long in ruins on the surface, the four great Colleges of the Orders frame the corners of a quadrangle and their entrances all face the octagonal Paragon's College. These collective five buildings are the central place of learning for the Dukars (though there are facilities in Qatoris) and this houses the most knowledge about Dukars' magic than any other place on Toril.

The five buildings seem separate and all have their classrooms and halls within them, but all are connected by a two-level warren of additional rooms and halls beneath the campus, allowing folk to swim from one building to another without detection. In addition to providing areas to practice Dukar's magic in secret, these areas allow the paragons to seal the campus above and not allow any nondukar (anyone without the Coral Hand) to pass through any other portals beyond one small office within the Paragon's College, where prospective students wait for either recognition and acceptance or refusal.

**D6 Noble villa: Vhuorth Hall
1- and 2-story Class B buildings**

With the large number of candidates flocking to Myth Nantar to join the Dukars, this villa was cleared and restored to provide more student housing for Dukars.

**D7 Wizard's Domicile: The Trident Tower of
Ethras Xhuur
2-story Class B building.**

**D8 Villa: The Vaults
1-story ruined Class B outbuilding and a
3-story Class A building**

This small building of dragon turtle shell tiles and cut stone was the guardhouse of a great villa that once housed senior peacekeepers and teachers at the Academy. The guardhouse and eastern wall of the villa was ruined during the whirlpool and last battle versus Iakhovas, its slim minaret tower toppled into the *whirlpool* and *gate*, though the remnants of the building's western wall simply crumbled to rest there. The tower looked like a kraken, its tentacles up in the air supporting a great magical brazier that licked with flames—all but the base of the head and one eye was pulled through the gate and is no longer in Serôs at all.

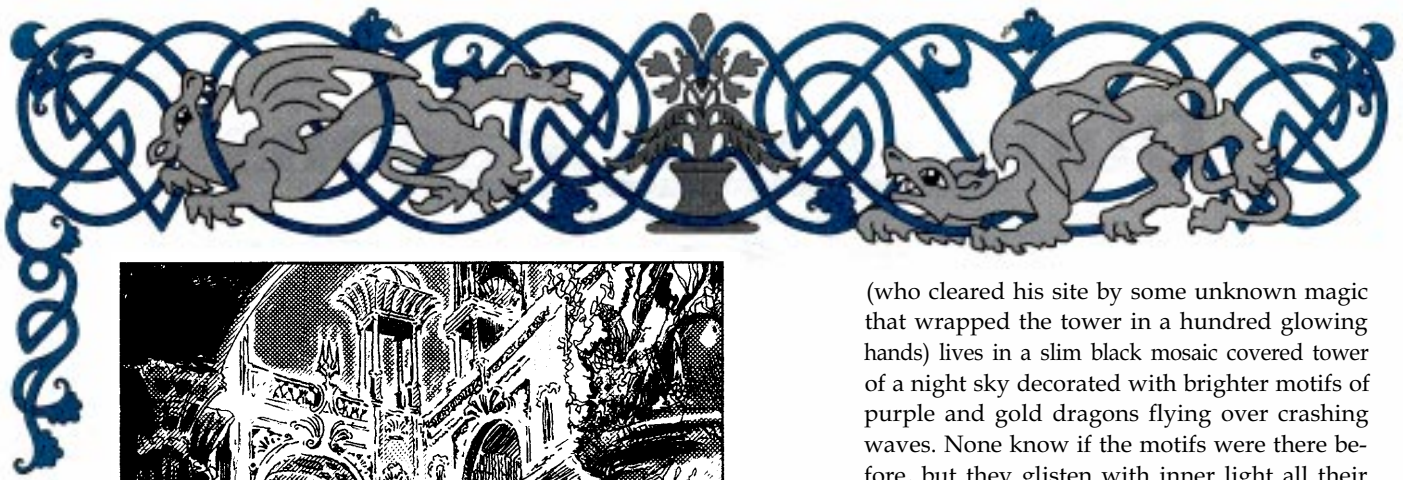
This destruction exposed an unknown hidden stair leading below to a 500' long hallway leading west beneath the mountain. The hall ends in a monstrous set of golden double doors more than thirty feet high and wide each! So far, none have either opened the massive doors or managed to translate the intricately carved runes on the doors. The reason no one has done so is the contingent of elves posted within the Vaults (as they have called the hall and doors).

Despite Lord Morgan Ildacer's objections, other military personnel from Selu'Maraar (specifically the coronal of Sylkiir) have garrisoned 100 elven troops within the Vaults and the villa above it. They are under express orders to not allow any N'Tel'Quessir even one step down the stairwell or inside the walls of "their" villa. As yet, this is a minor concern of the Council, but it begins to grow as a point of contention by those fearing a return of the power hoarding and despotism of the elves' rule from so long ago.

**D9 Inn: Shipwreckhome
2-story Class C building**

This small inn is a storehouse of curiosities, as its entire decor (inside and out) comes from the shipwrecks north of the city. A copper figurehead of a wizard and an alabaster figurehead of a weeping maiden stand guard at the door. The inside is a two-story open establishment, the rooms for rent past the surrounding





balcony above. This place caters to merfolk and surface-worlders alike, and Kana (NG mf F0) has even learned to overcook fish to the tastes of "barbaric overworlders."

D10 Monument: The Colossus of Dukar

Ninety-foot-high statue of Dukar carved of lucent coral and responsible for about 30% of the light in the city. He stands with his tapal raised high overhead in his right arm, his legs straddling the entrance to his tomb. Around his feet are twenty-nine statues of the Dukar rebels of Nantaram who sought to rule Serôs themselves; there were once thirty but one mysteriously returned to life as the sole Jhimari peacekeeper in Serôs (and whom, after 1,000 years, is penitent and resolved to restore his lost order).

D11 Business: Traylir's Nets
2-story Class B building

D12 Home: Tower of the Dukar Jorunhast
3-story Class A building

With his appointment to the council, Jorunhast and a several others took the liberty of finding suitable homes, excavating them themselves, and claiming the site as home. Thus, Jorunhast

(who cleared his site by some unknown magic that wrapped the tower in a hundred glowing hands) lives in a slim black mosaic covered tower of a night sky decorated with brighter motifs of purple and gold dragons flying over crashing waves. None know if the motifs were there before, but they glisten with inner light all their own. Like Blackstaff Tower in Waterdeep, there is no discernible door to the tower.

D13 Inn: The Resonant Horn Inn
2-story Class C building

E14 Villa: The House of High Magic
2-story Class B building and adjoined park

This building and open park area by which entry is gained into the long half-encrusted manse have been claimed by the High Mages from Sylkiir. All three High Mages and their students live in the upper floors and much of their study and working of magic occurs in the lower floor or out in the courtyard and park.

D15 Palace: Palace of Ienaron
3-story Class A building

This is the opulent pearled palace now occupied by Ri'ola'con and his support staff. The mere fact of his taking residence here in Myth Nantar has all four kingdoms of shalarin buzzing, as the eadar has always shared power among his finars. Making an independent move like this and allying As'arem with non-shalarin who support this move of autonomy could lead to some civil strife among the kingdoms. For now, the eadar wants to see the alliance come together, though age and the annual need to travel to each of the capitals of As'arem are tiring Ri'ola'con greatly.

D16 Palace: Keep of the Seven Spires
2-story Class A building with seven 4-story towers

This opulent palace of green marble and rising towers guarding the central manse provides the capitol in exile of Eadrael, as the royal merfolk have taken up residence here in the former castle of the Aryselmalyn coronal's proxy.

D17 Public Building: Peacekeeper's Towers
5- and 6-story Class A buildings

The pair of tall towers are named after famous Dukar peacekeepers: The Tower of





Kayasc (the larger of the two) and the Tower of Tu'ala'pon. These two towers provide the marshalling points for the Dukar peacekeepers (and other volunteer warriors), from which they both watch the City of Destinies and launch offensives against any coming to attack the city. The open parapets upon which guarding Dukars walk remind some surface dwellers of the minarets of Calimshan.

