

Karameikos™

Kingdom of Adventure



AUDIO CD GAME

FEATURING GAME BOOKS, MAPS, HERO CARDS, PARCHMENT-LOOK PLAYER AIDS, AND 1 AUDIO CD

2-8 PLAYERS AGES 12 - ADULT

Advanced Dungeons & Dragons®



MYSTARA™
CAMPAIGN

Karameikos™

Kingdom of Adventure



Explorer's Guide

Explorer's Guide

Credits

Designer: Jeff Grubb and Aaron Allston ♦ Editor: Thomas M. Reid ♦ Project Manager: Andria Hayday
Box Cover Artist: Paul Jaquays ♦ Interior Artists: Daniel Frazier, Eric Hotz, John and Laura Lakey, Walter Valez
Graphics Coordinator: Sarah Feggstad ♦ Art Coordinator: Peggy Cooper
Electronic Prepress Coordinator: Tim Coumbe ♦ Typography: Angelika Lokotz
Cartography: John Knecht and Robin Raab
Page Design: Dee Barnett ♦ Border Graphics: Randy Asplund-Faith ♦ Illuminated Letters: Robin Wood
Proofreading: Roger Moore, Jon Pickens, Sue Weinlein, Janis Wells, and David Wise

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

2500

ADVANCED DUNGEONS & DRAGONS, AD&D, and DUNGEON MASTER are registered trademarks owned by TSR, Inc. MYSTARA, FIRST QUEST, KARAMEIKOS, and the TSR logo are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1994 TSR, Inc. All Rights Reserved. Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc. Distributed to the toy and hobby trade by regional distributors. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material contained herein is prohibited without the express written consent of TSR, Inc.

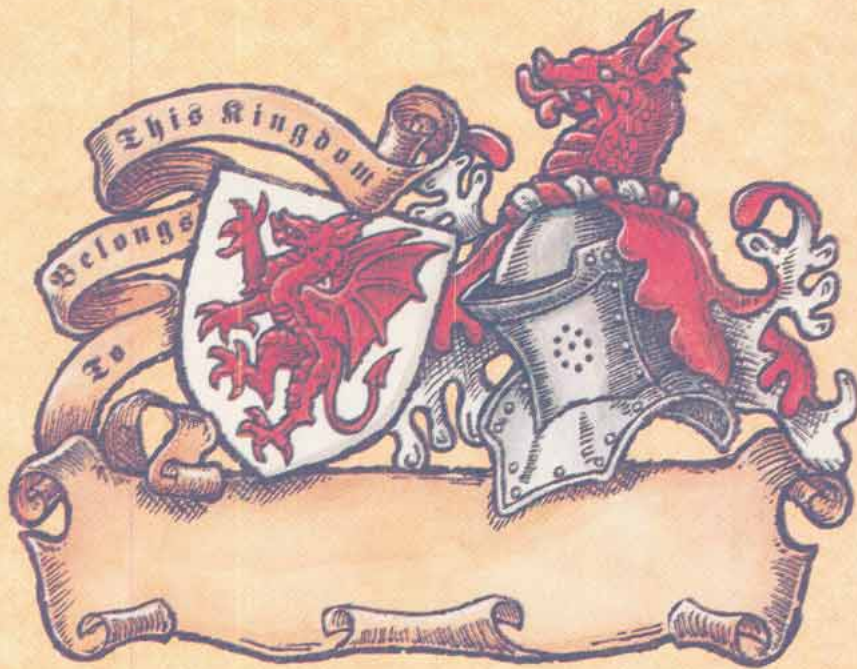


Table of Contents

Chapter I: Overview	4	Verge	49	Appendices	112
The Lay of the Land	5	Vorloi	49	Creating Karameikan Characters	112
The Hand of Man	10	Vandevicsny	49	Backgrounds: Human	112
Using the Maps	12			Elves	115
Chapter II: History	16	Chapter V: Personalities	50	Dwarves and Gnomes	116
Karameikos at the Dawn of Time	16	The Royal Family of Karameikos	51	Halfings	117
The Dark Age	17	The Court Major:		Kits and Proficiencies	117
The Thyatian Invasion	18	The Ministers	62	The Karameikan Calendar	124
Stefan Karameikos	18	The Clergy	66	Encounter Tables	126
Recent History	20	Mirros	72		
Chapter III: Society	22	Beyond the Walls of Mirros	79	Sidebars	
Classes of Society and Noble Titles	27	Ambassadors' Row	92	What a Campaign Setting Does	7
Matters of Faith	33	Chapter VI:		The Song of Halav	17
A Society of Rogues	35	Beyond the Borders	100	Devices, Clan Markings,	
Chapter IV:		Aengmor	100	and Coats of Arms	29
Cities and Towns	38	Atruaghin	101	The Shearing Ceremony	30
Mirros	38	The Broken Lands	102	Formal Clerical Dress	33
Threshold	44	Darokin	102	The King's Law	41
Dmitrov	46	Ethengar	103	What the Numbers Mean	51
Fort Doom	47	The Five Shires	103	Time Line of Karameikos	56
Highforge	47	Glantri	104	The Black Eagle Barony	61
Kelvin	47	The Heldannic Territories	104	The Order of the Griffon	68
Krakatos	47	Ierendi	105	Calling Out the Guard	72
Luln	48	Minrothad	105	The Legend of Koriszegy Keep	85
Marilenev	48	Ostland, Vestland,		Fealty	98
Penhaligon	48	and the Soderfjords	108	It's Money that Matters	103
Riflian	48	Rockhome	108	The Hutaakans	109
Rugalov	48	Sind	109	Trials and Errors	110
Sulescu	49	Thyatis	109	Where Adventurers Fit In	113
		Wendar	110	The Nature of the Immortals	115
		Ylaruam	110	Dragons	123
				The Karameikan Calendar	124



This watercolor shows a view of the town of Threshold from the northern tip of Fogor Isle, looking south into the

city itself at dusk. The skyline is dominated by the bell tower of the town hall.

Chapter I:

Overview

Karameikos, a very young kingdom in a very old land, lies on the southern coast of the continent of Brun on the planet Mystara, in a region its inhabitants call the Known World. As kingdoms go, it is a small one. A rider on a fast horse can travel from Karameikos's capital, Mirros, to its western-

most settlement at Fort Doom in a day, to its easternmost village of Rugalov in a day and a half, and to King's Road Keep in the Altan Tepes Mountains to the north in two days. Yet within its boundaries any group of enthusiastic heroes can find enough adventure, danger, treachery, and excitement to satisfy them.


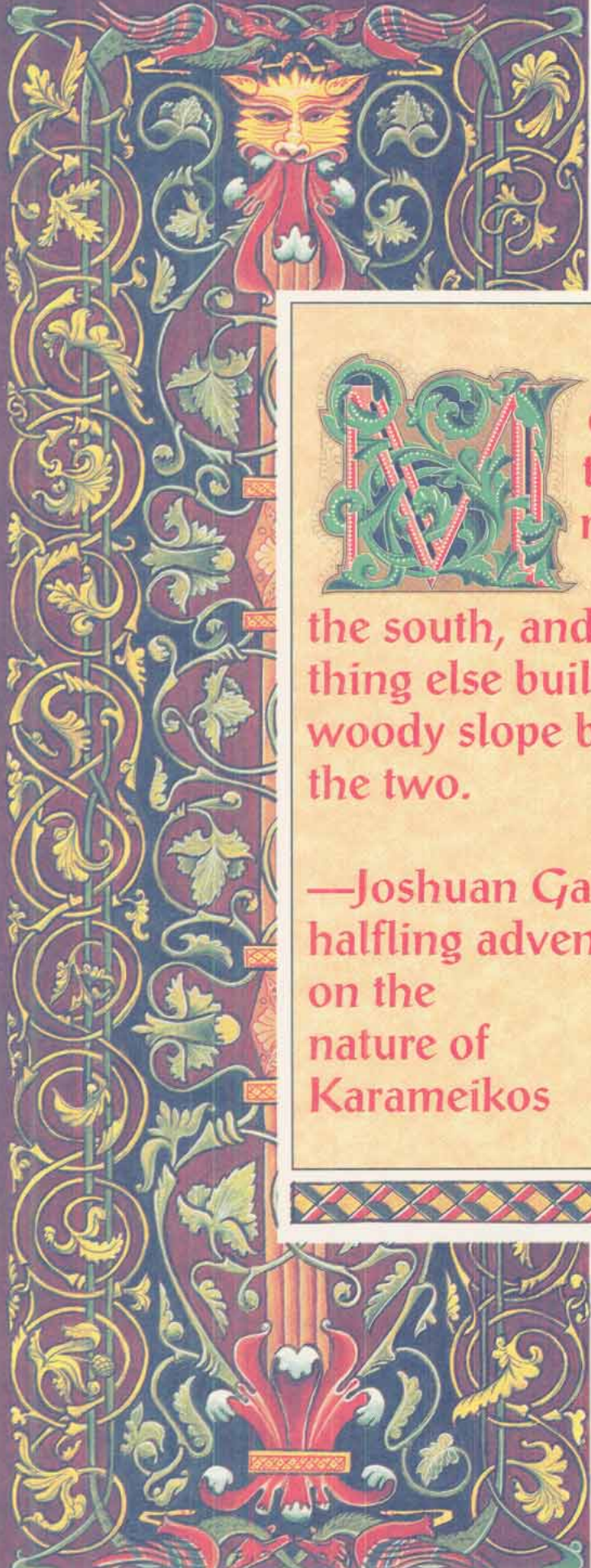
In many ways Karameikos still exists as a frontier nation cut out of an ancient wilderness. Uninhabited forest covers a great majority of the kingdom—uninhabited, that is, by humans. A population of elves, humanoids, and monstrous creatures thrive within its borders. Further, these wildlands cover the ruins of ancient kingdoms and buried cities, the lairs of fell beasts.

Humans have always lived in the land now called Karameikos. The earliest known people, the Traldar, were a traditional, rural folk. (Evidence exists indicating the presence of an even more ancient civilization, now lost, of a people who called themselves the Nithians. However, few present-day folk are aware of the Nithians, so the history texts do not include them.) The descendants of the Traldar, the Traladarans, were conquered over 100 years ago by their neighbor, the empire of Thyatis.

Karameikos has had but a single ruler, King Stefan I. Stefan was originally the Grand Duke of Karameikos, ruling in the name of the Thyatian Emperor. Stefan I declared Karameikos an independent state seven years ago. He seeks to

unite the native Traladarans and now-exiled Thyatians into a single unified nation, taking the best of both groups to forge one identity for all. Traditionalists in both camps resist him, which often makes the Royal Court of Karameikos as dangerous as the wildlands.

Mirros, the capital of the nation, is the sole major community in Karameikos and houses the royal court. This vibrant, new city strains at the seams with refugees from other war-torn regions. It is also the home of competing thieves' guilds, secret plots, and hidden dangers. The most civilized star in the Karameikan crown can be as deadly to



Mountains
to the
north,
sea to
the south, and every-
thing else built on a
woody slope between
the two.

—Joshuan Gallidox,
halfling adventurer,
on the
nature of
Karameikos



the unwary as the smallest village crouched in the shadow of marauding orcs.

This, then, is Karameikos—a dark, forested kingdom on the frontier; a nation torn by its own origins; a country built upon the ruins of lost empires, a land of secrets, danger, and treachery—a Kingdom of Adventure.

The Lay of the Land

The nature of the land shapes the kingdom's identity and history. Many of the player characters' actions in Karameikos are influenced by its terrain. A brief geography lesson can impart a feeling for the land and an understanding of where various features lie.

Pull the maps out of this box. We want to look first at the map of the Kingdom of Karameikos. Don't let the hexes throw you; their purpose will be made clear at the end of this section. Let's concentrate on the land and its cities.

Land Patterns

A continuous line of mountains forms Karameikos's entire northern border, acting as both a barrier to forces beyond and as a lair for evil races and monsters.

This spine of mountains runs the length of this northern border but is called by different names in different places. In western Karameikos, they are called the Cruth Mountains, and are notable for their soft, greenish-tinged hornblende

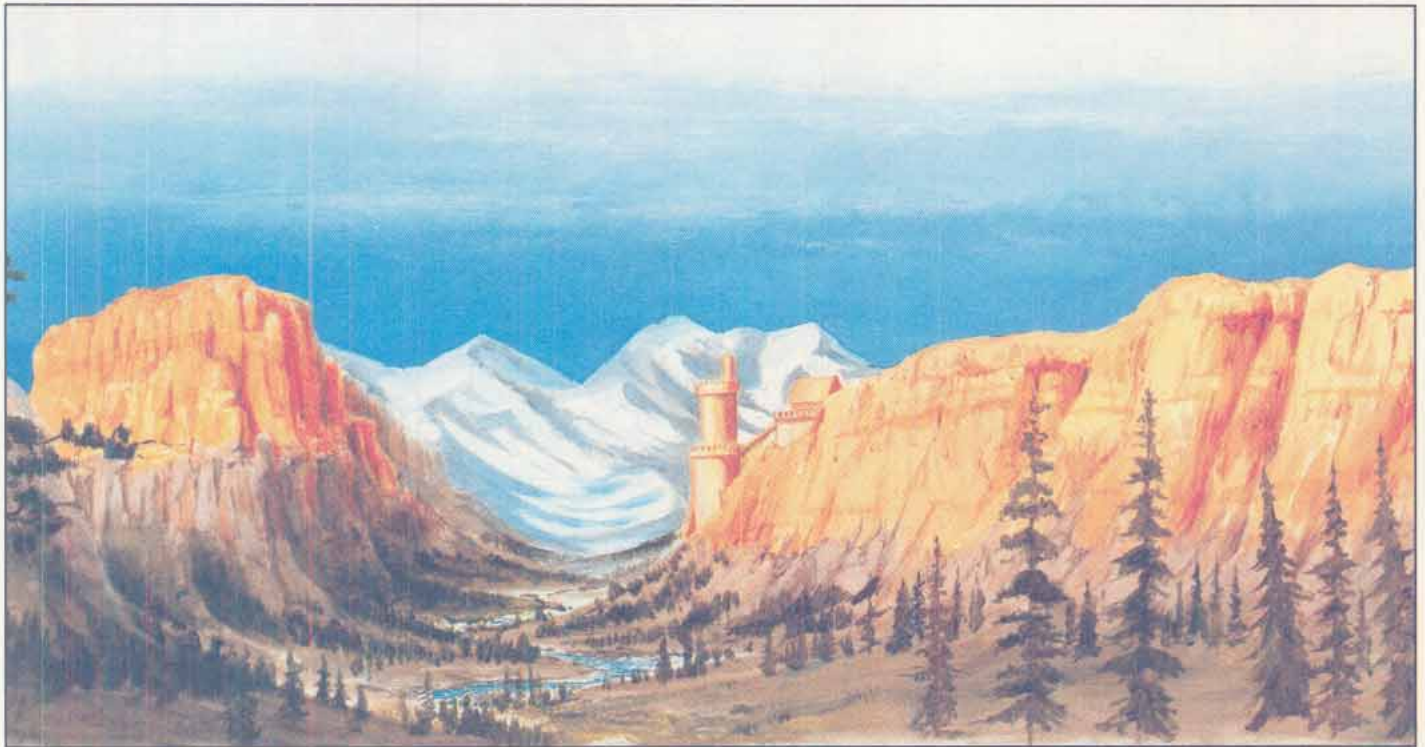
and the frequency of their landslides. In central Karameikos, basalt is more common, and the mountains here are called the Black Peaks, so named for their ebony promontories. In eastern Karameikos, the range joins the much larger Altan Tepes Mountains and has the tallest peaks in the nation. Here, the mountain range broadens, continuing north toward dwarven Rockhome in one direction and turning sharply southeast into the imperial lands of Thyatis in the other. The highest peak of the range, Mt. Tarsus (alt. 11,380 feet) stands to the east, beyond Karameikos's borders.

Forest vegetation thickly covers these mountains, gradually thinning to bare rock toward the peaks. The average height of mountains in the Black Peak and Cruth ranges is 4,000–4,500 feet. The Altan Tepes rise from an average of around 4,000 feet in the west to 9,000 in the east; a number of peaks jut above the timberline.

South of this huge range are miles and miles of foothills thickly covered with forest. In western Karameikos, hilly country extends to the shores of the Gulf of Halag; in eastern Karameikos, the most southerly foothills lie within 20 miles of the coastline.

Much of the rest of the kingdom is cradled in the crescent formed by these hills, wedged between them and the Sea of Dread to the south. It is flat, pleasant land, sometimes with gently rolling hills, covered with woods and heavy forest.

The land slopes very gently from the northern mountains to the southern coast. The northernmost flatlands (the



Most of Karameikos is wilderness, in particular the western portions where the desolate Cruth lowlands sprawl at the feet of the Black Peak Mountains. This empty, beautiful land

is prowled by powerful monsters, including many ogres and giants. This region also serves as a home to wizards and other individuals who value their privacy.



This classic example of Traladaran illumination served as a frontispiece for the first Thyatian written translation of the Legend of Halav. It shows the Traladaran warrior-king Halav

locked in a battle to the death with the King of the Beast-Men, while beleaguered warriors look on. The same scene rendered in the New Karamaikan style appears on page 9.

Cruth lowlands of western Karameikos) are about 1,500 feet above sea level; the flatlands south of the Black Peak Mountains rise to about 1,000 feet above sea level.

Vegetation

Karameikos is one of the most thickly wooded nations of the world. In the northern parts of the kingdom, pine forests cover the mountain slopes and the hillsides. As travelers move farther south, they encounter more hardwoods—especially oak. In the southernmost parts of the Dymrak Forest in eastern Karameikos, ancient oaks tower into the sky as far as the eye can see.

Three great tracts of dense forest lie in Karameikos. The Riverfork Woods sprawls in the far west, near the border with the nation of halflings (known to themselves as the hin) called the Five Shires. This thick forest was called the Achelos Woods in the original Traladaran language and remains largely unexplored, uninhabited by humans (except for the soldiers garrisoned at Riverfork Keep), and somewhat dark-hearted. Commonly blanketed in thick fog that drifts in from the Blight Swamp to the south, the woods have been chartered to a number of small clans of Alheim elf refugees who have fled into Karameikos. The woods are known officially as the Estate of Achelos.

The Radlebb Wood sits in central Karameikos, a forest inhabited by the majority of the Callarii elves, as well as a large number of Alheim refugees. Less dark and ominous than the western tract, it still has its dangerous wild animals, rogue monsters, and tribes of evil humanoids. The elven estates of Radlebb and Riflian share these woods.

In southeastern Karameikos lies the greatest of the kingdom's woods, the Dymrak Forest. It stretches all the way from the borders of the Barony of Kelvin to the border of Thyatis. A mighty hardwood forest, its floor never sees the full light of day. Numerous nonhuman tribes call the Dymrak home, mostly violent humanoids but also Vyalia elves in the east and Callarii elves in the west.

Most of the remaining land of Karameikos is lightly wooded—scattered small forests with patches of clear terrain suitable for pasturage and tillage. Humans settle in these areas most comfortably.

One swamp, mentioned earlier, lies in Karameikos—the Blight Swamp, near the western border shared with the Five Shires. It is not a healthy temperate swamp; rather, an ugly landscape of dying trees and rotting vegetation dominates the sluggish, swollen delta where the western rivers meet the sea. Disease-bearing mosquitoes infest its still waters, and strange creatures glide under the surface. Mangrove islands are common, dripping with gray moss, adding to the haunted, desolate look. Even the light of day feels subdued and cheerless in this part of the nation. Appropriately enough, the southeastern portion of the swamp lies within the Barony of Halag (formerly the Black Eagle Barony and home of the Black Eagle Baron).

One large area of moors occupies the land northeast of the Barony of Kelvin. These moors boast flatlands and slightly rolling hills where underbrush is sparse and scrubby. Small rivers trickle through, and large patches of deceptive-looking bog can suck men and horses to their deaths in a matter of moments. This, too, is an eerie area, where strange howls drift through the night and nothing looks friendly or comforting during the day.

The Moors of Kelvin and the Blight Swamp are not the only marshy and swampy lands within the Kingdom of Adventure. There are many lowlands, bogs, marshes, and small swamps throughout Karameikos, particularly in more heavily wooded terrain.

What a Campaign Setting Does

A campaign setting functions as just that—a location in which a DM can place an AD&D® game against a larger context. Most AD&D games start at the entrance to a dungeon (be it an abandoned dwarven mine, a vampire's crypt, or a lost city); from there, the player characters (PCs) challenge the beasts, tricks, and traps found within.

A campaign setting serves as the wider background against which those adventures are set. It includes the places where the player characters rest and recuperate when they return from adventuring. It explains the rest of the world that the characters live in, telling the stories of all the people and places the PCs encounter.

Although they might like to think so, the characters themselves are not the center of this universe. *Everyone* else around them has a tale to tell and a life to live, too, from the constantly yawning fellow who takes care of the PCs' horses at the local stables to the kitchen maid at the baron's castle, secretly spying on the baron and his PC guests for a foreign government.

Remember the town in the *FIRST QUEST™* game? There are lots of buildings on the map of the town, including the wizard's tower, the temple, and the store. Each of these places serves a purpose in the game, but no details about the proprietors are given. None of the tidbits of information about the kind of people they are, their secrets, or anything else that might serve to create an adventure is explained. A campaign setting fills all of that information in.

For example, a campaign setting might tell us that the town is actually called Krondfeld, named after old Jacob Krond, who over 100 years ago was the first farmer to settle in the area and clear the trees for his crop field. We might be told that the Evening Star Inn is run by a

(continued on page 8)

(continued from page 7)

retired adventurer named Gulner Olafson, who keeps a minotaur's head mounted on the wall over his bar. He proudly tells anyone who asks that he slew it with his magical sword, which he still wears on his belt to discourage fighting in his establishment. None of this information has anything to do with the current adventure, but when the characters are done and return to the town to enjoy the fruits of their labors, it establishes a sense of realism to the world.

A campaign setting acts as more than just a backdrop to adventures, though. Because it is a dynamic place, it also becomes a stage for new adventures, a springboard for the imagination.

Perhaps there is a rumor that old Jacob Krond liked to bury pots of gold coins in his fields, although nobody knows where his farm was anymore. Maybe somebody breaks into the Evening Star Inn one night, kills Gulner, and steals the magical sword that he always brags about. Two new adventures are starting to take shape.

Over the long term, the actions of the characters have a broad effect on the surrounding land, as the heroes are soon legendary among the people and hated and feared by the dark forces they strive against.

For example, once the characters completely clean out those ruins in the woods outside of town, slaying all of the monsters and claiming the treasure, the townsfolk are going to take notice. Perhaps the mayor decides to honor them for making the locale a safe and peaceful place to live again. From now on, the PCs are welcome in town, and might even be called upon to stop a band of brigands from waylaying travelers on the road nearby.

Eventually, an infamous villain who has been living in Krondfield incognito is upset at the characters. He has been trying to buy up all of the land in the town, and he hired

(continued on page 10)

Water

The map shows numerous rivers crossing through the nation. In western Karameikos, the rivers Cruth, Magos, and Gustos, and Achelos tumble down out of the Cruth Mountains—white-water rivers filled with falls, hydraulic sinks, and rapids. About 15 miles north of the border of the Barony of Halag the three smaller tributaries pour into the greater Achelos. The over-filled Achelos then broadens and slows as it passes out of the woody terrain, draining slowly through the Blight Swamp and out into the Gulf of Halag. The strength of these rivers fills the Blight Swamp with fresh water for most of its length.

In central and eastern Karameikos, the Windrush River flows down from the Black Peak Mountains, and the rivers Hillfollow and Highreach run down from the Altan Tepes. They join near Kelvin and continue on to the sea as the river Highreach. The Highreach is a wide, powerful flow; communities along its bank (including Mirros) are subject to floods with the melting of winter snows.

The names Windrush, Hillfollow, and Highreach were coined by Thyatian settlers. The rivers all have older names—respectively Wufwolde, Shutturga, and Volaga—which are still used by the more traditional Traladarans (particularly when giving directions to travelers from Thyatis).

The last major river system is the Rugalov River near the eastern border with Thyatis. This strong, young river would slow, though not stop, any imperial invaders. The mouth of the river stretches 8 miles across and is subject to massive tidal surges. Most of the river, while mapped, remains unexplored, in part due to rapids and cataracts farther upstream.

Karameikos has many smaller rivers not shown on the map. Wherever you as the DM need a river or creek for plot or story purposes, feel free add it. You can be sure that any community not shown lies near a body of water—typically a small stream or spring if the map does not show it. Most of these smaller streams flow toward the nearest large river, or perhaps directly south into the Sea of Dread.

The Sea of Dread, an azure ocean, forms the southern boundary of Karameikos. It is rich in fish and shellfish, the latter found particularly in Marilenev Bay, which is famous for its oysters. The sea is relatively calm to the southwest, though generally roiling and stormy to the southeast, as most major sea storms arrive here.

Most natives of Karameikos view the sea at worst as a barrier and at best as a highway to foreign markets in the Minrothad Isles and Ierendi. There is, however, a rich wilderness beneath the surface of this sea, open to those who have the wherewithal and ability to explore it.

Resources

Karameikos is a new nation, and most of its trade revolves around its natural resources, both for export and for crafting into finished goods. The greatest resource of Karameikos remains its forests, which carry many names but stretch almost unbroken from eastern to western borders. A hin story tells of an adventurous halfling who bet that he could travel from the Shires to Thyatis without once touching Karameikan soil—and won.

King Stefan warily regards the disposition of these forests, seeing the ruin that unplanned plundering caused in his native Thyatis. Permits to lumber in quantity must be granted by the crown or by local barons in baronial lands. Lords or ladies of merely landed rank may not grant such permits for their own estates. King Stefan also posts royal advisers (usually elves) to inspect large-scale logging operations. Clear-cutting (removing all trees regardless of suitability) is avoided except in cases where the land will be converted immediately to farming.



The Traladaran hero Halav, his magical bronze armor glowing, engages in a final battle with the leader of the Beast-Men. This piece is rendered in the New Karamaikan

style of art, stressing a realistic approach to portrayal and scene, as well as a focus on active subject matter. Compare this art with the piece depicting the same subject on page 6.

(continued from page 8)

those brigands as part of his plan to make the land cheaper—no one wants to live in a place where there are dangerous, monster-infested ruins and lots of crime on the roads. Unfortunately, the PCs' actions have spoiled all of his plans. Now he wants revenge on the characters.

In the meantime, the PCs decide to rebuild the ruins into a fortified keep and use it as their base of operations. They need a place to practice their skills and store their treasure. When this type of thing happens, the world becomes a dynamic place, and the PCs and NPCs have had an effect on it—those ruins are no longer ruins, and the price of land in Krondsfield is on the rise.

Whatever happens in your own campaign, keep the following in mind: This is *your* world, shared only with your players. Feel free to knock out a wall, change or remove a nonplayer character (NPC) that is not to your liking, or alter the landscape to suit your fancy. As your players' characters move through the world, they will interact with the people around them and abide by the consequences of their actions—the jovial village tavern owner will become much less jovial if the player characters break up his place in a brawl. In future products we will continue to explore the MYSTARA™ campaign setting, and we may even say things that contradict what you yourself have set down. That's OK, because what you say still goes.

It's your world now.

The deep woods of Karameikos still lie untamed and unsettled, and the king has established a number of elven estates in these areas to guarantee their continued viability. Very little logging goes on here. Both deep and light woods are home to a burgeoning population of wild game, including both normal animals and monstrous creatures. Deer, elk, stags, and wild boars are common, as are smaller game creatures such as foxes and pheasants, and large predators such as wolves and mountain lions.

Small farms occupy a good portion of Karameikos's open land, worked by freemen who owe their allegiance to a landed lord or baron. Karameikos's soil is rich and dark. While the nation cannot compete with Darokin, the great economic powerhouse to the north, it provides sufficient yields to feed its people well, with enough surplus to export (most recently to Thyatis, which has been wracked by food riots in recent years).

Mines are numerous in the Wufwolde Hills, especially gnome and dwarven ones. These works produce iron in great quantity and small amounts of precious metals as well.

Gold and silver are found in the southern Altan Tepes, and many people try to establish mines there. Some meet with great success; most meet with death at the hands of the humanoids that infest that part of the country.

More gold and silver lie in deep places, already smelted and stamped. Karameikos was once the nation of Traladara, its time of greatness long past and its wonders turned into ruined lairs. Many adventurers explore and plunder these lost sites, bringing in further revenue for the kingdom as they return the treasures of the past to general circulation.

Finally, many cave complexes lurk in Karameikos, especially in the Black Peak Mountains and Wufwolde Hills. Caverns are, of course, ideal locations for lost civilizations, hidden bandit tribes, ancient sleeping monsters, and so forth.

The Hand of Man

Many of Karameikos's towns, cities, and other permanent features did not exist even 100 years ago. Others grew atop the ruins of older civilizations, although the current inhabitants have long since forgotten this. All of the cities and towns introduced below are fully detailed in **Chapter IV: Cities and Towns**.

Mirros (pop. 70,000): The capital of the Kingdom of Karameikos and the ruling seat of its king, Stefan I, Mirros is the only true metropolis of any size and prestige in the nation—a bustling place with its rough edges still showing. Most of the buildings are of wood or brick, as well as carved stone in the wealthier areas. The main roads are paved cobblestone, but many smaller streets and narrow alleys are only packed earth. It is a noisy, crowded, busy medieval town. The former name of Mirros, used when Karameikos was a duchy, was *Specularum*; some conservative citizens continue to use this name.

Kelvin (pop. 20,000): A smaller city located up the Highreach River from Mirros, Kelvin is nearly as bustling as the capital. A huge central castle, lavishly apportioned and furnished, dominates the area.

Fort Doom (pop. 10,000): Fort Doom, a dark, brooding castle and the westernmost community in Karameikos, overlooks the Traladaran village of Halag. It was once the seat of the Black Eagle Barony and still suffers the ill effects of its former evil master and his humanoid troops.

Highforge (pop. 7,500): A nonhuman community of gnomes and dwarves in the Wufwolde Hills, Highforge swears fealty to the crown of Karameikos, but for the most part follows its own course and customs. It is noted for its extensive mining operations.

Vorloi (pop. 7,500): The southernmost of the Karameikan communities, Vorloi overlooks the Sea of Dread from a cliffside perch, its safe harbor allowing some merchant traffic with Minrothad and Ierendi.

Dmitrov (pop. 6,500): A sleepy town on the southern coast of Karameikos, Dmitrov has a hard-working (if unimaginative) population. "As dull as Dmitrov on a feast day" is a cutting remark in the Karameikan court.

Threshold (pop. 5,000): A large, open, bright town in northern Karameikos, Threshold is favored by merchants, fishermen, and adventurers.

Lulu (pop. 5,000): A large town hunkered down behind high walls, its proximity to Fort Doom and the former Black Eagle Barony has stressed Lulu's economy to its limits, and it is only now recovering.

Penhaligon (pop. 3,750): Situated halfway between Kelvin and the border with Darokin along the King's Road, this walled community serves as a way station for traffic along the road. It thrives despite a continual humanoid threat from the hills.

Riflian (pop. 2,000): Primarily an elven settlement, this town serves as a trading post between humans and Callarii elves. Its buildings are mostly wood with intricate carvings in the elven fashion.

Krakatos (pop. 2,000): The newest town in Karameikos, Krakatos is well on its way to becoming a small city in its own right. Until recently the site of a ruined Traladaran city of ancient lineage, the town was chosen several years ago as the site of the Karameikan School of Magecraft. The college stands complete today, and a thriving town has grown up around it. Students of magic, refugees from other lands, adventurers, and other newcomers seek to establish themselves in this new city.

Sulescu (pop. 950): Sulescu is an ancient village on the southern coast, ruled by the same family for over 300 years.

Marilenev (pop. 900): Castle Marilenev dominates this small farming village, a decaying monstrosity and the seat of the Marilenev family. Note that Mirros originally was named Marilenev (even before it was renamed Specularum by the Thyatians), and the capital city lies officially "within" the estate of Marilenev.

Vandevicsny (pop. 900): Located along the forests and wilds of the southern coast, Vandevicsny is a community of farmers and woodcutters, very isolated from the rest of the world.

Rugalov (pop. 650): A new village at the mouth of the river of the same name, Rugalov is home to fishermen and bargemen who ferry traffic and goods across the tidal flow.

Verge (pop. 500): Situated at the foot of the Black Peak Mountains, Verge is sometimes used as a jumping-off point for adventurers bound for Threshold. It has been plagued by goblin and gnoll attacks over the past 20 years, and twice it has been burned to the ground. A new wall is being built around the village, but construction goes slowly.

Other Communities: In addition to these villages, towns, and cities, many smaller communities (population 500 or less) dot the kingdom. The DM can add these villages as needed to support original adventures. In general, such villages are unremarkable except for (perhaps) some legendary local hero, and each has no more than the basic community services.

Other Constructions

Besides the various communities scattered throughout Karameikos, other features built by the populace are worth noting.

Forts: There are five major forts in Karameikos: Castellan Keep and King's Road Keep in the north, Radlebb Keep and Riverfork Keep in the west, and Rugalov Keep in the east. These forts are garrisoned by units of the Karameikan army. Their purpose is both to resist invasion and (more often) deal with marauding humanoids. The forts are military establish-

Using This Material

This campaign setting contains: a large campaign sourcebook (you're holding it), an adventure book, maps of Karameikos and its cities, player handouts, hero cards, and an audio CD. Play the CD in conjunction with the adventure book, in the manner of the FIRST QUEST adventures. Player characters introduced in the FIRST QUEST game can come directly over into the Karameikos setting, or the new ones that are provided can start out here (see the hero cards).

The information in this guidebook is aimed primarily at players of the full AD&D 2nd Edition rules. Although players using FIRST QUEST game rules won't be confused by most of the terms and ideas presented here, they will certainly want to acquire the AD&D 2nd Edition *Player's Handbook* and *DUNGEON MASTER® Guide* in order to appreciate the full depth and breadth of this rich campaign setting and get the most out of it in game play.

ments; while there may be a few civilians and businesses nearby, the keeps are not communities in the standard sense.

Roads: Four major roads span Karamaikos and are important enough to be named. The Westron Road runs from Mirros to Fort Doom through Radlebb Keep and Luln. The Eastron Road runs from Krakatos to Rugalov Village through the southern Dymrak Forest. The Windrush Road starts south of Kelvin and loops through Rifillian and Verge, terminating at Threshold.

Lastly, the King's Road runs from Mirros to Krakatos (where the Eastron Road branches off), north (past where the Windrush road breaks off) to Kelvin and Penhaligon, and ending just past King's Road Keep on the Darokin border. Beyond King's Road Keep the road passes into Darokin and on to the major trading city of Selenica.

The king maintains the roads of Karamaikos well, using paving stone whenever possible, or crushed stone where paving stone is not available. Bridges of wood span small streams, bridges of stone cross large ones, and ferries cross the great rivers. Units of the Karamaikan army regularly patrol the roads, quickly clearing accidents such as rock slides and other blockages.

While these roads provide speedy movement for adventurers in a hurry, they were not built with this purpose in mind. Rather, the roads of Karamaikos are modeled upon Thyatian roads, whose main purpose was the rapid movement of trade wagons and troops through the nation. In the event of an invasion or other military emergency, troops could be deployed to almost any part of the nation in a matter of days.

More than three-quarters of Karamaikos's imports and exports move along these roads, and King Stefan considers them a priority asset for maintaining the nation's strength. The Eastron, Westron, and King's Roads receive regular maintenance, the Windrush only when a major blockage or slide occurs. If they were fully abandoned, the roads would degenerate to trails in a decade, and might vanish entirely soon afterward (as has a road south of Mirros to the port's original docks on Marilenev Bay).

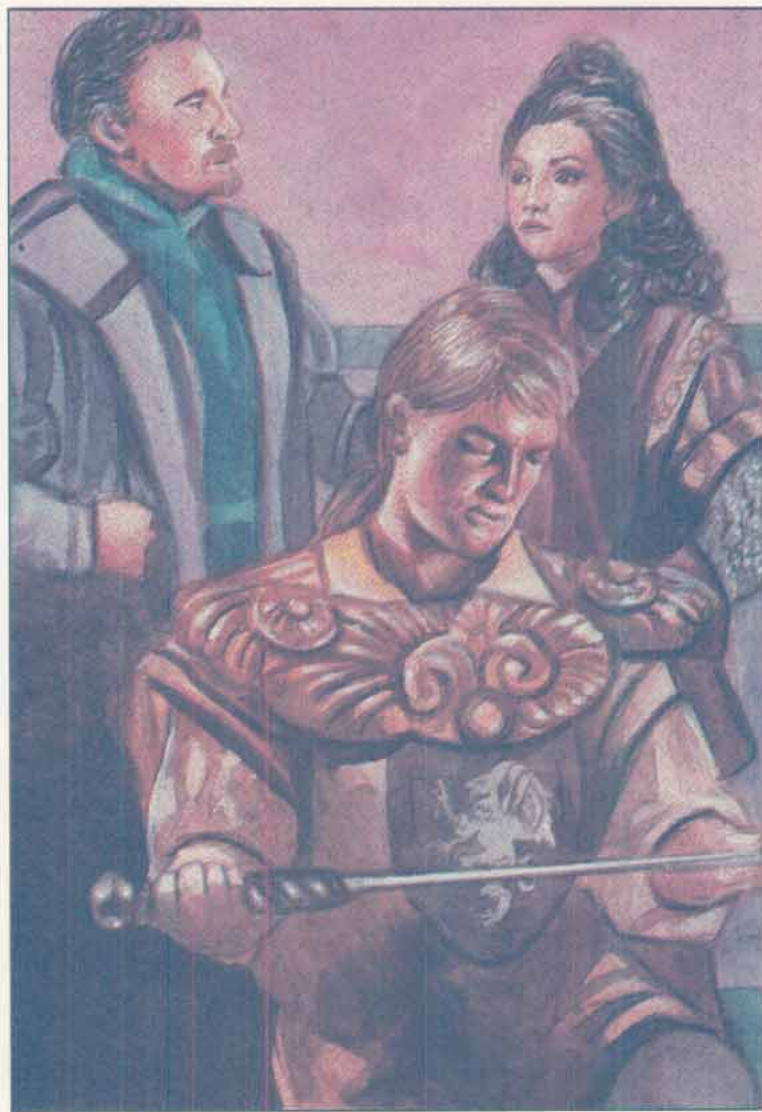
Trails lace the region as well, and those used often enough to provide rapid transit through an area are marked on the map. In general, many trails and paths run through the forests, though most of them do not go exactly in the intended direction of the traveler.

Ruins: Many ruined cities, forgotten temples, abandoned settlements, ancient mines, and other sites of legend and lore exist in Karamaikos. However, most of these are lost, either overgrown by the surrounding forest, built over by other towns and cities, or vanished from all but the most ancient maps.

One exception is Koriszegy Keep, a famous (if not infamous) site in Traladaran legend. The inhabitants of this now-ruined castle destroyed themselves with a great curse that still lingers on, seeking out those who trespass on the ground. Even today unwary travelers fall to the Curse of the Koriszegy. (For more information on Koriszegy Keep, see the sidebar on page 85.)

Using the Maps

The map of Karamaikos is broken down into hexagonal areas, each area containing a symbol such as trees, hills, or mountains. These symbols indicate the general type of terrain present in the hex area.



Serving as the military arm of the Church of Karamaikos, the Order of the Griffon carries out the will of the church on the battlefield. These warrior-knights were sketched as they prepared to

Note that the area within the hex is not exclusively of that type. Hills and trees lie in clear terrain, meadows and tors in wooded terrain, and level sections in mountainous terrain. The symbols indicate only the *predominant* type of terrain in the hex, and are used for purposes of determining movement costs and random encounters, as well as providing the DM with an idea of what the region looks like.

Movement is detailed in Chapter 14 of the *Player's Handbook* and Chapter 14 of the *DUNGEON MASTER Guide*, but the general rule is that characters can travel twice their movement rate (MV) in miles per day, across open terrain such as plains or grassland. Thus, an unencumbered man (MV 12) can travel 24 miles in a day without exhaustion.



travel to the Dymrak Forest. Their mission: to hunt down and destroy a dragon reportedly dwelling in that forest and terrorizing several nearby communities. They have not been seen since.

Think of the value of miles covered in a single day as a number, which is the number of *movement points* an individual can use (our example individual has 24 movement points). Different types of terrain have different movement-point costs per mile (it is more difficult to move through mountainous terrain than clear). A marsh, for example, costs 8 movement points per mile to cross, such that our

example above could cross only 3 miles in a typical day.

So far so good? Now look at the scale for the Kingdom of Karameikos map. Each hex represents 8 miles. Characters moving through each hex must “pay” for each mile in that hex in order to cross it. For our example, an individual could cross 3 hexes (24 miles) of plains in a single day.

These hexes are just an approximation of position, much like the squares used for movement in the *FIRST QUEST* game. It may take several days to cross a particularly nasty stretch of land, but, by the same token, a hard day's ride along the roads might carry one from the capital to nigh on the borders of the kingdom.

Terrain types also affect the type of encounters in that area. Some creatures are native to mountains, others to swamps, still others to forests. The frequency and type of encounters often is determined by the terrain. A brief description of these terrain types follows.

Clear: Clear terrain lacks obstacles or impediments that slow movement, or it has a large number of paths that allow relatively free movement in all directions. Agricultural areas, pastureland, and farmland all fall under this category. Clear terrain costs $\frac{1}{2}$ movement point/mile to cross, so an individual with MV 12 can move 48 miles in a day across clear terrain. Encounters in clear terrain are determined on the *Clear* column of the encounter chart.

Hill: Hill hexes tend to be foothills: rising uplands that cluster about the base of mountains and are only slightly more suitable for movement. Hills cost 4 movement points/mile to cross, such that a man with MV 12 can move 6 miles per day. Hills use the *Hills* column for encounters.

Light Forest: Light forest is fairly open woods with little undergrowth. Light forest costs 2 movement points/mile to cross, such that an individual with MV 12 can move 12 miles per day. Light forest uses the *Forest* column for encounters.

Heavy Forest: Heavy forest consists of dark, overgrown woods with a great deal of brush and other undergrowth. Heavy forests cost 4 movement points/mile to cross, such that our individual with MV 12 can move 6 miles per day. Heavy forest uses the *Forest* column for encounters.

Hill/Forest: This terrain includes rolling hills covered with hardwood (in the southern regions and lowlands) or softwood pines (in more rugged areas and farther north). Hill/Forest costs 6 movement points/mile to cross, so that an individual with MV 12 can move 4 miles per day. Hill/Forest uses the *Hills* column for encounters.

Mountain: The mountains of Karameikos vary from the rounded, tree-covered slopes of the western Cruth to the sharp, jagged spines of the Black Peaks and Altan Tepes ranges. Mountain terrain generally costs 6 movement points per mile, so that a traveler with MV 12 can move 4 miles per day through mountains. The DM can rule that the mountains in question are relatively low and easy to cross, or serve as deadly, impenetrable peaks. In the former case, movement would cost only 4 points per mile, while the latter would cost 8 movement points per mile. Regardless of movement point cost, mountains use the *Mountains* column for encounters.

Jungle: Jungle consists of a thick tangle of tropical vegetation punctuated by impassible bogs such that the traveler often has to backtrack to avoid being totally mired. Karameikos has no jungle terrain, but it exists elsewhere in the Known World. Jungle costs 6 movement points/mile to cross, such that an individual with MV 12 can move 4 miles per day through this terrain. At the DM's option the jungle can be so thick, tangled, and unexplored that it costs 8 movement points/mile to cross, so that an individual with MV 12 can only blaze 3 miles in a day. Jungles use the *Jungle* column for any encounters.

Grassland: Grassland includes steppes and savanna and describes a large region of open, unsettled prairie, bereft of many large trees but with sufficient ground cover to allow creatures to lie in ambush in the tall grasses. Grassland costs 1 movement point/mile to cross, so that our traveler with MV 12 could hike 24 miles per day through this terrain. Grassland uses the *Plain/Scrub* chart for encounters.

Swamp: Swamps are marshy fens of soft land broken by wide areas of shallow water, which (like jungle) often require frequent backtracking to avoid treacherous spots. Swamp costs 8 movement points/mile, so that an individual with MV 12 can pass through only 3 miles per day (crossing the Blight Swamp in western Karameikos would take eight days). Swamp uses the *Swamp* column for encounters.

Moor: Moors and bogs closely resemble swamps, save that they tend to have more solid ground. Moor costs 4 movement points/mile to move through, so that an individual with MV 12 could cross 6 miles in a single day (two and one-half days to cross the Kelvin Moor in central Karameikos, north to south). Moor terrain uses the *Swamp* column for encounters.

Sandy Desert: There are no deserts in Karameikos, but the land of Ylaruam to the northeast is an arid land of burning sands. Sandy desert is the traditional desert of deep sand blown into dunes, quite treacherous to cross. Sandy deserts cost 3 movement points/mile to move through, so that an individual with MV 12 could cross 8 miles per day. Sandy desert uses the *Desert* chart for encounters.

Rocky Desert: These expanses are open and bereft of water, like sandy deserts, but the footing is firmer and travel is easier. It costs 2 movement points/mile to cross a rocky desert, so a traveler with MV 12 could pass through 12 miles of rocky desert terrain per day. Rocky desert also uses the *Desert* column for encounters.

Barren Terrain: Also called broken lands, these regions consist of a twisted hodgepodge of rocky remnants and stunted vegetation. It costs 2 movement points/mile to cross barren terrain, so that an individual with MV 12 could pass through 12 miles of barren terrain in a single day. Barren terrain may have its own encounter chart, but otherwise uses the *Rough* column, as it is the home of a number of fell monsters.

Badlands: Badlands are like barren terrain, only more arid and dry, verging on rocky desert. Badlands cost 4 movement points/mile to cross, so that an individual with MV 12 travels 6 miles in a single day. Badlands may have

their own encounter chart, but otherwise use the *Rough* chart.

Plateau or Cliff: There are no plateaus or cliffs on the map of Karameikos, although several do appear on the larger map of the Known World. These terrain features pose a significant obstacle to travelers, and as such cost 3 additional movement points to traverse, in addition to all other terrain movement costs.

River: Rivers are both obstacles and avenues for travel. To individuals crossing a river, the presence of the river costs 1 additional movement point, in addition to all other costs. Streams, which are smaller and not shown on the Karameikos map, cost only $\frac{1}{2}$ movement point. The presence of a bridge or ford negates this cost.

The speed of the current for Karameikan rivers is an average of 30 feet per round, or $\frac{1}{2}$ mile per hour. A boat's speed is enhanced or diminished by that amount. Boats cannot pass upstream through rapids and cataracts, and can pass downstream through them only at risk of being holed and sunk. A lesser cataract has a base 20% chance of holing a boat, a medium cataract 40%, and a greater cataract 60%. The chance rises to 100% for a waterfall.

Ocean-going ships are not normally found on rivers, though they might sail up to Mirros and, on rare occasions, Kelvin. The Blight Swamp prevents ships from using the westernmost river system, and the easternmost river (the Rugalov) can be sailed for only about 10 miles beyond the village of Rugalov. Beyond these points the rivers can be navigated only by small boats.

Shipping Lane: Trail markings on the ocean denote commonly used shipping lanes. They have no benefit to speed, but are well known by mariners as being safe and free from reefs, shoals, and permanent raiders.

Trail: Paths and small trails lace the land of Karameikos. The only ones shown are those used often enough and well enough to allow passage of a standard wagon (with no room to pass). They also have enough head room to permit a rider on horseback to pass without difficulty and are generally straight enough to be used as a means of regular travel. The presence of a trail halves the movement cost in the directions the trail is running; this benefit is gained only by those moving along the trail. A heavy forest with a cost of 4 movement points/mile would have a cost of 2 movement points/mile for those traveling along a trail. Encounters on trails are those of the surrounding terrain.

Road: The four major roads of Karameikos have been built and maintained by the benevolent hand of King Stefan. They link the major cities and towns of the nation. Paving stones rest upon a bed of crushed rock along most of the route, which is sufficiently wide to handle wagons moving in both directions. Treat roads as clear terrain in the directions they run—that is, $\frac{1}{2}$ movement point/mile—such that an individual with MV 12 can travel 48 miles along a road in a single day, regardless of the terrain the road crosses. Should travelers leave the road, normal movement rates take effect. Road encounters are often provided with their own chart, but otherwise use the encounter of the terrain the characters cross.

Cities and Other Sites of Interest

A number of symbols represent large, singular sites of importance. These locations sit in the center of their respective hexes when determining distance unless noted. The terrain of a city site is the same as that of the surrounding terrain, even though the map symbol does not appear in the city hex. Special sites include:

Capital: The central and largest city in the nation. Mirros is the capital of Karameikos.

City: Community with a population of at least 20,000. Outside of Mirros, the only city in the nation is Kelvin.

Town: Community with a known population of no less than 1,000 and no greater than 20,000. There are a large number of towns in Karameikos.

Village: Community with a known population of less than 1,000. Not all villages are noted on the Karameikos map.

Palace: This symbol is used if the palace (or other royal dwelling or seat of power) is significantly removed from a city. The capital of Karameikos is also the site of the palace.

Castle: A large-scale military encampment lacking an immediately supporting civilian population, but usually used as the seat of a local ruler. No castles exist in Karameikos that are not connected to larger cities or towns.

Fort: A step down from a full castle, a fort usually means an outpost with a local ruler. Fort Doom in the former Black

Eagle Barony was one such fort, but the growth of the town of Halag at its base changes its notation to that of a town.

Keep: Usually a single stone building lacking a supporting civilian population, keeps serve as military outposts in Karameikos, but have other uses in other lands. In magical Glantri they are usually the homes of powerful wizards.

Ruins: The remains of a castle, keep, palace, town, city, or similar location, with enough material left to identify it as such. Many ruins exist only as underground complexes, their entrances discovered by chance. The only ruin noted on the map of Karameikos is Koriszeg Keep.

Camp: A regular camping location, usually used by nomadic peoples, such as the Ethengar raiders of the far north. There are no such camps in Karameikos.

Lighthouse: Not used in Karameikos but more common among the island trading nations to the south. A lighthouse resembles a keep outfitted with a beacon (either a huge bowl of flaming oil or a magical light). The beacon warns ships of perilous reefs or shoals and aids in navigation.

Battlefield: The known site of a historic battle. Such locations are often marked by rich troves of rusted weaponry and undead spirits that haunt the place.

National or internal borders: These mere divisions between the lands reflect more the desires of the rulers than any true level of control. They have no effect on movement. Their only effect on encounters is to change the nationality or allegiance of the patrols.



The home of King Stefan and the rest of the royal family, the High Palace is the site of many celebrations and royal

balls. This view, painted from the site of the (now-razed) old palace, shows the main entrance and central tower.

Chapter II:

History

The peoples of Karameikos know the history of their land well. The earliest history, recorded in an ancient work of poetry entitled "The Song of King Halav," tells of the Traldar people. Generations of Traldar bards and village priests preserved this epic through traditional oral storytelling before historians finally committed it to writing six centuries ago.

Karameikos at the Dawn of Time


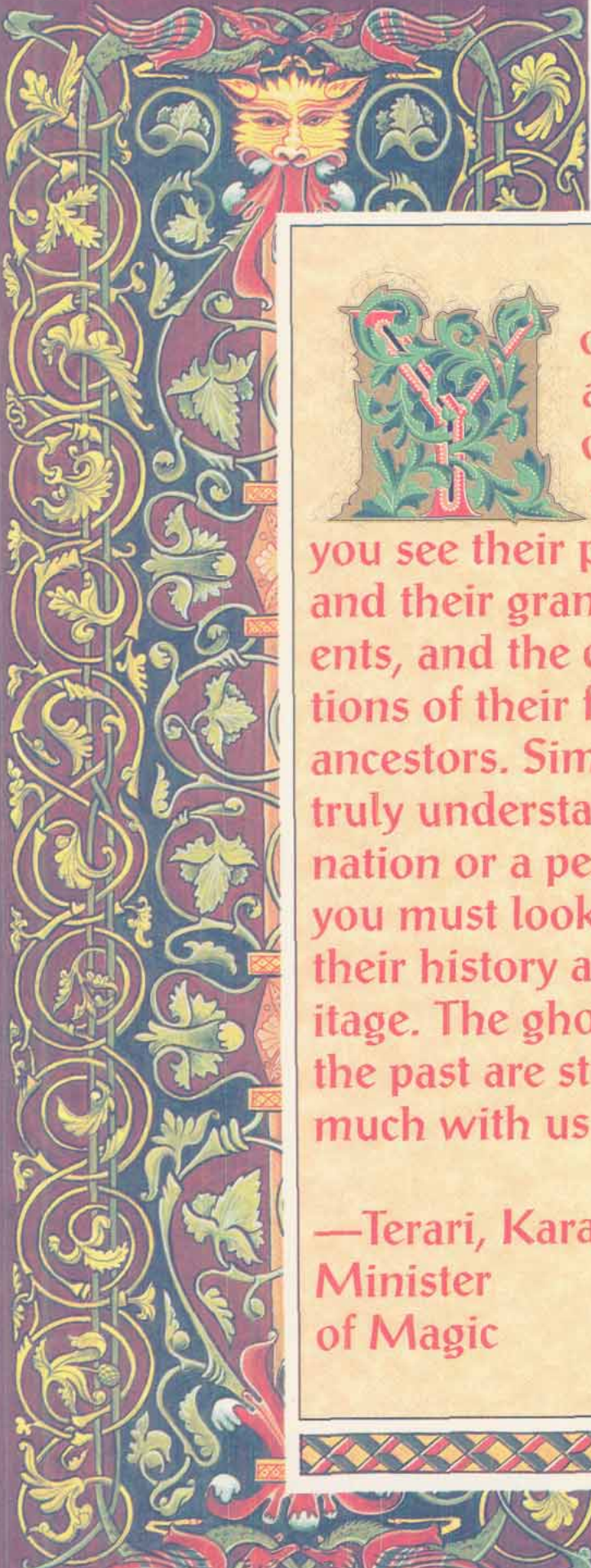
The region now called the Kingdom of Karameikos was once the homeland of the Traldar, an indigenous human race. Short, stocky, pale-skinned people, the Traldar descended from the now lost Nithians, an ancient empire of which little survives.

Scholars excavating Traldar villages have discovered that the early Traldar relied almost exclusively on fishing and hunting to survive. They made their weapons of wood and stone, constructed rude dugout canoes for transportation, and lived a frugal, subsistence-level existence.

In Traldar legends, the Immortals (godlike beings) bequeathed to the Traldar the secrets of working tin and copper into bronze, weaving with spindle and loom, creating pottery with a potter's wheel, and using many other miraculous tools and weapons. Indeed, evidence indicates that Traldar civilization took a sudden jump in sophistication. Almost overnight, the Traldar were forging bronze weapons and armor, cutting roads through the dense forests, and joining communities into a trading network of some complexity. Traldar herokings such as Lavv, Dendros, and Irthu reigned over large forest communities, engaged in trade, and used armor and weapons of glittering bronze.

Unknown to modern scholars, the advancement of the Traldar was the result of exposure to a more advanced,

inhuman civilization known as the Hutaakans (see sidebar, page 109).



Wou look
at a man
or a
woman,
you see their parents,
and their grandpar-
ents, and the contribu-
tions of their furthest
ancestors. Similarly, to
truly understand a
nation or a people,
you must look toward
their history and her-
itage. The ghosts of
the past are still very
much with us.

—Terari, Karameikan
Minister
of Magic



The Coming of the Beast-Men

As the Traldar civilization flourished and expanded, it began to make contact with other civilizations. According to "The Song of King Halav," a fierce horde of beast-men (probably gnolls) descended upon the Traldar, intent upon exterminating the tribe and occupying these rich lands themselves. The Traldar fought the beast-men invaders with their superior bronze weapons and armor, but ultimately, after long and bloody fighting, most of the Traldar and the beast-men perished. King Halav and the King of the Beast-Men slew one another in a great fight at the Volaga River. The surviving beast-men then departed Traldar lands while the surviving humans began to rebuild their homes and make their villages prosperous again.

The heroes from the legend, Halav, Petra, and Zirchev, were actual persons. Halav was the chief of Lavv, a fortified village on the site of modern-day Kelvin; Petra was the queen of Krakatos, widowed early in the gnoll wars; Zirchev was a man of extraordinary intelligence who had been educated by the Hutaakans (which may be why the later legends gave him a bestial aspect).

The Dark Age

The time of King Halav has since been called the Golden Age of the Traldar, for the people of this land sank into a dark age following the death of this great leader and never fully recovered from the devastation brought by the gnolls. According to legends which have sprung up since this Golden Age, King Halav must return to Traldar lands before this can become a mighty nation again.

During this dark time, many evil things appeared in the Traldar forests and mountains. Some evil force cursed the land with vampires, lycanthropes, and other beasts. Today, every village has its legends of a neighboring ruin once occupied by a vampire lord, or some local lad turning out to be a werewolf and slayer of villagers. Often the legends are true, and every youth knows that the land has its vampires and were-beings.

Because horrid things flourished in the woods, travel between inland villages became unsafe. While coastline villages prospered from foreign trade, only the bravest of traders would risk expeditions into the Traldar interior. As a result, the inland villagers remained isolated and more ignorant than their seaside cousins. Clans of goblins, hobgoblins, and orcs also settled in Traldar lands, away from human communities. They warred upon one another and upon the humans, in general making the land wild and dangerous.

Tribes of elves and gnomes also came to Traldar lands, the elves settling in the central forests of the land, the gnomes in the mountain foothills to the north. Both races traded peaceably with the humans and fought beside them against the less friendly humanoid tribes.

In time, the Traldar recovered from the inhuman onslaughts. They began to call themselves Traladarans; Hutaakan influence and the passage of centuries had wreaked a natural evolution upon the Traldar, their customs, and their language.

Traders from Thyatis and the Minrothad area began making regular trips to the coastal villages, improving their economy. The Traladarans remained a non-nation of independent villages that fought and traded together as the mood struck; they united to repel a foreign invader but had no central government, no King Halav to bring them together under a single banner. A number of petty lords took the title of king, rarely ruling farther away than a day's walk, and often at the length of their sword. Ythron, Ivanovich, and Demara were among these rulers.

The Song of King Halav

The Song of King Halav verbally recounts the early years of the Traldar people. Originally passed down through village priests and wandering bards, it purports to be the official history of the Traladarans. Thyatian philosophers have noted that this legend was not set down in a written form until 1400 years after the events supposedly occurred, and that the song has traditional elements of early civilizations discovering bronze and advanced weapons "brought by the Immortals." As a result, these philosophers doubt the authenticity of this tale. More traditional Traladarans ignore these philosophers.

The original song was presented in a Traladaran chant format, consisting of eight lines of equal cadence, with the fourth and eighth lines rhyming. What follows is a translation in Thyatian:

"At the start of it all, the Immortals created the world from a roiling, chaotic mass, then created animals and man, and for many years let man live in ignorance and bliss.

"In ancient times, this land was the forest home of the Traldar, men and women favored by the Immortals and allowed to live amid such beauty.

"The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted; the men spent most of their time sporting with one another and offering praise to the Immortals.

"But the Immortals knew that the happiness of the Traldar was to end. From the land where the sun has perished [the west] a race of evil beast-men prepared to march through the easterly lands in search of booty, prisoners, and more hospitable homelands.

"These beast-men had their own Immortal sponsors equal in might to the early patrons of the Traldar, so only a great battle between man and beast-man would determine the fate

(continued on page 19)

Marilenev, a village at the mouth of the Volaga River (now officially called the Highreach River), rapidly grew into a town as trade flourished. It was nicknamed “The Mirror Port” by the traders who frequented it, due to the calmness and reflective quality of its sheltered bay.

The Thyatian Invasion

By a century ago, Marilenev was a flourishing trade city of 500 residents and the chief port of the Traladaran region. At the same time, improved communications and trade raised the standard of living within the disparate and previously isolated communities farther inland, recreating a sense of national identity. Had the Traladarans been left to their own devices, the various clans most likely would have united into a single council (similar to Glantri’s principalities) dominated by a strong leader, possibly a member of the powerful Marilenev Clan.

However, as a result of this growth, the nearby nations of Darokin and Thyatis began viewing Traladara with increasing concern. The forest nation had never posed any organized threat, so neither nation had ever erected any significant defenses against Traladara. But, their leaders supposed, what if the Traladaran people should be united under a

powerful leader—or, worse yet, conquered by an enemy foreign power?

Darokin began sending merchants and government agents to build commercial ties and alliances with a number of Traladaran clans. The Empire of Thyatis sent troops to Marilenev, the Traladaran capital, and conquered it, claiming Traladara for Thyatis. The Darokinian leaders shrugged at this development but ensured that its border was secure from further Thyatian adventurism.

Thyatis took few real steps to secure Traladara for itself beyond installing a garrison of soldiers in Marilenev. The military commander at the time renamed Marilenev Specularum (which means “The Mirror City”) after the reflective beauty of the bay. Taxes were collected on all trade revenue changing hands in the city.

Other than that, the rest of Traladara was left pretty much to itself. The more isolated communities were completely unaffected by the “conquest.” Traders suffered a Thyatian tax, but the increased Thyatian interest in Traladara merely resulted in booming trade and increased profits for the Traladarans.

Such was the situation upon the arrival of Duke Stefan Karameikos to the land that would eventually bear his name.



This painting is a replica of a classic tapestry hanging in the main hall of Baron Vorloi’s home. The tapestry is one of the oldest surviving pieces of art of the Traladaran people. This scene of elf warriors battling a green dragon sums up much of what early settlers thought of the lands of Karameikos: a

forested home of many monsters. Note the lack of depth in the image, as well as the size of the dragon relative to the warriors. Early Traladaran artists had not yet embraced the studies of light, shadow, and proportions, and their art is very stylized.

Stefan Karameikos

The modern history of Karameikos began 40 years ago in the empire of Thyatis. Stefan Karameikos III was born in A.C. 948, the heir to the small but unusually wealthy duchy of Machtetos. His mother died when he was nine, his father when he was 20, and he became ruler of the duchy at that time. He'd already served as an officer in the imperial cavalry for three years and had been participating in adventures and heroic exploits even longer. He was a friend of the emperor of Thyatis. His future seemed predictable: Years of service in the military with adventuring on the side, then retirement to wisely rule his duchy and advise the emperor on matters of war and state.

Karameikos was not content with that fate. He wanted to rule territory shaped by his hands and formed in his own image—and that description fit neither the duchy of his ancestors nor the empire of his Thyatian friend. He approached the emperor with an offer. Stefan would grant most of his ancestral lands and properties to the emperor in exchange for ownership of the Traladaran region and a guarantee of autonomy.

The emperor was intrigued with the offer. Traladara had substantial potential to become a wealthy region, but it would take more time and effort than the emperor was willing to devote. Karameikos's lands were close at hand and already valuable.

The emperor and Karameikos came to terms and emerged from their conference more than satisfied, each convinced that he had come out ahead. Stefan Karameikos surrendered his ancestral lands to the emperor. The few properties he had remaining he sold for the ships and goods he would need to rule the region properly. The emperor, in return, recognized Traladara as the Grand Duchy of Karameikos, a sovereign region under the rule of Stefan Karameikos III. Both rulers signed decrees of eternal friendship and the promise of mutual defense in times of invasion, and the deal was set.

Immediately after his agreement was signed into law, Duke Stefan sailed for his new duchy, making landfall in Specularum two weeks later. No fool, he presented his articles and orders to the city garrison before assembling the city leaders to announce his agreement with the emperor.

The powerful Traladaran families in Specularum saw the political change as an opportunity to reestablish Traladaran independence. If they could kill the duke when he was most vulnerable, perhaps they could then erect a spirited enough defense to make it economically unfeasible for the cost-conscious Thyatians to conquer them again. However, before any organized plans could be made, the Marilenev Clan led an armed revolt against the duke. Stefan and the garrison put the rebellion down decisively, and most of the Marilenev men died in the attack. Naturally, from that point on the duke watched the other powerful families carefully, especially the Radu and Torenescu clans.

Hooded assassins made a second attempt to take Duke Stefan's life, this time in his very bedchamber, but Stefan awakened in time to seize his weapons and slay his attackers. He never learned who had sent the assassins, although the wealthy Traladaran families were obvious suspects.

The Traladaran clans, offended by the duke's stubborn resistance to assassination and overthrow, slowly and resentfully swore loyalty to him. They turned to other methods of combat and began to oppose him in the political, economic, and mercantile arenas.

The duke began luring talented and ambitious young nobles from Thyatis. He concentrated his attention on the second and third sons and daughters of Thyatian aristocracy: the young men and women who would have been properly trained to rule and hold land but who would never inherit their own ancestral lands due to their siblings' continued good

(continued from page 17)

of the two races.

"The Immortals descended to Lavv, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men.

"They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armor of bronze. They also taught him the arts of the sword and the strategy of warfare.

"They visited Petra, a maker of pottery, and taught her the art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax, and the use of the loom.

"They visited Zirchev, a huntsman, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent as the cat, swim as the fish, see as the hawk.

"Halav, Petra, and Zirchev went to the people of Lavv and told them what the beast-men intended. The king of Lavv laughed and tried to drive the trio away. Halav, using the bronze sword given to him by the Immortals, slew the king and assumed his crown.

"In the years that followed, King Halav, Queen Petra, and the Huntsman Zirchev taught their secrets to the people of Lavv and brought all the other villages in Traldar lands under their sway. Villages grew into mighty cities, and Halav was renowned for his fairness and wisdom.

"Eventually, the beast-men attacked in endless waves from the west. The Traldar in their glittering bronze armor stood against them. The irresistible force of the beast-men crashed into the unmovable wall of the Traldar, and the war went on, seemingly, forever. Both sides lost great numbers of warriors; each Traldar fighter slew dozens of bestial enemies before being slain.

"Finally, King Halav managed to find the King of the Beast-Men alone on a hilltop. The beast-king was twice the height of a man, with

(continued on page 20)

(continued from page 19)

the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword given Halav by the Immortals.

"This was the final battle of man and beast-man. It raged on from dawn until noon, both kings growing so tired that each could barely wield his weapon. Each was resolute and unconquerable, and sure the other would fall.

"Both proved right: King Halav and the King of the Beast-Men perished upon one another's weapons. Their armies looked upon one another, the beast-men now fearful because their king had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing.

"The beast-men departed Traldar lands. Queen Petra and Zirchev took up Halav's body and returned home. Great was the lamentation in Lavv when they arrived, but, during the ritual burning of Halav's body that night, the Immortals visited, spiring Halav, Petra, and Zirchev away.

health. Many flocked to him, nobles, adventurers, merchants, and common folk alike, ranging from single men and women to entire clans. Notable among these new retainers were:

Ludwig von Hendriks, Duke Stefan's aggressive and theatrical first cousin, who received a baronial title and lands in the western part of the duchy;

Philip Vorloi, a successful merchant who provided substantial economic support to Duke Stefan and received a baronial title and lands to the east of the Marilenev estate;

Sherlane Halaran, a nobleman and cleric of note who received baronial rank and lands in the lushly wooded northern region of the duchy;

Olliver Jowett, a church leader in Thyatis who broke from his former teachings to help found the Church of Karameikos. While he excepted no land, Jowett became patriarch of Specularum and master of the church; and

Desmond Kelvin, an officer and gentleman who was of crucial importance to Karameikos during the Marilenev rebellion and received baronial rank and lands north of Specularum, where the Highreach (Volaga) River forks.

Duke Stefan spent some uncomfortable years in Specularum after his arrival because he expended almost all of his tax revenues on the maintenance of his army and the building of fine roads to span the duchy. While he was about these tasks, the new breed of Thyatian settlers spread out from Specularum, founding homesteads and flooding into existing villages, often clashing with the native Traladarans. Duke Stefan, in his youthful exuberance, wanted to cement his claim to the duchy and push along the process of settlement and civilization. Unfortunately, he was not as thorough as he should have been about guarding against Thyatian abuses, so early resentment against him and his followers was harsh . . . and often deserved. After the Marilenev rebellion in Specularum there was no further armed resistance to the rule of Karameikos or his subordinate lords, but Traladaran resentment started off high and was fanned by the callousness of many Thyatian lords for years to come.

Baron Vorloi stole no lands, but he began undercutting the prices of the Specularum merchant families, effectively stealing much of their business. These families, already bitter at Karameikos and his followers, now took great pains to oppose them at every turn, publicly or secretly, as revenge for what they had suffered. Worse still, Ludwig von Hendriks, the duke's cousin, caused immediate and unending troubles for the duke as soon as he settled in his western lands (see sidebar, page 61).

Not all situations where Thyatians moved into Traladaran areas were violent or even antagonistic. Baron Sherlane established himself as lord of the village of Threshold and then ruled firmly but fairly, treating Thyatians and Traladarans with equal justice. Desmond Kelvin created a new settlement and named it for himself; since he had seized no land and kept his followers in line in stern military fashion, he did not earn the immediate enmity of the surrounding Traladaran residents (his son, however, is another matter).

Recent History

In the four decades following Duke Stefan's arrival in Specularum, trade continued to flourish. Logging enterprises based out of villages such as Threshold and Kelvin provided significant revenue to the duchy. Specularum began housing ambassadors from many of the civilized nations of the world, particularly those that wished to engage in ongoing trade with Karameikos. Stefan founded a magical college on the ruins of the old city of Krakatos, which quickly became a center of learning.



The duke, no economist or merchant himself, was generally a good judge of character and relied upon the advice of intelligent and impartial ministers and friends when deciding policy, arranging trade and state relations, and settling disputes. When the duke's own common sense was not enough to solve a problem, he used the brains and experience of those who *could* provide a solution. His personal charisma and reputation for fairness began to endear him to the populace, Thyatians and Traladarans alike.

The past 10 years alone have proved particularly profitable for the nation of Karameikos. A war (heavily influenced by the meddlings of Immortals) between Thyatis and Alphatia, a major empire farther east, resulted in the disappearance of Alphatia and the ruin of Thyatis. A large, Immortal-guided asteroid struck west of Karameikos, creating trouble for two of Karameikos's neighbors and rivals—mercantile Darokin and magical Glantri.

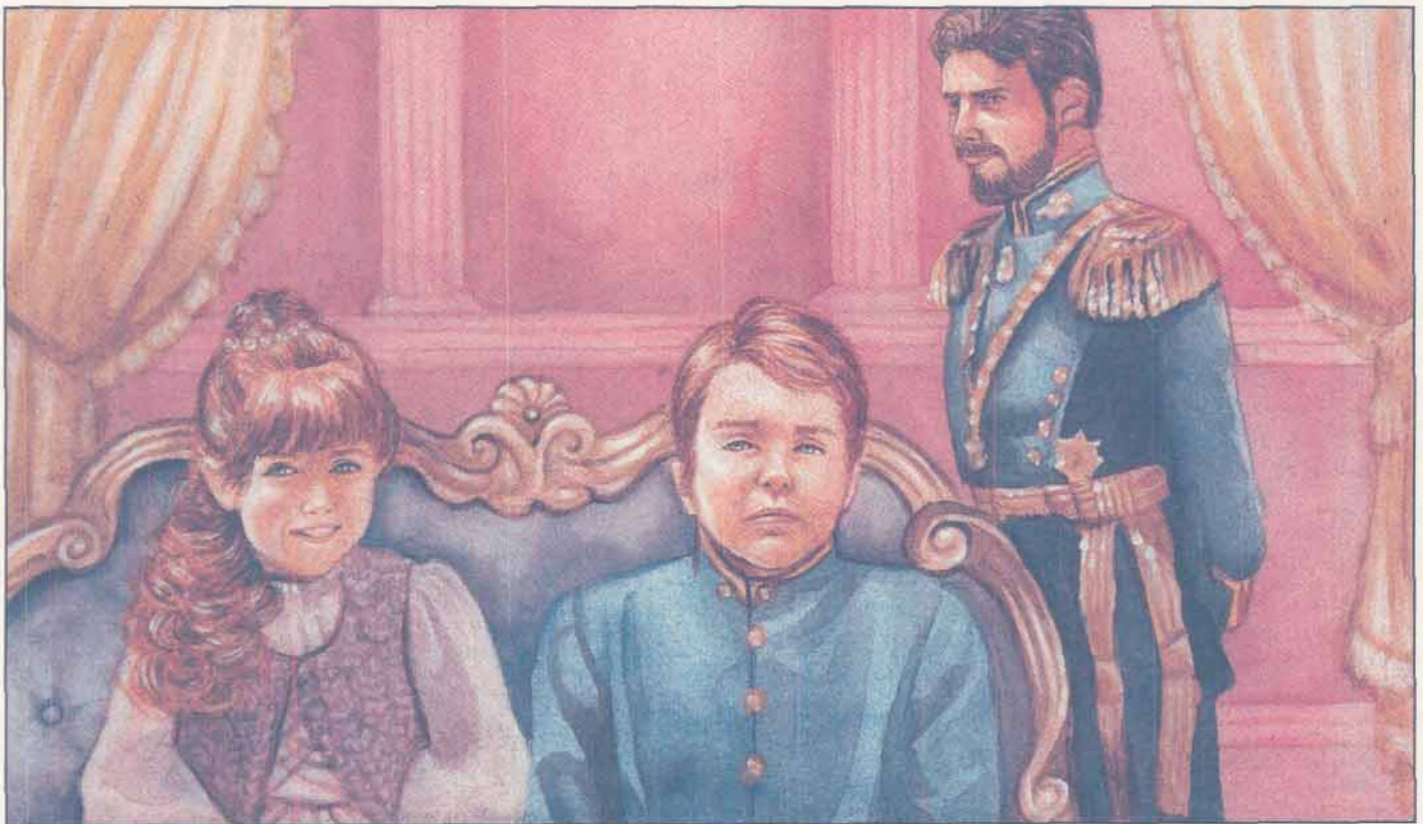
As Thyatis dealt with its internal problems, Stefan declared his nation's independence in A.C. 1006, creating the Kingdom of Karameikos. Thyatis has been in no position for reprisals since that time, and Karameikos has continued to boom as a nation. In 1012, King Stefan, by royal decree, changed the name of the capital once again, this

time from Specularum to Mirros, as a sign of leaving behind the nation's Thyatian control.

Today, the Thyatians and the Traladarans in the nation still view one another with some distrust; each group keeps to their own language at home, but call themselves Karameikan to foreigners. In addition, there is a new generation growing up that has tended to reject the racial differences of its elders—Stefan calls these young people his "New Karameikans."

The family of Karameikos also has profited. In A.C. 979, Duke Stefan married Lady Olivia Prothemian, a distant cousin of the Thyatian Imperial House. Stefan and Olivia had been betrothed when she was just 11, before Stefan took the Traladaran territory. Olivia stubbornly waited to see if Stefan could establish himself as master of his grand duchy, before finally traveling there at the age of 20 to wed him.

The Karameikos's first child, a daughter named Adriana, was born in A.C. 980; their second, a son Justin, was born in 982; and their third, a son Valen, in 986. In early 1006, Adriana married Devon Hyraksos, son of the late admiral Lucius Hyraksos. They have two children, Lucien (b. 1007) and Argent (b. 1009).



The future of Karameikos lies with the children of Princess Adriana, heir to the throne. Argent (left) and Lucien pose

here for their first royal portrait while their father, Prince Hyraksos, stands behind them.

Chapter III:

Society

A number of diverse races call Karameikos home. Humans are the most numerous, whether they are native Traladarans, newly-arrived Thyatians, or mixed-blood Karameikans. Native elves, as well as refugees from the now lost kingdom of Alfheim to the north, fill the depths of the

woods. Dwarves may be found in most major communities, particularly in the rugged uplands of the north. They often share their halls and mines with sturdy gnomes, most numerous in the Highforge area. Lastly, the halflings, also called the hin, live in every settlement of note, particularly in the west, where Karameikos borders on the hin nation of the Five Shires.

All of the above-mentioned races are the standard player character races of the AD&D game system. A number of other races reside within the borders of Karameikos, though these normally do not form part of common society, and in fact many are hostile to humans and their allies. Scattered throughout the wilderness, they include hobgoblins, goblins, kobolds, and gnolls. Giants of all types dwell in the mountains, while lizard men thrive in the swamps. Lastly, the occasional lycanthrope, undead, and even a few dragons make their homes within Karameikos's borders.

Traladarans

The Traladarans, descendants of the native Traldar tribe of legend, tend to be fairly small (men average 5 feet, 9 inches, women 5 feet, 3 inches) and light of build. Their complexions are pale, their eyes brown, and their hair dark (deep brown to black).

Attitudes: Traladarans are thought very superstitious by their Thyatian neighbors—if you can call superstition what is based on truth. They believe in good-luck charms, curses, evil eyes, omens, and portents (palmistry, the reading of tea leaves or sheep entrails,

interpretations of natural phenomena—if it is a strange event, the Traladarans consider it an omen).

Literacy is common in the larger cities; most Traladarans speak and write both their native tongue and Thyatian. Outside the larger towns, education is not as widespread. In the rural communities most villagers are illiterate, although often a local cleric will be lettered. (Player characters, being



he
prob-
lem
with

human society is that
everyone in it, every
single man and
woman, thinks that he
or she is the indispen-
sible part of it.

—Joshuan Gallidox,
halfling adventurer,
and darned
happy about it,
thank you



exceptional people, don't have to worry about this; it becomes the choice of the player whether to have a literate character.)

For the most part, older Traladarans don't care much for Thyatians. They see Thyatians as the latest wave of bad luck that keeps the Traladarans from returning to their Golden Age. Since many of the original Thyatian arrivals were rotten land-grabbers, many Traladarans view all Thyatians as being the same. (Again, the presence of this personality trait in a PC is up to the player.)

Dress: The Traladaran man in common dress wears close-fitting trousers and a loose tunic that laces up the front (starting at mid-chest). He prefers a broad belt or colorful sash, and if he has the money, boots (often with large cuffs). He may wear a scarf around his neck or brow. If he wears his hair long, he often ties it back in a ponytail. He may wear a belt-pouch or tuck his pouches in his sash. Traladaran men go clean shaven or, if bearded, keep facial hair closely trimmed. Traladarans tend to wear a lot of jewelry. Men favor finger rings, gaudy brooches for cloaks, necklaces, and occasionally earrings.

The Traladaran woman in common dress wears a brightly colored (sometimes motley) skirt to the knee or calf and a loose pullover blouse with a rounded bodice. Sandals, soft, high boots, or bare feet are all appropriate to this costume. Traladaran women tend to wear their hair long, either loose or tied back into a tail. They favor finger rings, large earrings, bracelets, anklets, and armlets in clashing profusion.

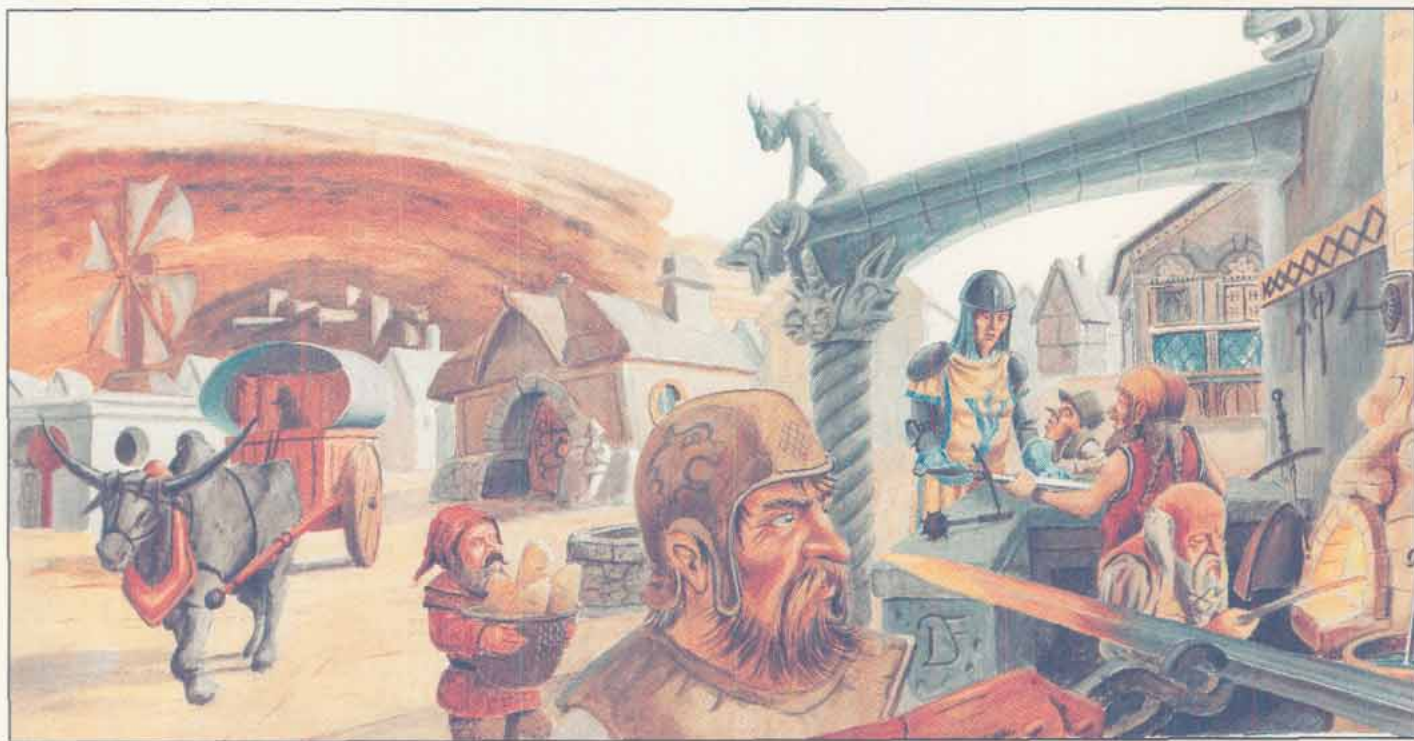
Traladarans of both sexes like bright colors in abundance, when they can afford them. For example, a Traladaran man might don black boots, striking yellow trousers, a glaring red sash at his waist (matching the scarf around his neck), a white tunic, and a big winter cloak in gaudy blue.

Both Traladarans and Thyatians wear cloaks in cold weather; hip-length cloaks are common in milder winter weather, and when it gets really cold Traladarans with money wrap themselves in full-length cloaks with hoods.

Names: Characters of Traladaran origin have names with a strong Eastern- and Central-European flavor. Men's names include: Boris, Dmitri, Fyodor, Grygory, Ilya, Ivan, Mikhail, Pyotr, Sergei, Stephan, Yakov, Yuri. Typical women's names include Anya, Darya, Ecatrina, Ilyana, Irena, Katarina, Kuzma, Magda, Misha, Petra, Sula, Zandra. Family names can be created by adding one of a number of suffixes to given names. Such suffixes include -os, -ov, -ev, -nov, -evich, -escu, etc. For example, Ivan becomes Ivanov, and Dmitri becomes Dmitros.

Thyatians

Thyatians tend to be physically larger than Traladarans, men averaging around 5 feet, 11 inches and women about 5 feet, 5 inches. The Thyatians have interbred with citizens of other nations for centuries, so there is no one Thyatian look. Hair ranges from dark blond to dark brown, with occasional redheads (including the king), while eyes range in color from



The community of Highforge, a city where gnomes and dwarves predominate, is the starting point of the annual Gnome Caravan. These demihumans, who prefer living underground, built the major portions of the city primarily

into the hills behind the "outer" city. The Gnome-King of Highforge, Dorfus Hilltopper, recognizes King Stefan's sovereignty but holds ultimate power among the town's inhabitants.

blues to black. Thyatians tan more easily in the sun than the paler Traladarans, who are more prone to sunburn.

Attitudes: Most nobles in Karameikos are of Thyatian descent, as is a sizable proportion of the commoner population. Thyatis, a large, corrupt empire to the east of Karameikos, has powerful armies, strong trade relations with the great nations of the world, lavish arts and entertainments, and a cultural standard equaled in few places. It is natural, then, that people of Thyatian descent feel superior to the native Traladarans. Many hold the sentiment that Traladarans are superstitious and ignorant and that Thyatian spoken with a Traladaran accent denotes a lack of mental ability. (Again, a player may decide whether to give a character this bias.) In turn, Traladarans consider Thyatians to be predatory, faddish, greedy, corrupt and lazy.

Dress: The Thyatian man in traditional common dress wears ankle-length trousers, a belt, and a sleeveless vest. In winter, the vest goes over a long-sleeved shirt that buttons up the front. If the gentleman has enough money, he wears shoes or boots and carries a belt-pouch or two. Fighting men often wear leather wrist bracers. Thyatian men wear their hair short, and they may go clean shaven or not; many wear very full beards and mustaches. Thyatians tend to have very little jewelry, though males wear finger rings and the occasional necklace, often with a medallion attached.

The Thyatian woman in common dress wears a skirt to the calf in summer and the floor in winter, a sleeveless vest over a long-sleeved V-neck blouse that buttons up the front, and perhaps a belt-pouch. Sandals and shoes are appropriate footwear. Thyatian women wear their hair long, either loose, braided, or up, depending upon the weather and the situation. They prefer modest earrings, finger rings, and long necklaces of gold, pearls, stones, etc.

Thyatians of both sexes who dress for effect keep their dress simple; two or three well coordinated colors, pleas-

ingly and gracefully matched. In mildly chilly weather, Thyatians with money dress in hip-length cloaks to keep warm. When true winter rolls around, they don full-length cloaks with hoods.

Names: Thyatian characters' names are reminiscent of ancient and classical Roman and Byzantine names: Varis (Varia), Alexander (Alexandra), Valerius (Valeria), Titius (Titia), Claudius (Claudia), Anastasius (Anastasia), etc. Fantasy names also are appropriate. Thyatians have strong, majestic-sounding surnames: Karameikos, Penhaligon, Korrigan, and so forth.



Loose, comfortable tunics and blouses are the rule among traditional Traladarans, who make up the majority of the population in Karameikos. Colorful fabrics, jewelry for both sexes, wide belts, and heavy boots complete the costume.

Mixed-Blood Karameikans

Karameikans of mixed Traladaran and Thyatian blood generally grow somewhat taller than the average Traladaran, with dark hair and blue or light brown eyes. They otherwise combine the features of their parental stock.

Attitudes: In the last 40 years, since the arrival of Duke Stefan and his followers, many children of mixed Thyatian and Traladaran descent have been born. Early on, many of these were the children of Thyatian warriors who immigrated to the duchy, fought in the duke's army, then retired to take local wives and husbands. With the passage of time, young warriors and wizards have emerged who have both Thyatian and Traladaran grandparents.

A mixed-blood Karameikan's attitude depends upon upbringing. Those from Thyatian households tend to favor Thyatian traits, while those of Traladaran ancestry prefer

that culture. In many cases, however, these mixed-blood Karameikans recognize that neither Thyatians nor Traladarans have any great advantage over the other. This attitude is encouraged by King Stefan, who seeks new blood and new ideas in his government. He fosters attitudes that put aside the conflict of Thyatian versus Traladaran, and he willingly puts responsibility in the hands of these "New Karameikans" whose loyalty lies more with the nation (and

the crown) than with a cultural background.

Literacy is high among these young people, and they speak in a straightforward manner, without either Traladaran accent or Thyatian affectation. They frequently find themselves at odds with more traditional elders of both cultures.

Dress: Formal styles of dress in Mirros began over 100 years ago with the original Thyatian invasion of Marilenev. Today, there is no distinct “Thyatian” or “Traladaran” formal wear—though formal clothing leans more toward Thyatian styles than Traladaran.

Men in formal dress wear dark boots, trousers with belts, and long-sleeved tunics with full sleeves (either pull-over or with two rows of buttons, as a military uniform). Such tunics typically are crafted with rich materials and embroidery in fabrics of strong, rich colors.

Women in formal dress wear gowns with long, flowing sleeves and full-length skirts; the gown usually laces up the back. Low shoes or slippers are typical, and accouterments include a narrow leather or cloth belt wrapped numerous times about the waist in interesting patterns, jewelry (worn in the style of the woman’s heritage), and a long cloak of rare animal fur.

Nobles of landed lord or higher status may wear a noble coronet (a narrow, undecorated crown) displaying their status. For barons and baronesses, it becomes a baronial coronet (a narrow crown usually inlaid with gems or engraved with patterns). Only the king and queen may wear full crowns.

Adventurers, by and large, dress in commoners’ garb—though the garments may be of expensive quality. Women who fight often dress in clothing like that of their male counterparts, as it is easier to strap armor around such garb. Other than formal clerical dress (see sidebar, page 33), character class dress does not exist in Karameikos. There are no special robes that every wizard wears; wearing leather armor without a shield doesn’t automatically indicate

“thief.” As DM, stress this fact to the players.

Names: Karameikan names are a hodgepodge of Traladaran and Thyatian root names, often with a descriptive surname or nickname. In fact, many names are appropriate for the New Karameikan, not just Traladaran or Thyatian ones.



The Thyatians arrived in Karameikos in a series of invasions, and while outnumbered by the native Traladarans, are the nation’s upper classes. Thyatian dress is elegant and stylish, made of comfortable fabrics that are often imported.

Karameikans in General

The above sections discuss the general attitudes of the major human cultural groupings in Karameikos, and as such provide the basis for many role-playing opportunities. Keep in mind that these are the opinions Traladarans and Thyatians hold concerning one another. When confronting the rest of the world, Karameikans refer to themselves as Karameikans—citizens of the best nation in the land. Karameikan fighters consider themselves as tough as those of any nation, Karameikan wizards the most inventive, and so on. Karameikans of all heritages know their nation doesn’t have the sophistication of Glantri or Thyatis—and they’re glad. Too much sophistication, they say, is just another term for decadence.

Karameikans of Traladaran descent know that they have survived the worst trial ever thrown at them—the “Song of King Halav” tells them so—and that, one day, they will build themselves again into the most prosperous and amazing nation in the world. This isn’t an arrogant, chip-on-the-shoulder attitude, but the quiet assurance of a people who know their destiny and patiently wait and

work to bring it about. And it isn’t just the Traladarans who feel this way anymore. Most citizens of Thyatian descent born in Karameikos have become infected with this philosophy, too.

To be Karameikan is to belong to a nation destined for greatness. To be a Karameikan adventurer, you also must believe that you are part of what will bring this greatness about. Karameikan adventurers aren’t braggarts, constantly

tooting their own horns and insulting or slandering other lands, but they do have a quiet, stubborn assurance that no one else is better than they are.

Elves

At least three major waves of elves have migrated into Karameikos. The earliest wave dates back to the first elf refugees from their great empires to the south; the Vyalia elves are the only remnant of that wave. The Callarii elves later entered Karameikos during its dark age and still occupy much of the forested land of the central region. Most recently, Alfheim elves have crossed the border into the kingdom, fleeing the destruction of their homeland by the evil shadow elves.

Appearance: All elves share certain racial characteristics. They tend to be shorter and slimmer than most humans, including Traladarans (5 feet tall for both males and females and weighing a maximum of 120 lbs.). Mystaran elves have pointed ears. Callarii elves are robust and healthy, with very pale hair (blond to white) and blue eyes. Vyalia have pale skin, reddish hair, and deep green eyes. The Alfheim refugees tend to have fair skin and blond, light brunette, or white hair.

Attitudes: The Callarii are the most prolific of the Karameikan elves, a merry and hard-working tribe proficient in riverboating, riding, horse trading, hunting, and forestry. The Callarii elves feel neutral toward humans in general. They become fast friends with humans who demonstrate honor and humor, but they do not cooperate with humans who act pretentious, dishonorable, or rude. King Stefan has a guard unit entirely composed of Callarii elves, which has given many elves the chance to meet him and has made the Callarii favorably disposed toward the King.

The Vyalia elves, on the eastern border, are more reclusive, staying away from human settlements. The Vyalia clans across the border in Thyatis tend to have closer ties to humans, but the clans in Karameikos prefer to seek the sanctuary and stillness of the deep woods.

The Alfheim elves are still recovering from their exile in the north. Their homeland, conquered by an underground race called the shadow elves, has gone from a green and magical forest to a haunted, blighted moor. As a result, Alfheim elves tend to act short-tempered and suspicious of other races. In their own country they were the dominant race, so some individuals have a haughty attitude toward humans that makes even the Thyatians' attitude toward Traladarans seem friendly by comparison.

As for elf player characters, the above are generalities; players and DMs should feel free to run their characters and NPCs as they like.