Within each of these towers, no less than twenty Dukars of varying levels are stationed, as are thirty to fifty warriors (L3-6). All are training or ready for battle at a moment's notice, and their daily circuit patrols around the mythal's edges keep them all on alert. Eventually, with the restoration of the peacekeepers of Myth Nantar, more Dukars will replace the warriors, though that is years away from this point.

In the Tower of Kayasc, the Chamber of Eyes provides the leader of the peacekeepers—usually a Guardian Vigilant or higher (L14+)—with seven magical mirrors through which scenes of strategic points along the mythal's edges and other places within the mythal can be watched for approaching trouble. Currently, the ranking peacekeeper is Radom the Sorrowful, though he shares these responsibilities with a number of lorekeepers to show the paragons that they have little to fear from him after 1,000 years of penance.

E18 Site: The Seven Gates of Amtola

This cleared area amidst a number of toppled towers seems to be almost as sacred and untouched as some of the temple areas. One hundred feet in diameter and the smooth green and blue marble and coral mosaics trace out a pattern of a beautiful mermaid, her hair and arms and tail flukes each pointing to the seven intricately carved coral arches set at the perimeter of the circle. The word "AMTOLA" is emblazoned beneath her tail, granting her and this place its name, and merfolk can identify the name and word as "traveler."

Each of the seven arches has some small amount of damage, suffered either over the years or during the skirmishes of the Twelfth War here in the city. If repaired and restored to their former magical might—a task to which High Mage Pharom Ildacer sets himself—the arches become gates to other places in Serôs and beyond.

D19 Site: The Fire Fountain

As an almost graphic display of the mythal's allowances for surface-world effects, this fountain shoots flames constantly and actually helps warm the water within the mythal to comfortable temperatures for most races. These fires have been burning for more than 900 years and legend has it if the Fire Fountain is snuffed out, Myth Nantar and Serôs will see five lifetimes of suffering.

**E20 Place: House of the Waves
2-story Class A building
Temple to Trishina**

**T21 Public Building: Stadium of Tavynos
3-story Class B building**

Merfolk have settled into the stadium and the areas beneath it, creating a makeshift home for themselves.

**L22 Temple: The Clarion Call
2-story Class A building
Temple to Persana**

This beautiful building has a massive frieze on its front facing with a great triton astride a sea horse blowing a horn. Pillars of carved bubbles support a building of remarkable blue marble, and inside the temple are feats of engineering more impressive than any Raurinese pyramid. While there were very few tritons at Myth Nantar, even in its heyday, there were many Dukars who worshiped Persana for her aspects of building and guardianship, philosophies in tune with the peacekeepers and Dukars in general.

**L23 Noble villa: Savernmanse
4- and 5-story Class A buildings.**

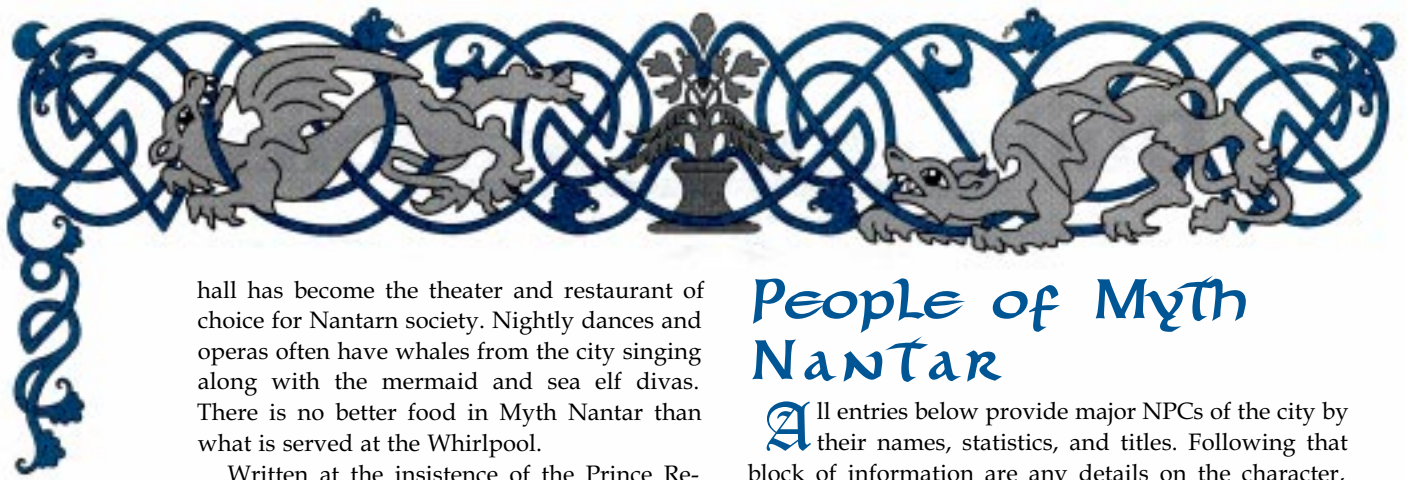
**L24 Public Building: The Council House
5-story Class A building**

This is the official center of government both for Myth Nantar and for the alliance. All council members have offices here, as well as the central council chamber, where they all convene around a massive dragon-turtle shell table.

**L25 Inn/festhall: The Whirlpool
6-story Class A building**

While there are other places in the city for food and entertainment, this former





hall has become the theater and restaurant of choice for Nantarn society. Nightly dances and operas often have whales from the city singing along with the mermaid and sea elf divas. There is no better food in Myth Nantar than what is served at the Whirlpool.

Written at the insistence of the Prince Regent, the most popular opera embraces one of the more tragic tales of the Twelfth War—the Tragic Redemption of Vhaemas the Bastard. It traces his illegitimate history through his life of treachery. His absolution comes when he fights side-by-side with father and half-sister, though tragedy strikes again as all three are laid low and concludes with the vengeful act Sharna, his daughter, despite the pleas of the two ghosts to give up anger. The final mournful aria of Vhaemas and Jian points at setting aside old hatreds and looking at hopeful alliances and peace. Few suspect the prince himself wrote the opera in hopes that its singing (and that of the whales) might give his father the strength to recover, as healing spells prolong his life but do not wake him.

L26 Public Building: Guard Barracks
4-story Class B building

T27 Site: Five Temples Square
Seven 1- to 3-story Class A and B buildings

Five Temples Square is the lopsided courtyard upon which faces five different temples, all founded by immigrant folk to worship their own gods together. The temples are each called:

- Scrivener's Harbor (temple and scriptorium of Oghma);
- Descantor (temple of Milil);
- Sevesheltor (temple of Mystra);
- The Emerald Grove (temple of Eldath);
- The Dukar's Hand (temple to Azuth; this temple is heretical to many of Azuth's faith, as it holds that Azuth learned and accepted the Dukars as true wizardry and their proof is in his answering prayers and providing spells).

The central courtyard remained clear among all the holy ground of the surrounding temples, and many locathah and more merfolk have pitched camp here until more housing is restored in the city.

T28 Wizard's Domicile: Blackgate
4-story Class B building

People of Myth Nantar

All entries below provide major NPCs of the city by their names, statistics, and titles. Following that block of information are any details on the character, activities, and intrigues.

Arina (CG merf B2), daughter of the Homurr clan and princess of Eadraal. As the seventh in line for the merfolk monarch's throne; the 17-year-old Arina hardly had plans to become a leading figure in Serôs, and hoped to become a noted bard. Now, thrust into the spotlight as a member of the Nantarn Council, she finds she is far more capable than any previously knew, and she (and Tu'uua'col) secretly aid her elder brother in matters of state while Voalidru remains in monstrous hands and the king remains on his sickbed. Arina's legacy from Selana is the power to talk to whales and understand them, which she has used to learn magnificent songs as well as teach them some songs of the merfolk.

Cralnaar (N malf R5; STR 16), a malenti blacksmith from Kymal. Cralnaar and her four companion malenti have found, occupied, and restored a smithy near the Five Temples Square in Trade Quarter. Their initial works have impressed the Council, as their metal picks make excavating the coral blanketing the city much easier.

Dasin (LG ef Du-K(P)1; INT 17) is a young sea elf who abandoned her studies under a lecherous mage of Faenasuor to become a Dukar. She claims to be answering a dream summons from a face made of coral—which she identified again the first time she saw the Dukar Colossus. While she receives the standard training of a Dukar initiate, the paragons find her worthy of more study.

Tula Duadil (NE ef T3; DEX 16, CHA 17), a younger cousin of the leader of Naramyr. She has already been rejected by the Dukar orders, and now, the spoiled girl of 16 plots to work her way into the circles surrounding the Nantarn Council, preferably through the attentions of any young military officer. All she seeks is power and her pursuit of it is utterly ruthless.

Keryth Adofaer (NG em M20: High Mage), one of the newest High Mages. The protege of Pharom Ildacer and a quick study, Keryth is fascinated by Myth Nantar and spends much of his time swimming about the Elves' Quarter uncovering all sorts of interesting details he hopes to eventually excavate. By the end of next year, he and his fellow High Mages hope to be allowed to use High Magic to clear away much of the coral and restore the City of Destinies to full life.



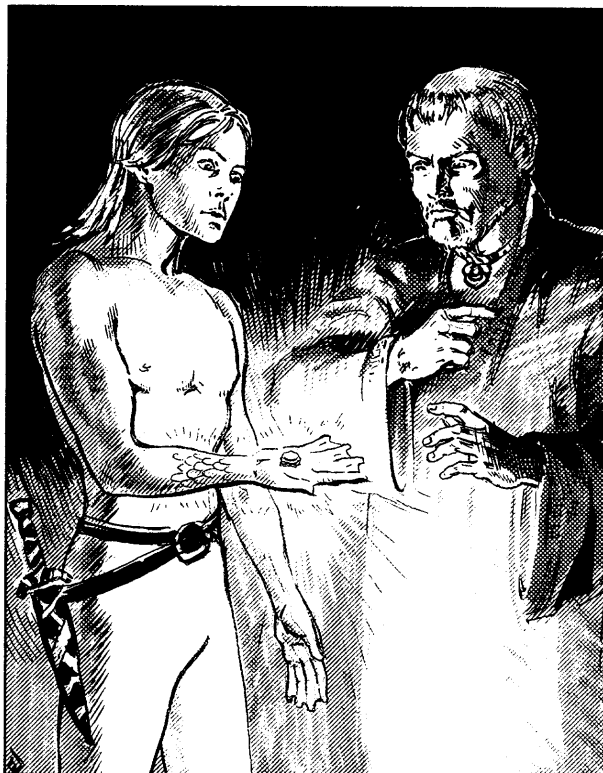
Gayar (LG morm Du-K(L)24; Int 19, Wis 17), Grand Savant of the Third Order and Paragon of the Kupavi Order. This ancient morkoth is among the most soft-spoken sentients and even those who have fought morkoth their entire lives find themselves relaxing around Gayar's peaceful presence. Gayar loves this city and the bustle of new energy moving toward the Nantarn Alliance and the restoration of the Dukars, but he yearns to return to his home in Qatoris.

Morgan Ildacer (LN em F11), captain of the High Mages' guard of Sylkiir and a member of the Nantarn Council. Morgan is an ill-tempered and arrogant elf who privately bristles at "having to share an elven city with N'Tel'Quessir." The only thing Morgan respects is power and martial prowess, and only Nalos and the shalarin Ri'ola'kirk have impressed him in the least.

Pharom Ildacer (LG em M19: High Mage), elder surviving High Mage and member of the Nantarn Council. Pharom suffers his cousin Morgan's insulting manner for now, but himself seeks better alliances and sharing of magical knowledge to tie the races of the alliance together. He has secretly begun talks with Lashyrr Maerdrymm to teach her something about High Magic in exchange for learning about the Dukars' magic and the Coral Hand, which fascinates him no end.

Jhanra Merlistar (CG ef M18: High Mage), the youngest of the High Mages. Jhanra is a magical prodigy with an innate grasp of magic usually reserved for elves three times her 225 years. Of all the High Mages, Jhanra is the one most comfortable with all the nonelven races here at Myth Nantar, and while not neglecting any of her other duties, she has become a regular fixture at the Stadium of Tavynos, helping the injured and displaced merfolk and teaching their children. Jhanra believes, despite all evidence to the contrary, that merfolk have the capability to learn wizards' magic, and they do not simply because the Arysalmalyn elves never allowed it to be taught to them.

Jorunhast (LN hm dual M24/Du-K(L)17), the exiled Royal Mage of Cormyr, senior Kupavi lorekeeper, and member of the Nantarn Council. Many surface immigrants have since forgotten who Jorunhast was, and that suits him just fine, though he hardly shies from those who recognize him as "Kingslayer" of Salembur the Rebel Prince. In exile, he found the peace of Serôs and uncovered the mysteries of the Dukars, soon joining them and rising through their ranks. He merely wished to remain a scholar, but his order asked this human of long years to use his experience and aid the alliance with his connections and understanding of the surface-world. As loyal to Gayar as he remains to Cormyr, Jorunhast serves reluctantly.



Ka'ioa'tara (LG shalf Du-M(P)3), the Ruling Caste shalarin born and raised in Myth Nantar. Despite her bold white dorsal fin that suggests in shalarin circles that she become a ruler in her parents' original home of Es'roch, Tara boldly defies shalarin customs like her parents and learned the magic of the Dukars from Qos, becoming a peacekeeper and naming herself Arcane Caste. She hopes to remain here to keep Myth Nantar a free place and allow other shalarin who wish to break the caste structure to settle here freely. The 20-year-old is unaware of the attraction felt for her by Ri'ola'kirk.

Lashyrr Maerdrymm (LG baelnorn ef Du-N(L)22), Grand Savant of the First Order and Paragon of the Numosi Order. The White Lady, her most common public name, has not used her clan name in over 200 years as she believes all her relatives are long dead and she is the last (though she is a cousin of Khelben Arunsun of Waterdeep). She retains all of the beauty from her youth in her unique form—she transformed into living pearl upon entering her baelnorn state and appears as a pale blue and ivory statue—despite her 975 years. Lashyrr is the most visible of the Dukar paragons, and she relishes re-establishing some bonds with her fellow elves after centuries of near total isolation within Myth Nantar and Qatoris.

Mirol (NG merm C4 of Eadro; WIS 16), Prince-Regent of Eadraal. Mirol, while preferring to avoid the





responsibilities of power in favor of the church, has held his exiled people together well. While some merfolk complain they should have moved their people to other towns in Eadraal, Mirol holds that his father wants this alliance and will hold to that until the king can recover. Prince Mirol has the ability to unleash an electrical touch, which has temporarily been enhanced while he acts as regent (shocking grasp of 1d4 hp damage at will), due to the powerful investiture ceremonies.

Nalos of Pumanath (LN tm F12), centurion of the sixth squad of Abydos and member of the Nantarn Council. Nalos finds the shallow waters far more interesting than he had ever dreamed. His early distaste for the mission and post during the Twelfth War has vanished, and the emperor at Pumanath gets monthly reports via hippocampus courier. Nalos is concerned for his younger brother Keros, due to his accidental assumption of the *Claw of Xynakt* during the war, though some of his contacts within the Dukars say he is adjusting and learning to control the *Claw*.