Dress: Elves prefer to wear tunics or robes of green with leaf patterns embroidered upon them, and elves native to the Karameikan forests eschew jewelry. Typical weapons include long swords and short bows.

Names: Karameikan elves (both Callarii and Vyalia) usually have only one lyrical and unique name. Thalaric and Allandaros are typical male names, while Sythandria and Stellara suit females. With the arrival of such a large number

of Alfheim elves, many elves are taking surnames, either a clan or family name (Chossun, Brendelar) or something descriptive (Trollbaiter, Shadowlayer).

Gnomes

The gnomes of Mystara are small (about 3½ feet tall) demi-human creatures believed to be from the same base stock as the Mystaran dwarves (at least the dwarves and gnomes believe this and tend to treat each other as cousins). Gnomes, more slender than dwarves, have rather pronounced noses, of which they are quite proud. Their skin ranges from dark tan to woody brown in color, their hair is



Present dress in Mirros is a combination of earlier Traladaran and Thyatian styles. This illustration shows popular fashions for

pale blond or red running to white, and their eyes are usually a brilliant blue.

Attitudes: The largest gnomish community, called Highforge, rests in the mountain foothills about 30 miles southeast of the town of Threshold. A large and secluded community of gnomes and a few dwarves, Highforge is mostly self-sufficient but profits from trade with humans. Highforge operates under its own law, ruled by the gnome-king Hilltopper.

The gnomes are well disposed toward the king. They were insulated against much of the early Thyatian abuse against the Traladarans, and as a result they have no particu-

lar preference between Thyatians and Traladarans. Improved trade and communication because of the king's road-building have led to greater profit for the gnomes.

Dress: Gnomes favor traditional Traladaran dress styles, and many prefer a nose ring as a part of their jewelry.

Dwarves

Mystaran dwarves are short, stocky demihumans, between 4 and 4½ feet in height, with ruddy cheeks and bright, almost metallic eyes. Their skin varies from light tan to deep brown, and their hair ranges from black to gray to shades of brown.

Attitudes: Most of the dwarves of the Known World orig-



the current year—long gowns and half-cloaks for the women, heavy tunics and capes or military-cut uniforms for men.

inally come from Rockhome, a dwarven nation north of Darokin and Ylaruam. The dwarves living in Karameikos are either members of the Stronghollow clan in the gnome community of Highforge or have immigrated into Karameikos, often serving as professional soldiers under the command of the king or one of his barons.

If they have a preference at all (which is uncommon), dwarves favor the company of Thyatians, whom they consider practical, unlike the superstitious Traladarans. In turn, dwarves are dour, depressing, taciturn, and unimaginative when dealing with tasks beyond mining, metalsmithing, and warfare.

Dress: Dwarves wear Thyatian styles during formal occasions, but the rest of the time they prefer the more practical adventuring apparel of humans.

Names: Dwarf names are a bit hard-sounding and weighty. Typical men's names include Thoric, Boldar, and Togyar. Typical women's names include Friya and Brunna. Family names, often descriptive, also can reflect war-time deeds or professions, such as Shieldcracker or Ironboot.

Halflings (the Hin)

Halflings (they call themselves the hin) are a small race about 3 feet in height. They have ruddy complexions, sandy to dark-brown hair, and blue or hazel eyes. Their faces are small and childlike, and as such people often mistake them for human children. One telling trait of almost all halflings is their fur-topped feet.

Attitudes: Most halflings in Karameikos emigrated from the neighboring Five Shires, drawn by the heavy trade in Karameikos. Many halfling traders, craftsmen, and innkeepers live in Mirros, Kelvin, and smaller communities. While there are no large hin clans in Karameikos, the halflings have their own "subculture," frequenting taverns and other facilities that cater exclusively to them.

When halflings do exhibit a preference, they side with Traladarans, whom they consider to be life-loving, romantic, expressive people, as opposed to Thyatians, whom they find cold and unsympathetic.

Dress: The hin prefer the flashy styles of traditional Traladaran dress, usually supplementing it with a billowing cape or hooded robe. Halflings go barefoot in all seasons, as the thick pads of their feet remain unaffected by normal cold and rough surfaces.

Names: Halfling names are just like common English given names. Family names have several syllables and frequently describe family characteristics or professions. Examples include Bill Trenchermann (from a family of big eaters), Anna Hillfort (from a family with a well-defended hilltop home) or Joshuan Gallidox (interesting last name).

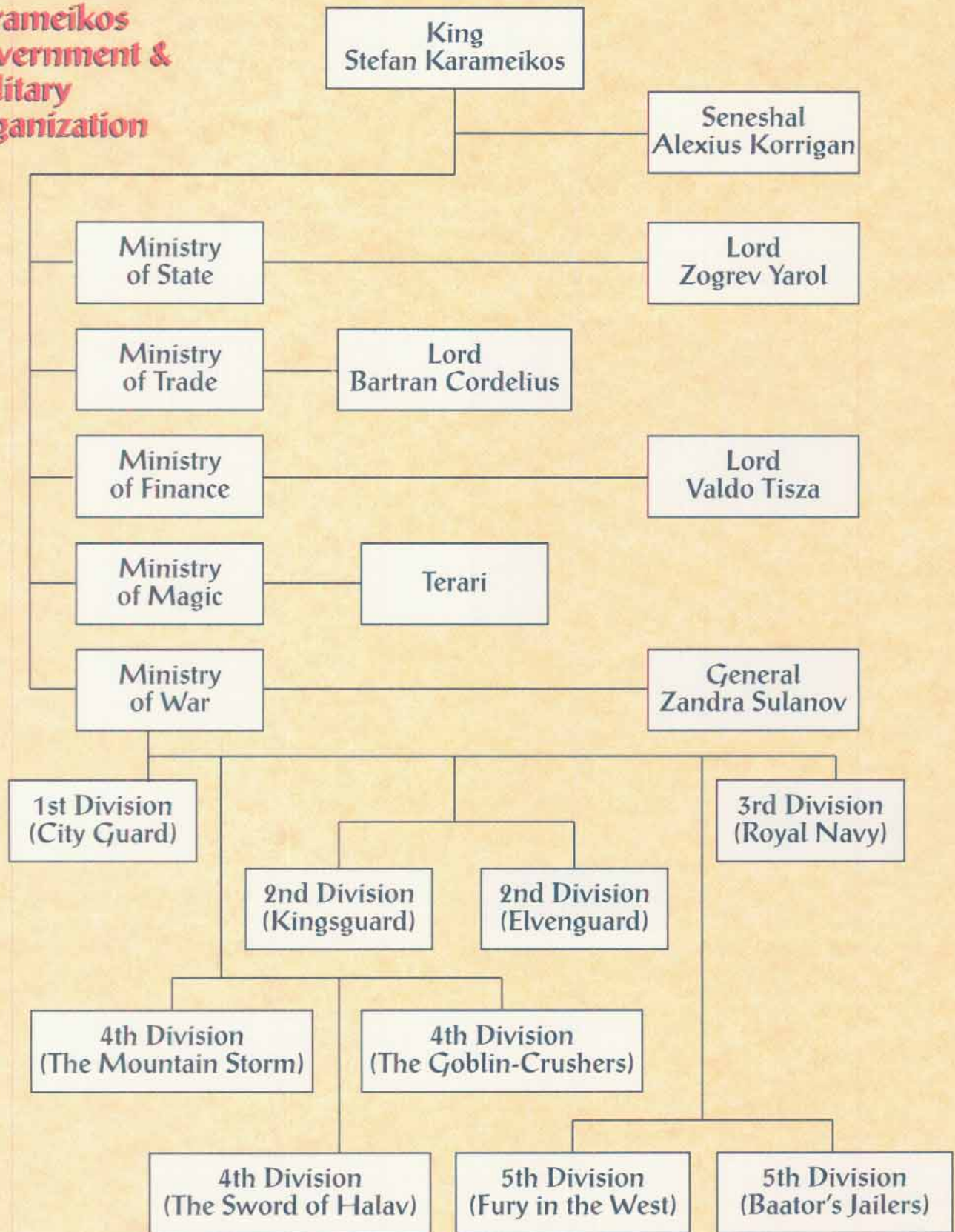
Classes of Society and Noble Titles

Like many medieval societies, Karameikos has classes of citizens, stratifying the people and determining their behavior toward one another. Such classification often is a result of birth—the son of a baron gains the familial benefit without necessarily having done anything to earn it.

In some more established, decadent empires (like Thyatis), class is effectively caste—position within society remains permanent. Karameikos, however, is a frontier community in many ways. Individuals with talent and ability can rise within the power structure, finding themselves earning political appointments, being regarded as heroes, receiving awards from the king, and other benefits.

The typical social classes of Karameikos are listed on page 29. Rough equivalents for members of an organized church or military rank are provided.

Karameikos Government & Military Organization



Social Class	Clergy Equivalent	Military Equivalent
Convict	—	Soldier or Seaman
Freeman	Wandering Priest	Sergeant or Ensign
Court Lord	Priest	Lieutenant
Landed Lord	Bishop	Captain
Knight	Patriarch	—
Landed Knight	—	General or Admiral
Baron	—	—
Duke	—	—
Royalty	—	—

Members of the clergy and military are accorded the courtesy normally given to specific social ranks. For instance, an active captain of the army or navy is treated as a landed lord by the rest of Karameikan society.

Convict: Convict is the lowest social rank of Karameikos. A convict is someone of freeman rank currently serving a sentence imposed by a judge of Karameikos. (Nobles convicted of crimes are stripped of their titles. When they finish their sentences, they become freemen.) Convicts in Karameikos are put to work in chain gangs building roads, fortifications, and other public works.

Soldier or Seaman: Ordinary soldiers in the army or seamen in the navy, because they are bound to duty and have no rank, hold the same formal social standing as a convict. Because the soldier and seaman are not convicts, however, and fight for Karameikos of their own free will, they are not vilified (called names, spat upon, abused) by the common population as convicts may be. As such they may be considered of a slightly higher rank than convicted felons.

Freemen: Freemen make up more than 98% of the population of Karameikos. These are the ordinary folk; they may be dirt-poor farmers or they might be filthy-rich merchants, but they have never acquired a noble title. The bulk of beginning adventurers are of freeman status, and in Karameikos, unless they give cause to believe otherwise, most people are treated as freemen.

Freemen are addressed by their names. A freeman in a position of importance is usually called Master or Mistress. Such freemen include townmasters (mayors), ministers, ambassadors, well-known heroes, and so forth; if they have no other titles, they're called "Master (Name)" or "Mistress (Name)." Courteous noblemen also address these people by these titles; a noble (other than one of the royal family) who does not do so is probably being rude.

Freemen have the following privileges under the King's Law: the right to own property and will it to heirs; the right to be tried for accused crimes (instead of being punished without trial); and the right to travel freely (so long as national and community laws are not broken).

Wandering Priests: Also called mendicants, wandering priests are treated with a level of politeness and deferment, regardless of their creed. This makes sense when you consider that the followers of various Immortals can back up their words with (sometimes powerful) spells.

Sergeants and Ensigns: Sergeants in the army and ensigns in the navy are considered freemen. They are usually addressed by their ranks.

Court Lord or Lady: This is the lowest rank of nobility granted by the crown. It does not confer any lands upon the recipient. It is usually granted as an award for service: A person accomplishes some special task for a noble; the noble sends a document to the king commending this person; the king grants the person a court lordship.

Devices, Clan Markings, and Coats of Arms

Most large families, guilds, and orders in Karameikos use symbols to represent themselves. These various groups use the symbols to identify fellow members, recognize other organizations, or, among the nobility, to show they are permitted to bear arms within areas where weapons are otherwise prohibited. Many of these symbols appear throughout this book.

Family heads that rank as landed nobles or higher may claim the traditional *coat of arms* as their family's formal symbol. If the family head is considered a freeman or a court noble, the family uses a symbol more properly referred to as a *clan mark*. Guilds, military units, religious orders, and other professional societies utilize symbols called *devices*.

Regardless of the name of the symbol, it all means the same thing—a representative device worn on shields and banners, badges and buckles, or anywhere one wishes, to proclaim allegiance to the family or organization.

Most nobles of landed status or higher employ a professional *herald*, who must know the majority of devices, clan markings, and coats of arms within Karameikos, and many of those from foreign countries. In this way, the landed noble knows who it is that appears at the castle gates or in the battlefield—and whether he is friend or foe.

The Shearing Ceremony

Native Traladarans have a custom that remains an important part of the Karameikan national character. It is called the Shearing Ceremony, and many Thyatians have adopted it as well.

Residents of Mirros (known as Marilenev back when the tradition began) developed the Shearing Ceremony in the centuries before Thyatis conquered Traladara. Since that time, improved trade with the inland communities spread the Shearing Ceremony throughout the land. When Stefan and the Thyatian settlers came, they became acquainted with the ceremony and adopted it.

The Shearing Ceremony works generally like this: When a Karameikan youth approaches adulthood, either he or his parents decide to hold the Shearing. Soon after, at a dinner celebration that other family members and village leaders attend, the parents solemnly dress their child, who stands silently before them, in traveling gear. The bottom of the child's cloak is sheared off and left ragged as a symbol that he is an impoverished traveler.

From that time, the sheared youth is considered a friend of the family but not a part of it. A child so sheared must go out into the world and survive until the family decides he has proved worthy of the clan. Usually, living apart from the clan for a few years and participating in acceptable adventures or trading ventures illustrates that the offspring can prosper unaided; when the youth's parents reach that conclusion, they invite him to another dinner and present him with a garment bearing the clan's markings or coat of arms. The youth, now considered an adult, is once again part of the family.

All young men between the ages of 14 and 19 (1d6+13) participate in the Shearing Ceremony. (Usually the lad approaches his parents first,

(continued on page 31)

In game terms, having this title means that the character is considered nobility (even though of a lower class). When traveling, the court lord or lady receives more respectful treatment from local nobles, perhaps gaining a meal and a bed for the night.

The family and heirs of a court lord or lady do not benefit from this award. The husband of a court lady, for instance, does not automatically receive a title. Unlike a landed noble, when a court lord dies, it is not inherited by his family. A court lord who buys property does not automatically become a landed lord. Anyone can buy property; to make a landed noble, the crown must grant a fief.

Court lords and ladies are addressed as "Lord (Name or Family Name)" or "Lady (Name or Family Name)." For instance, Zogrev Yarol may be addressed as "Lord Zogrev" or "Lord Yarol." Court lords have similar rights as freemen.

Priests: Priests who have settled within a particular location in order to preach their faith are treated as court nobles, even if they are only slightly more skilled than their wandering brethren and sisters. They do not hold the actual title, however. Priests are considered court nobles whether or not they are running their particular shrine or temple.

Lieutenant: Lieutenants in the army or navy are considered nobility and earn the title of court lord or lady. Though usually addressed as "Lieutenant," one may be called "Lord (Name)."

Landed Lord or Lady: This is the lowest rank of landed nobility in Karameikos. When the crown awards this rank, a fief always accompanies it. The fief may be small—one village and some surrounding lands, for instance, or even lands with no population at all—but it belongs to the landed noble, and all other permanent residents upon it (except, theoretically, those of higher rank) are considered subjects.

The spouse of a landed lady automatically becomes a landed lord, and vice versa, over the same fief. The heir of landed nobles automatically receives the title if both parents die or step down from their rulership.

In game terms, landed nobles deserve the same respect owed to a court noble. However, the title is accompanied by the fief; the landed noble controls (and remains responsible for) a population of normal men and women. Numerous adventures can form around defending the subjects against troubles, staying on guard against criminal plotters among them, and holding onto the fief in the face of enemy conspiracy and political maneuverings.

Landed lords are addressed as "Lord (Family Name)" or "Lady (Family Name)." However, other nobles may address a landed lord by the name of his fief. For instance, Lord Lev Dromilov of Dmitrov may be addressed as "Lord Dromilov" by anyone or as "Dmitrov" by another noble.

The landed noble has all of the rights of a lord, and also the rights to assess taxes on the subjects of the fief and levy troops from the fief in time of war.

Bishop: A settled cleric who has several priests in attendance, who ministers to a large flock, or who founds a monastery or religious shrine is accorded the respect due to a landed lord, receiving the unofficial title of bishop. Neither of the main faiths in Karameikos currently has any bishops, although the position does exist within both hierarchies.

Captain: Though given no formal award for captaincy, the officer does retain the court lord rank awarded upon promotion to lieutenant and is treated as a landed lord.

Knight: Knighthood is a rank of great respect granted to men and women who have fought long and well in the service of the crown (and have done good deeds in general). The spouse of a knight is automatically granted the rank of court lord or lady, and children of a knight also receive this title upon reaching the age of 21 years.

When a character is granted knighthood in the course of a campaign, certain rights and responsibilities accompany the title. The PC does not have to obey local city weapons regulations and can demand one night's shelter from anyone, including the king, for a small party of not more than six people. The knight doesn't have to pay for this shelter, but it is best to do so—or to perform a favor for the host. It is against the King's Law to refuse shelter to a knight. However, people will always be coming to the knight for help—to kill beasts ravaging their homesteads, to put down a knight gone bad, etc., and the knight has a responsibility to perform these tasks for people in need. As with the court lord, a knight who buys property does not automatically become a landed knight.

A knight is addressed as "Sir (Name)" or "Dame (Name)." A knight may also be addressed as "Sir Knight" or "Dame Knight."

Patriarch: A priest who advances to the rank of patriarch is accorded the respect due to a knight.

Landed Knight: A landed knight has all the rank and responsibilities of both a landed noble and a knight. The spouse of a landed knight is a landed noble. The children of landed knights are considered court nobles from birth. At the time of inheritance, the children of landed knights are accorded the status of either a landed knight (for children who are knights in their own right) or else a landed noble.

The landed knight has the rights and responsibilities of both the landed lord and the knight, as described above. Where rights overlap, those of the knight take precedence.

Landed knights are addressed in the same manner as ordinary knights are. However, other nobles may address a landed knight by the name of the fief. For instance, Halia Retameron of Verge may be addressed as "Dame Retameron," "Dame Knight," or even just "Verge" by other nobles.

General and Admiral: Commanders of army and naval forces are treated as landed knights, whether they hold land or not.

Baron or Baroness: Barony is a rank granted to nobles who have demonstrated that they can rule fiefs in proper fashion, and that they are of sufficient loyalty to attain a rank immediately below that of the royal family. These days, a character must have been a landed lord or landed knight for a period of time (at least five experience levels) to be considered by the king for a baronial title.

The children of a baron or baroness are court nobles from birth. At the time of inheritance, the new baron must be confirmed to the rank by the king. If the king confirms the title, the heir becomes the new baron. If the king does not, the heir becomes a landed lord (and a very unhappy one).

Nobles at baronial level are addressed as "Baron (Family Name)" or "Baroness (Family Name)"; by other nobles, they may also be addressed by the name of their fief. For example, Baron Sherlane Halaran of Threshold may be addressed as "Baron Halaran," "Patriarch Sherlane" (because he's a cleric of the Church of Karameikos), or, by other nobles, just "Threshold."

Duke or Duchess: The rulers of Karameikos were formerly known as the duke and duchess. While the nation has no current dukes or duchesses, it may in the future.

In theory, the children of a duke and duchess are court nobles from birth. Persons with a ducal title are addressed as "Duke (Name)" or "Duchess (Name)" or "Your Grace." In Karameikos, they also may be addressed as "My liege," and the duke only may be addressed as "Sire."

Royalty: This final category comprises King Stefan and his immediate family, including his grandchildren and son-in-law. These are known as princes and princesses, and his eldest, Adriana, is the heir apparent. She will take the title of queen upon Stefan's death.

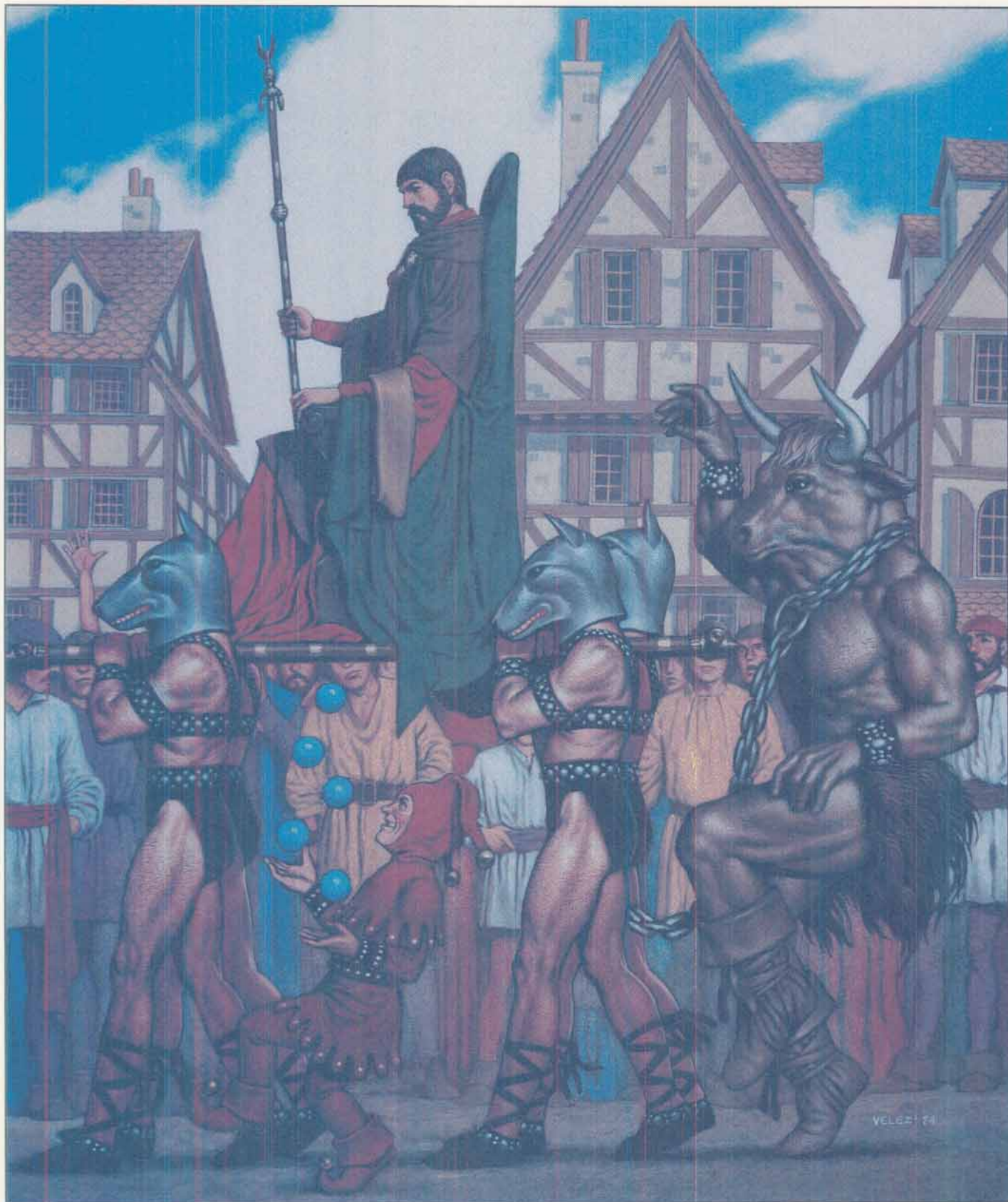
Princes and princesses are addressed as "your majesty." The king and queen may be addressed as "Sire" or "My liege."

(continued from page 30)

because it's an embarrassment to wait until they must broach the subject.) Young women are not approached by their parents, but they may insist on being sheared. A young woman who is sheared and lives away from her family for a few years earns respect from them.

When the Thyatians came to Karameikos, they saw some value in the ceremony. By using it within their own families, they could separate the worthwhile offspring from the parasitic and keep their lineage strong. The Thyatians adopted the custom, and those children who reformed their ways were invited back into the family, while those who never showed any signs of maturing were left to their own devices.

A sheared youth from a titled family is not considered to have any title until invited by the family to rejoin their ranks. Shearing is a strictly human custom that the demihumans of Karameikos do not observe.



A traditional Traladaran holiday in Karamaikos, Beast's Day (the 1st of Felmont) is marked by processions, festivals, and celebrations. The scene above shows Aleksyev

Nikelnevich being borne on a litter carried by participants dressed up as defeated beast-men, with a (presumably) charmed minotaur bringing up the rear.

Absent Social Ranks

Several common social ranks are not present in Karameikos—mostly because Stefan has personal or political reasons for avoiding them. They are:

Slave: Duke Stefan does not approve of slavery and thus has outlawed it within Karameikos. The convict, the closest thing to this rank, must work in the manner of a slave during his sentence. Once his sentence is up, however, the convict becomes a freeman. Slaves brought into Karameikos are not considered property; if they can escape their owners, they are free. Until recently, slaves were kept in the Black Eagle Barony, and are used today in a number of other nations, including Thyatis. The Iron Ring thieves' guild does a brisk business in slaves and is hunted by the authorities for that reason.

Serf: Stefan also does not approve of the practice of binding people to the lands that they work, so he allows no serfs—men who cannot leave their homes without the approval of the lord of the area.

Count: This noble rank is greater than a baron but less than a duke. Because Karameikos has so small a population, Stefan has not yet instituted the rank of count. When more of the nation is colonized and more baronies established, he will begin elevating the more loyal barons to the rank of count.

Matters of Faith

Karameikos has three native faiths, as well as visiting clerics from other nations who have their own beliefs, and those who profess no organized faith. The churches in Karameikos have differing philosophies, but they all remain dedicated to the strengthening of the human spirit through meditation and observation of moral lessons. A priest player character is not required to belong to one particular faith, and the annals are full of priests who have founded their own church or switched from one venerated Immortal to another. There is no inherent penalty for this, unless that change involves a change of personal alignment as well. And of course, the former patron Immortal may be displeased with such actions. . . .

Regardless of professed faith, a priest player character must choose to venerate one of the following: law, chaos, or neutrality. This choice is determined directly from the character's alignment. Therefore, if a player character is of lawful good alignment, the PC venerates law as an ethos.

The Church of Karameikos

Most Karameikans of Thyatian descent belong to the Church of Karameikos, while approximately half those of mixed descent do. Many of Traladaran descent have been converted by the church's compelling philosophy of the "unstained spirit." In all, about 25% of the population of Karameikos now belongs to the Church of Karameikos, and this segment of the population includes most of the landed nobles and many other powerful political figures.

The prime philosophy of the Church of Karameikos is that no evil act committed in the mortal world is so great that it cannot be purified from the spirit by great acts of self-sacrifice. Some adherents, unfortunately, consider this belief a game with rules to bend—they see the church philosophy as a means to get away with doing anything, so long as they subject themselves to the deeds of purification recommended by their church leaders after the fact.

Keep track of which characters in your campaign are adherents to the Church of Karameikos. Whenever they have committed an act that seems

Formal Clerical Dress

The various religions of Karameikos require their priests to adhere to a semirigid dress code. During normal everyday activities, such as adventuring or traveling, most priests dress in common clothing. When performing duties in the name of the faith, however, the church prefers for its priests to attire themselves in full formal ceremonial dress.

For the Church of Karameikos, this formal clothing consists of a full-sleeved, floor-length robe with the coat of arms of the Church of Karameikos (or the Order of the Griffon, when applicable) displayed prominently on the chest. Priests of the Church of Karameikos carry a metal scepter that designates their clerical profession.

In the Church of Traladara, full ceremonial dress incorporates a full-sleeved, knee-length surcoat dyed a particular hue of brown associated with the church. Priests of the Church of Traladara carry a gnarled, wooden staff, also referred to as a scepter or a *knurdel*, designating their clerical profession.



questionable under church doctrine, remind them that they have a nagging guilt about the act and should seek purification from a church cleric.

A lesser act of evil—telling a lie, for instance—may require a ceremony of purification no greater than the saying of a few prayers. One of moderate status—beating someone who did not deserve it, for instance—might require a day's vigil and fasting under the watchful eye of a church leader. A vastly evil act—perhaps murder—may require that the character not only suffer secular punishment (punishment handed down by the courts) but also perform some great ceremony of purification, such as risking life and fortune in an adventure the church believes would benefit spiritual growth.

Don't forget that the Church of Karameikos can exert great influence over its devout believers. The common member feels terrified of separation from the church. Such a devastating act would result in being cut off from absolution and thus suffering perpetual grief in the afterlife. Though manipulative clerics are not common, those few who exist can demand some heavy and unusual ceremonies of purification from their followers and often get away with great abuses in this fashion.

The Church of Karameikos also seeks to discourage magical ritual that does not have direct, provable results. Into this category falls all manner of superstition, including good-luck charms, palm and card reading, and similar traditional methods of divination. As the Church of Traladara encourages these actions, the two faiths often conflict over doctrinal matters.

The Church of Karameikos attracts individuals of all moral alignments (good, neutral, and evil) and lawful and neutral ethical alignments. There are very few "chaotic" members of the Church of Karameikos.

The Church of Traladara

The basic philosophy of the Church of Traladara dictates that people should not harm one another, and that when they do the community should punish the wrongdoer in proportion to the degree of the evil action. There is not much more to it than that, so the church suits the cheerful and whimsical Traladarans ideally.

The Church of Traladara encourages curiosity and experimentation, and considers tea leaf, palm, and card readings, good-luck charms, evil eyes, and nonmagical amulets declarations of that curiosity and as such perfectly permissible. This practice puts the church on a collision course with the Thyatian-dominated Church of Karameikos, and relationships between these two faiths remain stormy on this point of dogma.

The role of the Traladaran cleric involves providing advice for younger people based on personal experiences and the examples of behavior given in "The Song of King Halav" (which is considered a factual recitation of Traladaran history). Traladaran clerics also perform marriages and officiate at other ceremonies, preach the church philosophies, and promote good will. They also may fight in order to save

lives or to defeat evils.

The Church of Traladara's priesthood and laity can hold any ethical alignment (law, neutrality, chaos), but must be of either good or neutral moral alignment (evil individuals need not apply, and indeed, would find the nature of the faith an anathema).

Approximately 70% of the population of Karameikos belongs to the Church of Traladara. Most of these followers are among the common people, since the maintenance of the faith requires little personal effort (unlike the more organized and regulation-driven Church of Karameikos).



This recent portrayal, rendered in the Traladaran style, shows Aleksyev Nikelneevich debating with his former pupil, Sergyev, in the streets of Kelvin. Nikelneevich is a leader in the Church of

The Cult of Halav

Three main beliefs exist within the Cult of Halav, known as the holy Trytich:

- ❖ King Halav, dead on the field of the final battle between men and beast-men, was taken up by the Immortals, returned to life, healed, and placed in the deepest sleep;
- ❖ The goal of the Immortals in doing this was to return King Halav to Traladara to restore the nation to the glory it held in its Golden Age; and
- ❖ The Immortals have decided that now is the time for that return. They reincarnated the spirit of King Halav in the newborn Stefan Karameikos, that he would grow up to become the next King Halav.

The cult dedicates itself to the idea that Stefan Karameikos will make Traladara into a mighty nation once more and will send its countless legions out to conquer the world for the glory of Traladara. However, the first goal of the cultists is to persuade everyone (including King Stefan) of their cause, and this has not been easy to do. This problem tends to frustrate them, but they remain determined.

Despite the fact that most people consider the Halavists a few pews shy of a cathedral, it is a fact that their priests' spells do function. This means that they must receive aid and inspiration from some Immortal. So, though most com-



Traladara. Sergyev split from that church to form the Cult of Halav after having a particularly powerful dream. Aleksyev is beseeching Sergyev to return to the Church of Traladara.

mon folk perceive them as crazy, clerics are usually very interested in the doings of the cult.

Priests of the Cult of Halav dedicate themselves so enthusiastically to their cause that they annoy everyone around them. To these fanatics, everything that happens is an omen, there is no way but the true way (*their way*), and unbelievers (poor fools) shall rue their laughter when it is revealed that Stefan is Halav returned.

Cult members can hold any alignment. Their actions appear chaotic, even though their goal is (in their eyes) ultimately lawful. Only a fraction of the people in Karameikos belong to the cult, perhaps 1% of the population. However, as Karameikos has become a more powerful entity on the international scene, their numbers have grown.

Other Philosophies

Naturally, not all people belong to one of the formal religions of Karameikos. Adventurers, especially, tend to develop their own ideas about the nature of the world and the relationship of religion to real life, so some refuse to align themselves with one church or another. The number of persons in the nation who do not belong to the Church of Karameikos, the Church of Traladara, or the Cult of Halav constitutes about 5% of the population.

A Society of Rogues

The rogue in Karameikos can choose to belong to one of the three thieves' guilds; the Veiled Society, the Iron Ring, or the Kingdom of the Thieves. Of course, a thief also can operate on a free-lance basis. Membership in a guild is voluntary, although some members of these groups may take a dim view of free-lance interlopers in their territory.

The Veiled Society

The Veiled Society is a criminal society secretly led by Anton Radu, head of the Merchants' Guild. It is based out of Mirros. The Veiled Society is very much a family business at its upper levels. Its goal (whether the lower-level members know it or not) is to improve the wealth, power, and influence of the Radu clan.

The Veiled Society demands 15% of all an individual's earnings (other than those for Veiled Society activities). It does provide a reliable fence for that fee. The organization helps members by attempting to free them from jail or even beating or killing those who have wronged them—the society stays loyal to its members.

The society often makes demands of characters, however, such as, "Go to the House of Silks near the Street of Dreams. Break in. Kill the old man and his daughter and then set the place afire." This is not a thieves' guild for characters with morals, and as such remains unpopular with player characters. Few individuals of any lawful alignment will find the Veiled Society appealing to join.

The society runs numerous thieving cells that rob families not allied with the Radus. It has a monopoly on organized crime in certain sections of Mirros, particularly the Nest and the Old Quarter. It extorts protection money from merchants of Mirros. For example, representatives tell proprietors, "We'll protect you from thugs for a small payment of 20 silver kronas per week." In reality, of course, if the proprietors don't pay, they're assaulted by society thugs.

The society concentrates on merchants in competition with the Radu clan, but spreads the crime around everywhere to avoid arousing suspicion. This sometimes means the Radus themselves are targeted, but only with minor crimes. The society also works to humiliate the other two powerful families in Mirros, the Torenescus and the Vorlois. Society thugs occasionally beat up members of these families, insult them at society affairs by revealing private matters and casting aspersions, and so forth.

The Iron Ring

The Iron Ring, a slaving organization based out of the Black Eagle Barony, has cells in all the villages of Karameikos. It operates not as a family affair like the Veiled Society, but as a collective of independent criminals working together for mutual profit. The main business has been slavery; the cells of the Iron Ring capture innocent citizens (especially strong, hard-working, or good looking men and women), transport them by various means to the Black Eagle Barony, then ship them from Fort Doom to various nations with legalized slavery. Risks are high, but profits are very high. With the fall of Fort Doom, the Iron Ring has been forced to seek out new power bases and businesses, such as assassination and extortion. They have to date avoided traditional Radu strongholds.

The Iron Ring remains the most cruel and evil of the three thieves' guilds. Its members include thieves, fighters, clerics, and wizards of any nongood alignment. Members may not operate on a free-lance basis—their only duty involves serving the Ring. They act as spies, slavers, thieves, and assassins furthering the ends of the Iron Ring, and their only goals are to gain power for the guild.

A party of adventurers does not normally encounter Iron Ring members except as enemies. If a PC is a member of the Ring in a party of adventurers who are not members, that character has been sent by the Ring to spy on the party members, steal something from them, or otherwise work against their efforts on a secret basis. Eventually, the guild will order the party member to betray the group.

The Iron Ring is also vitally interested in magical means of acquiring power. Members accumulate new spells as often as they can and send out enforcers to investigate new monsters and sightings of strange or magical phenomena.

The Kingdom of the Thieves

The Kingdom of the Thieves, based in Mirros and led by the enigmatic Flameflicker, consists of a close-knit society of burglars who specialize in intricate robberies of well-pro-

tected homes. This guild is responsible for only a fraction of the crime in Mirros, but its robberies are usually so well executed that they occupy a greater proportion of the city's gossip than they warrant.

If a PC wants to belong to a thieves' guild, this is the best choice. It functions much like Robin Hood's Merry Men—its targets are not only wealthy, but also elitist about it. The Kingdom designs robberies both to wound these snobs financially and to take them down a few pegs.

The Kingdom of the Thieves demands 15 percent of a member's income. However, that 15 percent pays for a cheap, reliable fence. The fence can sell most stolen goods with little likelihood of it being traced back to the thief. The Kingdom of Thieves also provides work for its members at crucial times; whenever Flameflicker the Thief-King has planned a mission, he chooses the members of the Kingdom most appropriate to carry it out, and this means that the character occasionally will help execute high-paying jobs.

The Kingdom prefers members with alignments not excessively lawful or chaotic in nature. The guild accepts mostly rogues, but other individuals of extraordinary talent are sometimes also admitted.

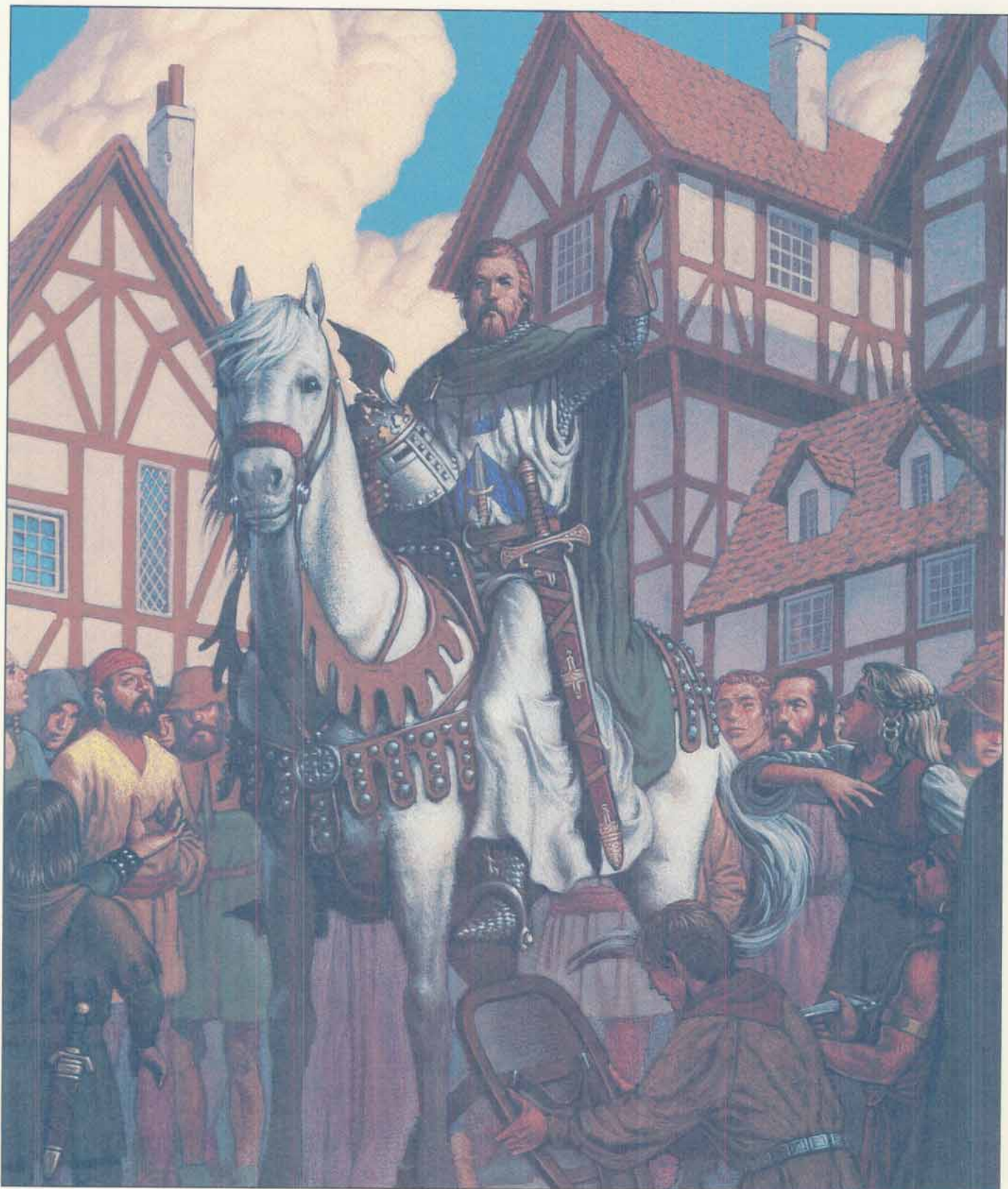
Going it Free-Lance

In Karameikos, a thief does not have to belong to a thieves' guild. Most don't—many street urchins and sneak thieves make a living in the streets of Mirros and the larger villages all on their own. Thief characters can

operate free-lance, avoiding paying a percentage of their take, but such individuals must do everything themselves. They must find their own fences while eluding clever investigators serving the king or the Ministry of Finance. They cannot trust any other thieves they deal with, especially if they are infringing on another individual's or guild's territory. Allow such free-lance characters to do as they wish—but keep them edgy and nervous in all their thieftly activities. This is the price of independence in the roguish arena of business (and it adds to the suspense as well).




Anton Radu, one of the most powerful Traladaran merchants in the nation, operates in Mirros. This portrait, rendered in the Traladaran style, flatters Radu, who has been compared to a wolf, a jackal, and even a vulture by his competitors.



In this work by the royal portrait artist, a young Duke Stefan accepts the surrender of Traladaran nobles after their failed Marilenev Rebellion. The piece created a small scan-

dal when released, as the artist used a young Lady Magda Marilenev as the model for the blonde woman near the rear of the horse.

Cities and Towns



remember my first time in Mirros: the silver waters of Mirror Bay; the elegant towers of King Stefan's Castle; the buildings of wood, plaster, and stone; and the cobbled roads.

And the stench and noise, of course, more overpowering than a convocation of dragons. You put that many humans in one spot and you shouldn't be surprised by the result.

—Joshuan Gallidox,
halfling
adventurer



In this section, we discuss the various cities and smaller communities of the kingdom. Information on each site includes details on its ruler, its population, its laws, and other features of that community.

We took a brief tour of the cities of Karameikos in **Chapter I: Overview**. This chapter further explores the various cities and focuses on two of them: Mirros, the large, sprawling capital of the nation, and the frontier town of Threshold.

Within each community entry is information useful to the DM that can be found at a glance. "Ruler" indicates who is in charge (or who *thinks* he or she is in charge). "Population" gives the most recent available figures as well as the nature of that population. "Laws" details any additions or exceptions to the King's Law. Finally, for Mirros and Threshold, a "Walking Tour" points out some of the highlights of those communities. Individuals that are presented in *italics* are detailed more thoroughly in **Chapter V: Personalities**.

Mirros

Mirros, the gem of Karameikos, lies on the west bank of the Highreach River, at the intersection of the Westron and King's Roads. The city sprawls over a number of small, rolling hillocks that cradle a large lake known as Mirror Bay, which takes its name from its smooth, placid nature. One hill rises higher than the others and is known simply as "The Hill." Atop this dominant feature sits the king's stronghold.

Two great walls ring the city, and portions of the old city within are walled off as well. The city has not come under assault in the years since the Marilenev Rebellion, but since it is a frontier city, King Stefan sees no point in taking chances.

The main roads are of paved stone, and in the area around the stronghold they are brick. The back streets are mostly earthen, narrow, twisting, unlit,

and unsafe. Sanitation consists of a small trench cut into the center of the street that drains into sewers. These sewers are



This map, created for the royal grandchildren, shows the relative locations and coats of arms of the cities, towns, and

elven estates in Karamaikos. The arms of many towns are simplified or modified versions of those of their rulers.

not truly public works projects, but rather the buried ruins of previous settlements, as is the case for most of the communities of Karameikos.

The city, though vast, remains crowded, noisy, and dirty—the epitome of a medieval community. Buildings are one- or two-story constructions made of brick or wood; the better ones are made of stone. Many newer buildings are constructed of stone along the first floor and wood and plaster for the second and third floors (if present). Few buildings stand three or more stories tall.

Ruler: King Stefan Karameikos. Day-to-day activities are handled by the townmaster, Lord Lucas Tormandros.

Population: Estimated at 70,000. The last accurate census was 25 years ago, when Mirros had a population of about 50,000. It is certainly greater now.

Laws: The King's Law prevails in Mirros (see "The King's Law" sidebar, page 41). In addition, the following laws are in force:

- ❖ All weapons (except daggers) must be peacebonded—tied into their sheaths or otherwise bound by cloth ties. Carrying a weapon unbound is a Class 2 crime; murder by unbound weapon is automatically tried as a Class 7 crime.

- ❖ Magic is permitted, but casting a spell on an unwilling party is a Class 2 crime (or greater if the effect warrants a greater punishment).

- ❖ In times of festival, each person entering Mirros must pay a tax of 8 cronas.

Walking Tour of Mirros

Take a look at the poster map showing Mirros. The city is made up of smaller neighborhoods and districts, each with its own particular flavor and inhabitants. This walking tour touches on these areas and the major highlights of the region—what to see, who to avoid, and how to survive.

Except where a wall is shown, the transition between neighborhoods is gradual, not sharp. When traveling from

the rich Hill area to the affluent Bricktop neighborhood, all the traveler notices is that the dwellings slowly become less costly and a bit smaller. Continuing to the Merchant District, the traveler sees more and more businesses along the street, until they gradually crowd out residences altogether.



An early example of Traladaran art, this window in the Church of Traladara in Mirros shows an unnamed paladin kneeling before a representation of the Immortal Zirchev. The Immortal's face has been erased by worshipers touching it for luck.

Bricktop

A more or less affluent area of town, the Bricktop lies halfway between the posh residences of the Hill and the Merchant District. It is named for Bricktop Road, a major thoroughfare. This area is characterized by small- to medium-sized expensive homes; the population is mostly of Thyatian descent. Many merchants, ministerial aides, and other well-paid persons live here. It is also the home of retired adventurers of middling incomes.

Bricktop Road: As mentioned above, the Bricktop area is named for a large road. The Mirros slang term "bricktop" indicates anything that is of good quality. Bricktop is made of yellowish, fired brick and runs around the perimeter of the king's stronghold. The color of the brick accounts for statements in the slums that the streets in Mirros are paved with gold.

King's Park

Not really a neighborhood, the King's Park is the walled-off forest preserve maintained for the king by his cousin, Lord Alexius Korrgan. The park is situated west of the city between the Old Wall and present King's Wall. The king and his family ride here, and the area serves as a small game preserve for the royal family.

King's Wall: When (then)

Duke Stefan came to Specularum 40 years ago, the city was already growing beyond its original walls. He ordered this wall built to protect the formerly defenseless citizens of "outer Specularum"; it runs from the east end of the Foreign Quarter around the city to the southeast end of the district of the Church of Karameikos.

Old Wall: This wall surrounded the old city of Marilenev.

It is still sound and perfectly fit to act as a defensive wall should Mirros ever come under attack. A number of large double gates pierce both walls and always are manned by a squad of four guards each.

King Stefan's Stronghold

The king's castle perches on the highest hill of Mirros, atop a 15-foot-high earthen mound with steeply angled sides, towering over the land below. The castle walls are 15 feet high as well, so an intruder would have to climb 30 feet from the base to reach its battlements. The stronghold is not considered a part of any ward or district. It has a number of large structures within its walls, as described below.

The King's Residence (High Palace): The king, his family, his servants, and their families all live here. The High Palace is the highest point of the king's stronghold, and its walls command a breathtaking view of Mirros, Mirror Bay, and the surrounding countryside. The large building shown on the map on the opposite page is the palace proper, a three-story dwelling. The family's quarters are here, where Queen Olivia also conducts her numerous balls and parties. The small building to the northeast is the family's personal stables.

Low Palace: The actual ruling of Karamaikos takes place in this long building. The king and queen receive visitors here (a smaller, private throne room lies in the High Palace). The ministers have their central and subordinate offices here as well. Petitioners come to the Low Palace and all decrees are issued from here. It is, in effect, the nerve center of the kingdom and the heart of the bureaucracy.

The Garrison: Farther down the slope from the Lower Palace are the garrison buildings. The westernmost of these sprawling, single-story buildings houses the Elvenguard, while the eastern one houses the King's Guard and the armory.

Granaries: Grains, dried meats, and other foods are stored here against the possibility of a siege.

Other Buildings: The "Gardeners' Palace," the small building in the southeast, is where the gardeners live and store all their tools, seed, and equipment. Military plans are made and visiting captains are billeted in the Administration building, located opposite the Gardeners' Palace.

The ruin of the old Marilenev palace sprawls between the High and Low Palaces, abandoned for a hundred years since the original Thyatian invasion of a century ago. The crumbling stone dwelling has been emptied and leveled, but its foundation still peeks out among the gardens, and some of its old walls have been used for trellises. It is rumored that there were lower levels to the old castle, sealed up before the Thyatians arrived, and that these still may be reached by secret passages from either palace or from some site in the Bricktop or Hill districts. The DM may determine the truth of these rumors.

Foreign Quarter

Most of the people from other nations, as well as the majority of demihumans who reside in the city, live in this area of town, which sprang up outside the original city walls. Thyatians are the exception. They prefer to reside in more "acceptable" neighborhoods. In the Foreign Quarter a character can encounter a dwarven merchant from Rockhome, a shadow elf diplomat, an Ethengar barbarian, a Ylari desert rider, or a Glantrian mage on the run from his own country. The largest and most visible population group is made up of halfling immigrants from the Five Shires who have swelled the district in the past few years.

Natives of Mirros (called Mirrans) tend to view the Foreign Quarter with disdain and a little fear, as there are often battles in the streets between rival nationalities.

The King's Law

Karamaikos derives its law from Thyatian models, dividing crimes into different classes. The judge ruling over the case has a choice of punishments, according to the class of the law involved. The classes of crime in Karamaikos are:

Class 1: Unarmed Assault (including fists or verbal threats), Theft, Fraud, or Tax Evasion of 10 gp value or less.

Class 2: Lesser Armed Assault (use of impromptu weapons, such as brawling), Theft, Fraud, or Tax Evasion of 11 to 100 gp value.

Class 3: Flight (escape from the authorities), Slander and False Accusation, Theft, Fraud, or Tax Evasion of 101 to 1,000 gp value.

Class 4: Greater Armed Assault (use of deadly weapons or magic); Endangerment (exposing another to danger through words or action, including inciting a mob to riot), Accidental Murder, Theft, Fraud, or Tax Evasion of 1,001 to 10,000 gp value.

Class 5: Spontaneous Attempted Murder, Theft, Fraud, or Tax Evasion of 10,001 or greater gp value.

Class 6: Deliberate Attempted Murder, Spontaneous (successful) Murder, Mutiny in peacetime.

Class 7: Deliberate Murder, Treason, Mutiny in Wartime.

Other crimes may be fitted into this framework as circumstance decrees—this is only a partial listing. In addition, many local communities have laws that apply only within these communities.

Punishments

Punishment for the various crimes are:

Class 1: Fine of 1d6 gp OR one day in jail OR both.

Class 2: Fine of 10 × 1d6 gp OR 1d6 weeks in jail OR both.

Class 3: Fine of 100 × 1d6 gp OR 1d6 months in jail OR both.

Class 4: Fine of 1,000 × 1d6 gp OR one year in jail OR both.

(continued on page 43)

The Hill

In the posh area of town, the Hill, the streets are all brick, and the neighborhood is broken up into numerous small walled estates. These estates belong to many of the most powerful persons in town—including the Torenescus but not the Radus.

Ambassadors' Quarter: King Stefan eventually acquired about three blocks of this area and designated its estates as the dwellings of official ambassadors to Karamaikos. All of the ambassadors described in **Chapter V: Personalities** live in manors here. Guard patrols are common, and the ambassadors have their own retainers for additional protection.

Hill Market: A small marketplace services the Hill; in addition to ordinary foods and services, a player character can find many businesses selling delicacies, expensive imports, and the like. Not surprisingly, it is the most upscale of the markets in Mirros.

Torenescu Territory: Part of the Hill remains owned and controlled by the Torenescu family, headed by *Aleksander Torenescu*. Any activity (particularly illegal activity) within this region attracts the attention of Aleksander, Boris, or others of the family.

Merchant District

Part of Mirros never sleeps; many inns and taverns are open all night, and few shop-owners—most of whom live above their places of business—will turn down a late-night sale

when some frantic buyer comes hammering at their doors. PCs can find all sorts of businesses and goods here: mercenaries for hire, stables and livery, bakeries, meat shops, sweet shops, jewelers, smiths, goldsmiths, silversmiths, fortunetellers, carpenters, bricklayers, engineers, hostels, scribes, sages, alchemists, wizards, thieves, entertainers, and just about anything else.

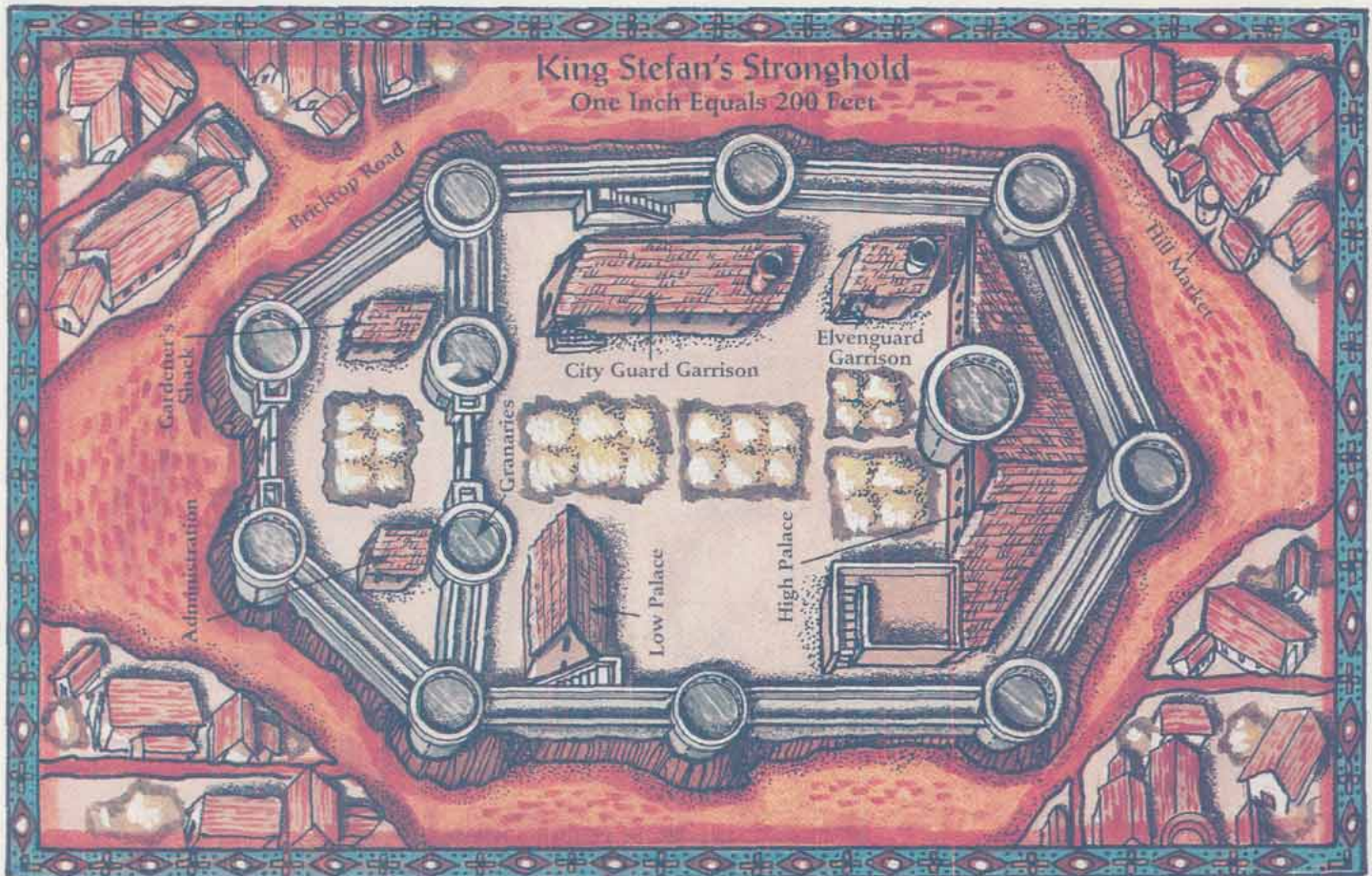
The Grand Market: In the largest open marketplace in Mirros, endless stands and countless rolling carts display goods during the day; all such stands must be disassembled and removed by full dark, and may be set up again at dawn. *Lord Dmitrios*, the king of beggars, performs here.

Lesser Merchant District: This isn't a district for lesser merchants; it is just the smaller of the two major merchant districts in town. Because of its proximity to the Foreign Quarter, this is the district to visit for exotic foods and crafts; though smaller than the Grand Market, it has a much wider range of goods.

The Docks

The Docks district skirts the edge of Mirror Bay and consists of the wharves and a smattering of warehouses on the banks. Ships sailing further upriver into Karamaikos pass beneath the twin Sea Gates into Mirror Bay.

The Hightower: A combination watchtower and lighthouse, the Hightower always has guardsmen on duty, watching troop movements on land and ships on the sea. The tower houses many runners who continuously send



information about incoming ships to the garrison. At night, a large oil fire is lit here to guide wayward ships into the bay. The resulting illumination often makes the area a perfect meeting spot for merchants, adventurers, and young couples.

Naval Docks: Below the garrison are the Naval Docks, where ships of the line are docked. The nearby shipyards construct the navy's vessels, and *Prince Devon Hyraksos* is often found here, supervising new designs.

Sea Gates and River Fort: The water gates guarding Mirror Bay are unusual, as they are more commonly used in true seaports rather than on rivers. They are constructed of steel-bound oak and backed with portcullises of treated iron. They were installed after a failed assault by river pirates who ruined the earlier gates, and have not been challenged since their installation. The River Fort also serves to deter attacks upon the gates. A secure island under the control of the Karameikan Navy, it has a low light tower similar to the Hightower. It has been said that, prior to the establishing of the Karameikan School of Magecraft in Krakatos, the fort was the site of magical experimentation. Now griffons owned by younger members of the Order of the Griffon are stabled here.

Traders' Corridor

One strip of land along the shore is not protected by the city's old tide wall. The major shipping and shipbuilding businesses are located in this Traders' Corridor, as well as several fish markets and numerous piers, warehouses, and merchant-related businesses. Karameikans come here to book passage, send international messages, and send and receive cargo to and from all over the world.

The Nest

In the oldest, narrowest, dirtiest, and poorest section of town, the population is mostly Traladaran. The guardsmen do not venture into the Nest when they can help it; crime is king. When you want to have your characters beset by thieves and robbers, trapped in a labyrinth of indistinguishable streets, entice them here.

Street of Dreams: This is the prophetic and magical center of Mirros; it has the highest concentration of fortunetellers and free-lance magicians. Establishments on this street include *The Eagle's Vision*, *The House of Many Smokes*, and *The House of Alya* (see below).

The House of Alya: Alya, who is secretly *Flameflicker*, the Thief-King, tells fortunes at this shop on the Street of Dreams.

"The Palace": This is not part of the king's holdings; it is the headquarters of the Kingdom of the Thieves. It is generally known that characters can get in touch with the Kingdom by dropping word in this area of the Nest. "The Palace" is supposed to be an underground headquarters filled with lavish decorations and furnishings; this rumor is true. *Flameflicker* does not come here often, but his "princes and princesses" operate out of this HQ.

North End

Many people who work as servants within the city or as seasonal laborers in the surrounding Estate of Marilenev live in the mostly residential North End of town. Many active adventurers also settle here, due to its proximity to the Merchant District, the Foreign Quarter, the docks, and a number of taverns and inns. Among these inns are *Desmond's Dive*, *The Gored Ox*, *the Hart and Harrow*, and *the Black-Heart Lily* (see below).

Black-Heart Lily: One of Mirros's more notorious inns, the Black-Heart Lily is run by *Luthier Sforza* and is often a regular haunt of *Yolanda of Luhr*. The Black-Heart Lily corresponds to the "Typical Large Tavern" map on page 48.

(continued from page 41)

Class 5: Fine of 5,000 × 1d6 gp
OR 1d6 years in jail OR both.

Class 6: Fine of 10,000 × 1d6 gp
OR 5 × 1d6 years in jail OR both
OR death.

Class 7: Death.

Running Criminal Law

The above is an outline; use it as a guide for social repercussions of player character actions. Criminal law is generally only enforced in civilized areas, where the victims are civilized beings as well, and where evidence points toward a particular individual. Magical evidence is used only for more important crimes (Class 4+).

Feel free to alter the severity of the sentence due to circumstances. Repeat offenders should suffer greater punishments. Sadly, in Karameikos, crimes against the wealthy are prosecuted more heavily than those against the poor.

Jail time pulls a character out of game play for that length of game time. Sometimes the court may commute sentences to "special service" benefiting the kingdom and the victims.

Use crime and law as adventure hooks, but only sparingly, either as a control on the players or as the start of an adventure (the player characters are wrongly accused of a serious crime and must clear their good names). Enforcing the law can quickly bog the game down in the mundane. ("So you say you entered the dragon's cave, killed it, and took its gold. That's Breaking and Entering, Murder, and Theft—you're going to swing for this!")

North Market: An open marketplace services the northwest end of town; the North Market resembles the Lesser Merchant District, described earlier.

Old Quarter

The Old Quarter has the same narrow streets and same tightly-packed humanity as the Nest, but crime, while frequent, is not quite as prevalent. In fact, the Nest resembled this neighborhood a great deal about 40 years ago. The population here, again, is mostly Traladaran.

Great Church of Traladara: This massive, low building is the spiritual center of the Church of Traladara. *Patriarch Aleksyev Nikelnevich* lives and works here. The bulk of the building is a large congregation hall, the greatest open hall in the city, and the patriarch preaches to the faithful here.

South End

While similar to the North End, the South End of Mirros features fewer adventurers and businesses catering to them. As a result, it is a little quieter, and long-time adventurers now in retirement sometimes end up here.

Magicians' Guild Hall: The Magicians' Guild of Mirros, an organization that was once the center of magical research in the nation, used to maintain its formal offices here. Since the establishment of the Karameikan School of Magecraft in Krakatos, it has become a much quieter place. A simply decorated tower with an attached barn-sized building, the tower serves as quarters for visiting mages, while the building acts as a school, research library, and general laboratory for the Guild. The guild is more of a quiet gentlemen's club than a dynamic training area.

Stronghold District

Founded on one of the original sites of civilization at Mirros, the Stronghold District dates back to a time when Mirros was divided into smaller, walled encampments. The Stronghold District was and is controlled by the Radu family.

Radu Territory: The Radu family owns several blocks of residences and businesses. The clan has its own home here, and everyone in the neighborhood is either employed by the family or bound to it by debt or blood ties. The family patriarch, *Anton Radu*, may be found in his palatial lair in the eastern end of the district, near the gates.

Church District

Like the Stronghold District, the Church District retains the original walls of Marilenev. However, unlike the Radu district, this region was taken over fully by invading Thyatians, who leveled many of the buildings and erected their own temples. These temples were in turn demolished or converted to the Church of Karameikos with the coming of Stefan. Rumors persist about the existence of underground vaults of the original Traladarans or later, more secret faiths.

Great Church of Karameikos: This towering cathedral serves as the spiritual center of the Church of Karameikos. *Patriarch Olliver Jowett*, *Alfric Oderbry*, and *Magdel* all live and work here.

Hall of the Order of the Griffon: This large church build-

ing with a walled enclosure (to keep down the noise of training) functions as the center and chief training facility of the Order of the Griffon, the military order of the Church of Karameikos.



Situated on the highest point in Mirros, the castle of King Stefan Karameikos I has a commanding view of the surrounding area. This particular scene is a watercolor painted by an artist who

Threshold

Straddling the west bank of the Windrush River and the entire length of Fogor Isle, Threshold is a bustling frontier community. Most of the buildings are made of lumber from nearby forests, with foundations of stone pulled from older ruins.

Despite its population, Threshold is not a tightly-packed, dirty, squalid town (with the exception of Fogor Isle); by Baron Halaran's decree, no house on the west bank may be

built within 50 feet of another, so Threshold is spread over a large area, filled with nice homes usually surrounded by vegetable gardens and livestock pens.

Ruler: *Patriarch Sherlane*, the Baron Halaran. The Patriarch



practices his craft in front of a sidewalk cafe in the streets of Mirros. The artist makes a comfortable living selling his paintings to people visiting the city and looking for a keepsake of their trip.

is a church father in the Church of Karamaikos, and his religious training often influences his decisions.

Population: 5,000.

Laws: The King's Law is enforced, with the following important additions:

- ❖ Within the town limits, no wizard magic may be cast. It is a Class 1 crime for spells that inflict no damage. Mild curses are cast on offenders, increasing in severity with repeat offenses.

- ❖ Only daggers, swords, and staves may be carried within town limits without special permission. Town guards confiscate prohibited weapons, which are kept in the town hall until the owners leave (a receipt is issued to them). Carrying and using nonapproved weapons is a Class 2 crime.

- ❖ Though the wearing of armor is not against the law, town guards repeatedly question those in armor about their business.

- ❖ No family house may be built within 50 feet of another family dwelling. Disobeying this rule is a Class 1 crime, and the offending building must be dismantled.

Walking Tour of Threshold and Its Environs

The other community shown on the poster map is the town of Threshold. Unlike Mirros, the streets here are wide and open, as there is a decree that no two residences shall be constructed within 50 feet of each other. Thus, much of the stench and filth that builds up in more typical cities is absent from Threshold.

Fishermen's Village

A small (population 1,000) fishing village fronts Lake Windrush and is the source of most of the fish in Threshold's markets. Fishermen's Village consists of a collection of wooden structures, some built out over the docks. A number of small boats and barges are kept for further travel upriver.

Weir and Dam

The baron ordered the dam built to keep boats from traveling upriver from Threshold; he sees that as the prerogative of Threshold residents only. Threshold fishermen use the weir—a small screen attached to the dam—to catch fish; they drag it aside whenever logs come downriver from the logging camp north of Lake Windrush.

Fogor Isle

This island was largely built up before the ruler's decree about close housing was passed. It is, therefore, like any other city's tenement district—close-set, squalid buildings, narrow streets, and numerous opportunities for crime. Many businesses flourish here, some legal but many not. The city guard does not venture across the bridges onto Fogor Isle after dark.

The Black Jug Tavern: A favorite "adventurers' hang-out" in the town, the Black Jug turns a blind eye to weapons and magic violations, provided they do not attract the attention of the Watch. *Aleena Halaran*, the baron's niece, has been seen within its common rooms, often wearing a hooded robe to maintain an illusion of secrecy, to meet with adventurers.

The Crossed Swords: This former "adventurers' hang-out" on Fogor Isle was closed years ago after a virulent disease killed its staff and many of its patrons. Its doors and windows are boarded over, but rumors swirl that criminal organizations still use the building as a meeting place.

The Mainland

The Mainland, or the "Main," is the newer part of Threshold, and, as such, its residents obey the baron's decrees. The Main itself is divided by the Old Town Wall, which now has been riddled by so many gates and openings that it serves more as a point of interest than a reasonable defense. The Old Town Wall area harbors most of the legitimate businesses, while personal dwellings and estates lie between it and the new wall.

Town Hall: Situated in the center of town, this large building serves many purposes. Here, officials hold town meetings, secure confiscated weapons, issue public declarations, conduct trials, and hold entertainments.

Threshold Temple, Church of Karameikos: This tall cathedral, topped by sky-arching spires in the Thyatian style, is the patriarch's domain. He oversees a contingent of 20 lesser priests (the bulk of them 1st–3rd levels) and sees to the spiritual needs of his flock. There is no Temple of Traladara in Threshold, but a number of small shrines are maintained by lone priests.

Cardia's Carpet Service: Cardia is a retired adventurer (8th-level rogue) who has put one of her treasures to good use—a *carpet of flying*. The carpet is 6 feet by 9 feet, has a movement rate of 24, and can carry three people in addition to Cardia. The carpet service regularly makes runs to Mirros and other towns in Karameikos. Cardia charges 100 gold royals per person, though she may be persuaded to fly to other locations within Karameikos (or to other cities beyond its borders) for additional inducements. She is often away, ferrying customers.

The Hook and Hatchet: Pressed flat up against the Old Town Wall is the tavern called the Hook and Hatchet, known throughout Threshold as the favorite watering hole of the town guard.

Loggers' Camp

An encampment of loggers operates in the nearby woods; about 1,000 loggers live here. This camp has its own wood mill, replacing the Old Mill (see below).

Old Mill

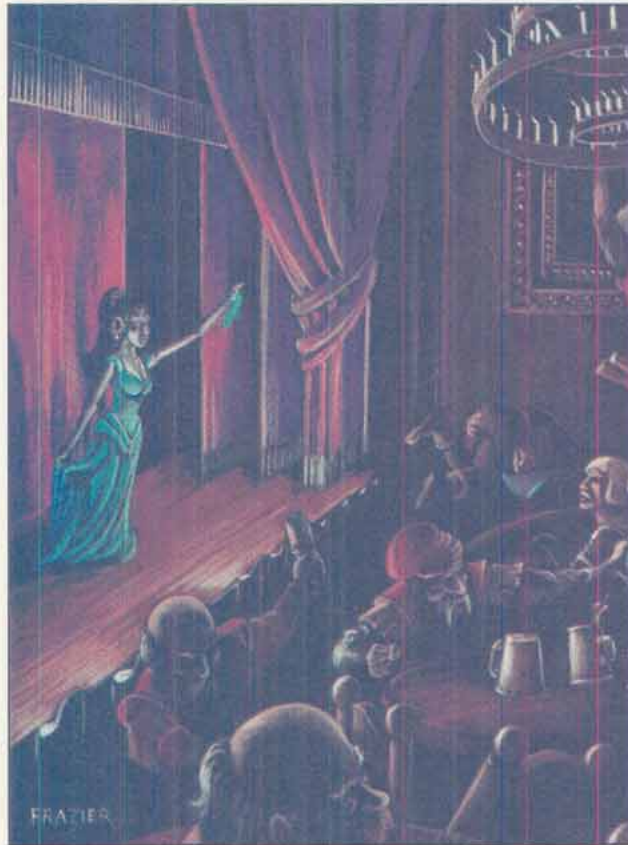
The Old Mill was destroyed by fire 25 years ago, but the blackened ruins still sit on the north end of Fogor Isle, having never been knocked down. Numerous giant insects make their home here from time to time and must be cleaned out periodically by either adventurers (when they are available) or the city guard.

Ruins

The ruins of some ancient town lie on the west shore of the lake, north of Threshold. Stone walls still stand in places, and pieces of rubble dot the landscape. Some hard-to-find openings to buried catacombs still remain open. This used to be a Hutaakan village centuries ago; no one in Threshold could identify it as being nonhuman work, however. What is not known to many within Threshold is that the town itself is built upon similar ruins.

Tarnskeep

This is Baron Halaran's castle—a small, sturdy fortress with a single curtain wall, four towers, and a large manor house. The manor has a dungeon beneath it—a real dungeon where prisoners are kept, not a haven for monsters. In a secret lower level of the dungeon, the baron operates a royal mint that issues cronas made from silver brought upriver once a month by the Elvenguard. No one knows about the mint except the baron, his niece Aleena, the coinsmith, and certain members of the Elvenguard. *Baron von Hendriks* suspects its existence, for all the good it does him.



The taverns of Mirros are renowned for their entertainment, both on and off the stage. At the Black-Heart Lily, a benefit performance by Yolanda of Luln is interrupted by a Thyatian and a Traladaran having a slight disagreement.

Dmitrov

East of the Barony of Vorloi, at the end of a wide peninsula jutting out into the Sea of Dread, lies the town of Dimitrov. It is primarily a fishing community, with a mostly Traladaran population. The area is not often plagued by wandering monsters, so the community is unwallled—in case of trouble, the populace retreats to the fortified manor of the local lord. Dimitrov is a nice place to grow up, but seldom an exciting place to visit.

Ruler: Lord Lev Dromilov. Dromilov is a 6th-level fighter, age 38, with black hair and brown eyes. His estate is small, but he rules it well; he gets along amicably with Baron Vorloi, whose lands border his.

Population: 6,500.

Laws: None in addition to the King's Law.

Fort Doom

The westernmost of the towns of Karameikos, Fort Doom lies within smelling distance of the Blight Swamp and serves as the seat of government for the Barony of Halag (formerly the Black Eagle Barony). It is a cold, unpleasant, dreary area, only recently recovering from decades of mismanagement. The natives remain suspicious of outsiders, and a newly built wooden palisade rings the community.

Ruler: Milo Korrigan is castellan of the town in lieu of an appointed ruler. Fort Doom is best known for its former ruler, Baron Ludwig von Hendriks.

Population: 10,000.

Laws: The King's Law has been in force since the removal of Baron Hendriks. Previously, the law of Fort Doom could be summed up as "Obey the baron or die." Under the light-handed rulership of Castellan Korrigan, unfortunately, it has now become "Whatever you can get away with."

Highforge

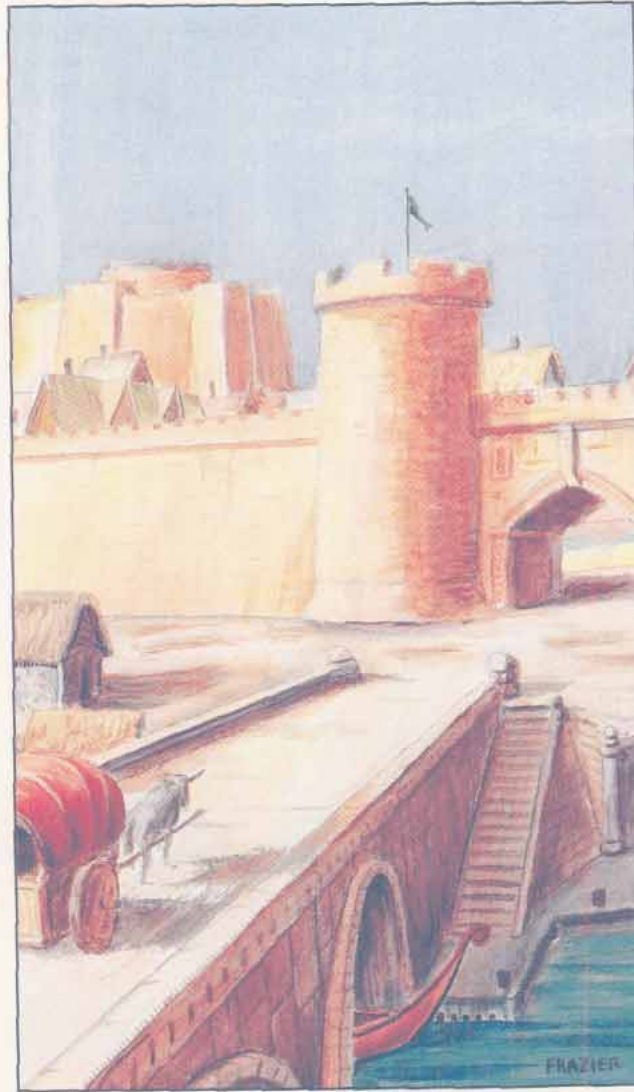
A large gnome and dwarf community, Highforge is nestled in the Wulfwolde Hills. There are a number of exterior stone buildings in the community, but the bulk of the settlement lies below ground level. Quarries and shafts dot the region surrounding Highforge, and numerous "secret entrances" lead to the settlement.

Ruler: Dorfus Hilltopper, gnome-king of Highforge. Dorfus is a typical gnome, though he isn't too fond of humans; while not impolite, he avoids dealing with them whenever possible.

Population: 6,500 gnomes and 1,000 dwarves.

Laws: Within Highforge, the gnomes and dwarves ignore the King's Law and live by gnome and dwarven custom; they settle their own disputes, try their own criminals, and do not report law breaking to the human officials. Additionally, they do not pay taxes to the humans except when selling goods to them.

Humans who commit crimes in Highforge are tried under dwarven custom. The DM may treat this as King's Law for determining severity of sentence, but bump the class of crime up one class for humans breaking the law. Ignorance is no excuse in this area as many "formerly ignorant" prisoners can attest.



Kelvin

Located near the juncture of the Hillfollow and Highreach Rivers, the large, walled city of Kelvin was built by Thyatian settlers on the ruins of older Traladaran settlements. The King's Road crosses the Hillfollow here across the Kelvin Bridge, and the Windrush Road joins it at the western side. Stone walls surround Kelvin, and a large wooden palisade on the eastern side protects caravans stopping for the evening.

Ruler: Baron Desmond Kelvin II.

Population: 20,000.

Laws: The King's Law, plus no wizard magic may be cast within the city walls. Violation of this law is a Class 3 offense (or worse, if it results in a greater crime).

Krakatos

Located just up the King's Road from Mirros, Krakatos is a new town constructed on the ruins of a much more ancient one. King Stefan established the Karameikan School of Magecraft here. The college has attracted many other businesses, and the place is booming.

Ruler: None (there is a motion to appoint a townmaster).

Population: 2,000.

Laws: None in addition to the King's Law.

Luln

This farming town is located on the main road to Fort Doom. It is founded on rich soil near a forest teeming with wildlife. With the overthrow of the Black Eagle Baron, it has turned into a good place to live.

Ruler: *Mistress Sascia.*

Population: 5,000.

Laws: None in addition to the King's Law.

Marilenev

This farming village serves the Estate of Marilenev, and here sits Castle Marilenev, a Gothic monstrosity of depressing walls and crumbling towers. Though she cannot afford its upkeep, Lady Magda stubbornly continues to make her home in the castle out of tradition.

Ruler: *Lady Magda Marilenev.*

Population: 900.

Laws: None in addition to the King's Law. Actually, if the crimes are committed against Thyatians or Traladarans who side (in Lady Magda's opinion) with King Stefan, there isn't that much of the king's justice around here, either.

Penhaligon

A fortified town halfway between Kelvin and the border pass leading to Selenica, Penhaligon was founded 30 years

ago by Lord Arturus Penhaligon, a friend of King Stefan's. Arturus's daughter, *Lady Arteris*, was confirmed in her father's title upon his death four years ago and now rules. Penhaligon acts as a way station for travelers coming to and from Selenica. It suffers its share of nonhuman attacks, but trade and travel revenues are brisk.

Ruler: *Lady Arteris Penhaligon.*

Population: 3,750.

Laws: None in addition to the King's Law.

Rifllian

Humans come to Rifllian to trade raw materials and good horses to the Callarii elves for supplies, equipment, and items of elven craftsmanship. Humans feel most comfortable in the Silver Swan Inn, which is run (chiefly for human visitors) by Stubbs Plattermann, a halfling (1st-level rogue).

Ruler: *Prestelle (Chief Trader).*

Population: 2,000, chiefly Callarii elves.

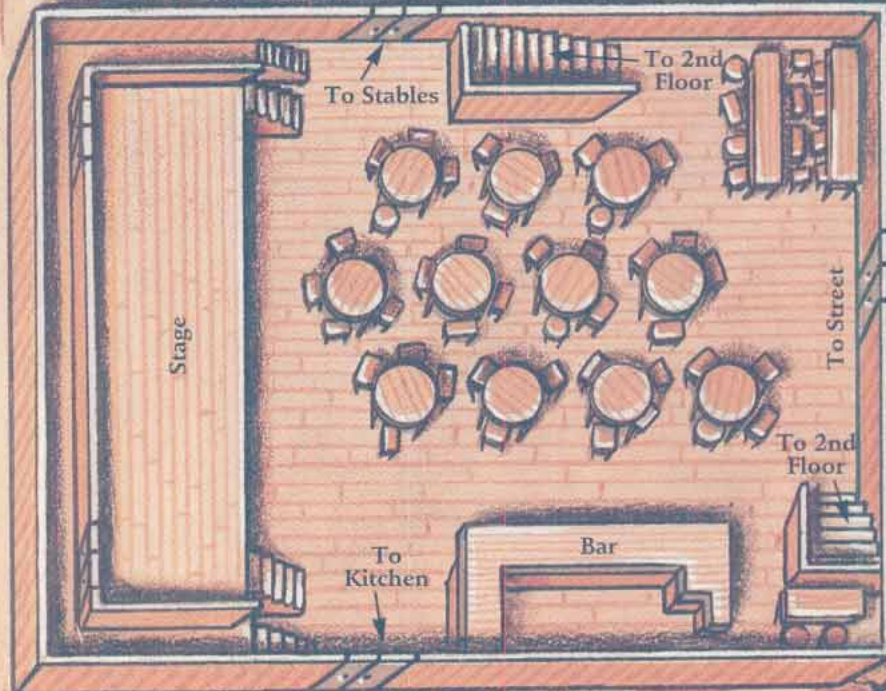
Laws: When dealing with visitors, the Callarii follow the King's Law, but in their own affairs follow elven custom.

Rugalov

The small village of Rugalov gains some of its revenue from fishing, but most of it comes from trading with folk traveling between Karameikos and Thyatis. It also provides services to the garrison stationed at Rugalov Keep. This village

TYPICAL LARGE TAVERN (GROUND FLOOR)

This diagram shows the general arrangement of a large tavern, such as the Black Heart Lily in Mirros. The common room is a single great hall occupying two of the three stories of the building. The owner of the bar usually takes the main shift as barkeep to keep an eye on the business, while relatives, employees, and guests with bad debts serve in the kitchen, stables, and at the bar. Strong individuals (often high-level adventurers who are paid in food and lodging) typically serve as bouncers. In very rare cases this might instead be a monster such as an ogre or invisible stalker.



has been in existence for only 40 years.

Ruler: Lord Vlad Lutescu.

Population: 650.

Laws: None in addition to the King's Law.

Sulescu

A quiet village located on steep bluffs above a turbulent sea on the Karamaikan coast, Sulescu sits far removed from the hustle and bustle of greater towns and cities. Its natives have turned inward, away from national politics and troubles.

Ruler: Lord Zemiros Sulescu, the latest in a long line of Sulescus named after the first.

Population: 950.

Laws: None in addition to the King's Law. However, there seems to be some sort of voluntary curfew in effect— at dusk, the welcome mats are rolled up, and people not back at the inn are shut out until dawn.

Vandevicsny

A community of farmers and woodcutters, Vandevicsny stands near the forests and wilds of the southern coast. Most of the natives are Traladaran. If trouble ever comes along, the villagers would retreat into the lord's manor.

Ruler: Lord Gustav Vandevic.

Population: 100 in the village, and 800 in the surrounding

forests and coastlands.

Laws: Vandevicsny has a curious custom, the origin of which is lost in history: Every household *must* keep a garland of garlic bulbs over the door and a holy symbol over each bed.

Verge

Situated at the foot of the Black Peak Mountains, Verge is sometimes used as a jumping-off point for adventurers bound for Threshold. It has been plagued by goblin and gnoll attacks for the past 20 years, and twice it has been burned to the ground. A new wall is being built around the village, but construction is going slowly.

Ruler: Sir Retameron and Lady Halia Antonic.

Population: 500.

Laws: None in addition to the King's Law.

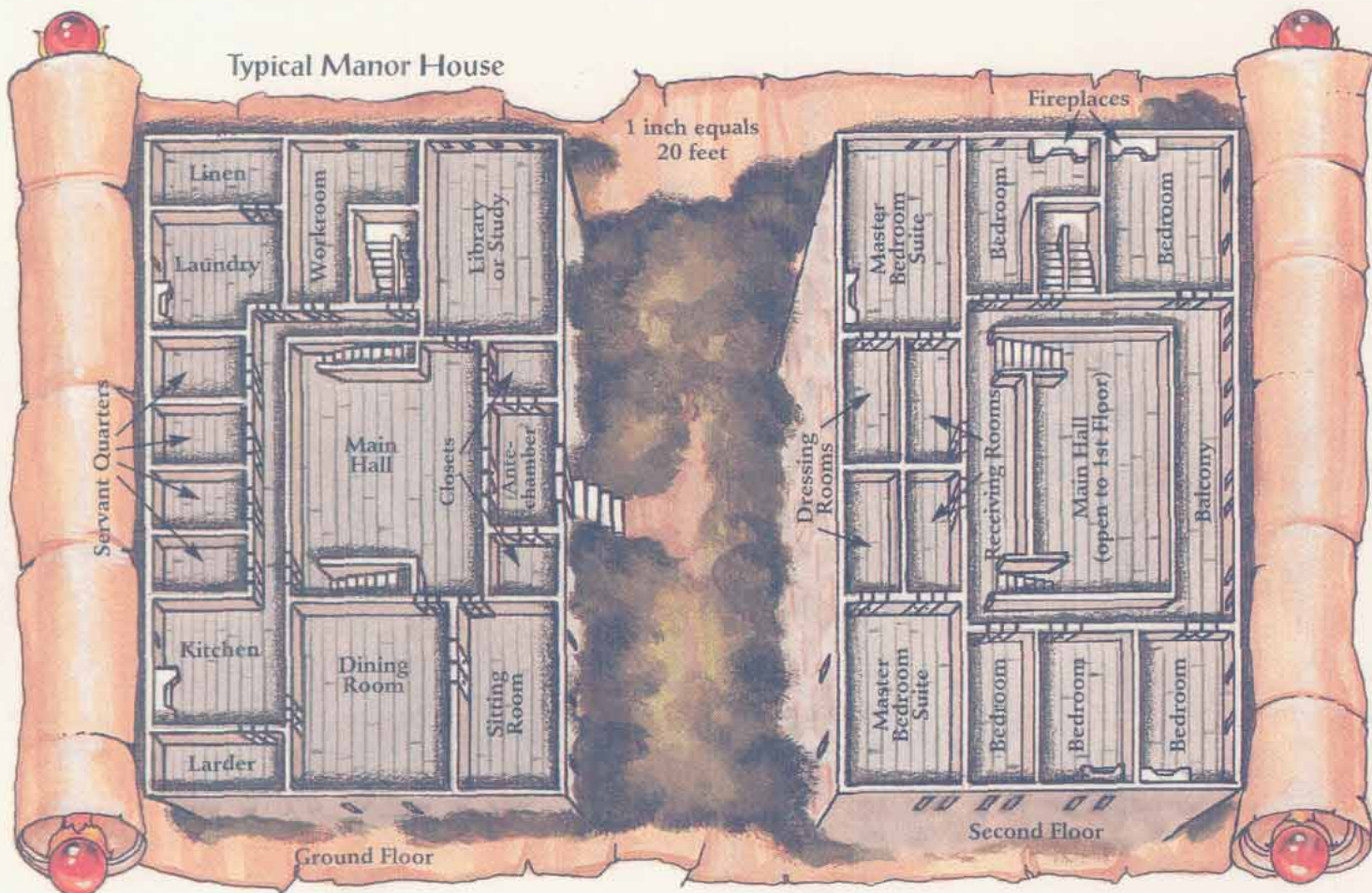
Vorloi

This friendly, peaceful community is the family seat of the Vorlois. A trade town, Vorloi has its own small harbor, which the family uses mainly for their export activities, as merchants bring goods into Karamaikos at Mirros. The town of Vorloi has a low stone wall around its perimeter.

Ruler: Baron Philip Vorloi.

Population: 7,500.

Laws: None in addition to the King's Law.



Chapter V:

Personalities

Many of the other chapters in this *Explorer's Guide* mention in passing the personalities of Karameikos: rulers (local and national), visitors from other nations, local heroes, and nefarious villains. Now it is time to meet them all. This chapter puts a little more flesh on these individuals and gives the DM a cast to interact with the players' own characters.


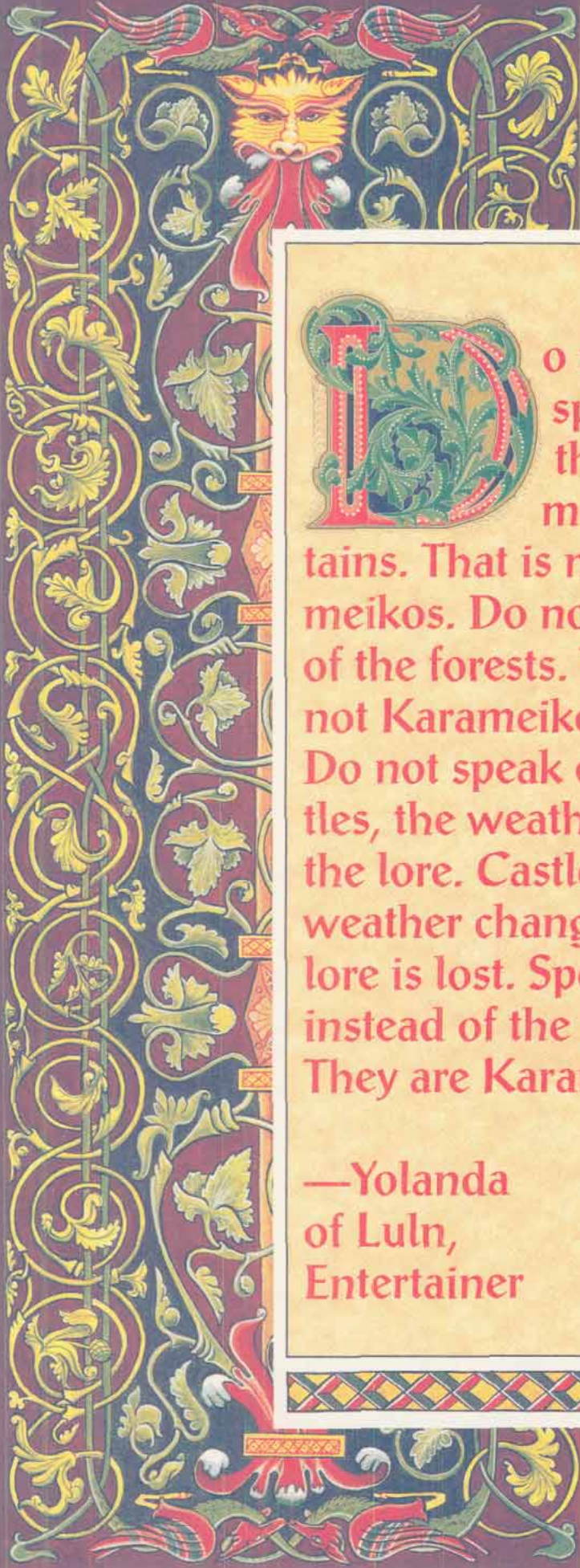
Many of the people here are the cream of the crop, the barons, lords, ladies, and of course the royal family. While low-level characters likely will not meet these people right away, they are an important part of the Karameikos campaign. Knowing that His Majesty King Stefan has a hard time understanding the nature of evil under his very nose helps to explain his actions concerning his cousin, the former Black Eagle Baron. Many of these people are patrons, sponsors, or serve as powerful beings who can help PCs in their adventures and even rescue them.

Regardless of their power levels (which in most cases are far above those of the PCs at the start), these NPCs should not overshadow the heroes. Most have their own goals and responsibilities, which keep them clear of most adventuring areas and make them powerful only in a few arenas. When using them in game play, keep in mind that the player characters should be the stars.

There is a very good chance that some of these individuals will die in the course of play (particularly the evil ones), sometimes as a result of the adventure you are running, sometimes at the hands of the player characters. This is fine, since it helps individualize the campaign. Remember that the death of an important person may have its own ramifications, whether it is a contested succession to the crown, a holy war, or something as simple as the individual's allies seeking vengeance.

Each of the characters is presented in a standard format for ease of use. It is not necessary to start at one end of this massive chapter and bull your way through. Just browse at first and discover which characters are involved in what areas.

Later, you can go back and read more carefully the entries for the ones you need to know more about. Each character description is recorded as follows:



Do not speak of the mountains. That is not Karameikos. Do not speak of the forests. That is not Karameikos either. Do not speak of castles, the weather, or the lore. Castles decay, weather changes, and lore is lost. Speak instead of the people. They are Karameikos.

—Yolanda
of Luln,
Entertainer



Personality: A brief summary of the individual's personality, including any quirks. This section is intended to help the DM portray the character and interact with the PCs. Is the individual haughty or modest? Friendly or snarling? Proud or timid? Keep this section in mind when playing the particular character.

What He or She Says: This is something the individual has said and can be used as a tag line in revealing that person's nature.

What Others Say: This is a quote by some other member of Karameikan society that reflects how that individual is viewed by others.

Using the Character: This section discusses the way the NPC can fit into the campaign setting as a base for adventures and in associating with the player characters.