Po'ioa'nam (N shalm B6), a rogue shalarin warrior who operates the Resonant Horn Inn with his wife Tu'ara'thal. The pair pierced the Great Barrier 21 years ago while fleeing merrow attackers that had slain their comrades. They were accepted by Qos, and allowed to settle here, though their isolation prevented the normal caste system to work for them. Nam is still capable of fighting, as he proved during the invasion of the city, but he prefers retirement and leaving the battles to his daughter, of whom he is quite proud.

Pusavril (NG merf F0): a mermaid weaver and net-maker, who is among the many displaced merfolk from Voalidru. The widow has set up Traylir's Nets within the city, naming her business after her late husband, who died fighting to protect the High Mages during the final Twelfth War battle. While she grieves still for her losses, the city and its growing life have given her hope, just as her soon-to-be-born child has, and she plans to stay whether Voalidru is reclaimed or not.

Qos (N t?m Du-M(L)26; INT/WIS 19), Grand Savant of the Fifth Order and Paragon of the Maalirni Order. Qos is both omnipresent across Myth Nantar but he is also one of its greatest mysteries known to very few people. Only his students and fellow paragons know that Qos truly exists within the Dukarn Reef and can be heard merely by touching the reef. He teaches his students mentally—and he is currently the only paragon capable of teaching the long-forgotten skills of the peacekeepers—when they sit atop the coral in the courtyard south of the Maalirn College. He also controlled the Great Barrier, through which he passed those who touched the mythal's edge whom he found worthy

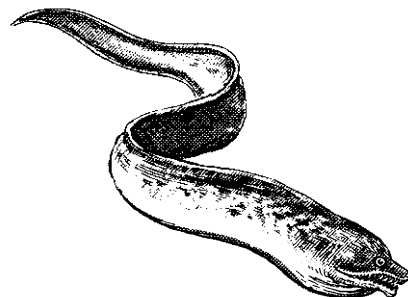
of becoming Dukars over the centuries.

Radom (LG em Du-J(P)S; CON 16, DEX 17), “the Sorrowful.” Late in 1370 DR, this ancient elf (who spent the last 1,000 years since the fall of Nantarum as a coral statue at the feet of the Colossus) returned to life, though he quickly adapted to the changes wrought over time. His quest for full redemption begins as it is his destiny to restore the Jhimari with Qos' guidance. This 1,742-year-old elf still appears as the youthful 150-year-old peacekeeper, but his 15 centuries of reflection have aged him spiritually.

Ri'ola'con (N shalm M9), eadar of As'arem and member of the Nantarn Council. While not the elder of the council, Ri'ola'con is the highest ranking leader among them and acts as its mediator and facilitator. He has been plagued by bouts of ill health, as expected in a shalarin of 241 winters, but his mind is clear and unclouded. Strangest of all (at least to other shalarin) is the friendship that has sprung up between Con and Gayar, given the long enmity against morkoth.

Ri'ola'kirk (LG shalm R4), the eadar's protege. While still very young at 21, Kirk is the eldest clan heir for the eadar's seat, forcing him to abandon his ranger's life of hunting to aid the eadar in his waning days and learn from him. Kirk is finding such duties difficult due to the distractions presented by the lovely rebellious shalarin Dukar Ka'ioa'tara as well as hunts in totally new waters with the tritons and Dukars. Kirk's rare bronze skin color also tips his fin, which is white elsewhere.

Rooum (NG locm R7), subchief of the Tiger Coral tribe and member of the Nantarn Council. Son of Chief Cuviss and longtime acquaintance of merman Prince Mirol, Rooum is the quietest of the councilors. He only offers an opinion when asked and finds many of the politics annoying and pointless. Like most locathah, importance is prioritized in the harvest of kelp and the hunting of fish, food stores for winter, etc. Thus, despite his discomfort within the mythal, Rooum has helped get kelp





production and food storage plans moved forward ever since the end of the war. Cuviss saw little to gain in the alliance until improved weapons (in exchange for woven nets and stored fish) made their way into his hands.

Tagar Lusos (N em Du-N(P)7), a sea elf Dukar from Lyrathil and a member of the Nantarn Council. The white amulet of the Numosi Order always around Tagar's neck does little to calm Morgan Ildacer, whose hatred of the Lusos clan goes unexplained to the young peacekeeper. Still, he is an effective councilor and one of the few who speaks for the interests of eastern Serôs (elf, shalarin, and Qatorin morkoth as well).

Tu'ara'thal (NG shalf P7 of Oghma), priest and wife of Po'ioa'nam. This Seeker Caste shalarin was called to the worship of Ri'dea'goma (Oghma) and the Faiths Caste. She led her Protector Caste warrior husband here to Myth Nantar after an ambush cut off all other options. Piercing the Great Barrier took only her touch, as she was deemed "intriguing" by the reef-intellect. She also carried within her a daughter whom Qos sensed would have a great destiny with the city.

Tu'ola'sara (LG shalf Du-M(L) 11) of the Nantarn Council. A Wanderer Caste shalarin lorekeeper from Ys'bol (Os'fonn barony, Is'lag duchy of Es'rath), she left the shalarin kingdom to wander the western sea. Thrown against and through the Great Barrier by a rogue current, Sara soon found herself initiated into the Dukars, and she trained in Myth Nantar. Acting in secret for many years, she returned to Es'rath and culled as much lore as she could for Dukar records. Now, her order has revealed her status and placed her on the Council, though her fears of reprisals and admonition from the eadar have only been met by kindness.

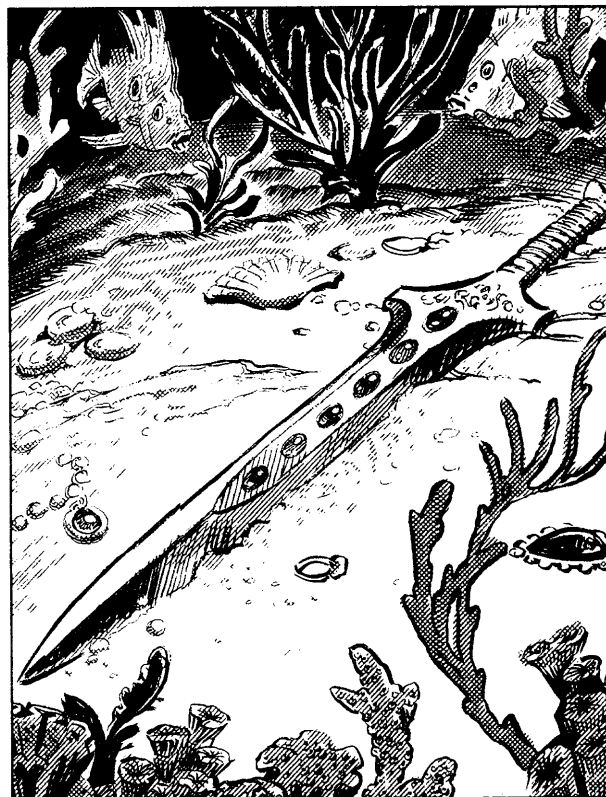
Tu'uua'col (LG shalm Du-K(P)10), a long-time friend and advisor to merman King Vhaemas and his family. Secretly one of the Dukar peacekeepers trained by Qos and others at Qatoris, Col came to the aid of the young Prince Vhaemas against a pod of sharks and sahuagin. Despite the furor of the court and then-King Ator IX, Vhaemas and Col became blood brothers and the jade-skinned shalarin has helped raise and tutor the current royal princelings since their births. As the paragons knew merfolk to be the lynchpin of any alliances to come, Col's friendship with Vhaemas proved most beneficial, though their worries proved empty that outsiders knowing that the peacekeepers still swam in Serôs would be their undoing (as Vhaemas kept the secret for more than forty-five years).

Vhaemas the Elder (LN merm F11; STR 16), the King of Eadraal. The king was severely wounded in

battle with Iakhovas at Voalidru, but stayed conscious long enough to save his people and order both a retreat from their capital and for his son to ally with the other races to save Serôs. For the past months, he has remained unconscious with few signs of awakening though he does not waste away (remaining at rest the powerful 66-year-old king his people know).

Vualdia (NG morf Du-M(L)9), lorekeeper of the Maalirn Order and member of the Nantarn Council. Arrogant and argumentative, Vualdia has become used to her opinion being fact (as a historian of unparalleled excellence) and cannot bear to have to compromise for politics. Her hard-edged positions, based most often on obscure historical data from Ayselmayr and the early Dukar records, are conservative, and while they disagree with her methods and haughtiness, many on the council are swayed by her arguments.

Talor Vurtalis (N em M17: High Mage), a young High Mage who seems ill at ease with his new abilities and responsibilities. In defiance of tradition and propriety in the eyes of elves, Talor vainly wears his *selu'kiira* openly on his forehead rather than hiding it away in a box. Talor neglects his students, spends his time exploring the mythal, and places beyond the city.





Appendix One: Bibliography

This project in all likelihood couldn't fulfill every need or possibility for undersea adventures. There are quite a few sources from which to glean additional support and adventure materials for undersea environments. Thus, while this product provides an undersea setting for the Realms, these other products add further potential if you choose to campaign here. Fair warning—Some of these products may be out of print from TSR, but take the time to seek out game stores and online sources. If the seas have your interest, they'll be worth the hunt.

Official FORGOTTEN REALMS Game Materials

- The Campaign Setting (#01085 by Ed Greenwood and Jeff Grubb) provides details on the lands around the sea.
- FOR3 *Pirates of the Fallen Stars* (#09346 by Curtis Scott): This provides details for sailing the seas and adventuring with the pirates of the Pirate Isles circa 1359 DR.
- "The Godbooks" (*Faiths and Avatars* (#09516), *Powers and Pantheons* (#09563), and *Demihuman Deities* (#09585) by Eric Boyd, Ed Greenwood, and Julia Martin): These references provide details for the gods and priesthoods of Deep Sashelas, Eldath, Ishtishia, Umberlee, and other gods worshiped in Serôs.
- *Elminster's Ecologies – Coastal Aquatic Lands: Sea of Fallen Stars* (#01111, by Eric Haddock): Provides additional stories and ecology lore from a Faerûnian perspective.

Official AD&D Game Supplements

- Most of the monsters identified within this product are defined in the MONSTROUS MANUAL tome (#02140).
- There are, of course, many AD&D magical items and spells created specifically for undersea use, but they are too numerous to mention. Refer to the *Encyclopedia Magica* and the *Spell Compendiums* series for more details therein.
- *Of Ships and the Sea* (#02170 by Keith Strohm): Complete AD&D rules for sailing the seas above or underwater adventures, including full underwater spell modifications.
- MONSTROUS ARCANA® *The Sea Devils* (#09539 by Skip Williams): Everything you ever wanted to know about the sahuagin but were afraid to ask.
- GA1 *The Murky Deep* (#09422; by Norm Ritchie): This module can be fit into the Inner Sea by replac-

ing generic elements with Realms analogues. Eldath or Ishtishia should replace Manannan Mac Lir. The town of Whitton becomes Telpir on the Dragon Coast. The sinking of Carsall should be moved back to the Year of Twelve Bells (836 DR), simply to distance the events in history.

- The "Sea Devils Trilogy" by Bruce Cordell: *Evil Tide* (#09542), *Night of the Shark* (#09550), *Sea of Blood* (#09560). These modules can be placed in a number of locations throughout the Inner Sea. *Evil Tide* works easily on the Alaor or among the islands of the Altumbel Archipelago. *Night of the Shark* merely needs open sea around it, but tied to the other adventures, it works best in the Alamber or south of Altumbel. *Sea of Blood* works well with the Pythan Trench, using Prince C'Saxah and his sahuagin town as the City of Abiding Hunger.

Official TSR Periodical Support

DRAGON® Magazine and DUNGEON® Adventures often support undersea adventures and options. Particular recent issues with aquatic themes and useful articles include:

- DRAGON issues: #220, 235,250;
- DUNGEON issues: #48, 63, 66.

Other TSR Game Support

While not an AD&D product, the CREATURE CRUCIBLE® *The Sea People* (#09277 by Jim Bimbra) provides another entire world of undersea adventures set in the MYSTARA® campaign world. While there are differences due to the D&D rules system, there are some great campaign-support ideas that can easily be converted for use in a Serôsian campaign.

Other Game Worlds

While answering to other names from the surface perspective, Serôs can be transplanted into any AD&D world. It takes some adjustment of geographic details to make things fit. No other TSR game world has as large an inland sea, so adaptations should be made to account for open water. The simplest explanation is this: Move the Alamber out into the open waters and have Serôs as the sheltered sea. That also leaves the hint that open waters are far more dangerous due to the lack of "civilized" races.

WORLD OF GREYHAWK® setting: Serôs in Mordekainen's world works easily in the Coral Sea.

BIRTHRIGHT® setting: The Krakenauricht becomes the best waterway in which to place Serôs, though the three trenches should be merged into one massive Underdeep area in which the Kraken lives (and he's what the Triton Protectorates guard).



Appendix Two: Serôsian Sentient Races Tables

PC Races

Race	A L	Common Depth	Max. Depth (feet)	Base AC	Base MV [Nonproficient Swimmer]	SW (miles/day)	Classes Allowed (Level Limits)	Maximum Size, Age
Elf, aquatic	All	Shallows	600	6 (9)	9, SW 15 (C)	18	Fighter (12), Ranger (15), Mage (15), Dukar (U), Cleric (12), Priest (12). Multiclass: F/M, C/M, C/R	M (6'); 600
Faerûnian dwarf	All	Shallows	600	10	6, Sw 2 [1] (E)	4	Fighter (15), Cleric (10), Priest (10), Thief (12). Multiclass: C/F, F/T, C/T.	M (4'5"); 450
Faerûnian elf	All	Shallows	300	10	12, Sw 3 [2] (E)	6	Fighter (12), Ranger (15), Mage (15), Dukar (U), Cleric (12), Priest (12), Thief (12). Multiclass: F/M, C/M, C/R, F/T, C/T, M/T.	M (7'); 750
Faerûnian gnome	All	Shallows	300	10	6, Sw 2 [1] (E)	4	Fighter (11), Cleric (9), Priest (9), Illusionist (15), Thief (12). Multiclass: C/F, F/T, C/T, I/T, I/F, C/I.	S (3'8"); 500
Faerûnian halfling	All	Shallows	300	10	6, Sw 2 [1] (E)	6	Fighter (9), Cleric (8), Priest (8), Thief (15). Multiclass: C/F, F/T, C/T.	M (4'); 200
Faerûnian half-elf	All	Shallows	300	10	12, Sw 3 [2] (E)	6	Fighter (14), Ranger (16), Cleric (14), Druid (9), Mage or Wizard (12), Dukar (U), Thief (12), Bard (U). Multiclass: F/M, C/F, C/R, F/T, C/T, M/T, F/M/C, F/M/T.	M (7'); 185
Faerûnian human	All	Shallows	300	10	12, Sw 3 [2] (E)	6	All (U). No multiclass option.	M (7'); 130
Half-elf, sea	All	Shallows	700	8 (10)	12, Sw 10 (C)	24	Fighter (14), Ranger (16), Cleric (14), Mage or Wizard (12), Thief (12), Bard (U). Multiclass: F/M, C/F, C/R, F/T, C/T, M/T, F/M/C, F/M/T.	M (7'); 185
Locathah	All	Shallows	800	6	1, Sw 12 (C)	30	Fighter (10), Ranger (12), Cleric (14), Priest (14), Druid (U). Multiclass: C/F, C/R	M (5'); 125