Combat: Different characters fight with their own styles and strategies, and this section indicates how the individual performs in battle—wading into the thick of things or standing aloof and letting others do the fighting.

The Royal Family of Karameikos

The royal family of Karameikos, known as Clan Karameikos by Traladarans and the Royals by Thyatians, are the immediate family of the king, including his wife, three children, a son-in-law, two grandchildren, and two cousins. With the exception of the Black Eagle Baron (now exiled), they are a fairly trustworthy and unified group, and while they may squabble, plot, and counterplot, they're positively unified (compared to most monarchies).

The king and his family should be presented to new players as superior individuals of awe-inspiring importance, far beyond the reach of their characters (at least initially). Presentment to the king or one of his relatives is an important event. The nature of the various members of the family (Olivia's information network, Adriana's independence, Valen's impulsiveness) may prove springboards for future adventures.

King Stefan Karameikos

The history of the king is tightly intertwined with the recent history of the land that bears his name, and it is recounted in **Chapter II: History**. He was named after a now-dead uncle, and had he retained his connection with Thyatis, he would be known as Grand Duke Stefan III; as the first ruler of a new nation, he has dropped the numeric designation.

His vital information is as follows: Born A.C. 948; A.C. 970, assumes rulership of the grand duchy; A.C. 979, marries Lady (now Queen) Olivia Prothemian; A.C. 1006, declares the Kingdom of Karameikos an independent entity. He and Queen Olivia have three children: Adriana (born 980), Justin (born 982), and Valen (born 986).

Personality: The king shows more than faint emotion only to members of his family and his closest friends. His speech is gruff and his opinions candid and uncompromising. His judgments in trials are no gems of legal precedent, but are fair and even-handed. He appeals to his people as a stern, fair ruler.

Unfortunately, his majesty is baffled by raw evil, which he neither understands nor knows how to handle. For example, he procrastinated in the matter of his cousin Ludwig von Hendriks, who pillaged the Black Eagle Barony while the king stood aside, irrationally hoping it was just a passing phase. In general, when trying to outmaneuver someone whose motivations stem from pure evil or madness, the king is at a disadvantage because his insights into their goals and motivations are faulty.

What He Says: "There are no Thyatians here. There are no Traladarans. There are only citizens of Karameikos" (from his pronouncement to rename Mirros).

What the Numbers Mean

Following each entry is a section containing game statistics for play. Here's how a typical entry will appear (definitions for abbreviated terms follow):

Name (level and class): THAC0 #; #AT #; Dmg #; AC 3; hp #; MV #; ML #; AL —.

Attributes.

Languages: —.

Proficiencies: —.

Equipment: —.

Thieving abilities: —.

Spellbook: —.

Favored spells: —.

Name: Self-explanatory.

Level and class: Multi-class characters (such as an elf fighter/mage) mention all classes.

THAC0: "To Hit Armor Class 0."

This is an unmodified number, as there are a wide variety of variables in combat. Strength, Dexterity, and weapon bonuses are *not* included in this value and should be added by the DM.

#AT: The number of attacks the character can make in one round. More powerful fighters may be able to attack multiple times. The common type of weapon used is mentioned here as well.

Dmg: Damage the individual normally inflicts. Characters may use other weapons (and, hence, inflict other damage ranges) than that listed here; these are only the common ones.

AC: Armor Class. This value includes all standard modifications for type, magic, and Dexterity bonuses. In play there may be further modifications according to situation.

hp: Hit point totals.

MV: Movement rate.

ML: Morale rating.

AL: Alignment. This is used as a guide to a character's actions, but it doesn't necessarily exclude all types of behavior. Good characters *tend* to be helpful, lawful ones *tend* to keep their word, evil ones *tend* to do harm,

(continued on page 52)

(continued from page 51)

etc., but the particular situation at hand may influence them to perform acts that aren't normally considered consistent with their alignments.

Attributes: These are the ability scores of the characters—Strength (Str), Intelligence (Int), Wisdom (Wis), Dexterity (Dex), Constitution (Con), Charisma (Cha).

Languages: These are the languages that the individual is known to speak. They may speak or understand more than these, but these are the ones that are known. Dialects are mentioned parenthetically. Most languages identify a race or nation.

Proficiencies: These are fully described in the *Player's Handbook* (see "Nonweapon Proficiencies").

Equipment: Generally this lists any known magical items the character has. At the DM's option, he or she may have more items than these, according to situation.

Thieving abilities: This section appears only for rogue characters, and represents abilities to pick pockets (PP), open locks (OL), find and remove traps (F/RT), hide in shadows (HS), detect noise (DN), climb walls (CW) and read languages (RL).

Spellbook: This entry is for wizard characters. Spells the individual is most likely to have memorized on any given day are marked with asterisks (*).

Favored spells: This entry is for priest characters and is similar to the "Spellbook" entry. Since a priest's spells are granted by the gods, they may carry a large variety of them. However, the spells listed are those they normally carry.

What Others Say: "He wouldn't recognize evil if it dressed in black robes, clutched a blood-stained dagger, and jumped onto his bed shouting, 'I am darkness personified!' A significant character flaw, even for a human" (Jenkin Flintfoot, Ambassador of the Five Shires, in a private communication to his government).

Appearance: King Stefan Karameikos is of late middle age. He is of average height (5' 10" tall) but burly. His fiery red hair, beard, and mustache are flecked with gray, and his eyes are sea-blue. Unlike many rulers with extensive military backgrounds, the king is perfectly at home in any manner of dress, so he dresses to suit each occasion. In court he bedecks himself in costly robes, when hunting he wears simple riding gear, and going to war he prefers battered armor of solid and dependable construction.

Using Stefan: Stefan's shadow (and those of all the royal family, for that matter) is long in Karameikos, and while the player characters should be quite aware of his influence, they are not likely to encounter him until they attain higher levels.

For low-level adventures the king will be a fabulous creature the characters have heard of but never met. He is regarded by his people as intelligent and wise, if often "wrong-headed and in error." Regardless of their heritage, the Karameikan people have adopted their royal family, and Stefan expects his wife and children to live up to the respect they have been given.

In early mid-level adventures, characters may find themselves meeting him at the court in a social environment. They may be asked by his underlings to go on adventures that help the king, or they may stumble across plots that would harm him. By the time the characters have gained reputations for themselves, they may have helped Stefan on numerous occasions; depending upon the circumstances, you may wish to have him grant them titles and land grants as they assume notoriety (9th level or higher).

Note that while King Stefan is a good-aligned individual, not all of his decisions and actions are good for the players. He does have a strong sense of tradition, responsibility, and duty to his noble heritage, and he is often seen as stiff-necked by those demanding immediate change (those demanding a representational democracy, for example, would find their cries falling upon deaf ears).

Combat: It is extremely unlikely that the PCs will encounter the king of Karameikos in a combat situation. ("You open the door and find a 10-foot-by-10-foot room with a chest of gold and the king of Karameikos—roll for surprise.") However, there might be situations where knowing his relative abilities may be important. The king is given two sets of stats for certain abilities—one for the court (in regular civilian life) and one for war (when combat is expected).

Stefan Karameikos (15th-level fighter): THAC0 6; #AT 5/2; Dmg 1d8+3 (*long sword* +2 and Strength bonus); AC 5 (in the court: leather armor under clothes, *ring of protection* +1, Dexterity bonus) or -3 (at war: plate mail armor, *shield* +2, *ring of protection* +1, Dexterity bonus); hp 80; MV 12; ML fanatic (17); AL LG.

Str 16, Dex 16, Con 14, Int 13, Wis 15, Cha 17.

Languages: Thyatian, Traladaran.

Proficiencies: Etiquette, heraldry, local history, riding (land-based), seamanship, tracking.

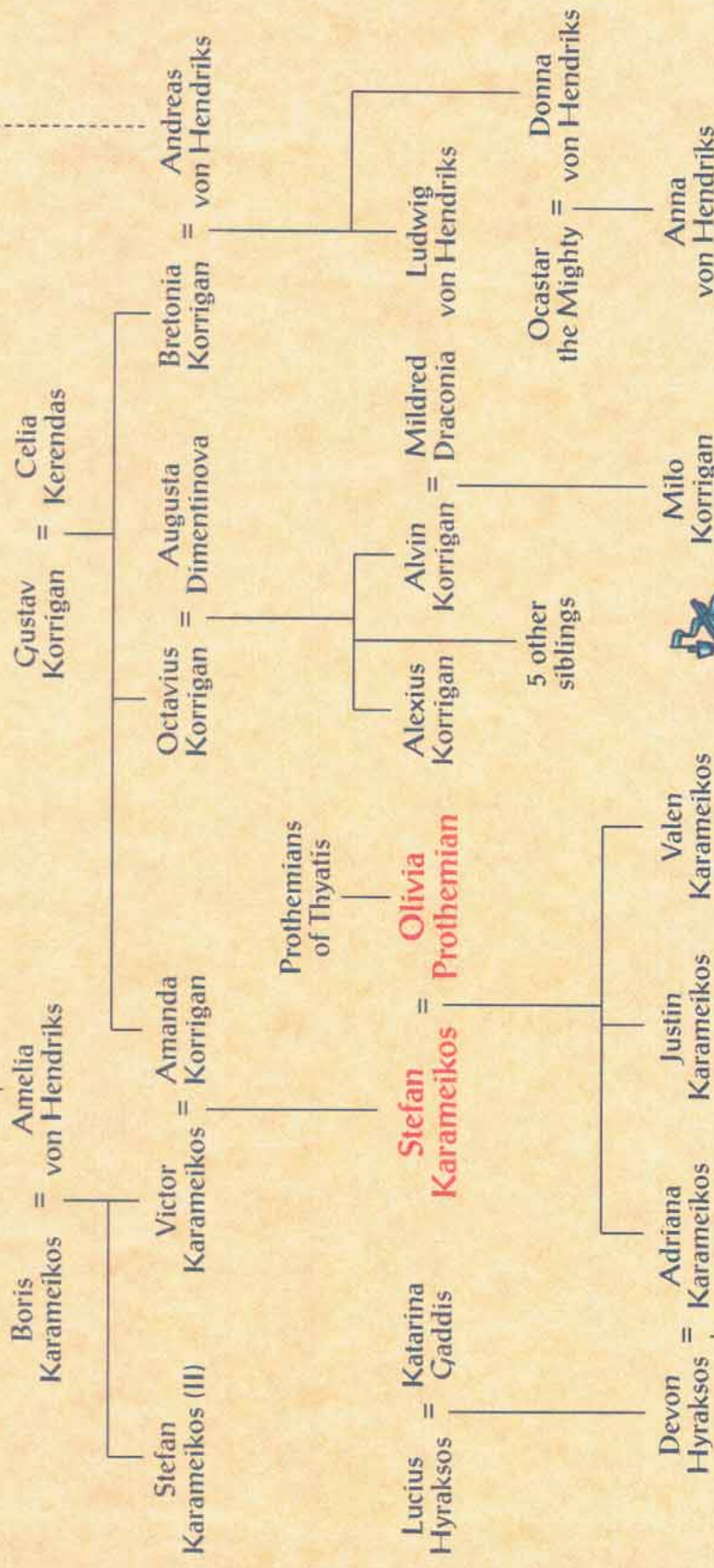
Equipment: *Shield* +2, *ring of protection* +1, *long sword* +2.

Queen Olivia Karameikos

Olivia Prothemian was born in A.C. 959, first daughter of a wealthy Thyatian family and a distant cousin of the emperor of Thyatis. She was routinely engaged to Duke Stefan when she was 11 (arranged as an alliance between



Von Hendriks of Hattias



The Royal Family of Karameikos



This royal portrait of the Karamaikos family was painted in 1006, shortly before the wedding of Princess Adriana and

Devon Hyraksos. From left to right are Adriana, Queen Olivia, Prince Valen, King Stefan, and Prince Justin.

the Karameikos and Prothemian families), but immediately afterward the duke traded his lands to the emperor and sailed off. The Prothemian family disapproved of Stefan's actions and, in 973, allowed Olivia the option of breaking the engagement. She chose to let it stand, waiting to see if the duke was a man capable of forging a nation or simply a lunatic boy with big dreams. By A.C. 979, Olivia was satisfied that Stefan was a worthy mate, and she married him.

Personality: The court of Mirros regards Queen Olivia as "the perfect gracious hostess," and that is the personality she wears for outsiders: perfect manners and unshakable composure. In reality she's a natural-born ruler who has never wanted to do anything but govern. Though it may not seem so to her court, she wields power equal to that of her husband. By acting as the center of Mirros's social life—arranging balls and dinners, entertaining foreign dignitaries and Karameikan nobles, listening to, analyzing, and filing away every scrap of rumor she hears—she remains at the center of a vast intelligence network. When she hears of some event that needs to be acted upon, she sends word to her husband or to a pertinent court official . . . or she resolves the situation herself by applying subtle pressures through her information network. Though her marriage was one of convenience, she has affection and respect for her husband, and has reared their children to become able and independent people.

What She Says: "I was officially unaware of that. Thank you for informing me" (a common response to news, regardless of the nature).

What Others Say: "Charming, beautiful, and gracious. Remind me never to cross her" (Lord Cornel Osteric, Ambassador of Thyatis).

Appearance: Queen Olivia is a slender, graceful woman of 53. She is 5' 4" tall and weighs 105 pounds, with dark brown hair and icy blue eyes. With her patrician beauty and artificially gracious manner, she often seems a classical Thyatian statue come to life.

Using Olivia: The characters may never interact with the queen on any level other than a social one, but as their adventures grow in number and their names become more famous, she will become aware of them. In convenient circumstances, she may have her subordinates hire the characters to perform secret missions for her: spying on dignitaries or landowners, pressuring rebellious subjects to obey their rulers, etc. One of her agents is Emilio the Thespian.

Olivia's hand may be present in the doings of higher-level adventurers, but it's never obvious—a hand-delivered message, a meeting with a low-level courtier, a careful word in the ear, an anonymous warning. Olivia's agents use agents themselves, so one might track a rumor back to the palace, but proving Olivia's involvement is another matter entirely.

One matter on which Olivia and her husband disagree has been the question of succession. King Stefan has declared his eldest daughter his heir, while Olivia strongly prefers their youngest son, Valen. She continues to dote on her youngest child, and relationships with Adriana have been cool if not completely chilled.

Combat: Olivia is of the rogue class, but is more the information-gatherer than the common thief. As a result, she has

invested her additional thieving abilities in areas useful in controlling her information network. Olivia only very rarely becomes directly involved in any combat; most of her fighting is undertaken by a number (generally four) of personal bodyguards (4th-level warriors with plate mail, shields, and long swords).

Olivia's thieving abilities are directed more in the area of keeping tabs on others than in personal enrichment. As a result, she has high scores in such areas as hiding in shadows, detecting noises, and reading languages, and only the most basic numbers in picking pockets and finding and removing traps.

Olivia's network consists of courtiers and low-level nobles rather than the standard band of scoundrels and scalawags that are attracted to a high-level thief. Such agents are also of the rogue class and can be generated using **Table 31** on page 41 of the *Player's Handbook* (Thief's Followers). An agent of this type might be the first contact an individual has with Olivia's wiles.

Olivia Karameikos (12th-level thief): THAC0 15; #AT 1; Dmg 1d4 (hairpin or concealed court dagger); AC 5 (*ring of protection* +3, Dexterity bonus); hp 40; MV 12; ML fanatic (18); AL N.

Str 7, Dex 16, Con 9, Int 16, Wis 13, Cha 14.

Languages: Thyatian, Traladaran, elvish (Callarii dialect).

Proficiencies: Appraising, dancing, disguise, etiquette, forgery, heraldry, local history, reading lips.

Equipment: *Dagger +1* (a slim, finely balanced blade with an ornate hilt made of carved unicorn horn—Olivia keeps it on her person as a family heirloom and letter opener, but can use it in a fight), *ring of protection* +3.

Thieving Abilities: PP 20%; OL 90%; F/RT 5%; HS 90%; DN 80%; CW 70%; RL 90%.

Princess Adriana Karameikos-Hyraksos

Born in A.C. 980, Lady Adriana was raised by her mother to be another Thyatian duchess. However, her temperament was more like her father's and she constantly rebelled against her precise schooling in rulership and ladylike attributes. When her brother Justin was sheared, Adriana insisted that she, too, be sheared. Over the strong objections of Olivia (who wanted Adriana to stay home and become engaged to the young Baron Kelvin), Stefan reluctantly permitted this. Under an assumed identity, Adriana spent three years leading the rough life of a town guardsman in the city of Kerendas in Thyatis. She returned to Mirros to an approving father and a distinctly sullen mother, and the latter relationship has never fully recovered. Princess Adriana further irritated her mother by rejecting the young baron's suit and instead marrying Devon Hyraksos, the son of the late Minister of War and a childhood friend. The pair have two children: Lucien (b. 1007) and Argent (b. 1009).

Relations between mother and daughter have been even chillier since Stefan declared Adriana his heir and the next Queen of Karameikos. Olivia had pressed for Stefan to choose their youngest child, Valen, but Stefan chose the elder

Time Line of Karameikos

Karameikos is part of a larger world, a world of lost empires and crusading armies, of sweeping change and great mysteries. This timeline serves in part to integrate the information of the official histories into this longer skein. There are hints of greater things beyond the borders of Karameikos here—this is intended, so feel free to take advantage of any “lost empires” and information presented in creating adventures.

All dates are given in the Thyatian calendar, which is the (generally) universally accepted calendar of the Known World. Thyatian years date from the crowning of the first Thyatian emperor slightly over 1,000 years ago. Dates before that time are considered B.C. (Before Crowning or Before Coronation) and those after that date A.C. (After Crowning or After Coronation). A *c.* before the date stands for *circa*, meaning “about this time”; it discusses major trends and long-time empires.

c. B.C. 5000: Oldest known civilization appears on Mystara—great elven empires in the distant south.

c. B.C. 4000: Oldest known human civilization appears—the Oltecs far to the east.

c. B.C. 3000: Rise of Blackmoor civilization to far north. Blackmoor wizards use highly advanced science beyond the capability of modern Mystarans. The area that will become Karameikos is gripped in an ice age.

c. B.C. 2900: Gnomes claim their race was created by the Immortal Garal Glitterloade.

c. B.C. 2000: Great Cataclysm, also known as the Rain of Fire. Major planetary disaster brought about by Blackmoor magical technology destroys Blackmoor and alters planetary climate. Oltecs and great southern elven civilizations destroyed. Elves migrate north. The Broken Lands are created at this time.

child, who had already had a son. Adriana is suspicious of her mother's plots, and is always seeking to learn of and occasionally foil them.

Personality: Lady Adriana was rebellious in her youth, often fighting with her mother or running away from her lessons to go riding and hunting. Now that she's lived on her own for a time, her rebelliousness has turned into a more quiet and mature independence. She still prefers outdoor life, and likes her father's approach to politics: Find the right people for the job and have them do it.

Adriana has excluded her mother from most of her personal life, particularly the raising of Lucien and Argent. She is aware and often suspicious of Olivia's machinations, and she often seeks to overturn them, just to show her mother that she is not as all-seeing and all-knowing as she portrays herself. Of course, neither woman will act to endanger Stefan or the nation, but they do engage in their own partisan infighting.

Adriana is devoted to her husband and children, and with them she plans for the day when they will rule Karameikos and continue the dream of her father. To that end she spares no effort in the education and training of the third generation of Karameikan royalty, building sound minds and bodies.

What She Says: “I'm afraid national politics is like a large, squabbling family.”

What Others Say: “And vice versa, in the case of Karameikos” (Dona Marianita of Glantri).

Appearance: Adriana is of average height (5' 5" tall) and weighs 120 pounds. Her hair is a coppery red, her eyes brown, and her complexion fair and speckled with a great number of freckles. Like her father, she dresses to suit the occasion. Adriana looks equally at ease in a ballroom gown or in forester's gear.

Using Adriana: Princess Adriana has blossomed into a strong-willed, independent woman who sees herself as the protector of Karameikos's future. Her reactions are more like her father's than her mother's—she is often direct, even blunt, in her manners. Her years as an adventurer have made her aware of the division that still lies between Thyatian and Traladaran-born Karameikans, and she works to be popular with all of her future subjects.

Two things will currently bring Adriana into the lives of the player characters: One is a threat to her children, and the other is the machinations of her mother. She is attempting to assemble her own network of trusted agents and informants, for no other reason than to keep track of what her mother knows. She lacks her mother's subtle touch, and it is often her husband Devon who acts on her behalf.

Combat: Adriana is extremely athletic and has retained her combat edge, but has little need to use her fighting ability on a day-to-day basis. When traveling she is normally accompanied by a pair of bodyguards (4th-level warriors in plate mail and shield with long swords). As part of her role as future queen of the realm, she is well versed in the current military situation and often conducts inspection tours of the various keeps in the name of her father.

Adriana Hyraksos (10th-level fighter): THAC0 11; #AT 1; Dmg 1d8+1 (broad sword, Strength bonus); AC 6 (in the court: leather, Dexterity bonus) or 0 (at war: plate mail, shield, Dexterity bonus); hp 48; MV 12; ML fanatic (18); AL LG.

Str 13, Dex 16, Con 11, Int 11, Wis 14, Cha 13.

Languages: Thyatian, Traladaran.

Proficiencies: Etiquette, local history, riding (land-based), tracking.

(continued on page 57)

Lord Devon Hyraksos: Prince Consort of Karameikos

Born in A.C. 977, Devon is the only child of the late Admiral Lucius Hyraksos and his wife Katarina. As a young man, Devon grew up both in the king's court and in the royal navy, and he showed a flair in both arenas. During this time he adventured with Adriana Karameikos, who had recently been sheared and was traveling incognito. To this day Devon maintains that he was unaware that the gawky young female warrior was the princess, and those who know Devon agree that he would not make the connection.

With Adriana's return, rumors swirled as to the probability of marriage. Various candidates, including Desmond Kelvin, vied for her hand, but she chose the gentle Devon instead, saying that she knew his true heart, away from the politics and intrigues of the court. Stefan gladly approved of the union, though Olivia was less enthusiastic. The pair was married in 1006 and has presented the royal house with two offspring to date: Lucien and Argent.

Personality: Devon is pleasant and ambitious. It was never his intention to become the king of Karameikos, but he will not turn down the opportunity when it presents itself. He is a master at thinking through small matters very well, though he often loses sight of their larger influence on the greater world. He is blissfully unaware that he has an enemy in Desmond Kelvin, or that Valen Karameikos is jealous of his eventual elevation to the throne. His one major fault is the reverence he holds for his late father the admiral. Devon continually refers to the way things were when Lucius Hyraksos was Minister of War, a fact that irritates the present minister to no end.

What He Says: "I think I am the luckiest person in Karameikos, and that worries me. I sometimes feel that something horrendous is about to happen, to balance everything out."

What Others Say: "I am distressed to hear that the future king is out playing pirate again. I hope no harm comes to him" (Desmond Kelvin, on hearing that Devon was leading another anti-piracy patrol).

Appearance: Devon is tall, has blue eyes, and wears a black mustache and beard. He looks very much like the pirates he hunts on the coast, and he prefers his naval uniform or military outfits. His hair always looks as if it has been in a high wind.

Using Devon: Devon is likely to be found along the southern coast of Karameikos, since he is usually involved in anti-pirate activities along the major trade routes when not in court. The PCs may sign on for a brief sea adventure with him or be presented with a mission, in the name of the crown, to search the swamp for reported pirate bases. Justin or Adriana may send the PCs along to protect Devon's impulsive hide.

In court, Devon is polite and pleasant. He doesn't hatch plots of his own, but works very hard to make sure the plans of Adriana happen as she wishes. His soft touch often succeeds where her brash manner fails.

Combat: Devon is at home on the sea. He wears a heavy chest plate in combat, but only because Adriana insists. She has also given him a *ring of water-breathing*. He chafes at the limitations of royalty and prefers to lead from the front of the charge, always among the first to board pirate craft. This tendency does not endear him to those who have been entrusted with his safety.

Lord Devon Hyraksos (12th-level fighter): THAC0 9; #AT 2; Dmg 1d8+5 (*long sword* +2, weapon specialization, Strength bonus); AC 10 (in the court) or 2 (at war: plate mail and shield); hp 90; MV 12; ML champion (15); AL LG.

Str 16, Dex 12, Con 18, Int 13, Wis 10, Cha 15.

Languages: Minrothad patois, Thyatian, Traladaran.

Proficiencies: Endurance, etiquette, navigation, rope use, seamanship, swimming.

Equipment: *Long sword* +2, *ring of water-breathing*.

(continued from page 56)

c. B.C. 2100: First elves reach Karameikos. Nithian civilization arises.

c. 1800: Dwarves claim their race was created by the Immortal Kagyar the Artisan.

c. 1700: The Local Cataclysm. Elves living in what is now Glantri discover a Blackmoor device and accidentally detonate it. Resulting earthquakes and upheavals form the current shoreline of Karameikos and the Five Shires and creates the islands that will become Minrothad and Ierendi. Glantrian elves flee Glantri.

c. B.C. 1500: Nithians arrive in Karameikos. These people become the Traldar. Other clans spread into what is now Darokin. The jackal-headed Immortal Pflarr creates the Hutaakans.

c. B.C. 1400: Within five generations of their arrival, the Traldar settlers have suffered enormous population losses and have reverted to a pre-agricultural lifestyle. They are contacted by and fall under the control of the Hutaakans.

c. B.C. 1000: Western gnomish tribes invade Traldar territory. This is the time of Halav, Petra, and Zirchev. The Hutaakans retreat to their valley while the Traldar and gnolls practically annihilate one another. Alphatians create a magical island-kingdom to the far east.

c. B.C. 800: Permanent settlements appear in Darokin. The Callarii elves settle in Karameikos. The elven nation of Alfheim is founded.

c. B.C. 500: The Nithian Empire mysteriously vanishes—Immortals are held responsible. The Traldar people (now the Traladarans) are in the midst of their Dark Age. Communication between communities is infrequent, and the national epic of King Halav is the only thing that gives the people a sense of unity.

B.C. 190: Alphatian Wizards conquer Thyatis. Within 200 years Thyatis grows in military power to

(continued on page 58)

(continued from page 57)

overthrow Alphatians and establish their own empire.

A.C. 0: The first Emperor of Thyatis, Zendrolion I, is crowned. The Traladarans begin a period of regrowth as trade is slowly established with southern peoples. Peaceable demihumans (the Callarii elves and the Highforge gnomes) continue to settle in Traladaran territories.

c. A.C. 200: Dwarves from Rockhome arrive in Karamaikos.

c. A.C. 400: Village of Marilenev begins trading and enjoys slow, gradual growth. Thyatian clerics learn the "Song of King Halav" and commit it to writing for the first time. Traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there.

A.C. 488: Minrothad Guilds, a mercantile island nation south of Karamaikos, is founded.

A.C. 802: Plague year in the Known World, starting in Glantri.

A.C. 830: Neighboring Ylaruam drives out Thyatian Invaders.

A.C. 858: Principalities of Glantri established.

A.C. 900: Marilenev is a flourishing trade village of 500. Gabronionus IV, emperor of Thyatis, claims all of the Traladaran region as a Thyatian protectorate, conquers Marilenev, and renames it Specularum.

A.C. 948: Stefan Karamaikos III born.

A.C. 970: Stefan Karamaikos III exchanges ancestral lands with Thincol I, Emperor of Thyatis, for rulership of the Traladaran region. Begins building roads across the duchy and a military to protect it.

A.C. 971: Marilenev Rebellion crushed.

A.C. 979: Duke Stefan marries Lady Olivia Prothemian.

A.C. 980: Adriana Karamaikos born.

A.C. 982: Justin Karamaikos born.

A.C. 986: Valen Karamaikos born.

A.C. 989: Baron von Hendriks invades the Five Shires, is repulsed.

(continued on page 59)

Lord Justin Karamaikos

Justin, the king's eldest son, was born in A.C. 982. He almost died of fever when he was five, and he spent years recovering enough to live a life of normal activity. Though he was never particularly vigorous, Justin was sheared when he was 14. Like his sister, he disappeared from his family's view for several years, taking a false name and working as a simple seaman on merchant vessels trading from Thyatis to the Minrothad guilds. He found he had a knack for mathematics and trade, and he became apprenticed to a trader-captain. He returned to Mirros with trade gold and letters of commendation from his last employer in his pocket, and he was welcomed back into the family.

Personality: When Justin was a child, his sister Adriana nicknamed him "the Turtle" because of his slow and methodical mannerisms, his quietness, and his inscrutable expression; these traits are all still in evidence. Justin is a stubborn, dogged, taciturn man with no liking for politics, but with a real appreciation for trade and commerce. He knows he is favored by neither parent to be heir to the throne but doesn't mind—ruling is not in his nature.

What He Says: "Ah, well. The thing of it is . . ." (Justin's common way of sidling up to a subject, mimicked by tavern wits throughout Karamaikos).

What Others Say: "Turtle is the real gem of the family—the entire kingdom would go belly-up without him" (Princess Adriana).

Appearance: Justin is of less-than-average size (5' 6" tall and 140 pounds) and looks more like a clerk than a scion of a royal house. His hair is dark brown, his complexion formerly pale but now quite tan (his adventures beyond the wings of his parents have proved excellent for his health), and his eyes brown. He is uncomfortable in court dress and stubbornly attends all court functions in comfortable clothes—simple breeches and tunics or merchants' robes. It takes the full effect of his mother or the gentle teasing of his sister to get him into more formal dress.

Using Justin: Justin is the quiet, sympathetic young man who does not appear all that powerful. During play, an excellent introduction for Justin might occur right before the player characters have an audience with the king, queen, or other noble individual. He will meet with them informally beforehand, tell them to be calm, and explain how to address his father and stay on his good side, and so forth. Naturally he won't identify himself as the king's eldest son, and the players should be encouraged to think of him (initially at least) as a low-level functionary. He is reserved in his opinion, but stubborn once his mind has been made up, and is an effective negotiator. Justin has a self-deprecating sense of humor and is quite aware of his unprepossessing nature, and he uses that to his advantage. Of the royal family, he is the one courtier (of any heritage) that bureaucrats consider most accessible and friendly.

Combat: One thing that sets Justin apart from his kindred is the fact that he eschews a bodyguard, except in particular situations (such as a negotiation where dealing from a position of power is required). He proved his heroics in his shearing years and is willing to retreat in the face of overwhelming odds without harm to his ego. Of course, before going into battle, he would prefer to have a plan.

Prince Justin Karamaikos (7th-level fighter): THAC0 14; #AT 3/2; Dmg 1d4+1 (*dagger* +1) or 1d8+3 (*long sword* +3); AC 10 (in the court) or 0 (at war: *chain mail* +2, *shield* +2); hp 35; MV 12; ML champion (15); AL LN. Str 9, Dex 12, Con 9, Int 17, Wis 13, Cha 14.

Languages: Minrothad patois, Thyatian, Traladaran.

Proficiencies: Endurance, navigation, rope use, seamanship, swimming.

Equipment: *Long sword* +3, *dagger* +1, *chain mail* +2, *shield* +2.

Prince Valen Karameikos

Valen, third child of Stefan and Olivia, was born in A.C. 986. He grew up happily absorbing all his mother had to teach him, and he has denied her nothing—except recently, when he insisted that he be sheared and spend time in the “real world” as his siblings did. He remains his mother’s favorite and has been a bit spoiled as a result.

Personality: Valen is a clever and inquisitive young man, always prying into others’ affairs, learning how things work, and learning what he can get away with. Though he loves his gruff, good-natured father and quick-witted mother, he thinks himself smarter and quicker than both of them.

Valen’s years on the road have taught him he is smarter than the bulk of the people around him. He still has a strong feeling of wanderlust and is willing to chuck everything if court life gets too hectic and go off on his own. He is not above making trouble or launching his own little schemes (but he’s also quite willing to hide behind the royal skirt if he gets caught).

What He Says: “Of course I’m right. I’m a prince, after all” (attributed, usually, before some great disaster).

What Others Say: “A dear child, and much smarter than he looks” (Dona Marianita).

Appearance: Valen is a dark-haired young man of 26. He wears a perpetual expression of bright-eyed curiosity and enthusiasm. He generally dons simple but costly clothing.

Using Valen: Valen is the baby and the brat of the family. Without a set role within the family, he is two-parts genius, two-parts wastrel, and two-parts troublemaker. He maintains his own information network similar to that of (but infiltrated by) his mother.

Valen’s shearing years are a bit of a blur, as several times he eluded agents of his mother and other, less friendly organizations keeping an eye on him. The full nature of this information has yet to be revealed and can be used by the DM as a springboard for an adventure. (For example, in his travels, perhaps Valen picked up a scroll belonging to a Glantrian mage. Now a stone golem is trying to break down the walls of Mirros to get it.)

Valen has a love of new toys, particularly magical ones, and the sense of adventure to go after them. He sometimes sponsors adventurers to recover some item of magic or beauty, which he keeps for a while before making a gift of it to his family or the magical college.

Valen loves his family dearly and will not do anything to harm them. That does not mean that he is above embarrassing the other members of his family—especially his elder sister, who has gotten, in his opinion, “all high-and-mighty now that dad has decided to make her the heir.”

Combat: Valen stands and fights when he has no option or when family pride is at stake (he is very aware of the weight of his family name, and feels that King Stefan always thought of him as more cowardly than his sister). Given a choice, he chooses to leave the fighting to others, and usually brings along a pair of bodyguards when in the field (4th-level warriors with plate mail and long swords).

Prince Valen Karameikos (10th-level thief): THAC0 16; #AT 1; Dmg 1d8 (sword); AC 2 (ring of protection +2, leather armor, Dexterity bonus); hp 25; MV 12; ML champion (15); AL N.

Str 9, Dex 18, Con 12, Int 14, Wis 10, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Appraising, disguise, gaming, heraldry, local history, riding (land-based).

Equipment: Ring of protection +2.

Thieving Abilities: PP 95%; OL 95%; F/RT 80%; MS 90%; HS 65%; DN 15%; CW 60%; RL 0%.

(continued from page 58)

A.C. 1005: Known World at war. Alphanian wizards declare war on Glantrian wizards, Thyatis allies with Glantri against Alphania. Desert nomads invade Darokin.

A.C. 1006: Karameikos declares independence from Thyatis. Alfheim corrupted and conquered by shadow elves. Meteorite strikes Glantri/Darokin border. Adriana marries Lord Devon Hyraksos.

A.C. 1007: Refugees from Alfheim (now called Aengmor) settle in Karameikos. Lucien Hyraksos, Adriana’s first child, born.

A.C. 1008: Plague year in lands north of Karameikos—Karameikos relatively unharmed.

A.C. 1009: War between Thyatis and Alphania concludes with invasion and near-destruction of Thyatis and the sinking of Alphania’s main island. (It was later revealed that this sinking was a mere displacement of the huge island to another part of the planet, where it is an airborne continent.) Argent Hyraksos born.

A.C. 1010: Karameikan School of Magecraft founded in Krakatos. Wandering mage Terari made headmaster and Minister of Magic.

A.C. 1011: Halflings invade Black Eagle Barony, capture Ludwig von Hendriks with Stefan’s approval. Von Hendriks later escapes.

A.C. 1012: Current year. At the start of this year, King Stefan changes the name of Specularum to Mirros, a Traladaran word for “hope.”

Lord Alexius Korrigan: Seneschal of the Royal Estate

Korrigan is a first cousin to King Stefan—his father and Stefan's mother (and the mother of Ludwig von Hendriks) were siblings. Alexius, seventh child of his parents and not likely to inherit any large parcel of the Korrigan lands, responded to Stefan's call for worthy followers. In his years of service with the king, he has headed numerous road-building expeditions and proved loyal and capable of accomplishing his goals, on time and on budget. Stefan made him the administrator of the king's own personal estate, a post Korrigan has now held for over 30 years.

Personality: Alexius is a large, merry man who truly loves a complicated task performed well. Though trained in the art of war, he dislikes combat, preferring to handle money, maintain organized records, and keep events moving on time. He is a great admirer of good food and wine; they are among his personal weaknesses. Never married, he engages in frequent affairs of the heart with women of the Karameikan court and of high station in Mirros. Because of his good nature, endearing personality, and honest affection for the Traladaran population, he is the only member of the Karameikan royal family genuinely liked by the Traladarians at large.

What He Says: "The entire Karameikan family is good-hearted. It's putting a good face on that heart that seems to be the problem" (to Bolto Nordenshield).

What Others Say: "The only one of the lot worth more than a bowl of warm suet" (Anton Radu).

Appearance: Lord Korrigan is tall (6' 3"), weighs over 290 pounds, and is built like a bear. His hair and shaggy beard are brown, and his eyes are brown and cheerful. He tends to dress in simple trousers and surcoats that look as though they've been slept in.

Using Alexius: Lord Alexius is likely to hire characters to go on mapping and exploration expeditions for His Majesty. He pays a good wage and expects good work; if the characters perform well, he's likely to hire them again and again, and eventually to sing their praises to King Stefan.

Combat: Alexius rarely puts himself in harm's way anymore, and his many years of service on behalf of the crown has resulted in a large number of powerful adventurers who owe him favors. In case of ambush, he usually has one or two bodyguards (3rd-level fighters in chain mail with long swords).

Alexius Korrigan (8th-level fighter): THAC0 13; #AT 1; Dmg 1d8 (sword); AC 10 (in the court) or AC 2 (at war: plate mail and shield); hp 42; MV 12; ML average (8); AL LG.

Str 13, Dex 10, Con 13, Int 13, Wis 17, Cha 16.

Languages: Thyatian, Traladaran.

Proficiencies: Direction sense; etiquette; forgery; gaming; local history; riding (land-based).

Ludwig von Hendriks: The Former Black Eagle Baron

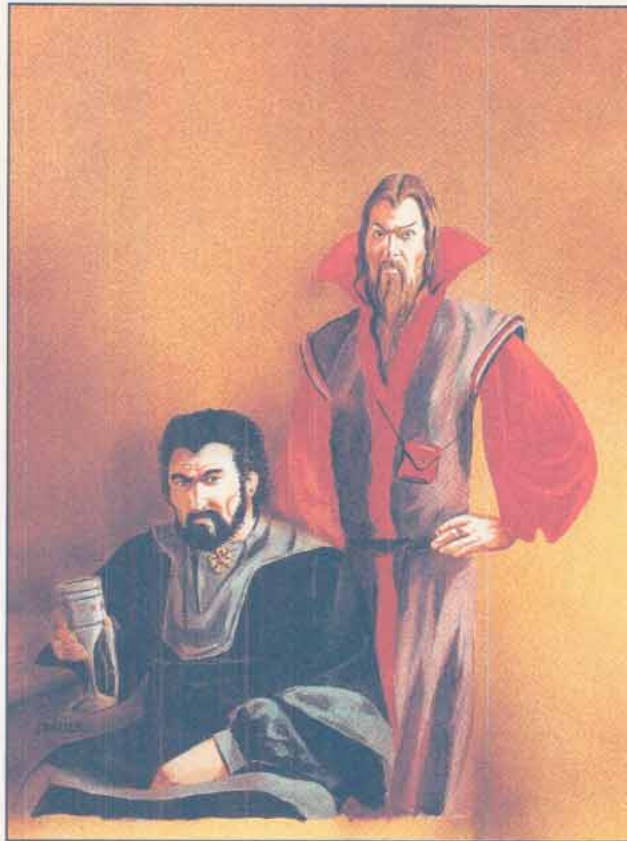
Baron Ludwig von Hendriks is first cousin to both King Stefan and Lord Alexius Korrigan. He grew up in the shadow of the successful Stefan and popular Alexius, and he grew up twisted, resentful, and hateful.

He was sure, though, that Stefan would die in his military adventures—sure because Ludwig was planning the whole thing—and that he, Ludwig, would inherit the wealthy Thyatian duchy then ruled by Stefan. But Stefan abruptly sold his lands and left the country, spoiling Ludwig's plans. When Stefan made the call for talented young Thyatian nobles to join him, though, Ludwig pretended to be an upright, eager, and very lawful follower . . .

at least until he was awarded his baronial titles and the lands to go with it.

Ludwig vigorously reshaped the Black Eagle Barony to his own liking and plotted the downfall of King Stefan. He encouraged evil humanoids to settle in the land and oppressed his subjects, even sending raids to other Karameikan towns and into the nearby Five Shires. Only the fact that Stefan was unwilling to admit that he had misjudged his cousin kept the Black Eagle on his throne for so long.

Finally, Ludwig overstepped his boundaries one time too



Baron Ludwig von Hendriks and Bargle the Infamous ruled the Black Eagle Barony with iron discipline before their overthrow in the face of a halfling invasion. Local legend claims that the artist was executed for being insufficiently complimentary.

many, and evidence provided by adventurers convinced Stefan of the ill will of his cousin. The king withheld army reinforcements when units of the Five Shires launched a punitive strike against the Black Eagle Barony. The Black Eagle's castle was stormed and von Hendriks was captured by half-ings. He has since escaped and is currently rumored to live as an advisor to King Kol, the kobold prince of Glantri.

Ludwig has neither forgotten nor forgiven Karameikos. He knows that it is his divine right to someday sit on the throne occupied by his hated cousin . . . it's only a matter of time.

Personality: Ludwig von Hendriks is about as oily and unlikable a human being as one can find. He's arrogant and easily enraged, but also easily soothed or distracted. He's a casual killer, but he's also fond of formal torture. He lies so often and so profusely that he cannot remember the truth. He is just short of insane. And, of course, Ludwig is utterly jealous of King Stefan—of his fame, of his ability to rule through sheer charisma, and of his luck. Ludwig is thoroughly contemptuous of human life (other than his own). He will make any alliance or any bargain (it doesn't matter; he'll break them anyway) in order to achieve his ends.

What He Says: "There is a very simple rule in working with me: Stay useful and you stay alive."

What Others Say: "Sometimes I think he was just misunderstood" (Private writings of King 'Just-doesn't-get-it' Stefan).

Appearance: Ludwig would be a handsome man if not for his shifting eyes, sinister mannerisms, and arrogant sneer. He dresses entirely in black (even his armor is enameled black). Though he is nearly 60, he is in excellent shape and looks 20 years younger. His hair is black with no trace of gray (he touches it up). He wears a neat beard and mustache, and his eyes are brown and cruel.

Using Ludwig von Hendriks: The former Black Eagle Baron is an archetypal villain you can use for a variety of purposes. While not directly on the Karameikan stage, he is an originator of plots and his spies and assassins are everywhere. He has agents among the orc bands in the hills, eyes among the thieves' guilds of Mirros, and voices in the more radical groups of Traladaran and Thyatians. His eventual goal is to kill the entire royal family and return in triumph as the heir to the Karameikan throne.

Player characters will likely foil one of the Black Eagle's many plots early in the campaign—they'll find a letter in his name among the wreckage of the orc band they've defeated or break up a plot that he was paying for. After a number of such encounters, Hendriks may send a nonhuman assassin to "make an example" of the PCs, either by destroying their good name or by attempting to kill them outright.

Finally, the characters may take it upon themselves to deal with the Black Eagle, for recapturing him would result in large rewards from the hin nation of the Five Shires. Unfortunately, von Hendriks's whereabouts are uncertain. He is thought to work for King Kol, who in addition to leading a humanoid horde in the Broken Lands is also a recognized prince (and therefore political power) in Glantri.

One thing will bring the Black Eagle back to Karameikos in person: the presence of his one-time court wizard Bargle, whom he hates as much as the Karameikan royal family.

The good news in dealing with Ludwig is that he tends to recruit from the shallow end of the genetic pool, so subtlety is not his greatest asset. The bad news is that, if one plot fails, he has three or four waiting in the wings.

Combat: Combat is for lesser men, servants, and flunkies in Hendriks's opinion. He can and will fight if forced to, and fight well, fueled by hatred. His favorite tactic is to challenge an opponent to single combat, then cheat (poisons are a favorite tactic for the Black Eagle). The methods don't matter; only victory is important.

The Black Eagle Barony

Ludwig von Hendriks always had a flare for the dramatic, driven by a relentless need for power and a feeling of paranoia bordering on the insane. He was awarded the westernmost town of Halag as a base for his barony by his cousin, then-Grand Duke Stefan, soon after their arrival in Karameikos.

Halag was the largest village on the gulf of the same name. Von Hendriks took an armed force and seized the village by the sword. Once it was conquered, von Hendriks celebrated by announcing to the population his appointment as its new baron. He renamed the village Fort Doom to suit his sense of the theatrical, dubbing his new lands the Black Eagle Barony after his ancestral coat of arms.

Von Hendriks began constructing a castle suited to his tastes, pressing many of Halag's residents into service. He stripped Traladaran landowners of their properties and installed his own followers in their place. He placed guards on the roads out of the region and forbade his subjects to leave the barony. He was openly contemptuous of "those ignorant, foul-smelling Traladaran swine" and took every opportunity to oppress them.

Reports of his activities did reach the duke, but Stefan was dealing with similar reports from all over the duchy; most were so exaggerated that the accurate descriptions emerging from Ludwig's territory did not draw a second glance from him. Stefan had difficulty believing that his cousin was truly evil. Whenever Stefan visited the realm, Ludwig put on the mask of a loyal, devoted, and often overworked courtier striving to maintain order over a rebellious barony on the frontier of the nation. Satisfied with the baron's fealty, Stefan directed his attention elsewhere, and Ludwig returned to his plots.

The Black Eagle Baron recruited

(continued on page 62)

(continued from page 61)

nonhuman tribes of orcs, goblins, and gnolls into his service, allowing them to raid neighboring towns (those he did not control), including the town of Luln, and range into the halfling nation of the Five Shires. The villainous Iron Ring, a criminal organization of slavers and assassins, found a welcome home under Ludwig's protection, as did Bargle the Infamous, an evil wizard.

Ludwig's excesses continued for nearly 40 years, despite growing complaints from both natives of Luln and the neighboring halflings, or hin. Matters reached a head in A.C. 1010, when a team of halfling heroes (with at least the tacit aid of hin Ambassador Jenkin Flintfoot) kidnapped the king and took him on an involuntary tour of the Black Eagle's domain.

Stefan was shocked by what he saw—here were not the happy villagers and supporters he had seen on previous visits (visits orchestrated by Ludwig), but rather oppression and poverty. Stunned by the revelation, Stefan returned to his capital, intending to summon Ludwig and sack him.

At this point, Ambassador Flintfoot stepped forward, backed by General Zandra Sulanov and several of the Traladaran-born ministers. Were Ludwig to be dismissed, they said, he would merely fall back to Fort Doom and declare his own independence, kicking off a civil war that Karameikos could ill afford. Instead, Flintfoot offered the services of the hin armies—in exchange for strengthening certain economic ties (a mere excuse, for the halflings were itching to avenge themselves on Ludwig, so much so that a lottery system had to be adopted to prevent the entire nation from taking arms and invading Karameikos).

Stefan agreed to the plan. The Karameikan army, under General Sulanov, advanced to Luln in order to prevent Ludwig's forces from

(continued on page 64)

Ludwig von Hendriks (13th-level fighter): THAC0 8; #AT 5/2; Dmg 1d8+3 (*long sword* +2, weapon specialization, Strength bonus); AC 1 (*plate mail* +2, shield); hp 84; MV 9; ML champion (15); AL CE. Str 17, Dex 14, Con 16, Int 15, Wis 9, Cha 14.

Languages: Orcish, Thyatian.

Proficiencies: Blind-fighting, riding (land-based); note that, for all his madness, Ludwig is no fool, and if he cannot perform a task himself, he will find someone who can.

Equipment: *Long sword* +2, *plate mail* +2.

The Court Major: The Ministers

Surrounding the crown and making everything work on a day-to-day basis is the bureaucracy, personified by the five ministries of Karameikan government: state, war, trade, finance, and magic. These individuals are only slightly less powerful (and slightly more available) than the royal family, and as an adventurer rises in levels, these people are more likely to offer missions on behalf of the crown.

Lord Zogrev Yarol: Minister of State

Yarol was 20 when then-Duke Stefan arrived in Traladara with the decree concerning the country's new status. It soon became evident to many Traladarans that the young nobles Duke Stefan were inviting from Thyatis would overrun Traladara, stripping its natives of their lands and treasures. A far-sighted youth, Zogrev offered himself as secretary to the duke's new (Thyatian) Minister of Trade, Bartran Cordelius. Though more conservative Traladarans called him traitor and worse, he rose through the ranks of Stefan's ministries, improving the lot of Traladarans in whatever manner he could and exposing Thyatian crimes where he found them. Fifteen years ago he was made a court lord and appointed Minister of State. It is his duty to assess all information available on affairs within and without Karameikos, evaluate their possible repercussions to the kingdom, and draft reports on these events and possible solutions for Stefan to read. This puts him in a position of great power, for he has the king's ear at all times.

Personality: Zogrev is a hard-edged, crusty old man who is tired after 40 years of fighting for his people. He has a keen sense of justice and honor. Though he still carries much anger resulting from the Thyatian "invasion" of 40 years ago, he considers the king his friend, and he works in the best interest of both the Thyatian and Traladaran peoples to produce a new national identity. His wife of 35 years, Nichola, is of the Torenescu clan, so he is a friend of that family and has (at best) only distantly cordial dealings with members of the Radu and Vorloi clans. Zogrev has been a mentor of young Aleksander Torenescu, and as such has earned the ire of the youth's uncle Boris.

Yarol is a champion of the rights of the common man, especially the Traladaran common man. To many of the younger generation he seems a relic of another age, an age of direct conflict between Traladarans and Thyatians, but he is not convinced there is a truly Karameikan national spirit—yet.

What He Says: "Karameikos can be a land where its lowest citizen has more rights and opportunity than the highest foreign king, if we just will it so" (speech before the magical college).

What Others Say: "Like defeated people everywhere, he brays about equality in hopes of getting a chance to reverse his fortunes" (Alfric Oderbry, Church of Karameikos).

Appearance: Yarol is of average height and is very thin. At age 60, his hair had gone stock white. His eyes are brown. Though he receives quite a nice salary from his ministerial post, he always dresses in rough robes and

tunics of Traladaran make—a constant reminder to the king of Yarol's origins and of the problems the Traladarans continue to face.

Using Yarol: It is widely known that Yarol is the man to see if a Traladaran has an honest grievance against an official; if the characters have this problem, they'll know to seek Yarol out. Should the characters become mixed up in an adventure of interest to Yarol (such as one involving foreign governments, objects of great power, etc.), he will interview them. Should they impress him with their manner and attitude, he may wish to hire them or persuade them to undertake important missions for the ministry, such as delivering delicate messages overseas.

Combat: Yarol is an old man, but he's still capable of handling himself in combat. He is often accompanied by guards when on official business (3rd-level warriors with chain mail and long swords).

Zogrev Yarol (9th-level fighter): THAC0 12; #AT 1; Dmg 1d3 (knife); AC 10; hp 46; MV 12; ML 16; AL LG. Str 10, Dex 11, Con 12, Int 15, Wis 13, Cha 10.

Languages: Thyatian, Traladaran.

Proficiencies: Ancient history, etiquette, local history.

General Zandra Sulanov: Minister of War

Sulanov, in her late 20s, is the youngest of the ministers, and has lived her entire life under the rule of King Stefan. She is part of what His Majesty refers to as the "New Karameikans," the generation that owes its loyalty to their new nation as opposed to their ethnic heritage.

Sulanov is of mixed heritage, her mother of the Vorloi clan and her father a successful warrior who fought briefly with the Marilenev Rebellion. After the rebellion was crushed, Arkan Sulanov pledged his allegiance to the then-grand duke and rose through the ranks to a captaincy before mustering out. Baron Philip Vorloi is Zandra's uncle as well as a political ally, and she is a good friend of Vorloi's daughter Marianna, the future baroness.

Sulanov joined the armed forces after her own shearing and proved a spectacular warrior and brilliant tactician. She

caught the attention of Admiral Lucius Hyraksos with her stunning victories against nonhuman hordes in the Altan Tepes, and was on his "short list" presented to King Stefan of replacements when he retired. Sulanov was unaware she was considered for the position and thought that several superiors would make better choices.

Sulanov counseled King Stefan to avoid sending units to rescue Ludwig von Hendriks from the hin attack on Fort Doom, but instead to position the Karameikan forces in Luln, preventing any further halfling drives into the nation and reminding them that they promised to retreat after dethroning the Black Eagle.

Personality: Zandra Sulanov is a driven young woman, aware of her youth on the council and afraid that her abilities will not prove up to the task of protecting the nation. She is gaining confidence in her role but does not take criticism well. She expects to give orders and have them carried out without question.

Zandra was brought up in the Traladaran faith, but considers herself a warrior in the name of goodness and law, regardless of the nature of that worship.

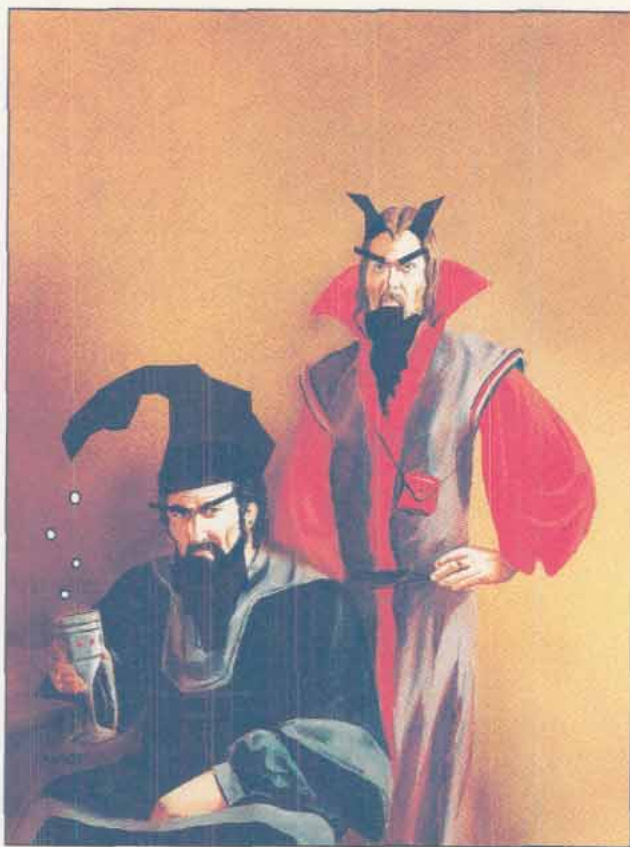
What She Says: "If we aid evil, do we not risk becoming evil ourselves?" (Advice to the king on the morning of the hin invasion of the Black Eagle).

What Others Say: "She is bright, intelligent, oh-so-young, and has to fill extremely large shoes. I for one feel sympathy for her" (Prince Hyraksos, son of the former minister of war).

Appearance: Zandra is a young, intense woman with sharp Thyatian features and

dark brown hair, pulled back in a severe bun or ponytail. She is short (5' 6" tall) and muscular, and she has broken a half-dozen hearts among the young nobles (and a half-dozen legs among those who have trifled with her).

Running Zandra: Zandra is similar to her king in her gruff, forward manner. She differs from him in that she has no doubts about the nature of evil and will not hesitate to see it eradicated—even to the point of withholding help from another Karameikan who is evil, such as the Black Eagle Baron. She sees things in black and white, lacking any middle ground. For player characters this means that there



With the fall of Fort Doom, most of the symbols of the Black Eagle Baron's tyranny were destroyed by the rebelling humans and invading halflings. This piece survived but did not go unscathed as a target of halfling creative talents.

(continued from page 62)

retreating deeper into the Karamaikan heartland, to aid refugees, and to prevent further hin incursions if the halflings got too enthusiastic. Ludwig's attention was on this army, and as a result he was totally surprised when the hin poured in from the west.

The surrounding countryside, alerted by agents such as Yolanda of Luln, rose in rebellion and joined the invading hin. The baron's nonhuman armies were either destroyed or fled into the hills, forests, and swamp surrounding the barony. Fort Doom was besieged. Barge the Infamous took this opportunity to tender his resignation, earning Ludwig's eternal hatred.

The Black Eagle Baron was captured by the hin and tried for genocide in the Five Shires. He was found guilty but managed to escape, and is believed to be living among the nonhuman tribes of the Broken Lands north of Darokin.

The Black Eagle Barony and Fort Doom still bear their names, though attempts have been made to restore the original name of Halag. King Stefan assigned a new baron to rule the region, who later resigned when the barony proved ungovernable. The land is currently under the custodianship of a castellan, Milo Korrgan, until a permanent ruler is assigned.

will be no middle ground as well; good characters will be trusted, neutral ones distrusted, and evil characters worked against. Though she is a paladin, Zandra believes there is nothing wrong in lying, deceiving, or ambushing evil; in her words, "Good does not mean stupid."

Zandra has also made a number of enemies in her dramatic rise, particularly among older and ambitious military men, conservative Thyatians, and old-line Traladarans. Her straightforward nature (often to the point of rudeness) has cost her a number of potential allies, including Devon Hyraksos, prince-consort and son of the late Lucius. In turn, Zandra trusts those who have earned her trust, and is a solid (if sometimes cold) ally.

Combat: Zandra's hands-on attitude extends to warfare as well; she believes that a leader should be at the front of the charge, and bristles at situations where she must remain in a planning situation. She is comfortable in her armor and often wears it in court. Only the most important of social situations merits changing into a simple, elegant gown, and in such situations Zandra is visibly ill at ease.

Zandra Sulanov (8th-level paladin): THAC0 13; #AT 3/2; Dmg 1d8+5, +10 vs. chaotic evil creatures (*long sword +5 holy avenger*); AC 1 (at war: *plate mail +2*); hp 60; MV 12; ML fearless (19); AL LG.

Str 15, Dex 11, Con 12, Int 14, Wis 15, Cha 17.

Languages: Thyatian, Traladaran.

Proficiencies: Blind-fighting, hunting, mountaineering, survival.

Equipment: *Plate mail +2*, *sword +5 holy avenger* (called OGREBANE; the sword is an heirloom of the Sulanov family and has the family crest on the hilt).

Note: Zandra has not summoned her war horse, as paladins are permitted to do. She will do so only on the eve of a great campaign, such as war with Thyatis or the Broken Lands.

Lord Bartran Cordelius: Minister of Trade

A Thyatian follower of Stefan's, Cordelius became Stefan's immediate subordinate in charge of overseeing trade and trade taxes.

Personality: Cordelius is a grave, humorless bureaucrat. He is loyal to Stefan and does his job well, but is not a barrel of laughs in a social setting.

What He Says: "I fail to see the amusement in a shortfall in our present budget" (a common statement; Bartran also fails to see the amusement in excessive taxation, excessive spending, heroic vandalism, and seventeen other subjects).

What Others Say: "All the grace and charm of a mathematical table" (Queen Olivia).

Appearance: Cordelius is short and round (5' 8" tall), weighs 230 pounds, and is about 55 years of age with graying hair (clean-shaven) and brown, serious eyes. He dresses in plain blue robes decorated with the badge of his ministry.

Using Bartran: The characters are not likely to deal with Cordelius until they're fairly well known. If they gain a reputation as dependable adventurers, he may wish to hire them to perform missions of trade such as protecting envoys to foreign trade capitals, testing new shipyard designs of trade vessels, etc.

Combat: Bartran is a normal human, without the benefit of military training, swordsmanship, or magical ability. Therefore, his approach to combat is to be where the battle is not, to surrender when confronted, and to live to see another day. He has been captured and ransomed twice in the past. In both cases the ransom was paid, and once Bartran was returned, his kidnappers were hunted down, tried, and executed. In potentially hazardous situations, Bartran travels with a quartet of bodyguards (3rd-level warriors with chain mail and long swords).

Bartran Cordelius (0-level human of the gentry):

THAC0 20; #AT 1; Dmg 1d3 (knife); AC 10; hp 6; MV 12; ML average (8); AL N.

Str 9, Dex 9, Con 9, Int 13, Wis 13, Cha 10.

Languages: Minrothad patois, Thyatian.

Proficiencies: Appraising, etiquette, local history.

Lord Valdo Tisza: Minister of Finance

Valdo is a Traladaran commoner who for years was Minister Yarol's right-hand man. When the old Minister of Finance retired, Yarol recommended Valdo for the post on the strength of the man's ministry experience, talent, and lack of ties to the powerful Traladaran merchant families (which might pose a conflict of interest).

Personality: Tisza shares Minister Yarol's desires to strengthen the voice of Traladarans in Karameikan government. Unlike Yarol, though, he is prone to plot against the king. He does this by passing sensitive information about the government's current activities to Traladaran families, who use the information to increase Traladaran power and influence. His intent is good, but his treason will someday blow up in his face. As a result he is an extremely nervous, anxious man, with a tendency to jump at the slightest noise and view any request for information regarding his book-keeping with great suspicion. In particular he distrusts General Sulanov, for he has heard that she has the ability to look into a man's soul and determine his honesty (a misreported

presentation of the paladin ability to detect evil).

What He Says: "And your purpose is?" (a common response).

What Others Say: "Twitchy as a medusa in a house of mirrors" (Gunter Schonberg, ambassador of Ierendi).

Appearance: Tisza is about 40, built like a fighter (5' 11" tall and 180 pounds), with black hair, mustache, and beard; brown eyes; and aristocratic features. He wears expensive robes of state.

Using Tisza: Tisza keeps records of taxation and manages the royal treasury. If the characters are hired by someone in government for an official duty, it is Tisza who pays them. He could provide for a complex and interesting adventure if Minister Yarol hires the PCs to find out who is leaking important secrets to Mirros families.

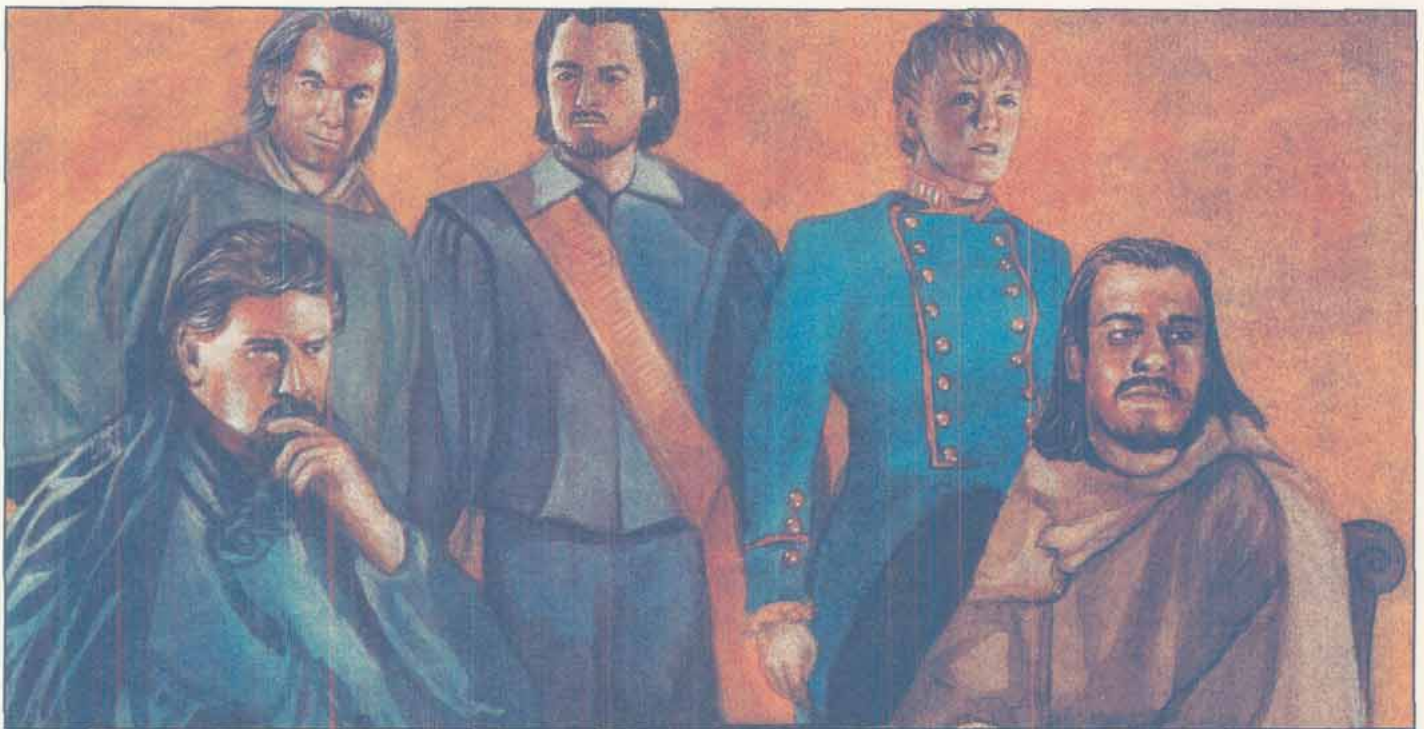
Combat: As a normal human, Tisza seeks to keep a good distance between himself and the combat, usually by fleeing and screaming at the top of his lungs. In public, he is always accompanied by a pair of loyal bodyguards (5th-level fighters with chain mail and long swords), whom he pays for (loudly and publicly) out of his own purse.

Valdo Tisza (0-level human of the gentry): THAC0 20; #AT 1; Dmg 1d4 (dagger); AC 10; hp 6; MV 12; ML unsteady (6); AL N.

Str 12, Dex 11, Con 9, Int 17, Wis 10, Cha 14.

Languages: Elvish (Callarii dialect), Thyatian, Traladaran.

Proficiencies: Etiquette, local history, riding (land-based).



Pictured above are the five ministers of Karameikos, who control a majority of the kingdom's affairs in the name of Stefan. Left to right are: Minister of Trade Bartran Cordelius (seated); Minister of State Zogrev Yarol; Minister of Finance

Valdo Tisza; General Zandra Sulanov, Minister of War; and the mage Terari, who is Minister of Magic and Master of the Karameikan School of Magecraft, a college located in Krakatos, not far from Mirros.

Terari: Minister of Magic and Master of the Karameikan School of Magecraft

A cheerful enigma in the Karameikan court, Terari was a powerful wandering wizard who in A.C. 1010 accepted a permanent position as master of the Karameikan School of Magecraft. His appointment was viewed positively all around, and it avoided hurt feelings and bruised egos among the rival Karameikan mages. Since then, Terari has proved an excellent choice. He has allowed subordinate mages to continue their practice, created a solid curriculum, and not interfered with local laws regarding magic. Further, he has not upset the apple cart in court, and has not sought out his own power base at the expense of others. The other ministers consider him a well-meaning if powerful amateur who is willing to let them do their jobs.

In fact, Terari is a fictional persona invented by the wizard Tylion, who was at one time the emperor of Alphatia before passing the crown to his daughter Eriadna. This island empire once lay east of Thyatis. During the War of the Immortals, Alphatia was apparently sunk beneath the waves (it was actually relocated by the gods to a far-distant land). Tylion was not present at the time, and without a people or relations (except for a surviving descendent Zandor, whom he hates), he created the Terari persona and took to wandering, eventually settling in Karameikos.

Personality: Terari appears to all as a kindly, powerful, sarcastic wizard who uses humor as a tool to teach as opposed to punish. He does not suffer fools lightly, but at the same time does not go out of his way to offend others. The sole exception to this is Ambassador Osteric of Thyatis, representative of the Thyatian Empire, which was the long-time foe of his own empire. Terari is friendly toward, and appears to honestly like, the Thyatians and Traladarans living in Karameikos.

What He Says: "These Karameikan students show promise, but there are days I swear that it would be easier to teach cats to sing!"

What Others Say: "Everyone else seems taken with this mystery mage, but I for one smell something foul about him" (Osteric of Thyatis—Terari's response to this was reported to be, "Well, if anyone in the kingdom is an expert on stench, it would be Osteric!").

Appearance: Terari appears as a lanky, tall man with copper-colored skin, identifying him as having some Alphatian blood in his veins. His hair has turned to gray and is worn with a cropped mustache and beard. His eyes are brown, the same color as the simple robes he wears, marked only by the symbol of his office.

Terari's true form as Tylion is shorter. His beard and hair are longer and are a golden brown that matches his eyes. Portraits of Tylion show him wearing purple or golden robes made of spider's silk.

Using Terari: Terari is the most powerful wizard in Karameikos, and a serious student of magic will eventually cross his path, usually seeking a favor or wishing to learn a spell. Such individuals find Terari willing to aid, provided the adventurer brings back some spell component the older

mage needs in his research—the greater the favor, the more dangerous the mission. One favorite is to send the adventurers out to retrieve a lock of Ambassador Osteric's hair, which usually earns the individual the eternal hatred of the Thyatian ambassador.

Combat: Terari is extremely powerful, and the DM should assume that his spellbook is the complete listing of spells in the *Player's Handbook*, with whatever additional spells the DM chooses to add. With such powerful spells available to him, Terari chooses the subtle approach, but always keeps a *lightning bolt* and a *succor* spell available in case things get difficult. Terari has a hideaway deep in the Altan Tepes Mountains, where he will flee if need be.

Terari (20th-level mage): THAC0 14; #AT 1; Dmg 1d6+5 (*quarter staff* +5); AC 7; hp 50; MV 12; ML elite (13); AL NG; Str 13, Dex 10, Con 15, Int 18, Wis 12, Cha 15.

Languages: Alphatian, elvish (Callarii dialect), Thyatian, Traladaran, several monster languages, and just about any other language the DM chooses.

Proficiencies: Ancient history (all), artistic ability (art, poetry, acting), astrology, direction sense, etiquette, heraldry, herbalism, local history (Alphatia), reading/writing, religion, riding (land-based and airborne), spellcraft, swimming, weather sense.

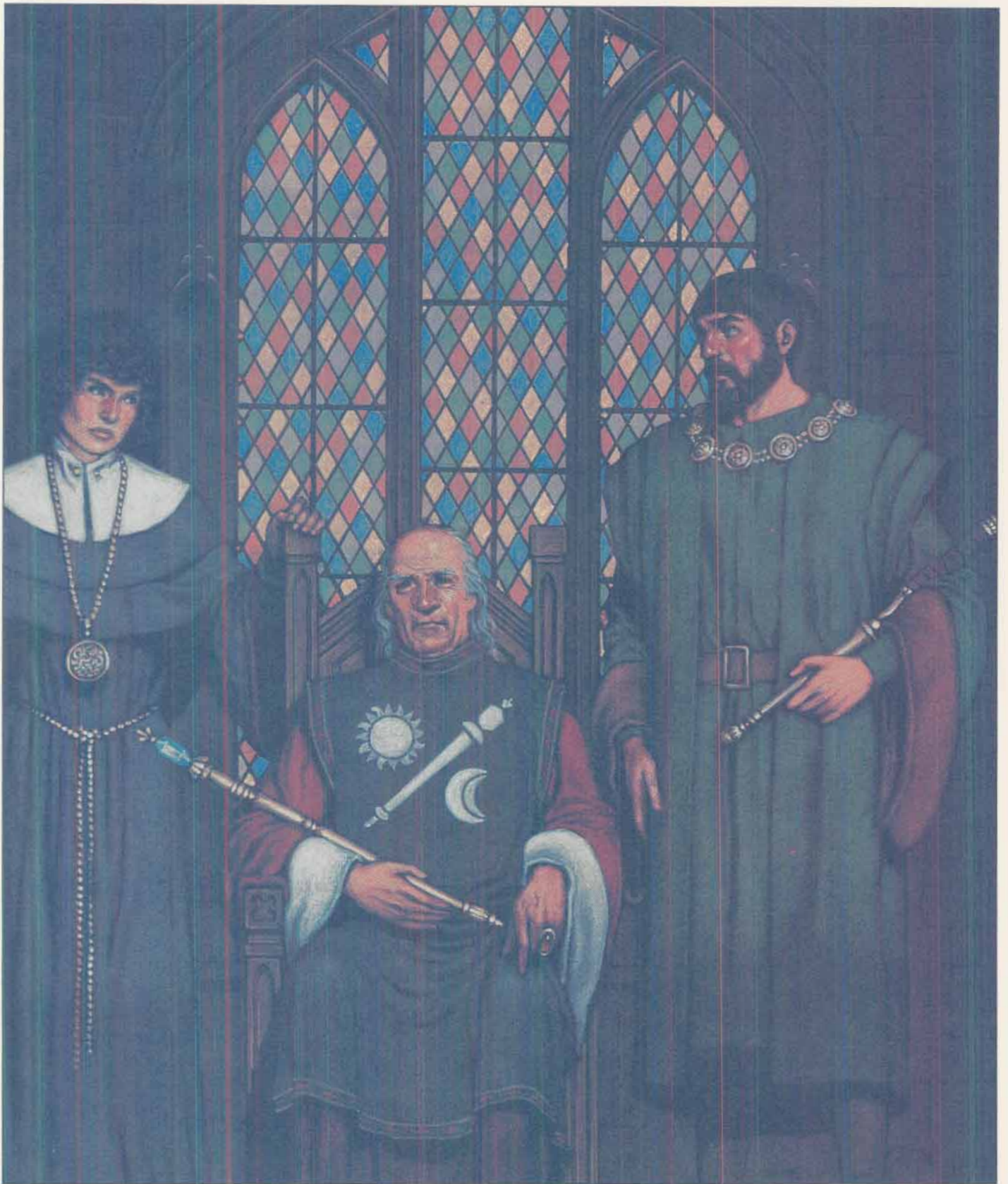
Spellbook: Every wizard spell in the *Player's Handbook*. Terari will choose his spells according to the anticipated situation, and he will not hesitate to use powerful spells against his attackers.

The Clergy

The churches of Karameikos are described in **Chapter III: Society**, but their leaders are listed here. They are of most use to clerical player characters who want to know who the masters of their particular churches are. Note that, in the MYSTARA campaign setting, a cleric does not have to sign on to one particular faith for all time. Indeed, the founders of the Church of Karameikos all followed other teachings earlier in their lives, but then founded the church without suffering any repercussions from their previous faiths. A priest may follow a specific ethos (goodness, chaos, etc.) or venerate a particular Immortal. The power of the various faiths is more temporal in this world, and the leaders of the faiths in Karameikos find and exercise some of their greatest powers in affairs of state.

The Church of Karameikos is headed by the Patriarch of Mirros, Lord Olliver Jowett, who is aided by his assistant Magdel and supported by the patriarch of Threshold, Baron Sherlane Halaran (listed in the local rulers section). His main opposition is within the church, in a conservative Thyatian faction led by Alfric Oderbry, who is in turn supported by Lord Desmond Kelvin II of Kelvin (also listed among the local rulers).

The Church of Traladara is led by Patriarch Aleksyev Nikelnevich (Father Niki). His opposition, a former follower named Sergyev, has split the flock entirely, forming the Cult of Halav.



The Church of Karamaikos is led by the venerable Patriarch of Mirros, Olliver Jowett (seated center), who is aptly aided by his assistant Magdel (left). Jowett and Magdel are mod-

erates, offsetting the Thyatian support of the less tolerant Alfric Oderbry (right). Oderbry enjoys the support of Lord Desmond Kelvin II (not pictured).

The Order of the Griffon

The Order of the Griffon functions as a military order serving the Church of Karameikos. Priests and fighters may join. The members of the order consider themselves in very prestigious company. Its members constantly adventure, going on quests to help the church, the nation, and the common man. It is a great honor to be a member of the Order of the Griffon, so each year many young men and women attempt to gain membership.

The applicants appear before Lord Olliver Jowett, Patriarch of Mirros, and declare their intent to join the ranks. The patriarch assigns the applicants to various existing members of the order who test fighting abilities in sparring matches, question the degree of faith in church doctrine, and evaluate character. Applicants who meet all the criteria for membership are invited to join the order.

To become a member of the Order of the Griffon, a character must:

- ❖ Meet a set of standards measuring skills in combat (that is, the character must be at least 5th level as a fighter or a priest);
- ❖ Be a devout follower of the Church of Karameikos; and
- ❖ Swear a holy oath to uphold the responsibilities of a member of the order.

Once a member of the Order of the Griffon, a character must:

- ❖ Tithes 25% of annual income to the Church of Karameikos;
- ❖ Obey the dictates of the church regarding action, purification, and superstition;
- ❖ Accept missions and duties assigned by the church or by superiors within the order. Such missions often involve adventures or military actions in the interest of the church or nation.

(continued on page 69)

Lord Olliver Jowett: Patriarch of the Church of Karameikos in Mirros and Master of the Order of the Griffon

Olliver Jowett was a prominent Thyatian cleric who 40 years ago decided to follow then-Duke Stefan to Karameikos and spread the good word of his faith in the new realm. Instead of remaining part of any one Thyatian faith, Jowett and several clerical companions from a number of faiths chose to form a new church based on their own interpretations of religious philosophies and the needs of the peoples of Karameikos. Thus was born the Church of Karameikos.

Jowett has remained at the helm ever since, and he has guided the church well. He is the last of the original founders of the Church of Karameikos and is now old and infirm, but a fire of goodness and faith still burns strongly within him.

Personality: Jowett is a gentle, good-natured man. He's no zealot; he preaches the doctrine of his church as the compelling philosophy it is, not as the "one true way" that many clerics believe it to be. As Patriarch of Mirros, he is head of the Church of Karameikos and the titular head of the Order of the Griffon, and he takes his responsibilities seriously. He uses his considerable political might only occasionally (when new decrees by the king might hamper the efforts of the church, for instance). He works hard to contain the missionary fervor of Alfric Oderbry, his chief opponent within the church. When not working on church matters, Jowett enjoys collecting, reading, and writing poetry.

What He Says: "There are many paths to Immortal reward, but only one without stumble or misstep, and that is the Church of Karameikos."

What Others Say: "My most pleasant opponent . . ." (common greeting by Aleksyev Nikelnevich of the Church of Traladara).

Appearance: Jowett is in his mid-80s. He is mostly bald and keeps himself clean shaven. He wears the lavish robes of his position without appearing pretentious.

Using Jowett: Jowett is the archetypal kindly, powerful priest, willing to help others as his duties to the church permit. He is one of the most powerful clerics in the nation, capable of great and powerful spells. He is old, however, and not as active as he once was. Player characters even of high levels often find themselves dealing with his assistant, Magdel, as opposed to the patriarch himself.

Jowett is the cork in the bottleneck of a major church schism. Should he become ill or die, an internal war will wage within the church, led by Patriarch Sherlane of Threshold (a friend and follower of Jowett) on one side and Alfric Oderbry on the other.

Combat: Jowett is still a capable combatant, but extremely aged and infirm, such that a special rule should be come into play when using him. Whenever involved in direct combat (not spellcasting, but hand-to-hand melee), make a system shock roll based on Jowett's Constitution, at the close of the engagement. If he fails that roll, the exertion from battle proves to be too much and Jowett dies. As DM, stress the delicate nature of Lord Jowett's old bones and his shallow breath, and have him talk softly and slowly. If the PCs put Jowett in the direct line of fire following such a presentation, they have no one to blame but themselves.

Olliver Jowett (17th-level cleric): THAC0 10; #AT 1; Dmg 1d6+3 (*mace* +3); AC 10 (no longer wears armor); hp 56; MV 12; ML fanatic (17); AL LG. Str 13, Dex 10, Con 9, Int 16, Wis 18, Cha 15.

Languages: Elvish (obscure Thyatian dialect), Thyatian, Traladaran.

Proficiencies: Ancient history, artistic ability (poetry), local history (Thyatian and Karameikan), religion, riding (land-based).

Favored spells:

1st level—*Bless* (×2), *cure light wounds* (×2), *detect evil*, *detect magic*, *protection from evil*, *remove fear*.

2nd level—*Enthrall*, *hold person*, *know alignment* (×2), *resist fire/resist cold*, *silence 15' radius* (×2), *slow poison*, *withdraw*.

3rd level—*Continual light*, *cure blindness or deafness*, *cure disease*, *dispel magic* (×2), *locate object*, *remove curse*, *speak with dead*.

4th level—*Cure serious wounds* (×2), *detect lie* (×2), *neutralize poison*, *protection from evil 10' radius*, *spell immunity*.

5th level—*Commune*, *cure critical wounds*, *dispel evil*, *raise dead*, *true seeing*.

6th level—*Aerial servant*, *blade barrier*, *heal*.

7th level—*Resurrection*, *restoration*.

Magdel: Assistant to the Patriarch of Mirros

With his advancing years, Patriarch Olliver decided that he was getting too old to do all the running about that his office demanded. He recruited a bright, dedicated young cleric to be his personal assistant—to run his confidential errands, deliver important messages, etc. He chose Magdel, a young woman of mixed heritage, born to a Thyatian father and Traladaran mother (one of King Stefan's "New Karameikos").

Personality: Magdel is a dedicated young priestess and a follower of Olliver Jowett's practices of philosophy and tolerance. She bears a fierce dislike of Patriarch Alfric and his followers. She is very emotional, with a black-and-white outlook—for example, Jowett is *right* and Oderbry is *wrong*.

Magdel, though an accomplished cleric, is not confident. She becomes flustered and insecure when her abilities are evaluated or discussed. When carrying out a mission for Jowett, however, she is completely engrossed in her duties and her confidence is high.

What She Says: "I will have to check on that, but I don't think it will cause a problem" (common response to normal requests in the temple).

What Others Say: "Jowett's pet mouse—" (attributed to Oderbry).

Appearance: Magdel is tall and slender, with long, curly black hair and black eyes. She dresses in the robes of a church novice.

Using Magdel: When Olliver Jowett is interested in something, it is Magdel who investigates it for him; when Jowett needs to hire someone for a mission, it is Magdel who makes the arrangements. She is Olliver's eyes and ears, and the PCs are likely to meet her whenever they have an encounter with the Church of Karameikos in Mirros.

Combat Notes: Magdel eschews armor, though she is trained in fighting. She believes that a visible display of force often leads to the very conflict that one is trying to avoid. If pressed, however, she can hold her own in combat.

Magdel (8th-level cleric): THAC0 16; #AT 1; Dmg 1d6 (mace); AC 10; hp 48; MV 12; ML fanatic (18); AL LG.

Str 9, Dex 13, Con 12, Int 14, Wis 18, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Local history (Karameikos), religion; riding (land-based).

Favored spells:

1st level—*Bless*, *cure light wounds* (×3), *sanctuary*.

2nd level—*Aid*, *augury*, *hold person*, *silence 15' radius*, *spiritual hammer*.

3rd level—*Create food & water*, *cure disease*, *dispel magic*, *remove curse*.

4th level—*Abjure*, *cure serious wounds*, *detect lie*.

(continued from page 68)

As benefits to a member of the Order of the Griffon, a character:

❖ Can claim shelter from any Church of Karameikos (most clerics offer shelter to other clerics or the needy anyway, but the member has the right to demand it of a cleric not so inclined);

❖ Has the companionship of other members of the order who are likely to become friends, offer aid when needed, etc.;

❖ Receives the respect due to someone of knight status, because of the good and widespread reputation of the order, regardless of true rank in society. The member is therefore often invited to dine with nobles, share exploits with them, stay the night as guests, etc.

All members of the Order of the Griffon wear a badge proclaiming membership. It can be worn on the shoulder, or perhaps as a clasp on a cloak or belt.

In the past few years, the younger and more boisterous members of the Order of the Griffon have declared that they should have griffons as mounts. Younger members compete avidly among themselves to attain this unofficial goal. A character who wishes to become a true griffon rider must acquire the riding (airborne) proficiency. Note that the church fathers do not officially approve of these actions as being within church dogma, but they do not disapprove, either.

Those in the order may resign membership at any time. The order asks the members to turn in their badges and forfeit all other benefits as members.

Alfric Oderbry: Opposition Leader of the Church of Karameikos

Alfric Oderbry's parents, landless Thyatian nobles, followed then-Duke Stefan to Karameikos when Alfric was only 10. His father worked in a minor ministerial post until his death. Alfric never understood why someone like his father must work in a minor post while Traladaran families like the Torenescus held great wealth and power—shouldn't King Stefan crush the Traladarans and spread their wealth out among his Thyatian followers? When in his teens, the badly disturbed Oderbry turned to the Church of Karameikos for solace, and there a bitter old Thyatian cleric (now long dead) helped him form his opinions on the matter.

Yes, Alfric was taught, King Stefan should crush the wealthy Traladarans and teach them to be good (Thyatian) Karameikans, but he was too weak to take this bold move. Patriarch Olliver, head of the church ("that old coward") was also too feeble to do the job. Perhaps a true leader would eventually rise in the church. . . .

As the old cleric had connived, Alfric saw himself as that leader. He entered the church and, pretending to be a peaceable man, rose quietly through the ranks. His fervor drove him all the way up to the rank of patriarch within the church, one of two contenders for the post of Patriarch of Mirros when Jowett steps down (Sherlane of Threshold is the other). Now he waits for Jowett's ultimate retirement or death. In a position of authority, he has let his mask slip on a number of occasions, so Jowett (and most of the nation) knows what he intends.

Personality: Oderbry is a fanatic. All he thinks about is using the church to bring about an ideal Karameikan state, where all citizens are members of his church, speak Thyatian, and think exactly as he thinks. Once Jowett steps down or dies, Oderbry plans to use the considerable resources of the church to pressure King Stefan into declaring the rival Church of Traladara illegal, and to use the fighting Order of the Griffon to lay waste to his enemies in that church.

What He Says: "Every true Karameikan is Thyatian, by blood or belief. Those who are not are little more than vipers clutched to the bosom of state."

What Others Say: "Oderbry is one of the reasons I rise at dawn. If I sleep any later, he'll have me buried" (Patriarch Jowett).

Appearance: Oderbry is in his mid-50s, a short, burly man in excellent health. He has brown hair and eyes, and he wears a close-cropped beard and mustache. His eyes are bright with fanatic purpose. He has a marvelous, rich, resounding voice with which he captivates the faithful. He wears dark, luxurious robes and carries the scepter of his office at all times.

Using Oderbry: Oderbry is a powder keg (or plot device) waiting to go off. When Jowett does step down or die, there will be a major war within the church as the two factions—Jowett's (under Patriarch Sherlane) and Oderbry's—try to take control. This is an event worth several adventures and is the closest thing to civil war within Karameikos.

A DM who wishes to avoid such conflict can simply keep Jowett alive for many more years; though ancient now, he has enough steel in him to keep going for another decade.

Alternately, more reasonable player characters may find themselves on Oderbry's bad side, and find their actions condemned in the priest's weekly homily (not by name, of course, but easily identifiable by description). Oderbry is a good potential opponent for priests of medium and high levels, and PCs of Traladaran and mixed heritage should become very concerned if he ever attains his goal.

Combat: Oderbry sees himself as the model of the martial priest: effective, righteous, and ready to move into combat. He preaches and moves about his work in the capital dressed in his enchanted armor, and those who seek immediate priestly aid (such as turning the odd undead found in someone's basement) often seek him out rather than the slower and more methodical Magdel.

Oderbry is no fool in combat, and if overmatched or surprised, he uses *word of recall* to send himself back to his quarters in the Church of Karameikos's main cathedral in Mirros.

Alfric Oderbry (13th-level cleric): THAC0 14; #AT 1; Dmg 1d6 (*mace* +1); AC 3 (*chain mail* +2); hp 48; MV 12; ML fanatic (17); AL LN.

Str 14, Dex 13, Con 15, Int 10, Wis 17, Cha 18.

Languages: Thyatian.

Proficiencies: Local history (Karameikos), religion, riding (land-based).

Favored spells:

1st level—*Bless*, *command*, *detect evil*, *detect magic*, *light* (×2), *remove fear* (×2).

2nd level—*Hold person* (×2), *know alignment* (×2), *silence 15' radius*, *slow poison*, *snake charm*, *spiritual hammer*.

3rd level—*Animate dead*, *continual light*, *dispel magic*, *locate object*, *negative plane protection*, *remove paralysis*, *speak with the dead*.

4th level—*Cloak of bravery*, *cure serious wounds*, *divination*, *protection from evil 10' radius*.

5th level—*Quest*, *raise dead*.

6th level—*Speak with monsters*, *word of recall*.

Aleksyev Nikelnevich: Patriarch of the Church of Traladara in Mirros

Patriarch Aleksyev is a 56-year-old Traladaran cleric. His parents were also clerics in the Church of Traladara in Mirros. He watched them, participants in the Marilenev Rebellion, perish when it was suppressed. Initially embittered by these events, he threw himself into his clerical studies in the hopes of becoming a mighty wielder of clerical magic and driving the invaders from Traladaran shores.

By the time he had become patriarch of his church in Mirros, though, his clerical studies, growing emotional maturity, and surprisingly cordial relations with Olliver Jowett had wrought a change in him: he gradually became dedicated to the idea of Traladara regaining its Golden Age through peaceable means and directed faith. He feels there is room within Karameikos for both the Traladaran and

“interloper” (his word for the Church of Karameikos) faiths.

Personality: Aleksyev is a complicated man. Though he is a formidable warrior-cleric, he is dedicated to bringing his ideals to reality through peaceful means wherever possible. He’s determined that Traladaran blood rule over Traladara again, but he thinks this should be done by peaceable assimilation of the Thyatian population into the Traladaran.

Aleksyev still feels sad and bitter toward the king for the death of his parents, but he doesn’t conspire against the man or use his political sway to damage the royal family. He is actually rather fond of Olliver Jowett and Magdel, but knows he has a true enemy in Patriarch Alfric.

Aleksyev works within the governmental system and King Stefan summons both him and Jowett to councils involving religious matters. In the royal family, Aleksyev is known as “Father Niki,” an affectation from when Princess Adriana was a child and had trouble pronouncing the Patriarch’s name.

What He Says: “The king is a good man, and his children are good people, and I trust them to treat the Traladaran people well. But there are those who are less well intentioned, and against them I must keep the faith strong, in fear that they may someday gain the upper hand” (to Patriarch Jowett).

What Others Say: “The man is a remnant of the past, when his people lived in rude hovels. He should be put in a museum somewhere” (Baron Desmond Kelvin, lord of Kelvin).

Appearance: Aleksyev is of medium height and muscular build. His hair, beard, and mustache—close-trimmed and neat—are jet-black, as are his eyes. He wears bright Traladaran robes. In times of war he wears full plate mail and carries the war hammer that belonged to his father.

Using Aleksyev: Aleksyev is a very important figure to Traladaran characters, particularly priests of his church. While on excellent terms with the official head of the Church of Karameikos, Aleksyev is deeply suspicious of the faction headed by Oderbry and continually charges his priests to look out for plots by the reactionary patriarch.

Aleksyev also is often found outside Mirros among the small churches and shrines of the faith, dealing directly with his flock. Player characters, regardless of faith, may find Father Niki as an ally and a potential patron in Karameikos.

Combat: Like his bitter rival Oderbry, Aleksyev is a man of action, though he concentrates on getting the job done and protecting his people as opposed to making object lessons and promoting his own self-worth. When abroad in the rural areas, he is usually in armor, but he changes into his robes for official functions.

Aleksyev Nikelnevich (10th-level cleric): THAC0 14; #AT 1; Dmg 1d6+3 (*war hammer* +2, Strength bonus); AC 10 (at church affairs) or 2 (at war: plate mail and shield); hp 45; MV 12; ML fanatic (18); AL LG.

Str 17, Dex 10, Con 13, Int 13, Wis 18, Cha 15.

Languages: Thyatian, Traladaran.

Proficiencies: Ancient history (Karameikos), local history (Karameikos), religion, riding (land-based).

Favored spells:

1st level—*Bless*, *cure light wounds* (×2), *detect evil*, *detect magic*,

protection from evil.

2nd level—*Augury*, *hold person* (×2), *slow poison*, *snake charm*, *speak with animal*.

3rd level—*Cure blindness of deafness*, *cure disease*, *dispel magic*, *remove curse*.

4th level—*Cure serious wounds* (×3), *neutralize poison*.

5th level—*Commune*, *raise dead*.

Sergyev: Patriarch of the Cult of Halav

Sergyev was once a devout member of the Church of Traladara, likely to become right-hand man to Patriarch Aleksyev. But Sergyev had a visitation one night: a vision of the Immortal Halav appearing before him to say that he (Halav) had been reincarnated in the form of then-Duke Stefan Karameikos. Sergyev brought this matter to the attention of Aleksyev, who suggested that it was either a bad dream or a hallucination inspired by a malicious user of magic. Insulted and inspired, Sergyev abandoned the church, taking with him his own little band of followers, and set up his own church, called the Cult of Halav (officially calling itself the Church of Halav Incarnate).

Personality: Regardless of whether Sergyev’s vision is correct, the man’s sanity has been rocked by his supposed visitation. He mutters to himself when no one is about and he is convinced that he is constantly watched by spies from the other churches, so he constantly looks over his shoulders and under furniture. He is dedicated to the proposition that Stefan Karameikos is King Halav come again into the world, so he worships the king and royal family. The recent successes of King Stefan in seceding from Thyatis and dealing with his evil cousin von Hendriks are used as further proof that Karameikos is Halav returned.

What He Says: “By Halav’s reincarnated hand, I say thee nay!” (common interjection in debate).

What Others Say: “That one is a few stones shy of a rectory, if you take my meaning” (Baron Kelvin, Lord of Kelvin).

Appearance: Sergyev is short and dark, with a flowing mustache and beard and a balding head. He dresses in dark subdued robes, goes barefoot, and carries a staff.

Using Sergyev: Sergyev and his followers are extremely off the wall, offering an opportunity for a fun encounter. Sergyev might pop out at the characters from an alley, challenging their religious beliefs, or he and his followers might swarm around a party of characters, trying to convert them to their philosophy. This should happen, of course, at an inconvenient time, such as a romantic interlude or when the characters are pursuing someone. He and his followers are fervent, but (mostly) harmless unless physically assaulted. The DM should play Sergyev with full fundamental force and a wide-eyed enthusiasm. Sergyev is not evil, but is not all there, either.

Combat: Sergyev doesn’t believe in striking the first blow but doesn’t hesitate to strike the second. He is aided by a small mob of followers (statistics as for “Human, Peasant” in the *Monstrous Manual*), who gladly put themselves in the path of anyone attacking their patriarch.

Should anything bad (as in fatal) happen to Sergyev, he

Calling Out the Guard

The standard guard contingent encountered on the streets of Mirros (and elsewhere in the kingdom) consists of four soldiers, sometimes led by a sergeant. The soldiers are 1st-level warriors wearing leather armor and armed with broad swords, daggers, and light crossbows. The typical sergeant is a 4th-level warrior similarly equipped. Such units are found at permanent positions within the city (such as guard towers) as well as on patrol (more often in the nice neighborhoods).

Such a collection of fighters might be able to handle the common rabble, but how can they keep a 10th-level warrior under control? Here's how:

Force of law: The guard represents the King's Law, and resisting or hampering them is foiling the King's Law. This can result in being put away for a short time. Attacking or killing a guardsman can send one to jail for a very long time—and such a death is not easily forgiven. Remind players of this when their characters decide to go one-on-one with a guard.

The guard has powerful friends: Not only the crown the guard serves, but priests within both major faiths, wizards from Krakatos, and ruling families all want to keep the *status quo*. Many of these friends have the power to get even with those who make trouble, and they have few qualms about using that power.

The guard has its own surprises: High-level warriors who come out of retirement, poisonous or paralysis-inducing drugs for crossbow bolts, and effective magical items all can be employed. In situations where guardsmen have been assaulted, they will bring in these additional toys.

will be made a martyr and proclaimed a true prophet. The cult will go through a violent spasm as various lesser priests set themselves up as the true heirs of Sergyev, and their followers will multiply. This is one reason that individuals like Oderbry are loathe to remove this nuisance—his death can only make things worse.

Sergyev (8th-level cleric): THAC0 16; #AT 1; Dmg 1d6 (staff); AC 10; hp 34; MV 12; ML steady (12); AL CG.

Str 9, Dex 12, Con 9, Int 10, Wis 13, Cha 16.

Languages: Traladaran.

Proficiencies: Ancient history, local history, religion.

Favored spells:

1st level—*Bless, light, protection from evil, remove fear.*

2nd level—*Entrhall, find traps, know alignment.*

3rd level—*Continual light, cure disease, locate object.*

4th level—*Animate dead, cure serious wounds.*

Mirros

Not all the power brokers of Karameikos are in the court, and some of the more accessible ones operate in its greatest city, Mirros. Here, one can find the powerful family clans and the leaders of the thieves' guilds (sometimes one in the same) as well as gossips, agents, and tavern-keepers—everything the player character needs to get the lowdown on the area.

The natives of Mirros range from the easily accessible (Dmitrios and Luthier) to the arcane and mysterious (members of the more powerful clan leaders and heads of the thieves' guilds). Together they convey an atmosphere for the largest city of Karameikos, and they give the DM tools to entertain, enlighten, and frustrate players.

Lord Lucas Tormandros: Townmaster of Mirros

Appointed by then-Duke Stefan over 15 years ago, Lucas was a doughty warrior who proved his mettle in combat by rescuing then-Duchess Olivia during an orc raid on her caravan. Refusing immediate reward, Lucas's legend grew in the capital until he was summoned from his native Threshold to Mirros and awarded the position of Townmaster.

Since then, Lucas has performed his tasks with sufficient ability to make himself almost invisible. He collects fines, dispatches the watch, oversees the judiciary, keeps gang activity to a minimum, and otherwise keeps the capital under control. He has seen monstrous invasions, magical incursions, wizard duels, and plots, surviving all unscathed. Every few years King Stefan remembers Lucas is really running things in the capital, and gives him a medal or commendation—he keeps them in a drawer in his desk.

Personality: Lucas Tormandros is unflappable to the extreme and maintains a deadpan expression, regardless of the situation. He reacts calmly, and cannot and will not be rushed.

What He Says: "Good evening, m'lords, m'ladies. Where did you find the dead wyvern?" (attributed when the Company of the Few leveled the *Roaring Seawolf Inn* after an aerial combat with said wyvern).

What Others Say: "If he ever had an original thought in his skull, it would die of loneliness" (Desmond Kelvin of Kelvin).

Appearance: Lucas is middle-aged (46 or so), with a small paunch, thinning black hair, and tired blue eyes. No one has ever seen him smile.

Using Lucas: Lucas is intended for comic relief, a character with which the DM has fun by playing him against the more active and aggressive player characters. For example, when the PCs charge in to report a crime, he laboriously fills out a report (he looks for the form, gets out his quill, finds

the ink dry, goes for more ink, readjusts the blotter, asks for names, and otherwise fumbles around until the player characters lose their patience). He is also an excellent witness to the PCs' latest bit of tomfoolery. Always play him deadpan, so the players never know if he is laughing at them inside.

Despite his methodical and dull nature, Lucas is extremely efficient, and if the players gain his trust (and put up with him), they gain a potent source of information and aid. Almost every important personage in Mirros owes Lucas for something, and he can call in major favors in order to protect his town.

Finally, if something horrible happens to the lord of Kelvin, Lucas would be an excellent replacement, if the PCs are unavailable or unwilling to take up government.

Combat: Lucas is a capable, competent warrior who is skilled in hand-to-hand combat and in small-unit action. If a threat is too great to be handled by a few men under his direct control, the military units based in Mirros are sent in.

Lucas Tormandros (7th-level fighter): THAC0 14; #AT 3/2; Dmg 1d4 (dagger) or 1d8 (sword); AC 5 (chain mail); hp 52; MV 12; ML fearless (19); AL LN.

Str 14, Dex 12, Con 18, Int 13, Wis 17, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Blind-fighting, endurance, riding (land-based), survival.

Flameflicker: The Thief-King, Master of the Kingdom of Thieves

To the average person in Mirros, Flameflicker is *only* a name, that of the "king of the thieves." In other words, his face is not known, his deeds are only hinted at, and his crimes are theoretically without number. But the reality of the situation is just a bit different. . . .

In truth, Flameflicker is actually the Thief-Queen. She is actually Alya, a Traladaran palm-reader and fortuneteller operating on the Street of Dreams in Mirros.

Years ago, when she was still in her teens, Alya became convinced that someone could achieve fortune and power simply by conducting a thieving enterprise in an intelligent and sane manner (not like the Veiled Society)—and *she* was that some-

one. By recruiting her street-urchin friends, she formed a thieving gang dedicated to accomplishing jobs by brain power and wit, performing no murders and stealing only from the wealthy. As the years passed, the Kingdom of Thieves (as her gang was dubbed) grew large and experienced.

At the summit is Alya, who calls herself the "Thief-King" to throw off pursuers. The rest of her royal family, the "Thief-Princes and Thief-Princesses," consist of her original friends and recruits, and only they know who she is. None of the other minions of the Kingdom know that Alya is Flameflicker.

Personality: Alya loves money, comfort, and power. She also loves a challenging heist and the thrill of the chase. Though she's fond of riches and fine goods, her home where she is known as Alya contains only what a Traladaran fortuneteller might earn. Under another name, in the Hill (the rich part of town), she has a small walled home where she keeps her personal goods.

What He (She) Says: Flameflicker has no specific quotes attributed to him (her). Alya usually hucksters her craft with a braying, "Crona to find your Fate?"

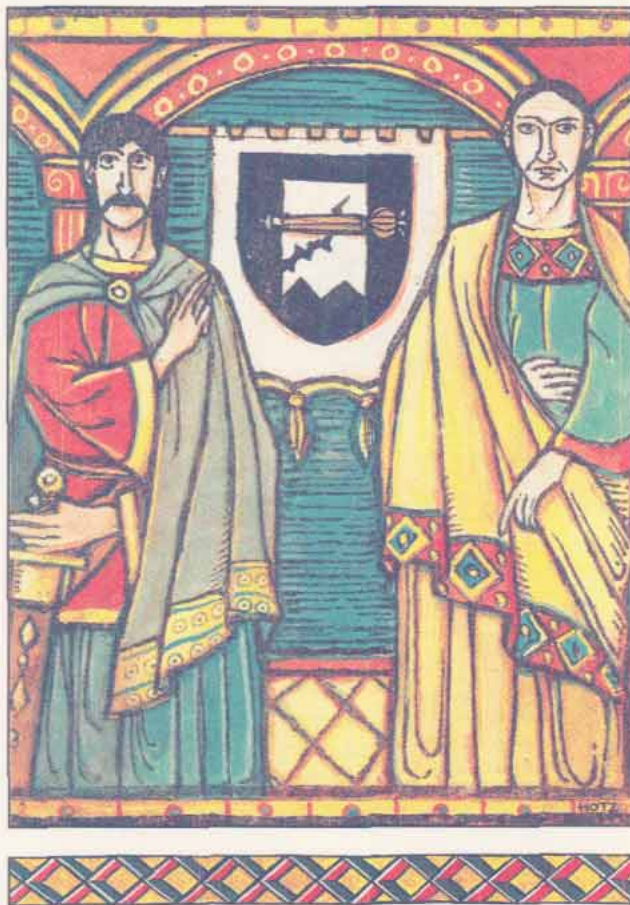
What Others Say: "I've seen him in person—tall as an ogre and wide as a tavern door. Could bend swords with his bare hands. There's more to this Flameflicker than just guile" (Emilio the Great).

Appearance: Alya/Flameflicker is in her mid-30s. She is a small, slight Traladaran woman about 5' tall and weighing 100 pounds, with straight black hair and brown eyes. She is fascinatingly graceful and deft. As Alya she wears the gypsylike garments of the Traladaran palm reader, and

as Flameflicker she wears concealing garments of black, keeps her hair up, uses boots with built-up heels, and wears a black, floppy hat. Alya has had to abandon this costume on occasion for working purposes or to avoid capture.

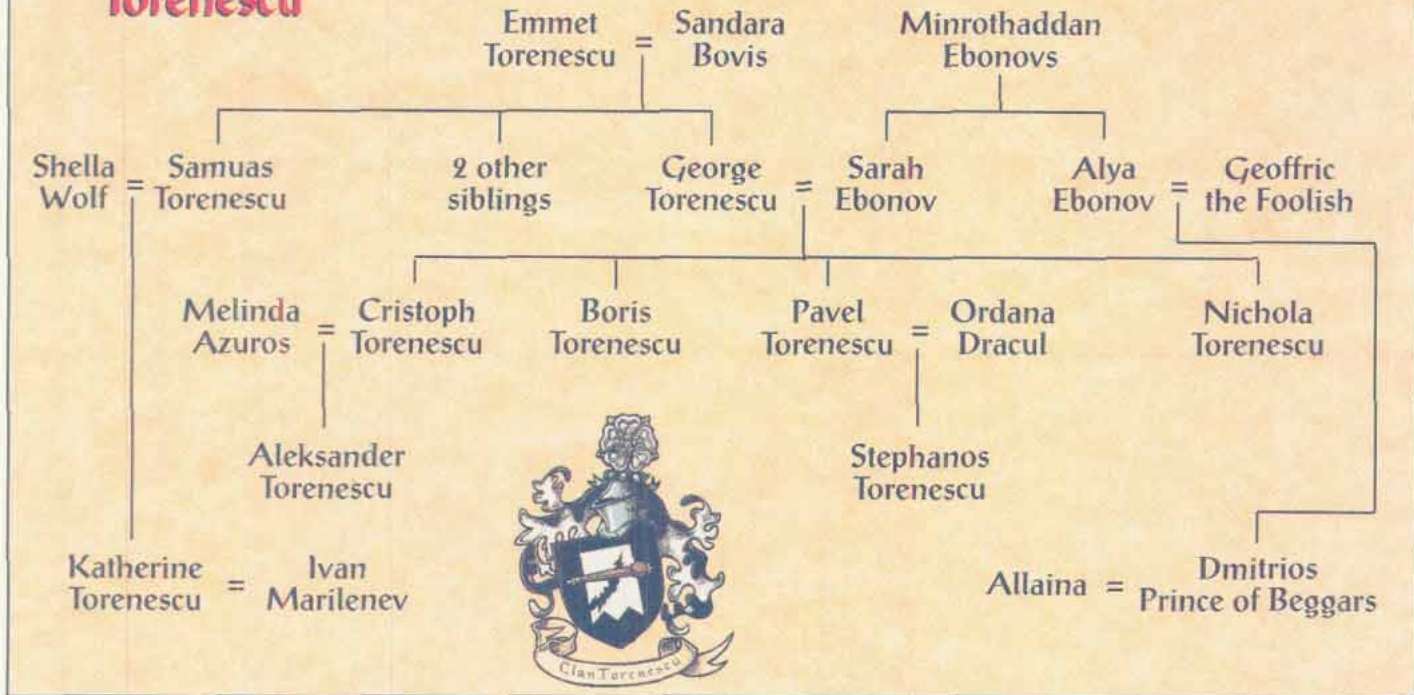
Using Alya/Flameflicker: Flameflicker seldom goes on jobs anymore, but she plans the more involved heists. A particularly difficult and challenging robbery could interest her enough to lead the thieving expedition personally.

Alya, in her mysterious Flameflicker personality, is an ideal mentor for thief player characters. Her organization, the Kingdom of Thieves, is the most democratic and "good"



The Torenescu clan is split into two factions, one supporting the more traditional Boris (right) and another supporting Aleksander, the rightful heir. This portrait, in the Traladaran style, attempts to show unity between the two.

Clan Torenescu



of the three major thieving factors in Mirros—good in the sense that they tend to target the wealthy and the pretentious and help those in need.

As Alya the palm reader, Flameflicker may interact as part of the supporting cast for the player characters, an individual whom the player characters might meet on the street. Alya's fortunetelling abilities are mostly fluff and nonsense, but she's a font of good advice and occasionally street information. Introduce her by having her offer to read a player character's fortune. ("The ridges on your palm indicate you are destined for great riches, but you should never forget where you came from.") Never let on to your players that Flameflicker and Alya are one and the same; let them figure it out if they need to.

Combat: As Alya the palm reader, her reactions are as those for any other townspeople confronted with combat: "Put as much distance as possible between yourself and the problem and hope the guard arrives."

As Flameflicker, Alya takes a more direct hand, willing to protect those who are smaller and weaker. Often this means sending her own thieves into the fray, sometimes retreating and returning later to exact revenge or, very rarely, entering the fray herself. In either case, if Alya is endangered she tries to dash out of sight, then use her *ring of invisibility* to vanish entirely.

Remember that as a high-level thief, Flameflicker has her own collection of thief followers (her Thief-Princes and Princesses), along with their followers, making up the Kingdom of Thieves. The player characters may not ever deal with Flameflicker directly, only with one of her agents.

Flameflicker the Thief-King (14th-level thief): THAC0 14; #AT 1; Dmg 1d8+1 (*sword +1*); AC 2 (*leather armor +2*, Dexterity bonus); hp 31; MV 12; ML fanatic (17); AL CN. Str 9, Dex 18, Con 12, Int 18, Wis 10, Cha 16.

Equipment: *Leather armor +2*, *long sword +1*, *ring of invisibility*.
Languages: Elvish (Callarii dialect), Minrothad patois, Traladaran, Thyatian.

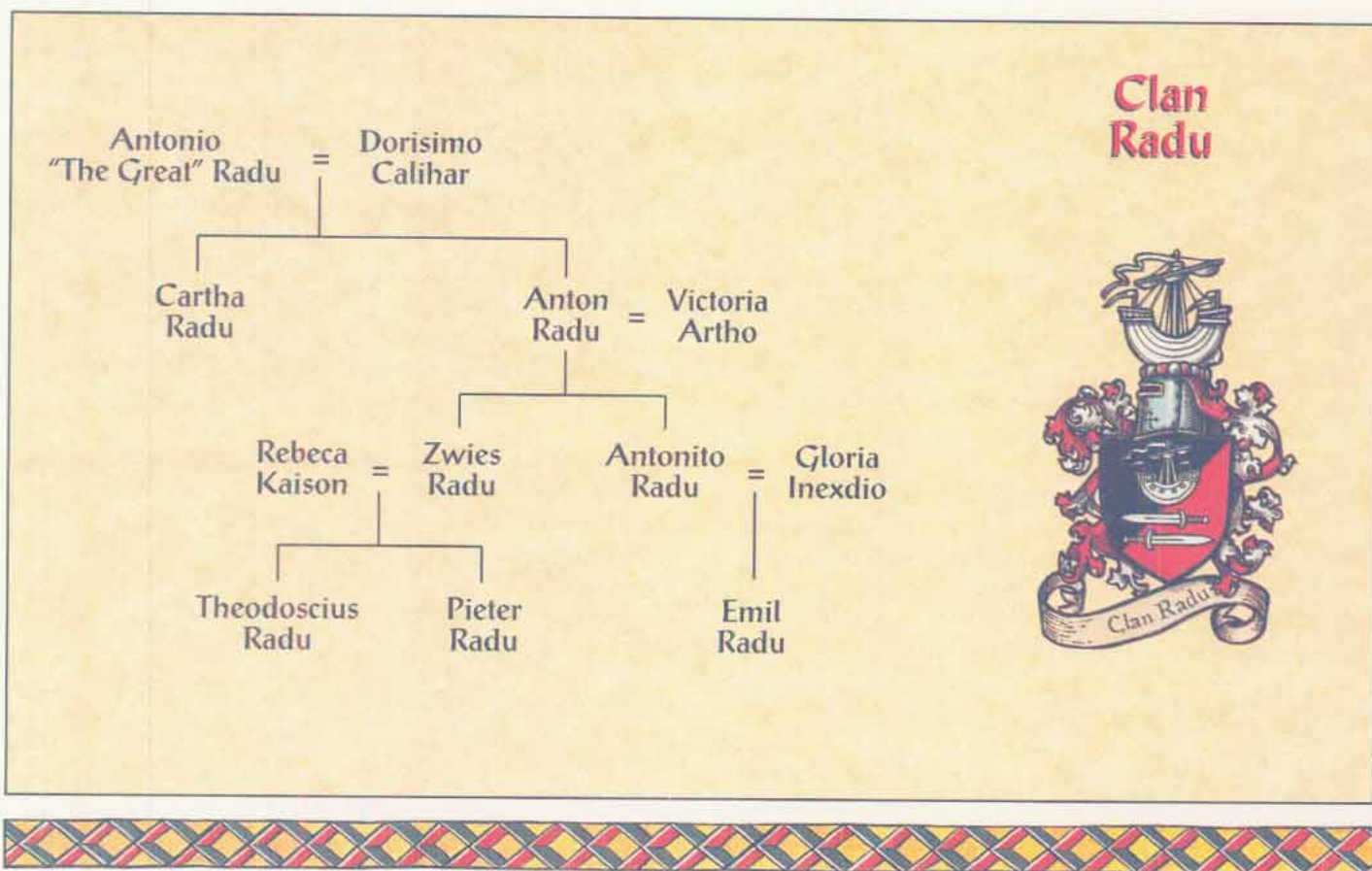
Proficiencies: Local history; riding (land-based).

Thieving Abilities: PP 75%; OL 95%; F/RT 80%; MS 90%; HS 85%; DN 65%; CW 60%; RL 75%.

Aleksander Torenescu: Head of the Torenescu Clan

Born 36 years ago, Aleksander was raised to be the leader of the Torenescu clan. His father Christoph died prematurely about 10 years ago, leaving the reins of the family in Aleksander's unskilled hands. The young man stubbornly refused to let his uncle Boris take over until he accrued more experience, reasoning correctly that Boris would never turn them back over to him. Now more experienced, young Aleksander has a bitter foe within the family in Boris.

Personality: Aleksander is a stubborn young Traladaran man. He's determined to lead his family back to the greatness it held before the "Thyatian Invasion" of over a hundred years ago. He is uneasily aware that he hasn't the brains to bring this about, but he's equally certain that he will never hand the power over to his uncle. He is suspicious of Thyatian-born Karameikans in general and the



royal family in particular.

What He Says: "If today's Traladarans are to succeed, it must be on our own terms, not those of an invading ruling class and not those of our grandfathers mired in previous defeats."

What Others Say: "No sense of history, no sense of propriety, and sometimes no sense at all. I fear for what happens when he fails" (Boris Torenescu).

Appearance: Aleksander is tall, with pale skin, dark hair (he remains clean shaven), and soulful brown eyes. When not angry, he looks lost; when neither lost nor angry, he's asleep.

Using Aleksander: Aleksander has two enemies: his uncle and Thyatians in general. He is aware of the lessons of the Marilenev Rebellion, which nearly destroyed the power of that once-great family. He is also aware that Uncle Boris keeps the fires of anti-Thyatian feeling burning hot in Torenescu hearts, and whenever he acquiesces to the Thyatian ruling class, he strengthens his uncle's position among the "old guard." As a result, Aleksander often uses younger members of the family to gather information. In particular, Aleksander is interested in young, loyal adventurers interested in recovering lost Traladaran antiquities (in particular magical items) and restoring them to the Torenescu family. Such activities draw the interest of both the Thyatian families and Uncle Boris.

Combat: Aleksander's shearing was cut short by the illness (and eventual death) of his father, so he is not as well versed in the use of weaponry as he might otherwise be. He is painfully aware of this and keeps a couple of bravos (4th-level fighters or thieves) on hand to deal with problems.

Aleksander Torenescu (3rd-level fighter): THAC0 18; #AT 1; Dmg 1d8 (long sword); AC 10; hp 14; MV 12; ML 14; AL N.

Str 12, Dex 12, Con 11, Int 9, Wis 11, Cha 10.

Languages: Traladaran.

Proficiencies: Local history, riding (land-based).

Boris Torenescu: Aleksander's Rival

The younger sibling of Aleksander's father Christoph, Boris grew up twisted and bitter in his brother's shadow. He thought he'd solved his problem when he gradually and secretly poisoned Christoph to death, but his brother left behind a document naming Aleksander his heir. Boris has tried to claim as much authority from Aleksander as possible, particularly among the older members of the family, but to gain any more he'll need to break out the poison bottle again.

Personality: Boris is dark, sullen, and bitter, but is good at managing the finances of his family. They don't know that he murdered his brother or that he's set his sights on Aleksander next, and he's fairly confident that he has escaped any potential punishment.

What He Says: "Watch your words, child, for others watch you" (a common Traladaran saying).

What Others Say: "Boris Torenescu is still alive? I thought he and that pup Aleksander would have killed each other years ago" (Anton Radu).

Appearance: Boris is short and thick-bodied. His black

hair is cut long and constantly flops before his eyes. He wears a mustache and a sour expression.

Using Boris: Boris is set up as a bad guy, a plotter who wants to grab his share of power within the family—namely, all of it. Boris's agents tend to be old, hard-line Traladaran, and if Boris were to succeed in supplanting Aleksander, another Marilenev Rebellion would be inevitable (with similar results).

Combat: Boris has maintained his fighting ability over the years and portrays himself as a man of action and decision to those around him. Of course, he would prefer to enter combat with a half-dozen clansmen behind him. In full-fledged combat he dresses in black armor (looking like an old stove in the process).

Boris Torenescu (6th-level fighter): THAC0 15; #AT 1; Dmg 1d8 (long sword); AC 10 (normal) or 2 (at war: plate and shield); hp 32; MV 12; ML average (10); AL CE. Str 13, Dex 12, Con 13, Int 14, Wis 9, Cha 11.

Languages: Thyatian, Traladaran.

Proficiencies: Local history, riding (land-based).

Anton Radu: Head of the Radu Clan

Anton Radu is the head of the Radu clan and the long-time master of the Merchants' Guild. He is also a criminal mastermind born to his profession. For several generations the Traladaran Radu family has secretly run the Veiled Society, the most powerful criminal organization in Mirros. Anton, heir to the title of family head, was born 73 years ago and raised to be the strong-willed, merciless leader of both the Radu clan and the Veiled Society that he is today. By careful use of the Veiled Society, he has gained enough political and monetary power to have himself elected head of the Merchants' Guild of Karameikos.

What He Says: "The best thieves leave no clues" (attributed supposedly in admiration of a brilliant set of robberies that still have not been solved).

What Others Say: "Anton is a human? I thought the family dressed up a vulture and adopted him" (Samuas Torenescu, shortly before he was "accidentally" killed by a runaway coach).

Personality: Anton Radu is the classic intelligent criminal mastermind who never participates personally in his crimes, so they cannot be traced back to him. His minions intimidate and oppress; rarely do they have to kill. Radu is loyal to his family, but if individual family members endanger the rest of the family, they tend to be cut off from his protection—cut off or cut down.

Appearance: Radu is tall and rather skinny, with handsome, confident features, gray hair, and brown eyes. He dresses in typical high-class Traladaran clothing.

Using Radu: While Flameflicker represents the positive side of Karameikan criminal life (an agent of social change like Robin Hood), Radu is the colder, crueller nature of crime. He is a merciless manipulator who's very careful to leave no sign of his influence.

As a result of this caution, Radu will likely never contact

the player characters directly, but work through agents. Like Flameflicker, Radu's true position within the Veiled Society is a secret. Unlike the other thief, Anton lets it be known he is not without power in this regard, and he leaves it to others to fill in the blanks. Those who cross Radu or foil his plans will likely experience a visit from his thugs.

Combat: Anton Radu is an old man, but is still spry and capable of battling with the best of them. Of course, he only slays others in self-defense—or at least in some way that can be proved as such.

Anton Radu (12th-level thief): THAC0 15; #AT 1; Dmg 1d8 (long sword); AC 4 (leather armor, *ring of protection* +4, Dexterity bonus); hp 40; MV 12; ML champion (15); AL NE. Str 14, Dex 17, Con 14, Int 16, Wis 11, Cha 15.

Languages: Elvish (Callari dialect), Thyatian, Traladaran.

Proficiencies: Appraising, local history, riding (land-based).

Thieving Abilities: PP 70%; OL 70%; F/RT 55%; MS 65%; HS 60%; DN 65%; CW 60%; RL 90%.

Typical Veiled Society Thug (1st-level fighter): THAC0 20; #AT 1; Dmg 1d4 (dagger); AC 10; hp 6; MV 12; ML unreliable (2); AL CE.

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Elite Veiled Society Thug (3rd-level fighter): THAC0 18; #AT 1; Dmg 1d8+1 (long sword, Strength bonus); AC 7 (studded leather); hp 18; MV 12; ML elite (14); AL CE. Str 16, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Emilio the Great: Thespian

Emilio (full name unknown) is a Darokinian wanderer who for the last 40 years has been trying to give the peoples of the world the enlightenment and enrichment that only theatrical performance can bring. In short, he's an actor and writer of plays, and (for the last 15 years) the leader of a theatrical troupe sponsored by Estella Whitehall, the ambassador from Darokin.

Personality: Emilio is a high-strung, creative soul. He's demanding, irascible, short tempered, creative, inventive, witty, a monster to be around when he's in a bad mood and a charmer when he's feeling friendly. His work—and, more importantly, his *vision* of the work—takes priority over all.

What He Says: "Cost? Why should you quibble about cost? This is *art!*" (on the eve of his latest "masterpiece," *The Sinking of Alphatia*).

What Others Say: "All the grace and impact of a delayed-blast fireball . . . and almost as much damage" (Terari, Master of the Karameikan School of Magecraft, on the same production).

Appearance: Emilio is tall and rakish in appearance. He is 50, but he dyes his hair black and wears a natty, thin mustache. His eyes are brown. He dresses in high-quality formal clothes (on all occasions except during performances) and carries a silver-headed cane (which has no magical function).

Using Emilio: Emilio is a fool and a clown, and he should be presented to the PCs as such. The DM should pick a

favorite ham-actor and use that actor's mannerisms in talking to the characters—overblown, needlessly projecting, and “act-ting.”

You can have fun with Emilio by having the thespian decide that one of the player characters is ideal for his play, now in rehearsal. Emilio's constant pestering of a character who is trying to pursue more pressing goals is an exasperating and entertaining subplot to another adventure. Emilio, with his quick eyes and wit, is also a member of Queen Olivia's intelligence network, so he would act as a go-between should she ever want something of the PCs.

Combat: Emilio has no combat abilities and tries to negotiate (if the opponents look sentient), flee (if they look slow), or faint and play dead (he is an “act-tor,” after all).

Emilio the Thespian (0-level human of the gentry): THAC0 20; #AT 1; Dmg 1d4 (cane); AC 9 (Dexterity bonus); hp 6; MV 12; ML unsteady (7); AL N.

Str 10, Dex 15, Con 12, Int 18, Wis 11, Cha 15.

Languages: Thyatian (Darokinian accent), Traladaran.

Proficiencies: Artistic ability (acting, self-promotion, writing), riding (land-based).

Luthier Sforza: Tavernkeeper of the Black-Heart Lily

For a hundred years the Sforza family has operated the Black-Heart Lily (named after a woman who broke the heart of an early Sforza), one of the better taverns of Mirros. The current operator is Luthier Sforza, who was raised knowing that he would run the Lily and who wanted nothing more.

Personality: Luthier is ideally suited to his business. He enjoys the unending stream of customers through his hostel, enjoys providing decent food, drinks, and entertainment to his clients, enjoys trading stories with the regular patrons, and enjoys planning for heavy seasons and lean ones.

What He Says: “There was a gentleman in here a while back, looking for help. I mentioned your name.”

What Others Say: “Luthier and the Black-Heart are the true center of Mirros. Without him, adventurers would go elsewhere, and Ambassador Schonberg would evaporate” (Valen Karamaikos, though he denies it now).

Appearance: Sforza is a large, broad, ugly man 6' 3" tall who sports 250 pounds of unpretty muscle, a broad homely face surrounded by bristly brown hair, a mustache, and a beard. He wears plain clothes.

Using Sforza: Sforza himself has no problems, no plots, and no hidden agenda. What he does have is a decent tavern in which the player characters can stay when in Mirros. Lodging costs 3 gold royals per week and includes a common meal in the evening. Sforza is also an excellent source of gossip, willing to send people looking for adventurers to the player characters.

Combat: Though he doesn't brag about it, Sforza is a former adventurer, as those who cross him find out. He keeps a *cursed broad sword +1* (see the *DMG*) mounted behind the bar, but does not tell anyone but the staff about its negative nature.

Luthier Sforza (5th-level fighter): THAC0 16; #AT 1; Dmg 1d8+1 (long sword, Strength bonus); AC 10 (in the tavern) or AC 4 (in trouble: chain mail, and shield); hp 39; MV 12; ML champion (15); AL NG.

Str 17, Dex 10, Con 18, Int 13, Wis 12, Cha 9.

Languages: Thyatian, Traladaran.

Proficiencies: Blind-fighting, cooking, etiquette, local history.

Yolanda of Luln: Entertainer

Yolanda's parents were residents of the Black Eagle Barony. When Yolanda was born 32 years ago, they decided they couldn't raise their child in that horrible place. Not long after, they attempted to escape, but only she, her older sister Sascia, and her mother survived. Yolanda grew up in the bleak village of Luln, where her mother worked as a seamstress and dyer of cloths. The stories told by her mother and the fearfulness of the people of Luln inspired Yolanda with a fierce hatred of the Black Eagle, but she was no fighter like Sascia. She was, however, gifted with a beautiful singing voice and a natural affinity for dance, so she trained long and arduously in both arts. Eventually she moved to Mirros to find a greater audience.

Today she is one of Mirros's favorite entertainers. She has sung for the royal family, appears regularly at the classier inns and taverns (including the Black-Heart Lily), and has performed with Emilio the Great in a number of his plays. Occasionally, when the mood strikes, she goes with some of her musician friends to a marketplace and dances for the crowds.

Personality: Yolanda was for years a woman with a cause: She wanted to help bring about the downfall of the Black Eagle Barony. Now that the Barony has been overthrown, she is dedicated to the arrest and punishment of Baron von Hendriks and Barge the Infamous, and she hopes to see just rulers in the former Black Eagle Barony.

That's not all there is to her, though. She is dedicated to her art, and it's said that no one puts more heart and soul into a song of love, heartbreak, or tragedy than Yolanda.

In person, away from her trade, she is quiet and a little nervous. She doesn't really know how to deal with people when she's not entertaining them.

What She Says: “I met the Black Eagle once at a party thrown by the queen. He said that I should thank him, for without the depredations of his minions I would not have had anything worth singing about. I threw my drink at him only because I didn't have my dagger handy.”

What Others Say: “The Songbird of Karamaikos, Yolanda is the only vessel truly worthy of my artistic greatness” (Emilio the Great).

Appearance: Yolanda is of medium height and slender, with waist-length straight black hair and large eyes of light brown. She wears costly and colorful Traladaran dresses and much jewelry (bracelets, necklaces, earrings, and anklets), all of it of small worth.

Using Yolanda: The characters are likely to see Yolanda during any visit to Mirros; she could be entertaining at their

pub or in the marketplace. The DM should use her as a background figure unless the subject of the Black Eagle Baron comes up, at which time she emerges as a figure who craves information and is even willing to hire the PCs to check out rumors of von Hendriks and Bargle's activities.

Should the players rise to power and take command of the Barony of Halag (the former Black Eagle Barony), they'll find Yolanda very interested in their activities. Currently she is gathering as much information as possible about the incumbent castellan, Milo Korrgan, who is struggling in his role.

Combat: Yolanda has no fighting abilities to speak of.

Yolanda of Luln (0-level human of the gentry): THAC0 20; #AT 1; Dmg 1d3 (hairpin); AC 6 (Dexterity bonus); hp 6; MV 12; ML elite (14); AL NG. Str 9, Dex 18, Con 10, Int 16, Wis 10, Cha 17.

Languages: Elvish (Callarii dialect), Thyatian, Traladaran.

Proficiencies: Artistic ability (singing, acting), dancing, etiquette.

"Lord" Dmitrios: Prince of Beggars

Dmitrios is a clever man who discovered in his youth that he could make more money by convincing passing pedestrians to give it to him rather than by participating in an honest trade. Since the age of 17, he has dressed in ragged clothes, gone to the marketplaces, and begged for money. He's not a pitiful beggar: He calls for coins, and if he receives none he may fall to the ground in mock death (for the enjoyment of the crowd) or harangue a passing citizen with witty insults (ducking into the crowd in mock fear if the person takes offense). He performs antics in the markets, juggles, and steals hats from the heads of fat merchants, running hither and yon before bringing them back.

At day's end, he takes his haul of coins and returns to his small-but-expensive town home near the Torenescu estate; though he's a beggar, he's not a poor man. He makes a good living from his craft (though this fact is known to few).

Personality: Dmitrios is a born comedian and clown who's very happy with his life. He enjoys gathering coins in the street, entertaining folk in the marketplace, piercing the egos of the pretentious, and returning to his family.

What He Says: "Coins, for the love of Halav!"

What Others Say: "Just like water runs down into the sewer, all information eventually reaches Dmitrios" (common Mirros saying).

Appearance: Dmitrios is of average height and a light build. He dresses in a ragged tunic with colorful patches upon it, hose, and short boots. He usually has some prop or gimmick in his hands (juggling balls or stray fruit, ribbon or rope), anything he can keep in motion to entertain watchers.

Using Dmitrios: Dmitrios and his wife are cousins of the

Torenescu clan, and Dmitrios uses his street savvy to overhear information helpful to the Torenescus, which he passes on to young Aleksander. On missions of considerable importance, Aleksander might send Dmitrios as a messenger and go-between—not many people know that Dmitrios is allied to the Torenescu. Should something happen to Aleksander (say, a slow, lingering disease brought on by poisoning), Dmitrios will take it upon himself to find the solution.

Combat: Given Dmitrios's tendency to lampoon the powerful and mighty, he must be capable of defending himself. In addition, he has a large number of friends and allies, both in the market and among the city guard, such that anyone giving him trouble soon has troubles of their own.

Dmitrios (4th-level fighter): THAC0 17; #AT 1; Dmg 1d4 (dagger); AC 7 (Dexterity bonus); hp 21; MV 12; ML elite (13); AL NG.

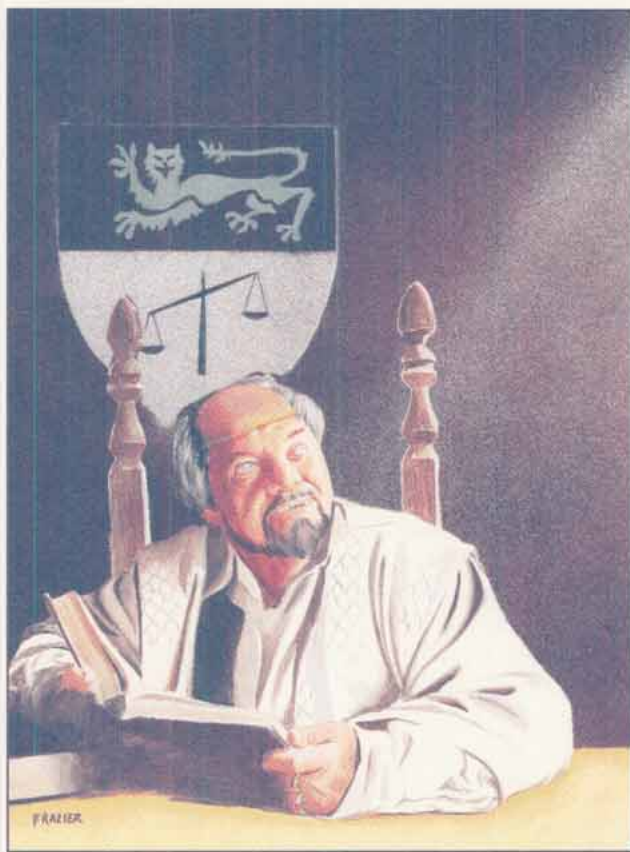
Str 10, Dex 17, Con 12, Int 16, Wis 11, Cha 16.

Languages: Elvish (Callarii dialect), Thyatian, Traladaran.

Proficiencies: Artistic ability (acting, juggling, mime), local history.

Beyond the Walls of Mirros

Even beyond the royal court in Mirros there are people of importance that characters might meet, particularly leaders of other communities and the heads of other important families. As before, some of these individuals will be accessible to the PCs, some won't, and some will be completely behind the scenes.



Baron Philip Vorloi is considered one of the kinder and more noble Thyatians by his Traladaran subjects. This portrait suggests animation and even humor in the subject's face, qualities lacking in most Thyatian paintings. Vorloi is a staunch supporter of the king.

Baron Philip Vorloi: Baron of Vorloi

Philip Vorloi was a successful merchant prince in his native Thyatis at the age of 30. Given the chance to follow then-Duke Stefan to Karameikos and “get in on the ground floor” of an emerging nation, he did so eagerly and has never regretted the decision.

A shrewd and farsighted man, Vorloi has always acted in the best interests of both his clan and the king. He lent money and his considerable expertise to Admiral Hyraksos to help build the Karameikan Navy (which helped keep the seas safe for his own merchant vessels). He also has successfully resisted the efforts of the Merchants’ Guild to curb his trade (and of the Veiled Society to intimidate him). Vorloi’s wife perished of illness 15 years ago. He has two children: a son, Grygori (a fool, fop, and idiot) and a daughter, Marianna (his pride and joy).

Personality: Vorloi is a strong-willed and independent man. His code is to treat others as they treat him. The king has always treated him fairly and honorably, and he returns the favor. The Radu family, on the other hand, has always treated him with contempt, and he returns the sentiment. Vorloi is generous with those who impress him, but he’s intolerant of stupidity and incompetence. The apparently feebleminded condition of his son drives him to rage.

What He Says: “Traladaran, Thyatian, elf, dwarf, bah! Those are all false divisions used by those who seek to control your life. Judge a man for what he is, not what blood runs in his veins.”

What Others Say: “Baron Vorloi is one more Thyatian toady, and when push comes to shove, he’ll scurry back under the imperial skirts, despite his high talk of brotherhood” (Anton Radu).

Appearance: Vorloi is a beefy man in his early 60s. Though rather thick in the middle and thin on top, he’s still imposing—tall, looming, and impressive. His balding head has white hair, his eyes are blue, and he wears a neat beard and mustache. He dresses in bright clothing of Thyatian make and wears much jewelry, mostly necklaces and rings.

Using Vorloi: Vorloi is the third corner of the triangle of great families of Mirros. The clashes between Torenescu,

Radu, and Vorloi are the main conflicts below the level of the crown. Vorloi is the champion of the older Thyatians, Torenescu of the elder Traladarans, and Radu of the mercantile (and criminal) element. Baron Vorloi deals with all Karameikans alike, regardless of heritage, but the Torenescus note he does so from a position of privilege and power.

As the head of a family, Baron Vorloi is not someone low-level characters will encounter; his son Grygori, a fop and wastrel, is a more likely contact. Grygori is often getting into all manner of trouble, requiring “professional help” (bold-hearted adventurers) to extricate himself.

Combat: Baron Vorloi is not much of a warrior, as his fighting days are behind him. He relies on mercenaries to protect him and his family.

Baron Phillip Vorloi (3rd-level fighter): THAC0 18; #AT 1; Dmg 1d4 (dagger); AC 10; hp 19; MV 12; ML elite (13); AL LG.

Str 13, Dex 10, Con 14, Int 15, Wis 11, Cha 15.

Languages: Thyatian, Traladaran.

Proficiencies: Appraising, riding (land-based), seamanship.

Lady Magda Marilenev: Leader of Clan Marilenev

Magda was the young wife of Ivan Marilenev 40 years ago, when the Marilenev Rebellion was put down. In the conflict, the bulk of the Marilenev clan was killed, and Magda’s own children, Britan and Caspar, were captured by Stefan’s forces, who were in turn ambushed by orcs, killing all.

Since then, widowed, childless, stripped of much of her power, and (to her thinking)

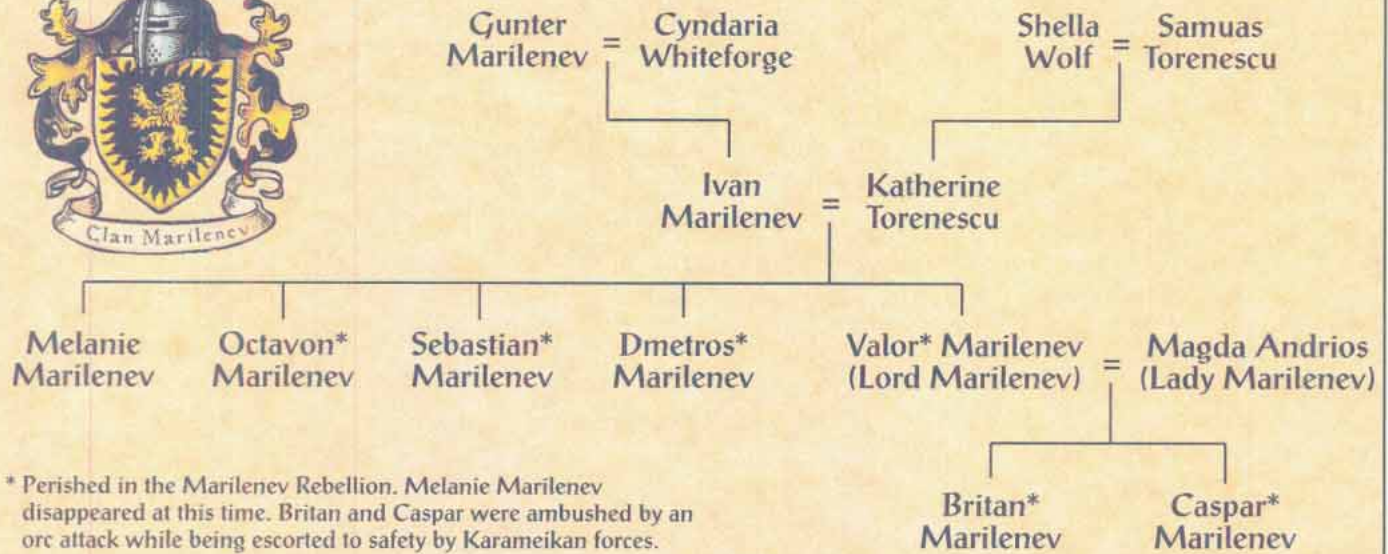
humiliated by Stefan, she has grown bitter and spiteful, using what resources remain to plot against the royal family. Though her home is in Castle Marilenev, Lady Magda lives in Mirros for most of the year.

Personality: Lady Magda is, in public, gracious and charming, easily the equal of Queen Olivia in professional niceness. Behind the scenes, however, she humbles her servants, plots to disrupt royal affairs and embarrass the royal family, and in general plans and executes as much petty nastiness as she can get away with. Her one friend was Christoph Torenescu, and when he died her links with the



Lady Magda Marilenev’s family perished in rebellion against Stefan, and she remains an outspoken critic of the king. Her portrait, rendered in the classic Traladaran style, shows the lady before the family manse, a deteriorating pile of stone.

Clan Marilenev



Torenescu clan weakened.

What She Says: "Another invitation from *them*, to celebrate their treachery." (The royal family is never mentioned by name; they are always a unified *them*.)

What Others Say: "Poor dear. She has suffered so much, and her pride prevents her from being comforted" (Queen Olivia—Lady Magda reportedly destroyed an entire suite of furniture when this was reported to her).

Appearance: Magda is a noble lady in her 60s. She is dignified and slender, her brown eyes bright and noble. (She usually looks haughty and pretentious.) Her hair is gray. She dresses in expensive robes and gowns.

Using Magda: Lady Magda is a barrel of resentment waiting to explode. She resents the king, whose minions were responsible for the deaths of her husband and family. She resents the Torenescu family, whose help she sought (and received) after the Marilenev Rebellion. She's lived with her resentment too many years, and one of these days she's going to snap. . . .

Combat: Magda has no inherent combat skills, but when abroad in Karamaikos she keeps a pair of 4th-level bodyguards. Rumors abound that she is looking for the services of a wizard as well.

Lady Magda Marilenev (0-level human of the gentry): THAC0 20; #AT 1; Dmg 1d3 (knife); AC 10; hp 4; MV 12; ML champion (15); AL NE.

Str 8, Dex 12, Con 11, Int 10, Wis 10, Cha 13.

Languages: Traladaran.

Proficiencies: Dancing, etiquette, local history.

Baron Desmond Kelvin II: Member, Order of the Griffon (Church of Karamaikos)

Desmond is the eldest son of the first Desmond Kelvin, who built the city of Kelvin and helped tame this part of the wilderness in the name of Stefan Karamaikos. Desmond grew up in a strict military environment. He entered the Church of Karamaikos at age 13 in order to join the Church's fighting force, the Order of the Griffon. He is now a respected member of that order.

Personality: Desmond is a dark, brooding man. He appears the very model of military efficiency—his eyes miss nothing, he speaks in clipped and curt tones, and he shows no emotion except anger at incompetence. He's a difficult man to work with, an even more difficult man to work for, but he's fair and not rash.

He's a very ambitious man, though, and for years he courted Adriana (with Olivia's approval). When the future ruler of Karamaikos spurned his advances and instead chose to wed Devon Hyraksos, Desmond was crushed, and his resentment has turned to anger.

What He Says: "This is the most dangerous time in Karamaikan history. The ruling class has become comfortable and unmindful of the treachery that lurks on all sides."

What Others Say: "Thank goodness Lord Desmond is here to handle all our problems for us. I suppose that means we can all retire now" (Princess Adriana).

Appearance: Kelvin is tall and lean. He has sharp, handsome features, piercing blue eyes, dark brown hair, and a



Clan Vorloi

Patros Vorloi = Rogaria Canolocarius

Arkan Sulanov =

Michaela Vorloi

Zandra Sulanov

Baron Philip Vorloi = Anna Braun

Mikel Vorloi

Marianna Vorloi

Fortunato Vorloi = Marianne Gjinjos

Lucia Vorloi

Thyatian Branch of Family

trim mustache. His glowering expressions and overall air of foreboding tend to put people off.

Using Devon: Kelvin is loyal to the king, but also out for himself, and his resentment toward the royal family grows daily. He carries out any royal order given to him and does so with great military precision, but he also finds some way to turn the situation to his own personal advantage. He wants to show Adriana her error in spurning him, and while he would do nothing to directly endanger the king, he may be drawn into intrigues against royal policies. His allies include Oderbry in the church and a number of old-line Thyatians.

Kelvin could be a friend and ally to some and an enemy to others, depending on the circumstances of the meeting and how they feel about his political aspirations.

Combat: Kelvin is a competent warrior-priest with extensive battlefield experience. Before taking the baronial coronet, Kelvin led raids against invading nonhumans along the King's Road, and he continues to do so to this day. A brilliant tactician when working from a set battle plan, he reacts rashly when surprised.

Baron Desmond Kelvin (9th-level cleric): THAC0 16; #AT 1; Dmg 1d6+2 (*mace +1*, Strength bonus); AC 2 (plate mail and shield); hp 53; MV 12; ML fanatic (18); AL LN. Str 16, Dex 14, Con 16, Int 13, Wis 17, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Local history, religion, riding (land-based), tracking.

Favored spells:

1st level—*Bless*, *cure light wounds* (×2), *detect evil*, *invisibility to undead*, *protection from evil*.

2nd level—*Aid*, *hold person* (×2), *know alignment*, *silence 15' radius*, *spiritual hammer*.

3rd level—*Cure disease*, *locate object*, *negative plane protection*, *remove curse*.

4th level—*Cure serious wounds* (×2).

5th level—*Raise dead*.

Baron Sherlane Halaran: Patriarch of Threshold (Church of Karamaikos)

Sherlane Halaran was a patriarch of a church in Thyatis before following then-Duke Stefan to Karamaikos. Halaran was saddled with double duties in Karamaikos: He was granted the barony of the Threshold area, and the newly founded Church of Karamaikos named him patriarch to the area as well. He has executed both his secular and religious duties fairly and well, and he is highly regarded by the people of Threshold.

Personality: Halaran's character is made up of both grandfatherly affection and stern discipline. If one behaves in a good-natured manner and stays within the laws, he remains the cheery, soft-spoken man liked so well by the people of Threshold. But if one acts in an unbecoming manner—attacking or insulting someone, breaking the law, or just behaving childish—he becomes grim and ominous, his eyes flashing anger as he pronounces sentence on the offender.

What He Says: "As you give, so you shall be given. As you treat, so shall you be treated. Such is the way man lives" (common homily).

What Others Say: "He is part and parcel of the older generation that believes, now that they are tired and retired, that all the battles have been won. His only warning of doom will be when his comfortable walls collapse on him" (Baron Desmond Kelvin of Kelvin).

Appearance: Halaran is in his early 70s, an aging warrior-cleric who's still capable of hoisting a mace in the name of righteousness. His hair is snow white and he is clean shaven. His eyes are blue. His most dominant feature is his prominent, jutting nose, which earned him highly unflattering nicknames in his long-gone youth. He wears unpretentious clerical robes and does not wear a baronial coronet.

Using Halaran: Patriarch Sherlane is the law in Threshold, which is well known to people there. Sherlane is likely to know any characters and their families who are from Threshold by name. This doesn't mean that the patriarch is an old friend that PCs can impose upon at will, however. While good natured, the patriarch has a strong sense of position and propriety. He raises PCs who have been slain, but expects donations to the church for his services.

As the characters move up in levels, the patriarch may call upon them for specific tasks or adventures which are for the good of the community. The patriarch and his daughter may therefore be used as adventure hooks to send the player characters in new directions.

Combat: Halaran has little cause to enter into direct combat anymore, but he still can hold his own in battle. He best serves by healing other warriors and sending them back into the fray.

Baron Sherlane Halaran (14th-level cleric): THAC0 12; #AT 1; Dmg 1d6 (mace); AC 10; hp 46; MV 12; ML champion (15); AL LG.

Str 9, Int 14, Wis 18, Dex 10, Con 8, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Local history, religion, riding (land-based).

Favored spells:

1st level—*Bless, command, cure light wounds* (x3), *detect evil, detect magic, protection from evil*.

2nd level—*Enthrall, find traps, hold person* (x2), *know alignment, silence 15' radius, slow poison, speak with animals*

3rd level—*Continual light, cure blindness or deafness, cure disease, magical vestment, negative plane protection, remove curse, striking*.

4th level—*Cure serious wounds* (x2), *detect lie, dispel magic, neutralize poison*.

5th level—*Commune, raise dead*.

6th level—*Animate object, word of recall*.

Aleena Halaran: Member, Order of the Griffon (Church of Karameikos)

Aleena, the daughter of Sherlane Halaran's brother, was born 32 years ago. Her father Merrik Halaran—a retired fighter who had served the emperor of Thyatis before immigrating to Karameikos—and mother died of disease a few years ago. Aleena journeyed to Karameikos to live with her uncle after their deaths and has been here since. She joined the Church of Karameikos at a very young age and joined the Order of the Griffon soon after. Since that time, she has acted as an adventurer and a protector of Threshold.

Personality: Aleena doesn't seem the sort of person who'd take up mace and hammer against the forces of evil. She's quiet and soft of voice and temperament, preferring to settle disputes with words rather than blows. She's also

very romantic and, consequently, sometimes naive, trusting too often that a person's good nature will emerge, that a habitual criminal can reform, and so on.

What She Says: "Goodness and lawfulness are not one in the same. You can be one without the other, I'm afraid, and those who practice both must be ever watchful of others who claim alliance."

What Others Say: "The armored flower of Threshold, born with a silver sword in her hands, cannot know struggle; everything she owns has been given to her" (Baron Desmond Kelvin, ignoring the same situation in himself).



Desmond Kelvin II, succeeding his father as the lord of Kelvin, is a resolute defender of traditional Thyatian interests in Karameikos. His devotion to the crown has dimmed in recent years since Princess Adriana refused his hand in marriage.

Appearance: Aleena is a classic Thyatian beauty. She's of medium height and build, with flowing blonde hair and large, expressive blue eyes. She tends to dress in brightly decorated adventuring gear or armor, but for society affairs she can be coaxed into wearing formal Thyatian gowns.

Using Aleena: Characters are likely to meet Aleena when in Threshold as she runs errands for her uncle, delivers orders to the guard station of Threshold and messages to the townmaster, and keeps order in town wherever she sees it slipping. Aleena provides a convenient way to bring PCs into contact with her uncle the patriarch, as she's more accessible and aware of rising young stars among the adventuring classes.

Combat: Aleena is capable, competent, and more than able to hold her own in combat. She's not likely to accompany adventurers on quests unless some of them are at least 9th level. One fear she does have is that something will happen to Threshold (and her uncle) in her absence.

Aleena Halaran (11th-level cleric): THAC0 14; #AT 1; Dmg 1d6+2 (*mace* +2); AC 2 (plate mail, Dexterity bonus); hp 49; MV 12; ML fanatic (17); AL LG.

Str 13, Dex 15, Con 12, Int 13, Wis 17, Cha 17.

Languages: Thyatian, Traladaran.

Proficiencies: Local history, religion, riding (land-based).

Favored spells:

1st level—*Bless* (x2), *cure light wounds* (x2), *detect magic*, *purify food & drink*, *remove fear*.

2nd level—*Detect charm*, *find traps*, *hold person* (x2), *obscurement*, *silence 15'* radius.

3rd level—*Continual light*, *cure blindness or deafness*, *cure disease*, *dispel magic*, *remove curse*.

4th level—*Cure serious wounds* (x2), *neutralize poison*.

5th level—*Commune*, *raise dead*.

6th level—*Word of recall*.

Mistress Sascia: Townmistress of Luln

Sascia, the elder sister of Yolanda of Luln, was born 40 years ago. She developed a fierce hatred of the nearby Black Eagle Barony, but unlike Yolanda, Sascia was very strong and convinced that she could make a difference in Luln. She learned

the ways of the sword and military tactics, then persuaded the leaders of Luln to set up sentries in the forest who could warn of impending raids from the barony. She fought the raiders when they came and inspired others to do the same. Eventually, when the last townmaster stepped down from his post, she took that position.

Personality: Sascia's goal is to build Luln into a proper town, now free of the malignant influence of the Black Eagle Baron. Most of her attention is dedicated to that cause. She's ambitious and stubborn, but she's grateful to those who help her, and adventuring parties seeking to confront von Hendriks and his pet wizard will get her whole-hearted support.

Sascia is deeply suspicious of King Stefan's willingness and ability to make real changes in the lives of the people of Karameikos. She believes the rest of the royals and the entire Karameikan government are promoting their own agendas at the expense of the people in the hinterlands.

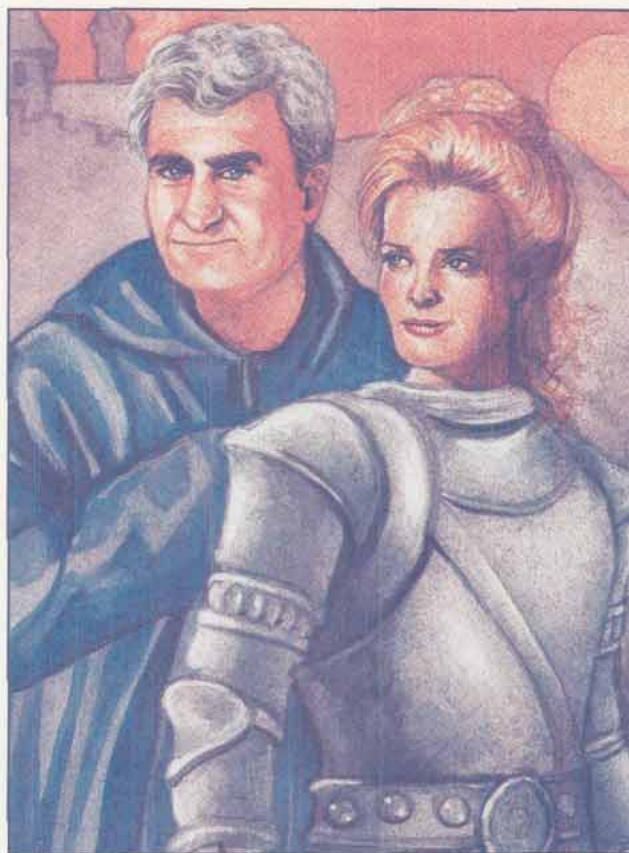
What She Says: "And what faction in Mirros are you working for?" (an all-too-common question in initial interviews).

What Others Say: "Townmistress Sascia has long resisted an evil that we were unwilling to recognize. The question now is, with that evil removed, can she rule wisely?" (King Stefan's private notes to Minister of State Yarol).

Appearance: Sascia is tall and lean (and stronger than she looks). Her hair, often worn up under a helmet, is very light brown and crinkly, and her eyes are brown. She wears common tunics, trousers, and boots, and she

could easily be mistaken for a common adventurer, as she wears no badge of office. In combat she wears chain mail and carries a shield.

Running Sascia: The king is considering creating a new barony in Luln, and ennobling Sascia as its baroness. Her longstanding and bitter hatred of Ludwig von Hendriks, Stefan's cousin, stood in the way of that ennobling, but with von Hendriks gone (and Sascia proven correct), His Majesty is looking at the townmistress with new eyes. Still affecting his decision are a number of stormy discussions with Sascia that took place in the past.



Baron Halaran, the temporal ruler of Threshold, is also its spiritual patriarch within the Church of Karameikos. The good baron is aided in his work by his devoted niece, Aleena, also a priest ordained in the Church of Karameikos.

Individuals in Luln on government business will find that the townmistress is extremely interested in who is supporting them and what they are doing. She is aided in that goal by her sister Yolanda, who sends information from the capital her way. Yolanda's approval will go a long way toward placating Sascia's opinion.

Combat: Sascia has had extensive battle experience dealing with raiding humanoids from the Black Eagle Barony (a situation that continues despite the overthrow of von Hendriks). She believes that a small unit of trained heroes can accomplish goals that are beyond the scope of large armies.

Sascia of Luln (12th-level fighter): THAC0 9; #AT 1; Dmg 1d8+2 (*sword +1*, Strength bonus); AC 3 (chain mail, shield, *ring of protection +1*); MV 9; hp 47; ML fanatic (18); AL LG.

Str 17, Dex 14, Con 12, Int 13, Wis 10, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Blind-fighting, riding (land-based).

Lord Lev Dromilov: Ruler of Dmitrov

Lev Dromilov is a former adventurer who has succeeded in retiring, receiving a small piece of land to rule and doing so effectively and quietly. While other domains further north are regularly assaulted by nonhuman hordes, Dmitrov remains a sleepy little community, and that's the way Lev prefers it.

Personality: Lev likes the placid nature of his home and will fight to keep it that way. However, sanguine and sleepy, he will remain unconvinced that danger is nigh until it comes down directly on top of him. Only then will he send for aid from the capital.

Lev is on good terms with his neighbor, Vorloi, and with others of Thyatian descent. This has created a rift between him and more conservative Traladarans such as Boris Torenescu. In his estate this matters little since the land is primarily Traladaran in nature.

What He Says: "We're a quiet little territory, here" (a common response, spoken with pride, upon remarks about the sleepy nature of his town).

What Others Say: "Dmitrov is perfect for his town—both are quiet to the point of being dead" (Valen Karameikos).

Appearance: Lev is a warrior in his late middle years (48 or so), with black hair and brown eyes. He wears his hair long, in the Traladaran style, and has a long, stringy mustache. Since retiring, he has a noticeable paunch as well, and his old battle armor has to have the straps let out all the way for him to use it.

Using Dromilov: The town of Dmitrov is a perfect location for those DMs who wish to create a campaign setting far away from the maddening crowd, where the PCs won't meet monsters at every turn (or where monsters are suddenly appearing, threatening the people). Dromilov is calm, even-tempered, and disbelieving—a quiet figure who runs the estate where the characters hang out.

Combat: It's been years since Dromilov has lifted a sword in combat, but he's lost none of his edge. He prefers to fight, backed by a few guards or a contingent of wizards, if push comes to shove.

Lord Lev Dromilov (6th-level fighter): THAC0 14; #AT 1; Dmg 1d8+1 (*sword +1*); AC 10 or 2 (at war: plate mail and shield); hp 42; MV 12 or 9 (in armor); ML champion (15); AL LN.

Str 15, Dex 12, Con 17, Int 13, Wis 10, Cha 14.

Languages: Thyatian, Traladaran.

Proficiencies: Blind-fighting, endurance, riding (land-based).

Dorfus Hilltopper: Gnome-King of Highforge

The only other king in Karameikos, the gnome-king's lineage stretches back to before the Thyatian invasion. Dorfus's grandfather swore fealty to Stefan in exchange for maintaining their ancestral land, and the (human) king's law ends at the gates of Highforge.

The 23rd of the Hilltopper line, Dorfus took the throne 20 years ago, when his father was slain by goblin raiders while accompanying the annual Gnome Caravan. Since that time, he has ruled quietly (or mostly quietly) from his vaultlike home-burrow.



Sascia and Yolanda of Luln have staunchly battled the depredations of the Black Eagle Baron. Sascia (right) has defended her town from nonhuman invasions, while Yolanda has used her singing to promote von Hendrik's downfall.

Personality: Dorfus is reclusive even by gnomish standards, and he has never passed beyond the gates of his city. He treats humans with mild distaste, greeting them in a chamber hall with five-foot ceilings, forcing them to stoop.

Dorfus is ill at ease with humans and finds them unpleasant, almost monstrous. To gnomes and dwarves he is a kind, helpful ruler.

What He Says: "I have no time for giants" (a common response to requests by humans for an audience).

What Others Say: "Humans assume that everyone who does not barrel along at top speed is strange and reclusive. I understand Dorfus's manner and find him a loyal Karameikan" (Bolto Nordenshield, dwarf ambassador of Rockhome).

Appearance: Dorfus looks typically gnomish to most humans, short and slender with graying muttonchops and thinning hair. His robes of state are sumptuous and well made.

Using Dorfus: Dorfus won't generally be glad to see player-character adventurers, particularly if they're human. He comes into their lives only if they journey to Highforge, perhaps as guards for the Gnome Caravan.

One thing to keep in mind is that laws vary between Karameikos and Highforge, and the justice of Highforge is slanted heavily toward dwarves and gnomes. Dorfus's relations with Stefan are good, such that criminals who seek asylum from a crime in one kingdom or the other soon find themselves pursued in both.

Combat: Dorfus is an able fighter and has honed his abilities in the caverns beneath the gnomish settlement.

Dorfus Hilltopper (7th-level gnome fighter): THAC0 14; #AT 1; Dmg 2d4 (broad sword); AC 10 or 2 (at war: plate mail and shield); hp 45; MV 12 or 9 (in armor); ML fanatic (17); AL LN.

Str 13, Dex 12, Con 16, Int 13, Wis 15, Cha 14.

Languages: Burrowing mammals, dwarvish (Highforge dialect), gnomish (Highforge dialect), goblin, kobold, Thyatian, Traladaran.

Proficiencies: Appraising, blind-fighting, endurance, gem-cutting, survival (underground).

Lady Arteris Penhaligon: Ruler of Penhaligon

Arteris is the daughter of the town's late founder, Arturus Penhaligon, an adventuring companion of King Stefan before he came to Karameikos. She grew up in the roadside town and knows both the town and the area around it intimately.

Personality: Arteris Penhaligon is a dedicated, no-nonsense warrior who thinks of the safety of her town first, the caravans that pass through it second, her loyalty to the crown third, and the lives of individual adventurers not at all. She is passionate in protecting those she knows well, but unconcerned about risking the lives of those she knows casually. As a result, if there's a gnoll lair to be raided or goblins to be combated, she prefers to hire mercenary adventurers for the job, paying a percentage of any treasure recovered in the process.

What She Says: "Though the cost may be high, one life or a hundred, the town shall live" (attributed and used as a quote in Emilio the Great's production of *The Grand Duke's Road*).

What Others Say: "Cold as a glacier. After I turn her into a bloody hero, she threatens to break my knees!" (Emilio the Great after Arteris saw *The Grand Duke's Road*).

Appearance: Arteris is a tall, middle-aged warrior with brown eyes and brown hair worn in the Thyatian style. She seems to have a permanent scowl and is said to smile only in the midst of battle.

The Legend of Koriszegy Keep

—Related by
Andreas Riventower

Years ago, before the first stone of Marilenev (now Mirros) was laid, before the orcs boiled out of the Broken Lands, before the Dwarven Plague, when the Thyatians and the Flaems battled in what today is Glantri, a great and noble family lived in Traladara, which is now Karameikos. The members of this family, whose symbol was the tower and whose line had produced heroes for the Traladaran people for centuries, called themselves the Koriszegy.

The head of the family at the time was a moody, worried man. For though he descended from a line of strong and broad-shouldered warriors, he did not follow their example; he was frail, so he immersed himself in spellcraft. Ashamed that he lacked the power of his forebears, he feared his family line would continue to dwindle over time and eventually die out; the Koriszegy and their land would be forgotten.

So Koriszegy planned and plotted and read and researched and delved, and at length summoned up a dark and fell power. Whether this was some royalty of the lower planes, a genie from a far-off land, or some vile and forgotten Immortal is not known. All that is known is that on the evening of that summoning, the sky became heavy with storm clouds, and eldritch balls of lightning danced about the keep.

Legend says that Koriszegy confronted this dark power with his fears, demanded that the Koriszegy line be preserved as strong and vibrant, and made a pact to preserve that strength. Legend further claims that the dark force he summoned laughed and agreed to his pact, booming in its fell voice that the master of Koriszegy Keep would always be powerful, strong, and

(continued on page 87)

Using Arteris: Arteris's penchant for hiring strangers for missions on behalf of the town makes her a likely employer for the traveling sell-sword and the wandering mage. Low-level adventurers may be employed as scouts and spies in the mountains surrounding Penhaligon. Interestingly, once player characters get to know Arteris, she will not give them additional work, for she does not like the idea of risking friends. She will, however, send letters of recommendation on their behalf.

Combat: Arteris Penhaligon is an accomplished swordswoman. She wears a set of *bracers of defense AC 2*, which were a gift from her father.

Arteris Penhaligon (9th-level fighter): THAC0 11; #AT 1 or 2; Dmg 2d4+1 (*broad sword+1, flametongue*) or 1d6 (short bow & arrows); AC 2 (*bracers of defense AC 2*); hp 53; MV 12; ML fearless (19); AL LN.

Str 14, Dex 14, Con 15, Int 13, Wis 13, Cha 17.

Languages: Dwarvish (Highforge dialect), Thyatian, Traladaran.

Proficiencies: Animal lore, blind-fighting, hunting, tracking.

Prestelle of Rifllian: Chief Trader of Rifllian

Rifllian is more of a permanent encampment than a town, and it's the site of trading between humans and elf nationals in the woods. Its most permanent feature is the elf Prestelle, who presides over the encampment as an unofficial "townmistress." Prestelle has kept a light hand in Rifllian's trading policies ever since.

Personality: Prestelle is a young elf who has a flair for business and who is thoroughly amused by humanity. To her, the grace of a deal is more important than the deal itself. She lives for making a profit, but profit is more of a method of keeping score of her own abilities than a way to service the needs of her people. As a result, Prestelle lavishly spends what she has on herself and her friends and still manages to send a healthy return back to her clan leaders.

What She Says: "A very pleasant speech. I assume there was some mention of gold in there that I missed?" (common response to flattery).

What Others Say: "She is a handful for elf and human alike. Many a daring rogue has found safety at her table, and those who have sought to cheat her have been unpleasantly surprised" (Shalander, the ambassador of Alfheim in Exile).

Appearance: Prestelle is young (for an elf), slender, short, and irrepressibly perky (a tendency that unbalances more serious merchants). She has curly blonde hair and deep green eyes. She normally dresses in hunting leathers dyed forest green.

Using Prestelle: Prestelle is an excellent initial contact for low-level rogues and elves. She admires the spunk in the former and wants to show the latter that not all elves over 50 are staid, proper individuals. She is an excellent source of information, and the PCs can easily get on her good side by guarding an occasional merchant caravan or hunting down raiding orcs. Similarly, trying to cozen or cheat Prestelle in any deal is not advised; despite her light tone and frazzled appearance, she has contacts throughout Karameikos, especially among the other elf peoples.

Prestelle's tone is light and bouncy, and she seems to switch subjects at a moment's notice. Eventually, when the matter comes down to money, she is direct in her dealings, but more than willing to walk away from a deal that is not in her (and her people's) best interests.

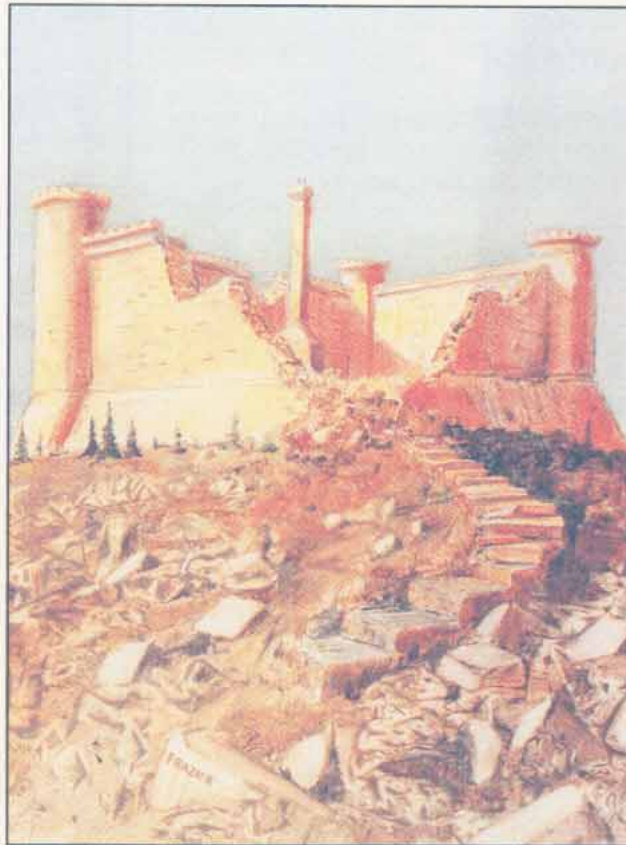
Prestelle can usually be found at the Silver Swan Inn, a sprawling human and elf dining emporium in Rifllian, where she maintains her own private suite.

Combat: Prestelle is a skilled fighter and mage wielding sword and spell with ease. She prefers ambush to open combat and fires her short bow from cover if overmatched (or if she can take her targets by surprise).

Prestelle (5th-/4th-level elf fighter/mage): THAC0 16; #AT 1 or 2; Dmg 1d8 (long sword) or 1d6 (short bow & arrows); AC 6 (Dexterity bonus); hp 43; MV 12; ML fanatic (17); AL CG.

Str 14, Dex 18, Con 14, Int 14, Wis 12, Cha 16.

Languages: Elvish (Rifllian dialect), gnoll, gnomish (Highforge dialect), goblin, hobgoblin, orcish, Thyatian, Traladaran.



Situated in western Karameikos, the toppled stone-work of Koriszegy Keep remains shrouded in myth and legend to this day. Once the home of a powerful Traladaran family, it now is said to be haunted by the living dead.

bat and fires her short bow from cover if overmatched (or if she can take her targets by surprise).

Prestelle (5th-/4th-level elf fighter/mage): THAC0 16; #AT 1 or 2; Dmg 1d8 (long sword) or 1d6 (short bow & arrows); AC 6 (Dexterity bonus); hp 43; MV 12; ML fanatic (17); AL CG.

Str 14, Dex 18, Con 14, Int 14, Wis 12, Cha 16.

Languages: Elvish (Rifllian dialect), gnoll, gnomish (Highforge dialect), goblin, hobgoblin, orcish, Thyatian, Traladaran.

Proficiencies: Animal lore, bowyer/fletcher, hunting, spellcraft, survival (forest), tracking.

Spellbook:

1st level—*Detect magic**, *light*, *magic missile**, *phantasmal force*, *read languages*, *read magic*, *sleep**.

2nd level—*Alter self*, *detect evil**, *detect invisible*, *stinking cloud*, *web**.

Lord Zemiros Sulescu: Ruler of Sulescu

The Sulescus have ruled their estate for over 300 years, and save for his modern dress and manner, the current lord is the very model of his ancestor. He has sworn fealty to the king, but has also sent notice that royal meddling in his small territory will not be tolerated. The crown has responded that, as long as Sulescu keeps his lands and people under control, there will be no problem.

The line of Sulescu is in reality a single undead creature known as a nosferatu, a variant of the vampire with magical abilities, resistances to vampiric banes such as sunlight, and a neutral demeanor. The nosferatu has masqueraded as his own sons and grandsons over the years, adopting young men to play the part of him and sending them off to Glantri and Thyatis for schooling (actually giving them a large sum of money and telling them never to return to Karameikos). When the time comes, the present Lord Sulescu “dies” and the new one is sent for, whereupon the nosferatu returns as his own descendent and picks up where he left off.

Sulescu lives off the blood of beasts, both as drink and baked into foods. He drains the blood of invaders and criminals, and often those condemned to die are kept alive for months in his dungeon as a larder. Sulescu doesn't want to create additional nosferatu—an experiment early in his unlife soured him on such companionship.

Personality: The nosferatu Sulescu has a strong devotion to his people and will not act to harm them. He considers it his obligation as an undying (if not immortal) being to aid the short-lived. He brooks no interference in his rulership, and outside forces often meet with mysterious disasters. While Sulescu did not join the Marilenev Rebellion, a detachment of troops assigned to capture the village disappeared during the initial Thyatian invasion, and it was never found.

What He Says: “It's a quiet little town. We like it that way” (commonly attributed to him).

What Others Say: “Zemiros Sulescu could be on another plane for all the attention he pays to the Traladarans beyond his borders” (Lady Magda Marilenev, who has yet to forgive the Lord's lack of support in the earlier rebellion).

Appearance: Tall and imposing, Sulescu is thin, but he lacks the pale, desiccated look of a vampire. He has brown hair, worn long and swept back from his face in a leonine cut, and brown eyes. While he has magical abilities, he prefers to dress in modern Karameikan court styles rather than in wizard's robes. His current incarnation admits to “dabbling” in magic, but he has always been a powerful wizard.

Using Sulescu: Sulescu is undead, and if the player characters realize that, they might storm his castle with stakes and mallets in hand. But Sulescu is a beneficent individual who seeks to protect his people, a better ruler than some of the others in Karameikos.

When playing Sulescu, avoid the vampire cliches used in the old movies. Sulescu is urbane, intelligent, and friendly. He only becomes a potential foe when the adventurers start snooping about his background. Tools the DM can use include a 300-year-old diary of the Sulescus (all in the same handwriting), a dusty master bedroom (Sulescu sleeps in a crypt), well-equipped butcher shop, and the dungeon/larder. Unless the PCs start looking, Sulescu

(continued from page 85)

long-lived. And then it laughed again, and the keep's gates swung shut. Lightning smashed against the walls, ripping them asunder. Those beyond the walls heard the screams of those within—the Koriszegy family, their guests, and their servants—until the force of the lightning and winds drove listeners away.

In the morning, the townspeople returned to the keep, only to find it a shattered, blood-drenched ruin. Of the Koriszegy family, its patriarch, its guests, and its servants, no physical trace remained, save for the blood that washed every surface, as if a great and powerful beast had been loosed in the halls.

The people did not stay long, and the town itself was soon abandoned as well, its inhabitants moving south to Fort Doom (now Halag) or west to Marilenev. Today travelers are warned that men and women who go to explore the keep are rarely seen again. During great summer storms, the phantom of Koriszegy Keep still watches from the battlements: the last and most powerful of the Koriszegy line.

should appear to be a typical lord, and an enlightened one at that.

Combat: The nosferatu has many weaknesses: He does not cast a reflection, is harmed by running water, and can be killed by a stake through the heart. He flinches when presented with a holy symbol, but isn't repelled by it. Most importantly, he can move about normally in bright sunlight, experiencing no harm, and he commonly greets newcomers to his home in the central courtyard by day—confounding those who suspect he's a vampire.

Note that, if caught in the act of performing some vampiric ability (flying, changing shape, or charming someone), he can brush this off by admitting his wizardly nature. He does not know the *fly* spell, however.

Zemiros Sulescu (9th-level mage/nosferatu vampire): THAC0 11; #AT 1; Dmg 1d4 (bite) or by weapon +2 (Strength bonus); AC 2; HD 9; hp 53; MV 12, Fl 18(B); SA: animal form, charm, regeneration (1 point/round), spells; SD immune to nonmagical weapons as well as *sleep*, *charm*, and *hold* spells; ML fanatic (17); AL N.

Str 18, Dex 15, Con 15, Int 18, Wis 14, Cha 17.

Languages: Alpathian, elvish (Callarii dialect), dwarvish, Thyatian, Traladaran.

Proficiencies: Ancient history, heraldry, local history, spellcraft.

Spellbook:

1st level—*Alarm*, *burning hands*, *detect magic*, *feather fall*, *light**, *magic missile**, *phantasmal force**, *read magic*, *sleep**, *unseen servant*, *ventriloquism*.

2nd level—*Detect evil/good*, *fog cloud**, *knock*, *locate object**, *scare**, *wizard lock*.

3rd level—*Blink*, *clairvoyance*, *dispel magic**, *lightning bolt**, *protection from normal missiles**, *slow*.

4th level—*Charm monster*, *minor creation**, *minor globe of invulnerability**, *polymorph other*, *wall of ice*.

5th level—*Cloudkill*, *cone of cold*, *contact other plane*, *feeblemind*, *transmute rock to mud**.

Lord Vlad Lutescu: Ruler of Rugalov

Known as the Eyes of the East, Vlad gained his nickname from his ever-watchful position on Karameikos's border with Thyatis. Rugalov's small church and rectory commands a small tor overlooking the village, its docks, and the Eastron Road, such that no one passes through or by the town without Vlad's notice. He is also called the Eagle (and sometimes the Vulture) of the East, underscoring his appearance.

Vlad is a member of the Church of Traladara and is loyal to Aleksyev Nikelnevich. In turn, Father Niki has relied on Vlad over the years as an agent to keep an eye on the Thyatians who pass through.

Personality: Vlad tries to look kindly, but often comes off as sinister instead. He frequently has the unpleasant task of sending warnings back to the capital—of pirates, goblins, and even raiding Thyatian nobles—and as these sometimes arrive after the raids, a grudge is sometimes held against the tardy messenger.

In addition, Vlad's method of speaking is theatrical and staged (worthy of Emilio the Great on a bad night), and his thick Traladaran accent often leads him to stress words oddly, sending unintended threats. Yet for all this, when called upon Vlad is a valiant supporter of Traladarans and Karameikos.

What He Says: "I would not do that if I were you" (a common warning, almost always true).

What Others Say: "A well-meaning man and a good Traladaran, but I know some who would rather be covered in furry spiders than dine with him" (Aleksyev Nikelnevich).

Appearance: Vlad is a lean priest in his mid-40s, with a hunched, vulpine look. He dresses in simple robes marked with the symbol of the Church of Traladara.

Using Vlad: Vlad is a red herring, one who looks suspicious, but who is really rather pleasant. Give him a creepy, tomblime, monster-movie tone of voice, and stress odd words. Try to be foreboding and mysterious. Vlad doesn't need to do anything wrong, just act spooky, and the PCs will probably take it the rest of the way.

In real terms, Vlad is a direct pipeline to Father Niki such that the patriarch hears of everything that occurs in Rugalov. Should the characters spend any amount of time there, they should not be surprised when Nikelnevich is fully briefed on their abilities and weaknesses.

Combat: As the ruler of a young frontier outpost, Vlad has led his followers in combat against orc and human raiders. There have been assaults on the city before, and the chapel is fortified to allow the village to retreat there while a signal fire brings help from the army post across the bay.

Vlad Lutescu (6th-level cleric): THAC0 18; #AT 1; Dmg 1d6 (war hammer); AC 10 (at church affairs) or 2 (at war: plate mail and shield); hp 25; MV 12; ML fanatic (18); AL LG. Str 14, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

Languages: Thyatian, Traladaran.

Proficiencies: Ancient history (Karameikos), local history (Karameikos), religion.

Favored spells:

1st level—*Bless*, *cure light wounds* (x2), *detect evil*, *protection from evil*.

2nd level—*Augury*, *hold person*, *slow poison*, *snake charm*, *speak with animal*.

3rd level—*Cure disease*, *dispel magic*, *remove curse*.

Lady Halia Antonic: Co-Ruler of Verge

Halia's parents are of a minor branch of the Vorloi clan. The eighth child in the family, Halia ran away from home to avoid being traded away in a marriage of convenience. Over the next eight years she adventured all over the continent, always returning to the city of her birth, Mirros. Gradually she centered her adventuring around the city, became an important figure in the Magicians' Guild of Mirros, married her co-adventurer Retameron, and moved to his home, the small village of Verge, near Threshold.

Personality: Halia has a short temper and a long memory. She doesn't take a back seat to other adventurers (including

her husband), and suggesting that she should keep her opinions to herself is a sure way to provoke an outburst. However, she is generous and intelligent, a good friend to have in a bad situation, and a loyal ally. Her hobbies include research into magic and old legends.

What She Says: "If you're quite done irritating that monster, I have a few spells to cast" (attributed from battle).

What Others Say: "You'll get along fine with her, once you realize she's always right—even when she's wrong" (Retameron Antonic, co-ruler and husband).

Appearance: Halia is 5' 7" tall and weighs 135 pounds. Her hair is red, worn long and usually braided, and her eyes are blue. She is 26. She usually wears Thyatian dress, the materials varying with the circumstances (silk for society affairs, linen for home life, heavy linen with woolen cloaks for traveling), often in green hues. She wears her rank mark for the Mirros Magicians' Guild (now the Karameikan School of Magicraft) on a golden brooch.

Using Halia: Halia and her husband are helpful allies for mid-level characters to have in the Threshold area. They are good friends of Aleena and Sherlane, and staunch supporters of the king. They'll shelter traveling characters caught by darkness short of reaching Threshold, lend their advice and expertise where they may, and even accompany characters on particularly important adventures.

Combat: Halia is a typical mid-level mage, and her strategy is to remain behind the cover of more damage-resistant fighters. In case of disaster, she uses her *fly* spell to escape, taking along her husband with the aid of her *ring of telekinesis*.

Halia Antonic (7th-level mage): THAC0 18; #AT 1; Dmg 1d4 (dagger); AC 10; hp 26; MV 12; ML fanatic (17); AL LG. Str 8, Dex 11, Con 13, Int 18, Wis 13, Cha 15.

Languages: Elvish (Callarii dialect), gnomish, Thyatian, Traladaran.

Proficiencies: Ancient history, heraldry, local history, riding (land-based), spellcraft.

Equipment: *Wand of cold* (18 charges remaining), *ring of telekinesis* (400 lb. maximum weight)

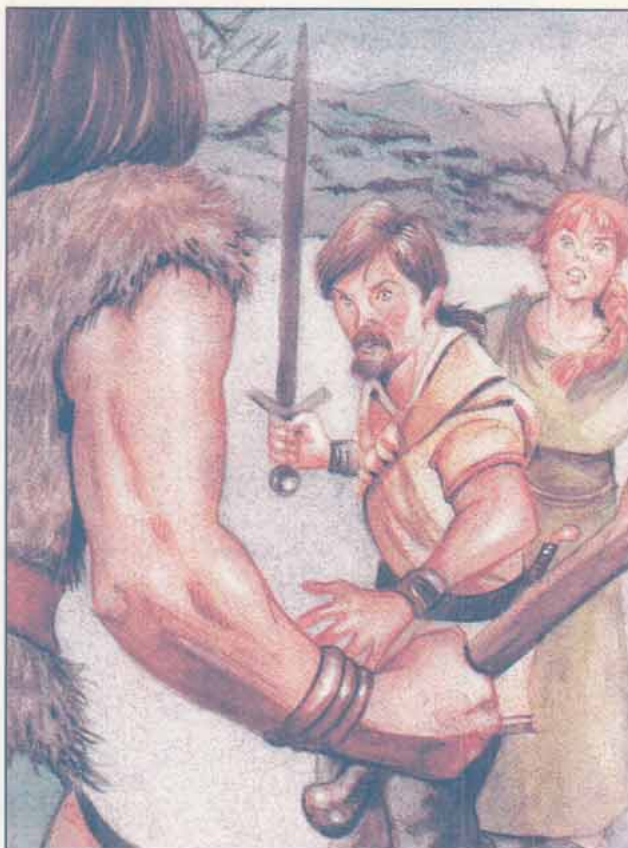
Spellbook:

1st level—*Alarm*, *charm person**, *detect magic*, *light*, *magic missile**, *phantasmal force**, *read magic*, *sleep**, *ventriloquism*.

2nd level—*Detect evil*, *knock*, *locate object**, *scare**, *strength**, *wizard lock*.

3rd level—*Dispel magic*, *fly**, *lightning bolt**, *protection from normal missiles*, *slow*.

4th level—*Charm monster**, *minor globe of invulnerability*, *polymorph self*.



Halia and Retameron Antonic, the rulers of Verge, are portrayed here in the New Karameikan style of art, which features more action than its predecessors. The painting recounts a recent roadside confrontation with a hill giant.

Sir Retameron Antonic Co-Ruler of Verge

Retameron's father is a Thyatian adventurer who followed then-Duke Stefan to Karameikos. His mother is a Traladaran woman who defied her family and married one of the "invaders." Retameron began his own adventuring career at age 18, traveling from Mirros to Threshold. Eventually knighted by the king for his deeds, he was awarded the village of Verge and built his stronghold there. He now divides his time between personal adventures, missions for the king, and his home life.

Personality: Retameron likes the good life—good mead and wine, cheerful company, excellent food, and so forth—but he's always willing to forego the easy life in order to bring grief to evildoers. He enjoys teaching fighting and honorable codes of behavior to young fighters. He takes offense at slurs aimed at either Thyatians or Traladarans.

What He Says: "Always fight honorably. That way you really surprise your enemy

when you cheat" (common instruction).

What Others Say: "Retameron is always correct, even when he is mistaken" (Halia Antonic, wife and co-ruler).

Appearance: Retameron stands 6' tall and weighs 190 pounds. His hair is brown, worn short, and he wears a mustache and beard. His eyes are dark brown. In order to be stylish and distract enemies, Retameron has adopted very flashy dress: He usually wears bright golden garments with rich trimmings in a variety of colors. His accouterments (such as belts, boots, sword belts, etc.) are always functional, though.

Using Retameron: Retameron is a good mid-level fighter with some social connections in the capital. See the notes under Lady Halia for potential use; the pair normally adventures together.

Combat: Retameron is a solid mid-level fighter and pulls his weight in combat. He sometimes hangs back to give lower-level warriors the chance to build confidence and experience. If overmatched, he plays rear guard to a strategic retreat and trusts Halia to keep him out of trouble.

Sir Retameron Antonic (9th-level fighter):

THAC0 12; #AT 3/2; Dmg 1d8+11 (*long sword* +2, magical Strength bonus); AC 0 (plate mail, shield, Dexterity bonus); hp 73; MV 12; ML fearless (19); AL LG.

Str 18/01 (21), Dex 16, Con 13, Int 13, Wis 11, Cha 12.

Languages: Thyatian, Traladaran.

Proficiencies: Local history, riding (land-based), tracking.

Equipment: *Girdle of frost giant strength* (+4 to hit, +9 damage).

Milo Korrigan: Castellan of Halag (Fort Doom)

A nephew of Alexius Korrigan and, as such, a distant relative of the Karameikan crown, Milo was sent by his parents to the "rough frontier" of Karameikos to "toughen him up." Alexius hopes that giving the young man experience in governing without the intrigues of court will help him mature. His most recent assignment is caretaker of the Barony of Halag, formerly known as the Black Eagle Barony.

Milo's thinks he's trying to survive in a country filled with homicidal madmen, and he looks for anyone who can help.

Personality: Milo has two overriding drives: staying alive and not embarrassing his Uncle Alexius. He is at heart a timid, jumpy soul that makes Justin Karameikos look like the life of the party (indeed, Milo often asks Justin for advice). He jumps at loud noises, worries incessantly, and comes down with various maladies at the drop of a hat. He is a hyperkinetic hypochondriac.

What He Says: "Oh, this is wonderful: We're all going to die" (common exclamation).

What Others Say: "The lad has a heart of gold. Unfortu-

nately, his head is of similar density if not value" (Alexius Korrigan).

Appearance: Milo is mousy and short, with a severe case of myopia, cured by a thick pince-nez. He tries to make himself look small and nonthreatening.

Using Milo: Milo is a pleasant fool and should ideally be used as comic relief. He is incompetent, but that incompetence stems from his own insecurities, and his fear of failure often contributes to his failings.

The DM should pull out the stops when playing Milo. He's always voicing his concerns and fears, even when there are none to speak of. The PCs should be tempted to throw him off a convenient battlement, but resist only because Milo means well (and his uncle has clout).

Combat: Milo is not a bad swordsman when put to the test, but it would have to be a very dangerous test indeed (like seeing his friends about to be attacked by a dragon). He is good at evasive actions and pushing things in the way of his attackers.