Race	A L	Common Depth	Max. Depth (feet)	Base AC	Base MV		Classes Allowed (Level Limits)	Maximum Size, Age
					[Nonproficient Swimmer]	Sw (miles/day)		
Malenti, noble	G/N	Gloom	1200	5	12, Sw 18 (B)	36	Fighter (14), Ranger (12), Cleric (12). Multiclass: C/F	M (7'); 400
Merfolk	All	Shallows	1200	7	1, Sw 18 (B)	36	Fighter (12), Ranger (10), Cleric (12), Priest (10), Bard (U). Multiclass: C/F, C/R.	M (7'); 150
Shalarin	All	Gloom	2400	8	9, Sw 12 (A)	24	Any (U). No multiclass option.	M; 200+
Triton	All	Twilight	3000	5	9, Sw 15 (B)	30	Fighter (14), Ranger (14), Wizard (incl. Mage) (12), Dukars (U), Cleric (12), Priest (12). Multiclass: C/F, F/M, C/R, C/M.	M; 300+

NPC Races

Race	A L	Common Depth	Max. Depth (feet)	Base AC	Base MV		Classes Allowed (Level Limits)	Maximum Size, Age
					[Nonproficient Swimmer]	Sw (miles/day)		
Crabman	N	Shallows	300	4	9, Sw 6 (E)	12	Fighter (5)	L (10'); 175
Dolphin	LG	Shallows	700	5	Sw 30 (A)	60	Bard (8), Priest (9)	M (6'); 75
Dragon Turtle	N	Twilight	2000	0	3, Sw 9 (E)	18	—	G (40'); 1,000+
Eye of the Deep	LE	Upper Depths	3000	5	Sw 6 (C)	12	—	M (5' dia.); 400
Giant, storm	CG	Gloom	4000	-6 (0)	15, Sw 15 (D)	30	Cleric, Priest (9), Mage (7). Multiclass: C/M	G (26'); 600
Hag, sea	CE	Shallows	400	7	Sw 15 (B)	30	—	M (6'); 800
Hippocampus	CG	Twilight	3000	5	Sw 24	48	—	—
Ixitxachitl	CE	Gloom	1000	6	Sw 12 (C)	24	Priest (9)	L (8'); 200 (?)
Kelpie	NE	Shallows	60	3	9, Sw 12 (E)	24	—	—
Koalinth	LE	Shallows	600	5(10)	9, Sw 12 (D)	24	Fighter (4)	M (6'6"); 90
Kraken	NE	Upper Depths	5000	5 / 0	Sw 3 (C), Jet 21	6-12	Cleric (9), Mage (9).	G (90'+); 900+
Kuo-Toa	NE	Shallows	1000	4	9, Sw 18 (C)	36	Fighter (12), Thief (15), Cleric or Priest (12). Multiclass: C/F, C/T.	L (8'); 150
Lacedon	CE	Gloom	800	6	Sw 9 (B)	18	—	M (6'); Undead Lycanthrope,
seawolf	LE	Shallows	1000	6 (7)	Sw 12 (B)	24	—	M (7'); 200
Merrow	CE	Shallows	1800	4	6, Sw 12 (D)	24	Fighter (7), Cleric (Shaman) (5).	L (10'); 180
Morkoth	CE	Twilight	2000	3	Sw 18 (D), Jet 36	30	Fighter (9), Mage (15), Dukar (U), Cleric (8).	L (8'); 150+
Sahuagin	LE	Shallows	2000	5	12, Sw 24 (C)	48	Fighter (12), Cleric or Priest (9)	L (9'); 600+
Scrag	CE	Shallows	2600	2	3, Sw 12 (D)	24	Cleric (Shaman) (5)	L (10'); 300+
Sea Lion	N	Shallows	800	5/3	Sw 18 (B)	36	—	L (18'); 50
Selkie	NG	Shallows	400	5 (10)	12, Sw 36 (A)	72	—	M (6'); 300
Sirine	All	Shallows	200	3	12, Sw 24 (B)	28	Fighter (9), Cleric (9), Mage (12).	M (6'); 50





Race	A L	Common Depth	Max.		Base MV		SW	Classes Allowed (Level Limits)	Maximum Size, Age
			Depth (feet)	Base AC	[Nonproficient Swimmer]	(miles/day)			
Tako	LN	Shallows	1200	3 (2)	3, Sw 9 (C)	18	Fighter (9)	L (7'); 80	
Whale, sperm	N	Shallows	3000	4	Sw 18	36	Bard (8)	G (60'); 175	
Whale, baleen	LG	Shallows	2000	4	Sw 18	36	Bard (12)	G (90'); 300	
Zombies, sea	CE	Shallows	400	7	6, Sw 12	18	—	M (6'); Undead	

Optional Maneuverability Class Info for all races

While a nonstandard method for their use, take the AD&D core rules on flight (*DMG* pp. 106-109) and apply that 3-D movement in water movement and swimming, rather than just flying. This suggestion and the optional MV classes assigned to the creatures and races above simply add another layer of feel to the unique world of the undersea. If DMs so desire to incorporate maneuverability into their Serôsian campaigns, all surface PCs start at (E), gain one class to (D) if proficient in a Swimming NWP, and add half their Dexterity bonuses for AC to gain additional MV (Dexterity 16 = (C), 18 = (B), 24 = (A)). *Free action* also provides an additional +1 to Maneuverability Class. Jetting (an ability for morkoth, squid, or kraken) reduces MV to nil, as it is straight-line movement only.

Appendix Three: Current Serôsian Ruling Dynasties

Last Dynasty of Aleaxtis/First Dynasty of Kurrimal (Sahuagin)

Monarch/King	Reign in DR (total)	Notes
T'Raam	-810 - -513 (297)	1st King of the Alamber; 1st King of Aleaxtis; known to the Dukars as "Peaceslayer," as he killed more than 100 Dukars;
Vhloar	-513 - -45 (468)	2nd King of the Alamber; 2nd King of Aleaxtis;
K'Sahln	-45 - 221(266)	3rd King of the Alamber; 3rd King of Aleaxtis;
Daaquev	221 - 790(569)	4th King of the Alamber; 4th King of Aleaxtis;
Paanom	790 - 844 (54)	5th King of the Alamber; 5th King of Aleaxtis; four-armed mutant sahuagin;
Ghauran	844 - 1071(227)	6th King of the Alamber; 6th King of Aleaxtis; founder of Vahaxtyl;
Kromes	1071 - 1369(298)	7th King of the Alamber; Last King of Aleaxtis and Vahaxtyl;
Iakhovas	1369 (4 months)	The Great Ravager, who broke the Sharksbane Wall and led the sea; devils out of the Alamber; his defeat led to the Scattering;
T'Kalah	1369 DR to present	8th King of the Alamber; 1st king of Kurrimal.





Dynasty of Eadraal (Merfolk)

Monarch	Reign in DR (total)	Designated Heirs	Children (in order of birth)	Notes
Queen Selana	735 - 779	Raham	Raham, Tuvol, Arina	1st Monarch of Eadraal
King Ator VII	1031- 1096 (65)	Amahr	Amahr, Araek, Duvara, Godun	The Bard King who ruled in peace with whales;
King Araek	1096 - 1098 (2)	None named	Unknown	Araek Kinslayer murdered family to gain throne;
King Godun	1098 - 1143 (45)	Kosul	Kosul, Amphir,	16th Monarch of Eadraal; 3rd son of Ator VII saved by the shalarin to overthrow the corrupt Kinslayer;
King Kosul II	1143 - 1178 (35)	Dumas, Kosul	Dumas, Kosul, Shiera	17th Monarch of Eadraal;
King Kosul III	1178 - 1201 (23)	Ator	Ator, Walos	18th Monarch of Eadraal;
King Ator VIII	1201- 1253 (52)	Kevan	Kevan, Arina, Aldem	19th Monarch of Eadraal; Arina marries Kran; children are Kosul and Risu.
King Kevan	1253 -1288 (35)	Kosul (nephew)	None	20th Monarch of Eadraal; Kran and Aldem die protecting Kevan's heir;
King Kosul IV	1288 - 1309 (21)	Aarc, Takor	Aarc, Takor, Ator, Diera	21st Monarch of Eadraal;
King Takor II	1309 (5 months)	Ator (brother)	None	22nd Monarch of Eadraal; Takor disappears into Bymmal Trench w/Volar to keep Xisal the Blue Kraken out of Eadraal;
King Ator IX	1309 - 1336 (27)	Vhaemas	Vhaemas, Aeda, Arina, Osul	23rd Monarch of Eadraal; Osul killed in 12th war
King Vhaemas	1336 - 1369 (33+?)	Jian	Jian, Mirol, Kevan, Arina, Sola and Takor (twins), Rora	24th Monarch of Eadraal; Jian and Kevan killed in 12th war; Vhaemas injured and in coma from attack on Voalidru
Prince Mirol	1369 - ? (regency)	None chosen	Diera and Jian (twins)	Serving regency during Vhaemas' incapacitation.