Milo Korrigan (4th-level fighter):

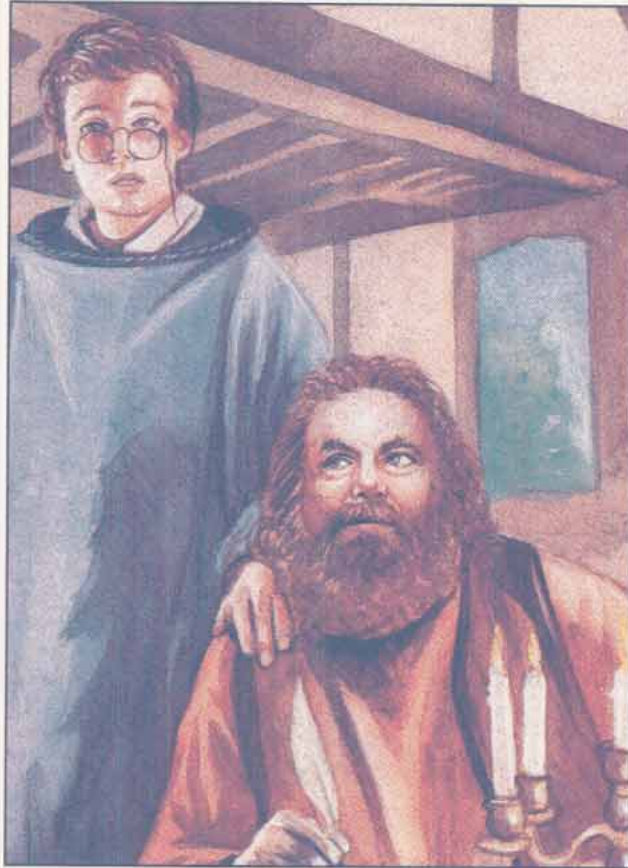
THAC0 17; #AT 1; Dmg 1d8 (sword); AC 10 (in the court) or AC 2 (at war: plate mail and shield); hp 24; MV 12; ML average (8); AL LG. Str 11, Dex 12, Con 13, Int 16, Wis 10, Cha 16.

Languages: Thyatian, Traladaran.

Proficiencies: Ancient history, local history.

Bargle the Infamous: Former Court Wizard of the Black Eagle Barony

If Infamy has a name, it is Bargle. Born in Mirros, Bargle grew up in the streets of that city and became leader of a gang of toughs. At age 14 he killed a man (an apprentice mage) and stole his belongings, including his spellbook and a magical primer. Wanted for his crime by the city guard, he fled Mirros. He spent several years on the road, pretending to be an earnest and humble student of magic, passing a few weeks with every mage he could persuade to teach him. As his abilities grew, he used his magic to evil ends, robbing innocent people, dominating them by terror, and killing wantonly. Ultimately he ended up in the Black Eagle Barony



Royal Seneschal Alexius Korrigan (seated) runs the king's estates and has proved to be a competent administrator and counselor. Recently he installed his nephew Milo as castellan of Fort Doom. Milo has yet to prove competent at all.

as the personal magician of Baron Ludwig von Hendriks.

When the halflings invaded and besieged the Black Eagle Barony, Bargle took stock of the situation and headed for the high country, leaving his master to his fate. Bargle is in hiding now—from the hin, the Karameikans, and Ludwig von Hendriks, all of whom want his head on a stick.

Personality: Bargle is thoroughly chaotic, and he's unpleasant to boot. While he enjoys the good life that treasures can bring, he mostly enjoys hurting people—injuring, humiliating, and killing them. He worked for the Black Eagle Baron because it suited him, and when the going got tough, he got going. He can ooze charm and kindness when he has to, but it puts a strain on him.

What He Says: "You only *think* I'm mad! Bwah-hah-hah!"

What Others Say: "So twisted, he needs a corkscrew to put on his robes in the morning" (Terari, master of the Karameikan School of Magecraft).

Appearance: Bargle is 6' 1" tall and thin at 145 pounds. His eyes are black, but his hair, mustache, and flowing beard are brown. He appears to be about 30. He is deceptively handsome and charming. On adventures he prefers to wear black or dark brown robes.

Using Bargle: Every campaign needs a thoroughly evil mage villain, and Bargle fits the bill. Here's an excellent adventure hook using Bargle: The wizard appears to the party as the typical doddering, kindly, forgetful old wizard named Timos, who needs brave adventurers to rescue an artifact from an orc lair. He and the party sneak into the lair to recover the artifact. As soon as Bargle gets the artifact, he reveals his true identity and teleports out (laughing maniacally), and it's up to the players to get out of the lair (sans treasure). They should be able to get out, and they'll have a definite reason to hate Bargle.

Combat: Bargle is a powerful wizard, and he got that way through his willingness to sacrifice anyone else in his quest for power. He's dangerous in combat in that he prefers to flee and return later to ambush his opponents.

Note that because Bargle has slain many mages to steal their spells (including foreigners), he owns several incantations not known to the Karameikan School of Magecraft.

Bargle the Infamous (17th-level mage): THAC0 15; #AT 1; Dmg 1d4+2 or +3 (*Dagger +2, +3 vs. magic-using and enchanted creatures*); AC -1 (*bracers of defense AC 2, Dexterity bonus*); hp 37; MV 12; ML champion (15); AL CE. Str 9, Dex 17, Con 10, Int 18, Wis 9, Cha 15.

Languages: Bugbear, goblin, Thyatian, Traladaran.

Proficiencies: Ancient history, local history (Karameikos), riding (land-based), spellcraft, survival (forests), tracking.

Spellbook:

1st level—*Charm person**, *comprehend languages*, *detect magic*, *magic missile**, *phantasmal force**, *read magic*, *shield**, *sleep**.

2nd level—*Detect invisibility**, *esp*, *invisibility***, *levitate**, *locate object*, *mirror image**, *ray of enfeeblement*, *summon swarm**.

3rd level—*Blink*, *dispel magic**, *fireball***, *fly*, *fog cloud*, *hold person**, *invisibility 10' radius*, *nondetection*, *protection from normal missiles**.

4th level—*Confusion*, *contagion*, *hallucinatory terrain**, *ice storm**, *massmorph**, *stoneskin*, *wall of fire**, *wall of ice**, *wizard eye*.

5th level—*Cloudkill**, *cone of cold*, *conjure elemental**, *feeblemind*, *pass-wall**, *telekinesis*, *teleport**, *wall of stone**.

6th level—*Anti-magic shell**, *conjure animals*, *extension III*, *disintegrate**, *invisible stalker**, *stone to flesh*.

7th level—*Finger of death**, *mass invisibility*, *power word stun**.

8th level—*Clone*, *incendiary cloud**, *mind blank**.

Spells marked by two asterisks (**) are those of which Bargle typically carries two on a typical day.

Equipment: *Bracers of defense AC2*, *dagger +2 (+3 vs. enchanted and magic-using creatures)*, *staff of the magi*, *horn of blasting*.

Lord Gustav Vandevic: Ruler of Vandevicsny

The Vandevics won their land 100 years ago, during the Thyatian invasion. Gustav's great-grandfather Jan Vandevic led a band of mercenaries in the service of the Thyatians, and he was rewarded with a fief. Vandevicsny is a small, out-of-the-way land, and the family is not very important. Many people forget that Vandevicsny is even part of the realm.

Personality: Gustav is an aging scholar and a man of letters who has retreated from the society of the Karameikan nobility. The circumstances of his family's rise to power have isolated him from the other Traladaran nobles, and the Thyatians view the Vandevics as insignificant.

Gustav spends most of his time adding to his library or engaged in scholarly work. As a young man and a student he traveled throughout Karameikos, but for the last 30 years he's stayed at home. Gustav is kind-hearted but a little timid around strangers.

What He Says: "Oh, you're from Mirros? They have an excellent academy there. I've been meaning to visit their library."

What Others Say: "Vandevicsny? Where's that?"

Appearance: Gustav is a tall, spare man in his late 50s, with gray hair and a kind face. He makes a point of dressing formally no matter what the occasion. He has an absent-minded manner.

Using Vandevic: Vandevicsny is a good place to stop for the night when going somewhere more interesting, although there's not much to do. However, Gustav's library could be a crucial resource for heroes who need information.

Combat: In his studies Gustav has learned a little of the magical arts. If he's involved in a serious confrontation, he tries to use reason or even surrender rather than engage in violence.

Lord Gustav Vandevic (4th-level mage): THAC0 19; #AT 1; Dmg 1d4+1 (*dagger +1*); AC 10 or 6 (*armor spell*); hp 9; MV 12; ML average (8); AL LG.

Str 8, Dex 13, Con 7, Int 17, Wis 13, Cha 11.

Languages: Elvish (Callarii dialect), dwarvish (Highforge dialect), Alphatian, Traladaran, Thyatian

Proficiencies: Engineering, healing, herbalism, navigation, reading/writing, riding (land-based).

Equipment: *Dagger +1*.

Ambassadors' Row

The ambassadorial representatives to Karamaikos from other nations in the Known World are left for last. Their presence in court represents different and often alien cultures and races that are neighbors to the kingdom of adventure.

The ambassadors can be used in court intrigue or as patrons for the adventurers, but they also can be used as gateways and introductions to these other nations. All a character may know about the arid lands of Ylaruam is the dress and manner of their ambassador, Abdallah ibn Hamid, while the treacherous nature of Thyatian politics is personified by Cornel Osteric. The DM should use these characters as springboards, particularly if the PCs have an interest in going beyond the borders of Karamaikos.

At the court of Karamaikos, there are no ambassadors from the Atruaghin clans, Ostland, Vestland, the Sodorfjord Jarldoms, Sind, the Heldannic Territories, the nonhuman Broken Lands, the Ethengar Khanates, or Wendar—all of whom are far away and none of whom has direct trade relations with Karamaikos. There are occasional visitors from these lands, however.

Lord Cornel Osteric: Ambassador of the Empire of Thyatis

The current ambassador from Thyatis is Cornel Osteric, a diplomat of many years' experience appointed to this court nearly 20 years ago.

Personality: Osteric is a clever, cold man with a ruthless streak and a tireless nature. His duty is to maintain pressure on the king to grant Thyatis superior trade terms over Ierendi and Minrothad, and to keep an eye on events in the kingdom and regularly report them to the emperor of Thyatis. Though now widowed with children and grandchildren, Osteric has left his family back in Thyatis and fancies himself quite a ladies' man in this "god-forsaken hinterland."

Osteric was not planning to remain long in this "frontier

encampment," but events have conspired against him. First, during the recent Thyatis/Alphatian war, Stefan declared independence for Karamaikos, and Osteric was ordered to arrange an assassination of the new king. This he did, grudgingly, but the plan came to naught due to the interference of some adventurers. Osteric sufficiently covered his tracks, but he was held responsible for "losing Karamaikos" back in Thyatis City.

Now, with Emperor Thincol dead and food riots raging in the Thyatian cities, Osteric has been given the task of making sure that Karamaikan grain flows east to feed their starving (and restive) population. Osteric bristles at his treatment by his superiors, considering himself a master diplomat and not a common grain merchant.

What He Says: "Let us consider the matter" (a common response, usually translated as "Let me figure out how this benefits me").

What Others Say: "A suitable stratagem/a workable plot/Carries the day/Where kindness will not. . ." (tavern rhyme about Osteric, supposedly composed by Gunter Schonberg of Ierendi—he denies doing so, or at least denies being sober at the time).

Appearance: Osteric is in his mid-50s and in excellent shape; he looks 10 years younger. He has black hair and blue eyes, and he wears expensive clothing that is expertly tailored for him.

Using Osteric: Osteric is the man the characters may accidentally bump into or spill a drink on, and who will ever after cause them inconvenience wherever possible. On occasion he may hire thugs to

beat them in the streets, he may try to poison the king's mind against them (if they're already known in the court), or he may even try to seduce their loved ones or family members (and then abandon them). He would not contract to murder them or tell a lie that could be easily disproved.

Osteric is not a major villain; he exists only to make life harder for everybody. If the characters escalate the hostilities—for instance, if they try to kill him (or succeed), they'll be



Intrigues swirl around the nations of these ambassadors, who themselves are the focus of many rumors. From left to right: Cornel Osteric of Thyatis; Dona Marianita Lucia de Leon y Valdez of Glantri; and Sheikh Abdallah ibn Hamid of Ylaruam.

marked as criminals if the facts become known. If, on the other hand, they fight Osteric at his own game, using innuendo and political pressure to keep him at bay, they'll have an interesting antagonist in the court for quite some time. Eventually, if they're as dogged and clever as he is, they'll earn his respect and he'll cease hostilities.

Combat: Osteric is a skilled duelist and is as quick with his blade as he is with his tongue. He does not challenge, but he may provoke others to challenge him, and though he appears unarmored, he wears a set of jeweled bracelets which are in reality *bracers of defense AC2*—a few headstrong bravos discovered this shortly before he dispatched them.

Cornel Osteric (7th-level fighter): THAC0 14; #AT 1; Dmg 1d8+2 (*sword +1*, Strength bonus); AC 0 (*bracers of defense AC 2*, Dexterity bonus); hp 33; MV 12; ML average (9); AL N.

Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 15.

Equipment: *Bracers of defense AC 2*; *long sword +1*, +2 versus magic-using and enchanted creatures (this blade is called *Glitter-tongue*, is thinner than the traditional long sword, and has a golden sheen to the blade).

Languages: Thyatian.

Proficiencies: Etiquette, heraldry, local history (Thyatis), riding (land-based).

Dona Marianita Lucia de Leon y Valdez: Ambassador of the Principalities of Glantri

Lady Marianita is a young noblewoman of the Principalities of Glantri, the powerful but eccentric *magocracy* that lies far to the northwest of Karameikos. Some time ago, she vied for the affections of an elf lord who was also pursued by Dona Carmina de Belcadiz, a powerful lady of Glantri. The rival complained to Princess Carnelia, ruler of Belcadiz, who offhandedly solved the problem by arranging to have Marianita posted as ambassador to some far-away barbarian land—namely Karameikos. (Glantri performs only a small amount of trade with Karameikos and has no reason for diplomatic correspondence, which makes the posting all the more insulting.)

Since her arrival in Mirros, however, Lady Marianita has grown rather fond of this raw country. It's true that "civilized luxuries" are at a premium here, but her exotic good looks make her the object of much amorous attention, and her sophisticated magical training leaves her head and shoulders above the primitive magical learning of the Karameikan mages. In short, she's a big fish in a little pond in Mirros, and is now in no hurry to return home. Her Glantrian masters receive a polite report of court gossip and other information each month, providing little in the way of real news.

Personality: Marianita loves to be the center of attention. At court functions she often upstages the other ladies by wearing exotic and spectacular gowns and jewelry. She also throws lavish parties and celebrations at her own sumptuous estate within Mirros. In short, she keeps herself at center stage. She's quick-tempered, easily soothed, and susceptible to flattery, but cynical and skilled in political dealings. She's

selfish of attention, but generous with money, and in spite of her hedonistic nature is a sincere student of magic. She does not use her magic casually, though when angered she may walk out on the one who annoyed her and *wizard lock* the door behind her. She dislikes Ambassadors Osteric and Abdallah ibn Hamid, adores Lord Korrgan and Ambassador Shalander, and flirts with the king and young Valen Karameikos in order to annoy Her Majesty.

What She Says: "Stuff and piffle! The princes and princesses of Glantri mean nothing but the best for the less-magical and less-fortunate of other nations" (in debate with Osteric of Thyatis over Glantrian intentions).

What Others Say: "She has to be smarter than she acts. Her masters in Glantri City may be addled, scheming wizards, but they aren't stupid" (Osteric, following said debate).

Appearance: Marianita claims she's of mixed elf and human blood, and though she's technically human (not half-elf), there's a distinct elfish appearance to her features. She appears to be in her mid-20s, but (given the extent of her magical knowledge) is probably older, maintaining youthfulness with *potions of longevity*.

Marianita is small (5' tall and about 100 pounds), with straight waist-length black hair and large black eyes, fine features, and slightly pointed ears. She wears expensive and brightly colored gowns of Glantrian design, often with elaborate headdresses and accouterments. She carries a hand-carved ivory fan with which she gestures to accentuate speech, flirt, attract attention, and even to keep cool.

Using Marianita: Because of her visibility, the characters will doubtless see Lady Marianita whenever they're at court. Yet until they're "somebody"—that is, until they've established reputations as mighty adventurers—she'll pay no attention to them. When they are powerful and well known, though, she will notice them, perhaps growing interested in the most charismatic male of the party.

Also, because the head of the Karameikan School of Magecraft knows her as an accomplished mage, he may refer characters to her when he cannot answer their questions about magic. Of course, a character has to be particularly persuasive or attractive to convince her to help, and has to be even more so to convince her to make him an apprentice.

Combat: Marianita, in the Glantrian manner, considers brute force unpleasant, usually unnecessary, and extremely *tacky*. If the threat can be handled with a spell or two, she lends her aid. If there's a threat to her life, she first uses protective magics or, failing that, *teleports* out of harm's way. She abandons others in crucial situations only if they are not someone important.

Dona Marianita Lucia de Leon y Valdez (16th-level mage): THAC0 15; #AT 1; Dmg 1d4+2 (*dagger +2*); AC 6 (*ring of protection +2*, Dexterity bonus); hp 32; MV 12; ML steady (12); AL CN.

Str 8, Dex 16, Con 12, Int 18, Wis 10, Cha 17.

Languages: Elvish (Alfheim dialect, Belcadiz accent), Thyatian.

Proficiencies: Ancient history, dancing, etiquette, local history (Glantri), spellcraft.

Equipment: *Dagger +2* (curved dagger in the style of the Belcadiz elves of Glantri), *ring of protection +2*, *wind fan* (the ivory fan she normally carries). In addition, Dona Marianita may have further magical items which she does not normally display, but can call upon if the need is present. The nature of these items is left to the DM, and probably includes less powerful magical items such as potions and scrolls.

Spellbook:

1st level—*Charm person**, *detect magic**, *hold portal*, *light*, *magic missile**, *protection from evil*, *read languages*, *read magic**, *shield*, *sleep**.

2nd level—*Continual light*, *detect evil**, *detect invisible**, *esp*, *invisibility***, *knock*, *web*, *wizard lock**.

3rd level—*Dispel magic**, *fire ball*, *fly***, *hold person*, *lightning bolt**, *protection from normal missiles**, *water breathing*.

4th level—*Charm monster*, *dimension door**, *ice storm*, *polymorph other***, *polymorph self*, *remove curse**, *wizard eye**.

5th level—*Conjure elemental*, *hold monster***, *pass-wall**, *teleport***, *wall of stone*.

6th level—*Anti-magic shell***, *disintegrate*, *geas**, *reincarnation*, *stone to flesh*.

7th level—*Drawmij's instant summons*, *teleport without error**, *power word stun**.

8th level—*Mass charm**, *symbol*.

Spells marked by two asterisks (**) are those of which Marianita carries *two* on a typical day.

Sheik Abdallah ibn Hamid: Ambassador of the Emirates of Ylaruam

The Ambassador from Ylaruam is a nomad warrior-sheik of the Alasya Emirate, which borders Thyatis and Karameikos and is one of a handful of small states that make up Ylaruam. Because of Abdallah's heroism in battles with monsters from the southern mountains, and because of his lyrical speaking ability, the emir of Ylaruam asked him to represent the Emirates in the court of Karameikos.

The border between the Emirates and Karameikos is the Altan Tepes Mountain range, and Karameikan efforts at driving nonhuman monsters out of those mountains (launched from Castellan Keep) have instead driven them into Abdallah's homeland. Abdallah's mission in Karameikos is to persuade the Karameikans to coordinate military offensives with the Emirates so that the peoples of Ylaruam do not suffer.

Personality: Abdallah ibn Hamid is impressed only by a few things: great honor, great fighting ability, and great beauty. Consequently, in Mirros he sees himself as a desert wolf surrounded by sheep. He views most people with contempt and appears to be a cold and arrogant man. However, he has respect for the king as an honorable man and for fighters of at least the 9th level of experience. Abdallah despises the Ierendi ambassador, Gunter Schonberg, who previously served as a Thyatian mercenary fighting Alasiyan nomads. Only his duty to his emir has kept him from challenging Schonberg to a fight to the death; should he be provoked, he might do so anyway. His feelings toward the Thyatian Osteric are only slightly less intense.

Abdallah has another side, and that is a religious one. He is a follower of the teachings of Al-Kalim, the founder of the Emirates, who drove the invading Alphatians and Thyatians from the land. Often Abdallah will quote some verse from the *Nahmeh*, *the Book of True Belief*, penned by Al-Kalim, showing a depth and understanding that belies his appearance as a bad-tempered desert barbarian.

What He Says: "A man's life is as the Immortals dictate it. It is my Fate, alas, to be here in this cold, wet land."

What Others Say: "He has all the grace and diplomacy of a camel in heat, only not as entertaining" (Dona Marianita of Glantri).

Appearance: Abdallah is tall (6' 2") and lean (165 pounds), the archetypal desert warrior. His skin is dusky as the typical Alasiyan, and his hair, mustache, beard, and eyes are black. He wears the flowing garments of an Alasiyan desert warrior and always carries a jeweled scimitar.

Using Abdallah: Abdallah ibn Hamid is a proud warrior trapped in a civilization that in many ways does not match the wonders of his own, and he makes no bones about it. His irritation at everyone and everything in Karameikos is legendary. Duty commands him to stay, but does not compel him to like it. The player characters will find him a fiery, foul-tempered desert storm.

Abdallah does spare one area from his acid tongue: He has conceived a mad passion for the Glantrian ambassador, Lady Marianita. The lady, however, doesn't like the fervent and humorless man, and she'll have none of him. She might hire characters to keep Abdallah from her door, or she could take insult from the Ylaruam ambassador and ask a PC to champion her cause in a challenge duel with the man.

Combat: The code of the desert is the code of the sword, and Abdallah is both competent and deadly with the blade. His people excel at mounted combat, and in a field battle he will be mounted.

Abdallah ibn Hamid (11th-level fighter): THAC0 10; #AT 1; Dmg 1d8+2 (sword, Strength bonus); AC 4 (leather armor, Dexterity bonus); hp 54; MV 12; ML fanatic (17); AL N.

Str 18, Dex 18, Con 13, Int 13, Wis 9, Cha 15.

Languages: Alasiyan (the language of the emirates of Ylaruam), Thyatian.

Proficiencies: Animal training (horse), local history (emirates of Ylaruam), riding (land-based), survival (desert).

Jenkin Flintfoot: Ambassador of the Five Shires

Jenkin is an aging halfling with long experience in administration. He has been sheriff in his home shire and now serves his people as a foreign ambassador. He considers dealing with the slower-moving (and "slower-thinking") humans a rest.

Personality: Flintfoot is a cheerful halfling. His temper is even and his manner mild, but he's a shrewd negotiator and sharp observer. He works hard to keep relations between Karameikos and the Five Shires cordial, and he was instrumental in keeping the Karameikan armies out of Fort Doom

during the halfling attack. Flintfoot often collaborates with Estella Whitehall, the Darokin ambassador, because Darokin and Five Shires interests are often closely aligned. He likes the king's no-nonsense politics and has a dislike (usually well concealed) of all such political connivers as Queen Olivia, the ambassadors from Thyatis and Glantri, and their ilk.

What He Says: "The hin people are ever peaceful, slow to rile, but once irked, implacable foes. Are you going to eat that roll?" (common dinner conversation).

What Others Say: "An amazing creature. At the time of the assault on Fort Doom, he was giving horsy-back rides to the royal grandchildren. Halflings can steal your campfire and convince you to donate the smoke" (Aladan Voll of the Minrothad Guilds).

Appearance: Flintfoot is big for a halfling, 3' 4" tall and weighing 80 pounds. He's middle aged, his face is lined, and his paunch is formidable. He loves to dress in bright and gaudy hues so he'll not be lost in the crowd of human-sized diplomats.

Using Jenkin: Jenkin entertains no delusions of being a V.I.P., so the PCs may find him a sympathetic face at court. If they need to know something about the Five Shires, he is the obvious person to see.

Combat: Jenkin is a tough little fighter, but like most of the diplomatic corps he prefers to have others doing the fighting—especially since he's anxious to maintain the good name of his homeland, and not all Karameikans hold him blameless in the Five Shires' attack on the Black Eagle Barony.

Jenkin Flintfoot (6th-level halfling fighter): THAC0 15; #AT 1; Dmg 1d6 (short sword); AC 6 (leather armor worn under robes, Dexterity bonus); hp 35; MV 6; ML fanatic (18); AI NG.

Str 13, Dex 16, Con 13, Int 13, Wis 10, Cha 11.

Languages: Thyatian.

Proficiencies: Etiquette, local history (Five Shires), riding (land-based).

Bolto Nordenschild: Ambassador of Rockhome

Rockhome, the dwarf homeland far to the north of Karameikos, has a small but steady trickle of trade with Karameikos—mostly goods brought down through Selenica. For reasons of courtesy, Rockhome and Karameikos have exchanged ambassadors. The Rockhome diplomat is Bolto Nordenschild, a former craftsman.

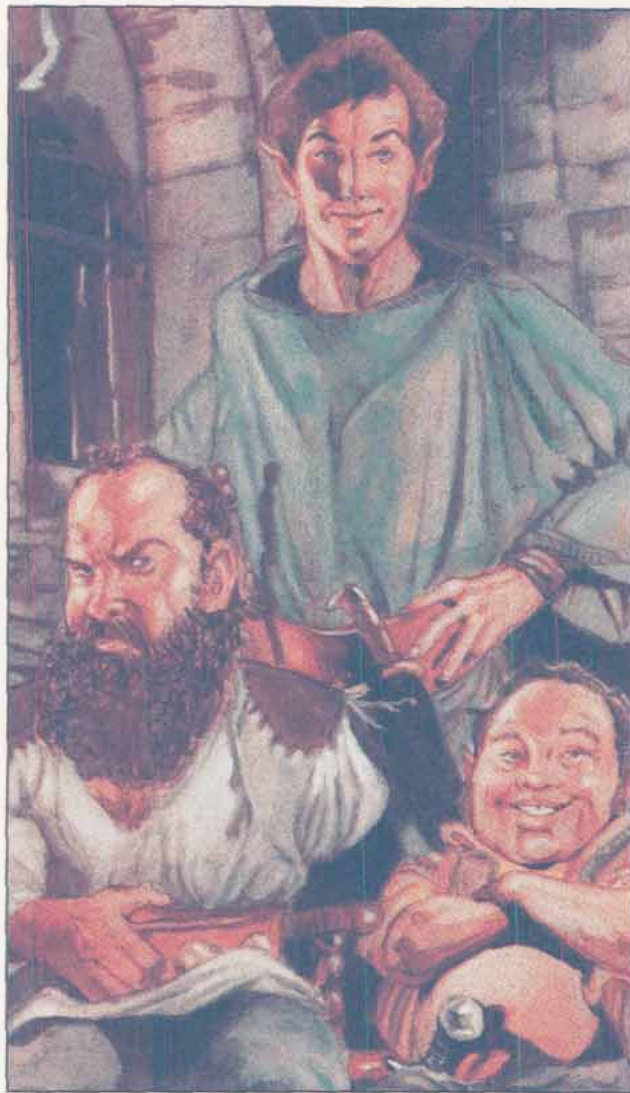
Once a master gemwright, Nordenschild was crippled—his left arm crushed and later amputated—in a mine cave-in 10 years ago. After his recovery, he requested that the dwarf-king post him elsewhere so he wouldn't continue to be confronted with craftsmanship in which he could not participate. Hence, he was assigned as envoy to Karameikos. He has no significant duties other than making sure that the words of the human and dwarf kings reach one another unmangled, but he has generated goodwill for Rockhome by volunteering his technical knowledge of mining to Karameikos.

Personality: Bolto is quiet and taciturn, even for a dwarf. Other than on official business to the king, he's seldom at court; when he is, he tends to speak only to Stefan, to Ambassador Whitehall of Darokin, to miners seeking his advice, and to necessary court officials. He has several dwarf friends in Mirros, mostly drinking buddies currently employed as soldiers and guardsmen in the city.

What He Says: "I'm not asleep. I'm listening with my eyes closed" (a common statement).

What Others Say: "Some say that Bolto is a melancholy dwarf because of his handicap, but that's just not true. Dwarves are the most depressed race I've ever met, and Bolto would seem a manic jester compared to most of them" (Jenkin Flintfoot of the Five Shires).

Appearance: Bolto is of average height and weight for a dwarf. His features are distinctive and a little melancholy. His hair (thinning) and beard (flourishing) are curly brown,



Humans are not the only representatives in the royal court, as evidenced by (left to right) Jenkin Flintfoot of Rockhome, Shalander of the Kingdom of Alheim in Exile, and Bolto Nordenschild of the hin of the Five Shires.

and his eyes are blue. His left arm is missing; his tunics have the left sleeve pinned up at the shoulder.

Using Bolto: Should the characters need information about mining (knowledge beyond that of the average dwarf) or about dwarven craftsmanship from Rockhome, then Bolto is the person to see. Otherwise, he's not likely to interact with anyone except another Rockhome dwarf.

Combat: Bolto is officially retired from any adventuring due to his handicap, but he keeps a hammer at his belt and can still swing it with lethal force. He never wears armor.

Bolto Nordenshield (8th-level dwarf fighter): THAC0 13; #AT 3/2; Dmg 1d4+1 (hammer, Strength bonus); AC 10; hp 48; MV 6; ML elite (14); AL LG. Str 18, Dex 12, Con 15, Int 11, Wis 10, Cha 12.

Languages: Dwarvish, gnomish, goblin, kobold, Thyatian.

Proficiencies: Gem cutting, local history (Rockhome), mining, mountaineering, stonemasonry, weaponsmithing.

Shalander: Ambassador of Alfheim in Exile

The elves of Alfheim originally posted Shalander to Karameikos as a diplomatic courtesy, and to keep an eye on the Rockhome envoy. Following the shadow elf invasion of their land, however, Shalander has found himself thrust to the forefront as a spokesperson for the refugee elves who have settled in Karameikos.

Shalander is a youthful elf of 110 years. He was a bit untamed in his youth, adventuring in the wilds of the Canolbarth Forest (the forest of Alfheim) and in the Broken Lands. Now he's protecting Alfheim interests in Karameikos and serving as an intermediary between the elf refugees and the humans they are forced to dwell among.

Personality: Shalander, like most elves, is a merry soul, fond of woodland expeditions, feasts and revels, bright shiny things, and entertainment in general. He's found that he truly enjoys watching human politics, likening them to a forest within walls: Predators prey on the weak, scavengers wait for the strong to fall and then feast upon them, and the courtiers and diplomats exhibit territorial behavior. When not discharging his diplomatic duties, he happily observes this cheerful microcosm of nature. He is also something of a rake, engaging in numerous romantic escapades.

What He Says: "Ah, the call of council—the sounding of the horns, the baying of the pack as we all chase down our own interests in the name of just rule! Were I a goblin, I would laugh myself sick to see such manipulations!"

What Others Say: "Beneath that frivolous exterior is a heart of pure fluff" (Jenkin Flintfoot).

Appearance: Shalander is 5' 4" tall and strongly built for an elf, with light brown hair and eyes and handsome features. He tends to wear ankle boots, hose and loose-fitting silk tunics all in green, and a sword and dagger.

Using Shalander: Shalander, the court's resident expert on Alfheim, is an audacious soul who keeps an eye peeled for promising adventurers. He sends regular reports to the elf enclaves in other lands, particularly to the far north,

where the elf kingdom of Wendar still stands. Shalander often hires guards for these messengers.

Shalander has excellent relations with both King Stefan and Princess Adriana, and if either were menaced he would assemble heroes and fight in their defense.

Combat: Like many elves, Shalander is multi-classed; that is, he operates in two classes at the same time—in this case fighter and mage. When in combat, he wears a suit of enchanted *elven chain mail*, which allows him to cast spells despite the presence of metal. While an indifferent mage, the presence of an armored spellcaster makes any group Shalander joins a powerful force, but he is rarely on the battlefield; the needs of his people to settle among the Karameikans and existing elf clans is too great to permit him any free time for adventuring. Perhaps next decade . . .

Shalander (7th-/7th-level elf fighter/mage): THAC0 14; #AT 1; Dmg 1d6+1 (short sword, racial bonus); AC 9 (in the court: Dexterity bonus) or AC 2 (at war: *elven chain mail* +1, shield, Dexterity bonus); hp 31; MV 12; ML average (9); AL NG.

Str 14, Dex 15, Con 12, Int 16, Wis 10, Cha 16.

Languages: Elvish (Alfheim dialect), gnoll, hobgoblin, orcish, Thyatian.

Proficiencies: Ancient history (elves), dancing, local history (Alfheim), riding (land-based), survival (forests), tracking.

Equipment: *Elven chain mail* +1.

Spellbook:

1st level—*Detect magic**, *light*, *magic missile***, *read languages*, *read magic*.

2nd level—*Detect evil*, *detect invisible*, *improved phantasmal force**, *web**.

3rd level—*Dispel magic*, *fly**, *hold person**.

4th level—*Plant growth*, *polymorph self**.

Spells marked by two asterisks (**) are those of which Shalander carries two on a typical day.

Gunter Schonberg: Ambassador of the Kingdom of Ierendi

Gunter is a Thyatian adventurer of many years' experience, originally from the isle of Hattias. He has often been a mercenary, fighting the warriors of Ylaruam in border skirmishes between the Empire and the Emirate. During his travels late in his adventuring career, he found himself in the Kingdom of Ierendi, a trade nation that reveres adventurers. He was well known there and lavishly entertained by the hero-worshipping population.

But Gunter was not just an adventuring, fighting man. Fifteen years ago, when the Karameikan ambassador retired from diplomatic service, Schonberg proved an ideal replacement. He was a natural courtier, honest enough to protect Ierendi's interests, and not allied with any one of Ierendi factions to the detriment of the others. Since then he's been in Mirros, making sure that trade and duties between Karameikos and Ierendi remain smooth and mutually profitable.

Personality: Schonberg is everyone's sly and amusing uncle. He tells hilarious stories of his youth, when he was

starting out as an adventurer, and he defuses arguments with deft applications of wit or mockery. Common-born himself, he makes no distinction between nobleman and commoner. He abstains from drink at court functions and large feasts, but drinks to excess with his friends. He's a fast friend of Lord Korrigan, but keeps his distance from the rest of the king's family so that his interests will not conflict. He has exchanged strong words with the ambassador of the Emirate, Sheik ibn Hamid, who remembers Schonberg's days of fighting against Ylaruam and has no great liking of him. Schonberg also has verbally sparred with the Thyatian Ambassador, Osteric, but the wily Thyatian knows Schonberg is an equal to himself, both in physical and political power.

What He Says: "Ale for a drowning diplomat!" (his normal cry upon entering the Black-Heart Lily tavern).

What Others Say: "The Island Kingdom sent him here in the hope that he will drink Karameikos dry" (Osteric of Thyatis).

Appearance: Schonberg is huge: 6' 5" tall and weighing some 300 pounds (surprisingly little of which is fat). He has a thick shock of graying black hair and an enormous handlebar mustache. He wears clothing suited to the occasion, from rough travel wear to ceremonial robes, but always wears a bearskin cloak—a trophy of an accidental encounter with a wounded bear.

Using Schonberg: Schonberg can be a casual encounter for the PCs. He frequents Mirros's taverns, especially the Black-Heart Lily, and often staggers home after too much to drink. The characters could encounter him as he's beset by robbers in the street, or could meet him carousing in taverns. He'll speak to anyone coming to his home, from street beggar to royal messenger, and can act as a source of information on Thyatis and Ierendi.

Combat: Schonberg is a former adventurer and is as much at home in a tavern brawl as on the battlefield, and he's as capable with his fists as with his hands.

Gunter Schonberg (11th-level fighter): THAC0 10; #AT 3/2; Dmg 1d8+1 or +3 (*long sword +1, +3 vs. undead*); AC 10 (in the court or drinking in town) or AC 2 (at war: plate mail and shield); hp 54; MV 12; ML champion (15); AL LN. Str 14, Dex 10, Con 16, Int 17, Wis 11, Cha 18.

Languages: Alasiyan (language of Ylaruam), Thyatian (Ierendi accent).

Proficiencies: Local history (Ierendi), riding (land-based), seamanship.

Equipment: *Long sword +1, +3 vs. undead.*

Aladan Voll: Ambassador of the Minrothad Guilds

Voll spent 40 years as a merchant officer for the Minrothad Guilds and then retired, but ultimately he sought another position to keep him from going mad with boredom. Granted the Ambassadorship to Karameikos over 16 years ago, he has kept relationships cordial and business smooth between his nation and this one.

Personality: Voll is a warm and friendly man but still has the edge that decades of being a ship's captain brings. He misses life on the open sea, but knows he's no longer in condition to handle it. His closest friends in the Karameikan court include young Lord Justin Karameikos and Ambassador Schonberg.

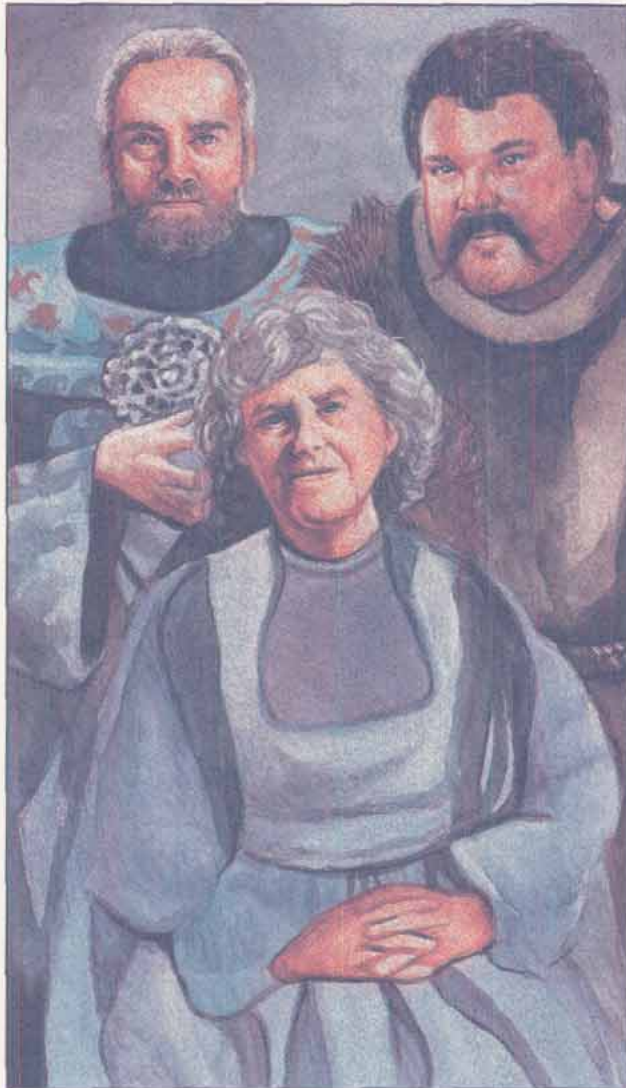
What He Says: "Never be quoted. Quotes are clubs that can be used against you again and again."

What Others Say: "The Minrothad Guilds worked a most marvelous magic: They sent us an empty suit and called it an ambassador"

(Osteric of Thyatis).

Appearance: Voll is 5' 9" tall and weighs 140 pounds, with white hair and a close-cropped beard and mustache. His eyes are blue. He wears comfortable robes bearing embroidery of waves, ships, and sea life.

Using Voll: Voll is a source of information on the Minrothad Guilds and sailing, and he has the time and inclination to talk to up-and-coming adventurers.



These three ambassadors represent major trading nations that are on good terms with Karameikos. Pictured from left to right are Aladan Voll of Minrothad, Estella Whitehall of Darokin, and Gunter Schonberg of Ierendi.

Fealty

Fealty in Karamaikos is an oath that defines the relationship between the king and his landed nobles. In an oath of fealty, the landed nobles promise to remain loyal to the king and queen; to support them in times of peace with taxes from their lands and in times of war with fighting men, supplies, and their own efforts; to acknowledge the heir to the throne and to swear fealty to that heir upon assumption of the throne; never to conspire against the throne; and to obey the laws of the kingdom. The king in return promises to support the claims to fiefs of the nobles and their heirs, and to help defend the nobles' lands should they fall under attack.

Characters of noble status who will not swear an oath of fealty to the king cannot attain a rank above court noble in Karamaikos.

Combat: Voll is an elder statesman who avoids direct combat if he can help it. His adventuring days are long over, and in public he usually has a pair of bodyguards for protection (3rd-level warriors in chain mail, wielding long swords). Voll also has a large number of adventuring friends willing to come to his aid if he's threatened.

Aladan Voll (5th-level fighter): THAC0 16; #AT 1; Dmg 1d4 (dagger); AC 10; hp 30; MV 12; ML steady (12); AL LG. Str 9, Dex 11, Con 10, Int 16, Wis 12, Cha 13.

Languages: Minrothad patois, Thyatian (Ierendi accent).

Proficiencies: Local history (Minrothad Guilds), navigation, seamanship.

Estella Whitehall: Ambassador of Darokin

Mistress Whitehall is a professional diplomat of Darokin and has been ambassador to Karamaikos for over 25 years.

Personality: Estella tends to be coolly professional in all diplomatic dealings, but is warm with her family and few personal friends. Jenkin Flintfoot and Shalander of Alfheim are good friends of hers, and while she doesn't dislike Lady Marianita, she is exasperated by her. Others find her prim and businesslike.

Whitehall is an admirer and patroness of the arts, fond of commissioning works from struggling artists and craftsmen in order to help them continue in their professions. She has been an advocate of the "New Karamaikan" style of art, which combines traditional Traladaran and Thyatian styles, and there is talk of her sponsoring an exhibition of Karamaikan art in her native Darokin.

What She Says: "The central hall should be done in a teal blue; guests who are at ease are more likely to come to the point quickly."

What Others Say: "She's every human's snow-haired grandmother, but watch your tongue—she remembers everything and everyone" (Shalander of the Elves).

Appearance: Estella is of medium height and plump. Her hair, once brown, is mostly gray now. Her eyes, piercing and intelligent, are blue. She wears gowns of Darokinian and Karamaikan make.

Using Whitehall: Estella is a source of information on Darokin and the person to use when introducing adventures originating from that nation. She is part of the Darokin bureaucracy and a member of the Darokin Diplomatic Corps (DDC), a group specializing in quiet dealing and negotiation.

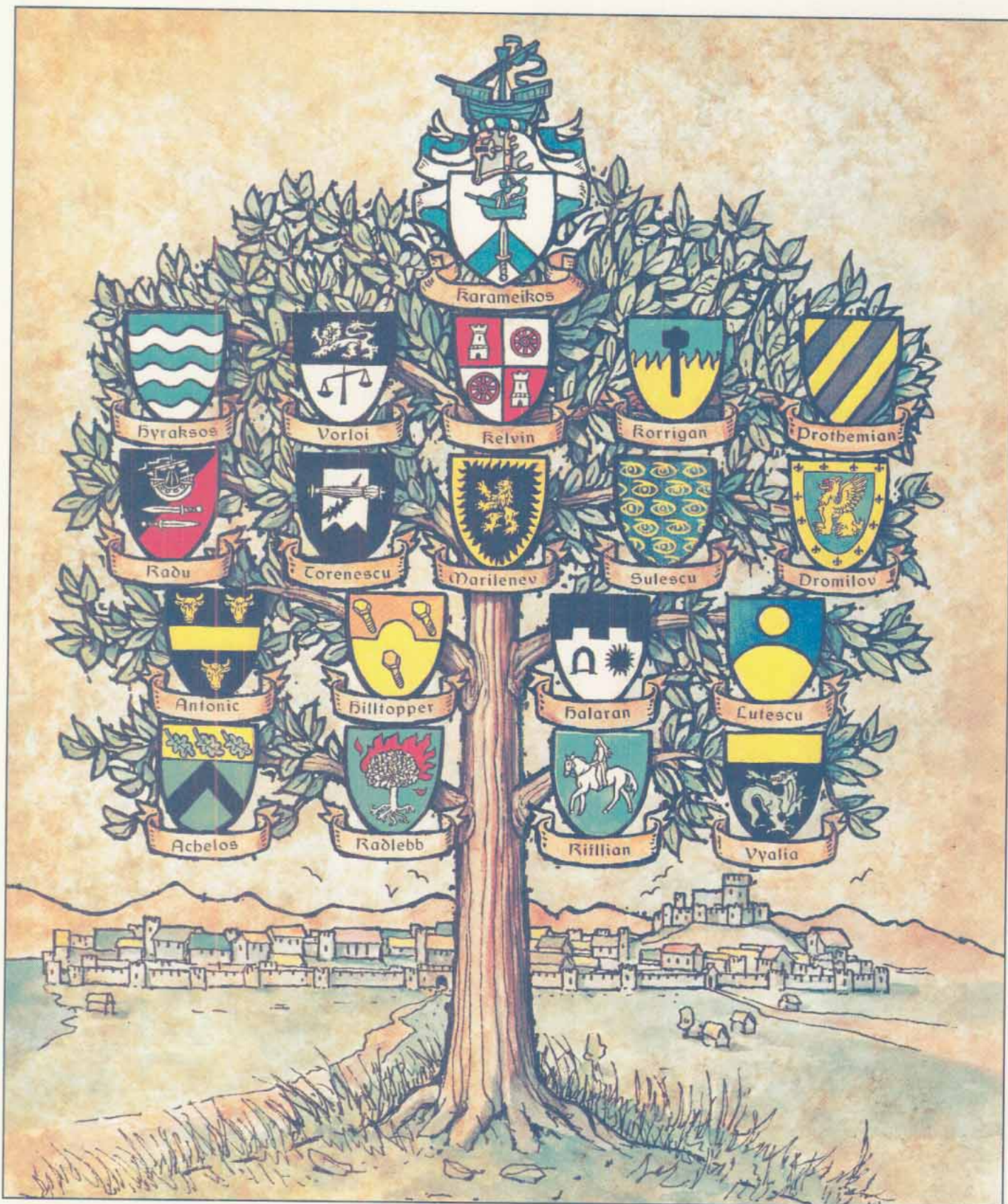
Whitehall is also useful in dealing with PCs who have any sort of artistic background or ambition. She has none of the splash and bluster of Gunter Schonberg or Abdallah ibn Hamid, and as such may be more approachable.

Combat: Estella Whitehall has made no bones about her lack of battle-field abilities; her background is much more pedestrian (and safe). She is usually accompanied by a pair of Darokinian bodyguards (4th-level fighters in chain mail with long swords) when in Mirros.

Estella Whitehall (0-level human of the gentry): THAC0 20; #AT 1; Dmg 1d4 (dagger); AC 10; hp 6; MV 12; ML unsteady (5); AL LG. Str 9, Dex 10, Con 11, Int 13, Wis 12, Cha 11.

Languages: Thyatian (Darokinian accent).


Proficiencies: Artistic ability (painting), etiquette, heraldry, local history (Darokin, Karamaikos, Five Shires).



Queen Olivia commissioned this display for her grandchildren. It shows the coats of arms of major families and estates. The Karamaikos family crest is highest, with the

Thyatian-born families directly below. Below those are the Traladaran families, and lastly, the symbols of the elven estates. A stylized Mirros is shown in the background.

Beyond the Borders



You come from a small village, and you're impressed by the nearest town. If you're from a town, you're interested in the big city. If you're from Mirros, you want to know the rest of Karameikos. Once you've traveled from Fort Doom to Rugalov Keep, you want to know what's beyond. That's the world for you. It's always something.

—Joshuan Gallidox



Though it is grand, Karameikos is but a single kingdom on the planet called Mystara. Beyond the Karameikan borders lies a world of diverse cultures, savage monsters, and warring empires. Whether the heroes choose to explore that world is up to the DM and players, but the information in this chapter may serve as a glimpse of that greater tapestry.

Mystara is a planet smaller than Earth, 6,190 miles in diameter. Mitera, Mystara's one visible moon, marks off the months in its orbit. The planet is hollow and has another world within it, a primitive land of floating continents and dinosaurs. This Hollow World is beyond the scope (and reach) of most player characters at the start, but still can provide a source of strange and wonderful magical items and creatures.

The inhabitants of Karameikos and the nations nearby call their lands the Known World, which is bounded by the Sind Desert and the lands of the Red Steel to the west, the Sea of Dread to the south, the Sea of Dawn to the east, and the vast wilderness of Denagoth and Norwold to the north. More than a dozen small nations, cultures, racial territories, and empires lie within this region, all seeking their own destinies. It is part of a larger continent known as Brun.

What follows is a brief tour of the lands beyond Karameikos's borders, revealing their nature, their rulers, and what sets them apart from others. Of particular interest are three other major nations in the area: Glantri, the Kingdom of Magic; Darokin, the Kingdom of Gold; and Thyatis, the Empire in Ruins.

Aengmor (formerly Alfheim)

Alfheim was in its heyday a powerful elven nation situated in the magical forest of Canolbarth, surrounded by Darokin territory. The woods were corrupted by a pale-skinned, underground race known as the shadow elves, who broke the magics of the forest, reduced its great trees to twisted mockeries of their former selves, and drove the native elves out. These elven refugees have migrated into Darokin,

Glantri, Karameikos, and north to Wendar. Canolbarth is now a blasted, withered forest, its former tree-cities rotting wreckage.

Government: News from Aengmor is rare and sketchy. However, it appears that the shadow elves treat it as a conquered colony belonging to an underground settlement known as the City of Stars. The ruler of Aengmor is a princess of the shadow elf royal house, Tanadaleyao.

Languages: The common language is elvish, with the sibilant shadow elf dialect. Speakers of elvish can understand shadow elves.

Coinage: The Aengmor gold piece is called a *bright*, its silver piece a *shine*, and its copper piece a *glim*. In addition, the shadow elves use kalafi, a barklike fungus which is considered to be worth 10, 50, or 100 gp, depending upon circumstances.

Visitor Information: Aengmor's main city is Rafielton, built on the wreckage of Alfheim City, with great expanses of linen providing shade for the light-sensitive shadow elves. Most of the remaining elven cities lie in ruins, abandoned by shadow and surface elf alike, but one region, known as the Sump, serves as a major shadow elf staging area. The shadow elves emerged into this world through an opening at the Sump, where a number of Canolbarth rivers flow underground.

Things to Remember: Shadow elves are reclusive to the point of xenophobia, and they venerate dark Immortals. They do not suffer trespassers, looters, or raiders gladly. Travel at your own risk.

Atruaghin (The Clans of the Plateau)

South and west of Darokin the land rises in a sudden plateau with cliffs a half-mile high. This fertile plateau serves as the home of the Atruaghin peoples, a group similar to several of Earth's native American cultures.

Government: The Atruaghin peoples are broken down into several clans, each with its own territory and culture. The clans break down into smaller tribes, and tribes into individual families. Most easterners are familiar with the Bear Clan, which has the most dealings with Darokin and the world beyond.

Languages: Each clan has its own language, but the most common, due to trade, is the Bear Clan tongue.

Coinage: Most Atruaghin tribesmen have no need for money, trade being accomplished through barter. What few coins are used include the *cloud* (worth 5 sp) and the *land* (cp). The old ruins on the plateau and in the jungles at its southern foot do yield gold, but it is not valued beyond its decorative nature.

Visitor Information: Most of the Atruaghin Plateau is unknown and unexplored by the nations to the east. The plateau is accessed by an ingenious "world elevator" constructed by the Bear Clan in conjunction with Darokin traders. A horse-powered winch draws a large platform (capable of carrying two wagons) to the top. It is this "world



The wild lands of Karameikos are overrun with nonhuman tribes of orcs, kobolds, and goblins. Of these, the wolf-riding

goblins of the Dymrak Forest in eastern Karameikos have a deserved reputation for their savagery and animal cunning.

elevator" which has opened Atruaghin to the outside world. Unfortunately, this wonder of the world recently sustained damage and is currently under repair.

Things to Remember: Atruaghin society is primal but not necessarily primitive, and it can be as perilous and intricate as the trading halls of Darokin and the court of Karameikos. As always, observe local customs, and be prepared to be treated as a curiosity.

The Broken Lands (The Humanoid Kingdoms)

Squeezed into the rocky badlands between Glantri and Darokin, and in the sprawling caverns below, this blasted landscape is the home of rival tribes of humanoids, united only in their hatred of men, elves, and dwarves.

Government: Who runs the Broken Lands? It depends upon who you talk to, where you are, and what time it is. Usual humanoid politics revolve around those who have the most powerful forces beating on all the others until they all reach an agreement. Then they all invade Glantri or Darokin. Current powers involve King Kol, a kobold with the support of Glantri; Alebane, an ogre with strong cross-species support; Xilochtli, a shadow elf ruling a powerful underground city; and Thar, who until recently ran the entire show.

Languages: Each race has its own language, and dialects across the Broken Lands further split tribes of humanoids. Most of the inhabitants know orcish as a trade language.

Coinage: Whatever they can steal. There is no native coinage of the Broken Lands, only the plunder from raids.

Visitor Information: The Broken Lands recently saw an expansion of its domain in the recent Thyatian/Alphatian war. In the course of this war, an Immortal directed a large meteor to strike the Darokin/Glantri border. (It remains unclear which was the actual target.) This meteor further demolished the local terrain and created the Great Crater, which quickly became inhabited by humanoids under the supposed rulership of King Kol.

Things to Remember: The area of the Broken Lands cannot be avoided, since it lies right on the trade route between Glantri and Darokin. The best advice is: Come heavily armed and don't tarry on your way through.

Darokin (The Kingdom of Gold)

Darokin is Karameikos's northern neighbor, and caravans regularly come down from Selenica, Darokin's westernmost city, along the King's Road into Karameikos. Darokin is the most mercantile nation in the Known World, and its traders are recognized far and wide for their sharp dealing and glib sales pitches. Once a peaceful, profitable nation, Darokin has now come under attack from pirates in the south, desert fanatics from the west, orcs from the Broken Lands in the north, and shadow elves in the east.

Government: Darokin is a republic, at least on paper. In reality it is a plutocracy, where money talks and the golden rule is in force ("He who has the gold makes the rules"). The head of the Merchants' Council is a human named Corwyn Mantua, but most decisions are made with an eye toward the bottom line and how it will profit Darokin and its burgeoning merchant class.

Languages: The common language is Thyatian, as it is in Karameikos, although the natives refer to their dialect as Darokinian.

Coinage: The Darokinian gold piece is called a *daro*, its silver piece a *tendrid*, and its copper piece a *passim*. Darokin mints an electrum piece called a *half-daro*.

Visitor Information: Darokin's capital is located in the

heart of the country and at the center of a web of major mercantile cities connected by good roads. While smaller than Mirros, Darokin City seems more bustling, active, and generally wealthier than the Karameikan capital. Darokin has a large middle class, and all within it try to advance their own ends.

The nation of Darokin is made up of bits that have been unclaimed by other nations, and as a result sprawls over a



Situated on the western border of Karameikos, the Blight Swamp is an impassible fen of twisting tributaries. The swamp serves as the home of lizard men, bonesnappers, and other reptilian creatures quite hostile to man.

vast amount of terrain. Darokin completely encompasses the nation of Aengmor (formerly Alfheim), though most of its border expanses remain wild and uncontrolled.

Things to Remember: Bring money. After making a deal with a Darokinian, count your change, your fingers, and the members of your party. Darokin is in no way as safe and secure as its prized Diplomatic Corps lets on. The natives of Darokin are as plotting and dangerous as their Glantrian neighbors, but they are more pleasant about it.

Ethengar (Kingdom of Horsemen)

Ethengar occupies a huge, grassy plain to the north of Darokin and to the east of Glantri. It is stark, open country occupied by powerful, dangerous horsemen whose culture resembles that of the Earthly Mongols of Ghengis Khan.

Government: Ethengar is a khanate—a loose federation of nomadic tribes led by chieftains, occasionally gathered (as they are at the present) under the command of a greater chieftain (a great khan). Often the various tribes war against each other when they aren't fighting the Heldannic Knights, Ostland troops, or Glantrian wizards.

Languages: The horsemen of the plains speak Ethengarian, an unrelated tongue to those of their neighbors, attesting to the fact that Ethengarians originate far from this area. Some speak Thyatian.

Coinage: The Ethengarians use a variety of specialized coins called *tangs*, which are trade bars minted in gold, silver, copper, electrum, and platinum, and in 1-, 5-, and 10-coin denominations. Greater denominations bear the mark of the great khan. Possession of "outsider" currency is punishable by death. (A lot of things involving outsiders are punishable by death.)

Visitor Information: In the middle of Ethengar lies the Land of the Black Sand, dark, sinister badlands haunted by foul monsters and ripped by flesh-rending storms. In its center towers the fastness of the World Mountain, a singularly massive spur of stone dominating the blasted landscape around it. Here, the khans of the Ethengar people are interred, watched over by powerful spirits. Needless to say, this area is taboo, and trespassers are slain.

Things to Remember: On the surface, Ethengar seems inhabited by savage, bloodthirsty, dangerous horsemen. Upon examination of their culture, however, one is struck by the fact that these deeply spiritual, reverent people live in harmony with their harsh, windswept land (and happen to be savage, bloodthirsty, and dangerous).

The Five Shires (The Hin Nation)

The Shires are the home of the halfling people, also called the hin. Bright, adventurous, and intelligent, the hin generally have striven to live in peace with their neighbors.

Government: A clan leader rules the hin in everyday matters. Each of the shires elects a representative sheriff, and the five sheriffs determine national policy. Such policy usually begins and ends at protecting hin interests throughout the Known World.

Languages: The common language is Thyatian, in the Darokin dialect. Elders of the people speak an archaic tongue called Lalor.

Coinage: The hin gold piece is called a *yellow*, its silver piece a *star*, and its copper piece a *sunset*. Simple names for items suit the hin people well.

Visitor Information: The land resembles that of Karameikos, though a little more civilized, and the hin face the same problems as their neighbors (pirates from the sea, orcs from the mountains). Small farming communities dot the area.

It's Money that Matters

Mystara has vastly more gold and other precious metals than medieval Europe did. These Mystaran metals are worth much less, however. The gold coin of medieval Europe would provide a family food and shelter for months, but it is nothing more than pocket change here. (That does not mean life is easier for the peasants of Karameikos, just that the gold piece has less value.)



In Karameikos, the gold piece is called the *royal*. On the front is the head of King Stefan. (Versions of this coin more than five years old have King Halav's face instead—Halav has since been moved to the electrum piece.)



The silver piece is called the *crowna*. The front shows the royal palace in Mirros.



The copper piece is called the *leopez*. The great wolf of the inland forests appears on the front.



A recent coin added to the Karameikan treasury is called the

(continued on page 105)

Things to Remember: The hin are childlike, but not childish. They take pleasure in many common things and simple activities, but if angered prove to be tenacious and savage opponents. Don't cross a hin unless you plan to leave the country immediately—imagine a nation of small pranksters who have all decided to get even with you simultaneously.

Glantri (The Kingdom of Magic)

Located to the north and west of Karameikos, beyond Darokin and the Broken Lands, Glantri is a magocracy—that is, a kingdom ruled by wizards, for the benefit of wizards. Glantrian wizards consider other classes and races inferior, particularly dwarves and all manner of priests, both of whom locals actively persecute. Most people in the Known World consider Glantrian mages the most advanced and powerful of all, while viewing Glantrian politics as Byzantine and treacherous.

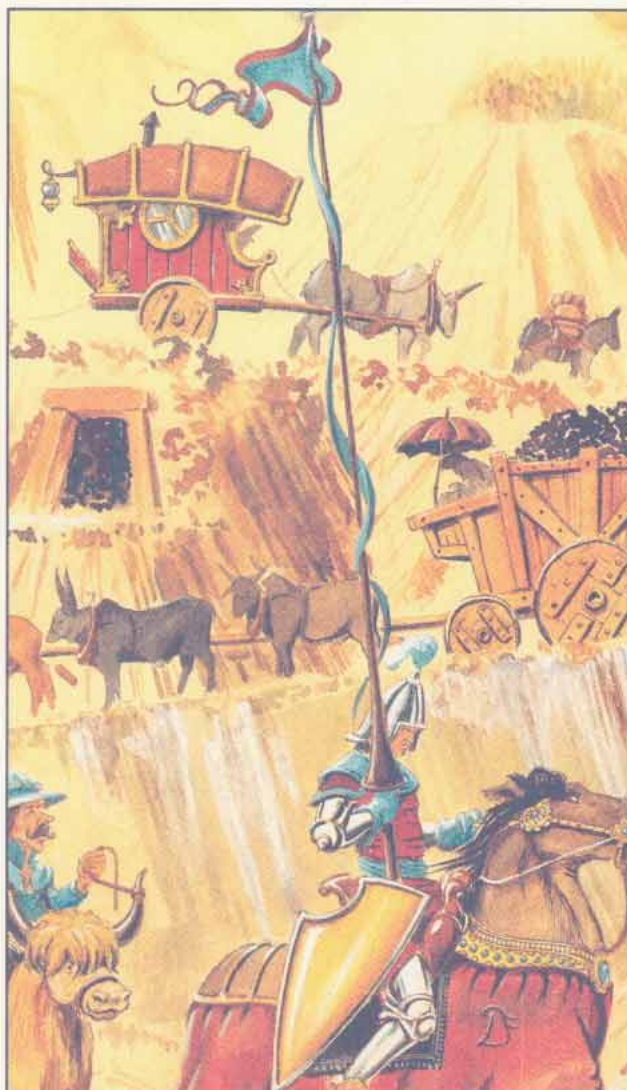
Government: Glantri is divided into principalities—small princedoms in which the prince's rule is law. Humans (at least, most of the rest of the world *hopes* they're humans) rule the majority of these principalities, but there are elves, lycanthropes, and even a kobold in charge as well. The rulers all have magical abilities and sit on a central council.

Languages: The common language is Thyatian, as is the case in Karameikos, but Ethengarian, Traladaran, and Alpathian are spoken here as well.

Coinage: The Glantrian gold piece is called a *ducat*, its silver piece a *sovereign*, and its copper piece a *penny*. Its platinum piece is known as a *crown*.

Visitor Information: Glantri City is the largest community in the nation and is about the size of Mirros. Unlike Mirros, Glantri City was built over a swamp, such that the city is criss-crossed by canals and the gondola is the easiest method of transportation. Glantri City is also the nation's seat of government and magical research.

Things to Remember: Mages rule here, and furthermore they are everywhere; one cannot toss a small stone without striking a wizard, a familiar, or a magical creation. Magic is the national industry, but politics is the national passion. Everyone has an angle and very few have qualms about sacrificing their allies to reach their ends.



The annual pilgrimage of the Gnome Caravan, bearing ore and finished goods, treks southward from Highforge into the human lands. The caravan leaves on the 1st of Thaumont each year, arriving in Mirros by the 11th of that month.

The Heldannic Territories (Land of the Knights)

Originally a group of Antalian Freeholds similar to the neighboring Northern Reaches, the territory was conquered by a group of Thyatian refugees from the island of Hattias who were too intolerant and violent for the Thyatian government's tastes (which is saying a good deal in itself). These Heldannic Knights rule the territory with an iron hand, and they are always looking for new peoples to oppress.

Government: The Heldannic Knights form a theocracy devoted to Vanya, a woman warrior who has attained Immortal status. They believe that Vanya has special plans for the transplanted Heldannic people, plans that involve world domination and subjugation of all non-Hattian peoples. Their high priest (and general villain) is Herr Wulf von Klagendorf.

Languages: The common people speak Antalian, a dialect they call Heldannic. The language of court, trade, and war is Thyatian.

Coinage: The pre-invasion coins of the Heldannic people

have been confiscated, and their ownership is grounds for imprisonment. The official coins are the *groschen* (a 5-gp coin), the *gleder* (gp), the *erzer* (ep), the *markshen* (sp), and the *fenneg* (cp). All carry the face of Vanya on one side and the knights' black lion rampant on the other.

Visitor Information: The Heldannic territories are among the most beautiful in the Known World—rolling hills and mountains covered with thick cloaks of pine and spruce and

filled with wildlife like elk, moose, and wolf. Unfortunately, at the heart of this beauty is the rot of the Heldannic Knights, holed up in their main city of Freiburg. Freiburg, a gloomy, tightly-packed city of winding streets, lies tucked behind the mightiest walls in the Known World.

Things to Remember: The Heldannic Knights are racist fools, but they are the racist fools in charge. How bad are they? The Black Eagle Baron's niece, Anna von Hendriks, belongs to their number, and she is old Ludwig's favorite niece. Give this place a miss unless you have a sure-fire plan for revolution or a taste for martyrdom.

Ierendi (The Kingdom of Islands)

Situated to the south and west of Karamaikos, Ierendi is a loose confederation of islands, each with its own personality and attitudes. A chaotic coalition, the nation pulls together when threatened by outsiders.

Government: Ierendi holds a yearly tournament, and the winner becomes the king or queen of the kingdom for the next year. Most of the real power rests in the hands of a bureaucracy and the local government, but choosing a new king remains a great excuse for a celebration.

Languages: Most Ierendi speak Thyatian, with the halfling population using the Darokin/Five Shires dialect. The original language of the isles is Makai, still spoken by the long-time natives.

Coinage: Ierendi loves foreign currency, and the locals themselves mint the *pali* (10 gp), the *geleva* (gp), the *sana* (sp), and the *cokip* (cp).

Visitor Information: Ierendi thrives on a tourist trade, of all things—visitors from other nations come to Ierendi for fun, adventure, and the feeling of danger. Note the use of the word *feeling*—most of these visitors from Darokin, Karamaikos, or Thyatis could find *real* danger not more than 20 miles from their houses, but in Ierendi adventure supposedly takes place in generally positive environments.

The main event each year is the grand tournament for the crown. It is heavily weighted in favor of the warrior class, and the winner rules in the great, indefensible coral castle of Ierendi, throwing parties, making announcements, and generally being kept away from the mechanisms of real government.

Things to Remember: Have fun. Ierendi is one of the most beautiful and leisurely places in the Known World. That is not to say it is without peril, but the dangers at least look good.

Minrothad (The Kingdom of Sea Princes)

Situated to the south and east of Karamaikos, Minrothad is an organized coalition of seagoing merchants whose reach spans the Sea of Dread and the Sea of Dawn, some of their agents reaching as far west as the Red Steel lands.

Government: Like Darokin, the other major trading nation, Minrothad is a plutocracy, ruled by the wealthier classes. Unlike Darokinians, the people of Minrothad have dispensed with the illusion of republican thought, and most power rests in the hands of an elected (for life) Guild Master. The current Ruling Guild Master is Oran Meditor.

Languages: Most languages are spoken on the isles of Minrothad, including Thyatian. Among themselves and their crews, the natives of the islands speak a patois called Minrothaddan, made up of sentence fragments and structures cheerfully looted from their trading partners to the point of becoming a completely separate language.

Coinage: Minrothad mints its own *crona* (a gp in the isles), the *byd* (ep), the *quert* (sp) and the *plen* (cp).

(continued from page 103)

halav, minted from the bluish metal electrum. King Halav indeed appears on its front, wearing his war helmet. The royal coat of arms of Karamaikos is stamped on the back.



The Karamaikan Royal Treasury does not produce platinum coins at the present time—most platinum coinage comes from Thyatis, where that nation produces the *emperor*. The front of the *emperor* bears the image of one emperor or another, and a set of crossed swords appears on the back. As these platinum coins were minted over the years, different emperors' faces were stamped into them; the age of the coin determines which emperor appears on it.

Most of the nations of Mystara mint their own coins, and a number of private mints exist as well.

The DM should use the above information to add spice and color to the campaign if it is needed. For many players, a pouch of gold is a pouch of gold, regardless of who or what appears on the coin. A Karamaikan *crona* is as silver as a Minrothadian *quert* or a Ylari *dirham*. All are still worth 1 sp. There may be times, however, when it is important to identify the coins ("The thief was paid off with Glantrian gold *ducats*, newly minted, so find out who's spending those") or by age ("The dragon's lair contains Thyatian *emperors* from the reign of Zendrolion I").

The Known World



Wendar

Principality of Glantri

Glantri City

The Broken Lands

Republic of Darokin

Aengmo

Rafielton

Sayr Ulan

Atruaghin Clans

Palace of Atruaghin

Darokin

Sind

Shireton

The Five Shires

Kingdom of Ierendi

Ierendi

Sea of Dread



Visitor Information: Citizens of Minrothad live for trade and trade to live. The seat of government is the city of Minrothad on Trader's Isle, a bustling den of commerce and intrigue.

Things to Remember: As in Darokin, money talks, but mere gold does not buy a place among the Minrothaddan merchant princes. The natives of Minrothad remain clan-ish and suspicious of strangers who pry too much.

Ostland, Vestland, and the Soderfjords (The Northern Reaches)

The nations of the Northern Reaches are located north of Ylaruam and Rockhome, along the coast of the Sea of Dawn. These three independent nations share a common ancestry, and as such may be considered together. All are dominated by the Antalian, who are similar in appearance and behavior to the Vikings of Earth. The people of Ostland are the most traditional (blood-thirsty), those of Vestland the most forward-thinking (western), and those of the Soderfjord Jarldoms the most chaotic (treacherous).

Government: All three nations are monarchies, and both Vestland and Ostland trace their roots to a common ruler. The Ostland crown is heavily influenced by a traditional religious hierarchy. The Soderfjords are a collection of smaller competing baronies (or jarldoms) that choose one of their number as the war-leader or jarl—a thankless position that usually lasts only as long as the lesser jarls so choose.

Languages: The common language uniting the Northern Reaches (and separating them from the more “civilized” south) is Antalian. There are some speakers of Thyatian common as well, primarily among the merchant class of Vestland.

Coinage: All the nations of the Reaches mint their own coinage. In Ostland, it is the *krona* (gp), *eyrir* (sp) and *oren* (cp). In Soderfjord it is the *markka* (gp), *penne* (ep), *gundar* (sp), and *oren* (cp). In Vestland, they use the *schilder* (5 gp), *guldan* (gp), *hellar* (ep), *floren* (sp), and, of course, the *oren* (cp).

Visitor Information: The Northern Reaches are strongly

dedicated to a group of Immortals with names and attributes similar to the Norse Pantheon—Odin, Thor, and Loki. Whether these powerful Immortals are truly the extraplanar powers, or instead are servants or impostors, remains to be seen.

Things to Remember: Natives of Vestland are the most forward-thinking and trade-oriented, and are usually the ones encountered away from the Reaches. The natives of Ostland are a bit savage (they only recently banned the practice of thralldom—enslavement of defeated enemies). Those of Soderfjord would be dangerous if they didn't spend all their time quarreling among themselves.

Rockhome (The Kingdom of the Dwarves)

The homeland of the dwarves is nestled among the Altan Tepes Mountains north of Karameikos. Most of the dwarves of the Known World can track their ancestry back to this land. It is noted for towering peaks, ice-cold lakes, and great underground cities full of dwarves.

Government: A dwarven king or queen rules Rockhome, heavily influenced by the powerful dwarven families or clans that operate through a senate in the Thyatian style. The current king is Everast XVI, newly enthroned. The passing of power involved a nasty civil war among the dwarves, and some resentment between the clans continues.

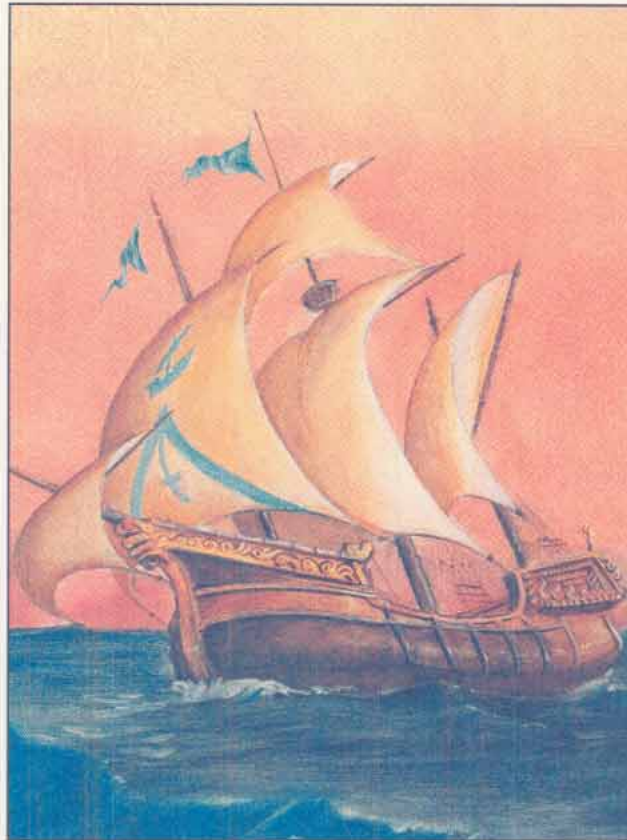
Languages: The common language is dwarvish, with a

Rockhome accent (though one would have to travel far to find a different accent). Merchants and surface humans also speak Thyatian.

Coinage: The Rockhome gold piece is called a *trader*, its silver piece a *moon*, and its copper piece a *stone*. The dwarves also use a heavy, 10-gp gold coin called a *sun*.

Visitor Information: Dengar is the dwarven capital built at the base of Mount Everast. It is separated into upper and lower cities, the upper region being a heavily fortified surface community, with the real power (and the bulk of the population) located in the caverns of Lower Dengar.

Things to Remember: The dwarves run things here, so be prepared to do things on dwarven terms. The dwarves value



The reach of Karameikan traders is felt far and wide along the Dread Coast, from Thyatis to as far west as Slogovich. Pictured here is the Karameikan treasure galleon *Prince Valen* making good time in Minrothaddan waters.

craftsmanship, honesty, and family honor. They do not respect farmers or wizards (particularly Glantrian wizards). Do not admit to being either, even if it's true.

Sind (Kingdom of the Wastes)

The western border of the civilized world, Sind is a relatively unpleasant land of salt swamps, deserts, and rocky wastes. Its population moved in and thrived during more pleasant times, and as a result packs itself tightly in teeming cities. The culture of Sind resembles that of Earth's early Indian subcontinent.

Government: Sind is currently under the control of a despot from even further west known as the Master of Hule. Under the Master's directions, raids by land and sea based out of Sind continue to assail western Darokin.

Languages: The language of the Sind is Sindhi, a melodious, lilting tongue. Some traders speak Thyatian as well.

Coinage: The Sind people mint a number of coins, including the *guru* (25 gp), the *rupee* (5 gp), the *bhani* (2 ep), the *khundar* (sp), and a *piaster* (cp).

Visitor Information: Most interesting about Sind is not its overpacked cities or Hule-dominated government, but what lies farther west. Beyond the Sind Desert and the Plain of Fire sprawl the mythical lands of the Red Steel. Beginning with the mighty city of Slagovich and moving west, this region harbors great heroes and mighty magic. News comes infrequently from Slagovich, but what news does come brims with wondrous adventure and terrible monsters.

Things to Remember: Sind is a dangerous, deadly place, made more so by the agents of the mysterious Master of Hule. Be polite, keep to well-traveled areas, and expect to defend yourself against thieves.

Thyatis (The Empire In Ruins)

Thyatis has been a major player in the Known World for over a millennium, such that the official reckoning and common language throughout most of the land is Thyatian. Thyatis has had a knack for conquering various territories and then letting them get away. Seriously depleted by a recent war with the former nation of Alphatia (a land that no longer exists in the Known World), Thyatis has suffered a number of setbacks and now teeters on the brink of disintegration.

Government: An emperor rules Thyatis, kept in check by an elected senate. The recent death of Emperor Thincol I and the ascension of his son Eusebius I has thrown the traditional alliances in disarray, and Thyatian senators spend much of their efforts trying to get on the new emperor's good side. They would do more good dealing with plagues, famines, and riots within their home territories, but their political foolishness is making a bad situation worse.

Languages: The common language is Thyatian, but all tongues are heard within its borders.

Coinage: The Thyatian gold piece is called a *lucin*, its silver piece an *asterius*, and its copper piece a *denarius*. Thyatis also mints a platinum coin worth 5 gp called an emperor, which is recognized in Karameikos as legal tender.

Visitor Information: The heart of the empire is the city of Thyatis, which alone has a greater population than the nations of either Glantri or Karameikos. A huge, sprawling urban settlement barely contained within its great city walls, it boasts some of the most beautiful architecture and some of the most violent slums of any nation in the Known World.

Things to Remember: Everything bad you've heard about Thyatians in Karameikos applies here in reality. They are corrupt, decadent, faddish, extremely pragmatic, and treacherous. Remember, the original Thyatian

The Hutaakans

Hutaaka, a mountain in the Black Peaks north of Karameikos, was the cultural and religious seat of a peaceful jackal-headed humanoid race in the time before Halav. The mysterious Immortal Pflarr created the Hutaakans, and they venerated him. Their primary interests were religious and artistic; they were not a particularly hard-working race.

Hutaakan explorers discovered Traldar communities and began peaceful communication with them, trading tools and technological secrets for slaves and laborers. Gradually, the Hutaakans began to dominate the Traldar, who were awed by the great technological knowledge and philosophical wisdom of the nonhumans.

This fortunate circumstance remained unchanged for a period of about 500 years. About 1000 B.C., however, a vast invasion force of gnolls poured into the Traldar lowlands. The Hutaakan High Priest sent out word to the Hutaakans living in the lowlands to return to their valley, bringing all traces of the Hutaakan race with them and taking with them a number of Traldar people as servants.

The humans fought and eventually prevailed against the invaders, but at great cost, and much of their previous knowledge and history was lost to them. The Hutaakan (jackal-headed) people blended in the storytelling with the invading gnollish (hyena-headed) people, and as such were forgotten save as invaders and enslavers. So the Hutaakans passed out of the Traladaran histories, but their ruins still rest in remote locations, and the possibility exists that they continue to live undiscovered in their mountain fastness.

Trials and Errors

The justice system of Karameikos is tied to social standing, with one procedure set for the lower classes and a separate but related system for the nobility. Individuals of non-noble rank (generally freemen but including anyone lower in status than a court noble) are tried by a judge, normally the local ruler or an individual designated by that lord (freemen may be appointed as judges in this manner). The judge hears the arguments, investigates the evidence, and rules on the matter. Nobility (including all nobles of court status or higher) are tried by a jury of their peers. An appointed judge presides over a jury of seven nobles. These individuals should hold at least equal social status as the accused, though this is not always possible. The judge controls the proceedings, but the jury hears the evidence and issues a verdict based on a majority decision.

In addition to common law, organizations such as the military and the churches may initiate their own judgments in matters exclusively within their domain. In addition, nonhuman societies (such as the elves on their estates or the gnomes of Highforge) may have their own courts, built upon the Karameikan model.

Every Karameikan citizen of freeman status or higher has the right to appeal a ruling to the king himself in open court. Such appeals are routed through the Secretary of State, who determines the docket (order of cases) for His Majesty. In most situations, worthy cases are heard one day a week. There is no appeal from the king's ruling, and individuals who waste the king's time by asking him to overturn reasonable rulings often find themselves facing even more extended sentences.

invaders of Karameikos were seeking to *get away* from this place.

The empire has, believe it or not, survived worse times than this, and a strong emperor could rescue the nation and return it to greatness.

Wendar (The Elven Kingdom of the North)

With the corruption of Canolbarth and the fall of Alfheim, Wendar remains the only elven kingdom in the Known World. Tucked beyond the borders of Glantri and Ethengar, it has the otherworldly nature of a land still under the control of elven magics.

Government: Wendar is a monarchy in the traditional elven manner. Gylharen the Wizard-King rules this land.

Languages: The common language of Wendar is elvish, either with the native Wendarian dialect or that of the Alfheim refugees.

Coinage: The elves of Wendar use the *di* (gp), the *on* (sp), and the *teci* (cp).

Visitor Information: Wendar had been forgotten by other nations of the Known World, due to its very remoteness. That changed when it took in the bulk of the Alfheim refugees. Now there are regular parties of elves (exiles and natives) exploring the rest of Mystara and looking for a way to battle the shadow elves and reclaim Alfheim.

Things to Remember: If you're an elf, you are welcomed as long lost kin—the Wendarian elves are more active now than their southern brothers have lost their lands. If you're human, be very polite. A lot of warrior/wizards live in Wendar.

Ylaruam (The Desert Kingdom)

An arid region of rocky badlands and sandy wastes to the north of Thyatis and Karameikos, Ylaruam is the home of a proud desert-dwelling race of humans similar to the Earthly Bedouins of Arabia.

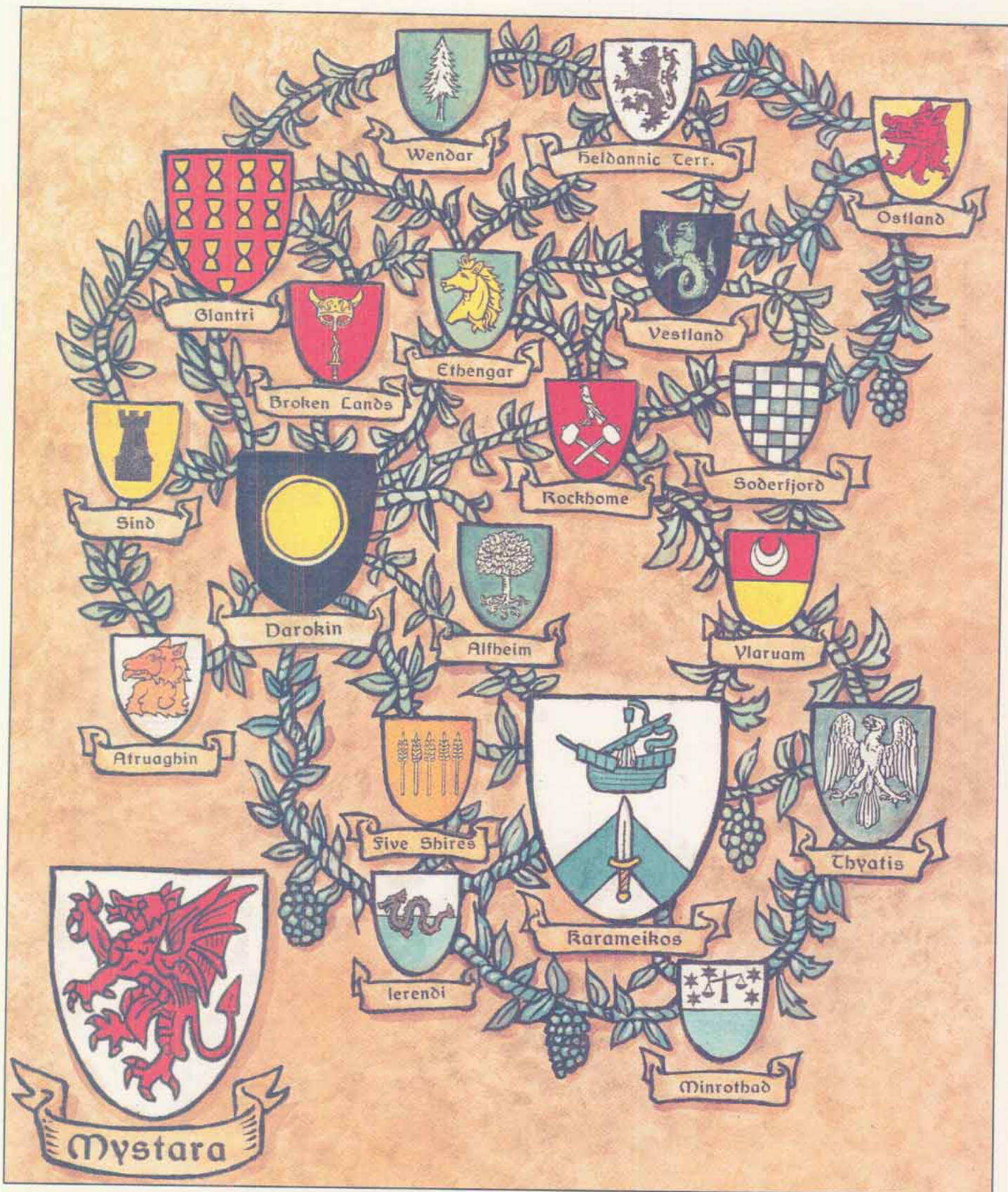
Government: A sultan rules Ylaruam, advised by a grand vizier, who in turn oversees a large, organized bureaucracy of departments called voucheries. Ylaruam is divided into emirates to facilitate easy control of these voucheries. Unlike the bloated and corrupt bureaucracy of Thyatis to the south, the Ylari bureaucracy is well organized, devoted, and efficient.

Languages: Ylaruam's court officially speaks Ylari, the tongue of the native people. Many also speak Thyatian, but be warned—this is the language of one of the empires that historically oppressed and warred with the desert peoples.

Coinage: The Ylari gold piece is called a *dinar*, its silver piece a *dirham*, and its copper piece a *fal*.

Visitor Information: The most important site in Ylaruam is not on the map, but in the heart. The natives of Ylaruam overthrew their colonial masters under the leadership of a great philosopher and warrior named Al-Kalim, who has since become an Immortal. Al-Kalim's words, the Nameh, have become the guiding principles of his people, and encourage devotion, loyalty, honesty, and bravery. Even the oasis-capital of Ylaruam pales before the shining example of Ylari belief.

Things to Remember: Be polite and observe local customs. The Ylari respect storytellers, warriors, and scholars. They dislike mages, particularly Glantrians (there's a pattern developing here) and those who use fire-based magics. Ylari hold grudges a long time, so be prepared for retribution should you anger one.



This display depicts the coats of arms of Mystara's nations. It was commissioned by Queen Olivia, who used it to instruct the royal grandchildren.

Adjacent nations are linked by vines. Land connections are shown in green, while sea routes appear in blue.

Appendices

Creating Karamaikan Characters

The cards in this box present a number of characters suitable for use with both the *FIRST QUEST* game and the setting for *Karamaikos: Kingdom of Adventure*. However, players using the *FIRST QUEST* rules are encouraged to create their own characters to advance under the AD&D game system. Further, established players of the AD&D game system can tailor their characters by providing them with Karamaikan backgrounds.

Various methods of character generation for AD&D characters are discussed on page 13 of the *Player's Handbook (PHB)*. The simplest of these is repeated here:

1) Take a blank sheet of paper and a pencil.

2) List the abilities down the left side, near the top: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

3) Roll three six-sided dice (3d6) for each ability. Total the dice and write down that number by the ability name.

4) Choose a character class, and if using kits, a starting kit (see below for kits). The *PHB* details a number of options, but in general, if your best ability is Strength, be a warrior; if it is Wisdom, be a priest; Intelligence, a wizard; and Dexterity, a rogue.

5) Determine initial character funds from the table on page 66 of the *Player's Handbook*.

6) Choose a race. Most characters are humans, but a character might also be an elf, dwarf, gnome, or halfling (also called *hin* in Mystara).

7) Determine the character's background by choice or roll on the background tables.

Experienced AD&D players know most of the above, and can skip to **Step 7**.

Backgrounds: Human

These background tables provide a grounding for characters—how wealthy the PC's family is, what the family heritage is, and where the character is from. Note that initial character funds are not affected by family wealth. Most new characters are assumed to be newly sheared and on their own.



whether human, elf,
dwarf, gnome, or hin.

That question is:
"Who am I?"

My answer is:
"Who wants to
know?"

—Joshuan
Gallidox



Determine family social standing by rolling percentile dice (1d100) and comparing the result to the **Human Wealth and Status Table**, below. This gives the economic standing of the family the character comes from. Keep track of this number.

Human Wealth and Status Table

1d100*	Status
01-30	Penniless
31-60	Struggling
61-75	Comfortable
76-85	Wealthy/Untitled
86-95	Wealthy/Titled
96-97	Very Wealthy/Untitled
98-00	Very Wealthy/Titled

* Remember the number rolled.

Once the wealth and status of the character's family is known, determine whether the family is Traladaran, Thyatian, or Mixed ("New Karameikan"). The player can choose a heritage, or use the following method to (semi-)randomly determine this:

Roll percentile dice (1d100) and add *one-half* the number rolled for the family wealth and status (round down). For instance, if 67 was rolled on the **Human Wealth and Status Table**, then roll another 1d100 and add 33 to the total.

Compare the result to the **Human Heritage Table** below to determine family heritage:

Human Heritage Table

1d100*	Heritage
01-60	Traladaran
61-00	Mixed
101+	Thyatian

* Plus $\frac{1}{2}$ the roll for wealth and status

If the result is *Traladaran*, the character's family is predominantly Traladaran and its head is of the native population. If the result is *Thyatian*, the character's family is predominantly Thyatian and its head is of that people. If the result is *Mixed*, the character's immediate family contains both Traladarans and Thyatians.

The final step is to determine where the character is from. The player can either choose or roll 1d20 on the **Human Home Town Table**, below. The DM always has the option of choosing a character's home town, and is especially likely to do so for *Wealthy* or *Very Wealthy* characters.

Human Home Town Table

1d20*	Home Town
01-03	Black Eagle Barony
04-10	Homestead (player's choice)
11-13	Village/Town (player's choice)
14-16	Kelvin
17+	Mirros

* Add modifiers listed on the next page.

Where Adventurers Fit In

The most mobile population group in Karameikos is its heroes—wizards, warriors, priests, and rogues who, through ability and luck, grow extremely powerful. As a rule of thumb, player characters of 8th level or less represent freemen. The community considers characters of 9th or higher levels among the best in their fields, and as such they are deemed worthy of great respect. Treat such characters as court lords and ladies when they deal with others.

When classes interact, those of lower standing must treat their superiors with respect. The nobility are expected to treat their inferiors with understanding and tolerance, but they should not do anything that places in jeopardy the class relationship. As such, a common venter should drop to one knee before the king, but it would be improper for a prince to go drinking with commoners. Use this general rule when running nonplayer characters of different social stations.

Note that these are guidelines only. If an individual has been granted a fief or has a higher rank within the church or military, consider that station instead of the default experience level station.

Modifiers to Human Home Town Roll

Character is a priest	+2
Character is a wizard	+4
Character's family is <i>Comfortable</i>	+2
Character's family is <i>Wealthy</i>	+4
Character's family is <i>Very Wealthy</i>	+6

Table Definitions

Below are listed the definitions for the various results from the previous set of tables:

Penniless: The family is dirt poor. Most of its members spend all their lives in backbreaking labor. Family members grow up uneducated, working all their lives for someone else's profit.

The character's starting gold represents every coin that the family could scrounge up, save, or steal, and the family is hoping that the character will become wealthy from adventuring and return to help them. The family owns no property, has practically no possessions, and lives in a home of extreme poverty; family members have ragged clothing, no shoes, and no weapon better than a knife or pitchfork.

Struggling: The family is poor. It may own the property it lives on, but does not make a good living from it. Family members work all their lives for very little gain.

The character's starting gold represents several years' worth of scrimping and saving for the head of the household, and the family is hoping that the character will become wealthy from adventuring and return to help them. The family lives in an inadequate home; family members have limited clothing and only occasionally own shoes or traveling gear; the household head may own a sword, but most members of the family have no weapons other than knives or bows.

Comfortable: The family is not rich but does not suffer from want. It may own the property on which it lives. It makes a decent living with occasional periods of great prosperity or financial turmoil.

The character's starting gold represents the approximate amount the family gives to each of its young leaving after

the Shearing Ceremony. The family is hoping that the character will prove to be a worthy person during the years spent away. The family lives in an adequate home; family members have adequate clothing, including footwear, traveling clothes, and (often) one fine outfit for social wear. Most members of the family can afford a weapon of choice.

Wealthy/Untitled: The family is wealthy. Its members do not suffer from want. It is likely to own the property on which it lives and other properties besides, and is likely to employ servants. It makes a good living, usually from trade, agriculture, or the earnings of one highly paid professional in the family.

The character's starting gold represents the approximate amount the family gives to every youth leaving after the Shearing Ceremony, and does not constitute much of a dent in the monthly earnings. The family is hoping that the character will prove to be a worthy defender of the family honor during the years spent away. Most family members have substantial quantities of quality clothing and personal effects, and can afford weapons and armor of choice. (This does *not* mean the character can have extra starting gold.)

Wealthy/Titled: This is the same as Wealthy/Untitled, except that the head of the family has a title issued by King Stefan or another important figure. The head of the family either bears the title Lord (Lady) or Patriarch (Matriarch). A lord is either a court noble or a landed noble. A Patriarch is either the head of a church or an itinerant (traveling) cleric of great importance.

Very Wealthy/Untitled:

This is the same as Wealthy/Untitled, except that the family is very wealthy—for instance, a family in charge of an important shipping enterprise or of an important community. The DM must decide which family the character is from, choosing from the examples given in this *Explorer's Guide*. The character might, for example, belong to the Torenescu family of Mirros, a very powerful but untitled clan.

Very Wealthy/Titled: This is the same as Wealthy/Titled, except that the family is larger and more important. The head of the clan is a baron in the king's service. The DM must decide which family the character is from, choosing



The main gate of Fort Doom, previous home of Ludwig von Hendriks, looms over the nearby town of Halag. When the fort fell to halfling invaders, they bypassed the gate house entirely, instead mining beneath the more vulnerable eastern wall.

from appropriate clans. For instance, the character might belong to the Kelvin clan of Kelvin or the Vorloi clan of Mirros and Vorloi Village.

Black Eagle Barony: The character grew up in the awful barony ruled by the now-deposed Ludwig von Hendriks. If of any good or neutral alignment, the character successfully fled the barony at the time of shearing, but the family is still here. If evil in alignment, the character was probably in the employ of or related to the Black Eagle Baron or one of his minions.

Homestead: The character grew up in one of the innumerable family homesteads scattered across Karameikos. With the permission of the DM, the player can decide where that homestead is and may even choose one listed on the map.

Village/Town: The character grew up in one of the numerous Karameikan villages or towns. With the permission of the DM, the player can choose a home town or village from those shown on the map.

Kelvin, Mirros: The character grew up in the city indicated by the die roll.

Note: The DM may choose to assign the characters a home town, particularly those starting out for the first time. For example, all FIRST QUEST game characters might be from Threshold.

Elves

The elven and other demihuman communities are not as numerous or diverse as human ones, so it is a simpler matter to determine a demihuman's background.

Though the elves in Karameikos have complicated and intricate social structures, social status is not an important element of that structure. The elves' professions and the way their professions are related and pursued for the good of the clan are the most important elements of the elven social structure.

Most Karameikan elves are commoners, or elves who go about their professions—forestry, hunting, fishing, fighting, animal training, scouting, etc. Some few families are community lords, and it is they who coordinate the efforts of the community. None of the elves in Karameikos live in grinding poverty or in lavish wealth. By human standards, all elves are *Comfortable*.

Elven Background Table

1d100	Background
01-90	Commoner
91-00	Elven Lord

Most of the player character elves are Callarii elves—bright, energetic elves living in the central forests. Such elves can be from any of the elven domains, but most are from the central region around Rifflian and Radlebb.

Some elves are refugees from Alfheim to the north. They were driven from the land by the blighting of their forest and the invasion of the shadow elves. Alfheim refugees tend to be unforgiving of trespassers and raiders.

The elves of Vyalia tend to be reclusive, and as such are not given as part of these tables. Should a player character wish to be Vyalian, the DM can grant or deny the request.

Elven Heritage Table

1d100	Heritage
01-85	Callarii
86-00	Alfheim Refugee

The Nature of the Immortals

Amando: Does this place have gods?

Rejondo: Gods? What are these gods?

Amando: Beings of great power who meddle in the daily affairs of mortals, demand worship, and wreak havoc wherever they pass.

Rejondo: Nay, we have Immortals here!

Amando: What are these Immortals?

Rejondo: Beings of great power who meddle in the daily affairs of mortals and wreak havoc wherever they pass. But they only occasionally demand worship.

Amando: Ah! I feel much more secure now.

*From Inn Between the Worlds
By Emilio the Great*

The most powerful beings on Mystara are not even *on* Mystara; they live on other planes of existence and wield huge amounts of power. In the past they have made the world their plaything, raising plateaus, carving craters, and banishing civilizations much as a house mistress rearranges her furnishings. These are the Immortals, and hold power that in other worlds might make them as to gods.

The Immortals of Mystara are not truly gods, however. Rather, they are powerful mortals who have advanced well beyond their former peers. Some have forgotten their mortal roots, and some claim divine guidance or inspiration (some of these share the names of other, elder gods from far-off lands). Despite all their power, the Immortals have their own limitations, and, despite their name, they have proved killable.

Many Immortals have adopted one or more groups of individuals as their own chosen people, providing particular powers and advantages to priests who venerate them. This is not required of all Immortals, all

(continued on page 117)

In choosing an elven home town, remember that most of the elves live in loose communities that are collectively called elven estates. On the other hand, many elves, particularly those with a warrior's background, have grown up and lived among humans, and either by roll or player's option, might use the **Human Home Town Table**.

Elven Home Town Table

1d100	Home Town
01-15	Elven Estate of Achelos
16-45	Elven Estate of Radlebb
46-75	Elven Estate of Rifillian
76-00	Human Settlement

A Note About Half-Elves: Half-elves are rare on Mystara, but they do exist. A half-elf character can use either human or elf tables, but will not have a social class above *Comfortable*.

Dwarves and Gnomes

Dwarves and gnomes have a more humanlike social structure in their community than elves. However, they tend to look after their own more than the humans do, so there is no Penniless class among them. Roll a dwarf's or gnome's wealth and status on the table below:

Dwarf and Gnome Family Wealth and Status Table

1d100	Status
01-30	Struggling
31-60	Comfortable
61-95	Wealthy
96-00	Very Wealthy

All dwarves and gnomes from Karameikos come from Highforge originally. With the Dungeon Master's permission, a dwarf or gnome character might now be a resident of another community, perhaps living in one of the larger human cities.

Highforge is a crafting, mining, and trading community, so the fortunes of most of the very wealthy are based on the creation and sale of exquisitely crafted items.

Struggling: The family consists of beginning craftsmen and miners (apprentices) or soldiers protecting the community.

Comfortable: The family includes trained craftsmen or miners (journeymen), officers of the soldiery, and merchants who accompany the annual Gnome Caravan.

Wealthy: Ranking craftsmen and miners (masters) make up this family.

Very Wealthy: The family is known for its craftsmen of great ability (masters with exceptional skill).



Elf lands are not defined by borders in the human fashion, but by the very presence of this ancient people. In the heart

of the Radlebb Woods, the arboreal settlements of the elven peoples are a refuge for the lost and hungry.

The craftsmen and traders of Highforge don't approve of their own children gallivanting around and going off on adventures. Therefore, a dwarf or gnome adventurer will not receive any of the benefits of his family's wealth until he returns (for good) to his family and community.

Halflings

Halflings tend to be similar to humans in their lifestyles and backgrounds, which accounts for why they are often found in human cities. There are no communities in Karameikos in which the entire population is halfling.

Halfling Wealth and Status Table

1d100	Status
01-20	Penniless
21-50	Struggling
51-95	Comfortable
96-00	Wealthy/Untitled

Halflings should use the **Human Home Town Table**, with a -4 penalty to the roll (*many* halflings are now moving into the former Black Eagle Barony).

Kits and Proficiencies

Kits and proficiencies are optional rules in the AD&D game system. They are not required for play, but they add another layer of realism and believability to a character. Kits provide additional background for a character in Karameikos, beyond family heritage and wealth. Certain kits get particular bonuses and also suffer certain penalties. Many have basic ability score requirements.

Even if the DM allows the use of kits, the player is not required to use one. Kits are various flavors of the main classes. They add detail but should not overwhelm the player's own preconceived notions for the character.

Kit descriptions make extensive use of proficiencies to define their abilities and talents. Weapon proficiencies define the types of weapons that the character can use. Most of the character classes are limited in this fashion, and this entry further defines any weapon limitations or bonuses.

Nonweapon proficiencies are a collection of additional skills that player characters might have in addition to their main roles as warriors or wizards—things that they have picked up along the way (such as swimming, singing, or making horseshoes). While such abilities may be of limited use in dangerous situations ("I quickly make an ashtray for the dragon!"), they do provide some additional background and the potential for adventure foundations for the DM.

Proficiencies may be listed as *bonus* (free when one chooses this kit), *required* (the character *must* take this proficiency, spending any required slots to do so), *suggested* (these are really good ideas), and *forbidden* (this would never even enter this type of character's mind). Proficiencies are described on page 54 of the *Player's Handbook*.

(continued from page 115)

peoples, or all priests, though many benefit from this relationship. In Karameikos, three Immortals watch over the Traladaran people (Halav, Petra, and Zirchev) and have the occasional specialized priest in their names, but there are many other priests both inside and outside the Karameikan churches who do not venerate these beings.

A partial listing of the Immortals of the Known World follows. Player characters may wish to follow these individuals.

Al-Kalim: The Patron of the Eternal Truth and the Desert Garden, Al-Kalim has only recently attained his Immortality. He is closely connected with the people of Ylaruam, from whom he arose. He penned the *Nahmeh*, a tome by which the Ylari devote their lives.

Alphaks: An evil Immortal devoted to the destruction of Alphatia, Alphaks continues to meddle with the sinking of that island continent. He is known as the Roaring Fiend, and his symbol is a horned skull against a phoenix-like flame.

Asterius: The Patron of Trade, merchants, and thieves, Asterius is naturally venerated by caravan travelers, merchants, and robbers. His symbol is the moon.

Atruaghin: An Immortal who has given his name to the people of the Atruaghin Plateau, Atruaghin is in turn served by other, lesser Immortals.

Bozdogan: An Immortal of lies, half-truths, deception, and politicians, Bozdogan enjoys being the object of far-off Hule's main faith, which has raised treachery to an art form.

Great One: Immortal of all the dragons, Great One is served by three other Immortal dragons: *Diamond* (lawful dragons), *Pearl* (chaotic dragons) and *Opal* (neutral dragons).

Halav: An Immortal of warfare, Halav is one of three major

(continued on page 118)

(continued from page 117)

Immortals venerated by the Traladaran people. He and the others (*Petra* the warrior priest and *Zirchev* of the forest) have priests dedicated to their name in both of Karamaikos's major churches.

Ilkundal: The patron of the elves, Ilkundal's name is recognized among the various elven peoples. Other elven heroes and heroines have become Immortals for smaller followings.

Ixion: An Immortal of the sun, Ixion's symbol is the flaming wheel. He is seen as a force in opposition to evil such as Alphaks.

Kagyar: The Patron of the dwarvish peoples and believed to be their creator, Kagyar is the archtypical craftsman venerated by the dwarves.

Koryis: A patron of peace and prosperity, Koryis's following is strongest in those regions where such attributes are valued, such as in Darokin. His symbol is a hand, held palm-forward.

Minroth: Minroth is another patron of prosperity, but in this case of the Minrothad Guilds, which venerates his name.

Odin: A patron bearing the name of an extra-dimensional god, Odin is accused by those who know as being that god in Immortal guise, and by others as being an impostor taking on the mantle of a deity. Regardless, his worship is strongest in the savage northern reaches, along with others of the Norse pantheon, including *Thor*, *Frey*, *Freyja*, and (more secretly) *Loki* and *Hel*.

Protius: An old Thyatian Immortal, Protius takes command of the ocean and is known as the Old Man of the Sea. His symbol is the trident.

Rad: While the Glantrians dislike religion in general and priests in particular, they do have an embodiment of the source of magic, known as the Radiance. Rad was the personification and control of this

Warrior Kits

Warrior kits expand the horizons of the basic fighter, ranger, and paladin characters, providing more flavor and background material for them.

Rural Hero

Requirements: None. Rural heroes can be of either gender and race, as long as they have the necessary Strength score to become a warrior (Strength of 9 or better). Paladins or rangers who choose this kit must have their class requisite scores as well.

Description: Rural heroes are the farm boys and girls who have grown up far from the cities of the Known World in the small towns and hamlets that dot the countryside. The extent of their combat skills before leaving home has consisted of defending their communities from wild beasts, and they are as handy with a hoe as with a sword. Rangers and other wilderness-traveling individuals make good rural heroes.

Weapon Proficiencies: As per the appropriate warrior class (see the *Player's Handbook*, page 26).

Nonweapon Proficiencies:

Bonus: Survival (home terrain). Characters gain the survival proficiency corresponding to their native area.

Required: One proficiency from the **Rural Proficiencies Table** at the end of this section.

Suggested: Any general and warrior proficiencies.

Forbidden: None.

Armor and Equipment: As per the appropriate warrior class. The starting rural hero receives any one-handed weapon as an inheritance.

Special Benefits: None.

Special Limitations: None.

Veteran

Requirements: None. Veteran characters can be of either gender and race as long as they have the necessary Strength score to become a warrior. Paladins or rangers who choose this kit must have their class requisite scores.

Description: Veterans are the former soldiers, militia warriors, or men-at-arms who have labored in the service of the local lord or nation and now seek their own fortunes. Paladins make good veterans, but they are not limited to it.

Weapon Proficiencies: As per the appropriate warrior class.

Nonweapon Proficiencies:

Bonus: Endurance.

Required: One proficiency from the **City Proficiencies Table** at the end of this section.

Suggested: Any general and warrior proficiencies.

Forbidden: None.

Armor and Equipment: As per the appropriate warrior class. A veteran kit begins the game with a set of nonmagical armor and shield of AC 5 or less (chain mail with shield is a good example).

Special Benefits: None.

Special Limitations: None.

(continued on page 119)

Rogue Kits

Giving a rogue a kit can help to spice up the character, explaining why the PC turned to a life of crime or otherwise developed those thieving skills.

Highwayman

Requirements: None. Highwaymen can be of either gender and race as long as they have the necessary Dexterity score to become a rogue (Dexterity of 9 or better). Bards who choose this kit must have their class requisite scores as well.

Description: Highwaymen are traveling rogues, the wilderness bandits, the scouts, and the wandering minstrels. With few ties, highwaymen chart their own courses.

Weapon Proficiencies: As per the thief or bard class as appropriate.

Nonweapon Proficiencies:

Bonus: Appraising. Bards receive musical instrument (of choice) instead.

Required: One proficiency from the **Rural Proficiencies Table** at the end of this section. The highwayman can take hunting (a warrior proficiency) from this list for only one slot.

Suggested: Any general and rogue proficiencies.

Forbidden: None.

Armor and Equipment: As per the thief or bard class as appropriate. The highwayman gains no initial bequest.

Special Benefits: None.

Special Limitations: None.

City Rogue

Requirements: None. City rogues can be of either gender and race as long as they have the necessary Dexterity score to become a rogue. Bards who choose this kit must have their class requisite scores as well. This rogue is a free-lance individual, unallied with any of the major thieves' guilds.

Description: City rogues are the individuals who have (so far in life) made a particular city or region their base of operations. The spy, the alleyway mugger, the sneak thief, the court bard, and the gossip all are city rogues. City rogues benefit from knowing the territory and the individuals who can be trusted (and who should be avoided). Many, but not all, bards fall within this kit.

Weapon Proficiencies: As per the thief or bard class as appropriate.

Nonweapon Proficiencies:

Bonus: Local History. Bards (only) may take musical instrument (of choice) instead.

Required: One proficiency from the **City Proficiencies Table** at the end of this section.

Suggested: Any general or rogue proficiencies.

Forbidden: None.

Armor and Equipment: As per the thief or bard class as appropriate. The city rogue gains no initial bequest.

Special Benefits: None.

Special Limitations: None.

Karameikan Guild Rogue

Requirements: None. Guild rogues can be of either gender and race as long as they have the necessary Dexterity score to become a rogue. A guild rogue cannot have a lawful alignment. Particular guilds may have further racial or alignment restrictions; for example, the Kingdom of Thieves accepts only members who are neutral in some fashion (for example, chaotic neutral or neutral good), while the Iron Ring only accepts members

(continued from page 118)

force, but has not been heard from since the recent War of the Immortals, which caused the disappearance of Alphatia and the appearance of the Great Crater. His whereabouts are unknown.

Rafiel: Patron of the shadow elves, little is known of Rafiel save that they are his chosen people, and his symbol is a book with a star on the cover.

Tarastia: The patroness of Justice and Revenge, Tarastia's cult is strong among Thyatians, particularly those looking for justice and revenge.

Thanatos: An immortal of entropy and death, Thanatos is shunned throughout the Known World, but he is venerated in the urban hives of Thyatis.

Tubak: The Patron of law and order among the Ethengarian peoples, Tubak is a harsh but fair Immortal. Other Ethengarian Immortals are *Yamuga* (Patroness of prosperity and renewal) and *Cretia* (Patroness of jokes and punishment).

Valerias: The Patroness of romance and passion, Valerias's name is evoked by Thyatians and others in the name of love. Her symbol is the thorned rose, symbolizing beauty and its threat.

Vanya: An immoral patroness of war and conquest, Vanya's best (and most savage) servants are the Heldannic Knights, who have oppressed entire peoples in her name.

of evil alignment. In choosing this kit the player chooses the particular thieves' guild as well. Bards can not use this kit.

Description: Karameikan guild rogues are members of one of the three major thieves' guilds of Mirros—the Kingdom of Thieves, the Veiled Society, or the Iron Ring, chosen when each character is created. Each guild places separate responsibilities on the characters. Guild rogues operate smoothly within the greatest city of Karameikos, but lose their advantages once outside of Mirros.

Weapon Proficiencies: As per thief class.

Nonweapon Proficiencies:

Bonus: Local history.

Required: Depends upon the chosen guild.

❖ Kingdom of Thieves: Forgery

❖ Veiled Society: Disguise

❖ Iron Ring: Blind-fighting

Suggested: Any general and rogue proficiencies.

Forbidden: None.

Armor and Equipment: As per the thief class. The guild rogue gains no initial bequest.

Special Benefits: Guild rogues gain the protection accorded by their guild. This includes a safe house for individuals in hiding, a reliable fence to sell off hot merchandise, and legal (and illegal) aid to those who are arrested while performing guild business.

Special Limitations: Thieves' guilds place certain limitations on their membership, upon both those who start within the family and those who join later on.

1. A thieves' guild normally demands 15% of a member's take in return for its services. The Kingdom of Thieves requires this service fee only for those jobs where the guild must provide protection, hiding, or fencing for the member. The Veiled Society expects this payment for *all* illegal activities, whether the job was performed on behalf of the society or not. The Iron Ring demands 15% of everything, as individuals should not be performing any jobs not assigned by the guild.

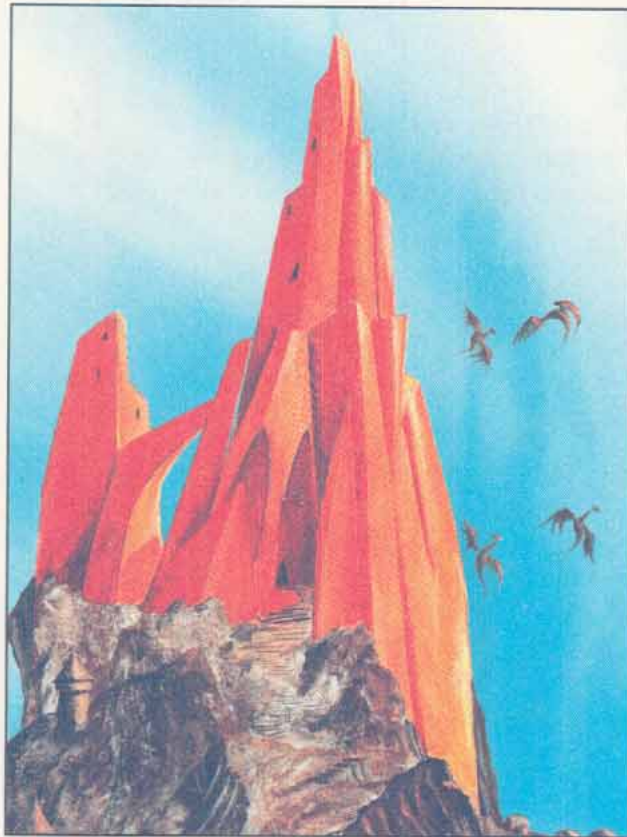
2. An individual who joins a guild is assigned a minder—an NPC rogue or fighter at least three levels higher than the individual—who serves as the contact for the rogue with the guild. The minder passes on orders to the individual and reports back to the guild with the take. In this fashion,

the secret masters of the guild *remain* secret. Even a high level rogue may not be aware of the ultimate master of the guild.

3. A member of a thieves' guild must be available for work. For the Kingdom of Thieves and the Veiled Society, this means that guild rogues who leave town must report the departures to their minders and check in upon return. The Iron Ring expects an individual to leave town only if given orders by the Iron Ring.

4. A member of the thieves' guild is expected to follow orders. A member of the Kingdom of Thieves can resign at any time without ill effect (the individual loses all further advantages of the kit). Members of the Veiled Society or (particularly) the Iron Ring may find themselves targeted for elimination should they refuse a direct order.

Note: While this kit is presented with the guilds of Mirros in mind, it can be easily modified by the DM for other large metropolitan areas, such as cities in Darokin, Thyatis, or the various island nations. The DM may determine the type of guild described as being akin to one of the three types of guilds.



Built upon the ruins of Krakatos, the Karameikan School of Magecraft towers above the surrounding area. Within these strange, alien walls the next generation of spellcasters is trained to someday rival those of Thyatis and Glantri.

magicians who choose this kit must have the requisite score of their school as well.

Description: Wizards stand apart from many cultures as individuals of mystery and power, and as such are found throughout the Known World. The typical hedge wizard, the evil sorcerer, the court mage, and all the groups in between are examples of the Mystaran wizard. There are specialty wizards in Mystara (though they are rare), often found mixing with the other mage kits of Glantri.

Weapon Proficiencies: As per the mage or specialty wizard class.

Wizard Kits

Below are listed some of the more common backgrounds that wizards might have in Karameikos.

Mystaran Wizard

Requirements: None. Mystaran wizards can be of either gender and appropriate race as long as they have the necessary Intelligence score to become a wizard (Intelligence of 9 or better). Specialty

Nonweapon Proficiencies:

Bonus: None.

Required: None.

Suggested: Any general and wizard proficiencies.

Forbidden: None.

Armor and Equipment: As per the mage or specialty wizard class. In addition, the Mystaran mage gains a spellbook at the start containing the *read magic* spell and six additional spells (either chosen by the DM or rolled randomly) from the **Wizard Spell List** provided for the Karameikan college mage. This is the mage's initial spellbook; more spells may possibly be learned, according to the rules found in the *Player's Handbook* on page 16. Specialty wizards know *read magic*, all 1st-level spells of their particular school, and sufficient additional spells chosen (either by the DM or randomly rolled) from the **Wizard Spell List** to bring the total to seven. The DM may choose to allow the greater spell listings found in the *Player's Handbook* instead.

Special Benefits: None.

Special Limitations: None for normal wizards. Specialty wizards cannot gain magic from opposition schools.

Karameikan College Mage

Requirements: Any characters of a spell-using race can attend the Karameikan School of Magecraft and learn wizardry, provided that they meet racial requirements. The classes are predominantly human (and there are more males than females), though there are a few elves as well. The individual must be of Karameikan nationality. College mages cannot currently be specialty wizards. College mages benefit from a larger pool of initial spells and guaranteed higher level spells, but are required to share their own knowledge with the college.

Description: The Karameikan college mage kit represents a starting point for many young spellcasters in this newly

founded academy. It represents years of training in formalized classes. Starting college mages are given a standard primer of spells to learn. This is the mage's initial spellbook; more spells may be learned, according to the rules found in the *Player's Handbook* on page 16.

Weapon Proficiencies: As per mage class.

Nonweapon Proficiencies:

Bonus: Spellcraft.

Required: Reading/writing.

Suggested: Any general and wizard proficiencies.

Forbidden: None.

Armor and Equipment: As for the mage class. In addition, the Mystaran mage gains a spellbook at the start containing the *read magic* spell and the approved spells listed in the **Wizard Spell List** below. This is the wizard's initial spellbook. This is only the list of available spells—the beginning mage is still limited to casting one spell per day.

Special Benefits: College mages can use the facilities of the Karameikan School of Magecraft in Krakatos for their own research and development of new spells, negating the need to assemble a library and research facilities of their own. Any spell developed at the college is immediately shared with the rest of the faculty and may be added to the spell curriculum as well. In addition, college mages can gain 2nd- and 3rd-level spells from the **Wizard Spell List**. Spells beyond these levels must be learned in more traditional fashions (scrolls, specific mentors, random assignment, etc.).

Special Limitations: The College of Magecraft trains individuals at low levels to function as wizards, but not much beyond that. An individual who uses the college mage kit is initially limited to the listed 1st-level spells.

A member of the college using the research facilities may be recruited to aid in teaching or in the recovery of tomes, scrolls, or magical devices. Volunteering is encouraged.



Wizard Spell List

1st Level Spells

Charm person
Detect magic
Enlarge/reduce
Feather fall
Hold portal
Identify
Light
Magic missile
Read magic
Shield
Shocking grasp
Sleep

2nd Level Spells

Darkness, 15' radius
Detect evil/detect good
Detect invisibility
Flaming sphere
Invisibility
Knock/lock
Levitate
Magic mouth
Mirror image
Stinking cloud
Web
Wizard lock

3rd Level Spells

Clairvoyance
Dispel magic
Explosive runes
Fireball
Fly
Haste
Hold person
Infravision
Lightning bolt
Slow
Suggestion
Water breathing/air breathing

Priest Kits

Both alignment-oriented priests (philosophers) and those dedicated to a particular Immortal may be found within the various churches of Karameikos—the nature of belief in the dogma and spirit of the church outweighs the influence of particular Immortals. However, three Immortal patrons who were native Traladarans are particularly venerated in Karameikos. It is possible for a philosopher and a priest dedicated to a particular Immortal to belong to the same faith.

The Church of Karameikos is comprised primarily of philosophers. They gain no additional benefits or penalties for their belief. Some priests in the Church of Karameikos are dedicated to Halav, Petra, and Zirchev, but they are not common.

The Church of Traladara, on the other hand, is evenly split between philosophers and priests of one of the three Immortals. These Immortals are treated more as heroes, popular saints, or role models than the source of particular powers. However, priests following an Immortal do gain particular powers from their chosen Immortal.

The Cult of Halav, for example, is made up only of priests dedicated to Halav, and gain the benefits as noted for that priest kit.

Alignment-oriented Priest (Philosopher)

Requirements: Philosophers can be of either gender and appropriate race as long as they have both a Wisdom and Intelligence score of 9 or better. Philosophers are never specialty priests.

Description: It is not necessary in the world of Mystara to venerate any particular Immortal in order to wield clerical magic. Alignment-oriented priests, also known as philosophers, are clerics pledged to a particular ethos (law, neutrality, or chaos). Moral definitions of good and evil are secondary to the more important definition of order versus anarchy (described by the chaotic philosophers as stasis versus freedom and by the neutrals as stability versus choice).

Philosophers like to travel, as they are not locked into a hierarchy or organization. Some join organized priesthoods

throughout their careers, but they do not gain the advantages of being a priest of a particular Immortal. By the same token, such priests can leave a particular faith without incident. Only a severe ethos alignment change affects the priest's powers.

Weapon Proficiencies: As per the cleric class.

Nonweapon Proficiencies:

Bonus: Healing.

Required: None.

Suggested: Any general and priest proficiencies.

Forbidden: None.

Armor and Equipment: As per the cleric class.

Special Benefits: None.

Special Limitations: None.

Priest of a Particular Immortal

Requirements: None. These priests can be of either gender and any appropriate race as long as they have the necessary Wisdom score to become a priest (Wisdom of 9 or better).

Description: The Immortals of Mystara are akin to gods in other realms: Beings of great power. They grant spells to their priests in order to advance their own agendas and beliefs in the mortal world. In Karameikos, they grant blessings within their particular faiths.

Weapon Proficiencies: As per cleric class.

Nonweapon Proficiencies:

Bonus: Religion.

Required: None.

Suggested: Any general and priest proficiencies.

Forbidden: None.

Armor and Equipment: As per the standard cleric class.

Special Benefits: Priests of particular Immortals may gain

additional benefits due to that Immortal's power.

Priests of Halav: Add a +2 bonus to damage rolls (but not to attack rolls) against humanoids descended from the original brute-man stock: kobolds, goblins, orcs, hobgoblins, gnolls, bugbears, and ogres. Priests of any lawful, neutral, or chaotic alignment may become priests of Halav.

Priests of Petra: Gain a +1 bonus to their initial Strength ability score (maximum of 18). Priests of Petra cannot be chaotic in alignment.

Priests of Zirchev: Receive the bonus proficiency of tracking instead of religion. Religion becomes a required profi-



Beyond the walls of the larger cities, Karameikos is a vast wilderness haunted by undead monsters and rampaging werebeasts. Travelers are advised to keep to well-traveled roads and avoid wandering randomly through the hinterland.

ciency. No lawful- or chaotic-aligned characters may become priests of Zirchev.

Special Limitations: Many Immortals put their priests under additional restrictions to keep them in line with the precepts of their faith. See under the Immortals section for restrictions. Also, priests of a particular faith are expected to actively preach that faith and press forward their Immortal's philosophy. This may bring the priest into conflict with others (including allies). In Karameikos, this means adhering to the dogma of their particular faith.

Druid (Specialty Priest)

Requirements: Druids can be of either gender and any appropriate race as long as they have the necessary requirements for the druid specialty priest: A Wisdom of 12 and a Charisma of 15. Players who choose to run druids *must* choose this kit.

Description: The druids of Mystara have come to the Dread Coast only recently, arriving from the west and south. Previously, there have been high-level priests of neutrality and various nature-based Immortals who have pursued a druidic course. These are now known as the Balancers and sometimes serve as high-level druids with identical powers.

Druids preach the faith of nature as opposed to any nature-based Immortal. They may also venerate a particular Immortal (such as Terra) but gain no special abilities from it.

Druids of Mystara may be true neutral, lawful neutral, or chaotic neutral (this is different from traditional AD&D fantasy worlds). The lawful neutral druids believe in the freezing of the status-quo of relationships between man and nature, while the chaotic neutral druids believe in a more dynamic approach, with losses in one region being replaced with advances in the other. True neutral druids have equal parts of both philosophies and are the majority of this small community of priests.

Weapon Proficiencies: As per druid specialty priest.

Nonweapon Proficiencies:

Bonus: Herbalism.

Required: Survival (one particular terrain).

Suggested: Any general or priest proficiencies.

Forbidden: None.

Armor and Equipment: As per the druid specialty priest.

Special Benefits: As per the druid specialty priest. Druids of Mystara have their own secret upper-level hierarchy, as described under the druid specialty priest in the *Player's Handbook* on pages 37–38.

Special Limitations: As per the druid specialty priest. In particular, druids cannot turn or control undead creatures.

Rural Proficiencies

Agriculture
Animal Handling
Fishing
Cooking
Hunting
Weaving

City Proficiencies

Carpentry
Cooking
Pottery
Stonemasonry
Weaving

Dragons

Dragons are huge, hulking, winged reptilian monsters, and the arrival of one in a settled area causes considerable panic. Dragons can be found throughout the Known World, and their elder members are among the most powerful creatures on the face of Mystara.

Dragons consider most of the rest of Mystara's inhabitants either threats or prey. For this reason humanity remains a puzzle to many dragons—most humans look alike at first glance, and it is difficult to tell a city guardsman apart from a high-level paladin until much too late.

As a result (scholars have ventured), most dragons steer clear of major hubs of human enterprise, keeping to the wilderness and occasionally preying upon frontier communities far from ready reinforcements. In their own domains, however, dragons feel extremely territorial and battle to subdue, slay, or drive off interfering humans.

Most dragons are solitary wanderers, sometimes settling down for a few decades in one location or another to gather treasure, subdue the surrounding population, and raise a family. Tales speak of so-called dragon rulers who maintain permanent domains.

In the lands of Karameikos, legends and rumors tell of an adult green dragon living in the Dymrak Forest. Travelers' stories claim that this dragon, named Argos, has established his own secret empire in the depths of the woods, using wolf-riding goblins as his servants. Royal investigations into the woods have discovered a large number of goblins but no dragon. Whether the rumor of Argos is true or not, even the elves shun this part of the woods.

The Karameikan Calendar

This is the calendar used by the Kingdom of Karameikos. Karameikos follows the Thyatian dating, which measures the start of the modern calendar from the crowning of the first Emperor of Thyatis, 1012 years ago.

Kaldmont, Nuwmont, and Vatermont are the months of winter; Thaumont, Flaurmont, and Yarthmont are the spring; Klarmont, Felmont, and Fyrmont are the summer; and Ambyrmont, Swiftmont, and Eirmont are the autumn.

Rainy season, with scattered showers every few days, starts in early Vatermont and continues into late Thaumont. Because of breezes coming off the southern ocean, summertime months tend to remain fairly comfortable (peaking at about 90 degrees F). Winter, too, is fairly mild; the warming ocean breezes and the barrier of the Altan Tepes mountains keep cold northern weather from descending in full force on Karameikos.

On the calendar, the following dates are of particular importance to Karameikans:

1 Nuwmont: The start of the New Year. This calls for celebrations: Most businesses close, there are parades in the streets and other winter festival activities, especially in Mirros.

1 Vatermont: The King's and local tax collectors gather the revenues for Swiftmont through Kaldmont of the previous year.

1 Thaumont: This is officially the first day of spring (regardless of the weather). The Gnome Caravan traditionally sets out from Highforge for Mirros on this day. This is also the traditional date for the start of the shipping season.

11 Thaumont: The Gnome Caravan usually arrives in Mirros on this day.

15 Thaumont: All trading done, the Gnome Caravan usually leaves Mirros on this day.

(continued on page 125)

NUWMONT

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

FLAURMONT

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

FELMONT

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

SVIFTMONT

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

VATERMONT

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

YARTHMONT

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

Main Calendar Key:

- : new moon
- ◐: first quarter moon
- : full moon

FYRMONT

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

EIRMONT

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

THAUMONT

Lunadain	1●	8○	15○	22○
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25○
Nytdain	5	12	29	26
Loshdain	6	13	20	27
Soladain	7	14.:	21	28

KLARMONT

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

AMBYRMONT

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

KALDMONT

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

●: third quarter moon

.: meteor showers

○: eclipse—the sun disappears behind the moon for 1d6 turns (15% chance)

(continued from page 124)

1 Yarthmont: The tax collectors gather the revenues for Nuwmont through Thaumont of this year.

1 Klarmont: This is officially the first day of summer.

1 Felmont: Beast's Day. This is the traditional date of the last battle between King Halav and the Beast-Men, and is a big, lavish Traladaran holiday all over Karameikos.

Participants dress up as Beast-Men and wander the streets in parades, and there are mock battles between Beast-Men and Men, dances, and other events commemorating the battle. Religious observations are held by clerics of the Church of Traladara.

1 Fyrmont: The tax collectors gather the revenues for Flaurmunt through Klarmont of this year.

1 Ambyrmont: This is officially the first day of autumn.

28 Sviftmont: The King's Birthday. This is a holiday in Mirros, with events like those of the New Year celebration.

1 Eirmont: The tax collectors gather the revenues for Felmont through Ambyrmont of this year.

1 Kaldmont: This is officially the first day of winter.

28 Kaldmont: The Day of Dread. This is a ominous day of ill portents, made more so by the failure of magic everywhere on Mystara. No spells may be cast successfully on this day, whether of clerical or wizardly in nature. Magical items, permanent enchantments, and the works of the Immortals are unaffected by this day.

Encounter Tables

In moving from one point to another on the map, the DM may wish to present the players with unexpected side encounters (not connected to the current adventure). Sometimes such encounters grow into large battles and further adventures on their own, but they usually provide an interesting sidelight to the world, and a potential for warriors and wizards to sharpen their skills.

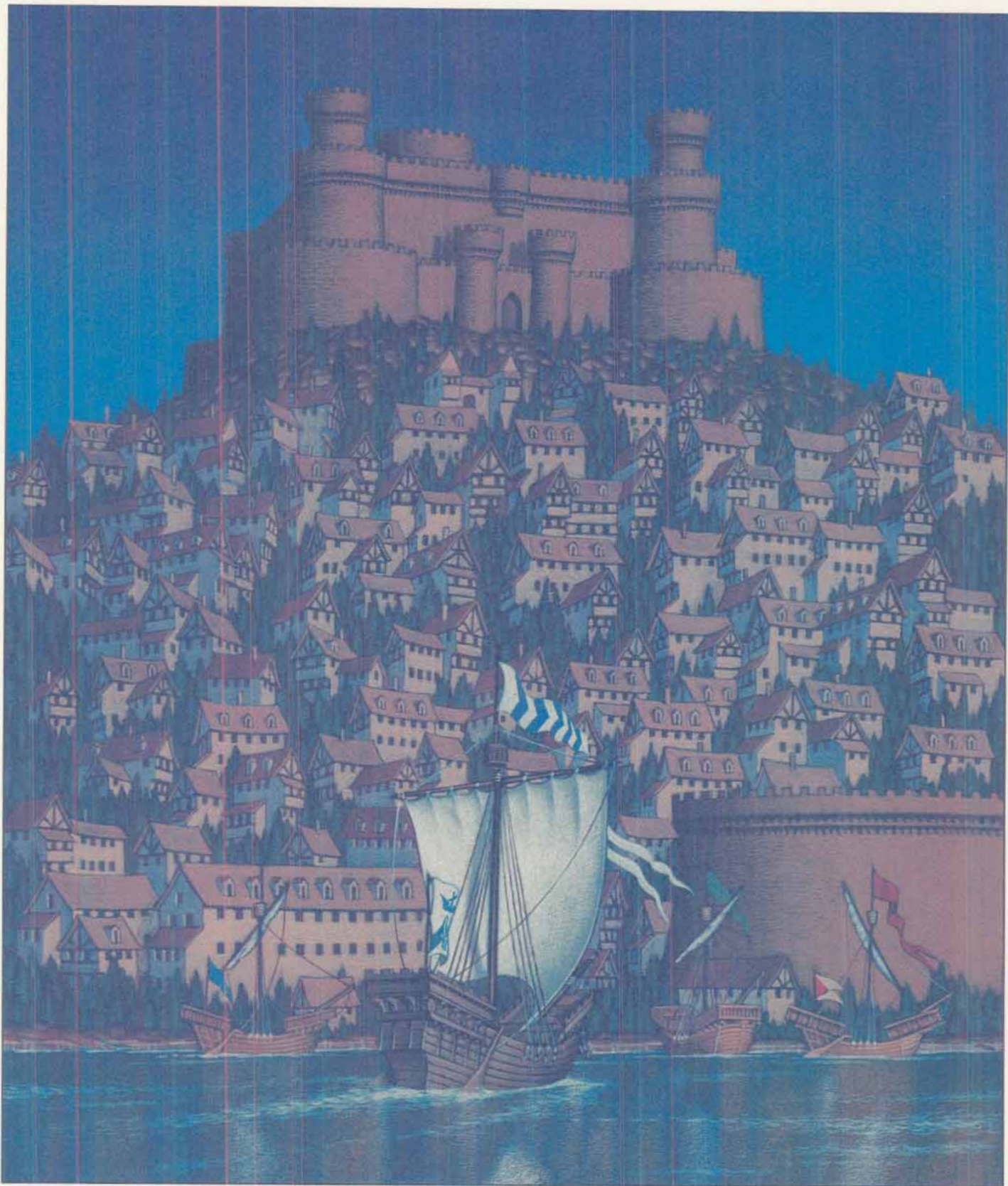
Chapter I: Overview details a number of different terrain types, each with its own encounters. The DM can generate new tables as desired, but the ones provided below are ready to accommodate general adventuring in the Known World.

To use the tables, roll 1d8 and 1d12, adding them together for the result. Monsters in the 9–13 range are more common than those occupying slots numbered 2 and 20.

Clear Terrain		Mountain Terrain		Swamp Terrain	
2	Lammasu, lesser	2	Dragon, red	2	Banshee
3	Ghost	3	Vampire	3	Plant, intelligent (kelpie)
4	Lycanthrope, wererat	4	Spider, giant	4	Crustacean, giant crayfish
5	Peryton	5	Ghoul	5	Frog, poisonous
6	Ankheg	6	Dragonette, fire Drake	6	Boar, wild
7	Ogre	7	Gnoll	7	Lycanthrope, wererat
8	Human, pilgrim	8	Bugbear	8	Bullywug
9	Human, bandit/brigand	9	Human, adventurer	9	Human, bandit/brigand
10	Mammal, herd (cattle)	10	Human, bandit	10	Rat, normal or giant
11	Human, merchant	11	Dwarf, mountain	11	Centipede, huge
12	Horse, wild	12	Ogre	12	Lizard man
13	Human, police/constabulary	13	Spider, large	13	Spider, huge
14	Human, adventurer	14	Goblin	14	Vulture, giant
15	Bugbear	15	Human, patrol	15	Frog, killer
16	Chevall*	16	Orog	16	Crocodile
17	Human, berserker/dervish	17	Spider, phase	17	Bird, eblis
18	Goblin	18	Nosferatu	18	Crustacean, giant crab
19	Owlbear	19	Rakshasa	19	Mud-man
20	Ogre mage	20	Ki-Rin	20	Beholder
Hill Terrain		Forest Terrain		Desert Terrain	
2	Spectre	2	Bulette (landshark)	2	Dragon, copper
3	Giant, stone	3	Nosferatu*	3	Thri-kreen
4	Cyclops	4	Centaur	4	Dog, death dog
5	Basilisk	5	Mammal, herd (cattle)	5	Goblin
6	Beetle, giant fire	6	Human, berserker	6	Human, dervish
7	Gnome (rock)	7	Troll	7	Cat, great (lion)
8	Kobold	8	Leprechaun	8	Human, adventurer
9	Human, bandit	9	Beetle, giant stag	9	Human, bandit
10	Lycanthrope, werewolf	10	Horse, wild	10	Human, merchant
11	Human, merchant	11	Human, bandit	11	Scorpion, large
12	Human, soldier	12	Spider, large	12	Mammal, herd (camel)
13	Wolf	13	Elf	13	Jackal
14	Gnoll	14	Human, adventurer	14	Human, pilgrim
15	Hobgoblin	15	Human, pilgrim	15	Lizard-kin, sis'thik*
16	Jackal	16	Hydra	16	Snake, heway
17	Giant, hill	17	Spider, giant	17	Scorpion, giant
18	Wolf, dire	18	Chevall*	18	Vortex
19	Jackalwere	19	Pixie	19	Griffon
20	Heucuva	20	Grig	20	Shedu, lesser

* These creatures are from the *MYSTARA Monstrous Compendium*.

Note: The nature of any encounter created on these tables (hostile, friendly, afraid, etc.) is up to the DM. The DM may change the number or intentions of the creatures called for in the name of plot line or play balance. (A red dragon may be more than the players could normally handle, but this one is napping from a big meal of previous adventurers, and the characters can sneak away provided they are quiet about it.) The DM is encouraged to replace creatures on these tables (particularly those from the "very rare" ends of the table) to promote variety (and keep the players from knowing what is coming next). The DM can use these tables as a general default, and create special tables for particular areas in the campaign.



This depiction of Mirros was commissioned by the Thyatian Emperor. The assigned artist never made it west of Rugalov, and this piece of art tends to exaggerate on certain details (such as the size of King Stefan's Castle and its height

above the surrounding territory). However, it does successfully capture the feel of Karamaikos as a wild, powerful, and strong nation.

Index

- Adventurers 26–27i, 113s
 Aengmor 100
 Alya 73–74, see also *Thief-King*
 Antonic,
 Halia 49, 88–89, 89i
 Retameron 49, 89i, 89–90
 Atruaghin 101
 Bargle 60i, 61s, 63i, 90–91
 Black Eagle,
 Baron see *von Hendriks, Ludwig*
 Barony 61s, see also *Halag, Barony of*
 Broken Lands, The 102
 Calendar 124–125
 Campaign Setting 7s
 Castellan Keep 11
 Chuch of Karameikos 33
 Church of Traladara 34
 Clerical Dress 33s
 Cordelius, Bartran 64–65, 65i
 Cult of Halav 34
 Darokin 102
 Devices, Clan Markings,
 and Coats of Arms 29s
 Dmitrios 42, 78
 Dmitrov, Estate of 11, 46–47
 Dragons 123s
 Dromilov, Lev 47, 84
 Dwarves 116
 Eastron Road 12
 Elves 115
 Emilio the Great 76–77
 Ethengar 103
 Fealty 98s
 Five Shires, The 103–104
 Flameflicker see *Thief-King*
 Flintfoot, Jenkin 94–95, 95i
 Fort Doom 10, 47, 114i
 Glantri 104
 Gnomes 116
 Halag, Barony of 47
 Halaran,
 Aleena 45, 82–83, 83i
 Sherlane 20, 45, 81–82, 83i
 Halav 6i, 9i, 16–17, 17s, 34–35, 122
 Halfings 117
 ibn Hamid, Abdallah 92i, 94
 Heldannic Territories, The 104–105
 von Hendriks,
 Ludwig 19, 20, 47, 60i, 60–62, 61s, 63i
 Highforge, Town of 10, 23i, 47
 Hilltopper, Dorfus 47, 84–85
 Hin see *Halfings*
 Humans 112–115
 Hutaakans 109s
 Hyraksos,
 Adriana see *Karameikos, Adriana*
 Devon 21, 21i, 43, 57
 Ilerendi 105
 Immortals 115s
 Iron Ring 36, 120
 Jowett, Olliver 20, 44, 67i, 68–69
 Karameikan School of
 Magecraft see *Krakatos*
 Karameikos,
 Adriana 21, 54i, 55–56
 Justin 21, 54i, 58
 Olivia 21, 54i, 55
 Stefan 18–19, 21, 35, 37i, 40, 51–52, 54i
 Valen 21, 54i, 59
 Kelvin,
 City of 10, 47, 47i
 Desmond II 20, 47, 80–81, 82i
 King's Law 40, 41s
 King's Road 12
 King's Road Keep 11
 Kingdom of the
 Thieves 36, 43, 73–74, 120
 Kits,
 Alignment Priest 122
 City Rogue 119
 Druid 123
 Highwayman 119
 Immortal Priest 122–123
 Karameikan Guild Rogue 119–120
 Karameikan College Mage 121
 Mystaran Wizard 120–121
 Rural Hero 118
 Veteran 118
 Koriszegy Keep 12, 85s, 86i
 Korrgan,
 Alexius 40, 60, 90i
 Milo 47, 90i, 90
 Krakatos, Town of 11, 47, 120i
 Luln, Village of 11, 48
 Lutescu, Vlad 49, 88
 Magdel 44, 67i, 69
 Marilenev,
 Estate of 11, 18–19, 48
 Lady Magda 48, 79i, 79–80
 Minrothad 105–106
 Mirros, City of 10, 38, 40–44, 127i
 Money 103s
 Nikelnevich,
 Aleksyev 34–35i, 44, 70–71
 Nordenshield, Bolto 95i, 95–96
 Oderbry, Alfric 44, 67i, 70
 Order of the Griffon, The 12–13i, 68s
 Osteric, Cornel 92i, 92–93
 Ostland 108
 Penhaligon,
 Arteris 48, 85–86
 Barony of 11, 48
 Petra 17, 17s, 122
 Prestelle 48, 86–87
 Radlebb Keep 11
 Radu, Anton 35, 36i, 44, 76
 Rifflian, Town of 11, 48
 Riverfork Keep 11
 Rockhome 108–109
 Rugalov,
 Keep 11, 48
 Village of 11, 48–49
 Sascia 48, 83–84, 84i
 Schonberg, Gunter 96–97, 97i
 Sergyev 34–35i, 71–72
 Sforza, Luthier 43, 77
 Shalander 95i, 96
 Shearing Ceremony 30s
 Sind 109
 Soderfjords, The 108
 Specularum,
 City of 18–21, see also *Mirros, City of*
 Sulanov, Zandra 63–64, 65i
 Sulescu,
 Village of 11, 49
 Zemiroos 49, 87–88
 Terari 65i, 66
 Thief-King 36, 43, 73–74
 Threshold, Town of 11, 44–46
 Thyatis, Empire of 109–110
 Time Line 56s
 Tisza, Valdo 65, 65i
 Torenescu,
 Aleksander 42, 73i, 74–75
 Boris 73i, 75–76
 Tommandros, Lucas 40, 72–73
 Trials and Errors 110s
 Valdez, Dona Marianita
 Lucia de Leon y 92i, 93–94
 Vandevic, Gustav 49, 91
 Vandevicsny, Village of 11, 49
 Veiled Society 35, 76, 120
 Verge, Town of 11, 49
 Vestland 108
 Voll, Aladan 97i, 97–98
 Vorloi,
 Barony of 11, 49
 Philip 20, 49, 78i, 79
 Wendar 110
 Westron Road 12
 Whitehall, Estella 97i, 98
 Windrush Road 12
 Yarol, Zogrev 62–63, 65i
 Ylaruam 110
 Yolanda of Luln 43, 77–78, 84i
 Zirchev 17, 17s, 122–123

Note: page numbers followed by an “s” indicate that the subject is found in a sidebar; page numbers with an “i” indicate an illustration.



ADVANCED DUNGEONS & DRAGONS is a registered trademarks owned by TSR, Inc.
KARAMEIKOS, MYSTARA and the TSR logo is a trademark owned by TSR, Inc. ©1994 TSR, Inc.
All Rights Reserved. Printed in the U.S.A.

Advanced Dungeons & Dragons®



MYSTARATM
CAMPAIGN

KarameikosTM

Kingdom of Adventure



Threshold

Gnomes

Bugbear

Adventure Book

Adventures in Karameikos

Contents

Introduction, 2
Adventure One: Trouble in Threshold, 4
Adventure Two: The Sound of Madness, 18
Appendix: Karameikan Postings, 32

Credits

Adventure Design: Thomas M. Reid
Editing and Project Coordination: Andria Hayday
Cover Art: Clyde Caldwell ♦ Interior Art: Dan Frazier, Robin Raab, and others
Cartography: John Knecht, Robin Raab ♦ Typography: Angelika Lokotz
Page Design: Dee Barnett ♦ Decorative Borders: Randy Asplund-Faith ♦ Illuminated Letters: Robin Wood
Graphics Coordination: Sarah Feggstad ♦ Art Coordination: Peggy Cooper
Electronic Prepress Coordination: Tim Coumbe ♦ Proofreading: Janis Wells
Special thanks to Flint Dille, Jeff Grubb, Bruce Nesmith, and David "Zeb" Cook for their invaluable input.

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

2500

Introduction

Welcome to Karameikos, the Kingdom of Adventure! This booklet contains two consecutive adventures for four to eight beginning heroes. The adventures allow you, the Dungeon Master, to launch a MYSTARA™ campaign quickly and smoothly. (If you intend to play a hero in one of these tales, quit reading now; this book is for the Dungeon Master's eyes only.) Both adventures are fully compatible with

the FIRST QUEST™ game rules. Sidebars and other key sections in this book introduce any monster, spell, or magical item that's new to FIRST QUEST game players. So whether you own the FIRST QUEST game alone or are familiar with the full-fledged AD&D® 2nd Edition rules, you have all the information you need to play!

Here's what else you'll need:

- ❖ The audio CD included in this box, plus a CD player. The CD features sound effects, character voices, and background music directly tied to the adventures. Though you can play the adventures without the CD, it's not recommended.


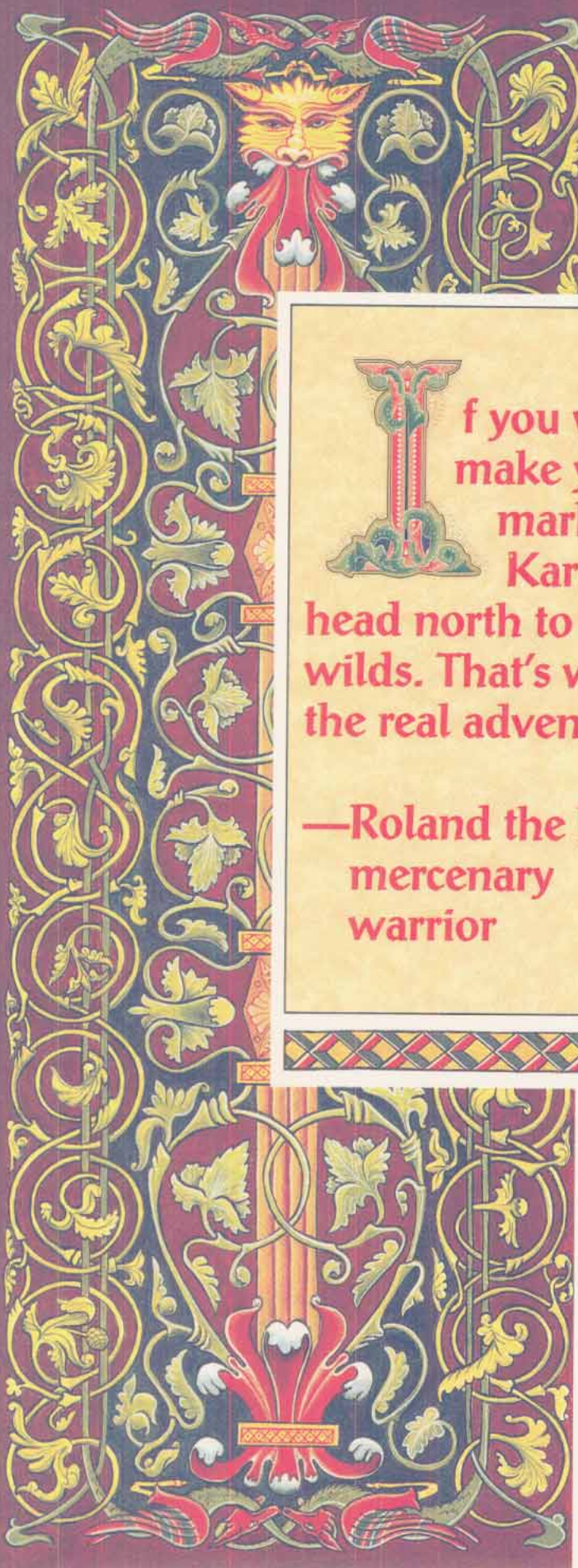
- ❖ Hero cards. Players can create their own Karameikan heroes, of course, but the hero cards in this box let players get started immediately. A well-balanced adventure party includes at least one warrior, wizard, cleric, and thief.

- ❖ Handouts. Many of the parchment sheets are player props. Refer to them as you read through the adventures.

- ❖ *Explorer's Guide to Karameikos*. The adventures take place in Threshold and a village to the north called Eltan's Spring.

Heroes face the Iron Ring, a notorious band of thieves known to export slaves. Review the sections on Threshold and the Iron Ring before play begins.

As always, preparation is the key to running a successful gaming session. Before you gather the hero players, read through each adventure, playing the CD tracks as you go. Pay close attention to descriptions of villains and new monsters in this text, so you'll be able to "react on the spot" during play.



If you want to
make your
mark in
Karameikos,
head north to the
wilds. That's where
the real adventure lies.

—Roland the Red,
mercenary
warrior



Presentation

Each significant event or "encounter" begins with a headline. All pertinent information for that encounter can be found either right in that section or in a sidebar nearby.

When an encounter includes a sound track on the CD, you'll see a note like this:

TRACK 2

A crowd of townspeople run outside and find a woman named Seledina, who has been attacked and needs healing. She tells everyone that her husband, a merchant named Juster Dainworth, has just been kidnapped. She begs for someone to rescue him.

This tells you two things. First, the number in the icon indicates which track to "cue up" before the encounter takes place. (The adventure text preceding the icon explains exactly when to press "play.") Second, the small text to the right of the icon summarizes the contents of the audio track. If you don't have a CD player, these notes can help you run the adventure without the sound tracks.

"Stop" Tones: When each track of the CD ends, you'll hear a bell-like tone. This reminds you to *stop* the CD player. Tracks are designed to be played one at a time; if you let the CD continue, you may spoil the adventure.

Monster Descriptions

The adventures in this book are compatible with both the FIRST QUEST rules and full-fledged AD&D game rules, and the monster descriptions reflect this dual nature. Whichever rules you plan to use, make note of the following:

❖ Players who have the FIRST QUEST rules alone can ignore "morale" and "magic resistance" ratings for all monsters; these ratings are only used in the expanded AD&D game system.

❖ Players with the complete AD&D game rules should note that saving throws in the FIRST QUEST game have been simplified to a single value; the "saving throw" entry in monster descriptions in this book represents a saving throw vs. *spell*.

Maps

The FIRST QUEST adventures include poster-sized maps designed to be spread out on the table during play. Each of these large maps reveals an entire adventure setting at once. Your *Karameikos*[™] adventures don't include similar poster-sized maps for player use. Instead, some of the more important areas are depicted on the parchment-look "handouts," which you should give players as instructed by the adventure text. When no handout is available, you may wish to sketch the area on blank paper, using the maps in this booklet as your guide. *Show only what the heroes can actually see*; add details as the heroes explore farther. Of course, the players themselves may want to keep paper handy so they can sketch the "dungeon" too.

Abbreviations

Monster descriptions include the following. (If the value of a particular entry is "none," it may have been deleted to save space.)

Int	Intelligence		
AL	Alignment		
L	Lawful	E	Evil
C	Chaotic	N	Neutral
G	Good		
AC	Armor Class		
MV	Movement rate		
HD	Hit Dice		
hp	Hit points		
THAC0	Lowest number needed to hit Armor Class 0		
#AT	Number of attacks per round		
Dmg	Damage per attack		
SA	Special attacks		
SD	Special defenses		
MR	Magic resistance*		
ST	Saving throw**		
SZ	Size		
T	Tiny, 2' or less		
S	Small, 2' to 4'		
M	Man-sized, over 4' to 7'		
L	Large, over 7' to 12'		
H	Huge, over 12' to 25'		
G	Gargantuan, over 25'		
ML	Morale*		
XP	Experience points		

Character descriptions include most entries above, plus Basic Abilities:

Str	Strength	Int	Intelligence
Dex	Dexterity	Wis	Wisdom
Con	Constitution	Cha	Charisma

Thieves' skills follow this format:

PP	Pick pockets
OL	Open locks
F/RT	Find/remove traps
MS	Move silently
HS	Hide in shadows
DN	Detect noise*
CW	Climb walls
RL	Read languages*

Other abbreviations:

PC	Player character
NPC	Nonplayer character
gp	Gold piece

Notes

* Players using the FIRST QUEST rules should ignore entries for morale and magic resistance, as well the thief abilities "detect noise" and "read languages."

** Saving throw numbers are provided for FIRST QUEST game players. (For players with the full-fledged AD&D game rules, this is a saving throw vs. *spell*.)

Adventure One:


Trouble in Threshold

Here's a quick summary of this adventure: As the tale begins, the heroes are relaxing at the Juggling Ogre, an inn and taproom in the town of Threshold. A woman screams on the street. Patrons rush outside and learn that a merchant named Juster Dainworth has just been kidnapped. His wife,

Seledina, was struck on the head and left behind. She saw the kidnappers drag Juster into an alley, and she begs the heroes to follow the trail and save him.

The heroes pursue the villains into an underground maze of natural fissures, excavated tunnels, and ancient ruins of an older city buried beneath Threshold. Along the way, they encounter tricks, traps, puzzles, and monsters that challenge them.

Eventually, the characters find the secret headquarters of the assailants, who are actually members of a criminal gang called the Iron Ring. A final climactic battle takes place. If the heroes are victorious, they find and rescue Juster. They also uncover the Iron Ring's plot. The kidnappers are new to the Ring. To prove themselves to their distant leaders, these thugs are setting up a smuggling operation in Threshold. They are importing stolen goods and forcing local merchants to sell them. (Juster refused to comply, so they kidnapped him. When the adventure begins, they haven't decided whether to "make an example of him" or to sell him to foreign slavers.) Fortunately for the heroes, these "new recruits" lack the clout and utter cruelty of higher-ranking Iron Ring members. This gives the PCs a fighting chance to disrupt their operation before it is fully established.



After those
brigands
from the
Iron
Ring caught me, I
swore I'd cut off my
right hand rather than
cross them again.
Guess it was the
wrong thing to say.

—Old
"One Hand"
Skritch



New Magic

"Trouble in Threshold" includes three spells that are new to players using the

FIRST QUEST game rules. Each is described below, in order of appearance during play. The first spell appears on a scroll that heroes may discover and subsequently use. The remaining two spells represent the work of nonplayer characters.

Comprehend Languages (1st-level Wizard Spell)

Range:	Touch
Duration:	5 rounds per level
Area of Effect:	1 speaking creature or object
Saving Throw:	None

When a wizard casts *comprehend languages*, he can understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in a foreign language or even the codes on a treasure map). The wizard must touch the creature or the writing he wishes to comprehend. Note that the ability to read does not necessarily impart full understanding (use of this spell, for example, might yield a baffling clue such as "the moon rises at dawn"). Nor can the caster suddenly speak or read an entire language he did not know before. The caster can read written material at the rate of one page (or the equivalent) per round. He cannot read magical writing (though he can tell it's magical).

Success is not guaranteed. Certain warding magic can foil this spell. (That won't be a problem in this adventure, however.) Further, *comprehend languages* does not reveal messages concealed in otherwise normal text.

The magical reverse, *confuse languages*, cancels *comprehend languages* or renders writing or a creature's speech incomprehensible for the duration noted above.

Permanency (8th-level Wizard Spell)

Range:	Special
Duration:	Permanent
Area of Effect:	Special
Saving Throw:	None

During "Trouble in Threshold," heroes may enter a shrine and hear a mysterious greeting from a statue. The statue has been enhanced with a *magic mouth* spell, made permanent with the magic described here.

Permanency makes the effects of other castings last forever—or until someone dispels them. The wizard simply casts the spell to be made permanent and then follows it with *permanency*. Each casting of *permanency* lowers the wizard's Constitution by 1 point. The magic can only be dispelled by a wizard whose experience level exceeds that of the *permanency* caster (at the time *permanency* was cast).

Only certain spells can be lengthened by *permanency*. FIRST QUEST game spells that can be affected include *detect evil*, *invisibility*, *detect invisibility*, *magic mouth*, *detect magic*, *protection from evil*, *enlarge*, *read magic*, *infravision*, and *web*. (For details about more powerful magic, see the *Player's Handbook*.)

Alarm (1st-level Wizard Spell)

Range:	10 yards
Duration:	4 hours + ½ hr/level
Area of Effect:	Up to a 20-ft. cube
Saving Throw:	None

When *alarm* is cast, the wizard creates a magical "alarm system" for a selected area. (In this adventure, *alarm* protects the Iron Ring headquarters.) When any creature larger than a rat enters the warded area, the *alarm* is triggered. (Assume that a rat has a volume of one-half cubic foot and weighs about three pounds.) The area of effect can be a portal, a section of floor, a set of stairs, or the like. As soon as any creature enters the area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that anyone within a 60-foot radius can hear. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts one round, then stops. Ethereal creatures don't trigger the alarm. However, creatures that are flying, levitating, invisible, incorporeal, or gaseous do. The caster can dismiss the alarm with a single word.

Skritch

4th-level Thief

Armor Class:	10
Hit Points:	7
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Backstab
Special Defenses:	Thieving abilities
Saving Throw:	15
Movement:	12
Alignment:	Chaotic good

Basic Abilities:

Str	13	Int	14
Dex	12	Wis	12
Con	9	Cha	6

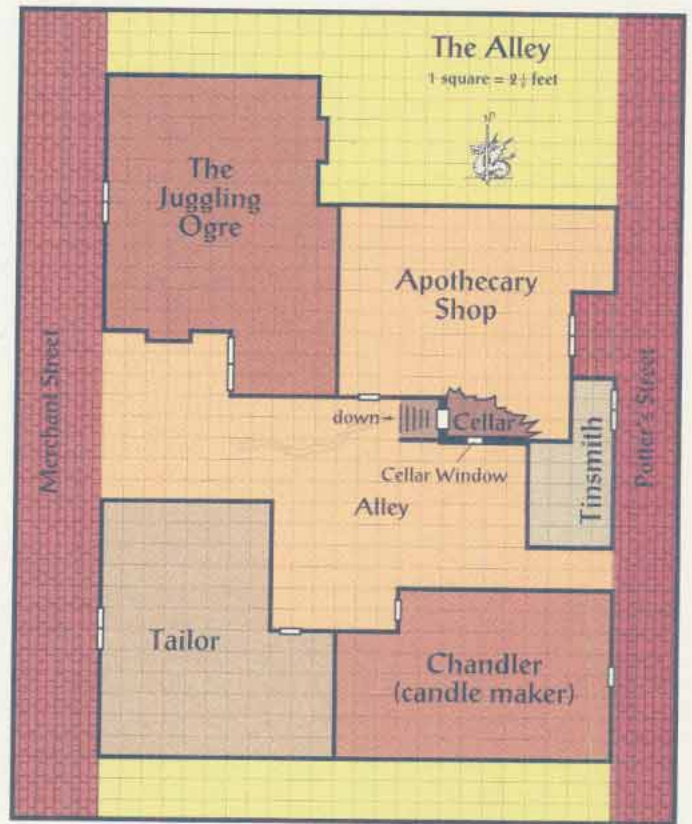
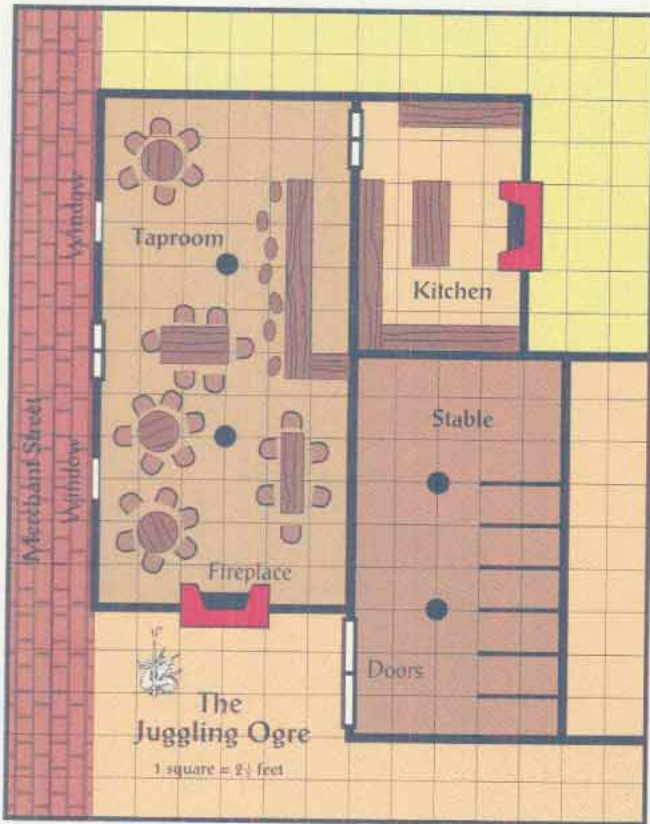
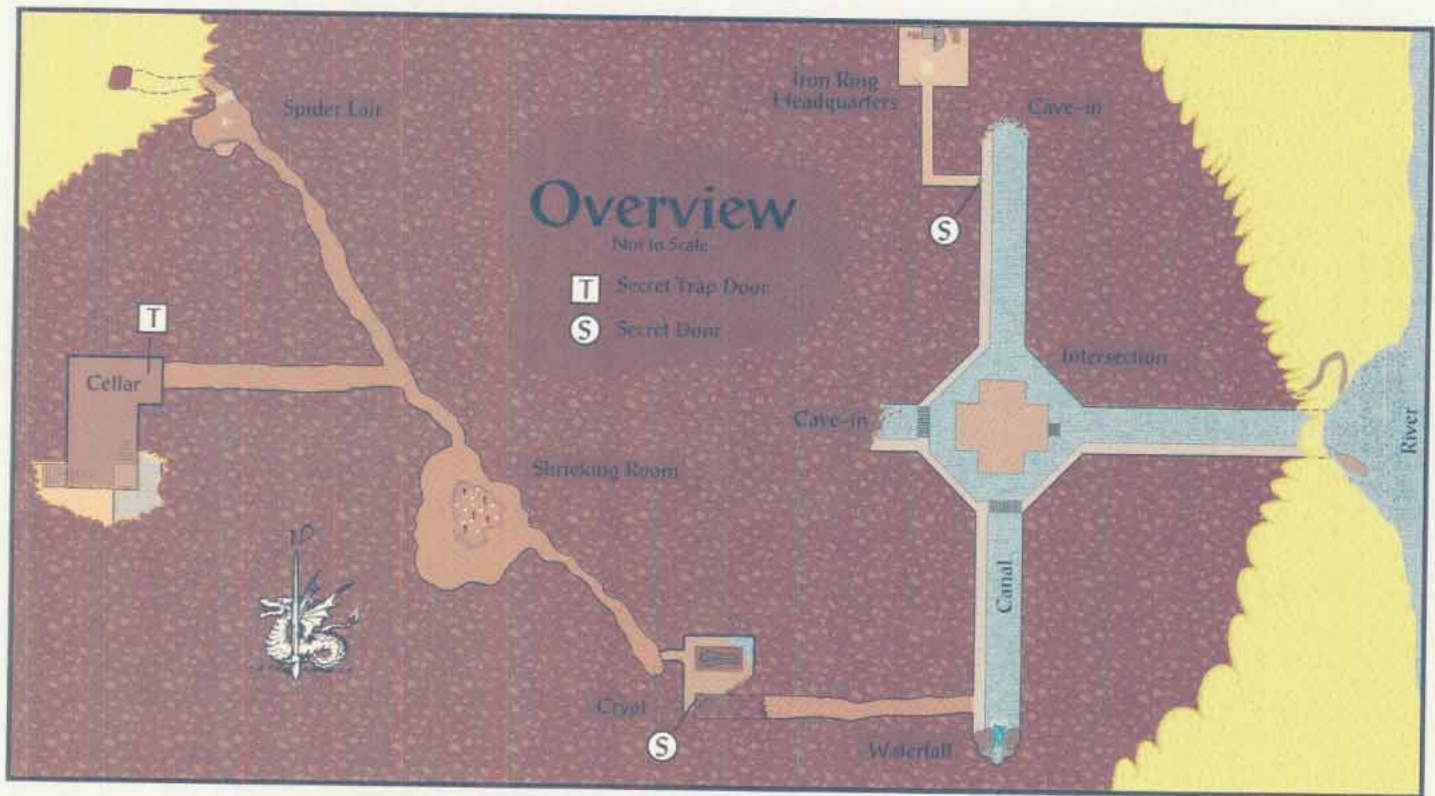
Thieving Abilities:

PP	40%	HS	95%
OL	33%	DN	15%
F/RT	30%	CW	5%
MS	27%	RL	0%

The heroes meet this odd, grizzled fellow when they rush outside the tavern to help Seledina. He's lurking in the alley. Skritch decides to accompany (or follow) the heroes, serving as a useful commentator as they explore the tunnels beneath Threshold. Still, when the going gets rough, he usually disappears into the shadows (he's a master of the "mysterious disappearance").

A rogue by trade, Skritch fell in with the wrong crowd when young, and has paid dearly for his mistakes. He began his career running errands for a man named Peltro Brastus, delivering messages and mysterious sacks. Brastus caught Skritch palming a few coins from his deliveries and cut off Skritch's hand. Skritch vowed revenge.

Today Peltro Brastus is a fairly important member of the Iron Ring. Crossing this man has put a price on Skritch's head. Still, Skritch takes every opportunity he can to ruin Peltro's business dealings—preferably from behind the scenes. That's why Skritch tags along with the heroes; he's delighted at the chance to thwart the Iron Ring. Though he trusts no one readily and offers little help in combat, he'll offer whatever advice he can to assist the heroes.



Getting Started

As always, you should read through this entire adventure at least once before play begins. The players should be familiar with their hero roles, too. Next, cue the CD to *Track 1*, gather *Handouts 1, 2, 3, and 4*, and begin!

❖ To launch the adventure, give players *Handout 1* and read the text below aloud. Then play *Track 1* on the CD.

The journey to Threshold was peaceful but tiring, and now the comforts of an inn—a hot meal, a merry song, and a warm bed—are fitting rewards for the hard day's travels. You are sitting in Juggling Ogre Inn and Taproom. This is what you hear. . . .

TRACK 1 Sounds of the taproom fill the air. The heroes overhear patrons who say that local merchants are disappearing. The heroes meet Willington Stough, the bar keeper and a potential ally. Suddenly, a woman screams outside.

A Kidnapping

Most of the bar patrons run outside to see what is going on. The heroes should follow. If they do not, a citizen runs back inside and calls for a cleric; someone is injured and needs healing.

❖ Play *Track 2* when the heroes investigate the scream.

TRACK 2 A crowd of townspeople run outside and find Seledina, a woman who has been attacked and needs healing. She tells everyone that her husband, a merchant named Juster Dainworth, has just been kidnapped. She begs for someone to rescue him.

The heroes may decide to heal Seledina first or pursue the kidnappers immediately. If for some reason the heroes don't pursue the kidnappers, then Seledina Dainworth, Willington Stough (the barkeeper), and the patrons of the Juggling Ogre continue to urge the heroes toward this goal.

If the heroes decide to heal Seledina, go to **A Kind Deed**, below. If they choose to chase after the kidnappers, skip ahead to **Searching the Alley**.

A Kind Deed

Seledina, Juster's wife, was injured in the attack. A cleric with a *cure light wounds* spell can heal her.

❖ Play *Track 3* if the PC cleric decides to heal Seledina.

TRACK 3 The PC cleric heals Seledina. She again asks the heroes to save her husband.

Seledina (0-level human): AC 10; MV 12; HD 1d6; hp 1 (3 max.); #AT 1; Str 14, Dex 13, Con 9, Int 9, Wis 9, Cha 12; Dmg 1d2; ST 19; SA nil; SD nil; MR nil; AL LG; THACO 20.

This kind deed on the part of the player character earns benefits in two ways. First, the cleric earns 100 XP for casting *cure light wounds*. As DM, you may boost this amount slightly to reward good role-playing. (If played well, the cleric is a caring and helpful individual who looks out for those in need.) Explain this reward and encourage all of the players to get into the spirit of good role-playing.

Second, aiding Juster's wife may provide the heroes with a useful contact for the future. She will remember their helping hand. If the heroes meet her again in future adventures (or seek her out), she'd be a good source of information and assistance.

Searching the Alley

The kidnappers have fled into a dirt alley near the Juggling Ogre.

❖ Once the PCs pursue them, give players *Handout 2*. Then read the following aloud to set the scene, and play *Track 4*:

Seledina was sure the kidnappers dragged Juster into this dusty alley, but it looks dark and empty now. All the doors—which appear to be rear exits to various businesses—are closed. Suddenly a small torch flares up in the shadows, and a man appears. He shuffles forward, cackling softly.

TRACK 4 Old Skritch approaches the heroes. He tells them the key to following the trail of the kidnappers "lies at their feet."

If the heroes inspect the area carefully, they discover faint drag marks and several sets of footprints leading to the cellar doors. The drag marks were, of course, made by the heels of the unconscious Juster as his kidnappers pulled him along.

The cellar doors are *locked and barred* from the inside, so the heroes must break them down to open them. It is possible the heroes will find another method of entering the cellar. For example, a very small, dirt-caked window lies along the base of the building; this opens into the cellar. A hero who has been magically *reduced* could enter through the window, then open the door from the inside. (A wizard hero who makes such clever use of magic to further the party's goals deserves an XP bonus. The exact amount is up to you, the DM, but 50 points per level of the spell cast is generally considered reasonable.)

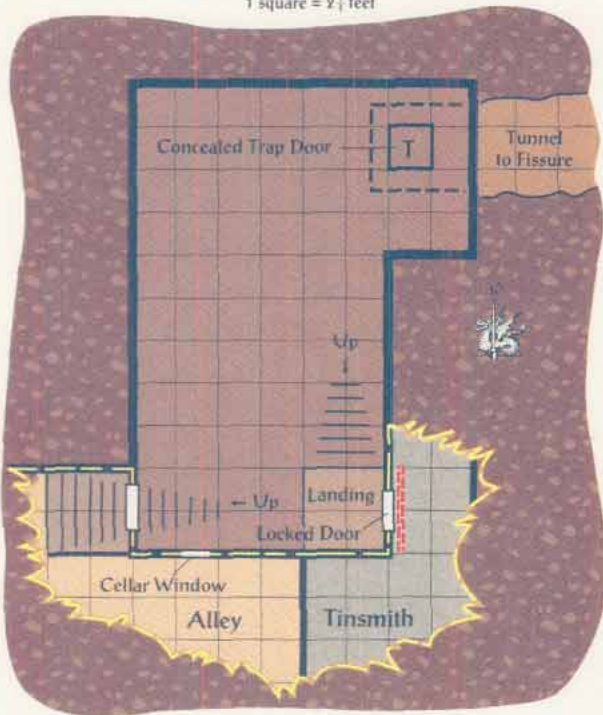
❖ If the heroes break down the doors, play *Track 5*. (Skip ahead to **The Abandoned Cellar** if they enter another way.)

TRACK 5 The characters break down the cellar doors.

TRACK 5

The Cellar

1 square = 2½ feet



The Abandoned Cellar

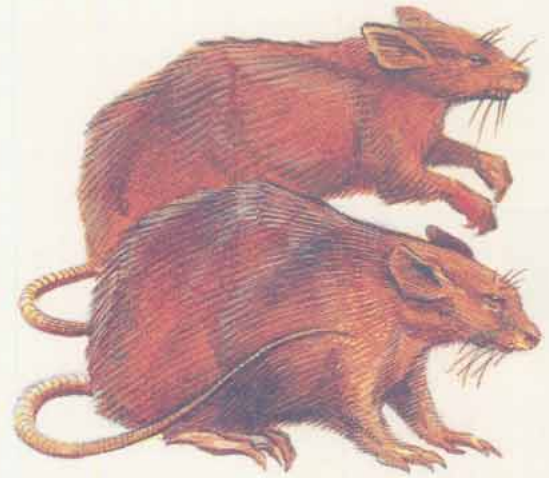
Though he once used it for storage, the owner of the building has not entered this cellar in many years. When the heroes peer inside, give players *Handout 3* and read the following aloud:

The entrance leads down a flight of stairs and into a dingy cellar that smells of mildew. Scattered everywhere are the dreck-covered remains of pots, jars, and broken tools, all stacked in teetering heaps among barrels, crates, and shelves. Directly opposite the entrance, a rickety old staircase leads to a landing with a door.

❖ When heroes climb down the stairs and begin to look around the cellar more closely, play *Track 6*.

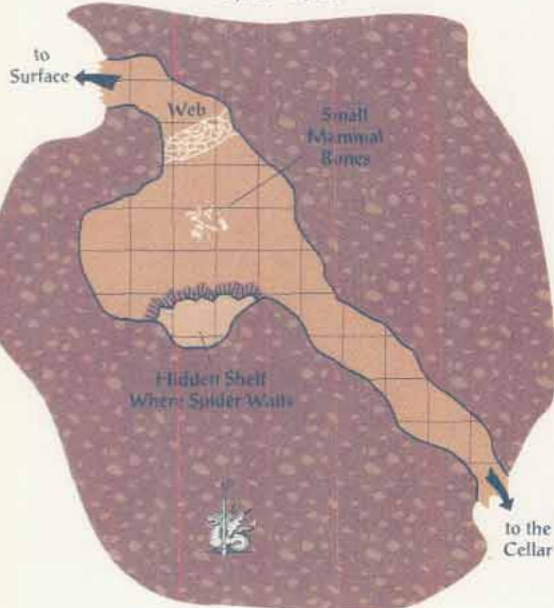
TRACK 6

The characters enter the cellar and poke around. They disturb a cat and some rats. The dust and cobwebs suggest that the cellar does not see regular use.



The Spider Lair

1 square = 2½ feet



The door at the top of the landing on the east wall has been locked and sealed from the other side. Behind this door lies a brick wall.

If heroes search this room thoroughly, they discover a small, stoppered bottle marked "Poison Antidote" on one of the shelves. This is actually an *elixir of health*. It cures blindness, deafness, and various infirmities. Most importantly, it neutralizes poison, so it may come in handy in an upcoming encounter with a large spider. However, this potion does not restore lost hit points.

If heroes search the floor, they find some footprints leading to the alcove in the northeast corner. The prints end before a large crate. The crate is bolted on top of a hidden trap door—in this case, a door which literally holds a trap.

❖ If the heroes move the crate *without* first checking for traps, heavy shelves and debris crash down upon them. Play *Track 7* and see **Triggering the Trap**, below. Otherwise, skip ahead to **Finding the Trap**.

Triggering the Trap

TRACK
7

The characters open the hidden trap door without checking for traps. The large set of shelves falls on them.

The shelves land on top of anyone standing in the alcove and inflict 1d6 points of damage per person. A successful Dexterity check reduces the damage to half. Proceed directly to **The Hidden Tunnel**.

Finding the Trap

A thief automatically finds the trap if he or she searches for it. (No die roll is needed.) A dwarf examining the shelves detects the shifting trap with a roll of 4 or less on 1d6.

❖ Play *Track 8* if the thief disarms the trap.

TRACK
8

The thief searches for traps before the characters open the hidden trap door. The thief finds and disarms a trap that would topple the shelves. Heroes and Skritch discover the hidden tunnel.

Whoever finds the trap automatically knows how to disarm it. It's disarmed when the character pulls a simple switch near the shelves. (A second lever lies on the opposite side of the trap door, in the shaft below; that's how Iron Ring Members safely enter the cellar from the shaft.)

A thief hero who finds and disarms the trap deserves an experience point reward. The amount is your choice as the DM, but 100 XP is suitable. Be sure to explain why this reward is given.

The Hidden Tunnel

A shaft lies directly below the trap door, plunging straight into the darkness. A set of iron rungs forms a ladder. The bottom can barely be seen below.

The shaft descends about 40 feet to a cut stone tunnel. This tunnel intersects a natural fissure (see accompanying map). Members of the Iron Ring dug this tunnel and many others like it to connect with the fissure. They've created their own underground network beneath the town.

The Spider Lair

When heroes approach the entrance to the spider lair with their torches lit, read the following aloud:

Just ahead, the fissure appears to widen into a small chamber before it continues upward into the darkness. At the center of the chamber lies an untidy pile of small bones and other animal remains. Several shiny objects gleam amid the debris, reflecting the torch light. Beyond them a gauzy, weblike curtain hangs across the tunnel. A faint, cool breeze is playing at the curtain's tattered edges.

A large spider lives here; it's hiding on a ledge. The curtain is its sticky web. An opening beyond the web leads to a field near Merchant Street; a clump of bushes conceals the hole at the surface.

❖ If the heroes investigate this area, play *Track 9*. The spider attacks! (If they turn back, skip this encounter.)

TRACK
9

The characters investigate the bones and webs further, and a large spider leaps from a ledge to attack them.

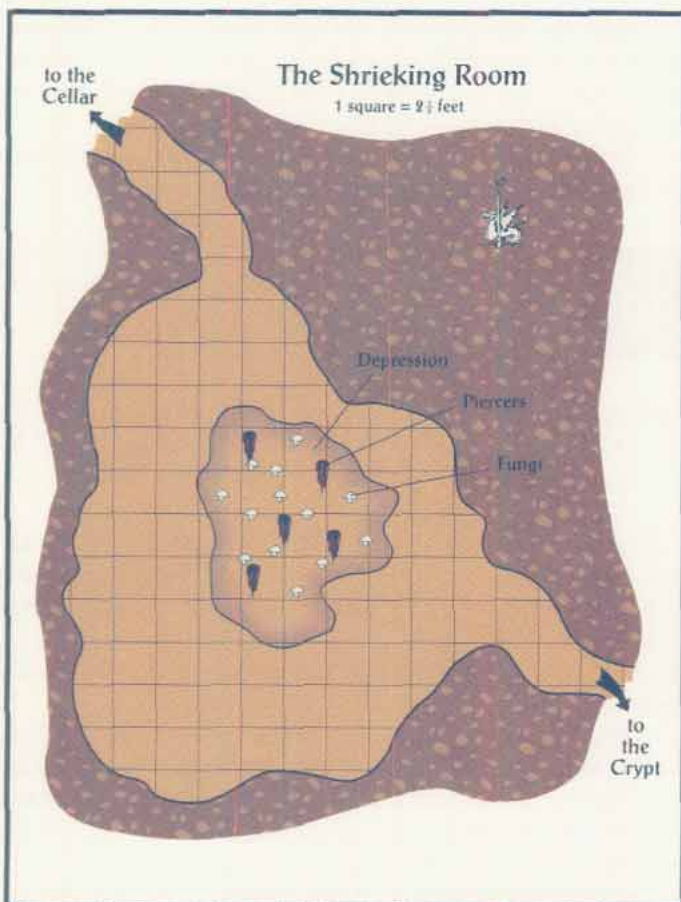
Spider, Large (1): Int Animal; AL N; AC 8; MV 6, Wb 15; HD 1+1; hp 6; THAC0 19; #AT 1 (bite); Dmg 1; ST 17; SA poison; SD None; SZ S (2-ft. body); ML 7; XP 175.

If caught in the web, a hero with Strength 18 can break free in 2 rounds. For every point below 18, add a round. The spider gains a +4 attack bonus against a snared victim. Anyone bitten by the spider gets a saving throw; failure means the poison causes 15 points of damage after 1d20+10 rounds.

After killing the spider, heroes can search through the bones. Most are the bones of small animals, but some are humanoid. The PCs find 10 copper kopecs, 30 silver cronas, a *potion of fire resistance*, and a scroll case containing a scroll with the priest spells *bless* and *darkness* on it.

If any warrior characters show particular courage in facing the spider, attacking immediately and boldly, an experience point reward is appropriate (10 XP per level of the creature killed is a good guideline for DMs to follow).





The Shrieking Room

When the heroes approach, read the following aloud:

The fissure opens into a large cavern. Stalagmites rise from the floor and stalactites hang from the ceiling, creating a colorful, cathedra-like chamber of columns. Near the center of the cavern is a dark, open space where the floor appears to form a pit, but the bottom is not yet visible.

This natural cavern is inhabited by two unusual species of subterranean creatures. Occupying the low spot in the middle of the floor is a clump of shrieker fungi. Overhead, several piercers are suspended from the ceiling.

❖ If the heroes approach the depression with their light source illuminated, the shriekers begin their racket. To the piercers, this is a signal to drop down onto prey. Play *Track 10*.

TRACK 10

The heroes enter the cavern and disturb a clump of shriekers. The shriekers raise a ruckus. Then piercers drop from the ceiling to attack.

Fungus, Shriekers (5): Int Non-; AL N; AC 7; MV 1; HD 3; hp 21, 18, 18, 14, 11; THAC0 17; #AT 0; Dmg 0; ST 17; SD noise; SZ M (4–7 ft.); ML 12; XP 120 each.

Piercers (8): Int Non-; AL N; AC 3; MV 1; HD 1; hp 7, 5, 5, 4, 2, 2, 1; THAC0 19; #AT 1; Dmg 1d6; ST 17; SA surprise; SZ T; ML 10; XP 35 each.

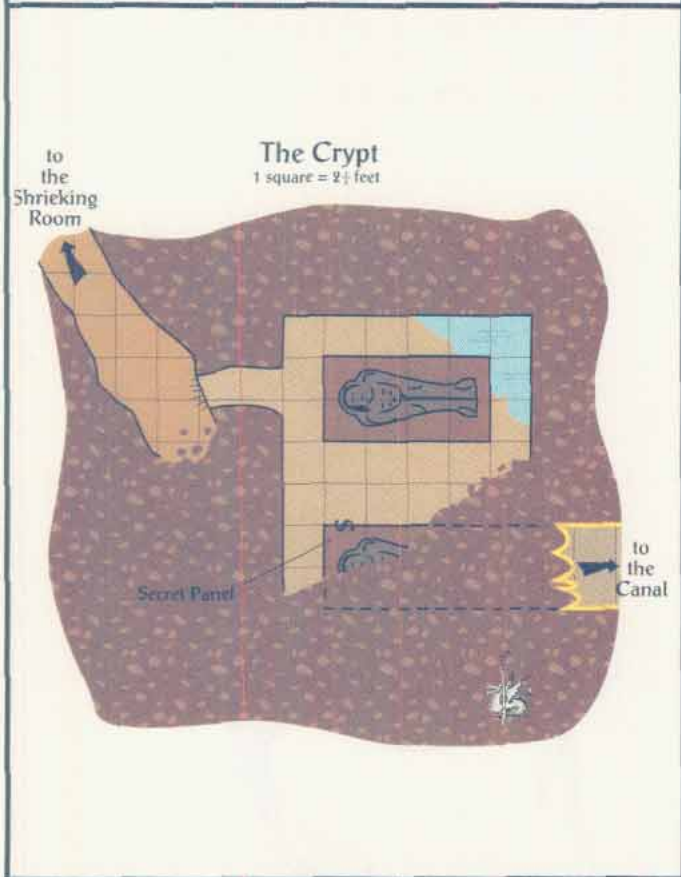
When members of the Iron Ring travel through this room, they are very careful to extinguish their light source and follow the south wall by feel to avoid disturbing the shriekers. By doing this, they avoid both the fungi and the piercers. The cavern floor is smooth stone and shows no footprints, so the villains' path is invisible. No treasure lies in this area.

The Crypt

The fissure continues from the Shrieking Room for about 400 feet until it reaches a cave-in that seals the passage completely. A dwarf inspecting the cave-in can automatically detect that it was caused by natural shifting in the earth. A small hole near the ceiling of the fissure leads to some ruined construction. However, the hole is not easy to spot.

When the characters reach this point in the tunnel, do *not* tell them about the hole. It can only be spotted by a character specifically looking up at the ceiling of the fissure. The hole opens into a narrow crawl space, which in turn drops down into a room.

❖ If the heroes find the hole and crawl toward the room, read the following aloud to set the scene. Then play *Track 11*.



The crawl space leads to an opening in an old masonry wall, then drops into a small room. The floor has settled. It slopes sharply toward the northeast corner, where fetid water has pooled.

A large stone coffin, or sarcophagus, rests in the center of the room. Another sarcophagus lies beside it, but a collapsed wall nearly covers it completely. Each stone lid bears the relief sculpture of a reclining man—presumably the deceased. Ornate carvings adorn the walls of the chamber.

TRACK 11

Heroes enter the crypt. Skritch explains that the runes on the sarcophagi are Traladaran, and provides some background on the Iron Ring's nefarious ways.

This crypt is all that remains of an ancient Traladaran monastery. The monastery has long since been demolished and replaced by new construction, but this chamber lies so deep that it was never filled in. There are many such sites hidden below the ground throughout Threshold.

The exposed sarcophagus in the center of the room can be opened, but the lid is very heavy. Several characters with a combined Strength score of at least 35 must lift together to succeed.

❖ If heroes open the exposed coffin, play *Track 12*.

TRACK 12

The characters lift the lid of the sarcophagus. It falls and shatters. Inside lie the remains of a monk.

The body in the central sarcophagus bears no treasure. However, a secret compartment in the sarcophagus itself contains 12 amethysts worth 100 gp each, plus a magical scroll with *comprehend languages* (a 1st-level wizard spell). Treat the secret compartment as a secret door for the chances of a character locating it.

The Buried Sarcophagus: It's impossible to lift the lid of the partially buried sarcophagus; the debris atop it is too heavy. Still, this sarcophagus provides an exit to the room. A *secret door* has been installed in the side. The former inhabitant's likeness appears in relief on the lid, and a keyhole lies in the center of the sculpture's right eye. By thrusting any object the size of a lock pick into the eye, a character can open the door. The side of the coffin slides open, revealing a tunnel that leads to the canal.

The Canal

❖ When heroes reach the canal, read the text below aloud. Then play *Track 13*:

The crawl space beyond the sarcophagus ends quickly, intersecting a walkway that lines a great tunnel built of quarried stone. The tunnel houses a dark, shimmering canal, which flows alongside the walkway.

TRACK 13

The characters can hear the sound of the waterfall when they exit the crawlspace and reach the walkway. They must decide whether to investigate the fall or head downstream.

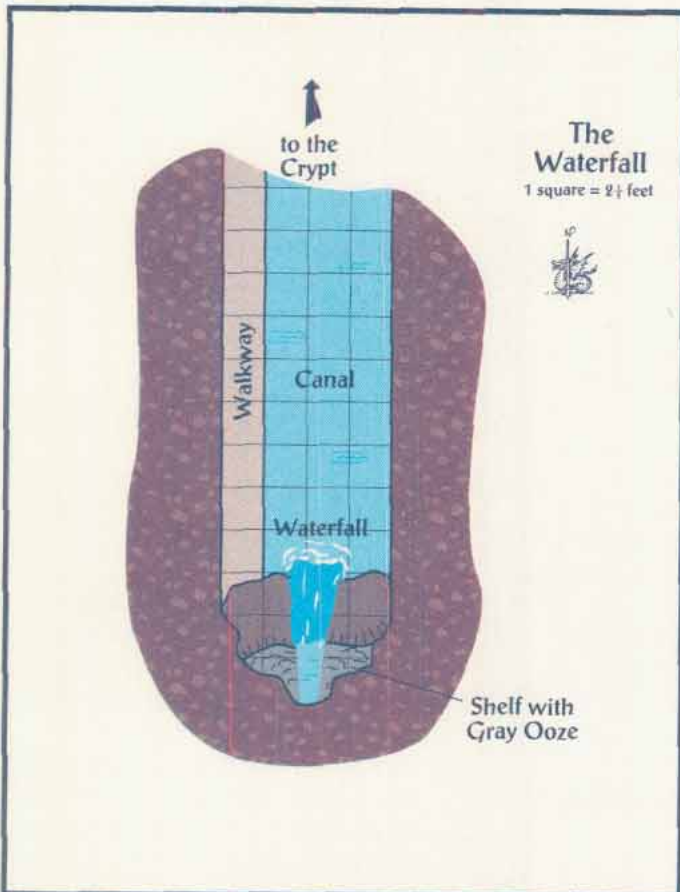
If asked about the canal, Skritch says he suspects that it was built by Nithians, an ancient Mystaran civilization that predates the Traladarans

Fungus, Shrieker

Armor Class:	7
Hit Dice:	3
THAC0:	17
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Nil
Special Defenses:	Noise
Saving Throw:	17
Movement:	1
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 4 to 7 ft. tall
Experience Points:	120

Fungi are simple plants lacking chlorophyll, true stems, roots, and leaves. All are incapable of photosynthesis and live as parasites or saprophytes. A "shrieker" is an unusual type of fungi that can walk very slowly. Though mindless and normally quiet, it poses a danger to adventurers because of the horrid racket it can make.