Dynasty of As'arem (Shalarin)

Monarch/Eedar	Reign in DR (total)	Designated Heir(s)	Notes
Ri'ara'tup	-21 - 113 (135)	Ri'ara'xom	1st eadar of As'arem
Ri'ara'kos	885 - 1045 (160)	Ri'ola'kar	17th eadar of As'arem;
Ri'ola'kar	1045 - 1110 (65)	Ri'ola'zul	18th eadar of As'arem;
Ri'ola'zul	1110 - 1111 (8 months)	Ri'ola'xom	19th eadar of As'arem;
Ri'ola'xom	1111- 1159 (48)	Ri'ola'ven	20th eadar of As'arem;
Ri'ola'ven	1159 - 1245 (86)	Ri'ola'con	21st eadar of As'arem;
Ri'ola'con	1245 -present (125+)	Ri'ola'sur	22nd eadar of As'arem;





Dynasty of Es'daan (Shalarin)

Monarch/Finar	Reign in DR (total)	Designated Heir(s)	Notes
Ri'ioa'pax	-60 - 32 (93)	Ri'ioa'cath	1st finar of Es'daan;
Ri'ioa'darg	941- 1124 (183)	Ri'ioa'kurn	31st finar of Es'daan;
Ri'ioa'kurn IX	1124 - 1220 (96)	Ri'ioa'pax	32nd finar of Es'daan;
Ri'ioa'pax VI	1220 - 1265 (45)	Ri'ioa'tar	33rd finar of Es'daan;
Ri'ioa'tar III	1265 - 1297 (32)	Ri'ioa'torm	34th finar of Es'daan;
Ri'ioa'torm	1297 - 1358 (61)	Ri'ioa'culn	35th finar of Es'daan;
Ri'ioa'culn II	1358 - present (12+)	Ri'ioa'paar	36th finar of Es'daan.

Dynasty of Es'purr (Shalarin)

Monarch/Finar	Reign in DR (total)	Designated Heir(s)	Notes
Ri'yra'kim I	-42 - 166 (209)	Ri'yra'purx	1st finar of Es'purr;
Ri'yra'gol	1000 - 1135 (135)	None	59th finar of Es'purr; with no surviving ruling caste heirs in the clan, finar's seat goes to clan Ala;
Ri'ala'tarl	1135 - 1204 (69)	Ri'ala'tarlath	60th finar of Es'purr; Tarl's rule brings era of peace to Es'purr and expansion;
Ri'ala'porath	1204 - 1278 (74)	Ri'ala'sord	61st finar of Es'purr; nephew of Ri'ala'tarl
Ri'yra'kim IX	1278 (1 month)	None	Rogue finar of Es'purr who assassinated the Ala clan ruler "to restore the rightful rule of the Yra clan;" executed by Es'purr military as a traitor and proper rulership reinstated under the heir of Ri'ala'tarlath;
Ri'ala'sord	1278 - 1284 (6)	Ri'ala'tarl II	62nd finar of Es'purr; daughter of Ri'ala'porath slain by merfolk assassin of allied clans Yra and Kamaar;
Ri'ala'tarl II	1284 (3 months)	Ri'ala'vor	63rd finar of Es'purr; assassinated by clan Yra rogues during blood feud, but succeeded by twin brother;
Ri'ala'vor	1285 - 1358 (73)	Ri'ala'tad	64th finar of Es'purr; "The Peacebringer" trained as a wizard and destroyed nearly all remnants of clan Yra within Es'purr to end the 80 years of blood feud among the two clans. Clan Yra exiled out of As'arem; Ri'ala'vor died during the Time of Troubles when wild currents formed of magic strangled him.
Ri'ala'tad	1358 - present (12+)	Ri'ala'kirk	65th finar of Es'purr.





Dynasty of Es'rath (Shalarin)

Monarch/Finar	Reign in DR (total)	Designated Heir(s)	Notes
Ri'uea'mac	-760 - -653 (107)	Ri'uea'kels	1st finar of Es'rath;
Ri'yea'manan	971 - 1066 (95)	Ri'yea'keth	28th finar of Es'rath;
Ri'yea'keth	1066 - 1098 (32)	Ri'yea'clir	29th finar of Es'rath;
Ri'yea'clir	1098 - 1165 (67)	Ri'yea'gil	30th finar of Es'rath;
Ri'yea'gil	1165 - 1299 (134)	Ri'yea'var	31st finar of Es'rath;
Ri'yea'var	1299 - present (71+)	Ri'yea'gras	32nd finar of Es'rath.

Dynasty of Es'roch (Shalarin)

Monarch/Finar	Reign in DR (total)	Designated Heir(s)	Notes
Ri'ena'mor	916 - 941 (25)	Ri'ena'rahn	1st finar of Es'roch; dies in the Eleventh Serôs War as an ally of Eadraal
Ri'ena'rahn	941 - 984 (43)	Ri'ena'tris	2nd finar of Es'roch;
Ri'ena'tris	984 - 1031 (47)	Ri'ena'truv	3rd finar of Es'roch;
Ri'ena'truv	1031- 1100 (69)	Ri'ena'mor	4th finar of Es'roch;
Ri'ena'mor II	1100 - 1185 (85)	Ri'ena'twin	5th finar of Es'roch;
Ri'ena'twin	1185 - 1199 (14)	Ri'ena'cris	6th finar of Es'roch; sickly child ruler who dies of a fever before her 25th birthday
Ri'ena'cris	1199 - 1276 (77)	Ri'ena'plir	7th finar of Es'roch;
Ri'ena'plir	1276 - 1369 (103)	Ri'ena'wyn	8th finar of Es'roch; dies in the Twelfth; Serôs War at Myth Nantar while banishing Iakhovas from Serôs;
Ri'ena'wyn	1369 - present (1+)	Ri'ena'baal	9th finar of Es'roch.

Dynasty of Olleth (Morkoth)

Monarch/Grand	Arcane Reign in DR (total)	Notes
Xynakt	911 - 1156 (245)	Founder of the Arcanum of Olleth. Died at the town of Abydos among the Pumanath Protectorate;
Xamarx	1156 - 1285 (129)	Disappeared in 1285 seeking more power from "The Dark Ones Below;" rumored to survive in some lich-like form within the Trench of Lopok;
Aodk	1285 - 1329 (44)	Kidnapped and transformed three royal mermaids into monsters to attack Voalidru; died in personal combat with Vhaemas;
Szyzthus	1329 -present (45+)	Fourth Grand Arcane of Olleth; ally of Iakhovas.