Light within 30 feet or movement within 10 feet causes a shrieker to emit a loud, piercing cry that lasts for 1 to 3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter. (FIRST QUEST game players can ignore wandering monster checks in this adventure.)



(see sidebar on page 13). Rather than bury their dead, these Nithians sent the bodies on a ceremonial journey upon the waters of this great canal. The bodies floated in special boats through the canal to the river, where the current carried them away.

The tunnel construction remains in surprisingly good shape. An underground spring fills the canal.

The Waterfall

Read the following aloud when heroes reach this area:

A massive cave-in blocks the end of the tunnel. Water tumbles down from a rocky shelf high on the slope of the collapse, emerging from some unseen opening to fill the canal below.

The water comes from an underground spring. With a little care, the characters can climb to the source of the waterfall, but nothing worthwhile can be found; the water simply spews from a tiny opening that only a rat could squeeze through.

❖ If the characters investigate this area, a gray ooze attacks. (It's lurking on a ledge overhead.) Play *Track 14*.

TRACK The gray ooze attacks Skritch.

14

Ooze/Slime/Jelly, Gray Ooze (1): Int Animal; AL N; AC 8; MV 1; HD 3+3; hp 9; THAC0 17; #AT 1; Dmg 2d8; ST 16; SA Corrodes metal; SD Special; SZ M; ML 10; XP 270.

The Intersection

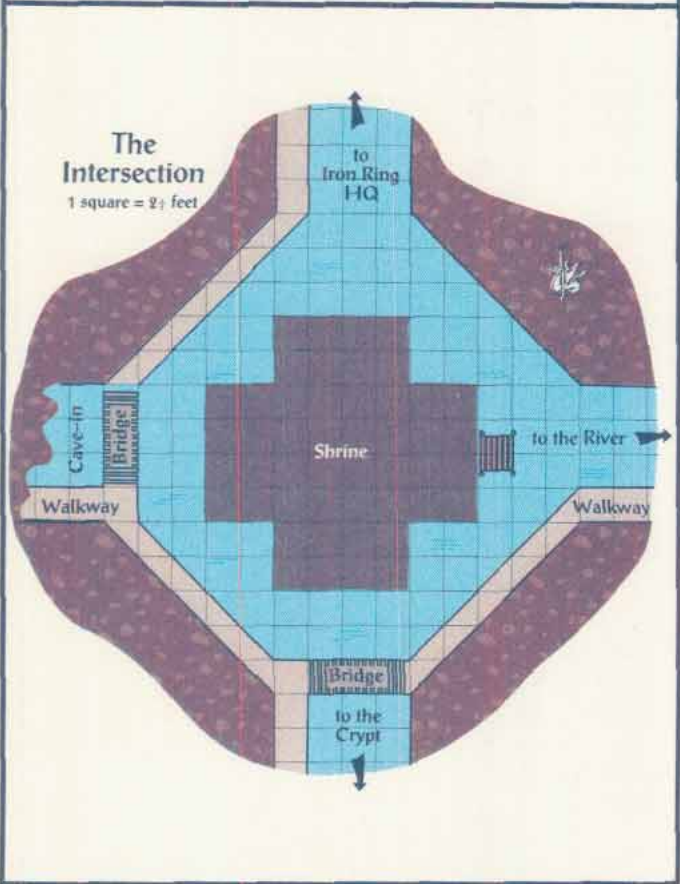
❖ When heroes reach this area, read the following aloud and play *Track 15*.

The canal opens into an enormous cavern. Tunnels lead away from the cavern in all four directions. In the center of the cavern looms a stepped pyramid, or ziggurat, completely surrounded by water.

TRACK Dripping water echoes throughout the chamber. Then someone is heard running away. A far-off door slams shut.

15

The footsteps on the CD belong to a member of the Iron Ring who had been guarding the approach to the group's headquarters. Upon hearing the PCs, he doused his light and hid in the shadows. Once he gathered sufficient information on the intruders, he departed rapidly to report to his bosses. There is no chance for the PCs to surprise or discover him beforehand.



The Shrine of Key-Hamintep

When the Nithian lord who built the canals died, his body was placed upon a boat and cast onto the water. When it reached this spot, it stopped moving. His people interpreted this to mean that the lord had found his final resting place. They believed he wished to be with his beloved canals, even in death.

To honor the lord, then, the people ceremonially killed all of his family and his manor servants and entombed them in the very walls of a monument that was erected *around* his boat, enshrining it where it floated. Doors were built into the tomb so that worshipers could come and pay their respects, but to further honor the lord and his court, the only access to the tomb was by boat.

Refer to the accompanying map. *When the heroes can see the entrance to the ziggurat, give players Handout 4 and read the following aloud:*

A dock protrudes from the front of the shrine, at the base of a wide staircase. At the top of the stairs are two massive bronze doors, flanked by a pair of identical statues. Each statue has the body of a reclining lion and the head of a man wearing ornamental headdress. Between its lion paws, each statue cradles a large stone bowl. The bronze doors have been defaced. A message is scrawled across them in thick red paint, which has dripped down the surface. The message? "Stay away—trouble inside."

The water here measures 8 to 10 feet deep. The characters can reach the entrance of the shrine in several ways. The easiest is swimming, which should not be unduly difficult unless the heroes are wearing heavy armor. Some players may come up with more unusual ways of accomplishing this; as the DM, determine a chance of success based on how difficult these methods are. The most common way is through an ability check (for example, rolling a character's Dexterity score or less on 1d20 if a character leaps to the dock). In any event, nothing unusual prevents the characters from reaching the dock of the ziggurat.

The bowls were designed for offerings made by worshipers who came to pay their respects (without going inside). The bronze doors are not locked, and although they are heavy, they have been counterbalanced so that relatively little effort is needed to open them.

The Iron Ring members who frequent these passages have already investigated the structure. When they encountered the undead inside and saw no obvious treasure, they decided nothing here was worth a struggle and chose to leave the shrine alone. The crude message on the doors was left for their members' benefit.

Key-Hamintep's Greeting

Read the following when heroes open the bronze doors:

As the doors swing open, an 8-foot-tall man comes into view. Quickly it becomes obvious that he is a well-crafted statue. His face and headdress match those of the lionlike statues outside the doors. He is bare-chested and barefoot, and wears a loincloth that hangs to his knees. He stands poised with arms spread wide, as if to welcome any who come before him.

The statue depicts Key-Hamintep, the lord who built the canals and for whom this shrine was erected. The moment anyone steps into the open area around the statue, a *magic mouth* spell with *permanency* cast on it is trig-

The Nithians

While exploring the tunnels beneath Threshold, heroes discover a stepped pyramid built by Nithians, one of the oldest and greatest civilizations in Mystara. (Nithians occupied Karameikos long before the native Traladaran peoples.) Little evidence of this great culture remains. However, archeologists do know that the Nithians used iron, and that they constructed large, elaborate buildings. These structures typically served as temples, palaces, shrines, or burial vaults, and they were decorated with fountains, obelisks, and mosaics of inlaid colored stone. The Nithians themselves are believed to have been a small people skilled in metalwork. They were fond of gold jewelry, such as elaborate necklaces, bracelets, belts, and anklets, or even large, hanging earrings and lavish headdresses.

Scholars do not agree on what caused the fall of the Nithian culture. Some assert that a great catastrophe or war brought about their destruction. The most popular theory supposes that they simply migrated away and became the ancestors of a modern-day culture of the Known World.

gered. The magic is centered on the statue's lips, so the statue seems to be talking. (It resets to speak again once no one is in that area for 1 round.) The statue speaks a warning in Nithian.

❖ When characters trigger the statue and hear its Nithian message, play *Track 16*.

TRACK 16

The statue in the tomb speaks in ancient Nithian to the characters. It sounds like gibberish.

❖ If the PCs take steps to understand the speech, such as casting a *comprehend languages* spell, play *Track 17*.

TRACK 17

The statue in the tomb speaks in an understandable tongue, due to magical spells. It warns visitors not to disturb the shrine, else they will know the wrath of Key-Hamintep.

The warning is sincere; disturbing or marring any of the structure, the crypts, or the waters in the center of the building brings Key-Hamintep's servants to life (see below).

Skeletons in the Crypts

When Key-Hamintep's family and servants were ceremonially killed in order to join him, their bodies were entombed in the 27 crypts lining the walls. Describe the shrine's interior as the heroes take a look around. A pool of water lies in the center, surrounded by three alcoves. Each alcove houses a wall of nine crypts, stacked three across and three high. Only the end panel of each crypt is visible, flush with the wall itself. Extravagant carvings adorn each panel, depicting humans in garb similar to that of the statues outside the door and on the balcony.

❖ If anyone defiles or disturbs the shrine—either by attempting to open a crypt or by entering the secret treasure room (see below)—nine crypts open. Play *Track 18*.

TRACK 18

Skeletons begin emerging from the walls to attack the characters.

Skeletons (27): Int Non-; AL N; AC 7; MV 12; HD 1; hp 8; 7 (x4), 6 (x3), 5 (x5), 4 (x5), 3 (x2), 2 (x4), 1 (x3); THAC0 19; #AT 1; Dmg 1d6; ST 17; SA none; SD edged and piercing weapons inflict half damage; MR Immune to *sleep*, *charm*, *hold*, *fear*, and cold-based spells; SZ M; ML never checked; XP 65 each.

First, only the skeletons nearest the offending intruder appear (nine skeletons total). These creatures don't attack initially, even if struck. Instead they attempt to drive opponents toward the doors by pushing them. This is not considered an attack roll. Tell players the skeletons first attempt to shove the heroes (to give the players the hint). *If all intruders*

leave the shrine, the doors close and are magically sealed for 24 hours. However, most intruders won't leave so easily.

After 3 rounds, if the heroes refuse to leave or continue to attack the skeletons, then all remaining skeletons emerge, attempting to kill the heroes or knock them into the water. To knock someone into the water, a skeleton requires an attack roll that's 4 higher than the number needed to hit. (For example, a skeleton strikes AC 5 with a roll of 14 or better. With an 18, it can knock an AC 5 opponent into the water.)

A priest may attempt to turn the skeletons. If this happens, the skeletons retreat from the priest as far as possible without leaving the confines of the tomb.

If the characters manage to defeat or turn all of the skeletons without being pushed into the water, Key-Hamintep rises from the water to drive them off himself (see below).

Key-Hamintep Emerges

The pool in the center of the shrine is Key-Hamintep's "final resting place," but he does not rest. The pool is fed by holes below the surface of the water, which allow water from the canals to flow through. (Characters in the water can feel a gentle current.) When the shrine was built, Key-Hamintep's boat was anchored here with his body borne upon it. The boat rotted away long ago, and the mummified body settled to the bottom of the pool.

❖ If the heroes battle skeletons for 6 rounds, or someone falls into the pool, Key-Hamintep rises. Announce that the pool begins to bubble and churn, then play *Track 19*.

TRACK 19

Key-Hamintep rises from the water. He looks like a badly decomposed body adorned in shreds of linen. Using a special psychic connection, he commands the intruders to leave his tomb.

The characters can understand the undead ruler's warning. If they leave the tomb immediately, then nothing else happens—the doors are magically sealed behind them for 24 hours. If they still do not leave the area, then Key-Hamintep begins grabbing characters one by one and dragging them to the bottom of the pool, attempting to hold them there until they drown. The remains of several other bodies lie at the bottom.

Key-Hamintep: Int Exceptional (16); AL LE; AC 5; MV 12; HD 4+3; hp 31; THAC0 15; #AT 1; Dmg 1d4; ST 14; SA drowning and level drain; SD Hit only by silver or +1 or better magical weapons, immune to poison and paralyzation attacks; MR Immune to *sleep*, *charm*, *hold*, and cold-based spells; SZ M; ML 14; XP 975.

Key-Hamintep is treated as a wight, an undead creature too powerful for most 1st-level characters to defeat directly. However, a 1st-level cleric can successfully turn Key-Hamintep on a natural roll of 20 (he gets only one chance per hour).

❖ If a cleric turns Key-Hamintep, play *Track 20*:

TRACK 20

The spirit of Key-Hamintep screams in agony as the cleric successfully turns him. His lifeless husk splashes into the water, and all of the skeletons turn to dust.

The Secret Room

The secret room just to the right of the main doors holds all the treasure of Key-Hamintep, his family, and his servants. Pressing a secret switch carved into the stonework causes the whole wall section to slide up. Unfortunately, most of the things Nithians considered valuable could not have lasted the centuries, like perfumes and oils. Therefore, this room contains a lot of empty jars, urns, and bowls, filled only with discolored residues and slight odors.

There is, however, a small coffer filled with gold jewelry, including three rings (300, 200, and 30 gp), four bracelets (1,000, 1,000, 700, and 300 gp), and a ceremonial headdress (2,500 gp). That's a lot of treasure for a party of 1st-level adventurers. As the DM, you may choose to pare it down as necessary. However, there are other ways to keep the characters from becoming too wealthy. Since these things are relics of another age, the government of Threshold has a strong claim to them for historical research purposes. Also, no merchant can instantly come up with the kind of money it would take to buy all of that jewelry at once, so perhaps the PCs can only sell a piece or two. Keep in mind, though, that the characters probably have survived a very difficult situation in defeating Key-Hamintep, and their reward should reflect it.

The River

The canal eventually empties into the Windrush River a little downstream from the town. Rushes and overhanging foliage obscure the opening. The Iron Ring now uses this location as a drop-off point when smuggling goods into Threshold. In fact, two low-ranking smugglers have just arrived with a skiff. They are unloading crates and picking up another cargo: two kidnapped merchants. As the PCs near this area (but can't see the thugs yet), read the following:

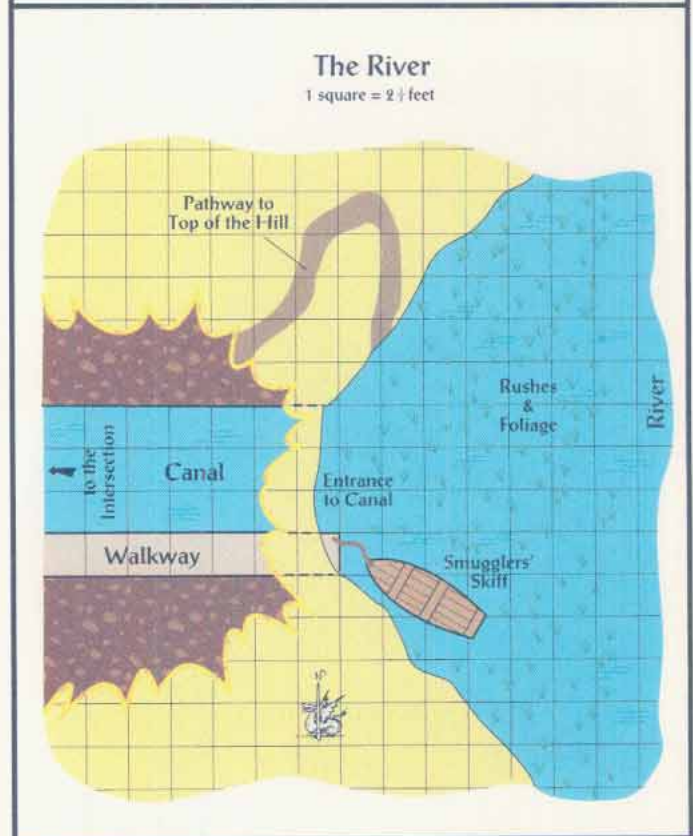
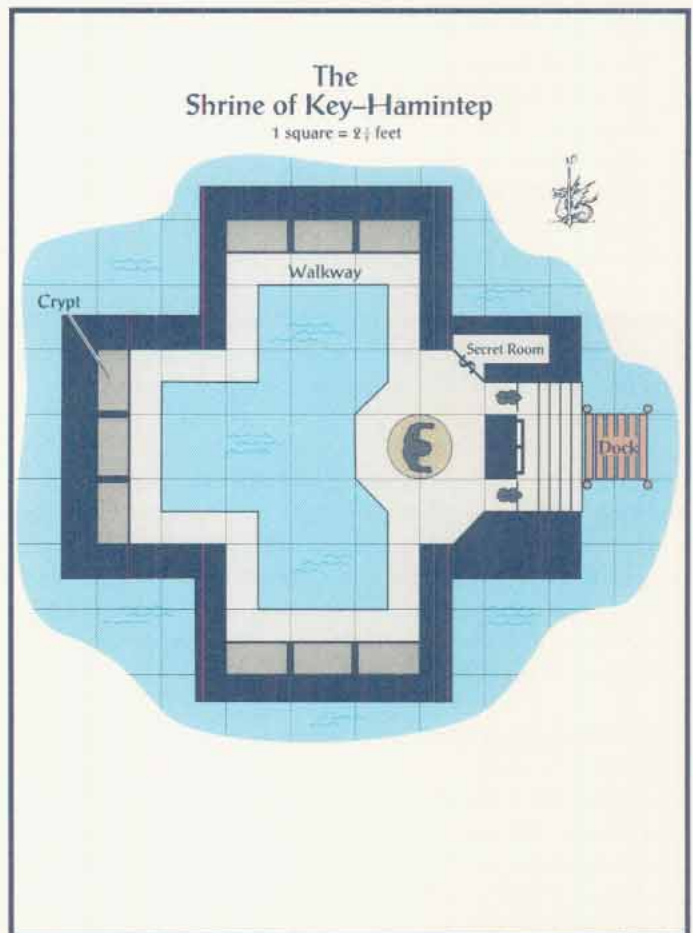
The canal is in worse condition here. Mud cakes the floor and walls, and branches and leaves lie scattered about. It looks as though some flooding from the surface has occurred.

❖ If the PCs continue walking toward the opening, play *Track 21* just before they reach it.

TRACK 21

The characters can hear evening sounds of the outdoors, as well as two smugglers discussing their business. They are unloading crates and taking some prisoners with them.

❖ If the characters advance to the opening immediately, read the following aloud, then play *Track 22*:



The canal flows into the Windrush River. Tall rushes and drooping foliage conceal the tunnel opening from anyone traveling the river. Where the walkway ends, two ruffians—a man and a woman—are preparing to climb aboard a skiff. Two prisoners, bound and gagged, are huddled in the boat. Several crates are stacked at the end of the walkway.

TRACK 22

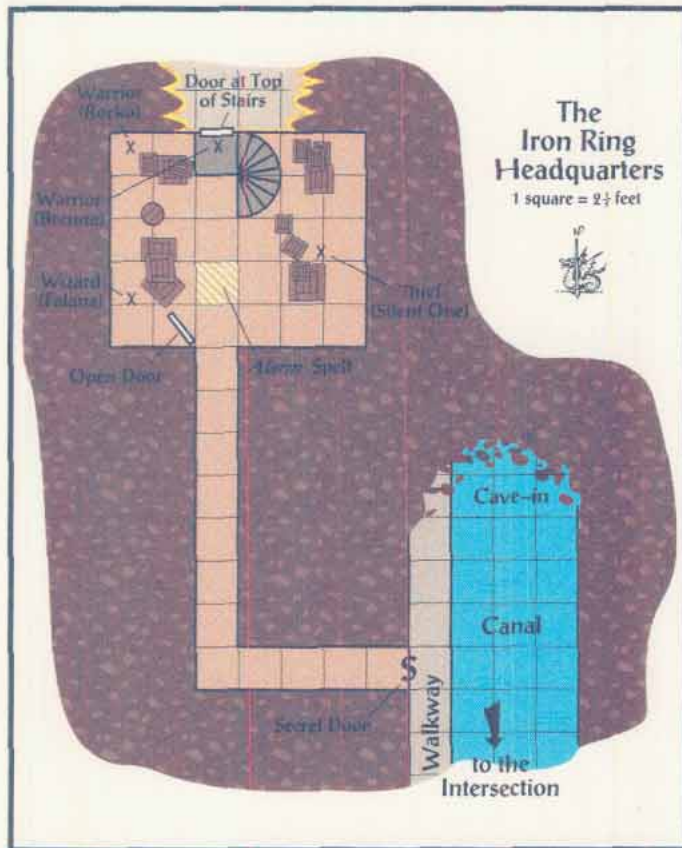
The smugglers see the PCs and realize that they are not members of the Iron Ring. The smugglers attempt to make their escape by diving into the river.

The prisoners in the skiff are kidnapped merchants. Juster is not among them. Despite their gags, they attempt to cry out.

The smugglers are not brave and want only to escape. If the players come up with some clever way to catch them, the smugglers surrender without a fight. They will explain as much or as little about the Iron Ring's new smuggling operation as the DM warrants.

Two Smugglers (1st-level thieves): AC 8; MV 12; HD 1d6; hp 4, 3; #AT 1; Dmg 1d6 (short swords); ST 15; SA backstab; SD none; MR nil; AL CN; THAC0 20.

Equipment: leather armor, short swords, lanterns, rope.
Thieving Abilities: PP 30%, OL 25%, F/RT 20%, MS 15%, HS 10%, DN 10%, CW 85%, RL 0%



Two Merchants (0-level humans): AC 10; MV 12; HD 1d4; hp 3, 2; #AT 1; Dmg 1d2; ST 19; SA none; SD none; MR nil; AL NG; THAC0 20.

Equipment: Robes.

❖ If the heroes rescue the merchants and remove their gags, play *Track 23*.

TRACK 23

The merchants thank the characters for rescuing them and beg the characters to rescue Juster.

The merchants return to town to fetch the guard, taking a path that leads up the river bank. If the heroes have captured the smugglers, then they must decide how to march prisoners around in the tunnels, or come up with another solution. Remind them of this difficulty and make them resolve it somehow before continuing with the adventure.

Iron Ring Headquarters

This branch of the canal does not travel far before it, too, stops at a cave-in. A secret door has been built into the side of the tunnel (it's the same door that the heroes heard closing when they were at the shrine of Key-Hamintep). Once the heroes find and open the secret door, another tunnel is revealed. It leads to an underground room. As the heroes approach this area, read the following aloud:

A stone-walled room lies ahead. Apparently it's some kind of basement. Many crates, boxes, and barrels are neatly stacked on the floor. At the opposite side of the room, a spiral staircase winds upward.

Refer to the accompanying map of the Iron Ring Headquarters. When they reach the entrance, heroes can see that the staircase rises two stories to a door high on the wall. They *cannot* see the four thugs hiding behind the crates, however (a wizard, two warriors, and a rogue). The heroes are expected, and an ambush has been prepared. An *alarm* spell is triggered as soon as anyone steps in the area represented by shading on the map.

❖ When the alarm is triggered, play *Track 24*.

TRACK 24

The characters trigger an *alarm* spell, and then are ambushed.

The villains leap from their hiding places and attack. Roll for surprise. If the heroes are surprised, the villains gain a free round of actions and the characters lose any Dexterity and shield bonuses to their Armor Class. Otherwise, the battle proceeds normally. The villains cannot be surprised because they knew the heroes were coming.

The wizard (Falana) first shuts the door and casts *hold portal* on it to trap the characters in the room, then moves

out of range of weapons in order to cast spells from a safe distance. The female warrior (Brenna) comes through the door at the top of the spiral stairs and fires arrows down at the group, while the male warrior (Rocko) moves to engage the strongest member of the party in melee combat. The thief (Silent One) skulks in the shadows and waits for an opportunity to backstab someone.

Falana (2nd-level wizard): AC 9; MV 12; HD 2d4; hp 7; #AT 1; Dmg 1d6; Str 8; Dex 15; Con 13; Int 16; Wis 11; Cha 12; ST 12; SA spells; SD spells; MR nil; AL LE; THAC0 20. Equipment: robes, staff, spellbook, *wand of magic missiles*, 3 charges. Spells Memorized: *mirror image*.

Brenna (1st-level warrior): AC 5; MV 12; HD 1d10; hp 8; #AT 2; Dmg 1d6/1d6; Str 14; Dex 9; Con 15; Int 10; Wis 6; Cha 11; ST 17; SA none; SD partial cover, -2 to hit; MR nil; AL LE; THAC0 20. Equipment: chain mail, short bow.

Rocko (1st-level warrior): AC 3; MV 12; HD 1d10; hp 6; #AT 1; Dmg 1d8+1; Str 17; Dex 10; Con 11; Int 14; Wis 15; Cha 6; ST 17; SA Str bonus; SD none; MR nil; AL LE; THAC0 20 (19 with Str bonus). Equipment: banded mail, shield, long sword.

The Silent One (2nd-level thief): AC 5; MV 12; HD 2d6; hp 7; #AT 1; Dmg 1d4; Str 10; Dex 16; Con 6; Int 13; Wis 7; Cha 15; ST 15; SA backstab for double damage; SD none; MR nil; AL CE; THAC0 20 (19 throwing, 16 backstabbing). Equipment: *leather armor +1*, two daggers. Thieving Abilities: PP 35%; OL 34%; F/RT 25%; MS 21%; HS 15%; HN 10%; CW 86%; RL 0%

This is a serious fight, and it should be the toughest challenge the characters face in this adventure. Try to play the villains as cleverly as you can while still being fair. The encounter will be at its most exciting if the players feel that they are on the edge of defeat and are biting their nails during each round.

If the heroes win the battle, then they can search the rest of the complex. In a closet upstairs, they find Juster bound and gagged. Go to **Rescuing Juster**.

If for some reason the PCs lose this fight (a very real possibility), they are taken prisoner by the Iron Ring. Go to **Heroes are Captured**, below.

Rescuing Juster

The spiral stairs lead to the back room of a warehouse near the wharves. It's a front for Iron Ring operations. Juster is tied up and gagged in a closet here. When the characters find him, read the following aloud:

Inside a dusty and cramped closet sits a rather pudgy man dressed in the garb of a merchant. He has been thoroughly trussed up and gagged. As soon as the closet door opens, he begins trying to speak, obviously agitated.

❖ If the PCs remove Juster's gag, play **Track 25**.

TRACK 25

The PCs rescue Juster, who thanks them profusely. He explains that the Iron Ring wanted him to sell their illicit wares. When he refused, they kidnapped him.

Juster Dainworth (0-level merchant): AC 10; MV 12; HD 1d4; hp 2 (1 currently); #AT 1; Dmg 1d2; Str 5, Dex 10, Con, 9, Int 9, Wis 11, Cha 12; ST 19; SA none; SD none; MR nil; AL NG; THAC0 20. Equipment: robes.

If PCs search the warehouse, they find plenty of stolen goods. Juster runs off, stating his intention to fetch the city guard. Before long, he returns with a patrol. If any of the criminals are still alive, they are hauled off to prison.

❖ When the guard arrives, play **Track 26**.

TRACK 26

The sergeant thanks the characters for their assistance in breaking up the criminal organization. Juster tells them that they will always be welcome in his store for special discounts.

Heroes are Captured

❖ If the villains win the fight, any heroes still alive are quickly tied up and gagged. Play **Track 27**:

TRACK 27

The characters are tied up, and the criminals tell them that they are being shipped downriver to be sold in far-away slave markets.

At this point, the players must figure out how their heroes might escape and defeat the kidnappers. Keep in mind that the criminals are just as clever as the PCs, so they are looking out for tricks, magic, and so forth. Make the players work to find an escape—it should be a challenge. However, if they come up with a good plan, allow them the satisfaction of triumph. The adventure will have been worth it.

Wrapping Up

The heroes have made several friends and enemies in this adventure. They have rescued Juster Dainworth, done a good deed for Threshold, and disrupted a budding operation of a master criminal organization. Juster can become a valuable friend in the future, and the baron and his niece Aleena are aware of the characters and may keep them in mind for future work (see Adventure Two). The Iron Ring, on the other hand, will certainly seek some form of retribution down the line. In fact, far away, somewhere in Karameikos, someone is plotting the heroes' downfall.

❖ If the PCs return to the Juggling Ogre, play **Track 28**. A celebration takes place.

❖ Tell players their characters have won a few new enemies. Then play **Track 29**.

Adventure Two:

The Sound of Madness

Here's a brief summary of the perils and pitfalls heroes face on this adventure: Aleena Halaran, an administrator of Threshold, sends the heroes on a "delicate" mission. Unbeknownst to her uncle, Baron Halaran, she has fallen in love with a druid who lives near the mountain village of

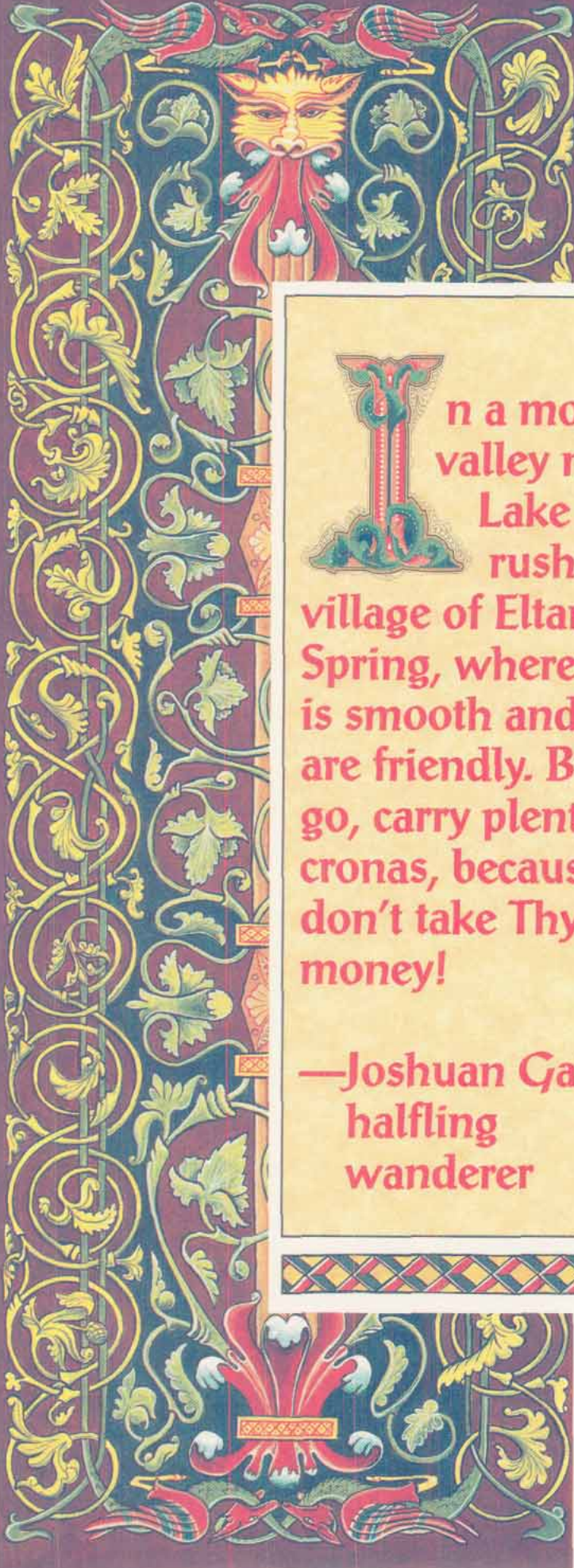
Eltan's Spring. (This proves the old adage "opposites attract," for their love has blossomed despite their religious and social differences.) Aleena has not heard from the druid in some time. She has sent servants to investigate, but not one has returned. In fact, no word at all has come from Eltan's Spring in weeks. Now Aleena fears that the town and her secret love are both in serious trouble.

Eltan's Spring lies in a small, secluded mountain valley north of Threshold. To reach it, the heroes must travel on horseback. Along the way, thugs from the Iron Ring fire arrows upon them from afar. Later, a giant wasp attacks.

At Eltan's Spring, the PCs discover that the crops are dying in the fields. The village elder reveals that the druid who lives in the woods nearby has been acting very strangely. In years past, he came out of the forest and used his magic to ensure a bountiful harvest. This year he appeared speaking nonsense about the wind and a woman. Then he ruined the crops with his magic and fled. Aleena's servants went to the druid's grove to investigate. They did not return. Villagers tried to follow, but goblins in the woods drove them back. Upon meeting the heroes, the village elder begs them to visit the druid's grove and find out what's wrong.

When the heroes reach the druid's cottage, he is gone. The cottage isn't empty, however—two of Aleena's servants are locked in a box, having been transformed into pixies! The pixies explain that an evil hag has hypnotized the druid with a set of magical wind chimes. She takes the form of a beautiful woman, but her true form is hideous: She stands nearly 8 feet tall, has warty blue skin, and talons that can rend flesh with ease. One of Aleena's servants may already have become her dinner, the pixies lament.

The heroes must visit the hag's cottage and find the magical item that will destroy the chimes. If they succeed, a climactic battle takes place between the hag, the druid, the



In a mountain valley north of Lake Wind-rush lies the village of Eltan's Spring, where the ale is smooth and the folk are friendly. But if you go, carry plenty of cronas, because they don't take Thyatian money!

—Joshuan Gallidox,
halfling
wanderer



hag's goblin hordes, and the heroes. The druid's sanity is restored, and the heroes are amply rewarded.

New Magic

"The Sound of Madness" includes two magical items that are new to FIRST QUEST game players. The first belongs to Bertrak, the druid. The second belongs to the hag, and stealing it is the key to the heroes' success.

Wand of Polymorphing

The *wand of polymorphing* emits a thin green beam that darts forth to a maximum distance of 60 feet. Any creature touched by this beam must make a successful saving throw or be polymorphed as if struck by a *polymorph other* spell (described below). The character using the wand must make a successful attack roll to hit an unwilling target, and the target is entitled to a saving throw. Each function draws one charge from the wand, and only one function may be used per round.

Polymorph other is a 4th-level wizard spell that completely alters the appearance and abilities of a character or being. The recipient assumes the form and physical abilities of another creature—in this adventure, for example, characters become pixies. The acquired "form" includes natural Armor Class (a rating due to such things as skin toughness or size, but not magical nature), movement abilities (walking, swimming, flying, but not planar travel, teleportation, or the like), and attack routines (such as clawing and biting, but not breath weapons or gaze attacks). Hit points and saving throws do not change. If slain, the polymorphed character returns to his original form (though he is still dead).

A polymorphed character retains his own mind. That means a polymorphed wizard can still cast spells, provided the new form allows him to perform the proper motions and incantations. A second casting of *polymorph other*—or *dispel magic*—can change the recipient back to his original form.

For more complete details of the *polymorph other* spell, as well as the *wand of polymorphing*, consult the *AD&D Player's Handbook* and *DUNGEON MASTER® Guide*.

Horn of Blasting

This magical horn can destroy the wind chimes that are driving Bertrak the druid mad. The horn is hidden in the hag's cottage. It appears to be a normal trumpet, but it radiates magic if a *detect magic* spell is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has two effects, both of which happen at once:

1. A cone of sound, 120 feet long and 30 feet wide at the end, issues forth from the horn. All within this area of effect must make a saving throw. Those who succeed are stunned for one round and deafened for two. Those who fail the saving throw sustain 1d10 points of damage, are stunned for two rounds, and are deafened for four.

2. A wave of ultrasonic sound 1 foot wide and 100 feet long issues from the horn. This weakens materials such as metal, stone, and wood.

If a *horn of blasting* is used more than once per day, there is a cumulative 10% chance that it will explode and inflict 5d10 points of damage upon the person sounding it.

In this adventure, the pixies will try to talk the characters out of any plans to use the horn for anything other than destroying the wind chimes, saying, "The horn is very powerful magic and shouldn't be trifled with." However, if the PCs attempt to harm the hag with it, she will suffer its effects as described above.

Eltan's Spring

The village of Eltan's Spring was founded nearly a century ago by a brewer named Eltan Durgovitch. With his half-elf wife, Liselle, and his brother, Farnold, Eltan built a small cottage next to the spring, which is said to have tasted so pure and sweet to Eltan that he knew his ale would never taste the same without it. While Eltan did the actual brewing, Liselle harvested wild grains in the woods for the other ingredients. Farnold, meanwhile, took care of business, transporting the ale down to Threshold and returning with supplies.

Eventually, the Durgovitch clan decided to build a taproom on the site, where local farmers could come and enjoy a cold brew and friendly conversation by a fire in the evenings. It wasn't long before more people moved into the area to set up other shops catering to the farmers, who were glad not to have to travel to Threshold any longer to do their trading.

So it was that the community of "Eltan's Spring" was born. Today, several of the villagers are descendants of Eltan and Liselle Durgovitch, including Gernon, the village elder; Boltac, the leatherworker; and Liselle, the proprietor of the Crock and Goblet, who bears her grandmother's name with pride. Liselle still uses the same recipe Eltan did, brewing the ale she serves to her customers.

Getting Started

First, cue the CD to *Track 30*. Gather *Handouts 4, 5, 6, 7, and 8*, too. Keep these handouts close at hand; the adventure text explains when to give them to players.

As “The Sound of Madness” begins, the heroes are once again at the Juggling Ogre Inn and Taproom, relaxing after their adventure in the tunnels beneath the city. Give players *Handout 4* and read the following aloud:

After the excitement in the tunnels beneath Threshold a few nights ago, the comforts of the Juggling Ogre Inn and Taproom are satisfying indeed. A hearty meal has been spread upon the table, and it seems as if nothing could disturb the peace of this fine day.

❖ Of course, something does disrupt the meal. To find out what it is, play *Track 30*:

TRACK 30 Two thugs on the street fire into the pub with a crossbow, then flee. A note on the quarrel reads “Death to enemies of the Ring.” A man appears bearing a message from Aleena Halaran, who has a job for the heroes. The messenger asks the heroes to accompany him to the town hall for details.

Meeting with Aleena

If the players choose to meet with Aleena, the courier leads the PCs to the town hall in the middle of Threshold. Read the following aloud:

The town hall of Threshold is an impressive edifice, with arching hallways and plush appointments. The courier leads the way through the building, stopping before an open door. Just beyond, a scribe sits at a small wooden desk, hard at work. Behind the desk is a second door, which is closed. The courier strides to the door and knocks. A woman inside bids him to enter.

❖ Play *Track 31* now.

TRACK 31 The PCs meet Aleena. She says she has a job for them. It involves some risk, but she’ll match it with a suitable reward. Are the PCs interested?

At this point, the players must decide whether the heroes are interested in the mission.

❖ If the heroes say they’re interested in the work and want to hear the details, play *Track 32*. (Otherwise, you’ll have to find another way to get them involved in this adventure.)

TRACK 32 Aleena is in love with the druid. She explains that she has not heard from the druid near Eltan’s Spring for two weeks. She sent three aides to investigate, but none returned. She asks the PCs to travel to Eltan’s

Spring to look into the matter. Aleena adds that they should seek out Gemon, the village elder, at the Crock and Goblet.

Aleena gives each hero 50 gp and tells them they’ll need horses for the trip to Eltan’s Spring. She also provides a map to the village (give the players *Handout 5*).

Heroes can purchase horses and any additional supplies before setting out for Eltan’s Spring. Once they have taken care of their business in town, get them on their way.

Ambush

While the characters are riding along the trail enroute to Eltan’s Spring, two members of the Iron Ring attack from the woods, firing arrows.

❖ When heroes reach an area where the roadside is grassy and woods lie in the distance, play *Track 33*:

TRACK 33 Two rogues fire on the PCs from afar, then retreat into a wooded area.

Guido (2nd-level warrior): AC 5; MV 12; HD 2d10; hp 13; #AT 2 or 1; Dmg 1d6/1d6 or 1d8; Str 14; Dex 13; Con 15; Int 9; Wis 12; Cha 8; ST 17; SA none; SD none; MR nil; AL NE; THAC0 19.

Equipment: chain mail, crossbow, long bow, dagger.

Vito (2nd-level warrior): AC 4; MV 12; HD 2d10; hp 11; #AT 2 or 1; Dmg 1d6/1d6 or 1d8+1; Str 13; Dex 17; Con 12; Int 13; Wis 11; Cha 9; ST 17; SA none; SD none; MR nil; AL LE; THAC0 19 (17 with bow, 18 with magical sword).

Equipment: Ring mail, long bow, long sword +1.

The thugs flee after firing once, disappearing into the woods. Any attempt to follow or track them proves futile. Presumably, the thugs will attack again later.

Giant Wasp

Not far from Eltan’s Spring, a giant wasp attacks the heroes on the road.

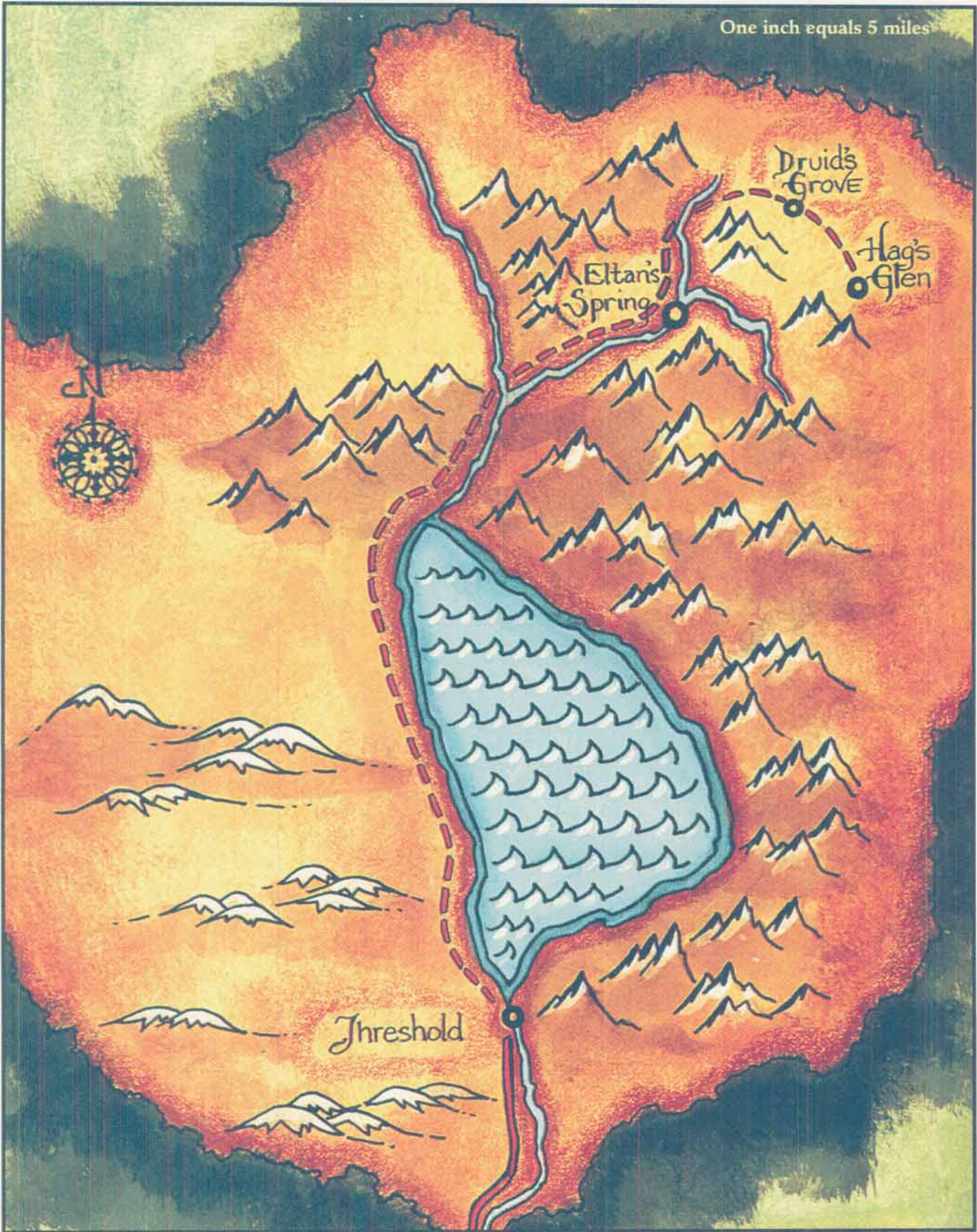
❖ Read the following aloud, then play *Track 34*.

The thugs who attacked earlier have not reappeared. The trail winds higher into the Black Peak Mountains, providing a fantastic view all around.

TRACK 34 Heroes notice dying crops as they near Eltan’s Spring. A giant wasp attacks.

Wasp, Giant (1): Int Non; AL N; AC 4; MV 6, Fl 12 (B); HD 4; hp 18; THAC0 17; #AT 2; Dmg 2d4 (bite)/1d4 (stinger); ST 16; SZ M (5 ft. long); ML 8–10; XP 420.

One inch equals 5 miles



Bertrak

8th-level Druid

Armor Class:	8
Hit Points:	50
THAC0:	16
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Spells, magical items
Special Defences:	Spell immunity
Saving Throw:	12
Movement:	12
Alignment:	Neutral

Basic Abilities:

Str	14	Int	13
Dex	16	Wis	13
Con	14	Cha	15

Bertrak always enjoyed the outdoors, even when he was a young man. He was born in Threshold, but he now calls the woods around Eltan's Spring home. He has been a friend to the people, keeping their crops healthy and tending to sick and wounded farm animals. His love for Aleena arose when the two met during Bertrak's last visit to Threshold.

The druid is actually a dual-classed character. During his youth, Bertrak studied arcane magic as a wizard, but eventually he gave it up to become a druid. His past is not something he dwells upon or even likes to mention. In fact, while in his right mind, he chooses not to wield his wizard skills and related accoutrements. Because of his madness, though, he has returned to some old habits. One of those habits is the use of magical items, such as the *wand of polymorphing*.

Arrival in Eltan's Spring

The rest of the journey to Eltan's Spring is uneventful, and the group arrives at the village near dusk. Read the following aloud to set the scene:

The sun is setting when the trail at last begins to descend into a narrow valley. Fields of sickly, wilted wheat border the trail. Up ahead lie the soft glowing lights of a village. The scent of meat roasting upon a spit drifts through the air. This must be Eltan's Spring.

As the characters approach, night falls fast, and in the dim half-light of dusk, they reach the village. A few villagers are still out and about, and any one of them can reveal that Gernon, the village elder, is at the Crock and Goblet, the local tavern. (Remember, Aleena herself told the PCs to seek out Gernon.) Refer to the accompanying map of Eltan's Spring. Give players *Handout 6* so they have a guide to the village too.

The Crock and Goblet

The Crock and Goblet is a cozy tavern. It much more rustic than the Juggling Ogre back in Threshold, but the layout is similar. Inside, Gernon and local farmers are discussing their plight.

❖ As the PCs approach this tavern and are just about to go inside, play *Track 35*.

TRACK 35

The PCs enter the pub. Gernon welcomes them and explains the following: The local druid, Bertrak, recently wandered out of the woods raving madly about wind chimes and a beautiful woman, then ruined the crops. Three visitors from Threshold went into the woods to investigate, but disappeared. Goblins in the woods keep villagers from following suit. Giant wasps have prevented villagers from going to Threshold for help.

Gernon chats with the PCs and answers their questions as best he can. The druid, he explains, is reclusive but powerful. Some claim he was once a wizard, but such rumors are unconfirmed. Many believe he can take the form of a bear. Usually, he's considered very handsome. Of late, he has taken to wearing tattered brown robes and smearing his face with berry juice. Gernon does not know about the hag's plot or Aleena's secret love affair—only that the druid has muttered "nonsense" about a beautiful, dark-haired woman who comes to him in the woods and whose love drives him mad. (This, of course, is the hag in her favorite guise.) Gernon also knows precisely where the druid's cottage lies in the woods. If the heroes don't ask how to reach the cottage on their own, Gernon and the locals urge the heroes to go to the druid's cottage to investigate.

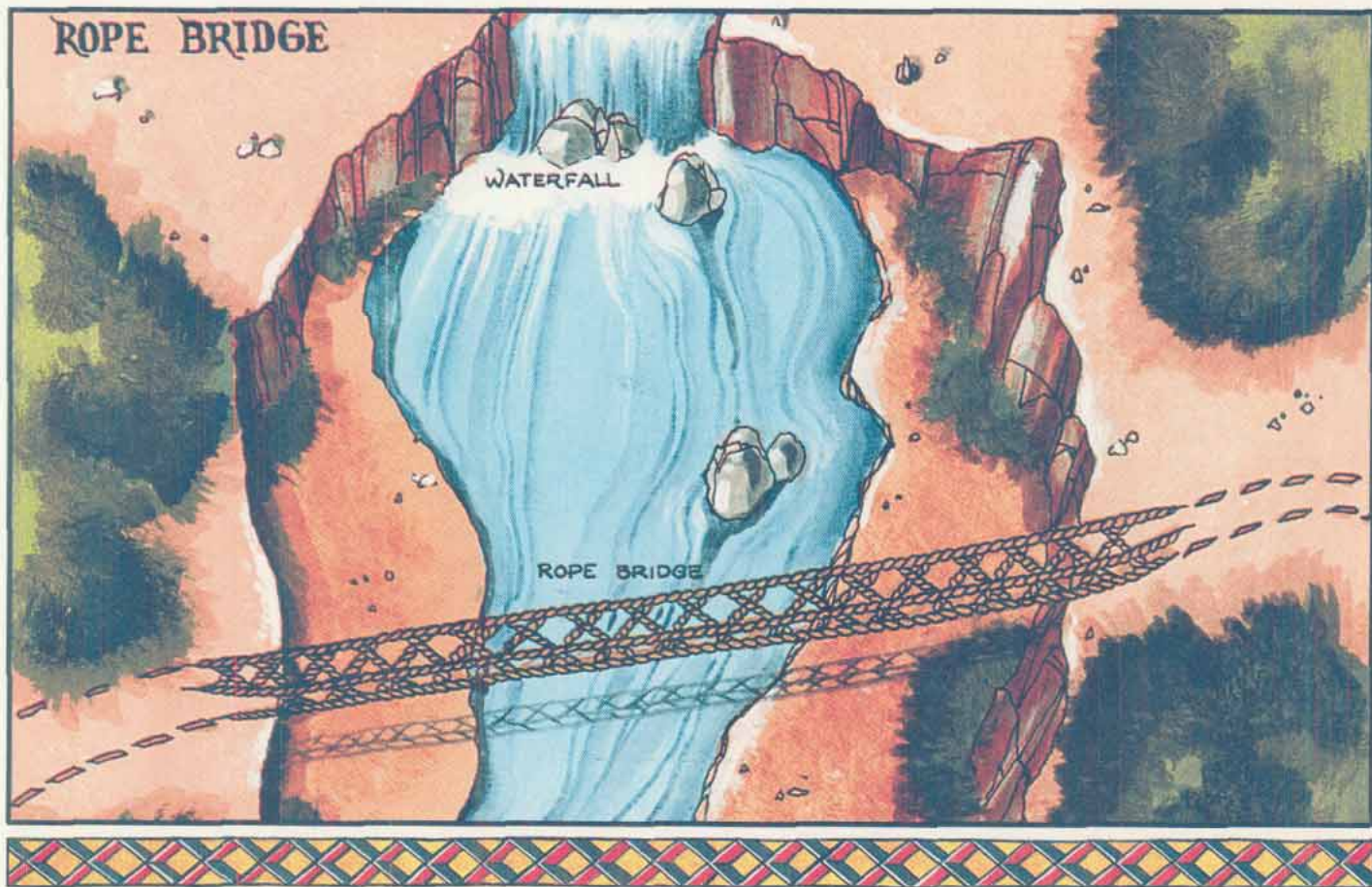
❖ Once the PCs decide to visit Bertrak's cottage in the woods, Gernon gives them directions. Play *Track 36*.

TRACK 36

Gernon tells the PCs they can only reach the druid's cottage on foot; the path is not suited to horses. He asks the characters not to harm Bertrak, and warns them that the druid is very powerful. He also warns them once again to be wary of goblins in the woods.

Gernon suggests that the heroes stay the night at his house and start fresh in the morning. The path to the druid's grove is not only narrow, but a bit of rock climbing is required (that's another reason horses can't negotiate it). Further, the tangled wood can be dark and treacherous even by day.





Setting Off

If the PCs decide they need additional supplies before traveling, Gernon might help them out—within reason. His hospitality is generous, but he is still a poor farmer, far away from civilization. In any case, Gernon draws a map showing the way to the druid's cottage; give players *Hand-out 7*. When the heroes are ready to set out, Gernon and several villagers lead them to the start of the trail, then wish them good luck and warn them not to stray from the path, since "the woods are filled with many dangers." Note that upcoming encounters assume that the heroes heed this advice. If heroes decide to stray from the path, discourage them subtly with goblin attacks and impassible terrain.

The Rope Bridge

Read the following aloud as the PCs near the rope bridge:

About an hour into the trip, the trail reaches a waterfall, which thunders into a sparkling river below. An ancient-looking rope bridge spans the chasm. The bridge looks tattered and lacks a few planks, but Gernon has assured you of its strength. Trees and heavy undergrowth are particularly thick in this area, fed by the constant misty spray of the waterfall.

Although this bridge looks old, rotten, and rickety, it is sturdy enough to bear the PCs' weight.

❖ When the heroes begin crossing the bridge, they are ambushed by a small group of goblins who have been hiding in the heavy undergrowth on both sides of the river. Play *Track 37*.

TRACK 37

The characters are crossing a creaky rope bridge near a waterfall when they are ambushed by chattering goblins.

The goblins try to trap any characters on the bridge by thrusting spears at them from both sides. The goblins may even attempt to cut the rope of the bridge and send the PCs plummeting down into the river 30 feet below. If a goblin is left alone for two rounds, it can successfully cut the bridge. Falling characters suffer only 1d6 points of damage; the water below softens the fall. If half the goblins are defeated, the rest flee into the woods again.

Goblins (8): Int Low; AL LE; AC 6; MV 6; HD 1–1; hp 6, 5, 3, 3, 1×4; THAC0 20; #AT 1; Dmg 1d6; ST 19; SZ S (4 ft. tall); ML 10; XP 15 each.

The Druid's Grove

Another half-hour past the rope bridge, the characters arrive at Bertrak's grove. Read the following aloud:

The trees part on either side of the path to reveal a clearing ringed by evergreens, which is perhaps 60 feet across. A small, squat cottage sits at the center of the clearing. Beside it looms a majestic oak tree whose branches form a vast canopy over the area. A set of crystalline chimes hang from the lowest branches of the oak, tinkling in the breeze. The sound is ominous and discordant.

♦ Give players *Handout 8* to illustrate the scene. Then play *Track 38* to bring it to life.

TRACK 38

The wind chimes tinkle oddly in the druid's grove. Their tone is grating and discordant.

The chimes are the source of the druid's madness, and they are very magical in nature. They cannot be destroyed by normal means, nor can they be removed from the tree. In fact, only the magical horn in the hag's cottage can destroy the wind chimes—but that's something the heroes must discover on their own.

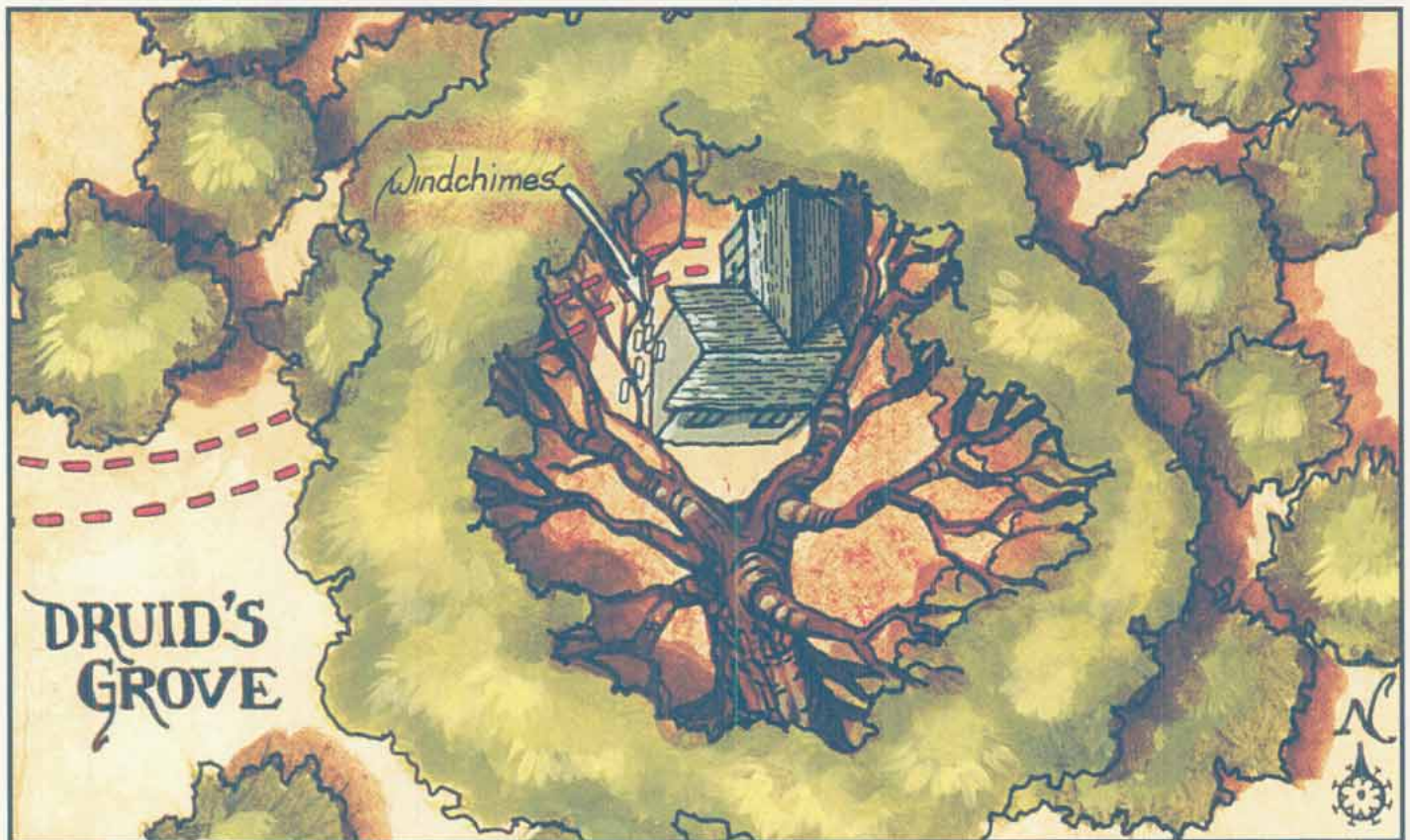
Bertrak is not around now, so the PCs are free to explore the grove and the cottage. Everything is slightly overgrown and rundown. (Bertrak hasn't been himself lately and is letting his work slide.) Refer to the accompanying maps.

The Druid's Cottage

Once the heroes go inside the cottage, read the following aloud:

Bertrak's cottage is simple and sparse, with few luxuries. Furnishings consist of a bed, table, shelves, and two chairs—all fashioned from natural logs and branches. Like the outside, the interior is unkempt. Rumpled clothing lies on the floor and hangs across the backs of the chairs. Dirty dishes are scattered across the crude table. Ashes from the fireplace spill onto the hearth, and coals are still aglow beneath the chimney. A footlocker at the end of the small bed completes the appointments.

Bertrak owns nothing of any real value. Anything that stirs the PCs' interest here can be described as homemade (such as the dishes, which are either carved from wood or made of baked clay). As the PCs explore, they hear a muffled *thump, thump, thump* coming from somewhere inside the cottage. At first, the source of this sound is difficult to discern. If the heroes listen closely and move about the



room slowly, they discover it's coming from the footlocker. The pixies are trapped inside, and it's important that the heroes discover them. If the PCs don't open the footlocker, a pixie cries, "Let us out!" as loudly as possible.

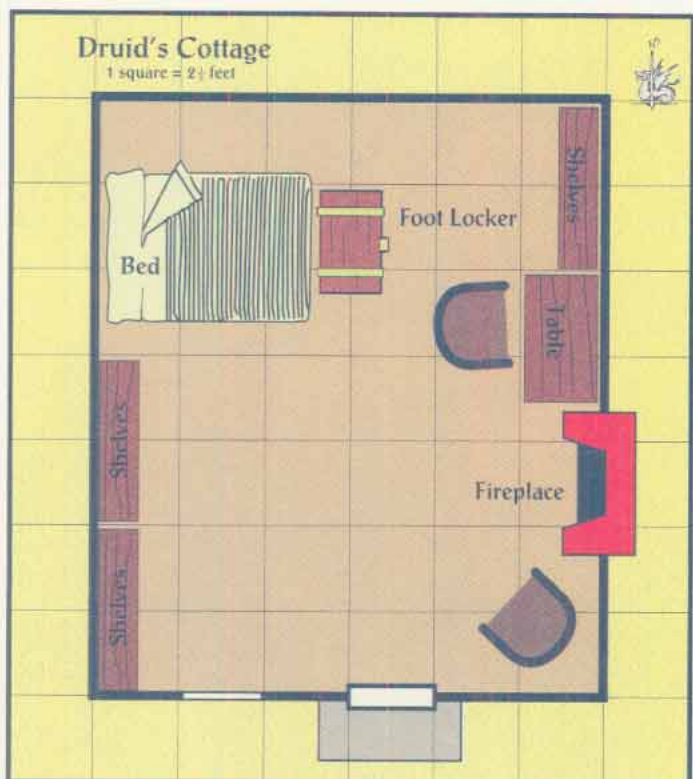
❖ If a hero decides to open the footlocker, play *Track 39*.

TRACK 39

The thief opens the footlocker and frees two pixies, Ilsa and Dunkel. The pixies reveal that they are actually humans from Threshold, and that the druid transformed them. They want to flee into the woods and urge the PCs to follow—Bertrak could come back at any time and might turn the PCs into pixies too!

Ilsa and Dunkel are two of the three aides that Aleena Halaran sent to Eltan's Spring (Ilsa is a seamstress and Dunkel is a barrister). When these two came to investigate Bertrak's condition, he transformed them into pixies with a *wand of polymorphing*. (The fate of the third man will become evident during a visit to the hag's cottage.)

The characters can question Ilsa and Dunkel, but the pixies refuse to answer any more questions until they all flee from Bertrak's grove. ("Let's talk outside in the woods," they say. "Follow us, and we'll tell you everything you want to know.") The pixies do not wish to risk recapture; they've been in the footlocker long enough already.



Bertrak Returns

Bertrak returns just as the heroes are starting to leave the cottage. (This encounter assumes that the PCs have freed the pixies.)

❖ Read the following aloud, then play *Track 40*:

One pixie flies toward the door while the other flutters at the window beside it.

"Oh, no!" exclaims the pixie at the window. "Look who's coming!"

"Shhh!" exclaims the other. "He'll hear you!"

TRACK 40

As the heroes try to leave Bertrak's cottage, the druid approaches. A sultry woman accompanies him as far as the clearing. Upon seeing the intruders, the druid becomes angry and transforms himself into a bear. The pixies suggest that everyone flee into the woods—the druid can't catch them all.

The woman in the woods is actually the hag. She escorts her "love" as far as the clearing, then vanishes into the woods. She doesn't notice the PCs. Even if the heroes pursue this "mystery woman," they cannot catch her. Hags can move much faster than humans.

After assuming the shape of a bear, Bertrak begins chasing after one or more of the heroes. (DM Tip: As the PCs flee, play up the scene by describing how the bear chases someone, gets really close, and then changes course to chase after someone else.) After a time, a befuddled Bertrak loses interest and returns to his cottage.

If the heroes do not flee and attack Bertrak instead, the pixies try to stop them. The fluttering creatures might go so far as to tell the PCs that Aleena would be furious if the druid were harmed. Of course, the villagers of Eltan's Spring wouldn't be happy either—they want their druid restored to normal. If these attempts to stop the PCs' attack fail, Bertrak changes back into human form, pulls out his *wand of polymorphing*, and uses it on a player character.

❖ If the druid uses his wand on a hero and the target fails a saving throw, play *Track 41*.

TRACK 41

Bertrak uses his *wand of polymorphing* to transform one of the characters into a pixie. Ilsa and Dunkel renew their efforts to convince the PCs to flee.

Bertrak continues to use his wand as long as the characters refuse to run away. The rest of the adventure must be altered slightly to compensate for transformed characters. If all the PCs are transformed, they face a difficult challenge. Only with luck and teamwork can such a group succeed.

The Pixies Tell Their Tale

The characters can regroup in the woods nearby. Even if the PCs are separated and can't find each other immediately, the pixies can guide them all back together. Ilsa and

Dunkel want to get the characters together in a group and tell them about Bertrak.

❖ When the heroes and the pixies have regrouped in the woods, and the heroes are ready to hear the pixies' story, play *Track 42*.

TRACK 42

The pixies tell the characters Bertrak has been enchanted by an evil hag. Her wind chimes hypnotize him. The pixies think the hag has another magical item that can destroy the chimes. They ask if the PCs want to hear the rest of the story.

❖ Once the heroes say they'll hear the rest of the story, the pixies continue their tale. Play *Track 43*.

TRACK 43

The pixies say they met a third person from Threshold at the druid's cottage. That was Theobald, Aleena's aide. Bertrak transformed Ilsa and Dunkel into pixies, then the trio fled into the woods. (Theobald remained human.) At night, they spied on Bertrak and saw a beautiful woman. They followed her. She became a hag who muttered about "magic music" that would destroy her chimes. The hag caught Theobald and took him to her cottage, then threw him in the larder. The pixies returned to Bertrak and tried to warn him about the hag, but he locked them in the footlocker. The pixies want the PCs to find the "magic music" and save the druid.

The PCs' best move at this point is to visit the hag's cottage and search for the magical treasure that will destroy the chimes. Ideally, the heroes will do this *without* too much pressure or guidance from the pixies. (Try to avoid leading players by the nose.) Still, this course of action is what the pixies themselves suggest. The pixies realize that the hag could be carrying the treasure with her, but they think her cottage is a good place to start looking—especially since they still may have a chance to save Theobald. The pixies know that the hag visits Bertrak every night, so nightfall is the best time to search her cottage.

Player Surprises: Players may think of some other way to save the druid. Let them try it out; don't force a course of action. Keep in mind, though, that the heroes cannot possibly defeat the powerful hag in direct combat, although the druid could if he were healthy. The pixies have seen the hag in action; they know how fast and strong she is and might warn the PCs. The pixies also know the hag has goblins at her command.

As noted earlier, the chimes can only be destroyed with the *horn of blasting* that lies in the hag's cottage. Any other attempts at destroying the chimes (for example, casting a *silence* spell or cutting down the tree) do not work. However, such actions might make the druid *very* angry. Even in his present state, Bertrak won't allow anyone to harm the trees in his grove, particularly the huge oak.

It's possible the heroes may consider going back to Threshold for help. That would be bad; the druid would become completely insane while they're gone and the crops would be permanently lost. A gentle warning from the pixies (or villagers in Eltan's Spring) should help you subtly steer the adventure back on course. Ilsa and Dunkel are quite capable of pointing out the flaws in such a plan—they want to save Bertrak, and have him restore them to their human forms, as soon as possible.

Approaching the Hag's Glen

It will be nightfall if the PCs are trying to sneak to the hag's house while she is visiting the druid. As they get close to her glen, they stumble upon a band of goblins.

❖ Read the following aloud. Then play *Track 44*.

Polymorphed Pixies

Armor Class:	5
Hit Dice:	As before
THAC0:	As before
No. of Attacks:	1
Damage/Attack:	1 hit point (miniature weapons)
Special Attacks:	As before
Special Defenses:	As before
Saving Throw:	19 (As before)
Movement:	6, Fl 12
Intelligence:	As before
Alignment:	As before
Treasure Type:	None
Size:	Small, 2 1/2 ft. tall
Experience Points:	None

In this adventure, Ilsa and Dunkel are humans who have been "turned into" pixies. They have the physical characteristics of pixies, but none of a pixie's special abilities. In other words, they look, sound, and move like pixies, but retain their original hit points, THAC0, weapons (miniaturized), and saving throws. Their minds are intact too. (True, Ilsa and Dunkel have come to act a bit goofy—but wouldn't you if you were turned into a pixie and stashed in a box?) Wizards and clerics who are transformed into pixies—unfortunate PCs, for example—can still cast spells.

The pixies lead the way to the hag's cottage. The forest grows especially dark, and a fog cloaks the ground. A green glow filters through the trees ahead. The nighttime sounds are eerie.

TRACK 44

The pixies see shadows moving up ahead, and comment that they've never seen that green glow before.

Give the heroes a chance to react. (They may want to ready weapons, spells, and so forth, or even quietly retreat.)

❖ Goblins attack a moment later, no matter what the heroes do. Play *Track 45* to set the scene:

TRACK 45

The goblins leap out of the forest, surrounding the heroes. The creatures attack.

If the heroes were cautious and wary, then they are ready for the goblins. If the heroes did not expect the attack—that is, if the players did not announce that the heroes were preparing anything—then a surprise roll is in order.

Goblins (10): Int Low; AL LE; AC 6; MV 6; HD 1-1; hp 7, 6, 6, 5, 4, 4, 3, 3, 1, 1; THAC0 20; #AT 1; Dmg 1d6; ST 19; SZ S (4 ft. tall); ML 10; XP 15 each.

The goblins use their excellent night vision, the fog, and their knowledge of the terrain to take the PCs by surprise. The characters receive a -2 penalty to their surprise rolls when the goblins first jump out of the trees.

When half of the goblins are defeated, the others fade into the forest. If the PCs pursue the goblins, describe in detail how they chase the creatures through the fog and the trees, but more often than not seem to lose them. Allow the characters to catch a few goblins, but others should slip away, just to make the heroes nervous.

The Hag's Cottage

After the fight is over, the party can approach the cottage, which should be visible through the trees. Give players *Handout 9*, and read the following aloud:

The hag's abode lies in a small clearing, surrounded by a horrid fence made of man-sized bones and human skulls. The green, eerie light comes from within the cottage, shining through its windows. The fog that aided the goblins seems to billow outward from the clearing, spreading into the surrounding forest.

Refer to the accompanying maps of the glen and the hag's cottage. Allow the PCs to approach as cautiously as they wish. There is no one here.

❖ Once the characters enter the cottage, read the following to set the scene. Then play *Track 46*.



The hag's abode confuses the senses. Angles do not seem true. Distances appear distorted, and light comes from all directions at once. The floor feels as fluid and unsettled as a ship upon the ocean, though it does not visibly move.

At the center of the one-room cottage lies huge table, completely covered with bubbling beakers, flickering candles, bundles of parchments, old tomes, and jars of mysterious substances—all of them noxious and slippery. A great fireplace takes up almost all of one wall, and a blackened cauldron has been set there to boil. The odd green light appears to come from whatever is brewing inside the cauldron. Perched atop a tall bookcase, eying everyone suspiciously, is a cat of purest black.

TRACK 46

Ilsa and Dunkel have a discussion about whether or not the cat was there before. Ilsa saw the same cat just before Theobald was caught—and thinks the cat is a spy for the hag.

Chasing the Cat

The cat is, indeed, the hag's pet. They are telepathically linked, and the cat has warned its mistress that the PCs have invaded her home.

♦ If the heroes try to catch the cat, play *Track 47*.

TRACK 47

There is general chaos as the characters try to catch the cat, which is hissing and yowling and knocking things over.

The cat is much too agile for the heroes to catch. Have the players roll a few Dexterity checks, but nothing short of a natural 1 indicates success. After a few rounds, the cat jumps through a small hole in the wall and flees into the woods.

If a PC gets lucky and manages to grab the cat, the hag bursts through the door at that moment. The shock is enough to require a second Dexterity check, and anything short of a natural 20 results in the cat wriggling free.

Note: The hag also returns home at once if anyone tries to cast a magical spell upon the cat.

Disturbing the Experiments

If a character disturbs anything on the table—by looking for the magical treasure, for example—have the player roll percentile dice. There is a 30 percent chance that a beaker breaks, with very unpleasant results.

♦ If the player rolls 30 or less, play *Track 48*.

TRACK 48

A beaker is broken. Poisonous vapor escapes and chemicals explode.

The gas cloud is poisonous; the character who knocked the beaker over must roll a saving throw (vs. poison, in full-



fledged AD&D game rules). Failure indicates that the character inhales the fumes, suffering 2d4 points of damage. In addition, that character plus everyone within 10 feet of the explosion suffers 1d8 points of damage from flying glass and noxious substances. A successful saving throw halves the damage from the explosion (players using the complete AD&D game rules should save vs. a breath weapon).

Examining the Cauldron

♦ If anyone takes a closer look at the glowing, bubbling cauldron, play *Track 49*.

TRACK 49

The pixies notice Theobald's shoe tucked behind the cauldron. Nothing but the shoe remains; it appears it's too late to save him.

Theobald has become a key ingredient in the strange stew. Before his demise, he left behind a message. Within his shoe lies a crumpled parchment. It bears a single word scrawled in blood: "horn."

Finding the Horn

The *horn of blasting* that destroys the chimes is resting on the mantle above the fireplace. The horn lies in a velvet-lined case, which is locked. The command word *Plagentius*

is inscribed on a metal plaque inside the lid. If for some reason all the heroes have been turned into pixies by Bertrak, they can still carry the horn, provided at least four of them work together.

❖ When a character picks up the horn, the hag returns home and catches the party red-handed. Play *Track 50*.

TRACK 50

The hag arrives. Hanging from her belt are the heads of two Iron Ring thugs who previously attacked the PCs. She demands that the party surrender the horn to her, and threatens them by saying her goblin followers are right outside.

The hag is a very swift and dangerous opponent, but the heroes have one advantage: their superior numbers. She can't catch them all. The PCs should try to get away from the hag and return with the horn to the druid's grove. If they foolishly try to fight her, the pixies continually buzz about, pleading with them to run. If this doesn't work, don't hesitate to demonstrate the hag's prowess. The threat of character death should be very real to the players.

Try to make this scene tense. The hag is attempting to grab the character who has the horn. Meanwhile, the heroes should be trying to keep the horn out of her hands and get away. They can certainly run through the door or jump out a window if the opportunity presents itself. If the hag manages to grab the character with the horn, give that PC an opportunity to throw it to a companion. A few Dexterity checks can increase the tension. Regardless of what happens, it should appear that the hag can trap each hero—until the victim wriggles free at the last moment.

If the hag does capture some heroes, she strips them of their weapons and throws them into her larder. The larder is actually a root cellar under her house. The door is stout, and she bars it from the outside, so there is little chance of breaking it down (refer to the Strength table for opening a barred door). Prisoners languish in the larder until the hag has a chance to properly deal with them, or until the druid defeats the hag and rescuers (other heroes or Bertrak) arrive.

Back to the Druid's Grove

Anyone who escapes to the outside can flee. No goblins attack; the hag lied about their presence to frighten the heroes. The hag continues to chase the characters all the way back to Bertrak's grove.

❖ As heroes run through the woods toward the druid's grove, play *Track 51*:

TRACK 51

The hag catches up with the characters in the woods, demanding the horn again. She chases them.

The hag begins grabbing the characters one by one and pummeling them until they are unconscious. Determine who is grabbed each time by a random roll of the dice. Make it appear as though she might catch the character

with the horn, but skip that PC when rolling. In other words, keep the scene tense. The hag's success should seem imminent, but the PCs won't actually lose the horn. (Don't make this obvious to the players!)

❖ Once 5 rounds of this pursuit have passed, the character with the horn reaches the druid's grove. Read the following aloud to set the scene, then play *Track 52*:

Fire burns in your leg muscles, and your chest aches. Finally, mercifully, the trees part to reveal the sacred grove of the druid Bertrak. Moonlight sparkles off the eldritch wind chimes. At the cottage, the mad druid himself is emerging from the doorway.

TRACK 52

The pixies urge the characters on to the chimes. Bertrak comes out of his cottage and gets angry at the intrusion. He pulls out a wand.

Playing the Horn

Assuming that the character who has the horn knows how to play it, it resonates with a clear, brassy note. Unless the command word *Plagentius* is spoken first, nothing unusual happens. Only after that magical trigger is voiced will the note destroy the wind chimes.

❖ When a hero says, "Plagentius," and then blows the horn, play *Track 53*.

TRACK 53

The horn sounds a solid note that shatters the chimes. Bertrak revives and confronts the hag. The hag vows vengeance on the heroes and summons her goblins to destroy them; she intends to fight Bertrak personally. Bertrak and the hag prepare to duel to the death.

As Bertrak and the hag begin to fight, goblins come out of the nearby woods. Read the following text aloud:

As the druid and the hag circle one another, small, shadowy forms enter the grove. Goblins! They approach cautiously, moving in to do battle at their mistress's side. If they are not stopped, they will swarm the druid and prevent him from casting his magic upon the hag.

The heroes are the only ones who can protect Bertrak from the goblins. If they do not attack the humanoids, the pixies should urge them to do so. If they still refuse, Bertrak loses the battle and the hag does her best to kill all of the characters. (See sidebars on pages 22 and 31 for Bertrak's and the hag's combat statistics.)

Goblins (10): Int Low; AL LE; AC 6; MV 6; HD 1–1; hp 7, 7, 5, 4, 4, 3, 2, 1 (×3); THAC0 20; #AT 1; Dmg 1d6; ST 19; SZ S (4 ft. tall); ML 10; XP 15 each.

After the PCs are into their own fight with the goblins, read the following text aloud:

The battle between the hag and Bertrak is fierce. Both summon powerful magic to cast at one another. Wind dances in the trees, and a magical maelstrom whirls about the clearing of the grove as the two do battle.

❖ Finally, Bertrak gains the upper hand. When the time has come for the hag to die, play *Track 54*:

TRACK 54

Bertrak destroys the hag with a bolt of lightning. The storm subsides, and Bertrak thanks the heroes for their efforts. He changes the pixies back to their human forms. Then he suggests they all travel to Eltan's Spring in the morning, so he can restore the crops.

Any goblins remaining alive at this point flee into the darkness and do not return.

Returning to Eltan's Spring

The night passes without event. Bertrak provides shelter for everyone in the group, and in the morning, leads the way to Eltan's Spring. The villagers initially regard the druid with fear, but upon seeing him with the heroes and after a short conversation with Gernon, they rejoice. Tell players that Bertrak leads an enthusiastic crowd out to the fields, where he climbs upon a tree stump and motions for silence.

❖ To hear Bertrak's speech, play *Track 55*:

TRACK 55

Bertrak gives a speech apologizing for his behavior. He then casts a spell and makes the wheat crop wholesome and fresh again. Finally, he thanks the characters and leads the crowd in a cheer for the PCs.

Wrapping Up

Bertrak's reward to the players is a quick harvest of the wheat crop. With the whole village working, it takes only a few days to prepare a wagon load, which will be sent to Threshold as a tribute. Bertrak also promises the characters his eternal assistance should they ever be in his neck of the woods again. The *horn of blasting* belongs to him; it was stolen by the hag.

❖ When the heroes return to Threshold and meet with Aleena, play *Track 56* to hear her speech.

TRACK 56

Aleena thanks the characters for their hard work and pays them their due.

This ends the second adventure. If you'd like the heroes to continue working for Aleena, you can design another quest on her behalf. Otherwise, the characters can strike out on their own. Either way, the possibilities are many and the choice is yours.

The Hag

Armor Class:	0
Hit Dice:	7+7
THACO:	13
No. of Attacks:	3
Damage/Attack:	1d8+8/ 1d8+8/ 2d4+1
Special Attacks:	See below
Special Defenses:	See below
Saving Throw:	10
Movement:	15
Intelligence:	Very
Alignment:	Chaotic evil
Treasure Type:	D
Size:	Large, 8 ft. tall
Experience Points:	4,000

The hag is a wicked, deadly creature several hundred years old. She stands nearly 8 feet tall, has yellow eyes and warty blue skin, and boasts black talons as sharp as an eagle's. At will she can *change self*, often taking the guise of a lovely damsel in distress. Pity the "prince" who comes to her aid! She delights in rending flesh with her talons and can eat a man-sized meal in 10 rounds. Further, she boasts supernatural strength and can easily crush smaller creatures. Her skin is so hard that edged weapons cause 1 less point of damage each time they strike her, while blunt weapons cause 1 additional point.

The hag's greatest weakness is arrogance. She considers herself too smart to be outwitted and may underestimate a foe's trickery.

Appendix:

Karameikan Postings

Handouts 10, 11, and 12 are designed to serve as springboards or props for your own adventures in Karameikos. These “postings” might appear in downtown Mirros, either being handed out by town criers or tacked to the walls of inns and other “hero hangouts.” You’ll find tips for using these postings below, but it’s *your* campaign—feel free to develop these tools in the manner that best suits your players.

The Wanted Poster

Bargle the Infamous, the most hated wizard in all of Karameikos, is still on the loose. (See the *Explorer’s Guide* to learn his story.) Bargle’s current whereabouts are unknown, but many folk believe he remains in or near Karameikos. Both King Stefan and the neighboring nation of the Five Shires seek Bargle’s recapture and trial. Someone else wants Bargle too: his former lord, Ludwig von Hendriks, a.k.a. the Black Eagle Baron. Bargle betrayed the baron, and now von Hendriks has vengeance on his mind.

As the DM, you can use the poster in any number of ways. Here are just three examples. First, a rumor might surface that Bargle has been spotted. His alleged location is the site of your next adventure—and the rumor lures adventurers there. (Bargle’s sighting might be a red herring—or maybe not.) Second, the heroes could search for Bargle and find themselves competing with halfling bounty hunters, other adventurers, and killers hired by von Hendriks to eliminate Bargle *and* those searching for him. Third, the heroes themselves might encounter Bargle *before* seeing the poster, and only later make the connection that the “friendly traveler who shared their campfire” was one of the most wanted criminals in the kingdom!

Halag Immigration

Until recently, the Barony of Halag was known as the Black Eagle Barony, under the control of Baron Ludwig von Hendriks and his “pet” wizard, Bargle (see above). With the halfling invasion and the overthrow of the Black Eagle, the barony lies in turmoil; many nonhuman troops formerly in the employ of von Hendriks are now carving out their own territories. This region is in serious need of strong fighters and sage spellcasters willing to save it from destruction.

You can pass this handout to the heroes at any time—even in the middle of another, more pressing adventure. Characters who decide to settle in the barony find sufficient land but little peace; orcs, bugbears, and gnolls frequently raid the area. Settlers also meet Milo Korrigan, a very nice, very nervous young man who has been given the nearly impossible task of keeping the barony from falling apart until King Stefan finds suitable rulers (such as, perhaps, a brave group of heroes already in the area ...).

Gnome Caravan

The Gnome Caravan is an annual event in Karameikos and can provide a ready source of income and adventure for player characters. The caravan officially leaves Highforge on the 1st of Thaumont, rain or shine, and arrives in Mirros on the 11th carrying weapons, armor, and other crafted items. After four days of intense trading, the bulk of the caravan leaves Mirros to return to Highforge on the 15th of Thaumont, carrying food, fabrics, and raw materials for trade back in the gnome city.

The hiring potential of the Gnome Caravan is obvious. Merchants in the caravan seek protection on both legs of the trip. In addition, there are usually stragglers in both directions who are unable to conclude their business before the caravan leaves, and who desire additional protection. The caravan also provides an opportunity for heroes to encounter and befriend a few merchants (human, dwarf, or gnome) who can later provide information and adventure hooks. Finally, any heroes returning to Highforge with the caravan will find themselves in a city where humans are in the minority, and gnomish law holds sway.





ADVANCED DUNGEONS & DRAGONS is a registered trademarks owned by TSR, Inc.
KARAMEIKOS, MYSTARA and the TSR logo is a trademark owned by TSR, Inc. ©1994 TSR, Inc.
All Rights Reserved. Printed in the U.S.A.

Dargar Thunderhammer

Character Class	Fighter
Race	Dwarf
Alignment	Lawful good

Ability Scores

Strength	16
Dexterity	13
Constitution	17
Intelligence	14
Wisdom	10
Charisma	13

Movement	6
-----------------	---

Saving Throw

1st Level	13
2nd Level	13
3rd Level	12
(+4 bonus vs. magical attacks)	
(+4 bonus vs. poison)	

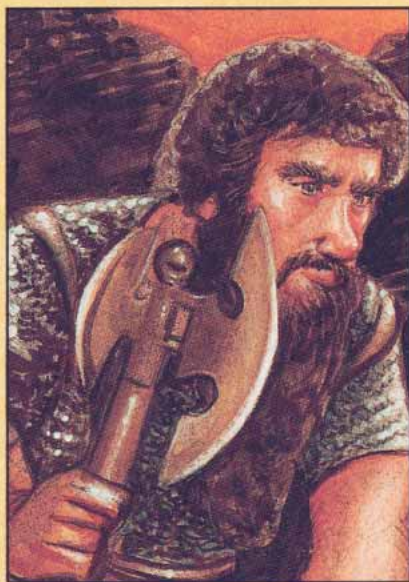
THACO

1st Level	20
2nd Level	19
3rd Level	18

Damage	1d8+1
	(battle axe)
	(+1 bonus for Strength)

Armor Class	4
	(chain mail and shield)

Hit Points	13
	(+3 bonus for Constitution)



Starting Equipment

Chain mail
Shield
Battle axe
Lantern
3 flasks of oil
Backpack
Pouch with 14 gold royals in it

Languages

Traladaran, Thyatian, Dwarvish,
Gnomish

Dargar Thunderhammer

- ❖ As a warrior, Dargar is well armored and has more hit points than most of his fellows. During combat, he usually stays where the action is.
- ❖ Dwarves can see in the dark up to 60 feet away.
- ❖ Dwarves gain a +1 bonus to attack rolls when fighting orcs, half-orcs, goblins, and hobgoblins. (That's because dwarves abhor these creatures and fight them often.)
- ❖ Large foes—e.g., ogres, trolls, ogre magi, and giants—suffer a -4 penalty when attacking dwarves (who also hate these creatures).
- ❖ Like all dwarves, Dargar is a skilled miner. He can detect new passages and sliding walls underground. (See the *Player's Handbook** for more information.)
- ❖ Dwarves resist magic better than other races (as shown by the saving throw bonus).

Dargar's Story

Dargar Thunderhammer, like most Karameikan dwarves, hails from the gnome city of Highforge. Recently he decided to accompany the Gnome Caravan on its yearly trip south to Mirros (capital of Karameikos). Not far from Highforge, he left the caravan to seek adventure on his own.

Dargar grew up among dwarves and gnomes; he saw few other races. Now he finds himself among humans—people who (in Dargar's opinion) confuse height with superiority. Dargar strives to prove he's at least their equal—if not more. He feels he must be braver than their bravest, more valiant than their most valiant, and fiercer than their fiercest. Sometimes this leads to Dargar getting in over his head. Fortunately, he has loyal and true friends who help him out.

One thing especially irritates Dargar: He hates being “talked down to” by tall folk. When dealing with humans, he often stands on tables or boulders to see things eye-to-eye.

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Chad Alonius

Character Class	Thief
Race	Human
Alignment	Neutral

Ability Scores

Strength	10
Dexterity	17
Constitution	12
Intelligence	12
Wisdom	10
Charisma	17

Movement	12
-----------------	----

Saving Throw

1st Level	15
2nd Level	15
3rd Level	15

THACO

1st Level	20
2nd Level	20
3rd Level	19

(+4 bonus when backstabbing)

Damage	1d6
	(short sword)
	(x2 damage when backstabbing)

Armor Class	5
	(leather armor)
	(-3 bonus for Dexterity)

Hit Points	6
-------------------	---



Starting Equipment

Leather armor
Short sword (Thyatian)
Dagger
Lantern
3 flasks of oil
Backpack
Pouch with 2 gold royals in it

Languages

Traladaran, Thyatian, thieves' cant

Chad Alonius

- ❖ As a thief, Chad's ability lies in the "subtle approach." Let others fight face-to-face—he'd rather sneak about and catch them unawares. Of course, often he has no choice and must defend himself accordingly.
- ❖ Chad knows a secret dialect called thieves' cant, which thieves use while discussing robberies, rewards, and other roguish topics. The thieves' cant of Karameikos is fairly uniform.
- ❖ Chad does not belong to any thieves' guild, but if they ask really nicely, he'd consider joining. He dislikes the Iron Ring, since he believes they are mobilizing all their forces in revenge against him.

Thief Skills at 1st Level

Skill	Chad's Level		
	1st	2nd	3rd
Pick Pockets	35%	40%	45%
Open Locks	35%	39%	43%
Find/Remove			
Traps	15%	20%	25%
Move Silently	15%	21%	27%
Hide in Shadows	20%	25%	30%
Detect Noise	15%	15%	20%
Climb Walls	60%	61%	62%
Read Languages	10%	10%	10%

Chad's Story

Who's Chad? He's "that amazing cat burglar," "that fantastic cutpurse,"—the man city guards fear and whom criminal masterminds speak of with awe. He's the most suave, best-known rogue in all of Karameikos. He's "Chad, Chad Alonius."

Well, he's all that if you ask Chad *himself*. In truth, Chad is just beginning what he knows will be a legendary career. His fellow adventurers, he believes, should be glad they have a chance to know him now, before he makes it "big-time." That doesn't mean he'll forget them when he's wealthy and famous, of course.

Chad hails from Mirros, the capital of Karameikos. He headed north after a recent run-in with an alleged member of the Iron Ring. (The Iron Ring is a ruthless gang of thieves who deal in slavery.) Actually, that run-in consisted of Chad grabbing the alleged slaver's purse and heading for the high country. Now Chad's gold reserves are sadly depleted, and it's time for another job.

Chad is well aware that he can improve his abilities, but with his natural talent and good looks, how can he possibly fail?

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Melissa Moonstar

Character Class Wizard
Race Elf
Alignment Chaotic good

Ability Scores

Strength 9
Dexterity 15
Constitution 13
Intelligence 16
Wisdom 13
Charisma 16

Movement 12

Saving Throw

1st Level 12
2nd Level 12
3rd Level 12

THACO

1st Level 20
2nd Level 20
3rd Level 20

Damage 1d6
(quarterstaff)

Armor Class 9
(-1 bonus for Dexterity)

Hit Points 4



Starting Equipment

Robes
Quarterstaff
Dagger
Lantern
3 flasks of oil
Backpack
Book of elven poetry
Pouch with 8 gold royals in it

Languages

Traladaran, Thyatian, Elvish (Callarii dialect), Goblin, Orcish

Melissa Moonstar

- ❖ As a wizard, Melissa boasts magical powers but lacks physical prowess, as shown by her low hit points and weak Armor Class. She thinks it's wise to let the warriors handle the combat.
- ❖ Melissa's spellbook reflects what she learned from her former master. She can learn additional spells through discovery.

1st-level Spells

<i>Change self</i>	<i>Magic missile</i>
<i>Charm person</i>	<i>Read magic</i>
<i>Detect magic</i>	<i>Shocking grasp</i>
<i>Feather fall</i>	<i>Sleep</i>
<i>Hold portal</i>	<i>Wall of fog</i>
<i>Light</i>	

Number of Spells Per Level

Melissa's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

- ❖ As an elf, Melissa is 90% resistant to all *sleep* and *charm* spells.
- ❖ Elves can see up to 60 feet in the dark.
- ❖ Elves can find secret doors with a "1" or "2" on a d6 roll, and concealed doors on a "1," "2," or "3" on a d6 roll (see the *Player's Handbook** for more details).
- ❖ Melissa's opponents suffer a -4 penalty to surprise rolls as long as no companion is within 90 ft. of

her. (Halflings or fellow elves within 90 ft. don't affect the penalty unless they're wearing metal armor.)

Melissa's Story

A Callarii elf, Melissa hails from the woods near Rifliian, a town about 50 miles north of the capital city of Mirros. She spent most of her young life in the wild, among her family and fellow elves. Only recently did she see a bustling and crowded human settlement. She is amazed that so many people can be crammed into one location without a major war breaking out. At least that's what she figured from the stories her parents told, in which humans are loud, impatient, and violent, rushing into combat at the drop of a hat.

A hedge wizard taught Melissa her spells. He was an elf who puttered in the craft, and has since departed for the isle of Ierendi on an errand for a friend. While her schooling is not as complete as that of a Karameikan College graduate, Melissa can handle herself very well in spellcraft, and takes umbrage at the suggestion that she cannot.

Melissa is not much of a planner; her philosophy is that if you muddle around with something long enough, it will turn out all right. Often she is proved correct, except when humans are involved.

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Maxalla Trigostas

Character Class Cleric
Race Human
Alignment Lawful good

Ability Scores

Strength 16
Dexterity 10
Constitution 14
Intelligence 12
Wisdom 14
Charisma 14

Movement 12

Saving Throw

1st Level 15
2nd Level 15
3rd Level 15

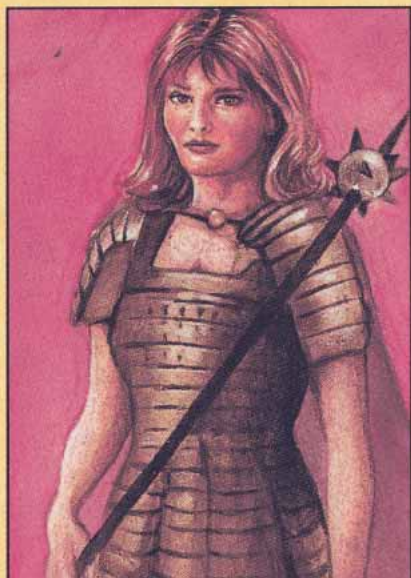
THACO

1st Level 20
2nd Level 20
3rd Level 20

Damage 1d6+1
(morning star)

Armor Class 3
(banded mail and shield)

Hit Points 8



Starting Equipment

Banded mail
Shield
Morning star
Lantern
3 flasks of oil
Backpack
Holy symbol
(Church of Traladara)
Pouch with 12 silver cronas in it

Languages

Traladaran, Thyatian

Maxalla Trigostas

❖ Like most priests, Maxalla is a good all-around adventurer: she boasts a respectable Armor Class, some weapons ability, and spell-casting talent. If needed, she can battle the foe alongside her compatriots, but she is just as valuable after the battle when curative magic is needed.

❖ The *Player's Handbook** lists a great variety of spells available to the faithful priest. The following are 1st-level spells commonly used in the Church of Traladara:

1st-level Spells

<i>Bless</i>	<i>Endure heat/cold</i>
<i>Combine</i>	<i>Light</i>
<i>Cure light wounds</i>	<i>Protection from evil</i>
<i>Detect evil</i>	<i>Purify food & water</i>
<i>Detect magic</i>	<i>Remove fear</i>

Number of Spells Per Level

Maxalla's Level	Spell Level	
	1st	2nd
1st	3	0
2nd	4	0
3rd	4	1

❖ As a Priest of Traladara, Maxalla can gain free lodging from local shrines and many Traladaran tavern keepers. However, it would both overload a host's resources and be considered bad etiquette to expect food and shelter for her companions, too.

Turning Undead

Monster	Maxalla's Level		
	1st	2nd	3rd
Skeleton	10	7	4
Zombie	13	10	7
Ghoul	16	13	10
Shadow	19	16	13
Wight	20	19	16

Maxalla's Story

Maxalla hails from a small, quiet hamlet east of Threshold. Despite its proximity to that bustling town, she has only recently visited Threshold itself. She is intrigued by the new things she has seen and encountered, particularly the Thyatians, who don't seem nearly the mindless, invading murderers that she thought they were.

Maxalla belongs to the Church of Traladara. An itinerant cleric taught her the priestly skills. Maxalla has since taken up her teacher's habit of wandering. She feels that to adequately minister to a flock, she must know the full range of human goodness and evil.

Maxalla is polite, understanding, and very forgiving of the foibles of others, even the stiff-necked and dogma-ridden priests of the Church of Karameikos. Eventually, she feels, they will see the error of their ways and join the Church of Traladara in the true faith.

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Emily Rogueshot

Character Class Thief
Race Halfling
Alignment Neutral

Ability Scores

Strength 10
Dexterity 16
Constitution 16
Intelligence 12
Wisdom 12
Charisma 12

Movement 6

Saving Throw

1st Level 12
2nd Level 12
3rd Level 12
(+4 bonus vs. magical attacks)
(+4 bonus vs. poison)

THAC0

1st Level 20
2nd Level 20
3rd Level 19
(+4 bonus when backstabbing)
(+1 bonus when using sling)

Damage 1d6
(short sword)
(x2 damage when backstabbing)
1d4
(sling stone)

Armor Class 6
(leather armor)
(-2 bonus for Dexterity)

Hit Points 8



Starting Equipment

Leather armor
Short sword
Sling and stones
Dagger
Grappling hook, 50 feet of rope
Lantern
3 flasks of oil
Backpack
Pouch with 10 gold royals in it

Languages

Traladaran, Thyatian, thieves' cant

Emily Rogueshot

- ❖ As a thief, Emily prefers to attack from an advantageous position (that is, from behind). If forced to, she can hold her own in combat, but not as well as fighters (who make excellent shields).
- ❖ Emily knows a secret dialect called thieves' cant, which rogues use while discussing robberies, rewards, and similar topics. The thieves' cant of Karameikos is fairly uniform.

Thief Skills at 1st Level

Skill	Emily's Level		
	1st	2nd	3rd
Pick Pockets	40%	45%	50%
Open Locks	40%	44%	48%
Find/Remove			
Traps	30%	35%	40%
Move Silently	25%	31%	37%
Hide in			
Shadows	35%	40%	45%
Detect Noise	20%	20%	25%
Climb Walls	45%	46%	47%
Read Languages	—	—	—

- ❖ As a halfling, Emily gains a +1 bonus to attack rolls when using thrown weapons and slings.
- ❖ Like elves, halflings are stealthy. Emily's opponents suffer a -4 penalty to surprise rolls as long as no companion is within 90 ft. of her. (Elves and fellow halflings within 90 ft. don't affect this penalty unless they're wearing metal armor.)

Emily's Story

As far as Emily is concerned, the business of a rogue is just that: a business. Her family name came from an ancestor who got too flashy with his expertise and brought the authorities down on his little operation. Keep a low profile and everything works out fine, Emily says. For a halfling, a low profile comes with the territory.

Emily's family has its roots in the region once called the Black Eagle Barony (now the Barony of Halag). The Rogueshots were scattered to the four winds years ago when Ludwig von Hendriks, the evil Black Eagle Baron, took command of the region. (Von Hendriks is the king's nefarious cousin. He is now deposed and his current whereabouts are unknown.)

Emily herself grew up on the streets of Penhaligon, working with small groups of like-minded individuals. She has never joined one of the larger, human-dominated thieves' guilds, and she prefers her "outsider" status.

Emily has discovered that if you are polite and deferential to many humans, you can rob them blind without their realizing it. Of course, money itself is not the only reward—it's the knowledge that you got it by out-thinking larger, slower-moving, dumber creatures. "But don't tell the humans that," Emily often says. "It would only hurt their feelings."

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Jocasta Demandria

Character Class Fighter
Race Human
Alignment Neutral good

Ability Scores

Strength 17
Dexterity 16
Constitution 16
Intelligence 10
Wisdom 13
Charisma 15

Movement 12

Saving Throw

1st Level 17
2nd Level 17
3rd Level 16

THACO

1st Level 20
2nd Level 19
3rd Level 18
(+1 bonus for Strength)

Damage 2d4+1
(broad sword)
(+1 bonus for Strength)

Armor Class 4
(studded leather and shield)
(+2 bonus for Dexterity)

Hit Points 12
(+2 bonus for Constitution)



Starting Equipment

Studded leather armor
Shield
Broad sword (Traladaran)
Short bow
Quiver with 24 arrows
Lantern
3 flasks of oil
Backpack
Amulet
Pouch with 2 gold royals in it

Languages

Traladaran, Thyatian

Jocasta Demandria

❖ As a warrior, Jocasta boasts more hit points than most of her fellows. She also has a better Armor Class despite her light armor, due to her high Dexterity. In combat, she can be relied upon to take the fore and defend others.

Jocasta's Story

Jocasta is a Traladaran. (Traladarans lived in Karamaikos long before King Stefan's people, the Thyatians, arrived.) She was born in the northern town of Threshold, but her parents moved to Mirros when she was a baby. Jocasta recently undertook the Shearing Ceremony, a Traladaran tradition in which young men and women sever contact with their families and must survive on their own for a few years. After the ceremony, Jocasta returned to Threshold, a place she never knew but always considered her "home town."

Jocasta is the youngest of a large family. Her brothers gained great acclaim during their shearing years: One is now a wealthy merchant in

Darokin, a second perished battling a dragon, and a third went exploring in the Altan Tepes Mountains and never returned. She wishes to prove herself even better than they and to experience adventures "of which the bards will sing."

Not long ago, Jocasta's mother gave her one of the family heirlooms, a broad sword supposedly wielded by the first of the Demandria line. The family motto, "Honor in all Deeds," is inscribed on the great blade.

Her mother also gave her an amulet made of blue glass, which Jocasta wears beneath her armor. The amulet is meant to protect her from colds and other common ailments. Jocasta knows the amulet has no magical properties, yet she treasures it for sentimental reasons.

Jocasta wants to succeed on her own. As a result, she usually turns down offers of financial assistance. Of course, she does not refuse a friend's help in battling foul monsters and plundering their lairs.

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Par Thanar

Character Class Cleric
Race Human
Alignment Lawful good

Ability Scores

Strength 14
Dexterity 10
Constitution 14
Intelligence 12
Wisdom 15
Charisma 13

Movement 12

Saving Throw

1st Level 15
2nd Level 15
3rd Level 15

THAC0

1st Level 20
2nd Level 20
3rd Level 20

Damage

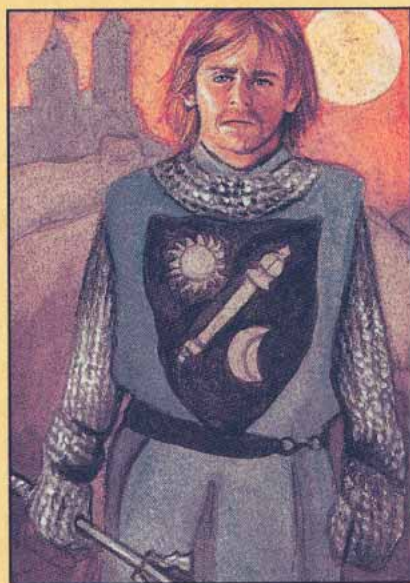
1d6+1
(footman's mace)

Armor Class

4
(chain mail and shield)

Hit Points

8



Starting Equipment

Chain mail
Shield
Mace
Lantern
3 flasks of oil
Backpack
Holy symbol
(Church of Karameikos)
Pouch with 10 silver cronas in it

Languages

Traladaran, Thyatian

Par Thanar

❖ Like most priests, Par is a good all-around adventurer: He has a respectable Armor Class, some weapons ability, and some spell-casting talent. If needed, he can battle the foe alongside his compatriots, but he is just as valuable after the battle when curative magic is needed.

❖ The *Player's Handbook** lists a great variety of spells available to the faithful priest. The following are 1st-level spells commonly used in the Church of Karameikos.

1st-level Spells

<i>Bless</i>	<i>Endure heat/cold</i>
<i>Combine</i>	<i>Light</i>
<i>Cure light wounds</i>	<i>Protection from evil</i>
<i>Detect evil</i>	<i>Purify food & water</i>
<i>Detect magic</i>	<i>Remove fear</i>

Number of Spells Per Level

Par's Level	Spell Level	
	1st	2nd
1st	3	0
2nd	4	0
3rd	4	2

❖ As a priest of the Church of Karameikos, Par can stay at any temple belonging to the church "free of charge" (earning his keep through some small service). Unfortunately, this offer does not extend to his compatriots.

Turning Undead

Monster	Par's Level		
	1st	2nd	3rd
Skeleton	10	7	4
Zombie	13	10	7
Ghoul	16	13	10
Shadow	19	16	13
Wight	20	19	16

Par's Story

Par Thanar is a newly minted priest serving the Church of Karameikos. He is very proud of his Thyatian parentage and believes that under King Stefan the nation can be a beacon of enlightenment and knowledge for all other peoples (including the poorer Traladarans who also live in Karameikos).

Par Thanar is very aware that, as one of Thyatian blood, it is his responsibility to set a good example for others—to always be honest and forthright in his dealings, to be kind and considerate of those of lower station, and to always strive against evil, wherever it might be found.

Only by presenting himself as a paragon of wisdom and competence can Par Thanar show the obvious superiority of his faith, particularly in the face of the primitive and superstitious Church of Traladara.

Par knows of the great heroes and patriarchs of his own church, and he is in awe of their wisdom and power.

* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

Kalroth the (Almost) Dangerous

Character Class Wizard
Race Human
Alignment Lawful neutral

Ability Scores

Strength 10
Dexterity 13
Constitution 16
Intelligence 18
Wisdom 12
Charisma 13

Movement 12

Saving Throw

1st Level 12
2nd Level 12
3rd Level 12

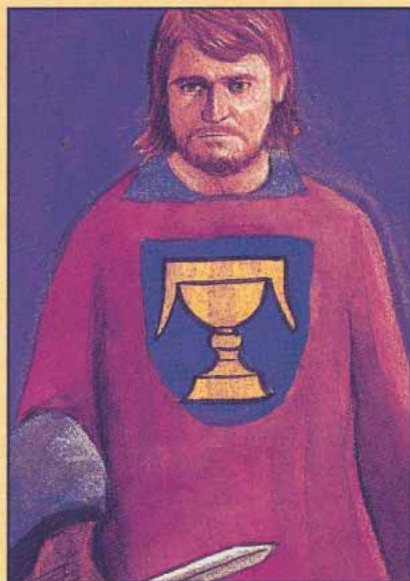
THACO

1st Level 20
2nd Level 20
3rd Level 20

Damage 1d4
(dagger)

Armor Class 10
(no armor)

Hit Points 6
(+2 bonus for Constitution)



Starting Equipment

Robes
Daggers (3)
Lantern
3 flasks of oil
Backpack
Lucky rabbit's foot
Pouch with 11 gold royals in it

Languages

Traladaran, Thyatian, Ogre

Kalroth the (Almost) Dangerous

- ❖ As a wizard, Kalroth boasts magical powers but lacks physical prowess, as shown by his relatively low hit points and weak Armor Class. During combat, he usually stays at the side of warriors (preferably the side where the monsters are *not*).
- ❖ Kalroth compiled his spellbook while training at the Karameikan College of Magecraft. At 1st level, he can choose one spell from the list below to memorize and cast. He must then rest before he can memorize again. (He can gain more spells through the college or through his own discovery.)

1st-level Spells

<i>Charm person</i>	<i>Light</i>
<i>Detect magic</i>	<i>Magic missile</i>
<i>Enlarge/reduce</i>	<i>Read magic</i>
<i>Feather fall</i>	<i>Shield</i>
<i>Hold portal</i>	<i>Shocking grasp</i>
<i>Identify</i>	<i>Sleep</i>

Number of Spells Per Level

Kalroth's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

Kalroth's Story

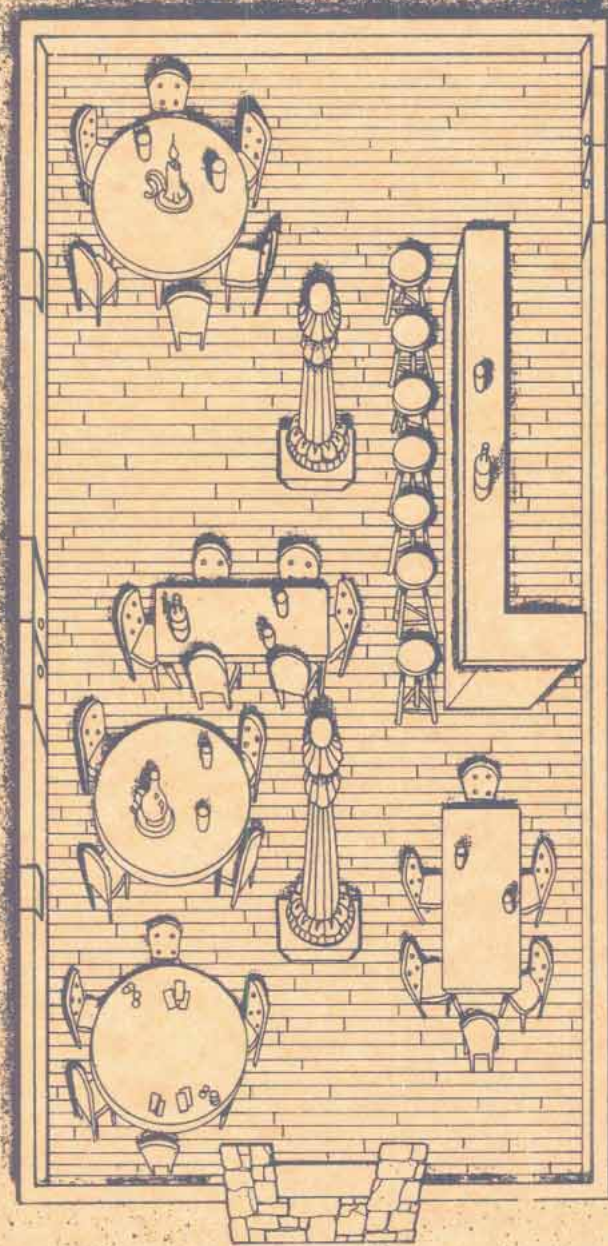
Kalroth studied at the Karameikan College of Magecraft in Krakatos, where he ranked in the middle of his class. He gained his semi-amusing nickname after performing a lab experiment that covered most of the college and its students with feathers. (It wasn't really his fault; he just read what was on the scroll.) The effects of the spell wore off after a day or two, but the nickname stuck. Though he tries to drop the "Almost" from his nickname, his friends aren't willing to let it be forgotten.


As a result of that fateful, feather-filled incident, Kalroth takes himself *very* seriously—almost to the point of obsession. He fears that he might "mess up" again, possibly in a more dangerous situation. The only way to solve any matter, Kalroth believes, is through careful planning and complete consideration of every possible obstacle.

In short, Kalroth is a bit of a worrier. He's a very thorough and thoughtful worrier, but he's always on the lookout for the black cloud hiding behind any silver lining.

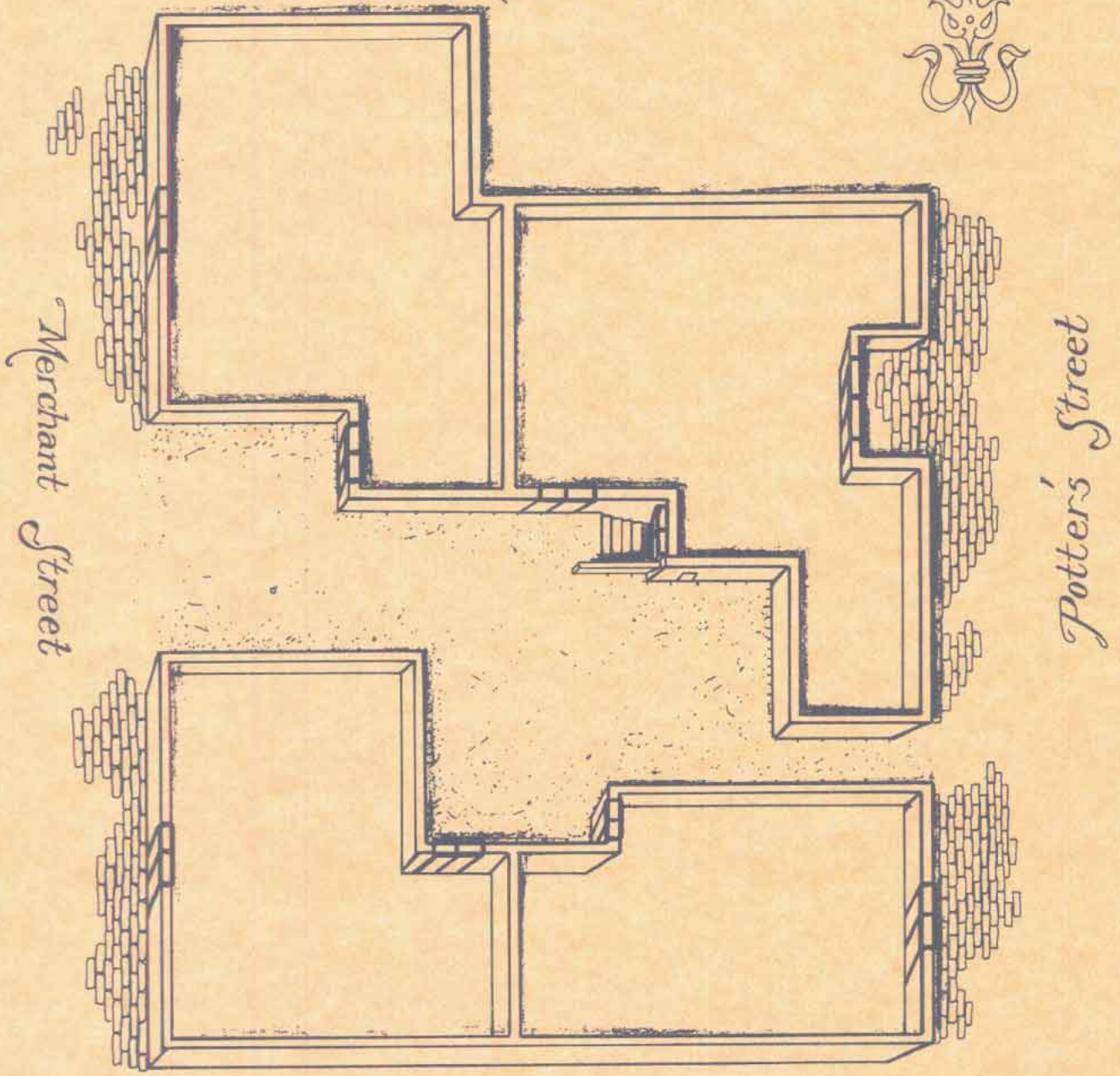
* This card appears in the streamlined format from the FIRST QUEST™ game rules. If you'd like expanded rules or information, consult the AD&D® *Player's Handbook*. (For example, the saving throw on the front reflects a save vs. spell; other saving throws may vary.)

The JUGGLING OGRE

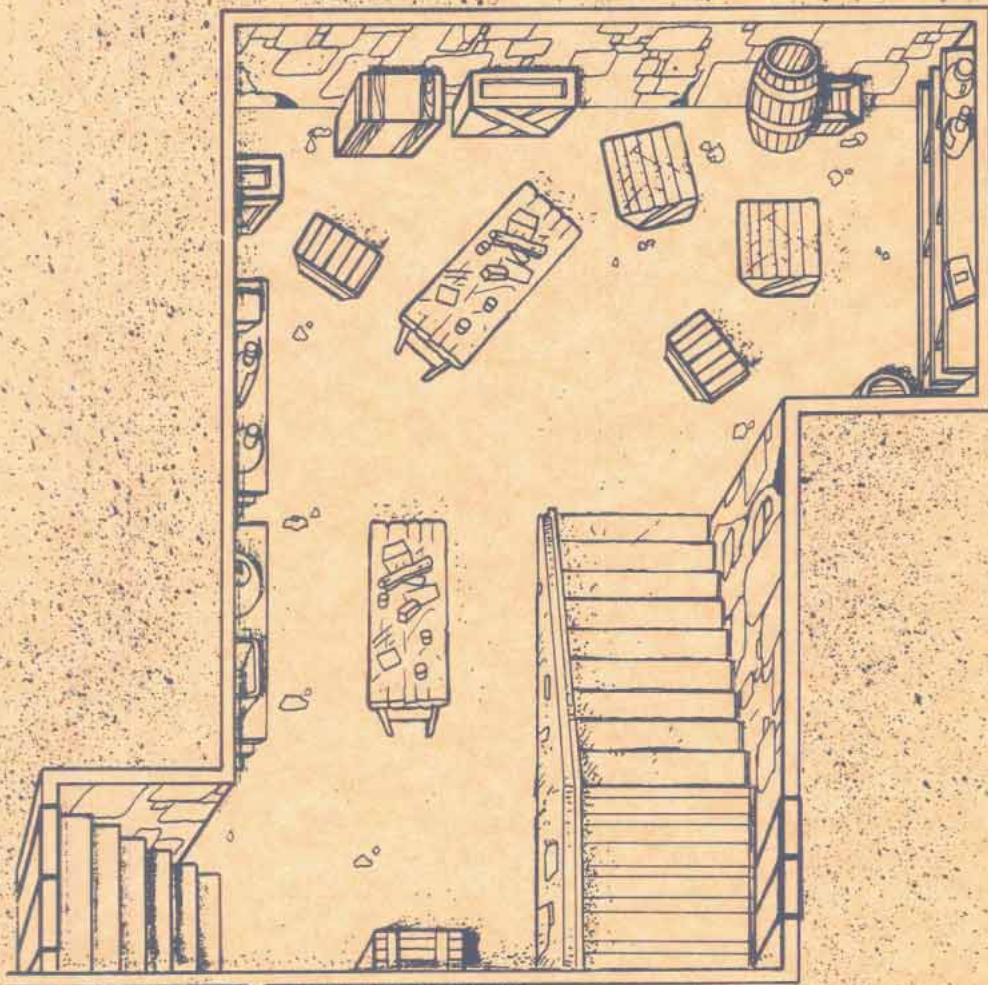


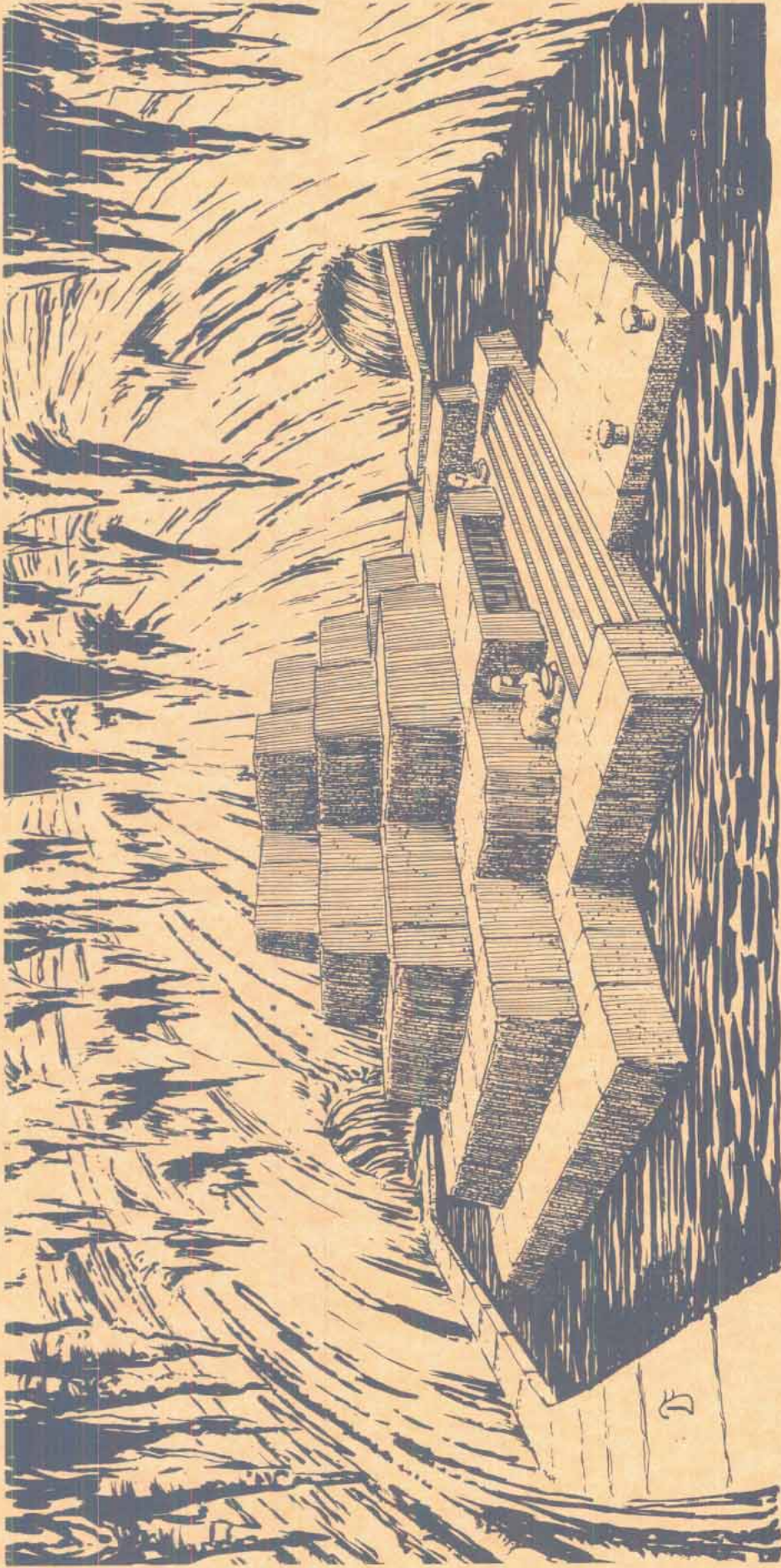


The
ALLEY



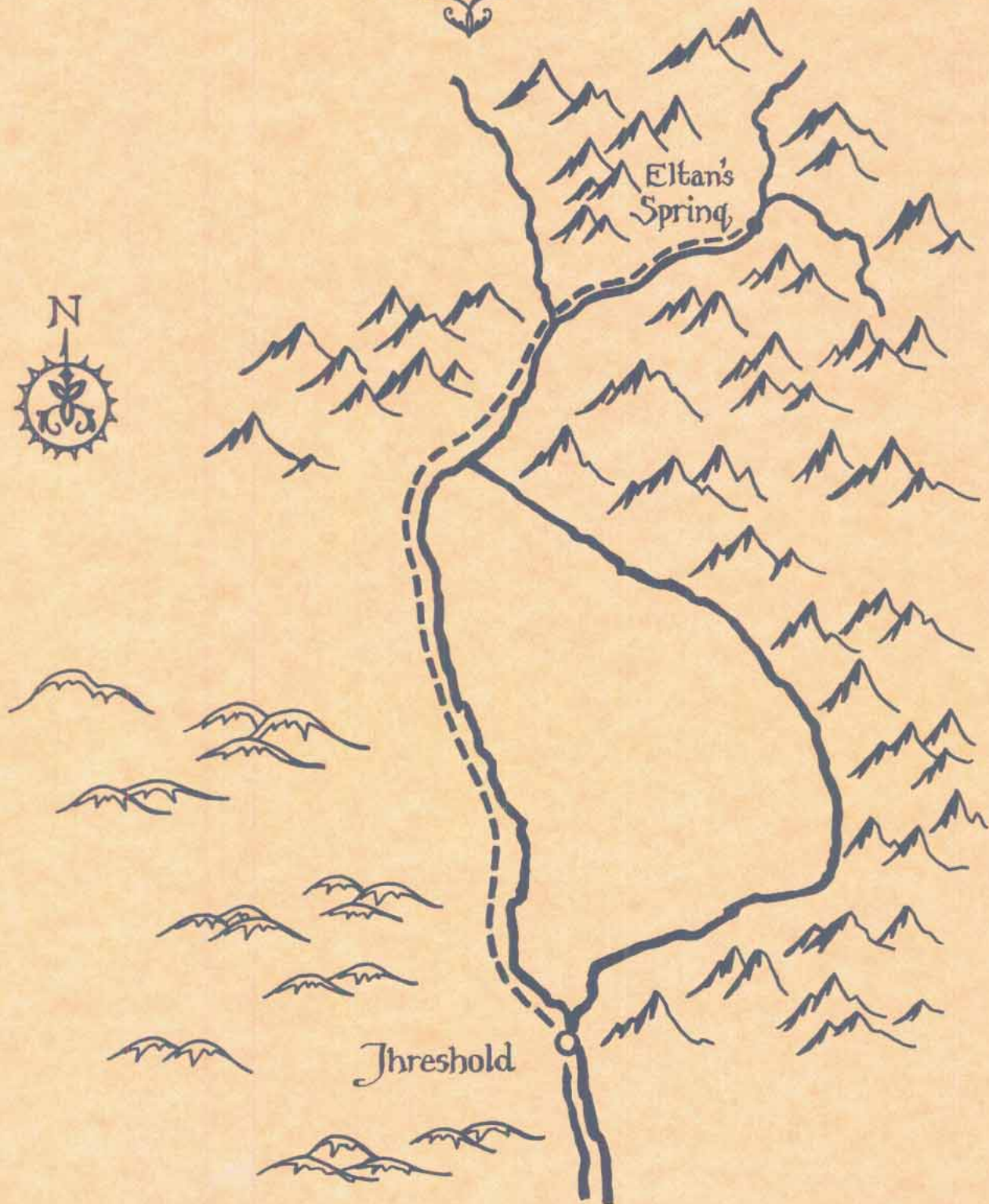
The CELLAR

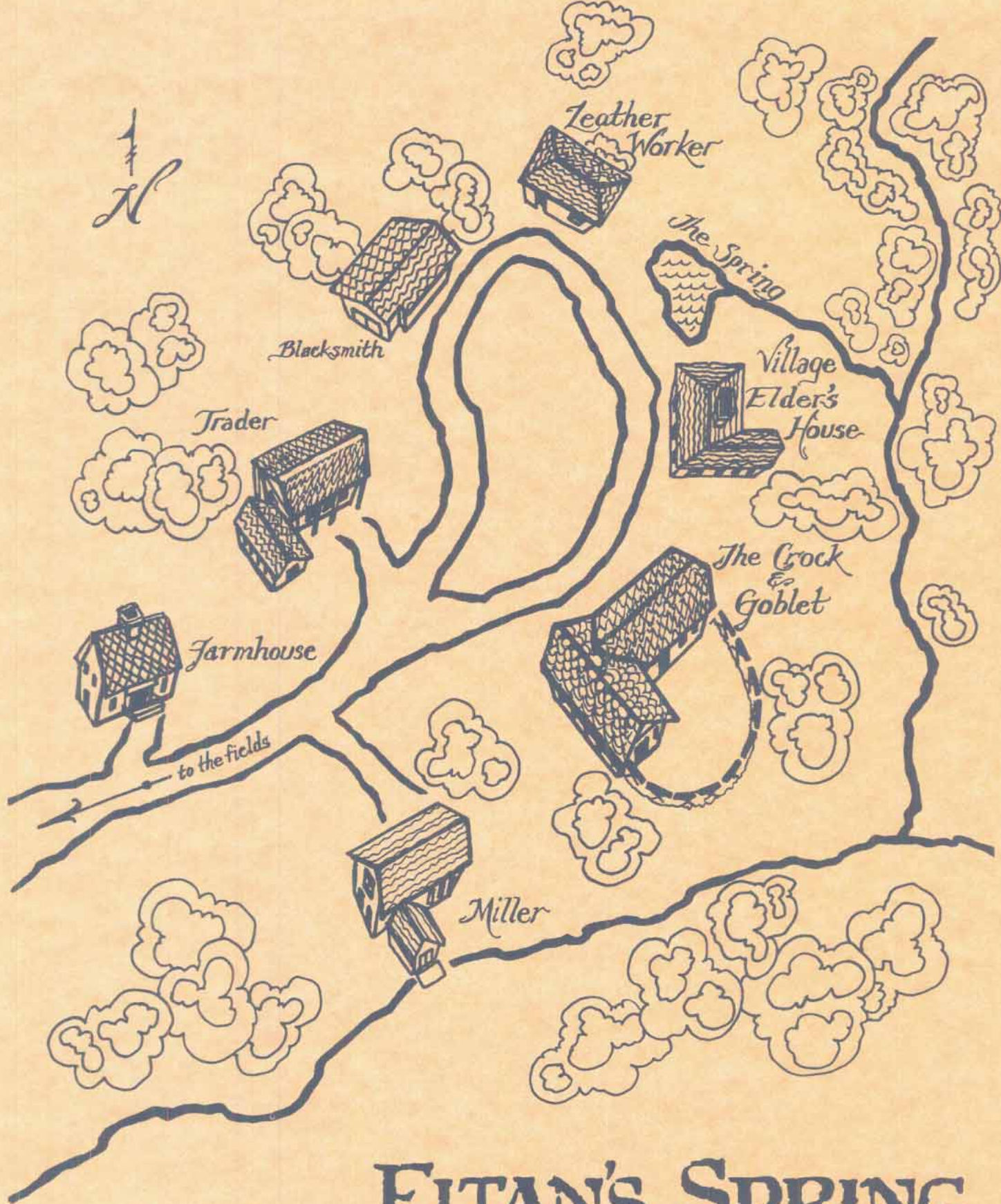




*In the center of the cavern looms a ziggurat,
completely surrounded by water.*

map to ELTAN'S SPRING

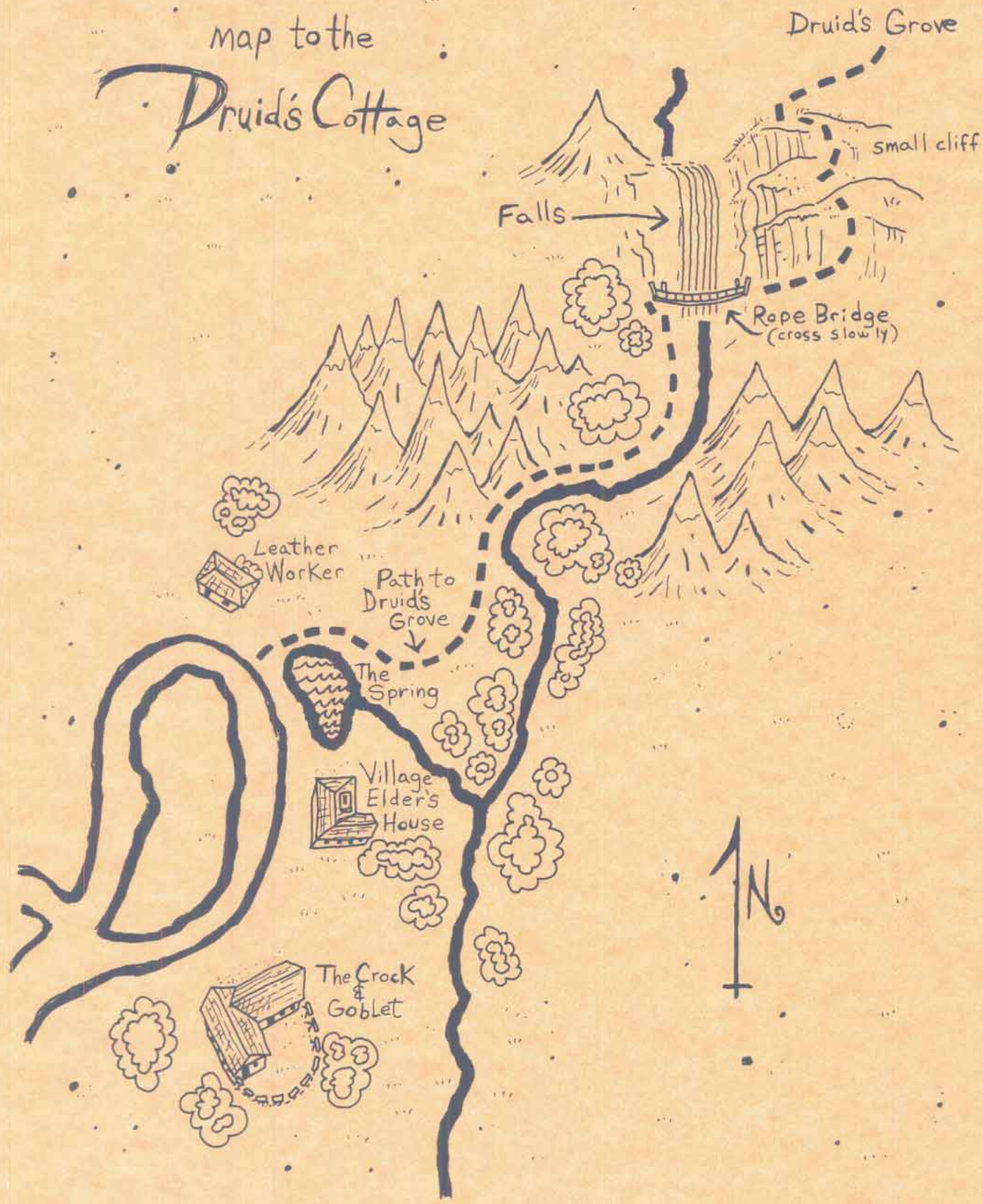




ELTAN'S SPRING



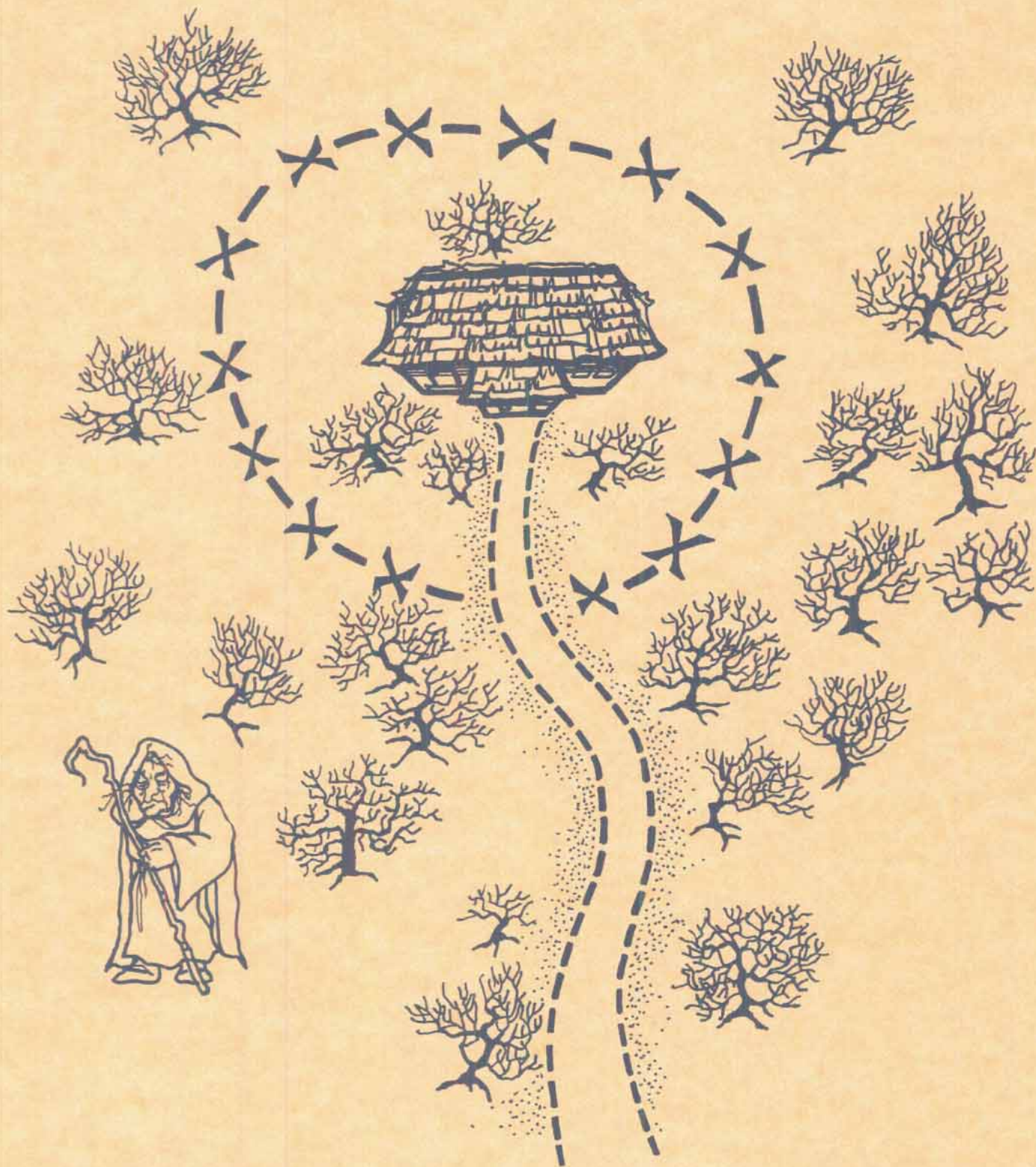
map to the Druid's Cottage





*A majestic oak forms a canopy over the druid's cottage.
Crystalline dimes hang from the lowest branch,
tinkling discordantly.*

HAG'S GLEN



WANTED!

Bargle the Infamous

For crimes against the Crown of Karameikos, including but not limited to: Treason, Conspiracy, Rebellion, Plots against the Crown, Theft, Murder, Aiding and Abetting the Enemies of Karameikos, and Genocide against the Hin Population in the Black Eagle Barony (Now the Barony of Halag)



His Glorious Majesty, King Stefan of Karameikos, has graciously approved the

Reward
of
500,000 Gold Royals

For Bargle's capture alive, and half that for his recovery in a provable dead condition.

WARNING!

Bargle is a powerful spellcaster, and can take other forms to deceive those who are easily fooled. Use caution and confirm one's findings before attempting capture.

Notice:

Other nations also have warrants outstanding for Bargle. The offer posted is the only legitimate offer within the borders of the kingdom of Karameikos and no other warrants will be honored until Karameikan justice is served.

By Order of His Majesty King Stefan

Lord Zagrev Yarol
Minister of State

ATTENTION!

to all brave-hearted adventurers and settlers desiring

LAND IN WESTERN KARAMEIKOS

Settlement opportunities exist in the newly-founded

Barony of Halag



(Formerly the Black Eagle Barony)

Land awards are being made for settlers willing to tame this wild land and remain as its protectors for one, two, or five years.

Interested parties should present themselves to

Milo Korrigan

Castellan of Fort Doom

at that location.

ATTENTION!

ALL ADVENTURERS, FREE-SWORDS,
MERCENARIES, and MAGES-FOR-HIRE

The Annual

Gnome Caravan



is currently hiring individuals with

Brave Hearts and Ready Weapons

to serve as protectors for this annual event.
Individuals interested should present themselves to the court of

King Dorfus Hilltopper

in the Gnomish City of

HIGHFORCE

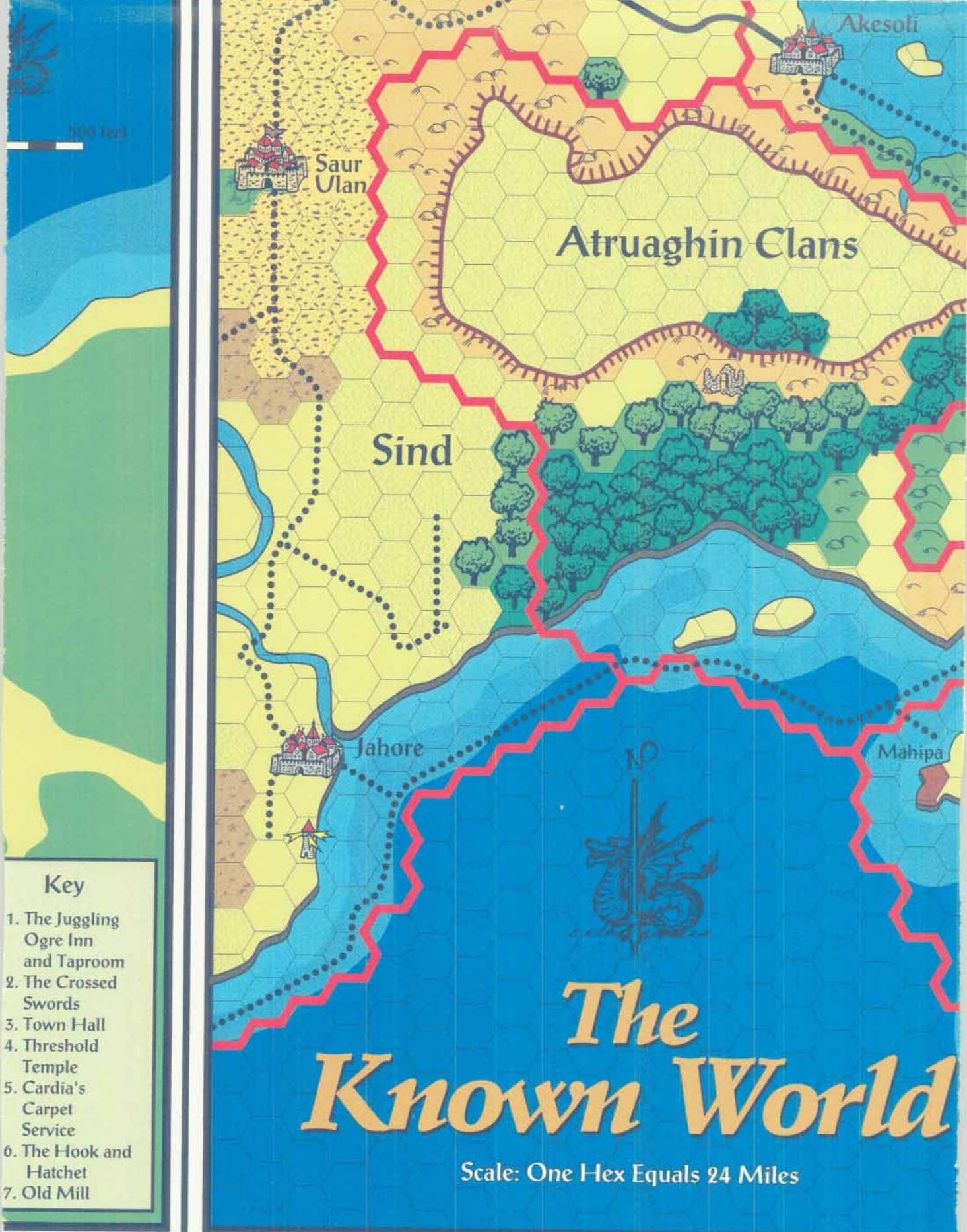
The Gnome Caravan will depart Highforce on 1 Thaumont (the First day of Spring) and is expected to reach Mirros, our beloved capital city, on 11 Thaumont. It will then leave the city on 15 Thaumont to return to its home.

Guards are needed for travelers in BOTH DIRECTIONS.

Pay is according to ability and experience.

Threshold





500 feet

Saur Ulan

Akesoli

Atruaghin Clans

Sind

Jahore

Mahipa

Key

1. The Juggling Ogre Inn and Taproom
2. The Crossed Swords
3. Town Hall
4. Threshold Temple
5. Cardia's Carpet Service
6. The Hook and Hatchet
7. Old Mill

The Known World

Scale: One Hex Equals 24 Miles



Akorros

Aengmor

Republic of Darokin

Darokin

Rafielton

Malpheggi Swamp

Kingdom of Karamaikos

Shireton

Mirros

The Five Shires

Elegy Island

Fletcher Island

Safari Island

Fortress Island

Ierendi Island

Alcove Island

Honor Island

Utter Island

City of Minrothad

Ierendi

White Island

Kingdom of Ierendi

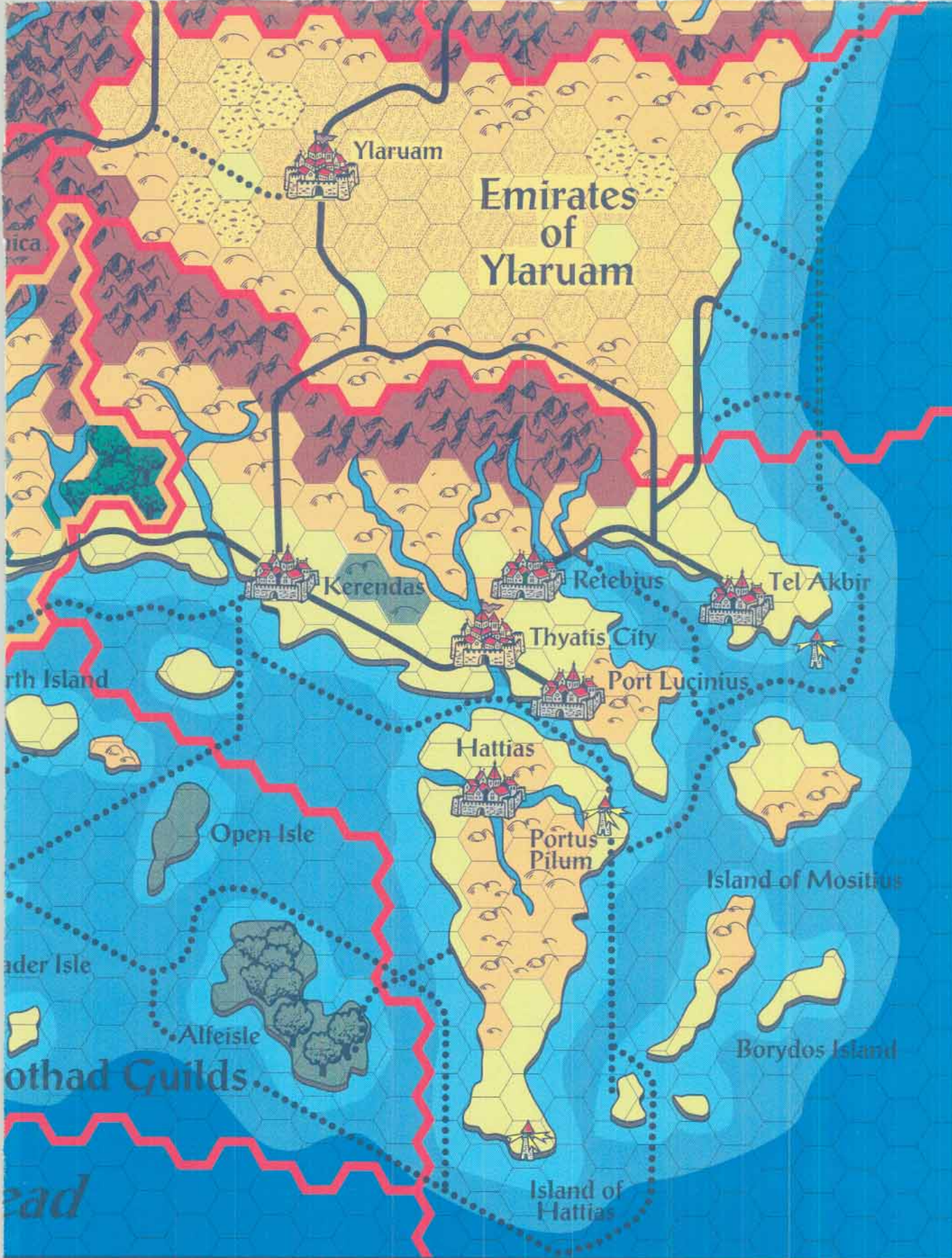
Roister Island

Blackrock Island

Aloysius Island

Minr

Sea of Dred



Ylaruam

Emirates of Ylaruam

Kerendas

Retebjus

Tel Akbir

Thyatis City

Port Lucinius

Hattias

Portus Pilum

Island of Mositius

Borydos Island

Island of Hattias

rica.

th Island

Open Isle

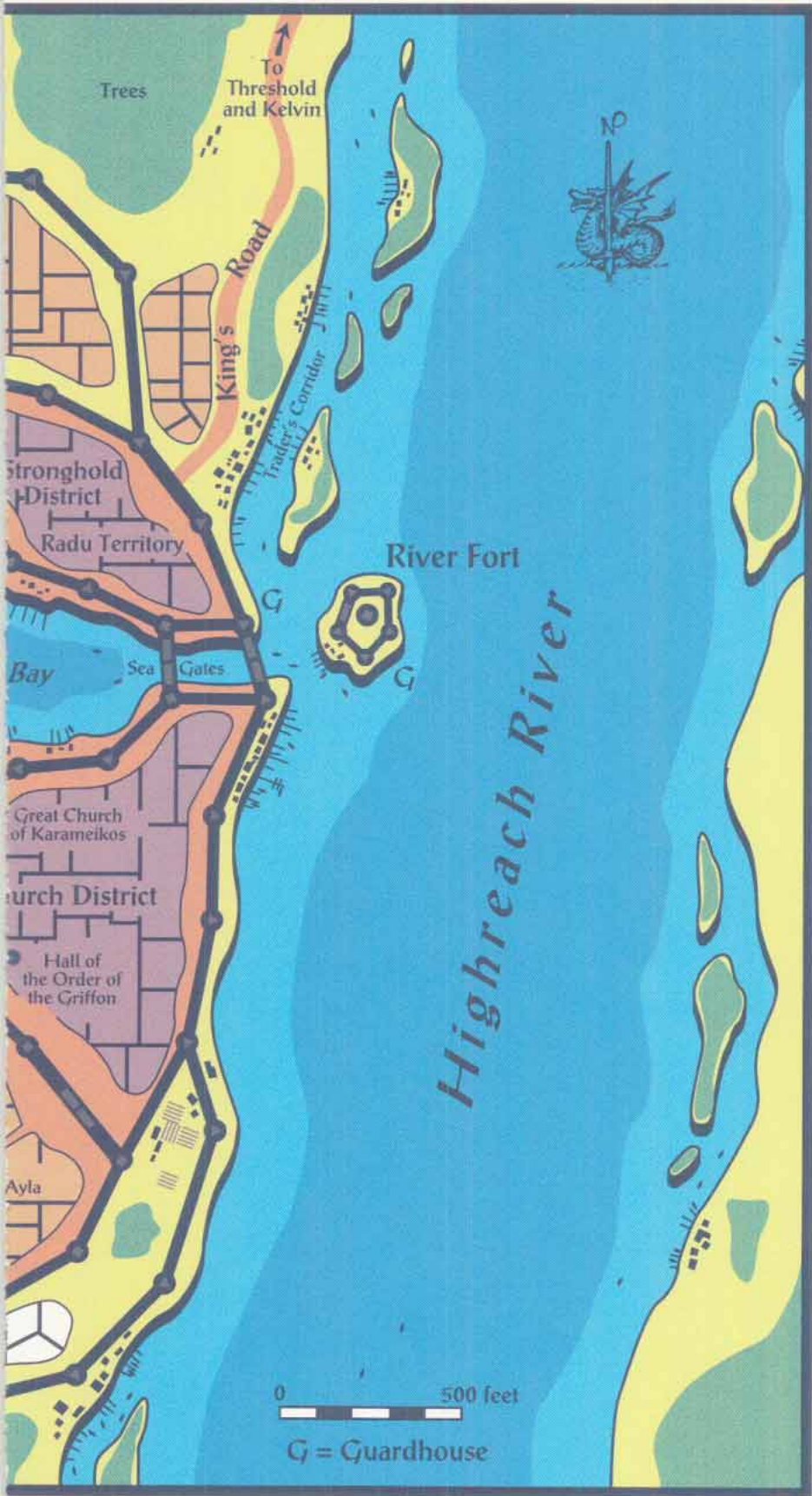
ader Isle

Alfeisle

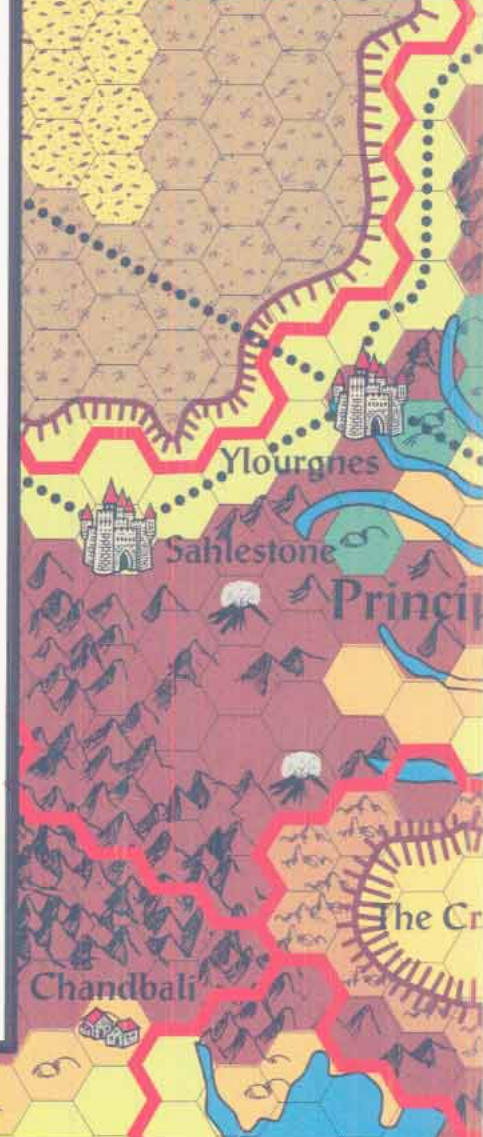
othad Guilds

ead

2500XXK0702



Symbol	Terrain
	Clear
	Hills
	Light Forest
	Heavy Forest
	Hills with Forest
	Ruined Forest of Ayla
	Mountains
	Volcano
	Jungle
	Grassland



Movement/mile	Encounter Type
$\frac{1}{2}$	Clear
4	Hills
2	Forest
4	Forest
6	Hills
4	Forest
4, 6, or 8	Mountain
8	Mountain
6 or 8	Jungle
1	Clear

Symbol	Terrain	Movement/mile	Encounter Type
	Swamp	8	Swamp
	Moor	4	Swamp
	Sandy Desert	3	Swamp
	Rocky Desert	2	Desert
	Barren Terrain	2	Desert
	Badlands	2	Mountain
	Plateau or cliff	+3	Desert
	River	+1	Mountains
	Open Water	N/A	AST
	Reef	—	Sea or Lake

Symbol	Terrain
	Cap
	City
	Town
	Villa
	Palac
	Castl
	Fort
	Keep
	Ruins



Mirros

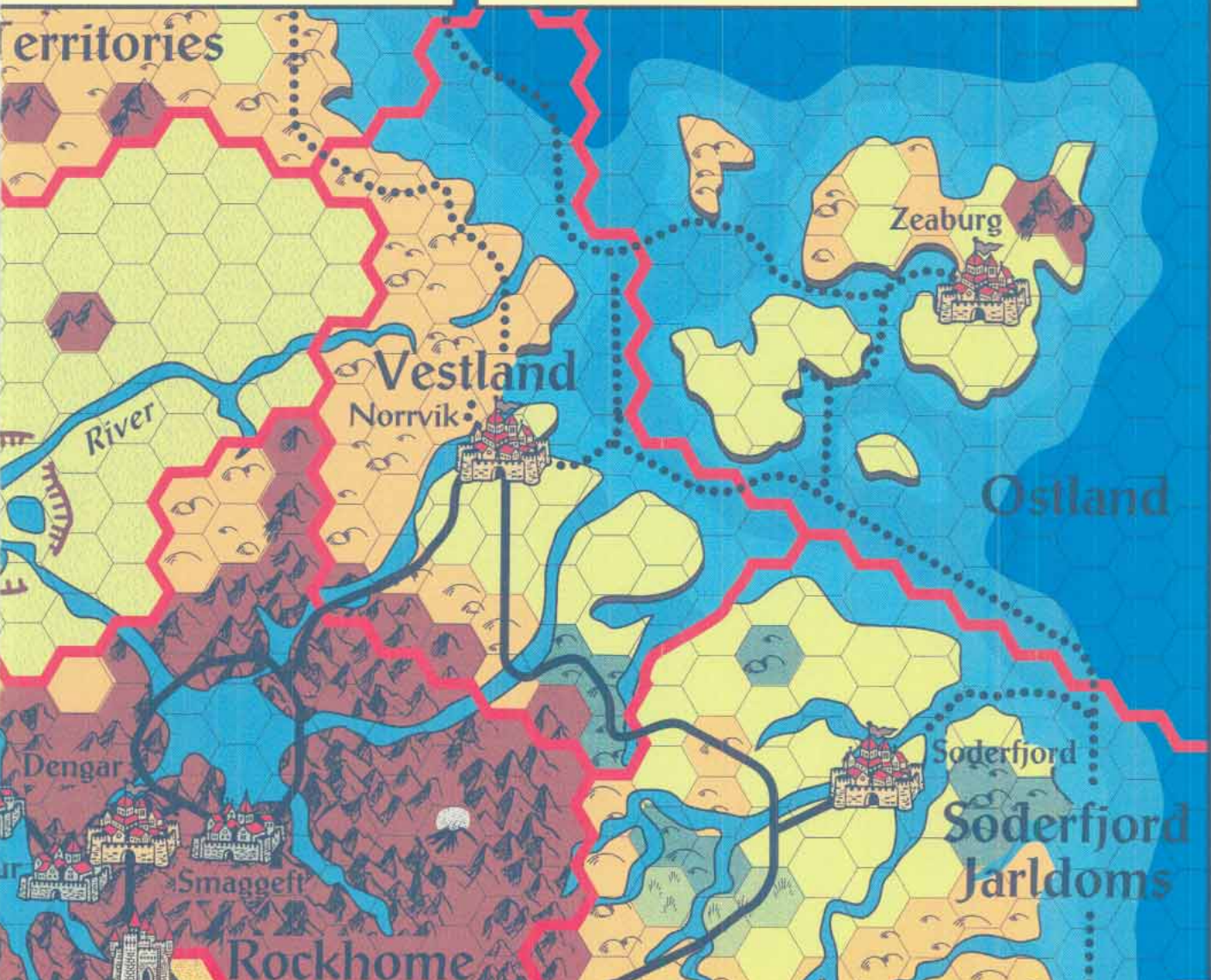
Capital City of Karamaikos

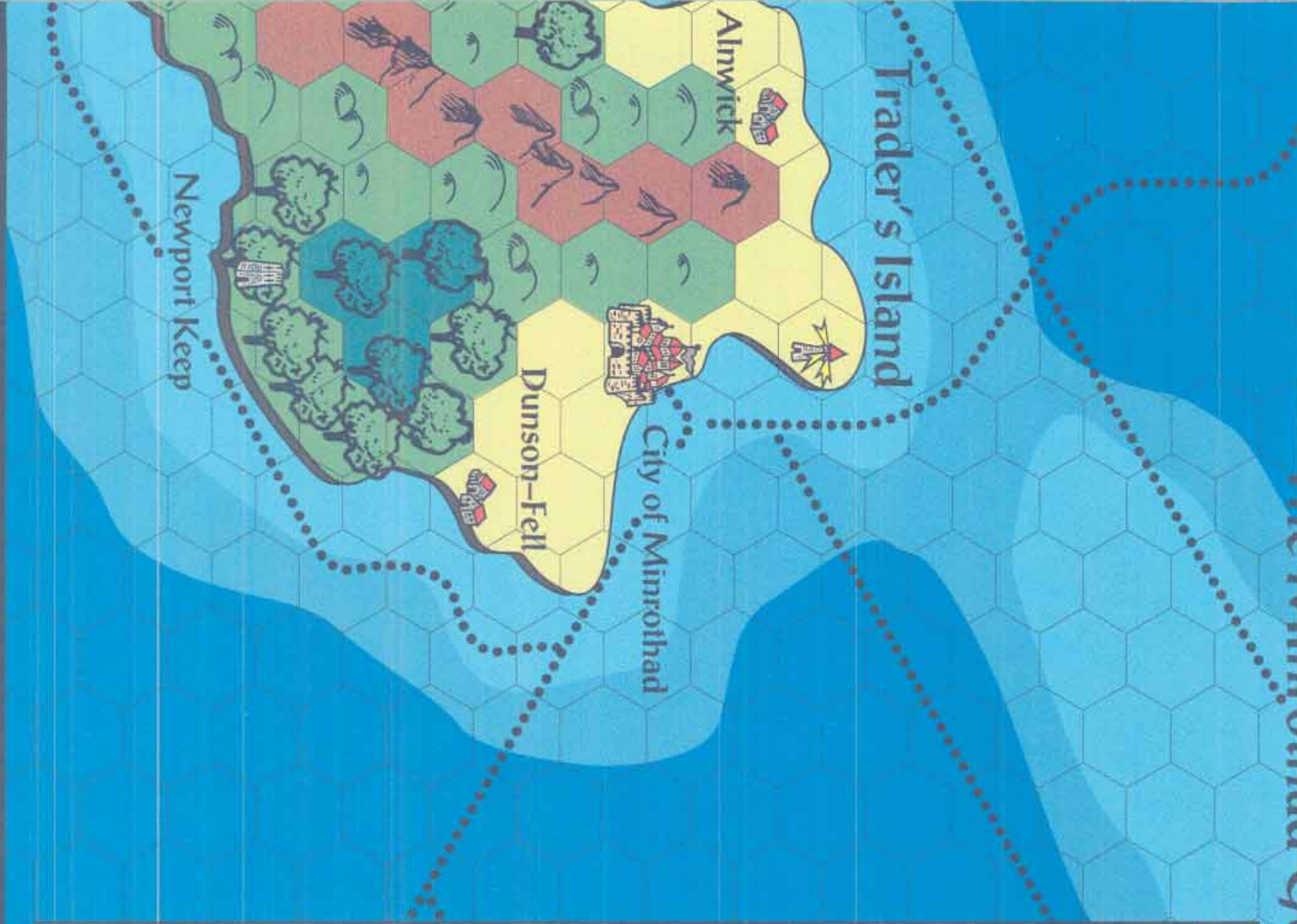


Movement/mile	Encounter Type
—	AST
AST	AST
AST	AST
AST	AST
AST	AST
AST	AST
AST	AST
AST	AST
AST	AST
AST	AST

Symbol	Terrain	Movement/mile	Encounter Type
	Camp	AST	AST
	Lighthouse	AST	AST
	Battlefield	AST	AST
	National Border	AST	AST
	Internal Border	AST	AST
	Shipping Lanes	—	Sea
	Trails	$\frac{1}{2}$ normal movement cost	—
	Roads	$\frac{1}{2}$	AST
	Bridge	Negates River Penalty	AST

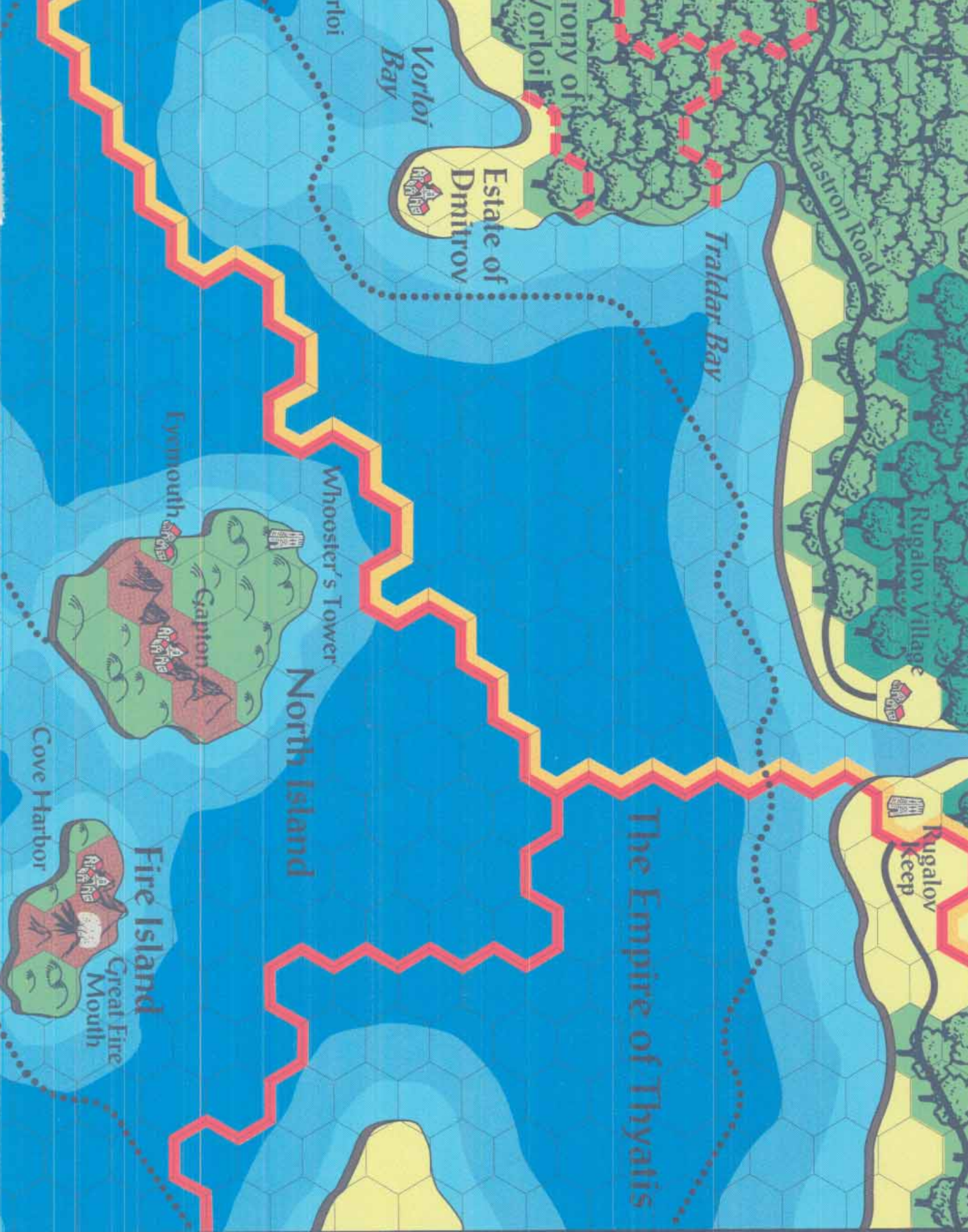
AST – As Surrounding Terrain





Symbol	Terrain	Movement/mile	Encounter Type
	Capital	—	AST
	City	AST	AST
	Town	AST	AST
	Village	AST	AST
	Palace	AST	AST
	Castle	AST	AST
	Fort	AST	AST
	Keep	AST	AST
	Ruins	AST	AST
	Camp	AST	AST
	Lighthouse	AST	AST
	Battlefield	AST	AST
	National Border	AST	AST
	Internal Border	AST	AST
	Shipping Lanes	—	Sea
	Trails	$\frac{1}{2}$ normal movement cost	—
	Roads	$\frac{1}{2}$	AST
	Bridge	Negates River Penalty	AST

AST - As Surrounding Terrain



The Empire of Thyatis

Rugalov Keep

Rugalov Village

Easton Road

Traldar Bay

Estate of Dmitrov

Vortoi Bay

North Island

Whooster's Tower

Gapton

Eyemouth

Fire Island

Great Fire Mouth

Cove Harbor



Barony of Kelvin

Kelvin Moor

Hillfollow River

Wufwolde Hills

Estate of Penhaligon

Town of Penhaligon

King's Road

Castellan River

King's Road Keep

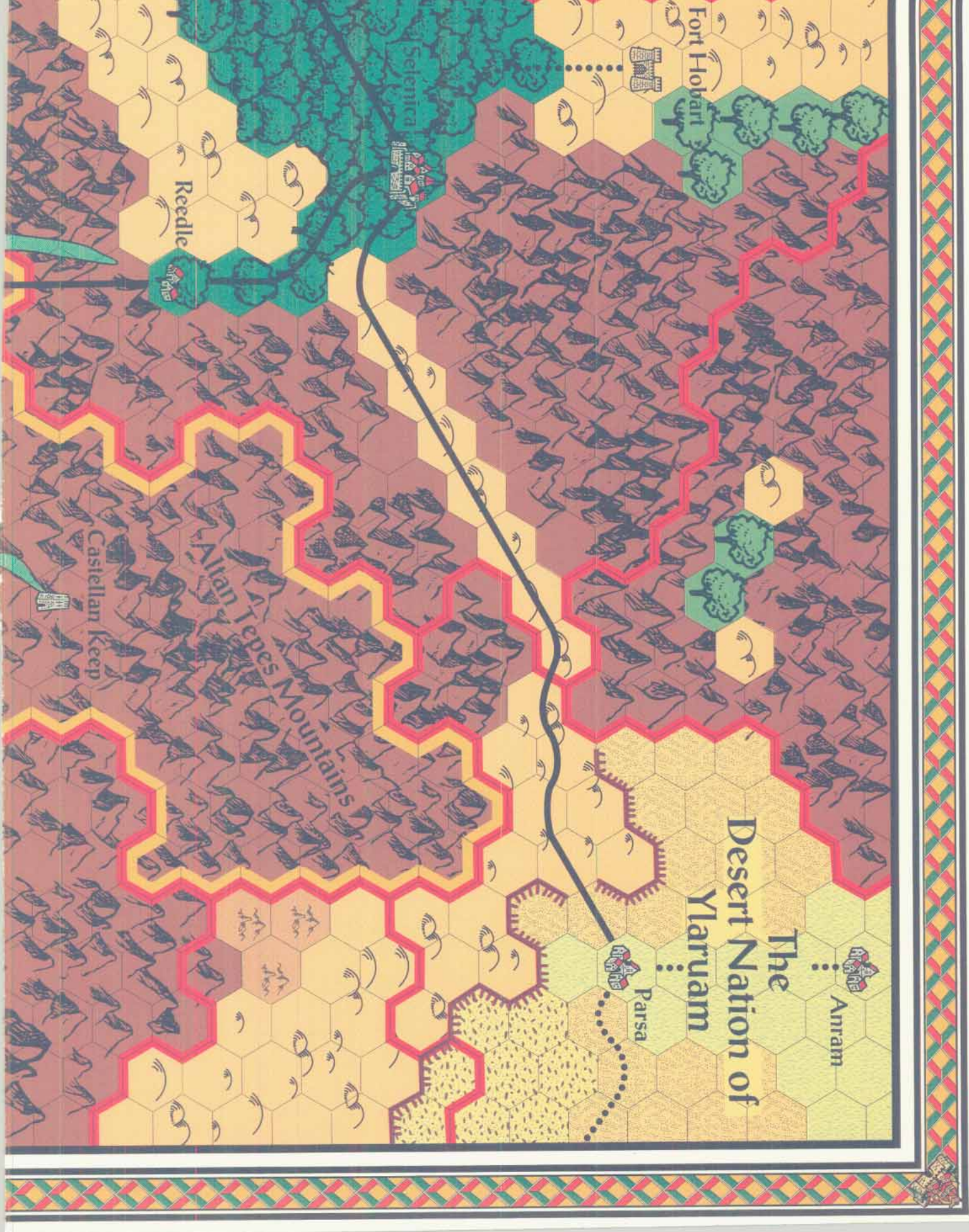
Wufwolde Hills

River Volaga

Foreston Greenheight

River Kerendas





The Desert Nation of Maruam

Alpha
Anram

Alpha
Parsa

Fort Hobarl

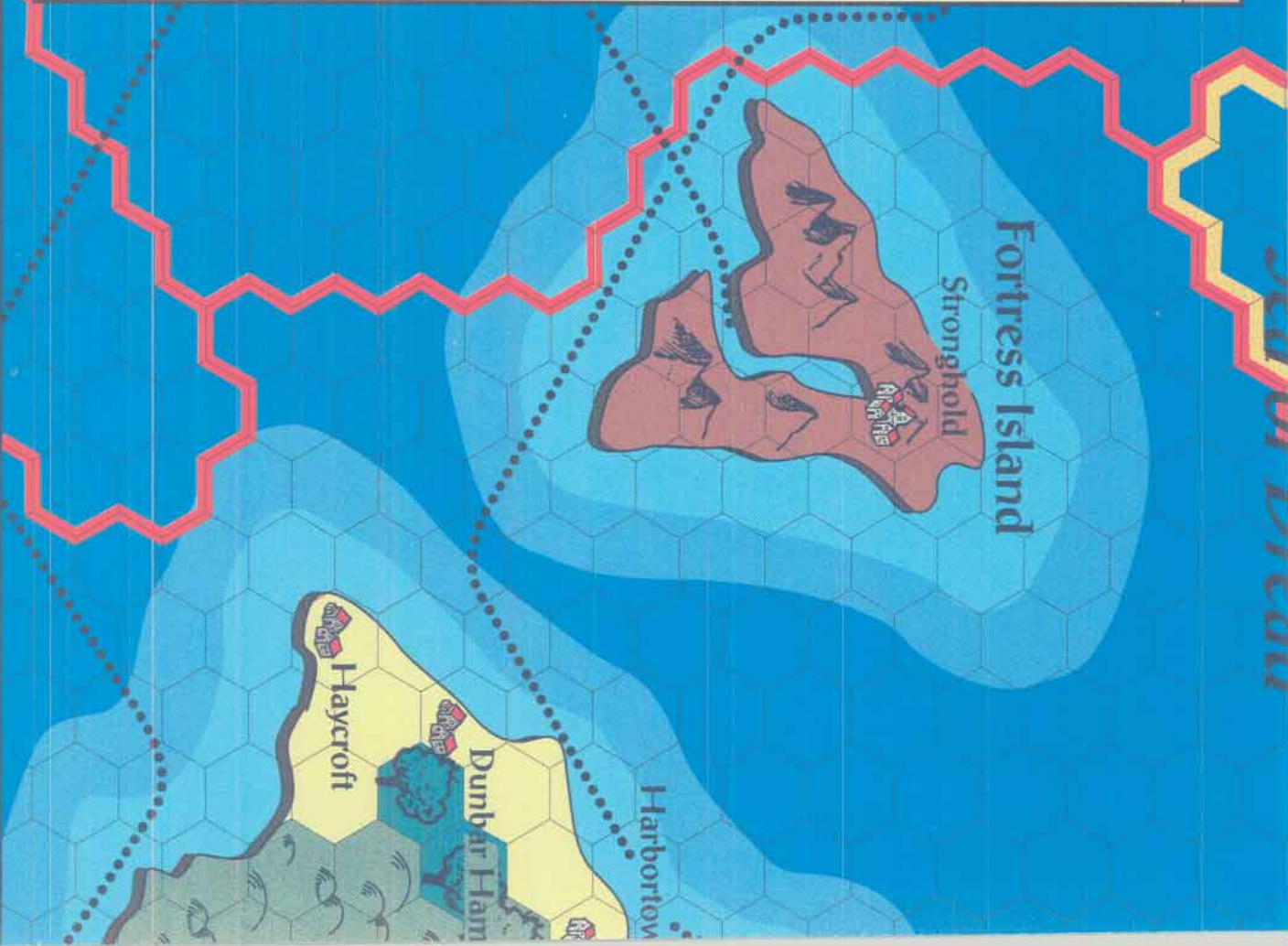
Selencia

Reedle

Castellan Keep

Altan Tepes Mountains

Symbol	Terrain	Movement/mile	Encounter Type
	Clear	1/2	Clear
	Hills	4	Hills
	Light Forest	2	Forest
	Heavy Forest	4	Forest
	Hills with Forest	6	Hills
	Ruined Forest of Aengmor	4	Forest
	Mountains	4, 6, or 8	Mountain
	Volcano	8	Mountain
	Jungle	6 or 8	Jungle
	Grassland	1	Clear
	Swamp	8	Swamp
	Moor	4	Swamp
	Sandy Desert	3	Swamp
	Rocky Desert	2	Desert
	Barren Terrain	2	Desert
	Badlands	2	Mountain
	Plateau or Cliff	+3	Desert
	River	+1	Mountains
	Open Water	N/A	AST
	Reef	—	Sea or Lake





The Halfling N
of The Five Sh

Gulf of Halag

Halag

The Kingdom of Lerendi

Mitros, Capital of Karametkos

Gulf of Marilenev

Town of Krakatos

Marile

Town of

North Tower
Calatapos
Mt. Boanga

Pupami

Sirdaba Lower

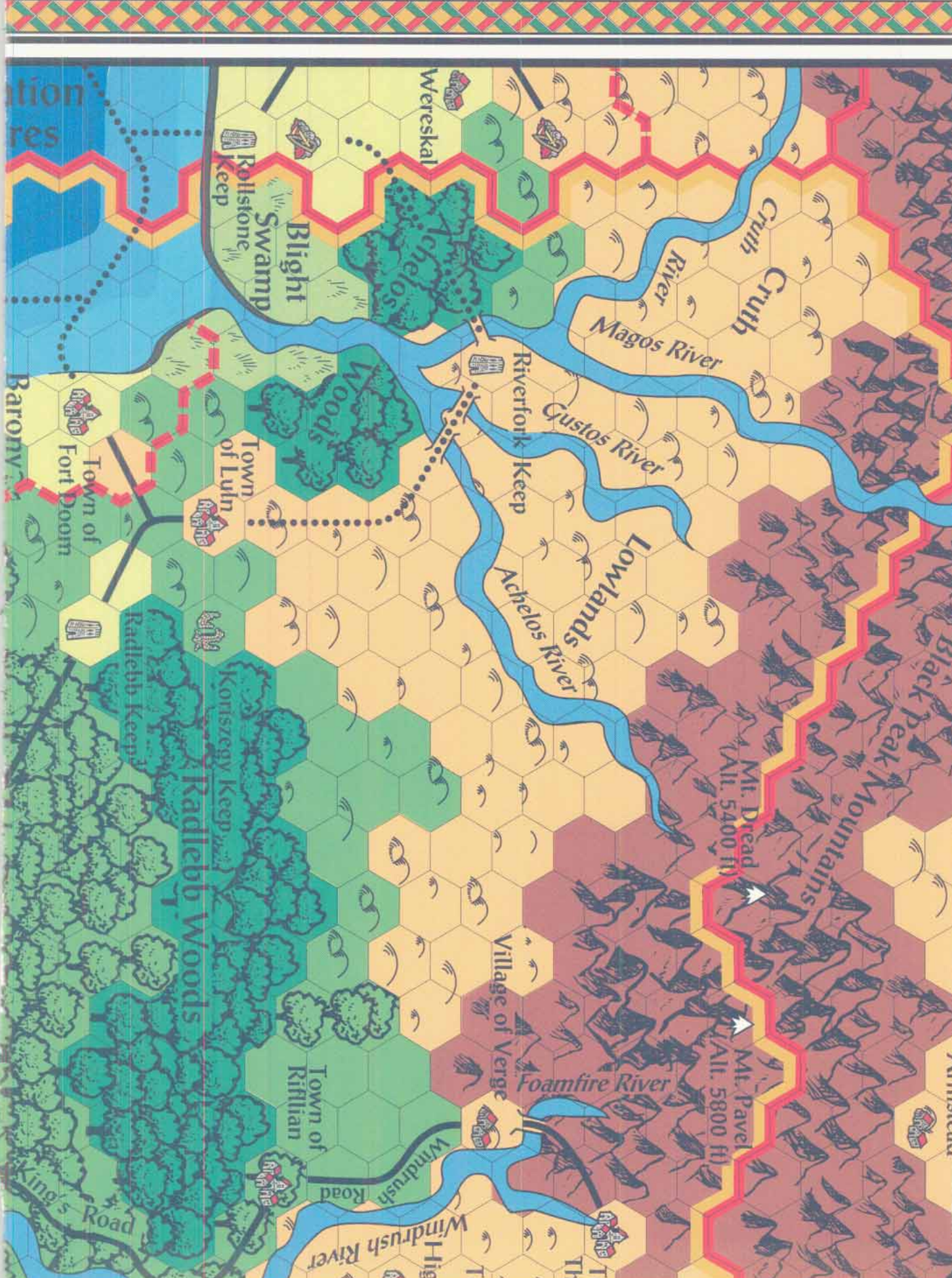
Vandevicsny Village

Sulescu Village

Marilenev Village

Station Road





tion
res

Barony
Town of
Fort Doorn

Radlebb Keep

King's Road

Rollstone
Swamp
Blight

Town
of Luhn

Koriszegy
Keep

Radlebb
Woods

Town
of
Riflian

Windrush
River

Mwereskal

Riverfork
Keep

Village
of Verge

Foamfire
River

Magos
River

Achelos
River

Cruth
River

Gustos
River

Lowlands

Mt. Dread
Alt. 5400 ft

Mt. Pavel
Alt. 5800 ft

Black
Peak
Mountains



Desnae
Aengnor
(formerly the elven kingdom of Altheim)

Pintel

Feador

Nemiston



Fort Cruith

Cruith Mountains

Kingdom of Karameikos

Scale: One hex equals 8 miles

The Republic of Darokin

Advanced Dungeons & Dragons

Karameikos

Kingdom of Adventure

TM



AUDIO CD GAME



Advanced Dungeons & Dragons
2nd Edition

Karameikos™

Kingdom of Adventure

Audio CD Credits

TSR Project Coordinator:

Producer:

Interactive Director:

Associate Producer:

Script Editor:

Writers:

Project Coordinator:

Original Score by:

Music Performed & Produced by:

Music Engineered by:

Audio Project Management:

**Dialogue Editor, Lead Mixer,
and Supervising Sound Editor:**

Sound Design and Sound Effects Mixer:

Andria Hayday

Gordon Hookailo

Flint Dille

Buzz Dixon

Flint Dille

Thomas M. Reid with

Flint Dille & Buzz Dixon

Terrie Berlin

Craig Stuart Garfinkle

CSG MUSIC

Josh Schneider

GDH DIGITAL

Gordon Hookailo

Roy Braverman

Studio Credits

Dialogue Recorded at WALLY BURR RECORDING:

Greg Dill &

Thomas Chan, Engineers

Les Bloom, Foley

Arthur Farkas, Recordist

Foley Recorded at ID GROUP:

Sound Effects Preplay at MIGHTY MITE PRODUCTIONS and GDH DIGITAL

Final Mix was done at MIGHTY MITE PRODUCTIONS

Facility Director:

Vaughn Verdie

CD Premaster by GDH DIGITAL

Final CD Preparation by MCA MMS



Karameikos™

Audio CD Game

COMPACT
disc
DIGITAL AUDIO



Advanced Dungeons & Dragons®

Karameikos™

Kingdom of Adventure

Audio CD Credits

Producer:

Interactive Director:

Original Score by:

Gordon Hookailo

Flint Dille

Craig Stuart Garfinkle

Look for these other exciting TSR Interactive Audio CD Game products at book, game, and hobby stores everywhere!

AD&D® FIRST QUEST™ Game

MYSTARA™ *Hail the Heroes* Adventure

MYSTARA *Night of the Vampire* Adventure

AD&D RED STEEL™ Campaign Expansion

TERROR T.R.A.X.™ *Track of the Werewolf* CD QUEST™ Adventure

TERROR T.R.A.X. *Track of the Vampire* CD QUEST Adventure

® and ™ designate trademarks owned by TSR, Inc.

©1994 TSR, Inc. All Rights Reserved. Printed in the United States of America.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom



MYSTARA™

CAMPAIGN

Karameikos™

Kingdom of Adventure

By Jeff Grubb,
Aaron Allston, and Thomas M. Reid

*Karameikos . . . a classic fantasy setting where bold
adventurers can become legendary heroes.*

Whether you have played only the FIRST QUEST™ audio CD game or have enjoyed the AD&D® game for years, you'll find high adventure in the kingdom of Karameikos. Discover a magical land sure to challenge the bravest hearts and sharpest swords. Hear this realm come to life in two extraordinary quests featuring dramatic sounds on compact disc!

Inside you'll discover . . .

- ❖ an interactive audio compact disc featuring thrilling sound effects, character voices, music for two adventures in Karameikos
- ❖ a 32-page Adventure Book compatible with the rules of the FIRST QUEST audio CD game and the AD&D game *Player's Handbook* and DUNGEON MASTER® *Guide*
- ❖ a 128-page Explorer's Guide, lavishly illustrated in full-color
- ❖ 2 full-color poster-sized maps
- ❖ 12 parchment maps, illustrations, and player props
- ❖ 8 full-color hero cards

See the wonders of Karameikos, from deadly Fort Doom to King Stefan's castle. Study at the School of Magecraft. Clash swords with the noble Knights of the Griffon. Match wits with nefarious thieves of the Iron Ring. Uncover dark mysteries of the past, including the jackal-headed Hutaakans . . . and much more!

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

US \$30.00 CAN \$42.00 UK £21.50 Incl. VAT.

ADVANCED DUNGEONS & DRAGONS, AD&D and DUNGEON MASTER are registered trademarks owned by TSR, Inc. FIRST QUEST, KARAMEIKOS, MYSTARA, the TSR logo, and the audio CD logo are trademarks owned by TSR, Inc. ©1994 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

ISBN 1-56076-853-3



53000>

9 781560 768531