Dynasty of Naramyr (Sea Elf)

Monarch/Coronal	Reign in DR (total)	Designated Heir(s)	Children (in order of birth)	Notes
Amphras Daudil	771 - 821 (50)		None	Married Amara Ildacer, head of clan Ildacer (whose eldest child and clan heir took on the coronal's seat at Selu'Maraar) in 766
Tamal Daudil	821 - 899 (78)	Senadir	Senadir, Yxos	Nephew of Amphras by sister Quara; peaceful arbitrator and ally during rise of Selu'Maraar;
Senadir Daudil	899 - 942 (43)	Tamal II	Tamal, Aryas, Uroveth	Son of Tamal; hated Aolis Ildacer and allied readily with Nyratiis the Mad during Eleventh Serôs War to gain enough power to crush his cousins and take control of Selu'Maraar as well as Naramyr. He and all of his children killed at Keryvorfall;
Rukaaln Daudil IV	942 - 1026 (84)	Rykos	Rykos, Diana, Tomys	Nephew of Amphras by sister Merlauryn, named for great clan leader and hero and raised to throne of Naramyr to prevent its associations with the evils of Nyratiis and Senadir.
Rykos Daudil	1026 - 1241 (215)	Rukaaln	Rukaaln, Jaodhan, Eltaar,	Friend of the shalarin; Known as the Pearl Coronal, Rykos established the pearl beds of Naramyr and made Naramyr the Nation of Artisans;
Rukaaln Daudil V	1241- 1358 (117)	Aravae	Aravae	Rukaaln "the Heart-Broken" married twice but both wives die young and produce only 1 child;
Aravae Daudil	1358 - present (12+)	Amphras	Amphras, Melirn, Osaal, Rukaaln, Rykos, Pharnas, Thyrnal, Elidorn, Pharsamn	Aravae marries Tuval Kreok of Selu'Maraar and produces more than enough heirs to ensure Naramyr's lineage. She also began the building project of a great temple to Deep Sashelas.





Dynasty of Selu'Maraar (Sea Elf)

Monarch/Coronal	Reign in DR (total)	Designated Heir(s)	Children (in order of birth)	Notes
Arak Thuvys	851 - 929 (88)	Tumak, Salak	Tumak, Tenala, Salak	All save Salak die in a plague at Tupaal in 929. Salak Thuvys 934 - 942 (9) Alamdar Alamdar (dies 939), Farlyssa Last ruler at Tupaal and ally of the Mad Coronal Nyratiis during the Eleventh Serôs War; capital moved to Aluwand after Thuvys clan ousted from rule of Selu'-Maraar;
Aolis Ildacer II	942 - 996(145)	Taryn	Keryn, Amara, Intal, Taryn, Cimbrasha	Son of Aolis and Amara, leaders of Myth Drannor's N'Vaelahra (and former Harpers in Twilight); first Coronal of Selu'Maraar. Marries Farlyssa Thuvys, heir of the Thuvys ruling clan of Tupaal, in 934;
Taryn Ildacer	996 - 1008(12)	Unknown	Argys, Ktaera, Pharyllys, Teanara, Qisa, Vuatiik	Sister of Aolis Ildacer II and regent; dies in 1034;
Keryn Ildacer	1008 - 1209(201)	Aolis	Aolis, Taryn, Zhoar, Kehreel	Eldest child of Aolis II;
Aolis Ildacer III	1209 - 1333 (124)	Reatar, Semphyr	Reatar (dies 1288), Semphyr, Kumos	Aolis secretly a Dukar peacekeeper after a pilgrimage to Myth Nantar, and this secret he shared only with wife; Paranoid.
Semphyr Ildacer	1333 - present (37+)	Aolis	Aolis and Amara (fraternal twins), Keryn	

Dynasty of Xedran Reefs (Ixitxachitl)

Prophet/Vitanar	Reign in DR (total)	Notes
Ehjax	885 - 985 (100)	First Prophet of Ilxendren and the First Vitanar of the Xedran Reefs; greater vampiric ixitxachitl;
Thy sax	985 -1085 (100)	Second Prophet of Ilxendren and the Second Vitanar of the Xedran Reefs; greater vampiric ixitxachitl;
Wurupar	1085 - 1185 (100)	Third Prophet of Ilxendren and the Third Vitanar of the Xedran Reefs; greater vampiric ixitxachitl;
Phyvvak	1185 - 1285 (100)	Fourth Prophet of Ilxendren and the Fourth Vitanar of the Xedran Reefs; greater vampiric ixitxachitl;
Ourqax	1285 + (85+)	Fifth Prophet of Ilxendren and the Fifth Vitanar of the Xedran Reefs; greater vampiric ixitxachitl.





Shalarin Phonics

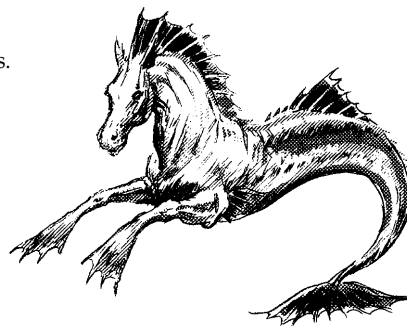
Shalarin

Prefix	Voicing	Major Caste	Sub-Caste (% of Shalarin Population)
Ka	KAH	Scholar Caste (4%)	Arcane Caste (1%); Minstrel Caste (1%); Sage Caste (2%)
Li	LEE	Provider Caste (70%)	Servant Caste (18% population); Provider Caste (50% population)
Ri	REE	Provider Caste (70%)	Ruler Caste (2% population)
Po	PO	Protector Caste (16%)	Protector Caste (no subcastes) (16%)
Tu	TOO	Seeker Caste (10%)	Faith Caste (6%); Wanderer Caste (4%)

Prefix	Voicing	Secondary Prefix	Root Word
Ka	KAH	3 letter name of clan	Name of person of the Scholar Caste.
Li	LEE	3 letter name of clan	Name of person of the Provider Caste.
Ri	REE	3 letter name of clan	Name of person of the Ruler Caste.(Provider Caste subset)
Po	PO	3 letter name of clan	Name of person of the Protector Caste.
Tu	TOO	3 letter name of clan	Name of person of the Seeker Caste.
Ys	EES	Ruling clan name (only if formal)	Name of town
us	YOOS	Ruling clan name (only if formal)	Name of city
Os	OHSS	Ruling clan name (only if formal)	Name of barony
Is	ISS	Ruling clan name (only if formal)	Name of duchy
Es	ESS	Ruling clan name (only if formal)	Name of kingdom
As	OZ	Ruling clan name (only if formal)	Name of Empire

Clan Name	Voicing	Clan Name	Voicing
Aaa	AY-ay	Oaa	OH-ay
Aya	AY-uh	Ooa	OH-oh
Ara	AY-ruh	Ora	OH-ra
Ala	AY-lah	Ola	OH-la
Ana	AY-nuh	Ona	OH-nuh
Eea	EE-uh	Uea	YOO-ay
Eya	EE-yuh	Uua	YOO-uh
Era	EE-ra	Ura	YOO-ra
Ela	EE-la	Ula	YOO-la
Ena	EE-na	Una	YOO-nuh
Iaa	EYE-ay	Yea	WAI-ay
Ioa	EYE-oh	Yya	WAI-yuh
Ira	EYE-ra	Yra	WAI-ra
Ina	EYE-nuh	Yna	WAI-nuh
Ila	EYE-la	Yla	WAI-la

5 caste prefixes x 30 clan names = 150 "surnames" to precede personal names.



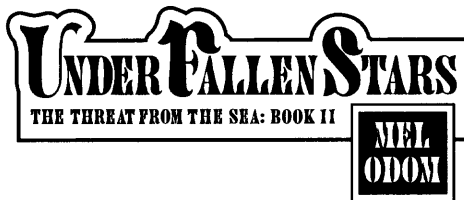


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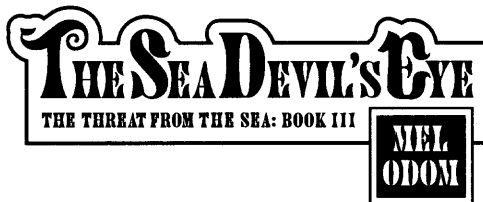
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